

D100 DUNGEON

The Lost Tome of Extraordinary Rules



BY MARTIN KNIGHT

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THE LOST TOME OF EXTRAORDINARY RULES



D100 DUNGEON THE LOST TOME OF EXTRAORDINARY RULES V1.0

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The Dungeon Song

A Dungeon we will go
A Dungeon we will go
Strap on a Sword and don't get bored
A Dungeon we will go

Tips to surviving the dungeons

D100 Dungeon does not suffer fools lightly, and knowing when to quit is an important part of surviving the dungeon. Invest your gold, and don't be too quick to sell your items. If you don't need the gold to buy supplies for your next quest, then don't sell them. Gaining experience can be slow, so train regularly, and don't underestimate the use of armour, shields and the defence characteristic. Only equip essential items as they may get damaged. Use fate points to manipulate dice rolls, and use them for greed as well as getting you out of tricky situations. Your adventurer will always need a weapon, so carry a spare, or even a couple, in case one gets lost or destroyed. Whilst the adventurer can equip many kinds of weapons, the dice are your weapons, however, not all dice are manufactured very well, so if they are not being kind to you, check their balance. After all, your adventurer would always check a weapon's balance before using it.

Good luck the Dungeon awaits!

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THE LOST TOME OF EXTRAORDINARY RULES

Advanced Rules for D100 Dungeon by Martin Knight © 2020

Welcome to the D100 Dungeon – The Lost Tome of Extraordinary Rules. This book adds lots of new rules that can be added to your D100 Dungeon games. None of them have to be included, and you are free to pick and choose which ones to use. Just follow their instructions and have fun.

BEAST MASTERY

This section deals with the use of beasts that can be trained and used during your quests to aid tests and assist in combat. During the “Search the Markets” step of the “BEFORE YOUR NEXT QUEST” phase, the player may include table Y-Beasts with all other tables showing the symbol “” when rolling for items the markets have to offer. In addition, if the adventurer encounters a monster from an encounter table during a quest that is listed on table Y-Beasts, they may, as a combat action, try to tame it to become their Beast. They must perform the TAME test below. Pack monsters encountered that the adventurer wishes to tame, can only be tamed if their HP value has been reduced down enough to show only a single monster is surviving, for instance, if a monster’s HP is 5/5/4, the monster could only be tamed when its HP have been reduced to 0/0/4 (or less). If the test is successful, the monster is tamed and can be added to the adventure sheet (this brings the combat to an end). Note, the tamed monster still remains on the combat track. However, if the test fails, the monster’s attack roll is automatically successful during step 5 of combat and it gets to roll 1 extra damage die (i.e. it will roll 2d6 for damage). Note, that if the monster’s reaction roll for the combat round was to escape, it will instead remain and attack the adventurer.

TAME – Test: Int +/- Beast Bonus [S: monster is tamed] [F: monster attack hits for +1 Dmg die]

BEASTS CHARACTERISTICS

Beasts come with their own set of characteristics and abilities. They are always acquired at level 1, but have the potential to be trained up to level 10 (the maximum). Below shows an example of a level 3 beast, and how it is recorded to the new adventure sheet (found at the end of this book). You can see how its characteristics have changed from level 1 to level 3 by comparing the example to the details on table Y.

Beast (Level)

This section displays the beast’s name and is followed by its current level in parenthesis.

Beast Bonus

This section shows the modifier that is applied to tests when an adventurer is attempting to train their beast.

Beast GP

This section displays the current value of the beast in gold pieces. The adventurer can sell a beast during Step 4 of the “BEFORE YOUR NEXT QUEST” phase.

Training Track

This section tracks the beast's current training progress. When all pips have been shaded on the track, they are removed and the beast goes up 1 level.

Abilities

This section shows the abilities the beast has which can help the adventurer during a quest.

Beast HP

This section displays the beast's maximum HP and in parenthesis its current HP. When it is dealt damage, the player only deducts damage from its current value, and never reduces damage from its maximum HP value. When a beast's current HP has been reduced to 0 (zero) or less, it has been killed and is removed from the adventure sheet. If an adventurer has the ability, they may of course attempt to resurrect the beast.

Example of a level 3 Hunting Dog

BEAST (Level)	BEAST BONUS	GP		ABILITIES	HP (Current)
<i>Hunting Dog (3)</i>	+3	300x3	●●●●○○○○○ⓘ	<i>Guard, Guide</i>	10 (10)



BEASTS ABILITIES

Below shows the various beasts abilities and how they are used to help an adventurer during a quest. Only the abilities shown for the beast accompanying the adventure may be selected from the list below during a quest.

Confuse – The monsters Attacks ability is reduced by 1 point for the next combat round.

Attack – At the start of a combat round, deal 4 HP of damage to the monster.

Guard – The adventurer gains +10 to their Dodge skill for their next test.

Guide – The adventurer gains +10 to their Aware skill for their next test.

Lure – The adventurer ignores a monsters Fly ability for the next combat round.

Mighty - The adventurer gains +10 to their Strong skill for their next test.

Poison – The monster is poisoned and suffers -2 Dmg penalty for the rest of this combat.

Resurrection – Whenever the adventurer has been killed, the dragon may sacrifice one of its hearts to bring them back to life, just as if they had spent a life point. The dragon has two hearts, but can survive perfectly well with just one. However, each time it revives the dead adventurer, it has to use a heart to power its ability, and when its last heart has been sacrificed, the dragon will unfortunately die. Therefore, after the first resurrection has been performed, the player adds “(R)” after its name as a reminder, and the next time it resurrects the adventurer it will die. Nothing can prevent the dragon’s death, and the player must remove it from the adventure sheet.

Roar – The adventurer gains +10 to their Bravery skill for their next test.

Strike – The adventurer gains +X Dmg on their next damage roll, where x is equal to the beasts level.

Stun – The monster does not get to escape or attack during the next combat round.

Trick - The adventurer gains +10 to their Escape skill for their next test.

Webbing – The monster suffers -10 AV and the adventurer gains +10 to their next attack roll.

RULES WHEN USING BEASTS

While the adventurer has a beast, it will accompany them everywhere they go, including into towns when they are performing the “BEFORE YOUR NEXT QUEST” phase, and during quests and mission. All the while a beast is recorded on the adventure sheet the following rules apply.

1. The adventurer may only have 1 beast at a time. If they tame or buy another, the old one will wander off and be lost forever.
2. Beasts are added to the new style adventure sheet in the space provided, and there is a section there that shows a training track. At the start of each “BEFORE YOUR NEXT QUEST” phase, the adventurer can train their beast by making training tests. They can test a number of times equal to the beasts current level until they either fail a test, or the beast gains a level. When the test is successful, the player shades one pip on its training track, shading from left to right. However, if the test fails, the beast is uncooperative for the next quest, and none of its abilities can be used (see 4), and no damage can be deflected to it during combat (see 5). However it will still accompany the adventurer on the mission. After the quest has been performed, the beast will resume its cooperation and the adventurer can benefit from its abilities again. Note, a beast can still be trained even if it was uncooperative during the last mission.

TRAINING – Test: Int +/- Beast Bonus [S: shade 1 pip] [F: uncooperative on next quest]

Once all 10 pips have been shaded on its training track, the beast has gained a new level, which the player writes after its name in parenthesis. It will look something like this: Dire Wolves (1), Tiger (3). The player then resets its training track by removing all the shaded pips. Each new level a beast obtains, allows it to assist the adventurer during quests one extra time (see 4). It also gains the following: +1 HP, its gold value is increased (see 3), it can have more damaged deflected to it during combat (see 5), and it gains +1 to its Beast Bonus, and the player makes the adjustment to the beasts characteristics on the adventure sheet.

3. The value of a beast is equal to its gold piece value multiplied by its level. When they are bought or tamed, its level begins at (1). An adventurer may only sell a beast during Step 4. SELL ITEMS of the “BEFORE YOUR NEXT QUEST” phase.
4. A beasts abilities can only be used a number of times equal to its level during a quest. Therefore, a beast with a level of (3) would only provide the use of its abilities 3 times during a quest.
5. When the adventurer is damaged in combat, some of the damage may be deflected to their beast instead. The number of points of damage that can be deflected is equal to the beast’s current level. However, if the beast is currently uncooperative (due to a failed training test) no damage may be deflected. A beast will never suffers poison or disease.
6. When an adventurer receives damage outside of Combat (with the exception of Spell/Scroll costs), roll 1d10, and if the result is equal to higher than the beasts current level, then the beast suffers half of the damage rounding down and the rest is applied to the adventurer.
7. Beasts can be healed by the adventurer using spells, potions, and brews etc. and may even be resurrected. After a quest, each point of damage a beast has suffered can be restored during Step 2. HEAL of the “BEFORE YOUR NEXT QUEST” phase, for 20gp per point.

TRAINING – Test: Int +/- Beast Bonus [S: shade 1 pip] [F: uncooperative on next quest]

NEW FIND TABLE

On page 29 you will find an alternative table to table F – Find from the main D100 Dungeon rulebook. At the beginning of any quest the player may decide which table they would like to use, either table F – Find, or table FA – Find A, and for the duration of the quest they are obliged to roll on the chosen table.

The new find table will add greater variation when searching the areas compared to the standard find table. It has 100 separate entries and follows a similar pattern from that table. For instance, you will notice that a few of the entries are the same or similar, and the number of ⌚ that must be added to the time track generally match the results from that table. Like table F – Find, the higher you roll on table FA – Find A the better the adventurers search will have been.



ARTISAN

The following rules have been designed to provide a way for adventurers to craft items from salvaged and bought materials. However, before any salvaging and crafting can take place, the adventurer must have some starter knowledge of how to be an Artisan. Therefore, at any time during the “BEFORE YOUR NEXT QUEST” phase, the adventurer may seek out training from a Master Artisan and gather the necessary crafting and salvaging equipment from the Artisans guild. To train with a Master costs the adventurer 2,000gp and to buy the necessary equipment costs 200gp. As soon as both have been paid, the adventurer may begin using the artisan sheet and can use all the following rules. The artisan sheet can be found at the end of this book, or downloaded from www.mk-games.co.uk.

THE ARTISAN RULES

The new Artisan sheet can only be used once the adventurer has learnt the basics of salvaging and crafting from a Master Artisan, and has paid for the necessary equipment (See above). Once the sheet has been unlocked, the adventurer is provided with a place to store all their crafting materials and schematics, and most importantly their new Artisan (Art) characteristic and Salvage and Crafting skills (see below).

Artisan (Art) - The new Artisan (Art) characteristic has an experience track and a starting value of 40, and through experience can be raised to as high as 80, in a similar way that Str, Dex and Int can.

Salvage/Crafting Skill – The Salvage and Crafting skills begin at +0, and like all other skills have the potential through experience to be raised to a skill bonus level of +20.

When the artisan sheet is unlocked for the first time, the player adds a starting Artisan (Art) value of 40, and a starting skill bonus of +0 for both the Salvage and Crafting skills on the artisan sheet in the spaces provided. They may then use all of the artisan rules presented below.

THE ARTISAN STEP

All Artisans may now perform a new step that is added to the “BEFORE YOUR NEXT QUEST” phase, called **11. ARTISAN (Optional)**. During this new step the Artisan adventurer is able to salvage materials from unwanted items, craft new items from those materials, and use contacts at the Artisans guild to further develop their skills and abilities through training. They may also use contacts at the guild to buy materials and schematics that can also be used to craft items. Below details all of the activities the artisan adventurer can perform during step 11.

1. Salvage Tests

During a quest, the adventurer will come across different items, such as armour and weapons, and others that have no real use other than their resale value. Once the adventurer has become an Artisan, they may attempt to salvage materials from these items by making the Salvage test below. The item must appear on one of the X – Salvage tables, otherwise nothing can be gained from the attempt. If the test is successful, the player finds the item where it appears on the X – Salvage table to see what materials have been gained.

They remove the item from the adventure sheet and add the salvaged materials to the artisan sheet. If the test is failed, the salvage has gone badly, and the item has been destroyed, and it is removed from the adventure sheet, and nothing is salvaged. The adventurer may perform any number of salvage tests during the Artisan step.

SALVAGE – Test: Artisan (Art) [S: salvage materials] [F: item destroyed) (*Salvage*)

When a salvage test has been successful, and the item has the prefix “Finer”, “Greater”, “Superior” or “Legendary” before its name, as well as salvaging the standard materials shown on table X - Salvage, the adventurer also salvages the extra materials found in the column to the right that matches the items prefix (i.e. Finer, Greater, Superior or Legendary). Lastly, if the item is a legendary item, there is also a chance that some Aztopaz shards may be salvaged, and the player rolls on table XA – Aztopaz Salvage, to see if any are salvaged, and if so how many. All materials are then added to the artisan sheet.

Salvage Experience - Each time the salvage test is made, if a natural 10 or less is rolled on the d100, the adventurer has learnt something from the test and the player may shade in 1 pip on the Artisan experience track, or 2 pips on the Salvage skill's experience track, just as they would for other characteristics and skills. However, if a natural roll of 05 or less is scored, as well as gaining the usual experience for rolling 10 or less, the adventurer manages to salvage extra material and the player changes all materials salvaged to their full counterpart (i.e. Leather Scraps become Leather and Bone Shards become Bone etc. See Salvaged Materials below).



Example Salvage Test: Brunel wants to salvage materials from a Mighty Claymore. His Art is 40 and he has a salvage skill of +5. He sees that Mighty Claymore is an item on table X – Salvage - Weapons and therefore material from it can be salvaged. He needs to roll 45 or less and rolls the d100 scoring a 9. As the result is 10 or less, he has gained experience from the process, and decides to shade in one pip on the Art experience track. Lastly, he looks up the materials gained from the test, as it was also successfully tested. As the Mighty Claymore is a standard item (i.e. it is not a Finer Greater, Superior or Legendary item) Brunel salvages the standard materials and adds 3 Leather/Hide and 21 Iron to his artisan sheet.

Note if the player is using the new rules “Special Blues”, items with the prefix “Exceptional” may not be salvaged. They are woven with far greater skill and arcane knowledge for any aspiring artisan to dabble with.

Salvaging from the Dungeon

In addition to salvaging materials from items, the adventurer may also perform the test below and salvage materials from the broken items left laying around the dungeon. The player may perform the test below each time they search an area and roll on a Find table. If the test is successful, the player shades 1 pip on the scraps track on the artisan sheet. There are 50 pips that can be shaded, and once all pips are shaded, the adventurer is unable to collect any more.

DUNGEON SALVAGE – Test: Artisan (Art) -10 [S: Shade 1 Scraps pip] [F: nothing] (*Salvage*)

At any time during the Artisan step, the adventurer may collect the materials from the scraps they have collected. The player rolls 1d100 for each shaded pip, and adds 1 material to the result found on the materials section of the artisan sheet. They then remove the shaded pip.

2. Salvaged Materials

The materials are broken down in to standard, and upgraded materials, and the table below shows them as full materials and their lesser counterparts. The player may upgrade lesser parts in to a full material at any time during the artisan step, by simply removing 10 of the lesser materials and adding 1 full material of its larger counterpart to the artisan sheet. They may also reverse the process, by removing 1 full material and adding 10 lesser ones to the artisan sheet.

Example: Brunel has 11 Leather/Hide Scraps and decides to create 1 piece of Leather/Hide. He removes 10 Leather/Hide Scraps from the artisan sheet and adds 1 Leather/Hide.

STANDARD MATERIALS	UPGRADED MATERIALS
1 Wood/Bone = 10 Wood/Bone Splinters	1 Bronze/Silver/Gold = 10 Bronze/Silver/Gold Ingots
1 Leather/Hide = 10 Leather/Hide Scraps	1 Azure = 10 Azure Ingots ¹
1 Iron = 10 Iron Ingots	1 Aztopaz Crystal = 10 Aztopaz Shards ²

¹The Azure Bars and Ingots appear as a strange blue metal that glows with Arcane Energy.

²The Aztopaz Crystals and Shards come in a variety of colours depending on their Arcane Function.

3. Crafting Items

Once the adventurer has managed to acquire some materials, they may be able to craft them in to items. The tables XB – Crafting, provide details of the items that can be crafted and the materials that will be needed. The adventurer may perform any number of crafting tests during this step, and may craft standard or upgraded items, if they have the correct material and schematic (for upgraded items).

Standard items that do not have the prefix “Finer”, “Greater”, “Superior”, or “Legendary” can be crafted without the need of a schematic or special materials; the player can simply select any standard item from the list, and use the standard crafting materials required to try and craft the item.

Finer, Greater, Superior, and Legendary items are upgraded items, and require a schematic before they can be crafted. Schematics can be obtained by buying them from a contact at the Artisans Guild (See 4b. Buying Materials/Schematics, below). Without this blueprint, these special items may not be made.

In addition to a schematic, the adventurer will need to have all of the standard crafting materials, plus the upgraded materials required. Upgraded materials can be salvaged from Finer, Greater, Superior, or Legendary items, or can be purchased from contacts at the artisan guild.

Legendary Items also need Aztopaz shards to power the magic that is contained inside them. The crystals come in a variety of colours, and all work in different ways to produce different legendary effects. To create a legendary item, as well as a schematic, and the standard and upgraded materials shown on the tables XB – Crafting, the adventurer also needs a number of Aztopaz Crystals of a specific colour. You can find the colour and number of crystals needed on table XC – Crafting with Crystals.

Once all the correct materials are accounted for, and providing the adventurer has the correct schematic if one is needed (i.e if they are creating a Finer, Greater, Superior, or Legendary item) they may attempt to craft the item and the player performs the CRAFTING test below.

If the item is being crafted from a schematic, there is a modifier applied to the test (see 5. Schematics, below). If the test is successful, the item is created, and can be added to the adventure sheet or immediately sold. However, if the test is failed, the crafting went terribly wrong, and nothing has been created. Whether the test is successful or not, all the materials used for the items craft test are removed from the artisan sheet.

CRAFTING – Test: Art (- Schematic Modifier) [S: Item is Crafted] [F: Nothing is Crafted] (*Crafting*)

Crafting Experience - Each time the Crafting test is made, if a natural 10 or less is rolled on the d100, the adventurer has learnt something from the test, and the player may shade in 1 pip on the Artisan experience track, or 2 pips on the Crafting skill's experience track, just as they would for other characteristics and skills. However, if a natural roll of 05 or less is scored, as well as gaining the usual experience for rolling 10 or less, the adventurer has learnt a new schematic (see, 5. Schematics below).

4. The Artisan Guild

The Artisan Guild is where the adventurer can buy materials and schematics, and seek out training to advance their Artisan characteristic and skills. During each Artisan phase the adventurer has access to a number of contacts equal to their current REP value. They use contacts one at a time, for training and buying materials/schematics and selling schematics. Therefore, each time a pip is shaded on an experience track whilst training, or when ever the player rolls on Table XD – Contacts, or sells a schematic, one contact allowance is used up.

Example: Brunel has a REP value of 6 and decides to train and buy some materials. He wants to train 3 times, and so this only leaves three contacts left to buy materials from, and so he trains 3 times and buys 3 times.

4a. Training

The Artisan Guild is the perfect place to brush up on crafting and salvaging techniques. The guild usually has a vast number of Master Artisan, who for a price will help the less experienced Artisans advance in their skills. Therefore, for 200gp the player may shade 1 pip on the adventurers Crafting or Salvage experience track, or for 2000gp they may shade 1 pip on the adventurers Artisan (Art) experience track. Note, each time the player shades in a pip on their Artisan (Art), Crafting, or Salvage experience tracks, they will use up one of their contacts for this phase.

4b. Buying Materials/Schematics

The adventurer may seek out contacts at the Artisan Guild to see if they have any materials or Schematics that they would be willing to sell. The player rolls on table XD – Contacts to see what they have to offer. The adventurer is then free to buy the material/schematic. Each time the player rolls on table XD – Contacts, regardless if the material/schematic is purchased or not, this will use up one of the adventurers contacts for this phase. When a schematic is for sale, the player will need to generate the details of the schematic (see Schematics below).

4c. Selling Materials/Schematics

Materials can be sold in any quantities and in either full or lesser parts. The player simply deducts the item and adds the gold to the adventure sheet. However to sell a schematic, the adventurer must find a contact willing to buy it. Therefore each one that is sold uses up one contact allowance for the phase.

4d. Guild Storage

All schematics and materials added to the Artisan sheet are kept at the Artisan Guild, and therefore, there is no limit to the number that the adventurer may have. The space is rented for 50gp each time the adventurer performs the Artisan step, and must be paid in full by the end of the “BEFORE YOUR NEXT QUEST PHASE” or the player must remove all materials and schematics from the artisan sheet as the adventurer no longer has any personal guild storage.

5. Schematics

When a Schematic is learnt or offered by a contact, the details of the schematic must be generated. The process is fairly straight forward, and will require the player to roll on various tables found in the main D100 Dungeon rulebook. However, first the player rolls on the table XE – Schematics, to determine the type of schematic, and then rolls on the tables shown to fill in the details.

When a schematic is added to the artisan sheet, the player fills in all the details, by adding the schematics name, which also details the item that will be created, the schematic modifier, which must be applied during the crafting test, the materials needed to craft the item, and the Schematics value. The player will need to use the XB – CRAFTING tables, and possibly table XC – Crafting With Crystals when detailing the schematics materials. Lastly the player fills in the lower part of the schematic by recording the details of the item the schematic will create, such as its SLOT, ITEM NAME, any STR, DEX, INT, HP, DMG, DEF Adjustments, it's GP and Fix value and if it has one, an A or S value.

Example: Brunel has just rolled 93 on table XD – Contacts, and is offered a schematic from a contact at the Artisans Guild. First Brunel must determine which type of schematic the contact is offering and so rolls on table XE – Schematics. Brunel rolls the d100 and scores 88 and looks up the result. The schematic is for Legendary Armour. Following the instructions, Brunel must generate the Schematics name, and so first rolls on table A – Armour and scores 69 “Mail Handwraps”. Next he rolls on table L – Legends and scores 32 “**LEGEND** of the Giants”. The instructions on table L, instruct Brunel to “Replace **LEGEND** with the name of the item found as a prefix”. As the item found on table A – Armour was “Mail Handwraps”, Brunel goes ahead and replaces **LEGEND** with “Mail Handwraps” and the schematic is named “Mail Handwraps of the Giant” and if crafted will create the item “Mail Handwraps of the Giant”.

Brunel likes the look of this schematic and decides to buy it from his contact. He deducts the gold pieces from the adventure sheet and starts adding the schematics details. Firstly, he adds the schematics name in a blank schematic box on the artisan sheet, followed by the test modifier and its gold piece value from table XE – Schematics. Next, he looks up the standard materials and the upgraded materials needed to craft the Mail Handwraps on table XB – Crafting Armour. It shows that they need 4 Wood/Bone, 10 Leather/Hide, 6 Iron of standard materials; and 2 Azure of upgraded materials, so he adds them to the schematic. Next, because the schematic will craft a Legendary item, it will require Aztopaz crystals, and so Brunel checks on the table XC – Crafting With Crystals and finds **LEGEND** of the Giant on the table. It shows that it will require 4 Red Aztopaz Crystals, and so he adds this too. With the upper section of the Schematic completed (see below), Brunel must now complete the lower section.

SCHEMATIC NAME	MOD	STANDARD MATERIALS	UPGRADED MATERIALS	VALUE
Mail Handwraps of the Giant	-20	4 Wood/Bone, 10 Leather/Hide, 6 Iron	2 Azure and 4 Red Aztopaz Crystals	1600gp

Brunel copies the Schematics name to the Item Name in the lower section of the schematic box, and then looks up the details for Mail Handwraps from table A – Armour. The mail handwraps have A2 and protect the Hands, and so Brunel adds these details to the schematic. Lastly Brunel looks up the information for the “**LEGEND** of the Giant” on table L – Legends. It shows it has +3 Dmg, a value of 900gp and a fix value of 180gp. Brunel adds the details and complete the schematic (see below).

SCHEMATIC NAME	MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
Mail Handwraps of the Giant	-20	4 Wood/Bone, 10 Leather/Hide, 6 Iron				2 Azure and 4 Red Aztopaz Crystals				1600gp
SLOT	ITEM NAME	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S
Hands	Mail Handwraps of the Giant					+3		900	180	A2



INVESTMENTS MADE EASY

This section deals with the use of the original Investments table and makes it easier to apply the results of the investment roll that is made during each “BETWEEN YOUR NEXT QUEST” phase, when the adventurer owns some shares.

After the investment roll has been made, cross reference each result from table J – Investments with the number of shares the adventurer owns for each of their investments. Then using table JA – Investment Results, the player can quickly see how the investment roll has affected the total number of shares instead of needing to apply the results individually to each share. The player makes the adjustments shown to their Investments on the adventure sheet.

When applying the results, note that the adventurer may only hold a maximum of 10 shares in any single investment program, and so, if the adventurer ends up in excess of 10 shares in any single investment, they are required to sell them, until they have reduced the total number to 10 or below.

Example: Sir James begins the Empire Building phase with 7 Shares in the “Finance” investment and makes the investment roll scoring 78. On table J – Investments it states “+3 pips per share”. Finding the result on table JA – Investment Results, he cross references the result with the number of shares, to find this equates to a gain of +4 Shares and +1 Pip. After adding the 4 shares to his 7 that was held at the start of the Empire Building phase, it takes the total number of shares in Finance to 11, and because this is over 10, he must sell at least 1 share.

COMBAT EXPERIENCE

Combat experience introduces a new set of rules that can be used during any game of D100 Dungeon. It tracks each time the adventurer kills a monster on a new sheet entitled “Combat Experience Sheet”, and after 10 and 20 pips have been shaded on a monsters track, it will unlock some special abilities.

The player can include the combat experience rules at the start of any quest, however, once they have been selected to be used during a quest, they must be followed until the end, and the player is not permitted to stop using them midway through.

When an adventurer kills a monster, they can learn from the combat and gain experience about how best to overpower and defeat that type of monster for future battles. Therefore, each time a monster is defeated, the player may shade in one pip on the monsters combat experience track. When ten pips have been shaded, a special ability is unlocked that can be used one time during each combat with that type of monster. When 20 pips have been shaded, it unlocks a second special ability that can also be used once per combat. Both the Level 10 and Level 20 special abilities can be used during the same combat with a monster as soon as they have been unlocked. Note that in the case of pack monsters, the whole pack needs to be defeated in order to gain the experience pip.

In addition, when 10 pips on a monsters experience track has been shaded, the monsters reaction modifier is applied to all reaction checks during the combat. A positive modifier reflects that the adventurers reputation is spreading amongst the monsters own kind, and they are becoming fearful, and will attempt to escape more often in combat. A negative modifier reflects that they are fighting back, and will enrage more times during an encounter. A modifier of zero reflects that the monster is indifferent or lacks the intelligence to make any impact on how they will react to the adventurer. A copy of the Combat Experience Sheet can be found at the end of this book, and permission is given for it to be copied. Alternatively it may be downloaded as a pdf from www.mk-games.co.uk, and printed for each of your adventurers. The sheet lists the monsters alphabetically, and shows which abilities are unlocked after 10 and 20 pips have been shaded, and their effect. If a monster is not shown on the sheet, it is because it is either rarely encountered, or nothing can be gained from the kill.

When to use the Special abilities, varies greatly between abilities, and the table below will help you and shows at which point in combat the ability is to be used.

SPECIAL ABILITIES	WHEN TO USE A SPECIAL ABILITIES
<i>Alert</i>	Before a surprise test is made.
<i>Courage, Disruption, Holy Strength, Nimble</i>	Before a combat round.
<i>Evade Fire, Evade Freeze, Gaze Block, Largeless, Manoeuvre, Protection, Resistant</i>	After a monsters ability has been activated.
<i>Charge, Counter, Feint, Lure, Subterfuge, Tactics</i>	Before the adventurer or monster rolls their attack dice.
<i>Advantage, Demon Slayer, Dodge, Dragon Slayer, Impact, Troll Slayer, Weakness</i>	Before the adventurer or monster rolls damage die.
<i>Web Dodge</i>	At the end of a combat round.
<i>Stay Dead</i>	When a 1 has been scored for a resurrection ability.



THE ARCANIST - ADVANCED CASTERS

Arcane energy is something that surrounds everything in the world of the D100 Dungeon game. Whether it is dead, alive, or has never lived at all, the arcane power is there and existing in many forms. It twists and turns, blending and manipulating reality in strange ways, and those that know how, can influence it to their will. With even the slightest of intelligence, any being can use its power to minor effect, but there are some who have devoted their life to studying its power and can produce the most wondrous of effects. They are known as Arcanists and are the Advanced Spell Casters of the D100 Dungeon universe. They have spent years of their lives in constant study to unlock the secrets of the arcane and command it to do their bidding.

In this section we detail the path of an Arcanist, and how a spell caster unlocks the Advanced Hero PATH. We will detail spells that the Arcanist will have access to, and which equipment they will be allowed to use. But first, take a look at the table below, which briefly describes seven orders of magic that have been discovered so far. An eighth order exists and is known as Dark Magic. It is used solely by vile monsters and diabolic individuals for evil; it is not an order of magic that can be followed by an adventurer, and is merely included on the table for completeness.

