Labyrinth Structures

The following are some Labyrinths for use during game-play. These are only the basic outlines of Labyrinth structures, with added symbols (i.e., alcove, door, illusion wall, secret door, trap, trap door, etc.).

See: "Map Key" in the "Printables" section for an explanation of symbols found within all structures.

The G.M. will determine what is encountered when rolling for encounters as normal for the setting you are exploring (i.e., hallway, tunnel, chamber, etc.). In any case, the G.M. may choose and pick encounters, as he or she wishes, in any region and setting.