

Week: _____ Dungeon Name:_____

Structure Sketch

Set and Setting:

Type	
Builder:	
Situation:	
Entrance:	
Ruin/History:	

Themes:

1.	Source:
2.	Notes:
3.	
4.	

Rooms/Areas:

Source:	Notes:
1.	
2.	
3.	
4.	
5.	
6	
7.	

Notes:

Stocking Results:

Monsters:		Empty:	
Treasure:		Traps:	
Hazards:			

Monsters:

Type:	Table/Source/Mods/Notes:
1.	
2.	
3.	
4.	

Traps/Hazards/Obstacles/Wierd Stuff:

1.	
2.	
3.	

Treasure, Macguffins, Magic

Evocative Words:

Dungeon Layout

[illegible]