Alchemy	Is used for creating potions and the mixing of elements.
Elements	Is used to harness nature.
Esoteric	Is a combination of all the Orders of Magic.
Illusion	Is used to hide or impose falseness.
Invocation	Is used to transform energy in to matter.
Psyche	Is used to control the mind.
Summoning	Is used for the transportation of matter.
Dark Magic	Is used by monsters and diabolic individuals for evil.

BECOMING AN ARCANIST

In order for an adventurer to become an Arcanist, they must first have already been following the path of a spell caster and achieved some level of aptitude in the arcane arts. Once they have become something of a magician, they must attend a ceremonial trial at one of the many Arcane Universities. Under scrutiny, their skills in the arcane arts are tested to the full, and if they prove their worth, they will be placed in one of the Seven Orders of Magic. The trial is often referred to as “The Test of Death”, as many will not survive the ordeal. You can follow the steps below to try and become an Arcanist.

1. Choosing An Order Of Magic

At the start of any “BEFORE YOUR NEXT QUEST” phase, an adventurer may elect to try and become a Arcanist. They must have a Hero Path of either Druid, Warlock, Sorcerer, or Arcane Wizard, and have an Int of at least 60, a Magic Skill of +10 or more, and have 5 individual spells (none can be duplicates) recorded in their spell book. Providing these requirements are fulfilled the player may select an order of magic for the adventurer to join.

The table below shows the orders of magic available to the adventurers of the different Hero Paths. Once one has been chosen. The player writes the name of their order of magic after the Hero Path on the adventure sheet, and must then move onto step 2. The Test of Death.

Example: A druid chooses the order of Elements, and so the player writes the adventurers Hero Path as “Druid of Elements”.

HERO PATH	AVAILABLE ORDERS
Druid	Elements, Illusion, Psyche, Summoning
Warlock	Alchemy, Elements, Invocation, Psyche, Summoning
Sorcerer	Alchemy, Elements, Illusion, Invocation, Summoning
Arcane Wizard	Alchemy, Illusion, Esoteric, Invocation, Psyche



2. The Test Of Death

The adventurer must now prove their worth to the council by successfully casting 5 individual spells from their spell book one at a time. Each spell must be different, and if a spell is cast unsuccessfully, it must be recast until it has been cast successfully. When all 5 spells have been successfully cast, the test is over, and the adventurer has been accepted in to their chosen order of magic. They have become an Arcanist. During the test the adventurer is only allowed to use up to 3 equipped belt items, and once the test has begun there is no turning back, and the adventurer must continue trying to successfully cast each spell or die trying.

If the adventurer survives the “Test of Death” the player adds the rank of “Initiate” to the start of the adventurers Hero Path.

Example: The adventurer has become an Arcanist, and so the player adds “Initiate” at the start of the druids Hero Path on the adventure sheet, and it now reads “Initiate Druid of Elements”.

FOLLOWING THE ARCANIST HERO PATH

Once the adventurer has passed the “Test of Death” they have become a fully fledged Arcanist and have unlocked the arcane benefits and arcane law, shown below. They will belong to their chosen order for the rest of their life, unless they break arcane law.

Arcane Benefits

By becoming an Arcanist, their affiliation with the Arcane Council and their studies bring a lot of benefits to the adventurer. Below details those that are gained.

1. Staves and Quarterstaff

Because all Arcanists endure hours of ongoing training in the use of the “Stave” and the “Quarterstaff”, these weapons in the hands of an Arcanist gain +3 Dmg to their damage modifier. The “Stave” (results 7-8 on table W) therefore, now has a total damage value of +1 Dmg, whilst the “Quarterstaff” (results 13-14 on table W) has a total damage value of +2 Dmg when in the hands of an Arcanist.

2. Powering Staves and Quarterstaves

The Arcanist is able to infuse a Stave or Quarterstaff with Arcane energy prior to beginning a quest, and can use that energy to fuel their spells instead of using their own health points. Any spell costs that requires HP to fuel, can instead be deducted from a Stave or Quarterstaff the Arcanists has equipped. The amount of arcane energy it can store is equal to the Arcanists Magic Skill Bonus. The player can keep a running record of the energy stored by writing its current total in parenthesis after its name, such as Stave (20) or Quarterstaff (15). The Arcane energy slowly replenishes over time, and therefore each time a ⚡ is triggered on the time track, 1 point of Arcane energy is returned to the stave or quarterstaff. In addition, during combat, the adventurer may spend 1 point of energy before making an attack roll to enhance the attack with magic. The player then tests the adventurers Int characteristic for the test instead of using Str.

3. Arcanist Spell Book

The adventurer is given a new spell book called the “Arcanist Spell Book” which is used to record any of the advanced spells from tables SA1-6. You can find the new “Arcanist Spell Book” at the end of this book, and permission is given for it to be copied. Alternatively you may also download a pdf from www.mk-games.co.uk and print it out for your Arcanist adventurer.

The adventurer needs to have and maintain an Int of 60 or more in order to cast spells from the Arcanist spell book. If the adventurer’s Int drops below 60 they may still collect spells in the new spell book, but are no longer intelligent enough to cast them. The player shades the box at the top of the artisan spell book, when the adventurer has a Int of 60 or more, and removes the shading if ever the adventurers Int drops below 60 as a reminder.



Only advanced spells may be recorded in the new spell book. All other spells (i.e. from table S) must be recorded in the spell book on the front of the adventure sheet. It is important to note that although any advanced spell can be recorded in the new Arcanist spell book, only the spells that belong to the adventurers order of magic may actually be cast by them. Other order of magic spells are simply recorded in the new spell book to sell during the “Between Your Next Quest” phase. For adventurers following the Esoteric order, who are permitted to use spells from any order of magic, they may of course cast any spell from the Arcanist spell book. With two spell books unlocked, the Arcanist now has the potential to learn 20 individual spells.

The advanced spells require ingredients for their magic work. Therefore, each time a spell is cast, the player must remove 1 of each ingredient shown for the spell, from either the adventurer sheet, or the ingredients bag. If any of the ingredients are not available, then the spell may not be cast.

The new spell book also has a place to record the ingredients for the advanced spells. However, until an ingredients bag is purchased, none of the slots may be used. An ingredients bag may be bought for 1000gp at any time during the “Between Quest Phase”. When the gold has been removed from the adventure sheet, the player shades the ingredients box to signify it is now active and may be used. Until the ingredients bag has been activated, the player may record ingredients in their backpack, within the usual limits (i.e. 10 per slot). Note, only spell ingredients can be stored in the ingredients bag, and each slot can hold a maximum quantity of 10 ingredients.

4. Gaining Ranks with Spells

The Arcanist begins in their order of magic as an Initiate, and automatically gains one of the spells from their orders spell table. The player find the adventurers order of magic from the various SA – Spells Advanced tables found at the end of this book, and then rolls 1d10 for a spell. Once the spell has been added to the Arcanist spell book, it affirms the adventurers acceptance in to the order and shows that they are now loyal subjects to the Arcane Council. For adventurers following the Esoteric order, (who are permitted to use spells from any order of magic), they must generate a random order of magic prior to rolling for the spell, and so the player rolls 1d6 and uses the result to select the table (i.e. if they roll a 4, they will use table SA4).

Each spell that belongs to the Arcanist’s order of magic that is added to the Arcanist spell book, raises the rank of the Arcanist by one level, and unlocks a special power taught by the Arcane Council. For adventurers following the Esoteric order, any advanced spell that is added will earn them a rank. The table below shows the ranks and at which level their powers are unlocked. When a new rank has been acquired, the new power is ready to use from the start of the next quest, thus providing adequate time for the power to be taught by the arcane council (i.e. during the “Before Your Next Quest” phase). Once a new rank has been achieved, the player replaces the previous ranks name on the adventurers Hero Path with the new one. Note, all previous powers taught from the lower ranks are still retained and usable by the adventurer.



SPELLS	RANK	ABILITY
1 Spell	Initiate	Cancel Dark Magic: Once per encounter the results of Dark Magic can be ignored.
2 Spells	Neophyte	Arcane Wall: Once per encounter the adventurer may re-roll a monsters reaction result when it tries to escape.
3 Spells	Apprentice	Light: The adventurer may spend 1 HP instead of oil when a ⚡ is triggered on the time track.
4 Spells	Magi	Dazzling Victory: Whenever a monster is defeated, combat ends immediately. The monster does not get an attack roll.
5 Spells	Adept	Attunement: The spells from the Arcanist's Spell Book cost 1 less HP to cast.
6 Spells	Tyro Magister	Arcane Weapon: For the purposes of the monster ability ETHEREAL, all combat attacks by the adventurer are considered to be from a form of spell.
7 Spells	Magister	Arcane Barrier: All locations gain +2A even the main/off hand slots.
8 Spells	Tyro Magus	Spell Switch: Spells can be moved freely to different positions in the Arcanist Spell Book and the Spell Book on the front of the adventure sheet.
9 Spells	Magus	Its a Kind of Magic: The adventurers may use their Int value for their attack rolls and do not need to spend 1 point of power from a stave, or quarterstaff. The ability can be used with any equipped weapon.
10 Spells	Master Magus	Eternal Healing: Restore 1 HP each time a ⚡ is triggered on the time track, and at the start of each quest the adventurers HP are restored to its maximum.

5. Learning Spells

During step 8. MAGIC TUITION of the “Before Your Next Quest” phase, the Arcanist may roll once on the advanced spell table that belongs to their order of magic. However, for adventurers following the Esoteric order, (who are permitted to use spells from any order of magic), they must generate a random order of magic prior to rolling for the spell, and so the player rolls 1d6 and uses the result to select the table (i.e. if they roll a 4, they will use table SA4). Note that if the spell rolled is learnt by the adventurer and added to the Arcanist spell book, it costs 2000gp, double the normal cost of a spell from table S – Spells.

6. Rolling for Spells

When ever the Arcanist is instructed to roll on table S – Spells they may instead choose to roll for a spell from one of the advanced spell tables. The player rolls 1d6 and uses the result to select the table (i.e. if they roll a 4, they will use table SA4). Next they roll 1d100 for a spell result from that table. The result may then be added to the Arcanist spell book, or applied to a scroll, or a legendary item. Note, spells from table S or from one of the advanced spell tables may never be recorded in the backpack.

7. Notoriety

As soon as the adventurer becomes an Arcanist, they become a notable member of society and receive instant recognition. Therefore the lowest their REP value can be is 4. If the adventurers REP is currently below 4, the player raises it to 4.

8. Ingredients

During step 5. BUY NEEDED ITEMS of the “BEFORE YOUR NEXT QUEST” phase, the Arcanist may also buy from table IA – Ingredients. The number of ingredients they may buy is also limited by their REP value. Therefore, an Arcanist may purchase a maximum number of needed items and ingredients equal to 20+REP from, table IA – Ingredients and N – Needed. In addition, when ever the Arcanist is instructed to roll on table I – Items during a quest, they may instead choose to roll on table IA – Ingredients instead.

Arcane Law

As an Arcanist, the adventurer must abide by a number of arcane laws set out by the Arcane Council. If for any reason, any of the laws are broken, whether by mistake or on purpose, the adventurer is in danger of being extradited to an arcane prism (see Breaking Arcane Law, below).

1. Restricted Armour

The Arcane Council regards the use of armour as an insult to a wizards abilities. Therefore, the adventurer is only permitted to wear armour that has a maximum (A) value of A1. With this in mind, the Arcanist is limited to wearing either “Leather” or “Studded Leather” armour, and they are not permitted to use a shield. The council extends this view for anyone following the Esoteric order by banning the use of “Studded Leather”. Therefore, if the adventurer is a member of the Esoteric order, they may wear “Leather” armour or none at all.

2. Restricted Weapons

The Arcane Council view the use of weapons (especial clumsy and large weapons) as a slight on a wizards art. Therefore, the adventurer is only permitted to wield weapons that have a maximum damage value of +1 Dmg (results 0-68 on table W). The council extends this view, feeling that anyone following the Esoteric order should not need powerful weapons over magic, and have limited the use of weapons that have a maximum damage value of +0 Dmg (results 0-44 on table W) to any one following that order. Staves and Quarterstaves are exempt from this restriction, and may be used regardless of their damage value.

3. Donation of Gold

All the arcane universities across the land and seas are open to the Arcanist to stop by at any time and brush up on their arcane abilities. They offer a place of sanctuary, as well as a place to study, and provide many facilities for the Arcanist outside of the Arcane criteria, such as food, warmth and a place to sleep. This all costs a great deal of gold, and so the Arcane Council expects each and every Arcanist to help with these costs. Therefore, at the end of each “BEFORE YOUR NEXT QUEST” phase, the player is required to remove 150gp from the adventure sheet. Arcanists from the Esoteric order who gain significantly more from learning at the arcane universities, are required to donate more, and are required to remove 300gp from the adventure sheet.

4. Which Spell Book

Whenever the adventurer is instructed to choose a spell from their spell book, they must first determine which of their spell books it will affect. The player calls out a number between 1 and 5 and then rolls 1d6. If the number is either 6 or the number they called out, the Arcanist’s Spell Book is affected. For all other results, the spell book on the front of adventurer sheet is used.

5. Maintaining Order

The Arcanist must always have at least one spell belonging to their order in their Arcanist's spell book. If for any reason the last spell belonging to their order is removed from the Arcanist's spell book, arcane law is broken and the adventurer maybe sentenced to an arcane prism, see below.

6. Losing Rank

As Arcanists add spells of their order to the Arcanist spell book, they gain ranks, that in turn award them powers. They will only hold these special ranks and have access to these special powers whilst the Arcanist spell book contains the correct number of spells that awarded them the rank and granted them the power. As soon as a spell belonging to their order is removed from the spell book, the Arcanist loses 1 rank and along with it the use of its power.

7. Spell Upkeep

A few of the spells have an upkeep cost that must be paid or the spell comes to an end. Spells that have an upkeep cost have details of when the cost must be paid in the spells description, and these types of spells clearly show the amount that needs to be paid after the spells initial casting cost on the table. It will look something like this “-2/1 HP”. The “2” signifying the spells casting cost and the “1” details the upkeep cost that must be paid to fuel the continued effects of the spell.

BREAKING ARCANE LAW

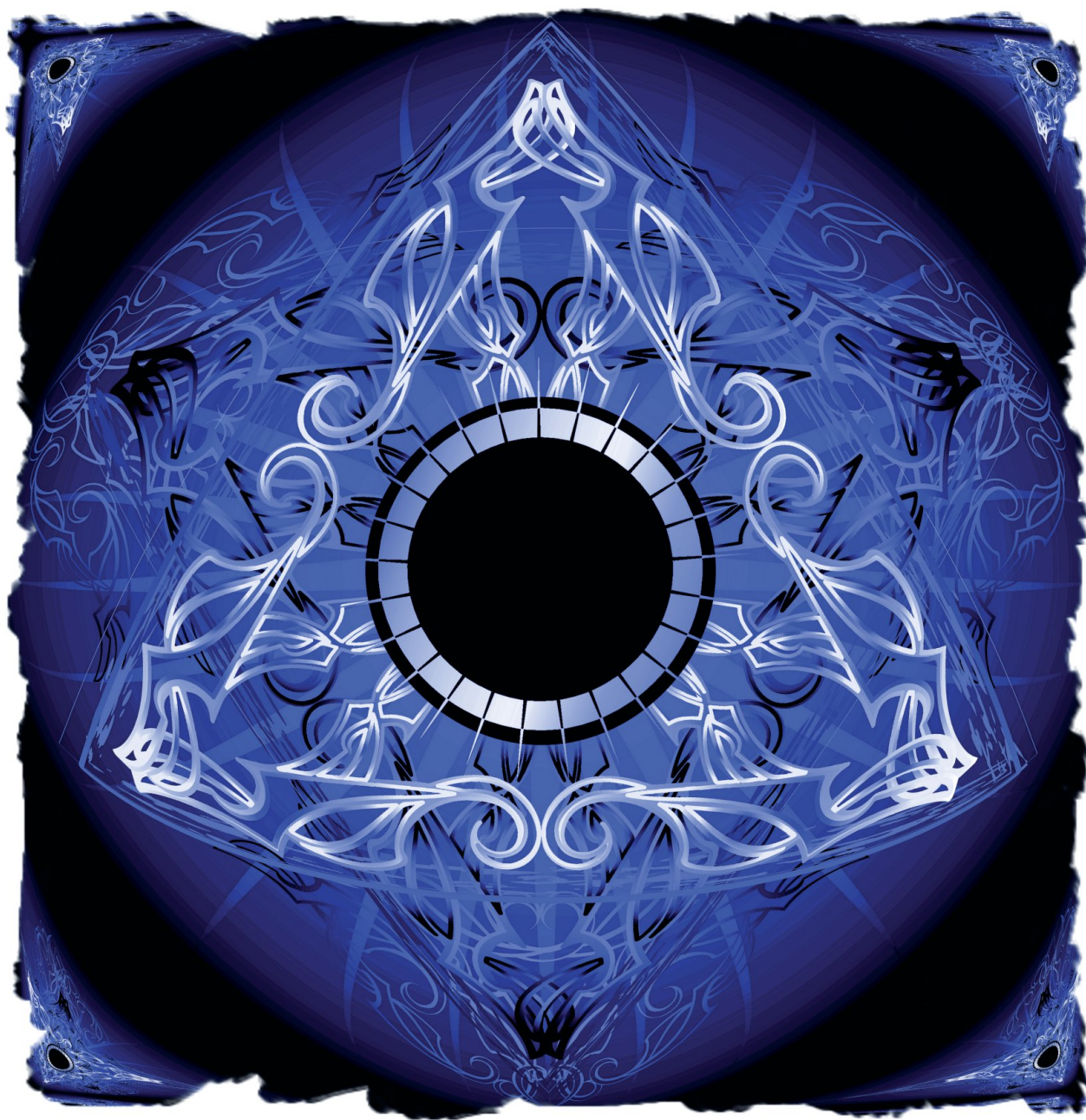
Whenever the player realises that the adventurer has broken one of the Arcane laws they must check to see if the offence has been noticed. The Arcane Council is often very busy and will miss many of the Arcane violations.

Therefore at the end of any “Before your Next Quest” phase, when the adventurer has broken arcane law, whether by accident (i.e. the game has instructed the adventurer to remove the last spell that belongs to their order of magic from the Arcanist spell book) or on purpose (i.e. the adventurer intentional doesn't pay their donation of gold), the player must check the adventurers ability to conceal the crime. The player rolls 1d100 and adds +5 to the result for each time a law has been broken. If the result is equal to or less than the adventures primary Int, the adventurer has successfully managed to avoid persecution by the Arcane Council, otherwise they have been caught and are sentenced to an Arcane Prism, see “The Arcane Prism” below. The test may not be modified in any way, with the use of spells, potions, or fate points. The adventurer should keep a running total of the number of times arcane law is broken on the Arcanist spell book in the space provided, and each time the test to conceal the arcane crime is passed successfully it is reset back to 0.

The Arcane Prism

The Arcane Prisms punish those that will not concur with the Arcane Council's laws. The punishment is severe, stripping the accused of their magic in an agonising and torturous way. The prism is created as a spectral entity, that has a hard time accepting the offender that has been forced inside. It cannot recognise the living being nor will it accept it, and so it fights back trying to expunge the cause of its concern (i.e. the adventurer). The prism begins to jump from reality to reality trying to find somewhere for its unwelcome traveller to be put to rest, and this can only be at the offenders own reality. The speed at which the prism jumps is faster than light, and often in minutes it will find its way back to the perpetrators own reality. However the journey inside the prism is a different story, where time is protracted with each jump, sometimes appearing to take days to complete, and all the while the traveller is being pulled and tugged apart at a molecular level as the spectral prism attempts to devour the arcane magic, and the life force from its unwanted guest.

The process causes excruciating pain from the moment the adventurer is placed in the prism, and will only end when they are released, which to them may appear to be years later. The ordeal, if it doesn't kill them, will often render them insane, or weakened considerably, both mentally and physically.



Surviving the Prism

Once the adventurer has been caught by the Arcane Council, they are sentenced to the arcane prism as punishment. The player must now make a series of tests to determine if they will survive the ordeal, and return back to their own reality alive.

Each of their 3 primary characteristics (Str, Dex, and Int) are tested, one at a time by rolling the d100. Note, that the primary characteristic is tested and not the adjusted value, and the test may not be modified in any way, with the use of spells, potions, or fate points etc.

If the result is equal to, or greater than the primary value of the characteristic being tested, then the adventurer has not survived the Arcane Prism and has died. The player must roll up a new adventurer. Nothing can change this result, it is definitive. However, if the result is less than the primary value of the characteristic being tested, then the number rolled becomes the adventurers new primary value for that tested characteristic, and the player alters the adventure sheet appropriately. The player repeats the process until all three characteristics have been tested successfully or one fails.

Providing all three tests are successful, the adventurer returns to their reality penniless, and much the worth for wear and tear, and the player performs the following steps.

1. All the adventurer's assets and personal belongings have been seized by the Arcane council, and so the player removes all gold, equipment, belt items, backpack items supplies, investments and all other forms of wealth they may have acquired, such as property. However they do retain all materials and schematics on their Artisan Sheet, if they have become an Artisan.
2. The Arcane Council removes all knowledge of magic from the adventurer that has survived the ordeal of the prism, and the player must destroy the Arcanist sheet and remove all spells on the front of the adventurer.
3. The arcane council marks them as a "Rogue" spell caster, and the player removes the adventurer's rank and order of magic from the adventurer's Hero Path. They add "Rogue" at the beginning of their original Hero Path (i.e. Rogue Druid, Rogue Warlock). As a Rogue spell caster they will never be allowed to become an Arcanist again, and must be resigned to a life of basic magic.
4. The ordeal of the Arcane Prism has left the adventurer utterly defeated, and they have emerged much less the person they were before. The player rolls 1d6 and deducts the result from their primary HP value, and then deducts -5 from all 10 skills bonuses on the front of the adventure sheet (even if the skill bonus becomes a negative value).
5. Lastly, in an act of charity, some of the adventurers contacts at the guild take pity on them, and supply the adventurer with some basic equipment. The player performs step 5. Equipment of the "CREATING AN ADVENTURER" section found in the main D100 Dungeon rulebook.

OWNING PROPERTY

During the "Before your next Quest" phase a new option has been provided called Owning Properties, and the adventurer is free to look over the table of properties and buy and sell any that are listed there. However, at the end of the phase they are only permitted to own one property.

When an adventurer owns a property, they are given the option to store items there before they go off on their next quest, and the size of the property will determine how many items can be stored there. Whilst they are off on their quest, there is a risk that their property may be broken in to and some or all of their items will be stolen. To protect against this, the adventurer may wish to put in place security measures before they begin their next quest. Security will cost gold pieces, and the more security they put in place, the more gold pieces it will cost, but will provide a better level of security and less of a risk to items being stolen. During the "Before your next Quest" phase, the adventurer buys security points and adds them to the properties base security value. The cost shown is for 10 points of security. This new total lasts for the duration of the next quest, and once that quest is over, the properties security value drops back to its base value. The maximum a properties security value can ever reach is 90 and the cost of security points varies from property to property.

Each property has an upkeep cost to reflect taxes and general wear and tear. This cost must be paid during the “Before your next Quest” phase or the property must be sold to pay for the costs.

At the end of a Quest, and before your adventurer begins the “Before your next Quest” phase, you must roll 1d100, and if you roll higher than the security value, set for their property during the last “Before your next Quest” phase, it has been broken in to and looted. The player must then roll 1d10, and all items stored in the numbered slots equal to or below the result have been stolen and are removed from the property sheet. Therefore, if the adventurer rolls a 10, all items are stolen and removed from the property sheet.

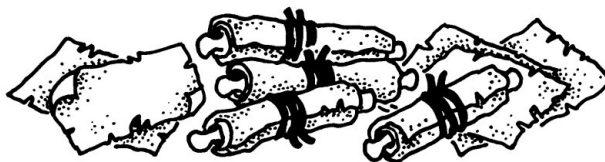
When you have bought a property, you tick the box beside its name on the property sheet, and can then begin storing items on its item track. The items are stored from top to bottom, starting on the first available line. If an item is removed from your property at a later time, all items below its position are shuffled upwards to fill any gaps. When storing items with a damage track, only one item can be stored per line, and all items without a damage track can be stored in quantities of 10, just in the case for the adventure sheet.

A copy of the property sheet can be found at the end of this book, and permission is given for it to be copied. Alternatively it may be downloaded as a pdf from www.mk-games.co.uk, and printed for each of your adventurers.

QUICK ADVENTURER

This section provides a quick way to generate an adventurer by rolling on a new table called U – Quick Adventurer. The player rolls 1d100 and 1d6 and cross references the results to give them an adventurer with a completely random race, hero path, and set of characteristics, and also a chance to roll the new hero path “Champions”. After rolling the dice, the following steps are performed in order to complete the adventurer. If you happen to roll lucky, and score a champion hero path, please refer to the section below (Champion Hero Path) when filling in the details of your adventurer.

1. The table is split in to sections for each hero path, and at the top of each section is a characteristic marked with an experience star ★, and some skills. The player shades all the experience stars ★ rules shown for their result, and adds the skill bonuses to the adventurer sheet.
2. The player finds the race for their new adventurer at the top of the table, and shades its experience star ★, and then applies its skill bonus to the adventure sheet.
3. The player fills in the adventurers race, and the primary Str, Dex, and Int from the table.
4. The player chooses two skills that have not yet gained a skill bonus, and adds +5 to each.
5. The player adds 20 primary HP, 1 REP, 3 FATE, and 3 LIFE to the adventure sheet.
6. The player finishes creating the adventurer by using the Quick Equipment rules.



CHAMPION HERO PATH

Champions are a new Hero Path that are only available to a dwarf, elf, human or halfling race, and can be rolled on table U – Quick Adventurer. The table HC – Champions is supplied for reference only, unless of course a player wishes to create one from scratch. However, it is recommended that they are only used if they are rolled when creating a Quick Adventurer, thus making them rare and unique.

The steps below can be followed when filling in their details.

1. The player gets to choose which of the champions experience star ★ they will shade for their primary characteristics. The player chooses either Str, Dex or Int, and shades in the star.
2. The player finds the race for their new adventurer at the top of the table, and shades its experience star ★, and then applies its skill bonus to the adventure sheet.
3. The player get to choose 2 more skills that will benefit from a shaded experience star ★, and then the player applies a +5 skill bonus to each.
4. The player fills in the adventurers race, and the primary Str, Dex, and Int from the table.
5. The player chooses two skills that have not yet gained a skill bonus and adds +5 to each.
6. The player adds 20 primary HP, 1 REP, 3 FATE, and 3 LIFE to the adventure sheet.
7. The player finishes the champion by using the Quick Equipment rules.



QUICK EQUIPMENT

This section replaces step 5. EQUIPMENT from the “Creating an Adventurer” section of the main rule book, and provides a quick way to generate an adventurer’s starting equipment by rolling on a new table called UA – Quick Equipment. The player chooses a column from the table in order to generate either a hand weapon or a ranged weapon, thus giving them the option to tailor the starting equipment to their abilities, and then rolls 1d100 for a result.

The player then adds the items generated to their adventure sheet, and fills in the details by looking them up on tables A – Armour, and W – Weapons. Lastly they add 20 Oil, 10 Food, 15 Picks, and 3 Lesser Healing Potions to the adventure sheet.

When rolling on table UA – Quick Equipment, please be aware that some ranged weapon results will yield a weapon that may be used as both a hand and a ranged weapon. Also by using the table it will removed the randomness of rolling independently for each item. The results found on the table have been balanced by the higher the roll that is scored, the better the weapon is generated, but in turn, the worse the armour will be. If this isn't something that appeals to your style of play, you may roll twice on the table, once for a weapon and secondly to generate the armour.

SPECIAL BLUES

In this section, blue areas are given some life and become more than just an objective area. The player is given the choice to roll on a table to generate what is discovered in the blue map area. The table results will add some descriptive text, and then either a Str, Dex or Int based test to overcome, or a special encounter to defeat. If the adventurer beats the objective, the adventurer will be rewarded by rolling on a new treasure table called TD – Treasure D, which has far greater rewards than those found on the usual treasure table TA-C. It also contains the chance to roll a special legendary item that can have two adjustments instead of the normal one.

If the player wishes to include the special blues in their games, they must adhere to the following rules.

1. Whenever the adventurer finds themselves in a blue area, the player is given the option to either follow the standard rules for a blue area as explained in the main D100 Dungeon rulebook, or roll on table Z – Special Blues for a completely different experience and the potential to earn additional rewards. Each time a special blue area is added to the dungeon sheet, it will reduce the chance that another special blue area may be discovered, or that a more dangerous one will be encountered. Therefore, each time the player decides to roll on table Z – Special Blues, they must first count up all of the special blue areas that have already been added to the dungeon sheet, and add +5 to their roll for each one. The player can also keep a running total of special blues that have been added at the edge of the dungeon sheet for quick reference. When the modifier has been determined, it is applied to the d100 roll and the player looks up the result on table Z – Special Blues. They must then follow all instructions provided by that result.
2. Sometimes the adventurer will be performing a quest that requires them to find an **Objective Area**, and the player must decide if the blue area will be a result from table Z, or the objective area that they are seeking. It cannot be both. However, quests with the objective to **Explore** a blue area (which is to add a blue area to the dungeon sheet), can be used towards completing the quest and as a special blue area.
3. When a result is generated from table Z – Special Blues, the player is required to add the note (found in the descriptions) to the dungeon sheet, and when all requirements have been met for the special blue area, they must mark the note as completed with a ✓. Notes that have a ✓ are now complete and cannot be completed again.
4. If the player happens to roll a result of a special blue area that has already been added to the dungeon sheet, the result is ignored and the player must roll again for a new result.





