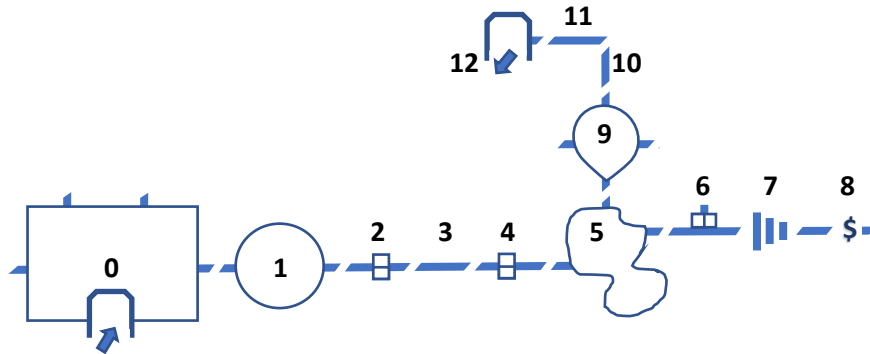
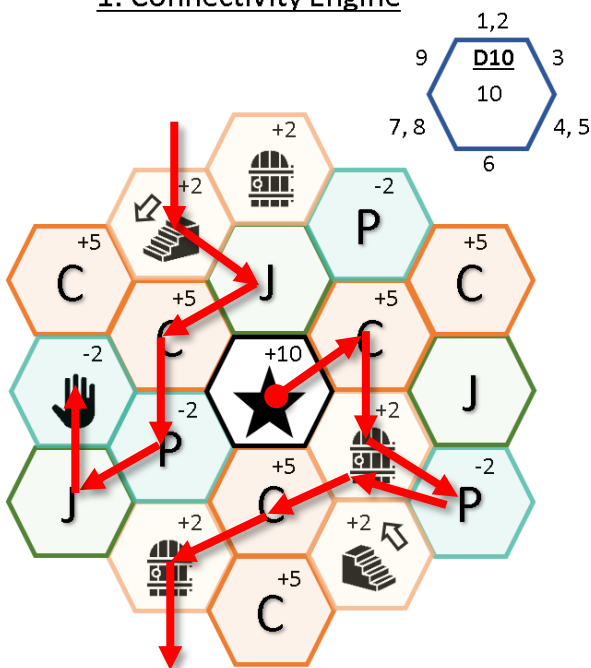


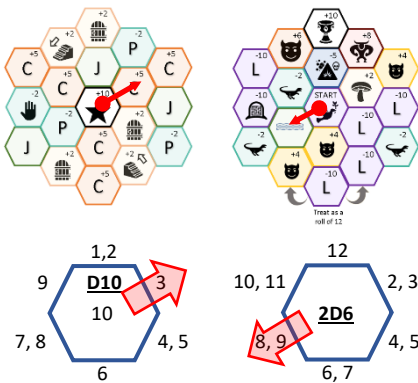
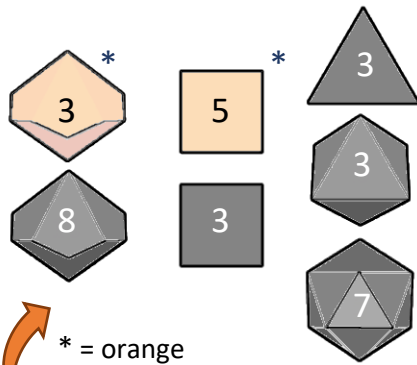
This is an example of a portion of a Cultist Temple I generated procedurally using 'In the Heart of the Delve & Dangerous':



1. Connectivity Engine

[illegible]

I placed tracking icons in the center of each Hex Flower, in this case D4s. I then drew the map start location on a piece of paper, I used a rectangular chamber with 4 exits. I also used the sample monster encounters that came with ItHotD&D.

