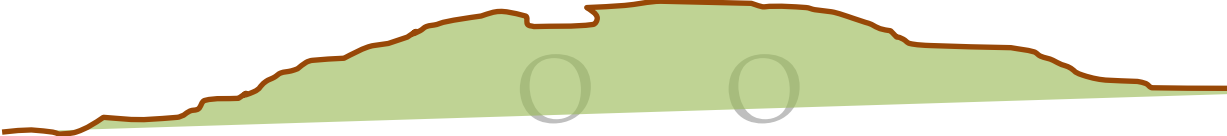


Point Crawl Template 1

	Rule
	Entrance Level
	D2 nodes
	Zone 1 D8+2 nodes
	Zone 2 D4+1 nodes
	Zones 3 D3 nodes
	Zone 4 Boss nodes
No. of paths = {No. of Nodes} + D5 D12 - 10 paths having concealed entrances	

Point Crawl Template 2

	Rule
	Entrance Level D2 nodes
	Zone 1 D8+2 nodes
	Zone 2 D4+1 nodes
	Zones 3 D3 nodes
	Zone 4 Boss nodes
No. of paths = {No. of Nodes} + D5 D12 – 10 paths having concealed entrances	

Point Crawl Template 3

	Rule
	Entrance Level D nodes
	Zone D nodes
	Zone D nodes
	Zone D nodes
	Zones D nodes
	Zones D nodes
	Zone D
No. of paths = {No. of Nodes} + D D paths having concealed entrances	

Method

This point crawl can be imagined as seen from top-down (*e.g.* see Example 1 below; a traditional map) or from side-on (*e.g.* Example 2; a cross section). The nodes in the point crawl represents the 'interesting' places; the mundane places not being captured.

Hopefully the templates are self-explanatory, but for the sake of completeness, a brief explanation of the method is provided:

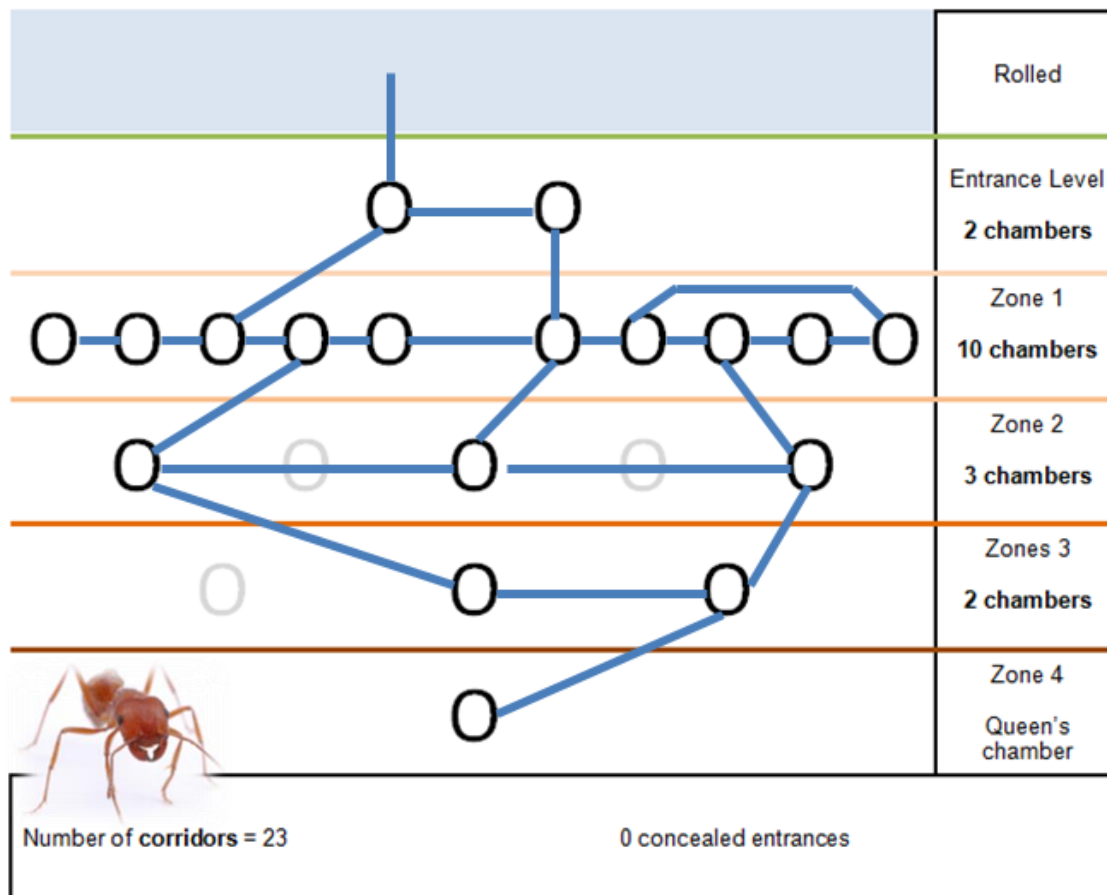
- (i) **Template** - Start with the template. The 'crawl' consists of an entrance/start level + Zones 1 to 4, with Zone 4 being the most remote from the entrance.
- (ii) **Number of Nodes** - Roll the number of nodes in each Zone. The template states the number of possible nodes in each Zone.
- (iii) **Number of Paths** - Roll the number of paths in the point crawl, *e.g.* = **No. of Nodes + D5**. These paths connect the nodes together.
- (iv) **Number of Concealed Entrances** - Roll the number of path entrances that are concealed (*e.g.* **D12-10**, *i.e.* in this case, this occurs uncommonly).
- (v) **Join up the Dots** - Join up the nodes using the paths. Simple.