FA – FIND A			FA
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20
1	+2⌚	The adventurer steps in to a pool of sacrificial blood by mistake, and the residual of its magic has a strange effect, roll on table C – Curses -15 and apply the result.	
2	+2⌚	A small arcane creature is disturbed as the adventurer searches its lair. Annoyed it casts a powerful spell targeting the adventurer before running away and hiding in the shadows. Roll on table C – Curses -10 and apply the result.	
3	+2⌚	Erroneously the adventurer steps in to a strange circle that has been etched on to the dungeon floor, and then something strange and untoward happens. Roll on table C – Curses -5.	
4	+2⌚	The adventurer climbs on to a rock to investigate a pool of red glowing liquid. Suddenly it gives way and they tumble head first in to the pool and unavoidably gulp down some of its liquid. Roll on table C – Curses.	
5	+2⌚	Moving some rocks, the adventurer disturbs a nest of strangle looking purple beetles. Thousands spread out across the dungeon floor and they scabble away from the light, searching for darkness. They bite the adventurer and anything else that gets in their way. Roll on table C – Curses +5	
6	+2⌚	Climbing through a small hole to another part of the dungeon area, a large rock slides down and crushes the adventurer. Roll 1d6+2 for the damage suffered, and 1d10 for the location struck, and apply the locations damage modifier. Any armour at the location will reduce the damage caused, and up to 2 points may be deflected to the items damage track.	
7	+2⌚	Two monsters are waiting in the shadows and are ready to ambush the adventurer as they pass by. Roll on the encounter table and apply the quests modifier to determine the monsters that will attack. Then double its HP value (i.e. A monster with 7 HP has 14, or a pack with 2/3/3 HP's has 4/6/6). The monster gains the abilities "Attacks 2", and "Surprise".	
8	+2⌚	The adventurer moves away some junk and hears a click. A trap is triggered, roll 1d10 on table G – Geographic.	
9	+2⌚	Turning a corner, the adventurer bumps in to a halfling, who like them are exploring the dungeon. For a while they chat about their discoveries and share stories of past quests. After a few hours, they bid each other farewell, and it is not long after that the adventurer realises they have been robbed. Number each row of the backpack on the adventure sheet that are for items with a damage track from 1 to 10. Then roll 1d10 until an item is rolled. This is the item that has been stolen, and is removed from the adventure sheet. If the adventurer does not have any items in their backpack when they are robbed, 4d100 gp is missing instead, and the player removes the gold from the adventure sheet.	
10	+2⌚	Kneeling down to investigate a small opening in the dungeon floor, the adventurers money pouch falls open and some of their gold is lost as it disappears out of reach through the hole. Deduct ½ of the adventurers gold rounding up.	
11	+2⌚	The adventurer stumbles on some loose rocks underfoot and falls forward. They reach out for anything to break their fall, and end up taking hold of a rotting corpse that has been pinned to the dungeon wall by a spear trap. Its head rolls off and bounces on the floor as it is ripped from the spears by the adventurers weight. They both land in a heap on the dungeon floor. Shade in 4 pips on the disease track.	
12	+2⌚	On top of a natural shelf that has formed in the rock-face of the dungeon wall, the adventurer spots a glint of metal and decides to investigate further. Jumping for the ledge, they stumble, falling backwards in to a hollow. Roll 1d6 for the damage suffered, and 1d10 for the location struck, and apply the locations damage modifier. Any armour at the location will reduce the damage caused, and up to 2 points may be deflected to the items damage track.	
13	+2⌚	Hanging from the dungeon ceiling is a crows cage. Peering up, the adventurer spots a face staring back at them from behind the iron bars, and then a voice calls out to help them down. The adventurer winds the wooden handle and lowers the cage down to the dungeon floor and manages to open the lock. For a few moments the captive thanks them for their release and shakes their hand before leaving and disappearing in to the shadows. It is not long afterwards that the adventurer realises they have been robbed. Number each row of the backpack on the adventure sheet that are for items without a damage track from 2 to 16. Then roll 1d6+1d10 until an item is rolled. This is the item that has been stolen, and it is removed from the adventure sheet. If the adventurer does not have any items in their backpack when they are robbed, 2d100 gp is missing instead, and the player removes the gold from the adventure sheet.	
14	+2⌚	Carefully the adventurer begins their search of the area, and unavoidably sets off a trap. Skilfully they manage to avoid harm, but a piece of their equipment is heavily damaged. Roll 1d10 for location until an item is rolled and shade in 3 pips on its damage track.	
15	+2⌚	Searching through some of the larger heaps of debris, the adventurer abruptly stops, realising the pile is made up of diseased and rotting corpses. Shade 2 pips on the disease track.	
16	+1⌚	A soft glowing light at the centre of the area draws the adventurer to investigate. When they step in to the light, the floor gives way and they tumble in to a shallow pit filled with snakes. Shade in 4 pips on the poison track.	
17	+1⌚	Moving through some of the rubbish strewn about the floor a small snake lashes out and bites the adventurers hand, injecting its venom in to a vein. Shade in 2 pips on the poison track.	

FA – FIND A			FA
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20
18	+1⌚	The adventurer spots a pile of rocks reflecting a sparkling vein of gold ore and heads over to take a closer look. Whilst searching the pile, a small scorpion is disturbed and its tail lashes out, striking the adventures hand. Shade in 1 pip on the poison track.	
19	+1⌚	Bending over a ridge and stretching to reach a pile of rags, the adventurer grabs hold of a rotting skull by mistake and its diseased flesh infects them. Shade in 1 pips on disease track.	
20	+1⌚	A monster is hiding in the shadows and jumps out attacking the adventurer. Roll on the encounter table and apply the quests modifier to determine the monsters that will attack; it gains the “ <i>Surprise</i> ” ability.	
21	+1⌚	Whilst searching around, a piece of equipment gets caught in a crevice of the dungeon wall. The adventurer carefully prises it free, but it has suffered some damage. Roll 1d10 for location until an item is rolled and shade in 2 pips on its damage track.	
22	+1⌚	Whilst squeezing through a narrow crevice, a piece of equipment gets stuck and is damaged when it is carefully prised free. Roll 1d10 for location until an item is rolled and shade in 1 pip on its damage track.	
23	+1⌚	Stepping between two tall rocks, some loose stones fall from above, narrowly missing the adventures head but striking their backpack. If there is any Oil recorded in the supplies area of the adventure sheet, some of the flasks have been split open and their oil is spilling out onto the dungeon floor. Remove 2 oil from the adventure sheet (if you don’t have the required number, you must remove all you have).	
24	+1⌚	As the adventurer passes around a large boulder, an orc sentry moves out of the shadows and approaches, and the adventurer has no choice but to encounter the orc. ORC – AV:45 DEF:3 DMG:+1 HP:10 [K:Table I/A+10/W+10]	
25	+1⌚	The area being searched is soon waterlogged, and the adventurer finds they are often searching up to their neck in the filthy water. Its murky surface could be hiding anything, and the adventurer returns back to a dryer part of the dungeon. However, after a quick check on their supplies, it reveals that if they have any food, some has been spoilt. Remove 2 food from the adventure sheet (if you don’t have the required number, you must remove all you have).	
26	+1⌚	Climbing over some fallen rocks, the adventurer accidentally stumbles and falls landing on their side. Make a belt check.	
27	+1⌚	Whilst exploring a small cave entrance, the adventurer disturbs a large colony of bats, and in a blind panic they fly out in their hundreds knocking the adventurer over and on to their back. Cursing for not being more careful, the adventurer finds one of their flasks of oil (if they have one) has split open and is draining through their pack onto the dungeon floor. Remove 1 oil from the adventure sheet.	
28	+1⌚	Bending down to search a crevasse, the pouch containing the adventurers lock picks pops open, and (if they have any) some fall down the hole they were searching. Remove 4 picks from the adventure sheet (if you don’t have the required number, you must remove all you have).	
29	+1⌚	Stepping through a small hole, the adventurer uncovers a hidden part of the dungeon, and begins climbing up a long rocky staircase to a wide ledge. About halfway up a face appears from over the edge, and then an onslaught of arrows begins whistling past their head. Surprised and completely exposed on the staircase, the adventurer has no choice but to encounter their aggressor. GOATMAN ARCHER – AV:40 DEF:2 DMG:+1 HP:9 [K:Table A/I/W] (<i>Surprise</i>)	
30	+1⌚	The adventurer stumbles upon some fresh mushrooms and picks a handful to enjoy later. After a few minutes a strange odour begins to emit from their pack, and they find the mushrooms have contaminated their food supplies. Remove 1 food from the adventure sheet.	
31	+1⌚	After a more extensive search, the adventurer discovers something from the Geographic table. Roll on table G – Geographic to reveal what is found.	
32	+1⌚	Stepping through in to a hidden chamber, the adventurer disturbs a very large bear. Its huge paws swipe out and the adventurer dives for cover. The bear roars and moves trapping the adventurer inside its den. The adventurer has no choice but to encounter the beast. BEAR – AV:40 DEF:2 DMG:+0 HP:10 [K:Table P2]	
33	+1⌚	Under an empty barrel, the adventurer finds a small metal hatch set in the dungeon floor that someone was trying to hide. Tugging at its handle, it won’t budge, and an arcane rune of protection etched in to its surface prevents it from being opened with magic. A small keyhole entices the adventurer with an option to try picking its lock, and they kneel down and begin. If they have any, they insert a pick, and when it breaks, they try again. This time the pick wedges in the mechanism before it snaps. Now unable to remove the broken pick the adventurer has no choice but to give up. Remove 2 picks from the adventure sheet (if you don’t have the required number, you must remove all you have).	

FA – FIND A			FA																				
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20																				
34	+1🕒	Several goblin sentries are moving through the area and one spots the adventurer. It is not long before they have them completely surrounded and with no other option the fight begins. GOBLINS – AV:25 DEF:1 DMG:-1 HP:2/3/3 [K:Table A/I/W] (<i>Pack</i>)																					
35	+1🕒	Searching behind a small boulder, the adventurer finds a glass bottle containing a strange liquid that glistens in a multitude of colours as it swirls around inside. Add Mystical Potion (FA35) (30gp) to the adventurer sheet. When the adventurer plucks up the courage to drink the liquid, the player 1d10 rolls on the table below to find out the potions effect. All of the potions effects will linger until they have been used up by the game or the current quest comes to an end. For instance, if an adventurer has drunk 3 potions, with the following effects – “Gain +3 Str to next Str test”, “Restore 4 lost HP”, and “Remove 2 shaded pips from the poison track”. They would be applied as follows. The first potion’s effect will linger until the adventurer needs to perform a test involving Str. The second potion will instantly restore 4 HP if it can, however if the adventurer hasn’t lost 4 or more HP at the time the potion is drunk, its effect will wait until they have. Note, all 4 HP must be restored to the adventurer at the same time. Lastly, the third potion will react in the same way as the second potion does. It will either allow the adventurer to remove 2 pips shaded on their poison track immediately, or wait until the adventurer’s poison track has at least 2 shaded pips before its effect is triggered and uses up its effect. Potion effects also stack, and are used up together when they are triggered. For instance, if two “Gain +3 Int to next Int test” potions are drunk at the same time; the next time the adventurer performs a test, they will gain +6 to Int. Effects that are stacking in this way cannot be used up separately, and as soon as the game can trigger the potions effect it will do so, and at its full potency. <table border="1"> <tr> <td>1</td><td>Its poison – shade 2 pips on the poison track.</td><td>6</td><td>Gain +1 Def on monsters next damage roll.</td></tr> <tr> <td>2</td><td>Gain +1 to next damage roll.</td><td>7</td><td>Remove 2 shaded pips from the poison track.</td></tr> <tr> <td>3</td><td>Gain +3 Str to next Str test.</td><td>8</td><td>Restore 4 lost HP.</td></tr> <tr> <td>4</td><td>Gain +3 Dex to next Dex test.</td><td>9</td><td>Remove 2 shaded pips from the disease track.</td></tr> <tr> <td>5</td><td>Gain +3 Int to next Int test.</td><td>10</td><td>Gain +10 to next d100 on a [K] reward table.</td></tr> </table>		1	Its poison – shade 2 pips on the poison track.	6	Gain +1 Def on monsters next damage roll.	2	Gain +1 to next damage roll.	7	Remove 2 shaded pips from the poison track.	3	Gain +3 Str to next Str test.	8	Restore 4 lost HP.	4	Gain +3 Dex to next Dex test.	9	Remove 2 shaded pips from the disease track.	5	Gain +3 Int to next Int test.	10	Gain +10 to next d100 on a [K] reward table.
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36	+1🕒	Dangling from a long silky thread, the adventurer encounters an arachnid. Its glowing eyes penetrate the soul and then it attacks with lightning speed. The adventurer must encounter the Giant Spider. GIANT SPIDER – AV:30 DEF:2 DMG:-1 HP:6 [K: Table P1] (<i>Web</i>)																					
37	+1🕒	Searching behind a large boulder, the adventurer finds a glass bottle containing a strange liquid that glistens in a multitude of colours as it swirls around inside. Add Mystical Potion (FA-37) (60gp) to the adventurer sheet. See FA35 for details of how mystical potions work in the game. <table border="1"> <tr> <td>1</td><td>Its poison – shade 4 pips on the poison track.</td><td>6</td><td>Gain +2 Def on monsters next damage roll.</td></tr> <tr> <td>2</td><td>Gain +2 to next damage roll.</td><td>7</td><td>Remove 4 shaded pips from the poison track.</td></tr> <tr> <td>3</td><td>Gain +5 Str to next Str test.</td><td>8</td><td>Restore 8 lost HP.</td></tr> <tr> <td>4</td><td>Gain +5 Dex to next Dex test.</td><td>9</td><td>Remove 4 shaded pips from the disease track.</td></tr> <tr> <td>5</td><td>Gain +5 Int to next Int test.</td><td>10</td><td>Gain +20 to next d100 on a [K] reward table.</td></tr> </table>		1	Its poison – shade 4 pips on the poison track.	6	Gain +2 Def on monsters next damage roll.	2	Gain +2 to next damage roll.	7	Remove 4 shaded pips from the poison track.	3	Gain +5 Str to next Str test.	8	Restore 8 lost HP.	4	Gain +5 Dex to next Dex test.	9	Remove 4 shaded pips from the disease track.	5	Gain +5 Int to next Int test.	10	Gain +20 to next d100 on a [K] reward table.
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38	+1🕒	Searching for some considerable time the adventurer finds nothing of any real value.																					
39	+1🕒	A wooden door is laying in pieces on the dungeon floor. Upon inspection it appears to have been ripped from its hinges by something very strong. A worn key is still in its lock but it doesn’t seem to operate the mechanism and is probably why the door was torn off. If the adventurer takes the key, shade in one pip on the key track and add “Worn Key (8gp)” to the adventure sheet.																					
40	+1🕒	After a lot of digging through little more than junk, the adventurer wipes away the dirt to reveal something of value, roll on table I – Items and add the result to the adventure sheet, if they want to keep it.																					

FA – FIND A			FA
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20
41	+1⌚	This area is dank and foul smelling, which is no surprise when a tomb is found hidden behind some fallen rocks. The tomb can be opened (optional) by rolling 1d10 on the table below and adding +1 ⌚ to the time track. Add “Tomb FA41” to the dungeon sheet and mark it with a ✓ if you decide to open it.	
		1	Empty apart from some strange blue beetles that are using the tomb as a nest.
		2-4	A fresh corpse holding a bag of gold (+1d100 gp).
		5-10	A Skeleton clutching a Treasure, roll on table TA – Treasure A -15.
42	+1⌚	Behind a large boulder the adventurer finds a small lever. However, when it is pulled nothing appears to happen. A small spider brazenly emerges from deep within the mechanism and looks up at the adventurer before it scurries off in to the darkness. Shade 1 pip on the lever track.	
43	+1⌚	Laying in the middle of the dungeon floor is a rusty key. If the adventurer takes the key, shade in one pip on the key track and add “Rusty Key (20gp)” to the adventure sheet.	
44	+1⌚	Behind a stone pillar someone has stashed a backpack. Roll on table I – Items +5 to discover what it contains, and if the adventurer keeps its contents add the result to the adventure sheet.	
45	+1⌚	A corpse has been propped up against the dungeon wall, and been pinned in place with nails through its palms. Carefully the adventurer prises one free, and the corpse swings to one side revealing a hidden lever. The lever’s handle is stuck solid, but after a small amount of lantern oil has been applied, it slides freely. Shade 1 pip on the lever track.	
46	+1⌚	Hanging high near the ceiling is a net filled with the remains of an adventurer that fell foul to this unsuspecting trap. Carefully the adventurer cuts the rope holding them up, and then winces from the sound as it crashes to the dungeon floor. Fearing it may have alerted something untoward, they hastily search the remains for anything of value. Roll on table I – Items +10, and if the adventurer decides to take what is found add the result to the adventure sheet.	
47	+1⌚	The adventurer comes across a treasure chest that has already been looted. Peering inside they confirm it is empty, but on closer inspection discover a secret compartment containing an iron key. If the adventurer takes the key, shade in one pip on the key track and add “Iron Key (30gp)” to the adventure sheet.	
48	+1⌚	Hidden under a loose stone in the dungeon floor, the adventurer find a small pouch of gems worth 40gp. If the adventure takes the pouch, add 40gp to the adventure sheet.	
49	+1⌚	Against a broken pillar, the adventurer stumbles upon the corpse, a small humanoid creature. It has clearly been dead for many years and all its flesh has rotted away. Hanging around its neck is a bone key. At one time the key would have rested against its chest, but now it dangles inside its rib cage. If the adventurer takes the key shade in one pip on the key track and add “Bone Key (42gp)” to the adventure sheet.	
50	+1⌚	Casually the adventurer begins searching one of the walls and notices a glint of something shiny behind a small rock that has been poked in to a hole. Excitedly they remove the rock to reveal a silver key. If the adventurer takes the key shade in one pip on the key track and add “Silver Key (50gp)” to the adventure sheet.	
51	+1⌚	Tired from all the searching, the adventurer leans for a moment against a large rock, but stumbles as it slides backwards a few inches. Investigating further, reveals the boulder has been mounted on a small track, and with a little effort it is moved enough to reveal a hidden compartment below. Roll on table I – Items +15 to see what is found inside, and add the result to the adventure sheet if it is taken.	
52	+1⌚	Behind a badly hung curtain a small lever, and after it is pulled a far off rumble can be heard. Shade 1 pip on the lever track.	
53	+1⌚	Along a badly carved road that runs through the area, the adventurer spots a small leather pouch laying on the ground. Everything about the scene is alarming them that this could be an ambush, but after a few moments straining to see in to the darkness, they feel it is safe to approach and pick up the pouch. Furtively they head off and find a safer area to reveal its contents. It contains a golden key. If the adventurer takes the key shade in one pip on the key track and add “Golden Key (110 gp)” to the adventure sheet.	
54	+1⌚	Hidden in a recess cut out in to the dungeon wall, the adventurer finds something useful. Roll on table N – Needed, and add the result to the adventure sheet if it is taken.	
55	+1⌚	Laying face down in the dirt is the skeleton of a small goblin. Its flesh has long ago been stripped clean down to its bones, probably by the insects and scavengers that frequent the dungeon. Searching its body reveals that it was probably once a sentry from a bygone age, and its only possession of interest, is a set of rusty keys hanging from an equally rusty hoop. If the adventurer takes the hoop of keys, shade in three pips on the key track and add “Hoop of Keys (80gp)” to the adventure sheet.	

FA – FIND A

FA

D100	Time	Details
Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20		
56	+1⌚	As the adventurer turns a corner, they almost tumble to the floor, tripping over something at their feet. Kneeling down to investigate they find a small pack laying partly open and revealing an item that may be useful. Roll on table N – Needed +5, and add the result to the adventure sheet if it is taken.
57	+1⌚	The adventurer spots something glistening under a pile of rocks and bends down moving them away. Roll on table W – Weapons to discover what is found, and add the result to the adventure sheet if it is taken.
58	+1⌚	In a particularly dark area of the dungeon, the adventurer spots something glistening, and braving the shadows investigates to find some armour. Roll on table A – Armour to discover what is found, and add the result to the adventure sheet if it is taken.
59	+1⌚	On a large flat rock in the centre of a dried up river bed the adventurer spots a corpse slumped against a large backpack. Whatever it was, is hard to tell as it has been dead for a very long time. Maybe it is the remains of a once brave adventurer, who got trapped on the rock because they did not dare to swim the rapids of the river, or maybe they were trying to avoid something that lurked beneath its surface. Whoever they were, the backpack may provide something useful. Roll on table N – Needed +10 to see what it contains, and add the result to the adventure sheet if it is taken.
60	+1⌚	In an alcove the adventurer spots something glistening under a pile of rocks and bends down moving them away. Roll on table W – Weapons +5 to discover what is found, and add the result to the adventure sheet if it is taken.
61	+1⌚	In this area of the dungeon it is dark and imposing, and filled with a foul odour. Bones crunch under foot revealing it to be a burial site. The dead are scattered all around in various states of decay. Not wishing to linger longer than is necessary, the adventurer retraces their steps, and on the way back spot some armour that may be of use. Roll on table A – Armour +5 to reveal what is found, and add the result to the adventure sheet if it is taken.
62	+1⌚	Hidden and wedged in part of the dungeon wall is a small scroll rolled up tightly and sealed with wax. As the adventurer carefully breaks the seal and unrolls the parchment, arcane dust glistens brightly and falls to the dungeon floor. They have found a magic scroll. Roll once on table S – Spells, and add “Scroll of” before the spell results name. Then add the result to the adventure sheet if it is taken. The scroll is worth 200gp.
63	+1⌚	An old mining track runs through this part of the dungeon, and after following its path for some time, it ends abruptly at what appears to be the start of an excavation site. The site looks like it was abandoned soon after the investigation work revealed the main ore vein was just fools gold. Part of a small camp was left behind in rather a hurry, and the adventurer searches the tents for anything of value. Roll on table N – Needed +15 to discover what is found, and add the result to the adventure sheet if it is taken.
64	+1⌚	Inside a huge fireplace, the adventurer spots something glistening under a pile of ash, and bends down brushing it away. Roll on table W – Weapons +10 to discover what is found, and add the result to the adventure sheet if it is taken.
65	+1⌚	In a recess in the dungeon wall that has been hidden behind a curtain, the adventurer finds a stand displaying a piece of armour. Roll on table A – Armour +10 to reveal what is found, and add the result to the adventure sheet if it is taken.
66	+1⌚	The adventurer happens upon a strange pillar. It is heavily carved, and while running their hand over its surface, they discover a small latch hidden amongst the ornate design. Cautiously they spring the catch, and are pleasantly surprised when nothing untoward happens. Instead it has revealed a hidden compartment set at the foot of the stone pillar, and inside is a weapon. Roll on table W – Weapons +15, and add the result to the adventure sheet if it is taken.
67	+1⌚	Hidden and wedged in part of the dungeon wall is a large scroll. It is rolled up tightly and sealed with wax. As the adventurer carefully breaks the seal and unrolls the parchment, they find the scroll is in fact two pages. Arcane dust glistens brightly and falls to the dungeon floor as they are separated. The adventurer has found two magic scrolls. Roll twice on table S – Spells, and add “Scroll of” before the spell results names. Then add them to the adventure sheet if either or both are taken. The scrolls are worth 200gp each.
68	+1⌚	For a while, the adventurer searches the debris scattered throughout the area, and then a piece of armour is found hidden in an unlocked chest. Roll on table A – Armour +15 to see what is found, and add the result to the adventure sheet if it is taken.
69	+1⌚	In this part of the dungeon, the ceiling lowers so much that the adventurer is forced to stoop to avoid banging their head. Suddenly their foot catches something protruding from the dungeon floor and they stumble forward, landing in a heap. Cursing, they spin around to find a large book poking up out of a crevasse. It looks old and worn and after several tugs the adventurer pulls it free. Excited, they discover it is a spell book, but sadly much of the spell text it once contained has been destroyed by the damp and mould. At some time a small critter must have been shredding pages for some nesting material, as one corner has been bitten and gnawed through. Luckily one page remains intact. Roll on table S – Spells and add the results to the Spell Book if it is taken.
70	+1⌚	Searching through some junk, a torn page from a spell book is found. It is a little crumbled but the spell is still intact. Roll on table S – Spells and add the result to the spell book if it is taken.

FA – FIND A			FA										
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20										
71	+0🕒	This part of the dungeon was once a library with many bookcases lining the walls, most of which are now empty. The few books that remain show little of interest or value. However, after a short while searching, the adventurer spots a volume entitled “Spells and Tells”. Peeking a look inside reveals it is a spell book containing just two spells. Roll twice on table S – Spells and add the results to the spell book if either or both are taken.											
72	+0🕒	Stepping between two marble pillars in to a secluded part of the dungeon, the adventurer finds themselves standing in a small circular chamber. A broken marble door that once barred the entrance lays shattered in pieces on the floor, and resting on a font in the centre of the room is a weapon crafted with exquisite materials. The adventurer has found a “Finer Weapon”. Roll on table W – Weapons and add the word “Finer” before its name to reveal what has been found, and then add +1 Dmg to the weapons damage modifier. Add the result to the adventure sheet if it is taken.											
73	+0🕒	Stepping between two marble pillars in to a secluded part of the dungeon, the adventurer finds themselves standing in a circular chamber. A broken marble door that once barred the entrance lays shattered in pieces on the floor, and resting on a font in the centre of the room is a weapon crafted with exquisite materials. The adventurer has found a “Greater Weapon”. Roll on table W – Weapons and add the word “Greater” before its name to reveal what has been found, and then add +2 Dmg to the weapons damage modifier. Add the result to the adventure sheet if it is taken.											
74	+0🕒	Stepping between two marble pillars in to a secluded part of the dungeon, the adventurer finds themselves standing in a large circular chamber. A broken marble door that once barred the entrance lays shattered in pieces on the floor, and resting on a font in the centre of the room is a weapon crafted with exquisite materials. The adventurer has found a “Superior Weapon”. Roll on table W – Weapons and add the word “Superior” before its name to reveal what has been found, and then add +3 Dmg to the weapons damage modifier. Add the result to the adventure sheet if it is taken.											
75	+0🕒	Laying in a pool of dried blood the adventurer discovers a corpse clutching a parchment in one hand, and a quill in the other. The parchment has been hand written in a hurry and reads “To whom ever finds this document holds my last will and testimony. They need only report my passing to claim my estate. I hereby leave everything I own to the bearer of this document. Seek out Mr Tombridge of Wolf and Main at Blitsworth and present this document, and they will do the rest” The writing is in red ink, and is probably written with the victims own blood. If the document is taken add “Last Will and Testimony (FA75) to the adventurer sheet. During any “BEFORE YOUR NEXT QUEST” phase, providing the adventurer has at least 1000gp they may make a claim on the dead man’s estate. The player rolls 1d10 to discover what the victim was worth upon his time of death and follows the instructions either by adding or subtracting the gold from the adventurer sheet. <table><tr><td>1-2</td><td>The victim was penniless and in debt – the adventurer pays 1000gp.</td></tr><tr><td>3-4</td><td>The victim was broke, but the solicitor fees need paying – the adventurer pays 100gp.</td></tr><tr><td>5-7</td><td>The victim has some savings – the adventurer inherits 1,000gp.</td></tr><tr><td>8-9</td><td>The victim was a successful treasure hunter (well until now) - the adventurer inherits 5,000gp.</td></tr><tr><td>10</td><td>The victim was a minor nobleman without an heir - the adventurer inherits 15,000gp.</td></tr></table>		1-2	The victim was penniless and in debt – the adventurer pays 1000gp.	3-4	The victim was broke, but the solicitor fees need paying – the adventurer pays 100gp.	5-7	The victim has some savings – the adventurer inherits 1,000gp.	8-9	The victim was a successful treasure hunter (well until now) - the adventurer inherits 5,000gp.	10	The victim was a minor nobleman without an heir - the adventurer inherits 15,000gp.
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10	The victim was a minor nobleman without an heir - the adventurer inherits 15,000gp.												
76	+0🕒	The adventurer has found a Secret Tunnel. Add the tunnel to the dungeon sheet by making a thin exit through one of the rock faces from the adventurers current area to the middle section of an adjacent mapped or unmapped area. Mark the tunnel with an S (=S=). Movement between the two areas is now permitted.											
77	+0🕒	Stepping between two marble pillars in to a secluded part of the dungeon, the adventurer finds themselves standing in a small square chamber. A broken marble door that once barred the entrance lays shattered in pieces on the floor, and hanging neatly on a stand is a piece of armour crafted with exquisite materials. The adventurer has found a “Finer Armour”. Roll on table A – Armour and add the word “Finer” before its name to reveal what has been found, and then add +0.2 Def to the armours defence value. Add the result to the adventure sheet if it is taken.											
78	+0🕒	Stepping between two marble pillars in to a secluded part of the dungeon, the adventurer finds themselves standing in a square chamber. A broken marble door that once barred the entrance lays shattered in pieces on the floor, and hanging neatly on a stand is a piece of armour crafted with exquisite materials. The adventurer has found a “Greater Armour”. Roll on table A – Armour and add the word “Greater” before its name to reveal what has been found, and then add +0.4 Def to the armours defence value. Add the result to the adventure sheet if it is taken.											
79	+0🕒	Stepping between two marble pillars in to a secluded part of the dungeon, the adventurer finds themselves standing in a large square chamber. A broken marble door that once barred the entrance lays shattered in pieces on the floor, and hanging neatly on a stand is a piece of armour crafted with exquisite materials. The adventurer has found a “Superior Armour”. Roll on table A – Armour and add the word “Superior” before its name to reveal what has been found, and then add +0.6 Def to the armours defence value. Add the result to the adventure sheet if it is taken.											

