

Dungeon Sandboxigons Template

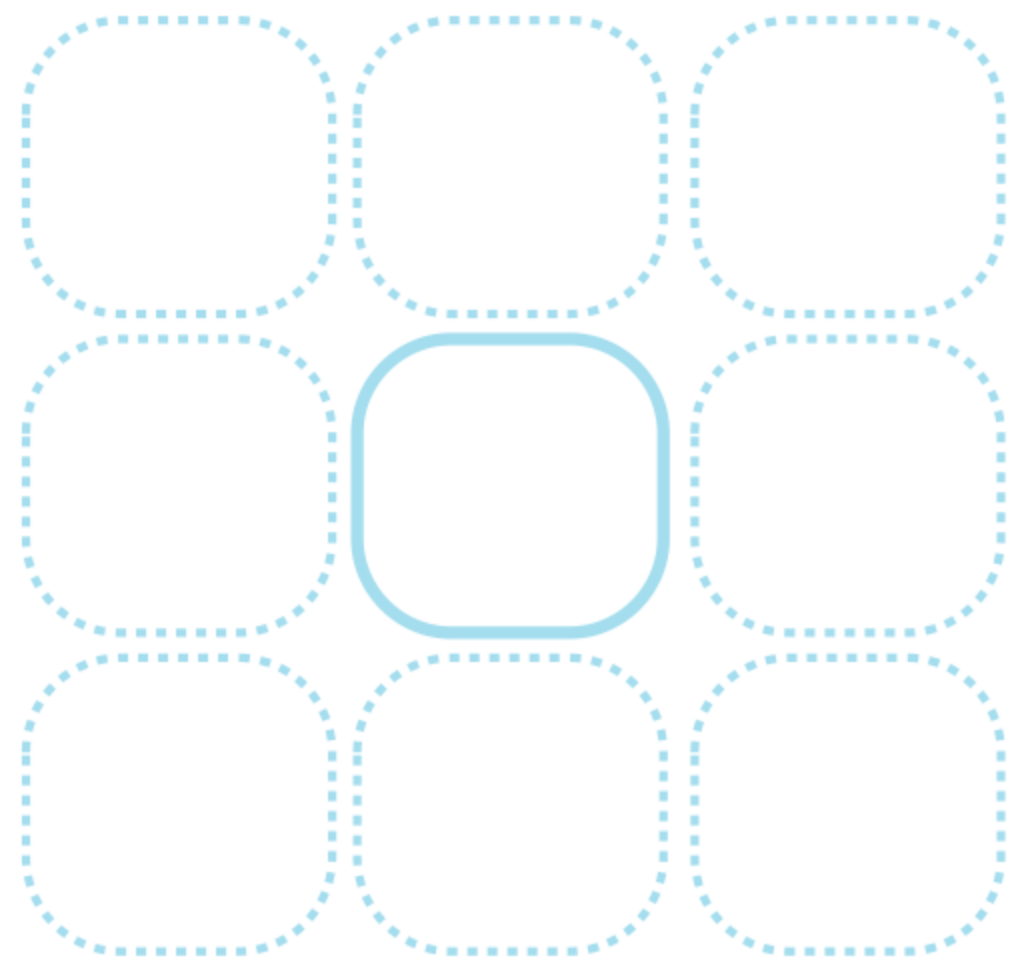
Area Title

- Dungeon
- SubDungeon

Scaled Map Coordinates



Adjacent Maps Coordinates



Direction Randomizer

Dungeon Symbols

- Secret Door
- Stair Up
- Door
- Trap Door Down
- False Door
- Trap Door Up
- Pit
- Passage Under
- Stair Down
- Solid
- Trap

Current Coordinates

| | | 1,0 | 2,0 | 3,0 | 4,0 | 5,0 | 6,0 | 7,0 | 8,0 | 9,0 | 0,0 |
|---|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| y | 1 | | | | | | | | | | |
| | 2 | | | | | | | | | | |
| | 3 | | | | | | | | | | |
| | 4 | | | | | | | | | | |
| | 5 | | | | | | | | | | |
| | 6 | | | | | | | | | | |
| | 7 | | | | | | | | | | |
| | 8 | | | | | | | | | | |
| | 9 | | | | | | | | | | |
| | 0 | | | | | | | | | | |
| | | 0,1 | 1,1 | 2,1 | 3,1 | 4,1 | 5,1 | 6,1 | 7,1 | 8,1 | 9,1 |

The x,y coordinates represent the numbered dungeon squares on an adjacent map column by row, so if one travels north from square 1,1 they enter square 1,0 of the next map.

Notes