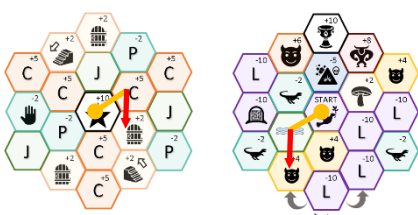
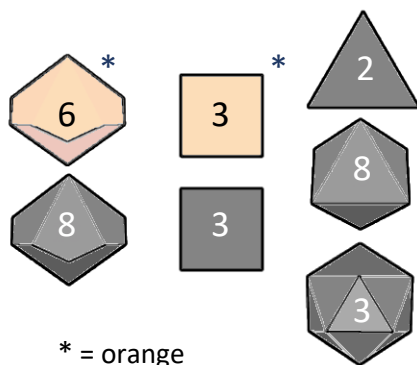
Turn 1

- HF1 (**D10**): I rolled a **3**, so I moved the tracking token from the central HEX of HF1 up-and-right to **C⁵** (this gives a chamber). Encounter Modifier (**EM**) for a chamber = +5, i.e. see the superscript number above the 'C'.
- HF2 (**D6+D6**): rolled **5+3** so I moved the other tracking icon from the central HEX of HF2 down-and-left to the 'Water' icon. The **EM** for the water icon = 0 (as there is no superscript).
- Exits: **D10** = 3, there are no exits if the roll is 5 or lower. Since there is fewer than one exit, roll for secret ways: **D10** = 8, a roll of 9+ is needed for a secret way. So, there are no ways out of the chamber. However, the rules state that a location directly adjoining the main entrance of the complex always has at least one exit. So, I added one exit.
- Encounter roll (**D10+D6**): **3+5** plus the EMs of 5+0 = **13**. 13 corresponds to 'D4 Flesh-eaters' on the encounter table; the **D4** roll was a **3**, so the chamber contains 3 Flesh-eaters.

Since this is a chamber, we can roll on the optional chamber description rules, which I did (consulting the optional chamber dressing tables that accompany ItHotD&D):

- Chamber size (**D4**): **3** - the chamber is medium sized.
- Chamber shape (**D6**): **5** means roll for 'Dungeon Dressing' and then re-roll for the shape again (**D6**): **3** – so the chamber shape is spheroidal.
- Dungeon Dressing (**D8 & D20**): **3 & 7** – so a bilious taste lingers in the chamber.

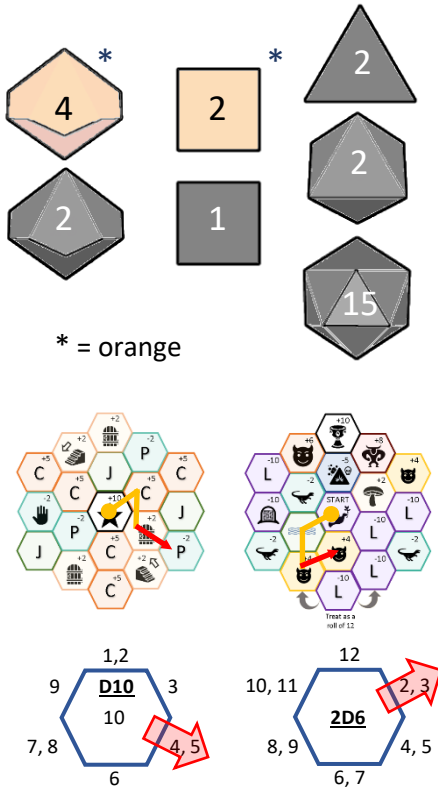
→ A medium sized spheroidal chamber with 1 exit is flooded, the water gives off a bilious taste; 3 Flesh-eaters wait in the dark water.

Turn 2

- HF1 (**D10**): rolled a **6**, so moved directly down to the 'Door' icon. The **EM** for a door = +2 (see the superscript number). On rolls above 5 the door is in front blocking the passageway, else it would be on one of the side walls.
- HF2 (**D6+D6**): rolled **3+3** so moved directly down to the 'Monster' icon. **EM** for this icon = +4.
- Exits: Not needed. Determined for a chamber or juncture only.
- Encounter roll (**D10+D6**): **6+3** plus the EMs of 2+4 = **15**; 15 corresponds to 'D2 Carrion creepy-crawlers'. Before hand, I decided to use the **D4** as my D2. **D4** roll was a **2**, so there are 2 Carrion creepy-crawlers at the door location.

Since this is not a chamber, I will not use the optional chamber rules.