FA – FIND A			FA																				
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20																				
80	+0🕒	Inside a small opening cut deep in to the rock, the adventurer finds a large metal urn containing something of value. Roll on table TA – Treasure A -10 to discover what is found, and add the result to the adventure sheet if it is taken.																					
81	+0🕒	Opening a small hatch set in the dungeon floor, the adventurer finds a treasure. Roll on table TA – Treasure A -5 to reveal what has been found, and add the result to the adventure sheet if it is taken.																					
82	+0🕒	Behind a broken cupboard a wide hole is found carved out from the dungeon wall. Peering inside the adventurer finds a treasure. Roll on table TA – Treasure A, and add the result to the adventure sheet if it is taken.																					
83	+0🕒	Looking up the adventurer spots a stash of items bound together hanging from a rope tied to a metal hook in the ceiling. Its an old trick used by adventurers and miners to hide their belongings from the potential hazards of the dungeon, and is often used when they have become overburdened with goods. In a lot of cases, the owner forgets where they are left, or get killed before they get a chance to return. In recent years it has become fully acceptable for anyone who finds them to claim ownership, and so the adventurer cuts down the stash. Roll on table TA – Treasure A +5, to see what is discovered, and add the result to the adventure sheet if it is taken.																					
84	+0🕒	Moving a large mouldy carpet from part of the dungeon floor, the adventurer finds it was covering a recessed panel, and prising it away reveals a treasure laying in a roughly carved out hollow. Roll on table TB – Treasure B -15 to reveal what is found, and add the result to the adventure sheet if it is taken.																					
85	+0🕒	In a pile of rocks the adventurer discovers something bound in cloth. Roll on table TB – Treasure B-10 to discover what is found, and add the result to the adventure sheet if it is taken.																					
86	+0🕒	Several ornate urns have been smashed open and lay scattered throughout the area. However, after an extensive search the adventurer finds a large one that is still intact, and opens it to reveal a treasure. Roll on table TB – Treasure B -5 to find out what's inside, and add the result to the adventure sheet if it is taken.																					
87	+0🕒	The adventurer finds an old writing bureau rotting in a corner, and after searching through its many drawers and compartments and finding nothing, they pull it away from the dungeon wall to reveal a magnificent treasure hidden inside a shallow recess cut away in the dungeon floor. Roll on table TB – Treasure B to discover what's inside, and add the result to the adventure sheet if it is taken.																					
88	+0🕒	The adventurer stumbles upon a pool of water that is being illuminated by a mystical force. The whole area is lit up by the arcane water which has something wondrous lying at its bottom. The adventurer reaches in and grabs the item. Roll on table TB – Treasure B +5 to see what was is discovered, and add the result to the adventure sheet if it is taken.																					
89	+0🕒	Shifting through the rubbish strewn about the floor, the adventurer is startled to find a skeleton. It has been a good source of nourishment for the small insects and rats that inhabit the dungeon. A quick search reveals the poor chap had very little at the time of his death, apart from a magnificent treasure. Roll on table TC – Treasure C -15, and add the result to the adventure sheet if it is taken.																					
90	+0🕒	Following a tunnel that opens in to a circular chantry, the adventurer finds a pedestal containing a wondrous treasure. Roll on table TC – Treasure C -10 to discover what is found, and add the result to the adventure sheet if it is taken.																					
91	+0🕒	Carefully the adventurer prises the lid from an oversized sarcophagus and peers in to discover it does not house the dead, but instead a magnificent treasure. Roll on table TC – Treasure C -5 to reveal what is found, and add the result to the adventure sheet if it is taken.																					
92	+0🕒	Cunningly, many years ago someone, or something has transformed part of the dungeon wall in to a secret doorway. To the untrained eye it is almost invisible, but to the skilled adventurer the tell tale signs have revealed itself, and they quickly find the release catch and peer inside a hidden enclosure. After a search it reveals no exits from the chamber, but they do find a wondrous treasure. Roll on table TC – Treasure C to discover what has been found, and add the result to the adventure sheet if it is taken.																					
93	+0🕒	Searching behind a huge boulder, the adventurer finds two glass bottles containing a strange liquid that glistens in a multitude of colours as it swirls around inside. Add 2 Mystical Potion (FA-94) (90gp each) to the adventurer sheet. See F35 for details of how mystical potions work in the game. <table border="1"> <tr> <td>1</td><td>Its poison – shade 6 pips on the poison track.</td><td>6</td><td>Gain +3 Def on monsters next damage roll.</td></tr> <tr> <td>2</td><td>Gain +3 to next damage roll.</td><td>7</td><td>Remove 6 shaded pips from the poison track.</td></tr> <tr> <td>3</td><td>Gain +7 Str to next Str test.</td><td>8</td><td>Restore 12 lost HP.</td></tr> <tr> <td>4</td><td>Gain +7 Dex to next Dex test.</td><td>9</td><td>Remove 6 shaded pips from the disease track.</td></tr> <tr> <td>5</td><td>Gain +7 Int to next Int test.</td><td>10</td><td>Gain +30 to next d100 on a [K] reward table.</td></tr> </table>		1	Its poison – shade 6 pips on the poison track.	6	Gain +3 Def on monsters next damage roll.	2	Gain +3 to next damage roll.	7	Remove 6 shaded pips from the poison track.	3	Gain +7 Str to next Str test.	8	Restore 12 lost HP.	4	Gain +7 Dex to next Dex test.	9	Remove 6 shaded pips from the disease track.	5	Gain +7 Int to next Int test.	10	Gain +30 to next d100 on a [K] reward table.
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FA – FIND A			FA
D100	Time	Details	Add the following modifier for the area the adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20
94	+0 ⌚	Almost falling down a hole set in the dungeon floor, the adventurer carefully kneels down and searches. It has many nooks and crannies, which soon reveal a lost treasure. Roll on table TC – Treasure C +5 to reveal what is found, and add the result to the adventure sheet if it is taken.	
95	+0 ⌚	This part of the dungeon was once an area of study, and has several desks and chairs laying broken across the dungeon floor. A large platform at the far end suggests it could have been a stage from where an academic would have taught a class. Standing on the platform is a rostrum, centrally positioned and facing the room. A large tome is open and after a few minutes reading the ancient text, the adventurer learns that the book may be of some use. The adventurer has found a “Book of Skill (500gp)”. Roll 1d10 for a random skill and replace the word “Skill” with the name of the generated result (i.e. if a 6 is rolled, the book will become “Book of Locks”). The player may add the book to the adventure sheet if it is taken, and the adventurer may read it during any “BEFORE YOUR NEXT QUEST” phase to permanently gain +5 to the associated skill (observing the skill maximum of +20). The book can be sold for 500gp whether it has been read or not. However once a book has been read it should be ticked “✓” and will no longer provide an increase to the skill bonus if read again.	
96	+0 ⌚	The adventurer discovers a very small sanctum at one end of the dungeon area. It is little more than an old moth ridden curtain pulled across a rusty rail that sections off an area no more than a few yards wide. A damp and dirty hassock provides the perfect place to kneel and pray before a stone statue of a deity the adventurer does not recognise. The statue at one time was painted in gold, but now it peels and flakes and moss has grown on to its porous surface. If the adventurer wishes they may pray to the god. Roll on table B – Boosts -15 to discover what the god will offer in return.	
97	+0 ⌚	The adventurer discovers a carved stone tablet set in the dungeon wall with a small red button in its centre. Strange text that the adventurer is unable to read is chiselled above the button and suggests some instructions. Cautiously they press the button and immediately feel a blast of stale musty air release from a vent in the floor, and then something marvellous happens. Roll on table B – Boosts -10 to discover what occurs.	
98	+0 ⌚	As the adventurer turns a corner, they unexpectedly collide in to something and tumble to the floor. Instantly they recover and spring in to action with weapon drawn, and are immediately calmed by the sight of a friendly face. A wizard from the nearby town has ventured in to the dungeon on a mission of upmost importance. After a brief exchange of information, the wizard casts a friendly spell on the adventurer, and they part ways. Roll on table B – Boosts -5 to see how the spell has taken effect.	
99	+0 ⌚	Moving through the shadows, the adventurer finds the ground underfoot uneven and difficult to cross. Its littered with fallen rocks and rotting excavation equipment left behind by miners from a bygone age. In a sheltered and secluded part of the dungeon, the adventurer finds an exposed crystal half buried in the rock face. Its surface stretches over six feet in diameter and it pulsates in a multitude of colours. Even at a distance the adventurer can feel its arcane power and when they reach out and touch its surface they are overwhelmed by the energy that surges through their body, and then something amazing happens. Roll on table B – Boosts to discover what happens.	
100	+0 ⌚	The adventurer comes across a tiny creature singing a happy tune to itself. Its voice is high pitched, and the sound is more of a squeak than a melody, but strangely it is soothing and not unpleasant. The adventurer watches for a while as it collects random pieces of moss growing in between the rocks and places them in a basket woven from branches that hangs from its arm. Swaying and dancing in time to its song, it moves from place to place until suddenly it stops dead still and listens. After little more than a moment, it snaps its fingers and in a puff of smoke vanishes. The adventurer steps over to where it last stood and kneels down to touch a strange glowing dust covering the ground, and then something amazing happens. Roll on table B – Boosts +5 to see how the fairy dust will react.	

HC - CHAMPIONS				HC
Shade in the 🎯 for the skill shown and then choose two other skills and shade in their 🎯, then apply a +5 bonus to each. Lastly shade in the experience star 🌟 of either STR, DEX or INT, and apply all of the modifiers shown.				
Hero	Primary Modifiers			Skill Bonus
Champion - Dwarf	+10 Str	+5 Dex		🎯+5 Strong 🌟+5 choose two
Champion - Elf		+10 Dex	+5 Int	🎯+5 Dodge 🌟+5 choose two
Champion - Human	+5 Str		+10 Int	🎯+5 Aware 🌟+5 choose two
Champion - Halfling	-5 Str	+15 Dex	+5 Int	🎯+5 Agility 🌟+5 Choose two

IA – INGREDIENTS		IA
D100	Ingredients Detail	Gold Pieces
1-2	ABDOMEN OF A GIANT FIREFLY: Even when dead the little bugs won't stop glowing. Get yourself a handful of the giant ones and its disco time.	3gp
3-4	AETHER DUST: Everything gets dusty, why should the Aether realm be any different.	8gp
5	ANIMAL DUNG: Any farm in the land has this in abundance, but this stuff has been dried as hard as a stone, admittedly a poo shaped stone.	9gp
6	ANTS BRAINS: Its very hard to harvest these little treats, but a gnome perfected the art by squeezing their heads with a set of his wife's grooming tweezers, and bingo! The brain just popped right out.	10gp
7	ARCANE SALT: Its really just sea salt that has been dyed blue, but don't tell those befuddled wizards, they believe its the stuff of magic. Tastes really good on fish and chips.	12gp
8-9	BONE DUST: Bones ground down at the mill by monks on their day off. Lets hope they wash the mill stones before they start up again on Monday with the grain.	8gp
10	BONE GAVEL: Carved from the bone of something that is now dead. It looks nice, but will probably shatter with its first strike.	10gp
11-12	BRAIN OF A DEVIL: Very small and squidgy.	6gp
13	BREATH OF A DRAGON: In a heat resistant vial, just pop the cap and point. If the halitosis doesn't kill the target, the flame that bursts out might.	12gp
14	CALENDULA FLOWER: A bunch looks really nice on the mantelpiece.	9gp
15	COBALT BAR: A fantastic looking bar of blue metal that glistens in the moonlight. It is favourably mined by goblins, who often secure its deposit sites with legions of the little buggers.	11gp
16-17	COBALT DUST: Once the cobalt ore is refined, it is ground to dust before smelting in to bars. It is widely believed that goblins add it to their tea and this could explain their blue tongues.	8gp
18	COBALT INGOT: A smaller smelted denomination of the good old blue stuff.	9gp
19	CONJURED BAG: Not very big at all, and is almost see through. It rustles and is crunchy, and will often tear as soon as it is used to carry anything that its small size can accommodate.	10gp
20-21	CONJURED IRON: It looks and weighs exactly the same as the real stuff, but is impervious to heat, making it utterly useless for smelting.	6gp
22-23	CONJURED STEEL: Utterly useless just like conjured iron, however its often fun to give a piece to a smelter and watch as they try to fathom why it will not melt.	6gp
24-25	CONJURED WOOD: Nothing but a useless piece of nothingness that looks like wood.	7gp
26	DRIED FLESH: Tasty pieces of dried skin. A delicacy for ghouls, zombies and cannibals alike.	11gp
27	DUST FROM A VANQUISHED VAMPIRE: A wooden steak through the heart, direct sunlight or beheading are the only three ways to vanquish a vampire. All other proposed ways will simply annoy the creature. At the point of vanquish, the vampire will explode in to a dust very similar to ash.	9gp
28	DUST FROM AN ARCANE CRYSTAL: A small arcane crystal is milled down to a fine powder. The amount of power needed to create the special dust requires several mammoths to turn a series of 8 milling slabs made from the stone of a rock elemental.	9gp
29-30	EMPTY VIAL: This empty vial, is empty and has a special cork stopper to prevent anything from getting in, and from anything getting out.	1gp
31-32	EYE DROPPER: The eye dropper, if used correctly, will drop a drop of its contents in to an eye, or alternatively it will drop a drop that misses the eye and runs down the cheek.	6gp
33-34	EYE OF AN EAGLE: The eagle will often try to fly away or fight when having the eye removed from its socket, and this has lead to eagle activists campaigning for the eagles to at least be given a strong sedative prior to the procedure. Taking this in to consideration, now before the eye is removed, the eagle is struck across the head until sedation is induced by either concussion, or in a lot of cases, death.	7gp
35-36	FEATHER FROM A GIANT PEGASUS: When the giant Pegasus numbers fell in to decline, there were a lot of bald Giant Pegasi unable to fly in the skies, and for a while zoologists believed they had discovered a new species, and promptly named them the "Giant Flightless Balded Pegasus".	4gp
37-38	FINGERNAIL FROM A CYCLOPS: Its hard to get a Cyclops to hand over a fingernail, but once a year they will take a bath and trim their nails.	4gp

IA – INGREDIENTS		IA
D100	Ingredients Detail	Gold Pieces
39-40	GLOOP OF ECTOPLASM: The substance is often referred to as Ghost Poop. It is secreted every time something from the supernatural realm finds its way in to the realm of the living.	3gp
41	GOLDEN ARROWHEAD: They are small and yellow, what's more to say! Oh, maybe they are pointy too!	12gp
42-43	HAIR FROM A GHOUL: Nearly all ghouls are bald, however, a few of the handsome ones have a strand or two that sprouts wildly.	8gp
44-45	HAIR OF A GIANT: Giant hair can easily be collected from combs, brushes or the bathroom plughole. You just need a bag of magic beans, and the energy to climb a very tall plant.	8gp
46-47	HAIR OF A ZOMBIE: Eventually all zombies loose their hair, the trick is to get them before they become overripe.	4gp
48-49	HEAD OF A COBRA: A perfectly preserved head of a cobra collected and made by a professional licenced taxidermist.	6gp
50-51	HOLY CROSS: The cross has been placed in a font of holy water and blessed by a priest.	5gp
52	ICE BRINICLE: A piece of ice from a brinicle preserved in an arcane glass tube that keeps it from melting.	10gp
53-54	IGNEOUS ROCK: A piece of cooled and solidified lava from a once fiery volcano.	5gp
55-56	INSCRIBED FORK: The fork has been inscribed with arcane writing and is a nice touch to any dinner table.	7gp
57-58	MAGIC ROCK: A rock picked from the bed of a magic lake. When two or more are placed together they will vibrate.	5gp
59	MAGIC RUNE: The rune is carved in to a small slab of magic rock by a powerful sorcerer.	12gp
60-61	MAGIC STONE: A stone picked from the bed of a magic lake. When two or more are placed together they will glow.	2gp
62	MINIATURE FENN TRAP: Squish and a squash, this is a trap to catch the smallest of insects.	10gp
63-64	MINIATURE KEY: The size of a thumbnail, the tiny key is nothing more than cheap tat.	4gp
65	MIRROR DUST: Breaking a mirror and grinding it to dust is not a job for the superstitious.	12gp
66-67	OBSIDIAN PEBBLE: A nice black shiny pebble, what's more to say!	8gp
68	POLLEN FROM A TANGLED VINE: Collected and stored in tiny bottles.	12gp
69-70	RAIN DROP: A rain drop preserved for all time, in a tiny bottle.	6gp
71	ROCK DUST: An average rock that has been pummelled to an inch of its life (if it had a life).	11gp
72-73	SCALP OF A DEVIL: The devil will often complain during the process, but who cares, its a devil.	3gp
74-75	SCHISTOSTEGA: Often refereed to as Goblin's Gold, as it grows a soft luminous green and is found in goblin nests.	5gp
76-77	SHRUNKEN MONSTER HEADS: Usually shrunk in threes, tied together by the hair and hung from a belt.	5gp
78	SKULL OF A DEVIL: Boiled until they turn a nice shade of off-white.	11gp
79-80	SMALL HAMMER: An utterly useless hammer that is guaranteed to have no effect on nails.	5gp
81-82	SOIL FROM A GIANT WORM CASTING: The soil is collected and dried to a fine powder.	7gp
83-84	SPIRIT DUST: Dust that has been expelled when a creature from the after life has been vanquished.	4gp
85-86	SPRING FROM A LOCK: The spring is nothing more than a spring.	3gp
87-88	STRAW EFFIGY: Used by the occult for sadistic and vile curses, or given to a small child as a toy for their birthday.	7gp
89	STRAW TOTEM EFFIGY: They often look nice when displayed in pairs on the mantelpiece.	9gp
90-91	SWEAT FROM A DEVIL: Its almost impossible to get a devil to sweat. Even a chilli burger in a sauna doesn't work.	3gp
92-93	TAIL OF A SCORPION: Just a pair of scissors and a quick snip, and the scorpion hardly feels a thing.	3gp
94-95	TONGUE OF A DEVIL: This might be how they get the ingredient "Sweat from a Devil", the thought of having your tongue cut out, will make anyone sweat.	7gp
96-97	UNWRITTEN BOOK: The book is blank, whoever wrote it, didn't even get the chance to start it.	4gp
98	VENOM FROM A COBRA: By getting the cobra to bite on a small glass vessel, the toxicologists can press down the head and the venom will drip out.	10gp
99	VOLCANIC ASH: Formed during a volcanic eruption and collected a little later after it has cooled.	11gp
100	WOODEN CROSS: A small wooden cross that would be overpriced if it wasn't for the several hours of blessings bestowed upon it by a man of the cloth.	11gp

JA – INVESTMENT RESULTS

JA

Investment Result	Number of Shares (S=Share and P=Pip)									
	1	2	3	4	5	6	7	8	9	10
-2 Shares	-2 Shares*	-4 Shares*	-6 Shares*	-8 Shares*	-10 Shares*	-12 Shares*	-14 Shares*	-16 Shares*	-18 Shares*	-20 Shares*
-1 Share	-1 Share	-2 Shares	-3 Shares	-4 Shares	-5 Shares	-6 Shares	-7 Shares	-8 Shares	-9 Shares	-10 Shares
- 4 Pips	- 4 Pips	-1 Share -3 Pips	-2 Shares -2 Pips	-3 Shares -1 Pip	-4 Shares	-4 Shares -4 Pips	-5 Share -3 Pips	-6 Share -2 Pips	-7 Shares -1 Pip	-8 Shares
- 3 Pips	- 3 Pips	-1 Share - 1Pip	-1 Share -4 Pips	-2 Shares -2 Pips	-3 Shares	-3 Shares -3 Pips	-4 Shares -1 Pip	-4 Shares -4 Pips	-5 Shares -2 Pips	-6 Shares
- 2 Pips	- 2 Pips	-4 Pips	-1 Share - 1Pip	-1 Share -3 Pips	-2 Shares	-2 Shares -2 Pips	-2 Shares -4 Pips	-3 Shares -1 Pip	-3 Shares -3 Pips	-4 Shares
- 1 Pip	- 1 Pip	-2 Pips	-3 Pips	-4 Pips	-1 Share	-1 Share - 1 Pip	-1 Share - 2 Pips	-1 Share -3 Pips	-1 Share -4 Pips	-2 Shares
+1 Pip	+1 Pip	+2 Pips	+3 Pips	+4 Pips	+1 Share	+1 Share +1 Pip	+1 Share +2 Pips	+1 Share +3 Pips	+1 Share +4 Pips	+2 Shares
+2 Pips	+2 Pips	+4 Pips	+1 Share +1 Pip	+1 Share +3 Pips	+2 Shares	+2 Shares +2 Pips	+2 Shares +4 Pips	+3 Shares +1 Pip	+3 Shares +3 Pips	+4 Shares
+3 Pips	+3 Pips	+1 Share +1 Pip	+1 Share +4 Pips	+2 Shares +2 Pips	+3 Shares	+3 Shares +3 Pips	+4 Shares +1 Pip	+4 Shares +4 Pips	+5 Shares +2 Pips	+6 Shares
+4 Pips	+4 Pips	+1 Share +3 Pips	+2 Shares +2 Pips	+3 Shares +1 Pip	+4 Shares	+4 Shares +4 Pips	+5 Shares +3 Pips	+6 Shares +2 Pips	+7 Shares +1 Pip	8 Shares
+1 Share	+1 Share	+2 Shares	+3 Shares	+4 Shares	+5 Shares	+6 Shares	+7 Shares	8 Shares	+9 Shares	+10 Shares
+2 Shares	+2 Shares	+4 Shares	+6 Shares	+8 Shares	+10 Shares	+12 Shares	+14 Shares	+16 Shares	+18 Shares	+20 Shares

*You will notice that on the first row of the new table for the result “-2 **Shares**” the adventurer is actually losing more shares than they actually own, and they will need to find a way to raise the gold to cover this loss. The share value is recorded as a minus value, and until enough shares are bought to bring it back up to a positive number, all investment rolls are ignored for all of their investments.



MA – MAPPING ALTERNATIVE

MA

■ Yellow = Nothing ■ Red = Roll Encounter ■ Green = Roll Geographic ■ Blue = Objective See Quest

1 Yellow	2 Red	3 Yellow	4 Red	5 Yellow	6 Green	7 Red	8 Yellow	9 Green	10 Red
11 Green	12 Red	13 Yellow	14 Green	15 Red	16 Red	17 Yellow	18 Red	19 Yellow	20 Green
21 Yellow	22 Red	23 Yellow	24 Yellow	25 Red	26 Green	27 Yellow	28 Yellow	29 Yellow	30 Red
31 Red	32 Yellow	33 Red	34 Yellow	35 Green	36 Red	37 Yellow	38 Red	39 Green	40 Yellow
41 Yellow	42 Red	43 Yellow	44 Green	45 Yellow	46 Red	47 Yellow	48 Red	49 Yellow	50 Red
51 Green	52 Yellow	53 Red	54 Green	55 Yellow	56 Red	57 Green	58 Red	59 Yellow	60 Red
61 Red	62 Yellow	63 Green	64 Yellow	65 Green	66 Yellow	67 Yellow	68 Green	69 Red	70 Yellow
71 Green	72 Red	73 Yellow	74 Red	75 Yellow	76 Yellow	77 Red	78 Yellow	79 Red	80 Green
81 Red	82 Yellow	83 Green	84 Red	85 Yellow	86 Red	87 Yellow	88 Green	89 Yellow	90 Red
91 Blue	92 Blue	93 Blue	94 Blue	95 Blue	96 Blue	97 Blue	98 Blue	99 Blue	100 Blue

SA1 - ORDER OF ALCHEMY SPELLS

SA1

All of the Alchemy spells may only be cast whilst the adventurer is on a quest. They will create various types of apothecary that can be added to the adventure sheet, and used at will. However, at the end of the quest in which they were created and before the “Before Your Next Quest” phase, they will all expire and the player removes all items from the adventure sheet that begin with the title “Alchemist’s”.

D100	Spells can be cast at anytime except during combat when the adventurer is required to forfeit their attack and perform a combat action to cast the spell.	INGREDIENT	COST/ UPKEEP
1-10	CONCOCTION: The alchemist mixes the ingredients in to a weak potion. Choose any one of the following before casting the spell. Only if it is cast successfully can the Alchemist’s Concoction be added to the adventure sheet. ALCHEMIST’S CONCOCTION OF DEF: Drink to gain +1 Def on a monsters next damage roll. ALCHEMIST’S CONCOCTION OF DEX: Drink to gain +10 Dex to your next d100 dice roll. ALCHEMIST’S CONCOCTION OF DMG: Drink to gain +2 Dmg to your next damage roll. ALCHEMIST’S CONCOCTION OF INT: Drink to gain +10 Int to your next d100 dice roll. ALCHEMIST’S CONCOCTION OF STR: Drink to gain +10 Str to your next d100 dice roll.	Empty Vial Magic Stone	-2 HP
11-20	POISON REMEDY: When cast successfully, the spell creates an “Alchemist’s Poison Remedy” that can be rubbed in to an adventures poisoned wounds. When used, the player rolls 1d6, and on a result of 1-2 the player may remove 1 poison pip from the poison track. On a result of 3-4 they may remove up to 2 poison pips, and on a result of 5-6, they may remove up to 3 poison pips.	Empty Vial Tail of a Scorpion	-2 HP
21-30	DISEASE REMEDY: When cast successfully, the spell creates an “Alchemist’s Disease Remedy” that can be rubbed in to an adventurers diseased wounds and heal the infected area almost instantly. When used, the player rolls 1d6, and on a result of 1-2 the player may remove 1 disease pip from the disease track. On a result of 3-4 they may remove up to 2 disease pips from the disease track, and on a result of 5-6, they may remove up to 3 disease pips from the disease track.	Empty Vial Hair of a Zombie	-3 HP
31-40	MIXTURE: The alchemist mixes the ingredients in to a strong potion. Choose any one of the following before casting the spell. Only if it is cast successfully can the Alchemist’s Mixture be added to the adventure sheet. ALCHEMIST’S MIXTURE OF DEF: Drink to gain +2 Def on a monsters next Damage roll. ALCHEMIST’S MIXTURE OF DEX: Drink to gain +20 Dex to your next d100 dice roll. ALCHEMIST’S MIXTURE OF DMG: Drink to gain +4 Dmg to your next damage roll. ALCHEMIST’S MIXTURE OF INT: Drink to gain +20 Int to your next d100 dice roll. ALCHEMIST’S MIXTURE OF STR: Drink to gain +20 Str to your next d100 dice roll.	Empty Vial Magic Rock	-3 HP
41-50	TEARS OF AWARENESS: When cast successfully, an “Alchemist’s Tears of Awareness” eye dropper is created, that when used will add “AWARENESS” to the time track. Whilst “AWARENESS” is on the time track, the player may re-roll any result made on the find table once per turn, and gets to add +5 to their <i>Aware</i> skill. The bonus may even take the adventurers <i>Aware</i> skill over the maximum limit of 20 for a skill bonus.	Eye Dropper Eye of an Eagle	-4 HP
51-60	POTION OF GROW: When cast successfully an “Alchemist’s Grow Potion” is created, and when consumed will cause the recipient to grow twice their normal size and gain +30 Str to their next d100 dice roll. If used during combat, the recipient also rolls 2d6 for their next damage die roll (even if they used a (R) weapon). In addition both of the damage dice may be re-rolled if the Mighty Blow ability is active.	Empty Vial Hair of a Giant	-4 HP
61-70	HEALING SALVE: When cast successfully, the spell creates an “Alchemist’s Healing Salve” that can be rubbed in to an adventures open wounds and will heal them slowly over the next hour. The salve, when used will restores 1d10 HP after the next ☺ has been shaded on the time track.	Empty Vial Calendula Flower	-4 HP
71-80	ARCANE POISON: When cast successfully, the alchemist has created “Alchemist’s Arcane Poison” that can be applied to a weapon. The weapon initially gains a +6 DMG modifier, but each time it is used and scores a hit on a monster, some of the arcane poison is transferred and its power is reduced. Therefore, after each successful hit scored, the damage modifier is reduced by 1 point. (i.e. the first successful attack, the weapon has +6 DMG, on the second successful strike it has +5, and so on).	Empty Vial Venom from a Cobra	-7 HP
81-90	RESURRECTION POTION: When cast successfully, an “Alchemist’s Resurrection Potion” is created, and when consumed will add “RES” to the time track. Whenever the adventurer has been killed, if “RES” is shown on the time track, they are resurrected just as if they had spent a Life point, and then the player removes “RES” from the time track.	Empty Vial Wooden Cross	-14 HP
91-100	VIAL OF BOOSTS: When cast successfully, the alchemist has created “Alchemist’s Vial of X”. The player rolls on tables B – Boosts and X becomes the name of the result scored (i.e. if the player rolled 79, the alchemist will have created an “Alchemist’s Vial of Aptitude (79)”, which when used, will grant the adventurer the boosts benefit shown on table B – Boosts (see p33 of the main rulebook). The Vial of Boosts spell may only be cast one time on each quest, and when the player rolls on table B for the Vial’s Boost result, they are not permitted to use fate potions/points or any other means to manipulate the roll.	Empty Vial Magic Rune	-15 HP

SA2 - ORDER OF ELEMENTS SPELLS

SA2

Some of the Element spells create totems that are used to further the spells effect. A caster may only control a maximum of 4 totems at a given time. If another totem is created that would push over this limitation, the player must select a totem to remove from play.