Suggestions

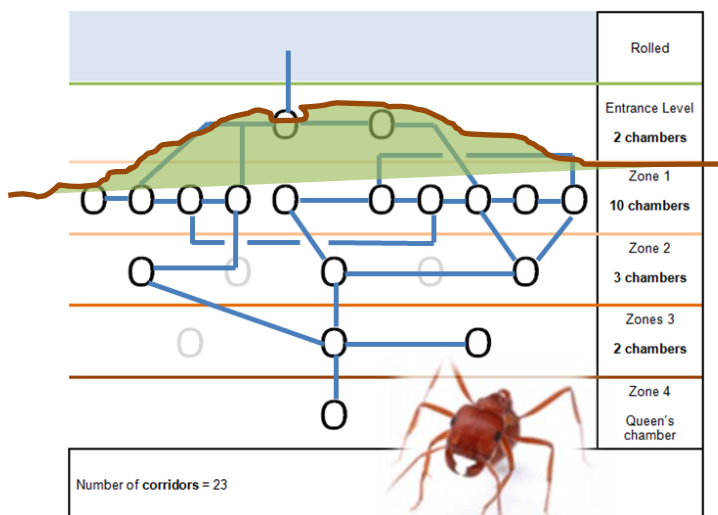
- Don't get too hung up on the procedural 'rules', nothing will get broken
- Start by making a path from the entrance to the Boss location in Zone 4
- Don't make a path to the Boss that is a straight line (... a bit dull!)
- Don't make it necessary to pass through every room to get to the Boss (... could be a bit tedious)
- Ensure there is more than one path that leads to the Boss (... more interesting)
- Ensure the shortest path to the Boss is not too long or too short – aim for 5 to 7 nodes

Some examples of the completed template are given next. These examples intend to map maze-like giant insect colonies, where the nodes are chambers, the paths are passageways and the Boss is the giant insect Queen:

Example 1 – Riverbank Giant Ant Colony (top-down view):

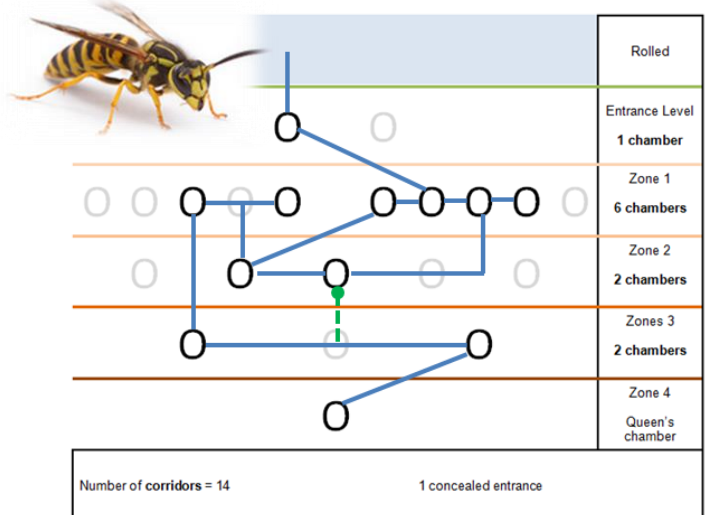


Example 2 – Mound Ant Colony (sectional view)



Example 2 is the same as Example 1, but showing a different arrangement of the passageways

Example 3 – Giant Wasp Nest (cross-section)



Note – In this example there were fewer chambers and hence fewer passageways were generated as compared to Example 1. It also has a concealed entrance (shown as the green dashed passage)