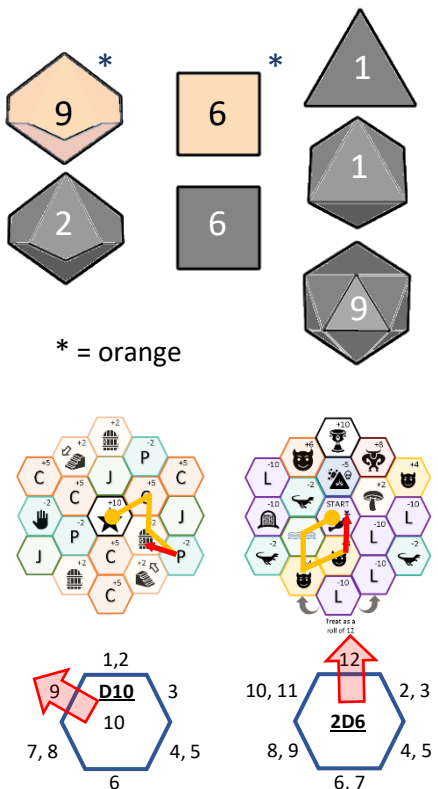
→ A door blocks the way forward, behind the door there is some furtive scratching noises from 2 Carrion creepy-crawlers.

Turn 3

- HF1 (**D10**): rolled a **4**, so moved down-right to the P⁻² icon (a passageway). The **EM** for a passageway = -2 (again see the superscript).
- HF2 (**D6**+**D6**): rolled **2**+1 so moved up-right to the 'Monster' icon. **EM** for this icon = +4.
- Exits: Not needed (again this is only rolled for a Chamber and a Juncture)
- Encounter roll (**D10**+**D6**): **4**+**2** plus the EMs of -2+4 = **8**; 8 corresponds to 'D4 Cultist supplicants'. **D4** roll was a **2**, so there are 2 Cultist supplicants at this location

Since this is not a chamber, I will not use the optional chamber rules and the other dice rolled where not needed.

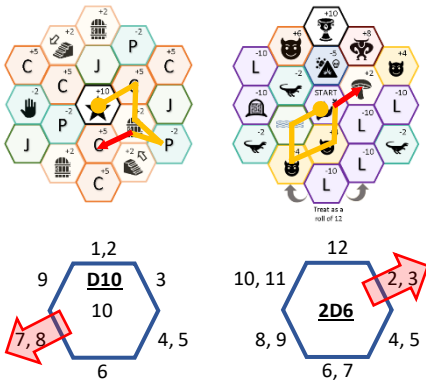
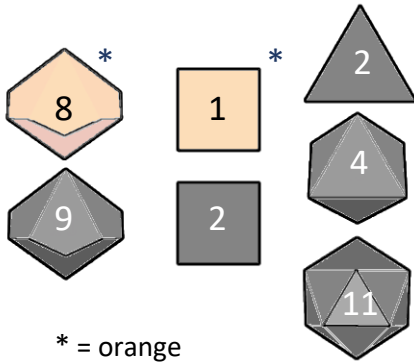
→ Coming down the passageway are two humanoids holding hands. They are in cotton robes, their foreheads are painted with the symbol for death, and they are chanting a near intelligible dirge.

Turn 4

- HF1 (**D10**): rolled a **9**, so moved up-left to the 'Door' icon. The **EM** for a door = +2 (again see the superscript). On rolls above 5 the door is in front blocking the way forward.
- HF2 (**D6**+**D6**): rolled **6**+6 so moved straight up to the 'Dove' icon, an area of sanctuary. **EM** for this icon = -10. Note, typically only one 'sanctuary' is permitted per 'dungeon'. If this icon comes up again, re-roll and move the icon on to the next HEX. Also, if using the optional point rules, a point of fortune is gained.
- Exits: Not needed. Again, this is rolled for a chamber or juncture.
- Encounter roll (**D10**+**D6**): **9**+**6** plus the EMs of +2-10 = **7**; 7 corresponds to 'D4 Armed toughs'. **D4** roll was a **1**, so there is 1 armed tough at the door.

Since this is not a chamber, I will not use the optional chamber rules.

→ This section of the passageway is emblazoned with magical holy writing and ends in a door. The area feels strangely safe and tranquil. A guard decorated to look like a skeleton blocks the way. They look like they'd prefer to be elsewhere right now.