D100	Spells can be cast at anytime except during combat when the adventurer is required to forfeit their attack and perform a combat action to cast the spell.	INGREDIENT	COST/ UPKEEP
1-10	CALL OF LIGHT: At any time the adventurer is required to spend oil from the supply area, they may instead cast this spell, and if successful, they do not need to remove any oil from the adventure sheet.	Abdomen of a Giant Firefly	-1 HP
11-20	AIR TOTEM: When cast successfully during combat, a fierce wind whips up in to a cyclone that constantly blasts the monster with a powerful gust of air. The monsters aim is affected as it fumbles against the wind, therefore the player rolls twice for the monsters location die and chooses which one will be applied for the monsters attack. If the monster has the <i>Fly</i> ability, it is also grounded and can be attacked without penalty with a STR attack. The totem will last until either combat ends or the monster has successfully hit the adventurer 4 times.	Feather from a Giant Pegasus	-2 HP
21-30	FIRE TOTEM: When cast successfully during combat, a flame appears from the ground a few feet from the adventurer and begins shooting balls of fire at the monster. The monster can do nothing to avoid this magical attack and suffers 2 points of damage at the start of each combat round. If the monster is killed as a result of this attack, combat ends immediately. The totem will last until either combat ends or it has damaged the monster 4 times.	Igneous Rock	-3 HP
31-40	WATER TOTEM: When cast successfully during combat, a torrent of water erupts from the ground a few feet from the adventurer. Each time the monster inflicts damage to the adventurer, the water washes over the adventurer, healing them for up to 2 points of damage. The totem will last until either combat ends or it has healed the adventurer 4 times.	Rain Drop	-3 HP
41-50	EARTH TOTEM: When cast successfully during combat, a pulsating rock bursts through the ground a few feet away and a stream of energy spirals out connecting it to the adventurer. At the start of each combat round after the Earth Totem is created, it begins growing in power and gains one of the following bonuses, +10 Str, +10 Dex, +10 Int, +1 HP, +1 DMG, or +1 DEF. Each time the totem gains a bonus it is temporarily assigned to the adventurer until the totems power comes to an ends. The totem will last until either the end of a combat round when the 4 th bonus has been assigned, or combat ends.	Soil from a Giant Worm Casting	-4 HP
51-60	RECONSTRUCT: When cast successfully in a green area, the caster reconstructs their surroundings, manipulating the elements in to a new form. The player rolls on table G – Geographic and applies the result, overwriting the previously recorded green area on the dungeon sheet. Any traces of the previous geographic feature disappears as the new feature is formed. The spell may be cast directly after a result on table G – Geographic has been generated.	Aether Dust	-4 HP
61-70	TOTEM COMMAND: When cast successfully during combat, all of the caster's current and future totems during the current encounter will gain either +1 or +10 (where applicable) to their relevant abilities. Therefore, a Fire Totem will deal 3 points of damage at the start of each combat round. An Earth Totem will give +20 Str, Dex, Int or +2 HP, DMG, DEF. The player rolls 3 location die for an Air Totem, and will be healed for up to 3 HP of damage with a Water Totem. The spells lasts as long as the adventurer has an active totem in play.	Straw Totem Effigy	-5 HP
71-80	TORNADO: When cast successfully during combat, a fierce tornado appears between the monster and the caster. For 1d6 combat rounds, the tornado is under the control of the caster and will hinder the monsters attack by spiralling the tornado directly towards the monster. The monster suffers -10 to its AV, and -1 to its Dmg value, whilst the caster gains +10 to all D100 tests and +1 Dmg to any attack (spells, scrolls, melee or ranged) directed towards the monster whilst the tornado is in effect. The caster may control up to 3 tornados at a time, by recasting the spell, however, each tornados duration must be tracked separately.	Ice Brinicle	-5 HP
81-90	STONE ELEMENTAL: When cast successfully during combat, the ground cracks open, breaking in to small pieces, and rising up in to a stone elemental. At the start of each combat round, before the monster makes its reaction roll, the player makes an attack roll for the stone elemental. The elemental has an AV:60 and a Dmg: +5. If the monster is killed by the elemental, then combat ends immediately. The monster will never attack the elemental whilst it is active, preferring to attack something made of flesh or something it can eat. The elemental lasts until either combat ends or it has made 4 attack rolls. The caster may only create one Stone Elemental at a time.	Rock Dust	-5 HP
91-100	TANGLED VINES: When cast successfully during combat, a thick root grows rapidly from the ground and entangles the monster preventing it from escape. The roots appear as soon as the spell is cast and will last until either the end of combat or the monster has rolled 4 times on the monster reaction chart, scoring an escape result. The caster may elect to end the spell at anytime during the combat. Whilst the monster is entangled, the caster may escape combat freely without needing to make an ESCAPE COMBAT test, and the monster suffers -10 to its AV. The spell has no effect on a monster with the <i>Phase</i> or <i>Ethereal</i> ability.	Pollen from a Tangled Vine	-5 HP

SA3 - ORDER OF ILLUSION SPELLS			SA3
D100	Spells can be cast at anytime except during combat when the adventurer is required to forfeit their attack and perform a combat action to cast the spell.	INGREDIENT	COST/ UPKEEP
1-10	DEATH BECOMES ME: When cast successfully during combat, the adventurer creates the illusion that they have died, fooling the monster that they are no longer a threat to them or their habitat. The monster may at this point simply wander off, or may drag the adventurer off to it's lair to eat later. The spells effect happens immediately the spell is cast and before the monsters next attack roll. To determine the monsters reaction to the ruse, the player consults the monsters [K] result and notes if table A – Armour is listed as a reward or not, and then rolls 1d100. If table A is listed as a reward, and the player has rolled 80 or less, the monster wanders off, and combat ends immediately. The player removes the monster from the combat track (note: the monster is not added to the dungeon area). If the result is 81 or more, the monster tries to drag the casters body to its lair, and the adventurer is forced to end the ruse. The caster must continue with the encounter. If table A is not listed as a reward and the player has rolled 40 or less, the monster wanders off, and combat ends immediately. The player removes the monster from the combat track (note: the monster is not added to the dungeon area). If the result is 41 or more, the monster tries to drag the casters body to its lair, and the adventurer is forced to end the ruse. The caster must continue with the encounter.	Gloop of Ectoplasm	-2 HP
11-20	LASTING MIGHT: When cast successfully, the adventurer believes they are stronger and physically more powerful than they actually are. The player adds +10 Str to the time track modifier, and can now decide if future time track modifiers will replace the +10 Str modifier, or not. At the end of the current quest, if the spell is still active it fades out, and the player must remove the +10 Str modifier from the time track. This spell cannot be cast during combat.	Fingernail from a Cyclops	-2 HP
21-30	FINDING BRIGHTNESS: This spell must be cast before the player is about to roll on the Find table. When it has been cast successfully, it creates an illusion of intense light that spreads out as a shock wave through the entire area, giving the adventurer a clear view of their surroundings. The abundance of light allows the player to make up to 4 consecutive rolls on the Find table. After each roll the player must decide if they will keep the result just rolled or lose it and roll again. If they haven't chosen a result by the 4 th roll, they must accept this as their final result.	Schistostega	-2 HP
31-40	ILLUSIONARY WEAPONS: When cast successfully during combat, the adventurer changes the appearance of their equipped weapon to match another from table W – Weapons. At the start of the next and subsequent combat rounds after the spell has been cast, the adventurer is required to pay the spells upkeep cost or it will fizzle out, and their weapon will revert back to normal. Whilst the spell is in effect, and just after each upkeep cost is been paid, the player rolls on table W – Weapons to determine which illusion their weapon will take on. When the adventurer successfully attacks a monster whilst they have an illusionary weapon, the player applies both the damage modifier for their equipped weapon and the illusionary weapon. At the end of combat the adventurers weapon loses its illusion and the spell comes to an end.	Conjured Iron	-3/1 HP
41-50	SILENCE: When cast successfully in combat, the caster creates an area of illusion where sound cannot penetrate. Any monsters with the <i>Dark Magic</i> ability are unable to use their Dark Magic for the duration of the encounter, unless they can find a way to break the spell. At the start of each combat round, instead of casting <i>Dark Magic</i> , the monster attempts to cancel out the illusion of silence. The player rolls 1d10, and on a result of 10 the Silence spell is broken, and the monster can once again use its Dark Magic ability, effective immediately. After the illusion of silence has been created, the adventurer is required to pay the spells upkeep cost or the silence will come to an end. Note, the adventurer is not affected by the silence, and will still be able to cast spells and scrolls.	Tongue of a Devil	-3/1 HP
51-60	MONSTERS MONSTER: The spell is to be cast at the very start of an encounter. If the spell fails it cannot be recast, and it may not be cast against a monster with the <i>Surprise</i> ability. When cast successfully, the adventurer appears to be a creature that strikes fear in the monster they are encountering, and takes on the form of its worst nightmare. The upkeep cost must be paid at the start of each combat round or the illusion fades, and all the benefits it provides fade along with it. At the start of each combat round, before the monsters reaction roll, the player chooses from one of the following options and applies the effect to the monster for the forthcoming combat round. +2 to the monsters reaction roll. -20 to the monsters AV for the round. -2 to the monsters Def for the round. -2 Dmg to the monsters Dmg for the round. Cancel the effect of 1 monster Ability for the round.	Hair from a Ghoul	-3/1 HP
61-70	INVISIBLNESS: When cast successfully, the caster becomes invisible until they either move to a new area or cast another spell or scroll. Whilst invisible, any effect that would normally trigger an encounter can be ignored, and the player is free to decide if they will encounter the monster or not, even after the triggered monster has been determined by rolling on the encounter table. In addition, if they are in combat when the spell is cast, or if they enter combat whilst invisible, they gain +20 to all characteristics (Str, Dex and Int) and +2 damage to their damage rolls for the duration of the combat. They may also choose to escape without needing to make an escape test, and if they do escape the player is free to either add the monster to the dungeon sheet or not. The caster will become visible as soon as they leave the current area.	Dust from a Vanquished Vampire	-5 HP

SA3 - ORDER OF ILLUSION SPELLS			SA3
D100	Spells can be cast at anytime except during combat when the adventurer is required to forfeit their attack and perform a combat action to cast the spell.	INGREDIENT	COST/ UPKEEP
71-80	MONSTER DIMINISH: When cast successfully during combat, the adventurer causes the monster to appear to shrink in size. The monster feels the effects immediately and actually believes it has shrunk and is unable to deal as much damage as before. At the start of the next and subsequent combat rounds after the spell has been cast, the adventurer is required to pay the spells upkeep cost or it will fizzle out and the monster will return to its normal size. Whilst the spell is in effect (even during the round in which it was cast), when the monster rolls a 5 or 6 on its damage die, the player subtracts 2 from the result.	Ants Brains	-5/1 HP
81-90	PHANTASMIC ERUPTIONS: When cast successfully during combat, the adventurer creates the illusion of several small volcanic eruptions directly around the monster. As the ground shakes and breaks open, hot fire blasts upwards and the monster is compelled to try and dodge the onslaught. At the start of the next and subsequent combat rounds, after the spell has been cast, the adventurer is required to pay the spells upkeep cost or it will fizzle out and the eruptions will stop. Whilst the spell is in effect, each time the monster rolls a result on the reaction table that results in it making an attack for the forthcoming round, the player must test the monsters ability to dodge the fire bursts. The player rolls 1d100, and if the result is equal to or less than the monsters AV value, then it easily dodges the fire for this combat round, and may attack as normal. However, if the result is higher than its AV value, then it is too busy trying to dodge the fire and misses its attack for this round.	Volcanic Ash	-6/2 HP
91-100	MONSTER MELT: When cast successfully during combat, the monster believes that it is on fire and begins thrashing around trying to stop itself from burning to death. It will begin taking effect at the start of the next combat round after it has been cast, and takes two full rounds of combat before it realises that it is not in any actual pain and that it is just an illusion. Monster Melt does not work against any monster shown on an encounter table with a 🐉 or 🐉. The monster does not get a reaction roll, or attack roll, and whilst it is flailing around on the dungeon floor, the adventurer deducts -30 from their next two attack rolls.	Breath of a Dragon	-6 HP



SA4 - ORDER OF INVOCATION SPELLS			SA4
D100	Spells can be cast at anytime except during combat when the adventurer is required to forfeit their attack and perform a combat action to cast the spell.	INGREDIENT	COST/ UPKEEP
1-10	HAND OF KEYS: When cast successfully, the adventurer's own hand is transformed in to a key that when inserted in to a keyhole will attempt to reshape itself to the mechanism, and open the lock. The player adds +20 to their Dex when they next test to open a locked door or chest. The test to open the lock must follow immediately after the spell has been cast, and whether the lock is opened or not, the spell soon fades after the test and the hand returns to its normal shape.	Spring from a Lock	-1 HP
11-20	ETHEREAL DOOR: When cast successfully, any non-magical door the adventurer is trying to pass through becomes less substantial, and takes on a slightly ghostly and ethereal appearance. For just a few moments the caster is able to pass through the door as if it wasn't there. The player consults the door code and rolls 1d6. If the result is equal to, or less than the number linked to the door code (i.e. L2's linked number is 2), then the spell wavers just at the time they pass through, and the adventurer suffers HP of damage equal to the door codes linked number (i.e. if the door code is L2, they would take 2 HP of damage).	Miniature Key	-2 HP
21-30	RECONSTRUCT: Reconstruct is an intricate spell that when cast successfully, will cause a damaged item to begin repairing itself. Dents press out and tears knit together as arcane energy crackles and sparks across its surface. The player rolls 1d6 and may remove a number of damage pips from the items damage track equal to half of the result rolled rounded up. Once an item has been magically repaired in this way, the spell will not work on it again for some considerable time, and the player should mark the repaired item with an "R" at the end of its damaged track as a reminder. At the end of the current quest the player must remove all "R" marks from the adventure sheet.	Small Hammer	-2 HP
31-40	LASTING AGILITY: When cast successfully, the adventurer becomes more dextrous and agile, as the arcane energy imbues them and controls their actions. The player adds +10 Dex to the time track modifier, and can now decide if future time track modifiers will replace the +10 Dex modifier, or not. At the end of the current quest, if the spell is still active, it fades out, and the player must remove the +10 Dex modifier from the time track. This spell cannot be cast during combat.	Head of a Cobra	-2 HP
41-50	CONJURE FOOD: When cast successfully, it creates Arcane food. Add 1d6 "Conjured Food" to the adventurer's backpack. At anytime the adventurer is required to use food from their supply area, they may instead use one of their Conjured Foods.	Inscribed Fork	-2 HP
51-60	REINFORCED BELT: When cast successfully, all items stored in the belt slot become magically strengthened against incoming attacks, and damage sustained through adventuring. The player adds "Reinforced Belt" to the time track, and whilst "Reinforced Belt" is shown on the time track, all belt checks can be ignored. In addition, the time track may also stack with other "Reinforced" spells, such as "Reinforced Armour", or "Reinforced Weapon". Each time a ⚔ is triggered on the time track, the adventurer must pay the upkeep cost, or "Reinforced Belt" must be removed from the time track.	Cobalt Dust	-3/1 HP
61-70	REINFORCED WEAPON: When cast successfully, the main and off hand items used by the adventurer become magically strengthened against incoming attacks, and damage sustained through adventuring. The player adds "Reinforced Weapon" to the time track, and whilst "Reinforced Weapon" is shown on the time track, each full pip of damage that is shaded on a main or off hand item's damage track, instead shades just ½ a pip. Note, it does not have any effect to shields. In addition, the time track may also stack other "Reinforced" spells, such as "Reinforced Armour", or "Reinforced Belt". Each time a ⚔ is triggered on the time track, the adventurer must pay the upkeep cost, or "Reinforced Weapon" must be removed from the time track.	Cobalt Ingot	-4/1 HP
71-80	ARCANE TRAP: When cast successfully in combat, the monster will become entangled in a deadly trap, made by the twisting elements of arcane power. At the start of each combat round, before the monster rolls for its reaction, the player first rolls the d100, and if the result is equal to or higher than the monsters AV, it suffers 1d6 HP modified by its own Dmg modifier. If this is enough to kill the monster then combat ends and the adventurer gains its [K] reward. At the start of each new combat round, the caster must pay the upkeep cost or the Arcane Trap fizzles out, releasing the monster from its arcane bonds. Whilst the monster is trapped, it suffers -10 to AV when making an attack, and all escape reaction results are ignored.	Miniature Fenn Trap	-5/3 HP
81-90	REINFORCED ARMOUR: When cast successfully, all pieces of armour worn by the adventurer become magically strengthened against incoming attacks, and damage sustained through adventuring. The player adds "Reinforced Armour" to the time track, and whilst "Reinforced Armour" is shown on the time track, each full pip of damage that is shaded on a piece of armour's damage track, instead shades just ½ a pip. In addition, the time track may also stack other "Reinforced" spells, such as "Reinforced Weapon", or "Reinforced Belt". Each time a ⚔ is triggered on the time track, the adventurer must pay the upkeep cost, or "Reinforced Armour" must be removed from the time track.	Cobalt Bar	-6/2 HP
91-100	ARROW STORM: When cast successfully in combat, the adventurer fires a bolt of arcane energy above the monsters head, and as it crackles, stretching and spreading out above them, tiny arrow points begin forming and pointing downwards. At the start of the next combat round, just before the monster rolls for its reaction, the player rolls 1d6. The result is the number of arrows that fire down and hit the monster. For each arrow that hits, the monster suffers -1d6 HP. If the monster is killed then combat ends immediately.	Golden Arrowhead	-8 HP

SA5 - ORDER OF PSYCHE SPELLS			SA5
D100	Spells can be cast at anytime except during combat, when the adventurer is required to forfeit their attack and perform a combat action to cast the spell.	INGREDIENT	COST/ UPKEEP
1-10	MANIPULATION: When cast successfully, during combat the adventurer takes control of the monsters mind for a split second and the player chooses its next reaction rather than making the reaction roll.	Scalp of a Devil	-1 HP
11-20	LASTING KNOWLEDGE: When cast successfully, the adventurer gains a wealth of knowledge and intelligence and finds everything mentally less challenging. The player adds +10 Int to the time track modifier, and can now decide if future time track modifiers will replace the +10 Int modifier, or not. At the end of the current quest, if the spell is still active, it fades out, and the player must remove the +10 Int modifier from the time track. This spell cannot be cast during combat.	Unwritten Book	-2 HP
21-30	TURN UNDEAD: When cast successfully during combat on a monster shown on an encounter table with a ☠, the player rolls 1d10. If the result is less than the monsters DEF value, the undead monster will turn around and flee, and combat ends immediately.	Holy Cross	-3 HP
31-40	MIND BLAST: When cast successfully during combat, the monster will suffer a number of HP of damage equal to its own Dmg modifier. The spell has less of an effect on undead creatures, therefore, if a monster is shown on an encounter table with a ☠, it will suffer ½ of its Dmg modifier rounded up. The spell is also cast just moments before the monster gets to make its attack, and so if it is killed due to the spell, the combat ends before the monster returns its attack.	Brain of a Devil	-3 HP
41-50	ARCANE ATTUNEMENT: When cast successfully, the adventurer becomes more attuned to the arcane elements, and is able to wield its power with much greater proficiency. However, their physical strength and adeptness is weakened. The player may add up to +15 Int to the adventurer, in increments of +5 (i.e. either +5, +10, or +15) for the duration of the spell. However, each +5 increment to Int will also reduce either the adventurers Str or Dex, or a combination of both (i.e. with a +10 to Int, the player could assign -5 to both Str and Dex, or -10 to either one). Once the spell has been cast it will last until the next ☯ is shaded on the time track, then for each ☯ that is shaded on the time track, the adventurer must pay the upkeep cost, or the Arcane Attunement comes to an end and all characteristics return to normal.	Straw Effigy	-3/1 HP
51-60	CONTROL DARK MAGIC: When cast successfully during combat, the adventurer takes control of a monsters <i>Dark Magic</i> ability. At the start of each combat round after Control Dark Magic has been cast, the player rolls for the monsters dark magic ability, using the results below, instead of those found in the main D100 Dungeon rulebook. Each new combat round after Control Dark Magic has been cast, the upkeep cost must be paid, or the spell comes to an end. 1-2 DARK STRIKE: The adventurer gains +20 to their attack characteristic (Str/Dex or Int) 3-4 SHADOWY CLOAK: The monster suffers -4 Dmg. 5-6 EVIL TOUCH: The adventurer gains +2 Dmg. 7-8 DRAIN LIFE: Each HP the monster loses restores an equal amount to the adventurer. 9-0 DEATH BOLT: The monster loses -2 HP	Obsidian Pebble	-4/1 HP
61-70	MAGIC MASTERY: Whenever a CAST SPELL test is failed (except when the spell is Magic Mastery) and before the player has rolled on table C – CURSES, the adventurer may attempt to gain control of the errant energy, and rework its unruly power in to the effects of the intended spell. They can do this by casting Magic Mastery, and if successful, the original CAST SPELL test is switched from being a fail to a success. However, attempting to gain control over unruly magic is very dangerous, and if the Magic Mastery spell test is failed, the player must roll twice on table C – CURSES, once for each of the spells that failed. When casting Magic Mastery in combat, it does not require a combat action to cast.	Dust from an Arcane Crystal	-4 HP
71-80	PSIONIC REVENGE: The adventurer may cast this spell after a monster has just made an attack roll, however by doing so they forfeit their next attack, combat action, or escape combat/block escape test in the following combat round. When cast successfully, all HP suffered by the adventurer from the monsters attack is also applied to the monster. The player induces the same pain they have suffered in to the mind of the monster.	Bone Gavel	-5 HP
81-90	MIND CONTROL: When cast successfully during combat, the adventurer attempts to take control of the monsters mind, and the player rolls 1d10. If the result is equal to, or less than the monsters Def value, the adventurer has taken control of its mind and combat comes to an end. The monster is now under the control of the adventurer and can be used in future encounters just as if it had been summoned by the “Summon Monster” spell (see table SA6 – Order of Summoning Spells). The monster will retain its current HP value at the point its mind was taken over, and will continue to be controlled by the player until the spell comes to an end, or until it is killed. Each time a ⚡ is triggered on the time track, the adventurer must pay the upkeep cost, or the monster breaks free from the control, and is encountered again. Note, undead monsters are immune to the effects of the mind control spell, and therefore it can not be cast on a monster marked with a ☠ on the encounter table.	Skull of a Devil	-6/2 HP
91-100	PSYCHIC MIRROR: When cast successfully during combat, the adventurer places the monsters mind in a psychic dimension, where it believes it is trapped in a labyrinth of mirrors. It immediately begins searching for a way out, and is thus rendered inactive. The Psychic Mirror lasts for 1d6 combat round after the spell has been successfully cast, providing the adventurer pays the upkeep cost at the start of each combat round. Whilst the spell is in effect, the monster does not make a reaction roll, or get an attack, and the adventurer is free to escape combat at any time without the need of an escape test.	Mirror Dust	-7/2 HP

SA6 - ORDER OF SUMMONING SPELLS			SA6
D100	Spells can be cast at anytime except during Combat, when the adventurer is required to forfeit their Attack and perform a Combat Action.	INGREDIENT	COST/ UPKEEP
1-10	BANISH DEMON: The spell may only be cast on monsters marked with a  on the encounter table. When cast successfully during combat, the player rolls 1d10. On a result of 10 the monster is banished for good to the demon realm, and combat ends immediately (remove it from the combat track). However, on a roll of 1-9 the demon is banished temporarily back to the demon realm for as long as the adventurer continues to pay the upkeep costs each time a  is triggered on the time track. Anytime the cost is not paid the demon returns from its vacation and attacks, and the adventurer must encounter it once again.	Sweat from a Devil	-2/1 HP
11-20	BANISH UNDEAD: The spell may only be cast on monsters marked with a  on the encounter table. When cast successfully during combat, the player rolls 1d10. On a result of 10 the monster is banished for good to the spirit world, and combat ends immediately (remove it from the combat track). However, on a roll of 1-9 the undead monster is banished temporarily back to the realm of the dead for as long as the adventurer continues to pay the upkeep costs each time a  is triggered on the time track. Anytime the cost is not paid the monster returns from the spirit world and attacks, and the adventurer must encounter it once again.	Spirit Dust	-2/1 HP
21-30	MONSTERS MASH: When cast successfully during combat, the adventurer is able to switch the monster they are fighting to another one found on the same encounter table. The switch happens at the end of the current combat round, and its replacement is picked from a monster recorded directly above or directly below the monster on the encounter table (i.e. If the monster is an Orc from encounter table E, the player could select either an Orc Archer, or an Imp). The player removes the old monster from the combat track, and replaces its details with the new one. The new monster is encountered at full health, and any damage that was sustained by the old one prior to the switch does not transfer to the new one.	Shrunken Monster Heads	-2 HP
31-40	SUMMON LEGENDARY SWORD: When cast successfully during combat, the adventurer has summoned an arcane sword from another realm. The sword appears at the start of the next combat round and can be wielded immediately by the adventurer without needing to take a “Change Equipped Items” combat action. Once the sword has appeared the adventurer is required to pay its upkeep cost at the start of each combat round (including the round when it first appears), or the sword will disappear back to its own realm. Providing the upkeep cost is paid, the sword will only remain in the adventurers realm for 1d6 combat round from the time it first appears, or until combat ends. The sword has the following statistics. LEGENDARY SWORD () (H) (+1 Dmg) (Roll on table L for its LEGEND bonus)	Conjured Steel	-3/1 HP
41-50	SUMMON LEGENDARY BOW: When cast successfully during combat, the adventurer has summoned an arcane bow from another realm. The bow appears at the start of the next combat round and can be wielded immediately by the adventurer without needing to take a “Change Equipped Items” combat action. Once the bow has appeared, the adventurer is required to pay its upkeep cost at the start of each combat round (including the round when it first appears), or the bow will disappear back to its own realm. Providing the upkeep cost is paid, the bow will only remain in the adventurers realm for 1d6 combat round from the time it first appears, or until combat ends. The bow has the following statistics. LEGENDARY BOW () (R) (+1 Dmg) (Roll on table L for its LEGEND bonus)	Conjured Wood	-3/1 HP
51-60	ARMY OF THE DEAD: When cast successfully during combat, the adventurer summons between 1–5 skeleton warriors to fight along side them. The actual number is decided by the caster before the spell test is made. However, each skeleton warrior they intend to summon adds a -5 modifier to the spell test, and adds +1 HP to the spells casting cost. Providing the spell is cast successfully, the number of skeleton warriors chosen, climb up out of the dungeon floor, and stand beside the caster ready to fight in the next round of combat. However, at the end of each combat round after they have been summoned, 1 skeleton will crumble to dust, and the player must remove one from their number. During combat, whilst the adventurer has skeletons on their side, they get to add +5 to their Str for each one when making a block escape action (i.e. if they have two summoned skeletons, they would add +10); and in addition, each time they attack the monster, their summoned skeletons will attack too, and the player makes a separate attack roll for them. The skeleton warriors have an AV:50, DMG:+1, and the <i>Pack</i> monster ability. When a monster attacks, it will always ignore the skeletons, preferring to attack the adventurer, and the summoned skeleton will remain until either combat ends, or they have all crumbled to dust.	Bone Dust	-4 HP and +1HP for each Skeleton Warrior
61-70	SUMMON FAMILIAR: When cast successfully, the adventurer summons a beast that will aid them during their quest. The player rolls on table Y – Beast Mastery for the familiar summoned and then rolls 1d6 to determine its level (See Beast Mastery). The familiar may be summoned even if the adventurer currently has a beast recorded on the adventure sheet, and in effect they will then be able to control two beasts for the duration of the spell. Each time a  is triggered on the time track, the adventurer must pay the upkeep cost, or the summoned familiar will disappear back to its own realm. At the end of the current quest, the summoned beast vanishes and must be removed from the adventure sheet.	Animal Dung	-5/2 HP

