1. Drop 7 poly dice on a piece of paper. Toss any that fall off back on.

2. Draw circles around each; nudges and bumps now are part of the plan.

3. Add up the total, and get your area theme. Everything else is predicated on these themes; think in terms of it. Take a moment to roll on the sparks tables and see if anything starts to gel. Rewrite one or more of the basic d4 options to better reflect the theme, and any context you already have. Don't worry about eliminating options; you can add those in yourself later.

4. Draw short marker lines from any visible points. Don't sweat this; prioritize weird points (like the ones under the numbers on d10s) and then ones off the top facing's shape. Then note the number and die size, any other visible numbers (write them smaller), and which direction it is readable: as normal (r), sideways (s), or inverted (i). Draw an arrow in this direction.

5. Connect halls; do logical joins (where one line just touches another or a node) first, then look for intersects on the short markers. Try for a rich number of joins, not a ridiculous number. Choose a tentative starting room.

6. Roll two concepts and two dangers, and place them in pairs in nodes, or just list them for now. Choose one node and combine both concepts, with a twist, there.

7. Start with the d4. The top number is the room's contents, as below. If the lower left number is odd, add an encounter, puzzle, or trap to all odd numbered nodes, otherwise, add them to even numbered nodes (treat the doo as 1-10). The number to the lower right tells you the average threat of the area (1 is negligble, 2 is on par with the PCs, 3 is a good challenge, and 4 is overwhelming).

Consider each node's number; if it's more than half the possible total, something here is animate (otherwise, you decide). If it's max or minimum, there's something of value present, too. Then read the number on the corresponding table, using the die size's title as a guide to interpret the result. Read any extra visible numbers in the same way, or swap them out for sensory impressions (seperate digits, ie, 19 is 1 and 9). Play the node's results straight or reversed/subverted, depending on the die orientation. For "sideways", either make this node more extreme, or link it to another area. Finally, if any of your orientation arrows point directly along a join, trap, block, or otherwise make that hall more extreme.

sensory details

1. touch (could be a poke)
2. taste (could be a memory)
3. vivid visual (bright color)
4. sound; recognizable/clear
5. sound; muffled/obscure
6. scent; dangerous
7. scent; pleasant
8. scent; unfortunate
9. a feeling or memory
10. sixth sense

1d4 - basic (seed these)

1. empty
2. hole; way out, stairs
3. water; pool; pond
4. container; chest, barrel

1d6 - relaxing, resting

5. bed, pallet
6. game room

1d8 - praying, meditating

5. shrine
6. sitting area
7. strange orb
8. altar

1d10 - storage, utility

5. crates & boxes
6. discarded pack
7. jams & jellies
8. foodstuff farm
9. toilet
10. expensive gear

doo prison, holding

5. an iron cage
6. tormenting gear
7. restraints
8. communication device
9. preservation tube
10. petrification means

1d12 - study, research

5. collected books
6. desk
7. archival scrolls
8. stacked canvases
9. alchemical gear
10. single grimoire
11. experiments
12. esoteric cure

1d20 - functional, craft

5. large/location tools
6. raw materials
7. an unfinished statue
8. cooking setup
9. butcher's block
10. animal; farm, trap, lair
11. stash of spices
12. portable tools
13. expensive tools
14. forge or kiln
15. breakroom
16. refined materials
17. craftwork
18. workbench
19. rare materials
20. invaluable tools

themes/sparks (<=)

50. apathy/despair
67. wrath
84. grief
100. gluttony
117. covetousness
50. love

1d6 - danger

1. fire
2. water
3. falling
4. physical
5. mental
6. emotional

1d6 - concepts

1. hits hard, but slow
2. fast, but no armor
3. impervious to blows
4. poison or draining
5. sacrifice or cost
6. mutation or change

1d6 - twists

1. permanent
2. negotiation
3. berserk
4. ineffective
5. reversed
6. temporary

1d6 - oracle

1. worst case
2. not great
3. bad but hope
4. good but flawed
5. great
6. best case

no / **yes**

1d6 - sparks/alt themes 1

1. flesh
2. fire
3. air
4. water
5. ice
6. spirit

1d6 - sparks/alt themes 2

1. wood/trees
2. beasts
3. plants
4. fungi
5. rebirth
6. earth

1d6 - sparks/alt themes 3

1. jewels
2. purpose (practical)
3. hedonism
4. transformation
5. haunted
6. respite

full write-up of this sketched thing is at hedonic.ink