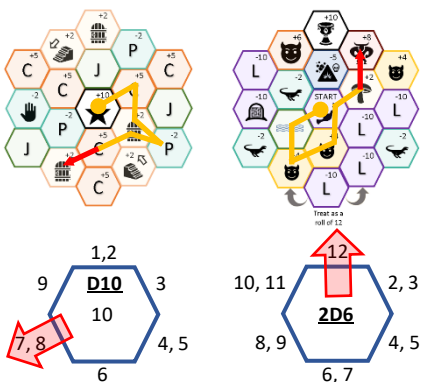
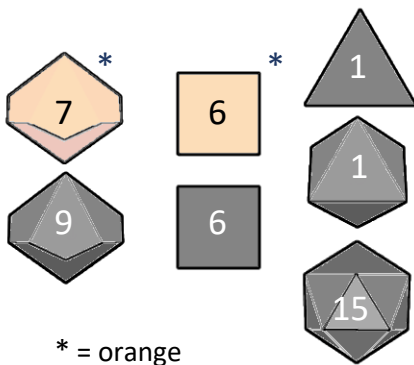
Turn 5

- HF1 (**D10**): rolled an **8**, so moved down-left to **C⁵⁺** (a chamber). **EM** for a chamber = +5.
- HF2 (**D6+D6**): rolled **1+2** so moved up-right to 'Mushroom' icon. **EM** for this icon = +2. Mushroom means there is unexpected conditions, terrain feature or flora.
- Exits: **D10 = 8**, so add a first exit to the chamber. The **D10** is **9**, so add a second exit, and the **D20** (used as a pseudo D10) corresponds to a roll of **1**, so no more exits are added to this chamber.
- Encounter roll (**D10+D6**): **8+1** plus the EMs of **5+2 = 16**; 16 corresponds to a 'Gangrene-grub infested zombie'.

Since this is a chamber, we can roll on the optional chamber description rules:

- Chamber size (**D4**): **2** - the chamber is medium sized.
- Chamber shape (**D6**): **1** means the chamber has an irregular shape.
- Dungeon Dressing is not required as the first D6 was not larger than 4.

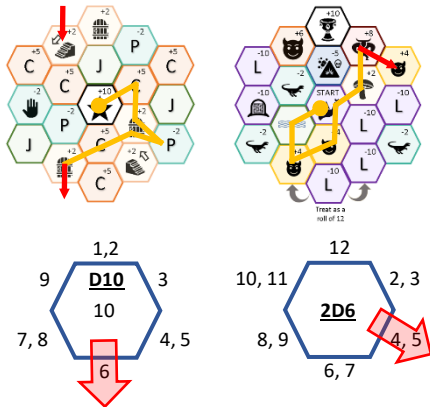
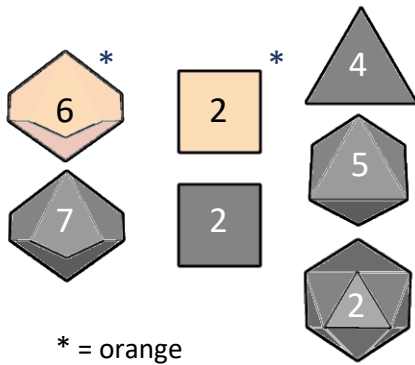
→ This is a medium sized irregular grotto, the walls are encrusted with thousands of tiny fossilized bones. Inside is a humanoid shape; what looks like cherries appear to be moving around under its skin. There are two exits.

Turn 6

- HF1 (**D10**): rolled a **7**, so moved down-right to the 'Door' icon. The **EM** for a door = +2. On rolls above 5 the door is in front blocking the way. However, it seems on my map I accidentally put this down as a 'side door' - since this is not a big deal, I just left it as a side door. There might be more mistakes in this example, but again, this method need not be too prescriptive.
- HF2 (**D6+D6**): rolled **6+6** so moved straight up to the 'Minotaur' icon, a high threat area. **EM** for this icon = +8.
- Exits: Not needed. Again, this is only rolled for when in a chamber or juncture.
- Encounter roll (**D10+D6**): **7+6** plus the EMs of **+2+8 = 23**; 23 corresponds to a 'Barrowman + 2D4 Cultists'. The **D4** is **1** and the **D8** (used as a pseudo D4) is **1**, so there are also 2 Cultists.