SA6 - ORDER OF SUMMONING SPELLS			SA6
D100	Spells can be cast at anytime except during Combat, when the adventurer is required to forfeit their Attack and perform a Combat Action.	INGREDIENT	COST/ UPKEEP
71-80	BAG OF SUMMONING: This spell unlocks a new sheet called “Bag of Summoning” which the adventurer can use to store items in. The bag is linked to an alternative reality, and provides a quick and easy way to transport items back and forth between the two realities. However it is not without risk, and there is a chance that the item may have got lost, stolen or destroyed when recalled. The bag behaves in the same way as the backpack does on the back of the adventurer sheet, and has places to store items with and without damage tracks. A copy of the “Bag of Summoning” sheet can be found at the end of this book, and permission is given for it to be copied. Alternatively, a pdf may be downloaded from www.mk-games.co.uk and can be printed out for your adventurers. Once successfully cast, the adventurer is free to use the Bag of Summoning sheet, and may place items in to it without penalty. However when they wish to retrieve an items they must roll 1d10, and on a result of 10, the item does not return, and the player must remove it from the sheet. At the start of a new quest, if the adventurer has an active Bag of Summoning in play, they must recast the spell, and if it fails the bag vanishes along with any items stored in it.	Conjured Bag	-5 HP
81-90	SUMMON MONSTER: When cast successfully during combat, the adventurer summons a monster at the start of the next combat round that will fight with them at their side. The player rolls on the encounter table they are using for the current quest, and applies the quest modifier to determine the monster that will be summoned. After the summoned monster has appeared, it joins in the attack alongside the adventurer. The player makes the summoned monsters attack roll directly after the adventurer has made theirs, or after they have taken a combat action, and keeps track of its HP separately. The monster that adventurer and the summoned monster are attacking, will always prefer to target the summoned monster, and so all of its attacks will be directed towards the summoned monster and not the adventurer. The summoned monster may have some or all of the monster abilities as shown on the encounter table for its type, and will use them at the discretion of the player against the monster it is attacking, where they can be sensibly applied. The following monster abilities are not available to a summoned monster and must be ignored. <i>Death Touch, Disease, Doppelgänger, Ethereal, Fear, Fire, Fly, Freeze, Petrify, Poison, Resurrection, Stun, Surprise, and Web</i> At the start of each combat round when the monster has been summoned, the adventurer is required to pay the upkeep cost, or the summoned monster will disappear back to its own reality. The adventurer is only permitted to have one summoned monster helping them in combat. When it has been killed a new one may be summoned again by recasting the spell. When combat ends, if the summoned monster is still alive, it will vanish back to its own reality.	Dried Flesh	-6/2 HP
91-100	TELEPORTATION: The spell requires a great deal of concentration and therefore cannot be used during combat, and must always be used during step 2.EXITS of a turn. When cast successfully, the caster can teleport to any area that has been added to the dungeon sheet so far. Solid walls or doors that block the way do not prevent this movement. Once a successful teleportation has taken place, the caster continues their turn with step 3. AREA. Teleportation is far too draining on a caster and therefore it may only be cast once per quest. If Teleportation is cast whilst the caster is in a party, then all members of the party are transported with them.	Arcane Salt	-10 HP



TD – TREASURE D		TD
D100	Treasure	Value
1-3	BREW OF EXCEPTIONAL DMG: Drink to gain +5 Dmg to your next damage roll.	175gp
4-6	BREW OF EXCEPTIONAL DEF: Drink to gain +5 Def on a monsters next damage roll.	250gp
7-9	BREW OF EXCEPTIONAL DEX: Drink to gain +20 Dex to the next d100 dice roll.	300gp
10-12	BREW OF EXCEPTIONAL INT: Drink to gain +20 Int to the next d100 dice roll.	300gp
13-15	BREW OF EXCEPTIONAL STR: Drink to gain +20 Str to the next d100 dice roll.	300gp
16-18	POTION OF EXCEPTIONAL HEALING: Drink to restore up to 20 lost HP.	400gp
19-21	POTION OF EXCEPTIONAL REMOVE POISON: Drink to remove all shaded pips from the Poison Track.	400gp
22-24	EXCEPTIONAL ARMOUR: Roll on table A – Armour and add “Exceptional” before its name, it gains +0.8 Def.	-
25-27	EXCEPTIONAL WEAPON: Roll on table W – Weapon and add “Exceptional” before its name, add +4 to its Dmg.	-
28-30	ELIXIR OF EXCEPTIONAL AGILITY: Drink to gain +5 to the Agility skill.	500gp
31-33	ELIXIR OF EXCEPTIONAL AWARENESS: Drink to gain +5 to the Aware skill.	500gp
34-36	ELIXIR OF EXCEPTIONAL BRAVERY: Drink to gain +5 to the Bravery skill.	500gp
37-39	ELIXIR OF EXCEPTIONAL DODGE: Drink to gain +5 to the Dodge skill.	500gp
40-42	ELIXIR OF EXCEPTIONAL ESCAPE: Drink to gain +5 to the Escape skill.	500gp
43-45	ELIXIR OF EXCEPTIONAL LOCKS: Drink to gain +5 to the Locks skill.	500gp
46-48	ELIXIR OF EXCEPTIONAL LUCK: Drink to gain +5 to the Lucky skill.	500gp
49-51	ELIXIR OF EXCEPTIONAL MAGIC: Drink to gain +5 to the Magic skill.	500gp
52-54	ELIXIR OF EXCEPTIONAL STRENGTH: Drink to gain +5 to the Strong skill.	500gp
55-57	ELIXIR OF EXCEPTIONAL TRAPS: Drink to gain +5 to the Traps skill.	500gp
58-60	OIL OF EXCEPTIONAL REPAIRS: Apply to any piece of equipment that has a damage track to remove all shaded pips from its damage track.	500gp
61-63	POTION OF EXCEPTIONAL DEX: Drink to gain +20 Dex until you next shade a ☹ on the time track.	600gp
64-66	POTION OF EXCEPTIONAL INT: Drink to gain +20 Int until you next shade a ☹ on the time track.	600gp
67-69	POTION OF EXCEPTIONAL STR: Drink to gain +20 Str until you next shade a ☹ on the time track.	600gp
70-72	POTION OF EXCEPTIONAL CURE DISEASE: Drink to remove all shaded pips from the Disease track.	650gp
73-75	ELIXIR OF EXCEPTIONAL FATE: Drink to gain 4 Fate Points.	800gp
76-78	EXCEPTIONAL OBJECTIVE ITEM: The adventurer has discovered an “Exceptional Objective Item”. These special objective items can be kept from quest to quest and used towards any quest that requires 2 or more objective items to complete. This is such a rare find, that the adventurer is only permitted to own one at any given time. Therefore, even if it has already been assigned as the quests objective, if another is rolled, the player must re-roll for another result.	1000gp
79-81	ELIXIR OF EXCEPTIONAL HEALTH: Drink to gain 4 points of primary HP.	1600gp
82-84	POTION OF EXCEPTIONAL FATE: Drink to add +100 or -100 to a result when rolling on the next table.	2000gp
85-87	ELIXIR OF EXCEPTIONAL DEX: Drink to gain 7 points of primary Dex.	2100gp
88-90	ELIXIR OF EXCEPTIONAL INT: Drink to gain 7 points of primary Int.	2100gp
91-93	ELIXIR OF EXCEPTIONAL STR: Drink to gain 7 points of primary Str.	2100gp
94-95	SPELL BOOKS: Roll thrice (x3) on table S – Spells and add the results to the Spell Book.	2400 gp

TD – TREASURE D		TD
D100	Treasure	Value
96	ELIXIR OF EXCEPTIONAL LIFE: Drink to gain 7 Life points.	7000gp
97	EXCEPTIONAL LEGENDARY RING: Roll twice on table L for its Legends (Ring Slot). See the Exceptional Legendary Item table below for how to generate this item.	7200gp
98	EXCEPTIONAL LEGENDARY NECKLACE: Roll twice on table L for its Legends (Neck Slot). See the Exceptional Legendary Item table below for how to generate this item.	7200gp
99	EXCEPTIONAL LEGENDARY WEAPON: Roll on table W for a Weapon, and then twice on table L for its Legends. See the Exceptional Legendary Item table below for how to generate this item.	7200/ 1440gp
100	EXCEPTIONAL LEGENDARY ARMOUR: Roll on table A for Armour, and then twice on table L for its Legends. See the “Exceptional Legendary Items” table below for how to generate this item.	7200/ 1440gp

TDa - EXCEPTIONAL LEGENDARY ITEMS

To generate an “Exceptional Legendary” item, the player rolls twice for the items legend, and is required to re-roll the second result if it duplicates the same characteristic adjustment (i.e. if both results add to Int, the second result is re-rolled until a different characteristic is scored). The player then records both of the legend adjustments to the item on the adventure sheet.

Then the item is named by using the table below. The player cross references the 1st result from table L – Legends with the 2nd result that they rolled.

Example: if the player rolled +5 Int adjustment first, and +3 HP second for a Heater Shield, it would be named “Heater Shield of Psychic Health”.

When naming an item which contains a spell, the player replaces the word “SPELL” with the name of the spell they generated on the spell table (i.e. a Targe Shield imbued with the spell “Magic Armour” and the title “of Titanic SPELL”, would be named “Targe Shield of Titanic Magic Armour”.

All Exceptional Legendary items are give a value of 7200gp, and where applicable a fixed cost of 1400gp. When using table V – Values to determine a damaged items true value, the player may simply double the values shown for 3600gp.

	2 nd result (+Def) DEFENCE	2 nd result (+Int) WISDOM	2 nd result (+Str) FORCE	2 nd result (+Dex) SKILL	2 nd result (+Dmg) SLAYING	2 nd result (+HP) HEALTH	2 nd result (Spell) SPELL
1 st result (+Def) DEFENDING	-	of Defending Wisdom	of Defending Force	of Defending Skill	of Defending Slaying	of Defending Health	of Defending SPELL
1 st result (+Int) PSYCHIC	of Psychic Defence	-	of Psychic Force	of Psychic Skill	of Psychic Slaying	of Psychic Health	of Psychic SPELL
1 st result (+Str) TITANIC	of Titanic Defence	of Titanic Wisdom	-	of Titanic Skill	of Titanic Slaying	of Titanic Health	of Titanic SPELL
1 st result (+Dex) EXPERT	of Expert Defence	of Expert Wisdom	of Expert Force	-	of Expert Slaying	of Expert Health	of Expert SPELL
1 st result (+Dmg) DEVASTATING	of Devastating Defence	of Devastating Wisdom	of Devastating Force	of Devastating Skill	-	of Devastating Health	of Devastating SPELL
1 st result (+HP) CALMING	of Calming Defence	of Calming Wisdom	of Calming Force	of Calming Skill	of Calming Slaying	-	of Calming SPELL
1 st result (Spell) SPELL	of SPELL Defence	of SPELL Wisdom	of SPELL Force	of SPELL Skill	of SPELL Slaying	of SPELL Health	-

U – QUICK ADVENTURER							U	
DWARF		ELF	HUMAN	HALFLING	HALF ELF	HALF GIANT	HIGH ELF	M. DWARF
♣+5 Strong		♣+5 Dodge	♣+5 Aware	♣+5 Agility	♣+5 Escape	♣+5 Bravery	♣+5 Magic	♣+5 Traps
D100	RACE		1	2	3	4	5	6

WARRIOR HERO PATH

♣ Str, ♣+5 Bravery, ♣+5 Escape		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
1	Dwarf	65	35	20	65	25	30	55	45	20	45	45	30	55	25	40	45	35	40
2	Elf	55	40	25	55	30	35	45	50	25	35	50	35	45	30	45	35	40	45
3	Human	60	30	30	60	20	40	50	40	30	40	40	40	50	20	50	40	30	50
4	Halfling	50	45	25	50	35	35	40	55	25	30	55	35	40	35	45	30	45	45
5	Half Elf	55	30	35	55	20	45	45	40	35	35	40	45	45	20	55	35	30	55
6	Half Giant	70	35	15	70	25	25	60	45	15	50	45	25	60	25	35	50	35	35
7	High Elf	50	40	30	50	30	40	40	50	30	30	50	40	40	30	50	30	40	50
8	Mountain Dwarf	70	30	20	70	20	30	60	40	20	50	40	30	60	20	40	50	30	40

KNIGHT HERO PATH

♣ Str, ♣+5 Strong, ♣+5 Dodge		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
9	Dwarf	60	45	15	60	35	25	50	55	15	40	55	25	50	35	35	40	45	35
10	Elf	50	50	20	50	40	30	40	60	20	30	60	30	40	40	40	30	50	40
11	Human	55	40	25	55	30	35	45	50	25	35	50	35	45	30	45	35	40	45
12	Halfling	45	55	20	45	45	30	35	65	20	25	65	30	35	45	40	25	55	40
13	Half Elf	50	40	30	50	30	40	40	50	30	30	50	40	40	30	50	30	40	50
14	Half Giant	65	45	10	65	35	20	55	55	10	45	55	20	55	35	30	45	45	30
15	High Elf	45	50	25	45	40	35	35	60	25	25	60	35	35	40	45	25	50	45
16	Mountain Dwarf	65	40	15	65	30	25	55	50	15	45	50	25	55	30	35	45	40	35

PALADIN HERO PATH

♣ Str, ♣+5 Bravery, ♣+5 Magic		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
17	Dwarf	60	30	30	60	20	40	50	40	30	40	40	40	50	20	50	40	30	50
18	Elf	50	35	35	50	25	45	40	45	35	30	45	45	40	25	55	30	35	55
19	Human	55	25	40	55	15	50	45	35	40	35	35	50	45	15	60	35	25	60
20	Halfling	45	40	35	45	30	45	35	50	35	25	50	45	35	30	55	25	40	55
21	Half Elf	50	25	45	50	15	55	40	35	45	30	35	55	40	15	65	30	25	65
22	Half Giant	65	30	25	65	20	35	55	40	25	45	40	35	55	20	45	45	30	45
23	High Elf	45	35	40	45	25	50	35	45	40	25	45	50	35	25	60	25	35	60
24	Mountain Dwarf	65	25	30	65	15	40	55	35	30	45	35	40	55	15	50	45	25	50



U – QUICK ADVENTURER							U
DWARF	ELF	HUMAN	HALFLING	HALF ELF	HALF GIANT	HIGH ELF	M. DWARF
☛+5 Strong	☛+5 Dodge	☛+5 Aware	☛+5 Agility	☛+5 Escape	☛+5 Bravery	☛+5 Magic	☛+5 Traps
D100	RACE	1	2	3	4	5	6

BARBARIAN HERO PATH

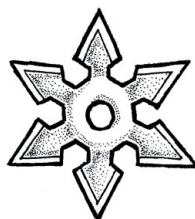
☛ Str, ☛+10 Strong, ☛+0 Bravery		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
25	Dwarf	65	40	15	65	30	25	55	50	15	45	50	25	55	30	35	45	40	35
26	Elf	55	45	20	55	35	30	45	55	20	35	55	30	45	35	40	35	45	40
27	Human	60	35	25	60	25	35	50	45	25	40	45	35	50	25	45	40	35	45
28	Halfling	50	50	20	50	40	30	40	60	20	30	60	30	40	40	40	30	50	40
29	Half Elf	55	35	30	55	25	40	45	45	30	35	45	40	45	25	50	35	35	50
30	Half Giant	70	40	10	70	30	20	60	50	10	50	50	20	60	30	30	50	40	30
31	High Elf	50	45	25	50	35	35	40	55	25	30	55	35	40	35	45	30	45	45
32	Mountain Dwarf	70	35	15	70	25	25	60	45	15	50	45	25	60	25	35	50	35	35

ROGUE HERO PATH

☛ Dex, ☛+5 Locks, ☛+5 Traps		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
33	Dwarf	50	50	20	50	40	30	40	60	20	30	60	30	40	40	40	30	50	40
34	Elf	40	55	25	40	45	35	30	65	25	20	65	35	30	45	45	20	55	45
35	Human	45	45	30	45	35	40	35	55	30	25	55	40	35	35	50	25	45	50
36	Halfling	35	60	25	35	50	35	25	70	25	15	70	35	25	50	45	15	60	45
37	Half Elf	40	45	35	40	35	45	30	55	35	20	55	45	30	35	55	20	45	55
38	Half Giant	55	50	15	55	40	25	45	60	15	35	60	25	45	40	35	35	50	35
39	High Elf	35	55	30	35	45	40	25	65	30	15	65	40	25	45	50	15	55	50
40	Mountain Dwarf	55	45	20	55	35	30	45	55	20	35	55	30	45	35	40	35	45	40

ASSASSIN HERO PATH

☛ Dex, ☛+5 Escape, ☛+5 Aware		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
41	Dwarf	60	45	15	60	35	25	50	55	15	40	55	25	50	35	35	40	45	35
42	Elf	50	50	20	50	40	30	40	60	20	30	60	30	40	40	40	30	50	40
43	Human	55	40	25	55	30	35	45	50	25	35	50	35	45	30	45	35	40	45
44	Halfling	45	55	20	45	45	30	35	65	20	25	65	30	35	45	40	25	55	40
45	Half Elf	50	40	30	50	30	40	40	50	30	30	50	40	40	30	50	30	40	50
46	Half Giant	65	45	10	65	35	20	55	55	10	45	55	20	55	35	30	45	45	30
47	High Elf	45	50	25	45	40	35	35	60	25	25	60	35	35	40	45	25	50	45
48	Mountain Dwarf	65	40	15	65	30	25	55	50	15	45	50	25	55	30	35	45	40	35



U – QUICK ADVENTURER							U	
DWARF		ELF	HUMAN	HALFLING	HALF ELF	HALF GIANT	HIGH ELF	M. DWARF
☛+5 Strong		☛+5 Dodge	☛+5 Aware	☛+5 Agility	☛+5 Escape	☛+5 Bravery	☛+5 Magic	☛+5 Traps
D100	RACE		1	2	3	4	5	6

SCOUNDREL HERO PATH

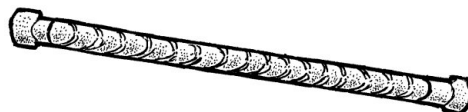
☛ Dex, ☛+5 Agility, ☛+5 Lucky	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
49 Dwarf	45	45	30	45	35	40	35	55	30	25	55	40	35	35	50	25	45	50
50 Elf	35	50	35	35	40	45	25	60	35	15	60	45	25	40	55	15	50	55
51 Human	40	40	40	40	30	50	30	50	40	20	50	50	30	30	60	20	40	60
52 Halfling	30	55	35	30	45	45	20	65	35	10	65	45	20	45	55	10	55	55
53 Half Elf	35	40	45	35	30	55	25	50	45	15	50	55	25	30	65	15	40	65
54 Half Giant	50	45	25	50	35	35	40	55	25	30	55	35	40	35	45	30	45	45
55 High Elf	30	50	40	30	40	50	20	60	40	10	60	50	20	40	60	10	50	60
56 Mountain Dwarf	50	40	30	50	30	40	40	50	30	30	50	40	40	30	50	30	40	50

HUNTER HERO PATH

☛ Dex, ☛+10 Aware, ☛+5 Agility	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
57 Dwarf	45	50	25	45	40	35	35	60	25	25	60	35	35	40	45	25	50	45
58 Elf	35	55	30	35	45	40	25	65	30	15	65	40	25	45	50	15	55	50
59 Human	40	45	35	40	35	45	30	55	35	20	55	45	30	35	55	20	45	55
60 Halfling	30	60	30	30	50	40	20	70	30	10	70	40	20	50	50	10	60	50
61 Half Elf	35	45	40	35	35	50	25	55	40	15	55	50	25	35	60	15	45	60
62 Half Giant	50	50	20	50	40	30	40	60	20	30	60	30	40	40	40	30	50	40
63 High Elf	30	55	35	30	45	45	20	65	35	10	65	45	20	45	55	10	55	55
64 Mountain Dwarf	50	45	25	50	35	35	40	55	25	30	55	35	40	35	45	30	45	45

SORCERER HERO PATH

☛ Int, ☛+5 Magic, ☛+5 Lucky	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
65 Dwarf	50	35	35	50	25	45	40	45	35	30	45	45	40	25	55	30	35	55
66 Elf	40	40	40	40	30	50	30	50	40	20	50	50	30	30	60	20	40	60
67 Human	45	30	45	45	20	55	35	40	45	25	40	55	35	20	65	25	30	65
68 Halfling	35	45	40	35	35	50	25	55	40	15	55	50	25	35	60	15	45	60
69 Half Elf	40	30	50	40	20	60	30	40	50	20	40	60	30	20	70	20	30	70
70 Half Giant	55	35	30	55	25	40	45	45	30	35	45	40	45	25	50	35	35	50
71 High Elf	35	40	45	35	30	55	25	50	45	15	50	55	25	30	65	15	40	65
72 Mountain Dwarf	55	30	35	55	20	45	45	40	35	35	40	45	45	20	55	35	30	55



U – QUICK ADVENTURER							U
DWARF	ELF	HUMAN	HALFLING	HALF ELF	HALF GIANT	HIGH ELF	M. DWARF
☼+5 Strong	☼+5 Dodge	☼+5 Aware	☼+5 Agility	☼+5 Escape	☼+5 Bravery	☼+5 Magic	☼+5 Traps
D100	RACE	1	2	3	4	5	6

WARLOCK HERO PATH

☼ Int, ☼+5 Magic, ☼+5 Bravery		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
73	Dwarf	60	30	30	60	20	40	50	40	30	40	40	40	50	20	50	40	30	50
74	Elf	50	35	35	50	25	45	40	45	35	30	45	45	40	25	55	30	35	55
75	Human	55	25	40	55	15	50	45	35	40	35	35	50	45	15	60	35	25	60
76	Halfling	45	40	35	45	30	45	35	50	35	25	50	45	35	30	55	25	40	55
77	Half Elf	50	25	45	50	15	55	40	35	45	30	35	55	40	15	65	30	25	65
78	Half Giant	65	30	25	65	20	35	55	40	25	45	40	35	55	20	45	45	30	45
79	High Elf	45	35	40	45	25	50	35	45	40	25	45	50	35	25	60	25	35	60
80	Mountain Dwarf	65	25	30	65	15	40	55	35	30	45	35	40	55	15	50	45	25	50

DRUID HERO PATH

☼ Int, ☼+5 Magic, ☼+5 Aware		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
81	Dwarf	45	45	30	45	35	40	35	55	30	25	55	40	35	35	50	25	45	50
82	Elf	35	50	35	35	40	45	25	60	35	15	60	45	25	40	55	15	50	55
83	Human	40	40	40	40	30	50	30	50	40	20	50	50	30	30	60	20	40	60
84	Halfling	30	55	35	30	45	45	20	65	35	10	65	45	20	45	55	10	55	55
85	Half Elf	35	40	45	35	30	55	25	50	45	15	50	55	25	30	65	15	40	65
86	Half Giant	50	45	25	50	35	35	40	55	25	30	55	35	40	35	45	30	45	45
87	High Elf	30	50	40	30	40	50	20	60	40	10	60	50	20	40	60	10	50	60
88	Mountain Dwarf	50	40	30	50	30	40	40	50	30	30	50	40	40	30	50	30	40	50

ARCANE WIZARD HERO PATH

☼ Int, ☼+10 Magic, ☼+0 Lucky		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
89	Dwarf	55	30	35	55	20	45	45	40	35	35	40	45	45	20	55	35	30	55
90	Elf	45	35	40	45	25	50	35	45	40	25	45	50	35	25	60	25	35	60
91	Human	50	25	45	50	15	55	40	35	45	30	35	55	40	15	65	30	25	65
92	Halfling	40	40	40	40	30	50	30	50	40	20	50	50	30	30	60	20	40	60
93	Half Elf	45	25	50	45	15	60	35	35	50	25	35	60	35	15	70	25	25	70
94	Half Giant	60	30	30	60	20	40	50	40	30	40	40	40	50	20	50	40	30	50
95	High Elf	40	35	45	40	25	55	30	45	45	20	45	55	30	25	65	20	35	65
96	Mountain Dwarf	60	25	35	60	15	45	50	35	35	40	35	45	50	15	55	40	25	55

CHAMPION HERO PATH

☼ Str / ☼ Dex / ☼ Int		Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int	Str	Dex	Int
97	Dwarf	60	45	30	60	35	40	50	55	30	40	55	40	50	35	50	40	45	50
98	Elf	50	50	35	50	40	45	40	60	35	30	60	45	40	40	55	30	50	55
99	Human	55	40	40	55	30	50	45	50	40	35	50	50	45	30	60	35	40	60
100	Halfling	45	55	35	45	45	45	35	65	35	25	65	45	35	45	55	25	55	55

UA – QUICK EQUIPMENT		UA
D100	HAND WEAPONS (STR)	RANGED WEAPONS (DEX)
1-3	BATON Plate Mail Greaves, Buckler Shield, Leather Gauntlets	SLING Plate Mail Girdle, Targe Shield, Leather Arm Guards
4-6	STAVE Plate Mail Great Helm, Leather Cloak, Leather Tasset	CATAPULT Plate Mail Sabatons, Studded Leather Cape, Leather Girdle
7-9	KNIFE Plate Mail Girdle, Targe Shield, Leather Arm Guards	SLING Plate Mail Great Helm, Leather Cloak, Leather Tasset
10-12	CLUB Plate Mail Manifors, Heater Shield, Leather Cuirass	THROWING KNIFE Plate Mail Greaves, Buckler Shield, Leather Gauntlets
13-15	QUARTERSTAFF Plate Mail Sabatons, Studded Leather Cape, Leather Girdle	THROWING KNIFE Plate Mail Breastplate, Pavise Shield, Leather Boots
16-18	DAGGER Plate Mail Bracers, Kite Shield, Leather Cap	THROWING KNIFE Plate Mail Manifors, Heater Shield*, Leather Cuirass
19-21	SPIKED CLUB Scale Mail Boot, Plate Mail Greaves, Buckler Shield	THROWING SPEAR Scale Mail Fauld, Plate Mail Manifors, Heater Shield
22-24	HAMMER Scale Mail Fauld, Plate Mail Manifors, Heater Shield	SHORT BOW Scale Mail Hauberk, Plate Mail Great Helm, Leather Cloak
25-27	WAR PICK Scale Mail Vambrace, Plate Mail Breastplate, Pavise Shield	THROWING AXE Scale Mail Boot, Plate Mail Greaves, Buckler Shield
28-30	SHORT SWORD Scale Mail Poleyn, Plate Mail Girdle, Targe Shield	THROWING AXE Scale Mail Gloves, Plate Mail Bracers, Kite Shield
31-33	SCIMITAR Scale Mail Armet, Plate Mail Sabatons, Studded Leather Cape	CHAKRAM Scale Mail Vambrace, Plate Mail Breastplate, Pavise Shield
34-36	RAPIER Scale Mail Gloves, Plate Mail Bracers, Kite Shield	CHAKRAM Scale Mail Poleyn, Plate Mail Girdle, Targe Shield
37-39	SCYTHE Mail Sleeves, Scale Mail Hauberk, Plate Mail Great Helm	REPEATING CROSSBOW Mail Cuisse, Scale Mail Fauld, Plate Mail Manifors
40-42	MACE Mail Coif, Scale Mail Boot, Plate Mail Greaves	REPEATING CROSSBOW Mail Shirt, Scale Mail Armet, Plate Mail Sabatons
43-45	LANCE Padded Mail Belt, Scale Mail Gloves, Plate Mail Bracers	SPEAR Mail Sleeves, Scale Mail Hauberk, Plate Mail Great Helm
46-48	MAUL Mail Shirt, Scale Mail Armet, Plate Mail Sabatons	SPEAR Mail Handwraps, Scale Mail Vambrace, Plate Mail Breastplate
49-51	FALCHION Mail Cuisse, Scale Mail Fauld, Plate Mail Manifors	SPEAR Padded Mail Belt, Scale Mail Gloves, Plate Mail Bracers
52-54	AXE Mail Sabatons, Scale Mail Poleyn, Plate Mail Girdle	SPEAR Mail Coif, Scale Mail Boot, Plate Mail Greaves
55-57	MORNING STAR Studded Leather Brigandine, Mail Coif, Scale Mail Boot	SPEAR Studded Leather Helmet, Mail Sabatons, Scale Mail Poleyn
58-60	BROADSWORD Studded Leather Bracers, Mail Shirt, Scale Mail Armet	BOW Studded Leather Belt, Mail Handwraps, Scale Mail Vambrace
61-63	PERNACH Studded Leather Chausses, Padded Mail Belt, Scale Mail Gloves	BOW Studded Leather Brigandine, Mail Coif, Scale Mail Boot
64-66	MILITARY FORK Studded Leather Helmet, Mail Sabatons, Scale Mail Poleyn	BOW Studded Leather Bracers, Mail Shirt, Scale Mail Armet
67-69	PARTISAN Studded Leather Belt, Mail Handwraps, Scale Mail Vambrace	BOW Studded Leather Gloves, Mail Sleeves, Scale Mail Hauberk
70-72	GLAIVE Studded Leather Gloves, Mail Sleeves, Scale Mail Hauberk	BOW Studded Leather Solerets, Mail Cuisse, Scale Mail Fauld
73-75	HALBERD Mail Sleeves, Leather Cuirass, Studded Leather Helmet	RECURVE BOW Padded Mail Belt, Leather Gauntlets, Studded Leather Bracers

