

HEROICA HOUSERULES ADVENTURE GENERATOR!!

Determine the # of Rooms in the Adventure • 1d6

- 1 4 Rooms
- 2 6 Rooms
- 3 8 Rooms
- 4 10 Rooms
- 5 12 Rooms
- 6 Choose 4, 6, 8, 10, or 12

Step 1 → Hallway or Room • 1d4

- 1 Hallway 2x1
- 2 Hallway 4x1
- 3 Hallway 6x1
- 4 Adjacent Room (roll on Room table)

Step 2 → Room Size • 1d6

- 1 2x3 -- Roll for 1 small foe
- 2 3x3 -- Roll for 2 small foes or 1 large foe
- 3 2x2 -- Roll for 1 small foe
- 4 2x2 -- Roll for 1 small foe
- 5 2x4 -- Roll for 2 small foes or 1 large foe
- 6 7x7 -- Roll for 3 small foes or 1 large foe

Step 3 → Obstacles • 1d6

- 1 Locked Door
- 2 Rocks/Rubble/Trash
- 3 None
- 4 None
- 5 None
- 6 Trap

Step 4 → Foes • 2d10

- 2 Minotaur > only in 3x3 room or larger
- 3 Dark Druid
- 4 Skeleton, Large > only in 3x3 room or larger
- 5 Golem Lord
- 6 Werewolf
- 7 Spider, Large

- 8 Spider, Small
- 9 Scorpion
- 10 Goblin, Warrior
- 11 Goblin, Guard
- 12 Goblin, General
- 13 Bat
- 14 Viper
- 15 Frog, Giant
- 16 Golem
- 17 Goblin, King
- 18 Dragon, Small
- 19 Mummy
- 20 Dragon, Large > only in 7x7 room or larger

Step 5 → Treasure • 2d6 * Roll once for each defeated foe.

* Foes with 4 or more Health require 2 rolls on the Treasure table.

- 2 Legendary Item, roll 1d4 again below:
 - 1... Chalice of Life
 - 2... Crystal of Deflection
 - 3... Helmet of Protection
 - 4... Wand of Paralysis
- 3 Treasure Chest
- 4 Weapons, roll 1d6 again below:
 - 1... Axe
 - 2... Bow
 - 3... Dagger
 - 4... Staff
 - 5... Sword
 - 6... Wand
- 5 Torch
- 6 1 Gold
- 7 2 Gold
- 8 3 Gold
- 9 Key
- 10 Potion, roll 1d4 again below:
 - 1... Life
 - 2... Luck
 - 3... Speed
 - 4... Strength
- 11 Gem
- 12 None