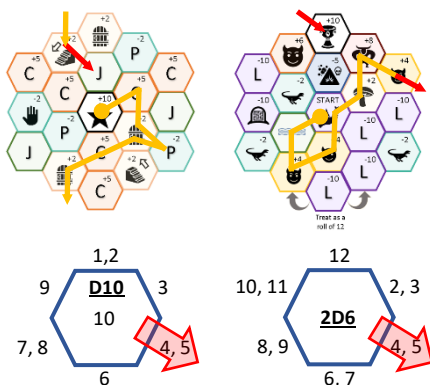
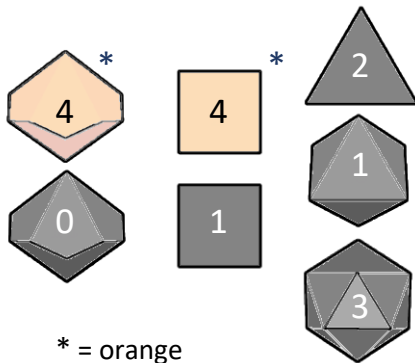
Since this is not a chamber, I will not use the optional chamber rules.

→ It sounds like someone or something is approaching the door, an almost ape like figure in a frayed ruby colored robe leads two humanoids, the humanoids carrying incense burners shaped like vulture heads.

Turn 7

- HF1 (**D10**): rolled a **6**, so moved directly down. This leads off the HF, so wrapped around to the HEX which is in the same 'column'. In this case, the 'Stairs down' icon, i.e. the HEX located at the top of the second column. **EM** for stairs = +2.
- HF2 (**D6+D6**): rolled **2+2** so moved down-right to the 'Monster' icon. **EM** for this icon = +4.
- Encounter roll (**D10+D6**): **6+2** plus the EMs of +2+4 = **14**; 14 corresponds to D2 'Giant Necro-spiders'. Before hand, I decided to use the D4 as my D2. **D4** roll was a **4**, so there are 2 Giant necro-spiders at this location.

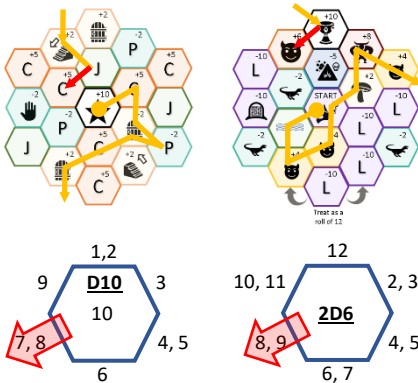
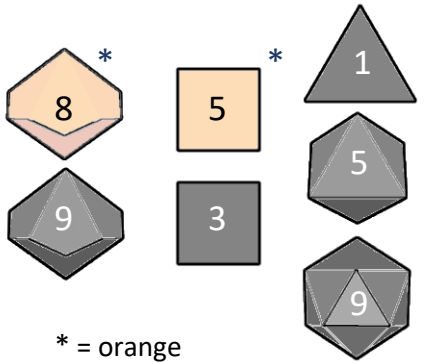
→ A flight of steps descends; lurking above, two Giant Necro-spiders wait, their belly sacks ready to rupture, spewing foul human-like entrails on any who pass below who are uncorrupted.

Turn 8

- HF1 (**D10**): rolled a **4**, so moved down-right to the J (a juncture). The **EM** for a passageway = 0.
- HF2 (**D6+D6**): rolled **4+1** so moved down-right. This leads off the HF, so wrapped around to the opposite side of the HF in the same 'row', i.e. to the 'Chalice' icon, i.e. top of the third column. Chalice has an **EM** of 10, and can equate to treasure.
- Exits: **D10 = 4** no exits if the roll is 5 or lower. Since there is fewer than one exit, roll for secret ways: **D10 = 10**, so there is a secret way. We repeat the process until a failed roll occurs. The **D20** (being used as a pseudo D10) equates to a roll of **3**, so there is no second secret way.
- Encounter roll (**D10+D6**): **4+4** plus the EMs of 0+10 = **18**; 18 corresponds to "2D4 Cultists". **D4** roll was a **2**, and the **D8** (rolling a **1**) can be used as a pseudo D4; so there are 3 Cultist at this location.