UA – QUICK EQUIPMENT		UA
D100	HAND WEAPONS (STR)	RANGED WEAPONS (DEX)
76-78	BILL Mail Handwraps, Leather Arm Guards, Studded Leather Brigandine	RECURVE BOW Studded Leather Cape, Leather Girdle, Studded Leather Gloves
79-81	TWO HANDED FLAIL Mail Coif, Leather Boots, Studded Leather Chausses	RECURVE BOW Mail Shirt, Leather Cap, Studded Leather Sollerets
82-84	HALF MAUL Padded Mail Belt, Leather Gauntlets, Studded Leather Bracers	RECURVE BOW Mail Handwraps, Leather Arm Guards, Studded Leather Brigandine
85-87	WAR SCYTHE Leather Cloak, Leather Tasset, Studded Leather Belt	CROSSBOW Mail Sleeves, Leather Cuirass, Studded Leather Helmet
88-89	BARDICHE Mail Shirt, Leather Cap, Studded Leather Sollerets	CROSSBOW Mail Coif, Leather Boots, Studded Leather Chausses
90-91	LONG SWORD Leather Gauntlets, Studded Leather Bracers, Mail Shirt	CROSSBOW Leather Girdle, Studded Leather Gloves, Mail Sleeves
92-93	BATTLE AXE Leather Cuirass, Studded Leather Helmet, Mail Sabatons	CROSSBOW Leather Tasset, Studded Leather Belt, Mail Handwraps
94-95	CLAYMORE Leather Arm Guards, Studded Leather Brigandine, Mail Coif	CROSSBOW Leather Gauntlets, Studded Leather Bracers, Mail Shirt
96-97	WAR HAMMER Leather Girdle, Studded Leather Gloves, Mail Sleeves	ARBALEST Leather Cuirass, Studded Leather Helmet, Mail Sabatons
98	BASTARD SWORD Leather Boots, Studded Leather Chausses, Padded Mail Belt	ARBALEST Leather Cap, Studded Leather Sollerets, Mail Cuisse
99	GREAT SWORD Leather Tasset, Studded Leather Belt, Mail Handwraps	LONG BOW Leather Boots, Studded Leather Chausses, Padded Mail Belt
100	MIGHTY CLAYMORE Leather Cap, Studded Leather Sollerets, Mail Cuisse	LONG BOW Leather Arm Guards, Studded Leather Brigandine, Mail Coif



X – SALVAGE - ARMOUR

X

	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
FROM TABLE A - ARMOUR	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
BUCKLER SHIELD	4	1	1	1	1	1	1
HEATER SHIELD	13	1	2	2	2	2	2
KITE SHIELD	19	1	3	2	2	2	2
LEATHER ARM GUARDS	1	3		2	2	2	2
LEATHER BOOTS	3	2		1	1	1	1
LEATHER CAP	4	2		1	1	1	1
LEATHER CLOAK		4		3	3	3	3
LEATHER CUIRASS		4		3	3	3	3
LEATHER GAUNTLETS	4	2		1	1	1	1
LEATHER GIRDLE	2	3		2	2	2	2
LEATHER TASSET		4		3	3	3	3
MAIL COIF	2	6	3	1	1	1	1
MAIL CUISSE	1	2	5	3	3	3	3
MAIL HANDWRAPS	2	5	3	1	1	1	1
MAIL SABATONS		5	3	1	1	1	1
MAIL SHIRT	2	4	5	3	3	3	3
MAIL SLEEVES		3	4	2	2	2	2
PADDED MAIL BELT	2	4	4	2	2	2	2
PAVISE SHIELD	11	2	16	3	3	3	3
PLATE MAIL BRACERS	1	4	10	2	2	2	2
PLATE MAIL BREASTPLATE	3	9	12	3	3	3	3
PLATE MAIL GIRDLE		6	10	2	2	2	2
PLATE MAIL GREAT HELM	1	13	8	1	1	1	1
PLATE MAIL GREAVES		3	12	3	3	3	3
PLATE MAIL MANIFERS	3	11	8	1	1	1	1
PLATE MAIL SABATONS	1	7	8	1	1	1	1
SCALE MAIL ARMET	2	9	5	1	1	1	1
SCALE MAIL BOOT	1	5	5	1	1	1	1
SCALE MAIL FAULD	2	5	7	2	2	2	2
SCALE MAIL GLOVES	4	7	5	1	1	1	1
SCALE MAIL HAUBERK	2	4	9	3	3	3	3
SCALE MAIL POLEYN		3	9	3	3	3	3
SCALE MAIL VAMBRACE	1	5	7	2	2	2	2
STUDDED LEATHER BELT	2	2	2	2	2	2	2
STUDDED LEATHER BRACERS	1	2	2	2	2	2	2
STUDDED LEATHER BRIGANDINE	1	3	3	3	3	3	3
STUDDED LEATHER CAPE	1	3	1	3	3	3	3
STUDDED LEATHER CHAUSSES		3	2	3	3	3	3
STUDDED LEATHER GLOVES	2	1	3	1	1	1	1
STUDDED LEATHER HELMET	2	1	3	1	1	1	1
STUDDED LEATHER SOLLERETS	3	1	2	1	1	1	1
TARGE SHIELD	8	1	1	1	1	1	1

X – SALVAGE - WEAPONS							X
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
FROM TABLE W - WEAPON	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
ARBALEST	11	11	4	3	3	3	3
AXE	2		7	2	2	2	2
BARDICHE	5	2	9	3	3	3	3
BASTARD SWORD		2	17	3	3	3	3
BATON	2			1	1	1	1
BATTLE AXE	3	2	11	3	3	3	3
BILL	3	1	9	3	3	3	3
BOW	6	5		2	2	2	2
BROADSWORD		1	8	2	2	2	2
CATAPULT		1		1	1	1	1
CHAKRAM			4	1	1	1	1
CLAYMORE		3	12	3	3	3	3
CLUB	3	1		1	1	1	1
CROSSBOW	9	9	3	3	3	3	3
DAGGER	1	1	1	1	1	1	1
FALCHION	1	2	5	2	2	2	2
GLAIVE	3	1	7	2	2	2	2
GREAT SWORD		2	19	3	3	3	3
HALBERD	3	1	9	3	3	3	3
HALF MAUL	3		5	2	2	2	2
HAMMER	2		2	1	1	1	1
KNIFE		1	1	1	1	1	1
LANCE	4		4	2	2	2	2
LONG BOW	15	14		3	3	3	3
LONG SWORD		3	11	3	3	3	3
MACE	2	1	2	1	1	1	1
MAUL	3	2	10	3	3	3	3
MIGHTY CLAYMORE		3	21	3	3	3	3
MILITARY FORK	3	1	7	2	2	2	2
MORNING STAR	2		7	2	2	2	2
PARTISAN	3	1	7	2	2	2	2
PERNACH	4	1	6	2	2	2	2
QUARTERSTAFF	5			1	1	1	1
RAPIER		2	2	1	1	1	1
RECURVE BOW	9	9	1	3	3	3	3
REPEATING CROSSBOW	2	2	2	1	1	1	1
SCIMITAR		2	2	1	1	1	1
SCYTHE	3		2	1	1	1	1
SHORT BOW	3	2		1	1	1	1
SHORT SWORD	1		3	1	1	1	1
SLING		1		1	1	1	1
SPEAR	5		4	2	2	2	2
SPIKED CLUB	2	1	1	1	1	1	1

X – SALVAGE - WEAPONS							X
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
FROM TABLE W - WEAPON	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
STAVE	3			1	1	1	1
THROWING AXE	2		3	1	1	1	1
THROWING KNIFE	1	1	1	1	1	1	1
THROWING SPEAR	2		2	1	1	1	1
TWO HANDED FLAIL	3	2	9	3	3	3	3
WAR HAMMER	3	2	15	3	3	3	3
WAR PICK	2		2	1	1	1	1
WAR SCYTHE	5	2	9	3	3	3	3

X – SALVAGE - ITEMS							X
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
FROM TABLE I - ITEMS	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
BAG OF GEMS (gems removed)		1					
BONE KEY	1 Splinter						
GOLDEN KEY						1 Ingot	
IRON KEY			1 Ingot				
KEYS (Hoop holding 3 keys)			3 Ingots				
LEATHER BAG		1					
MONEY POUCH (gold removed)		5 scrapes					
PESTLE AND MORTAR	2 Splinters						
RUSTY KEY			1 Ingot				
SILVER CANDLESTICK					2 Ingots		
SILVER CRUCIFIX					1 Ingot		
SILVER KEY					1 Ingot		
SILVER MIRROR					1 Ingot		
SILVER PIPE					1 Ingot		
SILVER PLATE					2 Ingots		
SILVER WALKING STICK					2 Ingots		
TINDERBOX			1 Ingot				
TINY WHISTLE	1 Splinter						
WOODEN ABACUS	2 Splinters						
WORN KEY			1 Ingot				
WRITING SET	1 Splinter						

X – SALVAGE – LEGENDARY RING/NECK							X
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
LEGENDARY RING/NECKLACE	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
LEGENDARY RING							1
LEGENDARY NECKLACE							2

XA – AZTOPAZ SALVAGE					XA
	UPGRADED SALVAGED MATERIALS AZTOPAZ CRYSTALS				
ITEMS LEGEND	COLOUR	1-40	41-65	66-90	91-100
LEGEND of the Bear	Yellow	-	1	2	3
LEGEND of the Cheetah	Blue	3	4	5	6
LEGEND of the Cobra	Blue	1	2	3	4
LEGEND of the Colossus	Red	1	2	3	4
LEGEND of the Crab	Indigo	-	1	2	3
LEGEND of the Dragon	Indigo	2	3	4	5
LEGEND of the Giants	Red	-	1	2	3
LEGEND of the Gods	Green	2	3	4	5
LEGEND of the Gorilla	Yellow	2	3	4	5
LEGEND of the Kings	Green	1	2	3	4
LEGEND of the Lion	Yellow	3	4	5	6
LEGEND of the Lords	Green	-	1	2	3
LEGEND of the Moon	Orange	2	3	4	5
LEGEND of the Ox	Yellow	1	2	3	4
LEGEND of the Scorpion	Blue	2	3	4	5
LEGEND of the Sky	Orange	-	1	2	3
LEGEND of the SPELL NAME	Violet	2	3	4	5
LEGEND of the Spider	Blue	-	1	2	3
LEGEND of the Stars	Orange	1	2	3	4
LEGEND of the Sun	Orange	3	4	5	6
LEGEND of the Titans	Red	2	3	4	5
LEGEND of the Turtle	Indigo	1	2	3	4

XB – CRAFTING - WEAPONS							XB
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
CRAFTED WEAPONS	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
ARBALEST	22	22	8	6	6	6	6
AXE	4	0	14	4	4	4	4
BARDICHE	10	4	18	6	6	6	6
BASTARD SWORD	0	4	34	6	6	6	6
BATON	4	0	0	2	2	2	2
BATTLE AXE	6	4	22	6	6	6	6
BILL	6	2	18	6	6	6	6
BOW	12	10	0	4	4	4	4
BROADSWORD	0	2	16	4	4	4	4
CATAPULT	0	2	0	2	2	2	2
CHAKRAM	0	0	8	2	2	2	2
CLAYMORE	0	6	24	6	6	6	6
CLUB	6	2	0	2	2	2	2
CROSSBOW	18	18	6	6	6	6	6
DAGGER	2	2	2	2	2	2	2

XB – CRAFTING - WEAPONS							XB
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
CRAFTED WEAPONS	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
FALCHION	2	4	10	4	4	4	4
GLAIVE	6	2	14	4	4	4	4
GREAT SWORD	0	4	38	6	6	6	6
HALBERD	6	2	18	6	6	6	6
HALF MAUL	6	0	10	4	4	4	4
HAMMER	4	0	4	2	2	2	2
KNIFE	0	2	2	2	2	2	2
LANCE	8	0	8	4	4	4	4
LONG BOW	30	28	0	6	6	6	6
LONG SWORD	0	6	22	6	6	6	6
MACE	4	2	4	2	2	2	2
MAUL	6	4	20	6	6	6	6
MIGHTY CLAYMORE	0	6	42	6	6	6	6
MILITARY FORK	6	2	14	4	4	4	4
MORNING STAR	4	0	14	4	4	4	4
PARTISAN	6	2	14	4	4	4	4
PERNACH	8	2	12	4	4	4	4
QUARTERSTAFF	10	0	0	2	2	2	2
RAPIER	0	4	4	2	2	2	2
RECURVE BOW	18	18	2	6	6	6	6
REPEATING CROSSBOW	4	4	4	2	2	2	2
SCIMITAR	0	4	4	2	2	2	2
SCYTHE	6	0	4	2	2	2	2
SHORT BOW	6	4	0	2	2	2	2
SHORT SWORD	2	0	6	2	2	2	2
SLING	0	2	0	2	2	2	2
SPEAR	10	0	8	4	4	4	4
SPIKED CLUB	4	2	2	2	2	2	2
STAVE	6	0	0	2	2	2	2
THROWING AXE	4	0	6	2	2	2	2
THROWING KNIFE	2	2	2	2	2	2	2
THROWING SPEAR	4	0	4	2	2	2	2
TWO HANDED FLAIL	6	4	18	6	6	6	6
WAR HAMMER	6	4	30	6	6	6	6
WAR PICK	4	0	4	2	2	2	2
WAR SCYTHE	10	4	18	6	6	6	6

XB – CRAFTING LEGENDARY RING/NECKLACE							XB
	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
LEGENDARY RING/NECKLACE	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
LEGENDARY RING							2
LEGENDARY NECKLACE							4

XB – CRAFTING - ARMOUR

XB

	STANDARD SALVAGED MATERIALS			UPGRADED SALVAGED MATERIALS			
CRAFTED ARMOUR	WOOD/ BONE	LEATHER/ HIDE	IRON	FINER BRONZE	GREATER SILVER	SUPERIOR GOLD	LEGEND AZURE
BUCKLER SHIELD	8	2	2	2	2	2	2
HEATER SHIELD	26	2	4	4	4	4	4
KITE SHIELD	38	2	6	4	4	4	4
LEATHER ARM GUARDS	2	6	0	4	4	4	4
LEATHER BOOTS	6	4	0	2	2	2	2
LEATHER CAP	8	4	0	2	2	2	2
LEATHER CLOAK	0	8	0	6	6	6	6
LEATHER CUIRASS	0	8	0	6	6	6	6
LEATHER GAUNTLETS	8	4	0	2	2	2	2
LEATHER GIRDLE	4	6	0	4	4	4	4
LEATHER TASSET	0	8	0	6	6	6	6
MAIL COIF	4	12	6	2	2	2	2
MAIL CUISSE	2	4	10	6	6	6	6
MAIL HANDWRAPS	4	10	6	2	2	2	2
MAIL SABATONS	0	10	6	2	2	2	2
MAIL SHIRT	4	8	10	6	6	6	6
MAIL SLEEVES	0	6	8	4	4	4	4
PADDED MAIL BELT	4	8	8	4	4	4	4
PAVISE SHIELD	22	4	32	6	6	6	6
PLATE MAIL BRACERS	2	8	20	4	4	4	4
PLATE MAIL BREASTPLATE	6	18	24	6	6	6	6
PLATE MAIL GIRDLE	0	12	20	4	4	4	4
PLATE MAIL GREAT HELM	2	26	16	2	2	2	2
PLATE MAIL GREAVES	0	6	24	6	6	6	6
PLATE MAIL MANIFERS	6	22	16	2	2	2	2
PLATE MAIL SABATONS	2	14	16	2	2	2	2
SCALE MAIL ARMET	4	18	10	2	2	2	2
SCALE MAIL BOOT	2	10	10	2	2	2	2
SCALE MAIL FAULD	4	10	14	4	4	4	4
SCALE MAIL GLOVES	8	14	10	2	2	2	2
SCALE MAIL HAUBERK	4	8	18	6	6	6	6
SCALE MAIL POLEYN	0	6	18	6	6	6	6
SCALE MAIL VAMBRACE	2	10	14	4	4	4	4
STUDDED LEATHER BELT	4	4	4	4	4	4	4
STUDDED LEATHER BRACERS	2	4	4	4	4	4	4
STUDDED LEATHER BRIGANDINE	2	6	6	6	6	6	6
STUDDED LEATHER CAPE	2	6	2	6	6	6	6
STUDDED LEATHER CHAUSSES	0	6	4	6	6	6	6
STUDDED LEATHER GLOVES	4	2	6	2	2	2	2
STUDDED LEATHER HELMET	4	2	6	2	2	2	2
STUDDED LEATHER SOLLERETS	6	2	4	2	2	2	2
TARGE SHIELD	16	2	2	2	2	2	2

XC – CRAFTING WITH CRYSTALS			XC
ITEMS LEGEND	ITEM WILL GAIN ADJUSTMENT	CRYSTALS COLOUR	QTY
LEGEND of the Bear	+5 Str	Yellow	4
LEGEND of the Cheetah	+20 Dex	Blue	10
LEGEND of the Cobra	+10 Dex	Blue	6
LEGEND of the Colossus	+4 Dmg	Red	6
LEGEND of the Crab	+1 Def	Indigo	4
LEGEND of the Dragon	+3 Def	Indigo	8
LEGEND of the Giants	+3 Dmg	Red	4
LEGEND of the Gods	+9 HP	Green	8
LEGEND of the Gorilla	+15 Str	Yellow	8
LEGEND of the Kings	+6 HP	Green	6
LEGEND of the Lion	+20 Str	Yellow	10
LEGEND of the Lords	+3 HP	Green	4
LEGEND of the Moon	+15 Int	Orange	8
LEGEND of the Ox	+10 Str	Yellow	6
LEGEND of the Scorpion	+15 Dex	Blue	8
LEGEND of the Sky	+5 Int	Orange	4
LEGEND of the SPELL NAME	Roll on table S – Spells for a spell	Violet	8
LEGEND of the Spider	+5 Dex	Blue	4
LEGEND of the Stars	+10 Int	Orange	6
LEGEND of the Sun	+20 Dex	Orange	10
LEGEND of the Titans	+5 Dmg	Red	8
LEGEND of the Turtle	+2 Def	Indigo	6

XD – CONTACTS			XD
D100	CONTACT OFFERS	Gold Pieces	
1-14	2 Wood/Bone Splinters	1gp	
15-23	1 Iron Ingot	1gp	
24-25	1 Bronze Ingot	2gp	
26-27	1 Silver Ingot	3gp	
28-36	5 Leather/Hide Scraps	4gp	
37-38	1 Gold Ingot	4gp	
39-47	1 Wood/Bone	5gp	
48-49	1 Azure Ingot	6gp	
50-58	1 Leather/Hide	8gp	
59	1 Blue Aztopaz Shard	8gp	
60	1 Green Aztopaz Shard	8gp	
61	1 Indigo Aztopaz Shard	8gp	
62	1 Orange Aztopaz Shard	8gp	

XD – CONTACTS		XD
D100	CONTACT OFFERS	Gold Pieces
63	1 Red Aztopaz Shard	8gp
64	1 Violet Aztopaz Shard	8gp
65	1 Yellow Aztopaz Shard	8gp
66-74	1 Iron	10gp
75-76	1 Bronze	20gp
77-78	1 Silver	30gp
79-80	1 Gold	40gp
81-82	1 Azure	60gp
83	1 Blue Aztopaz Crystal	80gp
84	1 Green Aztopaz Crystal	80gp
85	1 Indigo Aztopaz Crystal	80gp
86	1 Orange Aztopaz Crystal	80gp
87	1 Red Aztopaz Crystal	80gp
88	1 Violet Aztopaz Crystal	80gp
89	1 Yellow Aztopaz Crystal	80gp
90-100	Schematic (Roll on table XE for which Schematic is being offered)	-

XE – SCHEMATICS					XE
D100	SCHEMATIC NAME	SCH. MODIFIER	ROLL ON TABLES	ITEM GAINS	VALUE
1-18	FINER ARMOUR*	-5	A	+0.2 Def	1000gp
19-34	FINER WEAPON*	-5	W	+1 DMG	1000gp
35-49	GREATER ARMOUR*	-10	A	+0.4 Def	1200gp
50-65	GREATER WEAPON*	-10	W	+2DMG	1200gp
66-75	SUPERIOR ARMOUR*	-15	A	+0.6 Def	1400gp
76-85	SUPERIOR WEAPON*	-15	W	+3 Dmg	1400gp
86-90	LEGENDARY ARMOUR*	-20	A and L	LEGEND ¹	1600gp
91-95	LEGENDARY WEAPON*	-20	W and L	LEGEND ¹	1600gp
96-97	LEGENDARY NECKLACE*	-25	L	LEGEND ¹	1800gp
98-99	LEGENDARY RING*	-25	L	LEGEND ¹	1800gp
100	Roll Again				

*Roll on the table/s shown and replace the word ARMOUR/ WEAPON where applicable with the result rolled (i.e. if you are creating the name of a FINER ARMOUR schematic, and you roll 1 on table A, you replace ARMOUR with the result “Leather Boots” and the schematics name is “Finer Leather Boots”). For Legendary Weapons/Armour, first generate the item and then follow the instructions on table L for naming the schematic.

Y – BEAST MASTERY 					Y
D100	Beast	Abilities	HP	Beast Bonus	Gold Pieces
1-10	GIANT RAT (found on table E)	Confuse, Guide	8	+0	300
11-20	HUNTING DOG	Guard, Guide	8	+0	300
21-30	GIANT BAT (found on table E)	Confuse, Lure	8	+0	300
31-35	EAGLE	Lure, Strike	8	+0	300
36-40	GIANT SPIDER (found on table E)	Poison, Webbing	8	+0	300
41-45	WOLF	Guard, Trick	8	+0	300
46-50	MOUNTAIN LION (found on table EA)	Guard, Roar	8	+0	300
51-55	BEAR (found on table E)	Guide, Mighty, Roar	10	-5	600
56-60	TIGER	Confuse, Roar, Trick	10	-5	600
61-65	GIANT BOAR (found on table EA)	Attack, Mighty, Stun	10	-5	600
66-70	GIANT WASP (found on table EA)	Lure, Poison, Stun	10	-5	600
71-75	GIANT MOTH (found on table EA)	Lure, Trick, Webbing	10	-5	600
76-80	GIANT CRAB (found on table EA)	Attack, Guard, Mighty	10	-5	600
81-85	DIRE WOLF (found on table EA)	Confuse, Guide, Strike	12	-10	900
86-90	GIANT APE (found on table E)	Mighty, Roar, Strike, Stun	12	-10	1200
91-93	GIANT SNAKE (found on table E)	Attack, Poison, Stun, Trick	12	-10	1200
94-95	GIANT SCORPION (found on table EA)	Confuse, Poison, Strike, Stun	12	-10	1200
96-97	HELL HOUND (found on table EA)	Attack, Guard, Roar, Trick	12	-10	1200
98-99	GRIFFON (found on table EA)	Attack, Lure, Mighty, Stun	14	-15	2400
100	DRAGON HATCHLING* * Each time the adventurer encounters a dragon (except a Skeleton Dragon), there is a chance that somewhere in its lair it has some dragon Eggs. The dragon will protect its eggs with its life, and only after one has been defeated may the adventurer look for its eggs. Each time a dragon has been killed, roll 1d10 and on a roll of 1 the adventurer finds 1d6 dragon eggs, which they may take with them. At the start of each “BEFORE YOUR NEXT QUEST” phase when an adventurer has some dragon eggs, they may attempt to hatch them. The player rolls 1d10 for each egg, and on a result of 1 the egg has hatched and becomes a Dragon Hatchling. Until the dragon eggs have hatched, they have a value of 1,000 gp’s.	At level 1 has Lure At level 2 gains Guard At level 3 gains Trick At level 4 gains Guide At level 5 gains Attack At level 6 gains Roar At level 7 gains Strike At level 8 gains Mighty At level 9 gains Confuse At level 10 gains Resurrection	16	-20	5000

BEAST ABILITIES

Confuse – The monsters Attacks ability is reduced by 1 point for the next combat round.

Attack – At the start of a combat round, deal 4 HP of damage to the monster.

Guard – The adventurer gains +10 to their Dodge skill for their next test.

Guide – The adventurer gains +10 to their Aware skill for their next test.

Lure – The adventurer ignores a monsters Fly ability for the next combat round.

Mighty - The adventurer gains +10 to their Strong skill for their next test.

Poison – The monster is poisoned and suffers -2 Dmg penalty for the rest of this combat.

Resurrection – Whenever the adventurer has been killed, the dragon may sacrifice one of its hearts to bring them back to life, just as if they had spent a life point. The dragon has two hearts, but can survive perfectly well with just one. However, each time it revives the dead adventurer, it has to use a heart to power its ability, and when its last heart has been sacrificed, the dragon will unfortunately die. Therefore, after the first resurrection has been performed, the player adds “(R)” after its name as a reminder, and the next time it resurrects the adventurer it will die. Nothing can prevent the dragon’s death, and the player must remove it from the adventure sheet.

Roar – The adventurer gains +10 to their Bravery skill for their next test.

Strike – The adventurer gains +X Dmg on their next damage roll, where x is equal to the beasts level.

Stun – The monster does not get to escape or attack during the next combat round.

Trick - The adventurer gains +10 to their Escape skill for their next test.

Webbing – The monster suffers -10 AV and the adventurer gains +10 to their next attack roll.