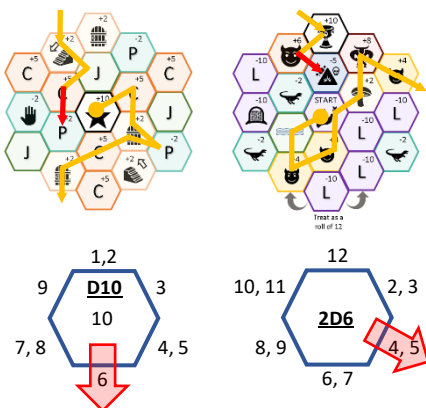
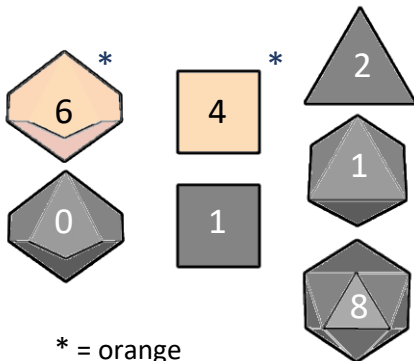
→ The passageway dead-ends in a large golden statue of a four-headed culture, sapphire eyes the size of pigeon eggs reflect any light. Before it are 3 humanoids in scab colored robes; they are preoccupied placing garlands around the bird's necks, which appear to be made up of human sized eyeballs spaced apart by lobes of liver and citrus fruits.

My PC's failed to detect the secret way (**D6 = 1**). So, they backtracked to the egg-shaped room and explored another exit. This was done by simply carrying out the process as normal, but from this new location.

Turn 9

- HF1 (**D10**): rolled an **8**, so moved down-left to **C⁵⁺** (a chamber). **EM** for a chamber = +5.
- HF2 (**D6**+**D6**): rolled **5**+**3** so moved down=left to 'Big Monster' icon. **EM** for this icon = +6.
- Exits: **D10** = **8**, so add a first exit to the chamber. The **D10** is **9**, so add a second exit, and the **D20** (used as a pseudo D10) give a **9** so add a third exit. Technically, rules as written I should roll another D10, but in this case, I decided to just use the **D8** and **5** does not give a fourth exit.
- Encounter roll (**D10**+**D6**): **8**+**5** plus the EMs of 5+6 = **24**; **24** corresponds to a 'Deathmage' and is accompanied by **D10**+10 on the encounter table – so 19 = 'Cultist adept + Hellhound'.
- Chamber size (**D4**): **1** - the chamber is small sized.
- Chamber shape (**D6**): **5** means roll for 'Dungeon Dressing' and re-roll for the shape again (**D6**): **3** – so the chamber shape is spheroidal.
- Dungeon Dressing (**D8** & **D20**): **5** & **9** – so the chamber contains 'mounds'.

→ A small egg-shaped chamber contains five mounds. One mound is a perfect pyramid of bird heads, a second mound appears to be made up of the rotting remains of these headless fowls. The rest are unkept heaps of garbage. A Deathmage rests below one of these mounds. A silhouetted humanoid appears to be holding a large dog on a lead.

Turn 10

- HF1 (**D10**): rolled a **6**, so moved directly down to the **P⁻²** (passageway). The **EM** for a passageway = -2
- HF2 (**D6**+**D6**): rolled **4**+**1** so moved down-right to the "Trap" icon. **EM** for this icon = -5
- Exits: Not needed. This is only rolled for when in a chamber or juncture.
- Encounter roll (**D10**+**D6**): **6**+**4** plus the EMs of -2-5 = **3**; 3 corresponds to "Markings/occult symbols".

→ Part way down this passageway, there is a 11-pointed star, each point has a symbol, 10 of which are words in the Deadlanguage that relate to danger, death and hunger etc. One point depicts the 4 headed vulture deity of this cult. A meat or citrus offering placed on that point allows safe passage. There are traces of previous offerings. The other points store a magic projectile charge, and one is unleashed per instance of trespass.