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
1-2	Add “The Goblin Ritual Z1” to the dungeon sheet. Even before entering the area the adventurer can hear chanting. From a concealed vantage point they peer down in to what appears to be a ritual chamber, and can see a goblin warlock standing at the head of an altar. He is chanting a spell in the vile tongue of dark magic. Several other goblins stand at the edge of the stone slab, and are dancing rhythmically to his words. A young woman is chained to the slab and is struggling to break free. Behind the dancers, several goblin warriors and archers stand waiting. They face inwards, observing the ritual, and appear poised and ready for something to happen. Suddenly the warlock raises a large dagger high above his head, and plunges it downwards in to the victims chest. She screams out, and instinctively the adventurer springs from the shadows, and charges the warlock, hoping to save the young woman. Caught in a hail of arrows they manage to avoid getting impaled, but are now surrounded by goblins. As the creatures advance, the adventurer spares a glance at the woman, and realises they are to late. Blood is pouring from her wound. The adventurer must encounter the Goblin Horde. GOBLIN HORDE – AV:30 DEF:1 DMG:-1 HP:2/2/3/3/3/7 [K: x2 A/I/W] [K: x1 TA] (<i>Pack, Dark Magic</i>) The goblins will never escape combat, and will protect the ritual site at all costs. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the goblins, they may search the ritual site for treasure. Roll on table TD – Treasure D to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the goblin horde remains on the combat track, and are not removed as they would be for a normal encounter. If on a later turn, the adventurer returns to the area, they will automatically encounter the goblin horde, and the fight will continue from where it left off.	
3-4	Add “Hot Slabs Z3” to the dungeon sheet. This area is far smaller in comparison to the other areas explored so far in the dungeon. Against one wall the adventurer spots a stone pedestal crowned with a soft red cushion and gold trims. Its hard to tell from the distance, but it appears to have something valuable resting on top. The floor area surrounding the pedestal stands out, as it is made up of a hundred square slabs in a ten by ten grid. Each slab has been etched with a strange symbol, and upon closer inspection the adventurer realises that the symbols are duplicated. A quick count reveals that there are 10 symbols in all that have been each etched onto ten different slabs. Just then a rat runs across one of the slabs and is almost burnt to a crisp by a flame that shoots out of a tiny hole in the centre of the slab. As it scurries off at lightning speed, several more flames burst up from the slabs. When it reaches the edge, another flame burst in to life, catching the rat full on and sending it high in the air. It squeaks, and the smell of burnt fur fills the chamber. The adventurer can only reach the gemstone if they cross the slabs. To reach the pedestal, the adventure must try and work out the correct path to use across the slabs, or they may suffer the same fate as the rat. The symbols are the key to the puzzle, but trying to decipher which ones to use, and in which order is going to take some figuring out. In addition, once the adventurer has begun crossing the slabs, if they have not been successful in working out the logic of the symbols, they may be forced to turn back empty handed. Whenever the adventurer attempts to cross the grid, the player must perform the test below 10 times and keep a running total of a Puzzle number that is generated. THE FIRE CHAMBER – Test Int +10 [S:+3 Puzzle] [F:-2 Puzzle, -2 HP] (<i>Aware</i>) The adventurer may decide at any time to abandon their attempt, and the player may continue with the turn. After all 10 tests have been made, if the Puzzle value is 10 or more, the adventurer has made it to the treasure, and the player rolls on table TD – Treasure D to discover what is found, and then marks the special area as completed with a ✓.	
5-6	Add “The Boulder Game Z5” to the dungeon sheet. The adventurer arrives at a section of the dungeon that has a large boulder nesting in a slot set in the dungeon floor. The slot has been carved deep in to the rock, and winds across the ground creating a maze pattern. It appears the boulder has been designed to roll on the slot, and at various stages throughout the maze, copper spouts protrude high enough to be seen, but low enough to avoid being struck when the boulder is rolled over them. At the far end of the maze is a prize resting in the hands of a mechanical statue. The adventurer steps up to the boulder and finds a scorched diagram etched in to it’s surface. It depicts the boulder being moved along the slot, and flames erupting from all the copper spouts at once. The diagram indicates that if a correct path is found, and the boulder reaches the end of the maze, the statue’s hands will release the treasure. The adventurer may play the boulder game by spending some time (+1 ☹) working out the correct path the boulder must be rolled along the maze, and then by performing the test below. The adventurer may perform the test as many times as they wish, and will have rolled the boulder to the end of the maze when they have a total of 6 successes. Each time the test fails, they are taking to long and the flames erupt burning them for -2 HP. The adventurer may decide at any time to abandon their attempt, and the player may continue with the turn. Note that each time the boulder game is played, the adventure must spend time (+1 ☹) working out the boulders correct path, even if they have played the game before. THE BOULDER GAME – Test Str +10 [S:+1 success] [F: -2 HP] (<i>Strong</i>) When the boulder has been successfully rolled to the other side of the maze, there is a hiss of escaping air and the mechanical hands open. Roll on table TD – Treasure D to discover what the statue is holding, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
7-8	Add “Spear Climb Z7” to the dungeon sheet. The adventurer notices an array of spears protruding through metals tubes set in the dungeon wall. They have been arranged in such a way that they could be used to swing from one to the other, and because they have been set at three different heights, with each having a ladder arrangement of spears up to the next, it could be possible for a skilled adventurer to swing along a row of spears and climb up to the next row. If the adventurer could perform this along all three rows, they could use the last spear ladder to reach a ledge, that may have something of value. Climbing the spears is the easy part, but swinging from them is very dangerous, and therefore the adventurer must pass the test below three times (once for each row of spears) in succession, or they will miss a spear and fall. In addition, If the adventurer falls, the higher up they are the more damage they will sustain. Therefore, if the adventurer fails the first test, they will suffer -1 HP of damage. If they fail the second test, they will suffer -2 HP of damage, and if they fail the third test they will suffer -3 HP of damage. SPEAR CLIMB – Test Dex +10 [S:+1 success] [F: 1st test -1 HP / 2nd test -2 HP / 3rd test -3 HP, then -all successes] (<i>Agility</i>) When the adventurer has scored 3 successes they have reached the top, and are pleased to find an open chest, containing a magnificent treasure. Roll on table TD – Treasure D to discover what is found, and then mark the special area as completed with a ✓.	
9-10	Add “Ratmen’s Lair Z9” to the dungeon sheet. The area is dark and a foul odour fills the air reminding the adventurer of plague. The light flickers as they raise it higher to see deeper in to the cavern. Several sets of yellowing eyes glow through the darkness, each sporting a row of long pointy teeth. Their jaws open and close, and saliva drips hungrily from their mouths. From behind a figure emerges. It stands over six feet tall and is wearing leather armour. A huge sword is held effortlessly above its head, and as it advances, others step in to the light and reveal they are ratmen. Their heads are long and thin, and rodent-like. Long whiskers sprout from their cheeks, and they are covered by a pelt of short shiny fur. A long thin tail hangs down and tapers to a point as it curls up on the floor. The smaller rats are no more than 5 foot, and are dwarfed by their leader, who is still advancing and yelling “Attack Ugly Thing”. The adventurer must encounter the Ratmen Swarm. RATMEN SWARM– AV:40 DEF:2 DMG:0 HP:4/5/5/9 [K: x3 from tables A/I/W] (<i>Disease, Pack</i>) The ratmen will never escape combat, and will protect their lair at all costs. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the ratmen they may search the their lair for treasure. Roll on table TD – Treasure D to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the ratmen swarm remains on the combat track, and are not removed as they would be for a normal encounter. If, on a later turn, the adventurer returns to the area, they will automatically encounter the ratmen swarm, and the fight will continue from where it left off.	
11-12	Add “The Goblet Game Z11” to the dungeon sheet. In a corner of the dungeon, the adventurer discovers a table has been set out with hundreds of goblets. At first they appear quite normal, but upon closer inspection they all bear crude etchings of animals. A lengthy inscription has been written on a scroll in fading ink, and hangs from a rusty nail above the table. The language is unrecognisable. The adventurer picks up a goblet, and hears a far off rumble followed by the sound of a small door being slammed shut. Quickly they place it back and the noise is heard again, but this time in reverse. For a moment the adventurer stares at the goblet, trying to fathom what it is all about, and then notices a large jug resting beside a spring. The natural water source is a great asset for anyone dwelling in this part of the dungeon, and it would appear whoever created the table arrangement has incorporated its mechanism in such a way that it will open and close hidden doors as goblets are filled with water. Excitedly, they fill a few cups, and after some rumbling, a hatch at the base of the table opens. Peering in, they see a network of tunnels, and they squeeze through. After a few routes have been explored that lead only to dead ends, they are forced to crawl out and back to the table to try again. This time they discover water lines etched inside some of the goblets, and it becomes clear that the inscription is the key to the puzzle, and is instructing which animals need to be watered, and by how much. If the adventurer is able to fathom which goblets to fill with the right amount of water, they are sure the tunnels will unlock a path to something of great value. The adventurer may play the goblet game by spending some time (+1 ☹) trying to work out the inscription, and then the player performs the test below 10 times and keep a running total of a Puzzle number that is generated. THE GOBLET GAME – Test Int +10 [S:+3 Puzzle] [F:-2 Puzzle] (<i>Aware</i>) The adventurer may decide at any time to abandon their attempt and the player may continue with the turn. After all 10 tests have been made, if the Puzzle value is 10 or more, the adventurer has filled the correct goblets with water, and this time the tunnels lead to a wondrous treasure. The player rolls on table TD – Treasure D to discover what is found, and then marks the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
13-14	Add “Chain Pull (0 chains) Z13” to the dungeon sheet. In the centre of the dungeon, is a large metal hoop chained to the floor, which is very heavy to lift, and on first impressions appears to be utterly useless. However, after a little while the adventurer finds a heavy chain with a clasp attached on its end protruding through a slot in the dungeon wall. The clasp would perhaps link on to the hoop, and so the adventurer begins pulling on the chain. Slowly it starts to squeak and rattle, resisting against an ageing rust, and gradually it pulls free. With each tug something from above creaks and rumbles, and the adventurer looks up to see a circular platform lowering. With half the chain exposed, they are not only pulling the weight of the links, but also lifting a large counter weight that is holding the platform. Also, because the chain is so full of rust, it grinds against the hidden pulleys behind the dungeon wall. With each agonising step they continue to head for the hoop struggling against the weight. Now covered in sweat, and at arms length to the hoop, they try to lift the clasp, but the strain is all too much, and they have to let go. There is a loud crash as the counter weight drops to the floor, and the chain shoots back in to the slot. Utterly exhausted and in a heap on the floor, they pant for air, and then notice more chains protruding from the other three dungeon walls. If the adventurer wants to find out if something is on the platform, they will need to connect all four chains to the hoop. This will completely lower the platform, and grant them access. For each chain that they try to connect, the player must perform the test below, and if successful can add 1 chain to the area note (i.e. if one chain has been connected it would read “Chain Pull (1 chains) Z13”. The adventurer is free to connect as many chains as they wish, and are not obliged to connect all four before leaving the area, and if they happen to return on a later turn they will find all the chains exactly as they left them. CHAIN PULL – Test Str +10 [S: +1 Chain] [F: -2 HP] (<i>Strong</i>) Once the adventurer has passed the test four times, and the area note reads “Chain Pull (4 chains) Z13”, the platform has been lowered to the dungeon floor, and the adventurer finds it contains a gibbet (a man cage). Locked inside are the remains of its last victim, a human skeleton still holding its only possession. A swift blow opens the lock, and the adventurer reaches inside to grab the item. Roll on table TD – Treasure D to discover what is found, and then mark the special area as completed with a ✓.	
15-16	Add “Pit Jump Z15” to the dungeon sheet. In this part of the dungeon the adventurer uncovers a long dark tunnel. The tunnel is straight and fairly wide in places, and appears to lead to a dead end. The walls glisten with moisture, whilst the floor has been divided in to segments by several deep pits. Peering down in to one, the adventurer can barely see its bottom, and its wet walls would make it far to slippery and dangerous to climb down. They are approximately seven to eight feet wide and could easily be jumped, with a good run up, however the spaces between the pits are only a few feet across and once the first pit has been jumped, the others will prove more difficult. At the far end of the tunnel sits an open chest, probably containing a marvellous treasure for anyone who can reach it. The adventurer may attempt to jump the pits and reach the treasure, by performing the test below, until they have accumulated 5 successes or given up trying. Jumping the first pit is automatic and the adventurer automatically gains the 1st success for free, then the player must perform the test 4 times. The adventurer may abandon their attempt to reach the chest at anytime, but they will need to jump back across the pits they have crossed so far. Therefore, the player must make a number of tests equal to the total number of recorded successes to continue with their turn the adventurer has made so far, and once the last test has been made, the player may continue with the turn. PIT JUMP – Test Dex +10 [S:+1 success] [F: +1 success, -1 HP] (<i>Agility</i>) When the adventurer has scored 5 successes, they have reached the other side, and peer in to the open chest for their reward, Roll on table TD – Treasure D to discover what is found. Now they must get back across the pits, and need to make another five tests. When the fifth test has been made, the player marks the special area as completed with a ✓.	
17-18	Add “Axe Attack Z17” to the dungeon sheet. In this part of the dungeon the adventurer uncovers a long straight tunnel, that appears to lead to a dead end. The moment the adventurer steps in to the tunnel they hear a mechanical groaning, and then from between columns set in the dungeon wall, four very 4 large double bladed axes swing down from an axis in the ceiling. They swing back and forth, creaking and wailing as rust and dirt is being forced to loosen after an age long rest. The axes have been set 8 feet apart, and moving past each one is going to require some accurate dodging, otherwise the adventurer could be sliced in two. Squinting in to the darkness, the adventurer can barely see a large chest at the end of the tunnel. It sits proudly open enticing the foolhardy along the tunnel, and a curiosity to find out what it contains draws the adventurer in to investigating further. The adventurer may enter the tunnel whenever they are in the area, but will need to dodge pass each of the bladed axes to get to the treasure. They must perform the test below until they have accumulated 4 successes or given up trying. If the adventurer abandons the attempt before they reach the end of the tunnel, they will still need to dodge the axes that they have passed so far in order to return back to safety. Therefore, the player must make a number of tests equal to the total number of recorded successes the adventurer has made so far, and once the last test has been made the player may continue with the turn. PENDULUM DODGE – Test Dex +5 [S:+1 success] [F: +1 success, -2 HP] (<i>Agility</i>) When the adventurer has scored 4 successes they have reach the end of the tunnel and peer in to the open chest for their reward. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓. Now they must get back past the axes, and need to make another four tests. When the fourth test has been made, the player marks the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
19-20	Add “Goatmen Hideout Z19” to the dungeon sheet. As the adventurer delves deeper in this region of the dungeon, they begin to notice that strange demonic symbols have been scrawled on the walls, and spears decorated with human skulls adorn the passageways. Every so often they hear the ground being stomped, and at one point they stop and listen to screams that bounce off the walls in every direction. After a short while, the direction of the lamentation is clear and they set off cautiously trying to find out what’s going on. The torturous screams grow louder with each step, and it’s not long before the dungeon walls are glistening with a dark red liquid slowly trickling from vents near the ceiling. It’s warm and sticky to the touch, and rubbing it between the fingers confirms it is blood. Nervously the adventurer reaches a large opening and kneels down to peer through. The sight that greets them is both disturbing and sickening, and they have to swallow hard to avoid vomiting. Several goatmen are torturing a group of townsfolk to the brink of death, and just before they are about to die from their wounds, the vile creatures slice open an artery and collect the blood in large buckets. It’s not long until the victim’s heart collapses, and whilst guards drag the corpses away, replacing them with fresh subjects, the torturers empty the buckets into a pool, set in the dungeon floor. Judging by a neatly stacked pile of bodies, the process has been going on for some considerable time now, maybe even days. Just then, a goatman much larger than the others, slowly emerges from the pool of blood and roars. Sticky red blood drips from its fur and a deep cut across its chest, stretching from shoulder to its waist, is closing up and healing itself. The wound is deep enough that it should have killed the beast, and it probably did, but a priest standing at the edge of the pool is chanting dark magic and has brought the creature back to life. For a moment the goatmen all stop and roar back, it’s clear that the blood-soaked beast is their leader. The priest remains chanting, unable to break the incantations that are binding the new life. Sickened by the death of the innocent townsfolk, the adventurer springs from their hiding place in a wild rage. The adventurer must encounter the Band of Goatmen. BAND OF GOATMEN – AV:40 DEF:2 DMG:+1 HP:4/4/5/5/15 [K: x6 A/I/W] [K: x1 TA] (<i>Dark Magic, Pack</i>) The goatmen will never escape combat, and will protect their hideout at all costs. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the goatmen, they find that sadly none of the townsfolk have survived the ordeal. However, they may search their hideout for treasure. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the band of goatmen remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn, the adventurer returns to the area, they will automatically encounter the band of goatmen, and the fight will continue from where it left off.	
21-22	Add “Deadly Chess Z21” to the dungeon sheet. As the adventurer turns a corner, they discover a very large chess board has been set out on the dungeon floor. Several life-size pieces have been moved from both sides showing that a game is currently being played. One side is represented by human pieces, whilst the other by devils. The devil king is over 7 feet tall and has a golden crown resting on its horns. They all appear to be mechanical and able to move of their own accord. So far neither side has captured any pieces and a large lectern rests on one side. It holds a book explaining the rules of chess and is currently open at a page that reads: To play a game of deadly chess. First you must battle through the mess. Choose the knight and take a ride. Then let the rules be your guide. But be careful where you tread. One wrong move and you could be dead. Only when the King is killed. Will your pockets be fully filled. One of the knight pieces has no rider and is where the adventurer must begin if they intend to play the game of deadly chess. The adventurer mounts the knight and discovers a small control panel with these buttons     . After a little experimentation the knight piece moves, marching to its new position on mechanical legs. Then one of the devil pieces whirls into action and moves. The groaning of seized-up cogs and pulleys breaks the deafening silence and the piece moves forwards towards a footman piece (a pawn), all the while its weapon slices the air back and forth. When it strikes the pawn, the whole chess board erupts in to bursting flames, and a bolt of lightning strikes down from above hitting the adventurer’s head (the adventurer suffers -2 HP). Shocked they quickly hit the  button and dismount. Each time the adventurer decides to play a game of Deadly Chess, the player adds +1  to the time track, and begins performing the test below, all the while keeping a running total of the puzzle number that is generated. Each time the test is passed successfully, the knight piece has moved to a position that prevents a devil attack. However, if the test is failed, the devil player moves one of its pieces and attacks a human piece, causing the adventurer to be burnt and struck by lightning. The adventurer may decide at any time during the game to abandon the match, and the player may continue with the turn. However, after a game has been abandoned the chess board must be reset. DEADLY CHESS – Test Int +5 [S:+3 Puzzle] [F: -2 Puzzle, -2 HP] (<i>Aware</i>) During a game, if the Puzzle value is ever 10 or more, the knight has moved and attacks the devil king and wins the game. The devil king’s body begins to glow red and its chest mechanically opens, revealing a wondrous treasure inside. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
23-24	Add “The Titan Stack (0 toppled) Z23” to the dungeon sheet. High up in the dungeon wall, the adventurer spots a large opening that may lead to something of interest. The walls are so sheer that they are unscalable, and would require specialist climbing equipment to even stand a slim chance of reaching the top. Even with rope and a grapple there is nothing to hook on to at the top. Disheartened, the adventure continues exploring, and discovers four titanic statues that may aid them in the ascent. The statues have been positioned in such a way that if they are toppled in the right order, they could end up stacking on top of each other and create a long sloping ramp that would provide the perfect access to reach the opening. For each statue that they try to topple, the player must perform the test below, and if successful can add 1 toppled to the area note (i.e. if one statue is toppled it would read “The Titan Stack (1 toppled) Z23”). The adventurer is free to topple as many statues as they wish, and are not obliged to topple all four before leaving the area, and if they happen to return on a later turn they will find all of the statues exactly as they left them. TITAN TOPPLE – Test Str +5 [S: +1 Toppled, +2 Noise, Test Noise] [F: +1 Noise, Test Noise] (<i>Strong</i>) Each time the titan topple test is made, whether successful or not, there is a chance that a wandering monster may show up, and the more often the test is made in succession, the more likely that the noise may draw unwanted attention to the adventurer. Therefore, the player is required to record a running total of a noise value. The noise value begins at zero and is adjusted by the test results. After each test has been made and after the noise adjustment for the last test has been applied, the player rolls 1d10, and if the result is equal to or less than the current noise value, a wandering monster has been alerted to the adventurer and shows up to investigate. The player rolls 1d100 and applies the quest modifier before looking up the monster on the encounter table that has come to investigate. The adventurer must now encounter the monster. Only when it has either escaped combat or been defeated, can the adventurer once again continue with their task. If the adventurer escapes the encounter, the monster is added to the dungeon sheet (in the normal way), but they are no longer permitted to try and topple any more statues or investigate the opening (if all four statues have been toppled), because the monster is still lingering in the area. In addition, if the adventurer returns to the area on a later turn, they will encounter the monster again, and are not permitted to continue toppling the statues, or investigate the opening, until the monster has been defeated, or it has escaped combat. Each time a wandering monster is encountered in this way, or when the adventurer leaves the area, the noise value is reset to zero. Once the adventurer has passed the test four times, and the area note reads “The Titan Stack (4 toppled) Z23”, the adventurer walks up the statues, and climbs through the opening in to a chamber, which is empty apart from a chest containing a magnificent treasure. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓.	
25-26	Add “Weight Lifting (0 weights) Z25” to the dungeon sheet. A large circular platform suspended from the ceiling is hanging out of reach of the adventurer by a thick chain, and directly below it is a large copper dish almost as wide. It rests on a stone plinth, and the adventurer climbs up to peer inside. Several large blocks similar to others scattered around the floor have been placed inside, and are acting as weights. Each time the adventurer steps on the plinth its sinks slightly, and when they step off it raises back up. In addition, the platform suspended above reacts in the same way, up and down as the platform is laden with weight. The blocks are very heavy and will require a lot of effort lifting them in to the dish, but by doing so it will lower the platform, which may contains something of value. If the adventurer wants to find out if something is on the platform, they will need to lift four blocks in to the dish. This will completely lower the platform, and grant them access. For each weight they try to lift, the player must perform the test below, and if successful can add 1 weight to the area note (i.e. if one weight has been added it would read “Weight Lifting (1 weights) Z25”. The adventurer is free to lift as many weights as they wish, and are not obliged to add all four to the dish before leaving the area, and if they happen to return on a later turn they will find everything exactly as they left it. WEIGHT LIFTING – Test Str +5 [S: +1 weight] [F: -2 HP, +1 ☹] (<i>Strong</i>) Once the adventurer has passed the test four times, and the area note reads “Weight Lifting (4 weights) Z25”, the platform has been lowered, and rests just above the dish. On top is an open treasure chest containing a wondrous treasure. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓.	
27-28	Add “The Demon Den Z27” to the dungeon sheet. The further the adventurer explores, the warmer they become, and its not long before they are dodging pools of bubbling hot lava as they walk across a once molten stream of magma, now solidified in to uneven rock. As they approach a large outcrop, they stop at the sound of voices. A chanting in a dark tongue raises the hairs on the back of the neck, and they cautiously peer around to see a handful of small demons busy dancing and chanting. They gleefully watch as one is bashing a terrified rat to death across an altar. Suddenly they all stop and stare in a trance at the adventurer, then one yells “Yippee fresh blood for the sacrifice” and they attack. The adventurer must encounter demons. DEMONS – AV:35 DEF:1 DMG:+1 HP:3/4/4/4/5/5 [K: Imps x7 P2/I/W+5] (<i>Surprise, Fire, Pack</i>) The demons will never escape combat, and are determined to kill the adventurer. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the demons, they discover a wondrous treasure when they search the den. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat the demons remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the demons, and the fight will continue from where it left off.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
29-30	Add “The Magic Door Z29” to the dungeon sheet. Passing a section of wall, the adventurer almost misses a hidden door. The edges are barely visible, and if it hadn't been for some scratch marks at the side, the adventurer would have probably walked on by. Searching all around for a hidden catch, or latch reveals nothing, but they do find a worn inscription etched in the floor at the foot of the door, that reveals the following message. The secret that you seek, that will grant you a peek. Can easily be found, if the spell is unbound. Speak out the magic word, and make sure that you are heard. The path will open wide, and no longer be denied. The adventurer may spend some time trying to work out the riddle, and find the magic word to open the door. All other types of open spells will not work on the door, and they must find the correct word or give up trying. Each time an attempt is made the player adds +2 ⌚ to the time track, and then performs the test below 10 times, keeping a running total of the puzzle number that is generated. If the test is passed, they make some progress. However, if they fail the test, they speak out the wrong word, and the area fills with poison. MAGIC DOOR – Test Int +5 [S: +3 Puzzle] [F: -2 Puzzle, shade 1 poison pip] (<i>Aware</i>) The adventurer may decide at any time to abandon their attempt and the player may continue with the turn. After all 10 tests have been made, if the Puzzle value is 10 or more, the adventurer speaks out loud and clear the correct word, and the door springs open. Peering in they discover a chamber with no exits containing a wonderful treasure. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓.	
31-32	Add “Leaping Stones Z31” to the dungeon sheet. Far ahead in a secluded part of the dungeon area, the adventurer finds a circular chamber. It is around 300 feet in diameter and has several tall stones set in a circle around the room. At the centre of the stone circle is a monolith. From below, it appears that something is resting on the top, but in the darkness it is impossible to tell what it could be. All the rocks and the monolith have level tops, and judging by the way they have been arranged, from the shortest to the highest around the circle, it could be possible to climb the smaller of the rocks, and leap from one to the other around the circle. When the highest one is reached, the adventurer could jump across to the monolith and find out what is on the top. Climbing the first stone is the easy part, but leaping from one to the other is very dangerous, and therefore the adventurer must perform the test below 7 times as they leap from stone to stone, and then finally to the monolith. If they happen to fail a test, the leap has not gone to plan and whilst they still reach the intended stone, they have slammed in to its side and hurt themselves, but manage to haul themselves up. LEAPING STONES – Test Dex +5 [S: leap successful] [F: -2 HP] (<i>Agility</i>) The adventurer can abandon their attempt to reach the monolith at anytime by carefully lowering themselves down the stone they have reached so far, and the player can continue with the turn. However, if they try again on a later turn, the whole test must be repeated from the beginning, and all seven tests must be performed. When the seventh tests has been made, the adventurer has reached the top of the monolith, and finds that the item they saw from the bottom is a wondrous treasure. Roll on table TD – Treasure D+5 to discover what is found, and then mark the special area as completed with a ✓.	
33-34	Add “Hit the Goblin Head Z33” to the dungeon sheet. In a secluded part of the dungeon, the adventurer finds a strange, but intriguing contraption consisting of a small and badly made crossbow hanging from a chain that disappears through a slot in the dungeon wall, and a bucket of blunt crossbow bolts nailed above rusting in the damp dungeon air. Beside the bucket and the crossbow is a long narrow tunnel, too small for the adventurer to walk down, and at its end is a crudely fashioned target made to look like a goblins head pinned to a track. A chest sits on the dungeon floor below the crossbow with a carved inscription in its lid. The text is written in goblin, and roughly translates to read “HIT THE HEAD TO WIN A PRIZE, MISS THE HEAD FOR A BIG SURPRISE”. The chest has no clasps or locks and has no obvious way of being opened. After a few attempts to prise the lid, and failing, the adventurer takes a bolt from the bucket, and grabs the crossbow, however it won't pull free from the slot. Giving it a hard tug, a sign springs up from behind the chest and reads “STAND ON THE STEP YOU DUMMY”. Looking down, the adventurer sees a badly painted cross on a metal step at the start of the tunnel, and when they step on it. it sinks slightly, allowing the crossbow to slide freely from the slot. If the adventurer plays the game, they must stand on the metal step and then the player performs the test below until they have scored 4 hits. When the test is passed, it strikes the goblins head with enough force to push it back along the track. However, each time the test is failed, a flame bursts up from beneath the metal plate burning the adventurer for -3 HP of damage. If the adventurer has unlocked the perfect aim ability, they gain +10 Dex when testing. The adventurer may decide at any time to give up shooting at the head and the player may continue with the turn. HIT THE HEAD – Test Dex +0 [S: +1 Hit] [F: Miss -3 HP] After the adventurer has scored 4 hits on the head, it is pushed to the end of the track, and a small flame lights up igniting a tiny fuse connected to the target. Diving for cover, the adventurer avoids the exploding bomb hidden in the goblin head, and is surprised when the chest springs open to reveal a magnificent treasure. Roll on table TD – Treasure D+10 to discover what is found, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
35-36	Add “Spell Battle Z35” to the dungeon sheet. In a secluded part of the dungeon the adventurer finds a large circular arena. Its floor glows many different colours due to a strange arcane mist that rises up through the dirt, and a cloudy transparent barrier domes over its perimeter. Reaching out, the adventurer presses a finger through the dome, and is surprised when it passes through. At the same instance, a ghostly figure appears standing behind a rostrum, his hat and long flowing robes clearly marks him as a wizard. A large book rests open on the stand which he looks up from. On the opposite side of the arena is another rostrum. It lacks a ghostly apparition, but also contains a large book. Suddenly the figure begins to talk, and as it does the voice is muffled and echoed. “Hello friend. I don’t believe I have see you at the spell arena before. Never mind, newcomers are always welcome. Let me introduce myself. I am a memory of Farquin the All-Knowing, and I will be your instructor in the arcane arts. The spell arena will train you in many things, but as a novice, your first lesson will be to master battle spells. When you are ready, step up to the rostrum and learn the spell from the tome. Its not that hard and it will be the first spell in the book. Once you have the battle spell firmly in your mind, step in front of the podium and the battle will begin. Good Luck” If the adventurer wishes, they may follow the mages instructions, and as soon as they step in front of the podium, Farquin moves in front of his podium and begins casting spells. The player then perform the spell test below, and must keep a running total of wins and losses scored. The adventurer may decide at any time to abort the battle by stepping outside of the arena, and if they do, Farquin and the rostrums disappear. SPELL BATTLE – Test Int +0 [S: +1 Win] [F: + 1 loses, -3 HP] (<i>Magic</i>) If the adventurer reaches a total of 5 losses first, then Farquin speaks out “Oh my, what a shame, oh well you are welcome to try again.” and he returns back his rostrum. However, if the adventurer reaches a total of 5 wins first, hundreds of apparitions appear all around the arena, and are clapping and cheering the adventurer. Farquin waves a hand, and in the centre of the arena a wondrous item appears. Roll on table TD – Treasure D+10 to discover what is found, and then mark the special area as completed with a ✓.	
37-38	Add “Tomb Robbing (0 block) Z37” to the dungeon sheet. The adventurer is drawn to a set of steps that lead up to what appears to be a crypt. The whole structure is around 10 feet tall and has been built directly in to the rock face. Two sconces that once held torches are mounted on each side of a large opening, but at one time it has been completely sealed up with large stone blocks. At head height, one has fallen through and the adventurer takes a peek inside. Its dark and musty and difficult to see anything of value, but by removing more blocks they could possibly climb inside for a better look. The blocks each weigh as much as the adventurer, and have been set with a strong mortar. It will take a lot of effort to expose a hole large enough. Whenever the adventurer wants to remove a block from the tomb, the player must perform the test below, and if successful can add 1 block to the area note (i.e. if one block is removed it would read “Tomb Robbing (1 block) Z37”. The adventurer is free to remove as many blocks as they wish from the tomb, and is not obliged to remove all four before leaving the area, and if they happen to return on a later turn they will discover the entrance in the same condition as they left it. BREAKING THE TOMB – Test Str +0 [S: +1 block] [F: -3 HP] (<i>Strong</i>) Once the adventurer has passed the test four times, and the area note reads “Tomb Robbing (4 blocks) Z37”, the opening is large enough for the adventurer to crawl through, and in the gloom they find an open sarcophagus with a corpse holding a wondrous treasure. Roll on table TD – Treasure D+10 to discover what is found, and then mark the special area as completed with a ✓.	
39-40	Add “Lair of the Spider Queen Z39” to the dungeon sheet. The ground underfoot becomes more dirt than stone the further the adventurer explores. At first a few small cobwebs can be seen in nooks and crannies, and then larger ones appear between boulders and rocks. For a while the adventurer is brushing them aside, but the further they go the more it becomes impossible to continue without getting covered in the sticky silk. Suddenly, from behind, a clicking sound is heard and the adventurer turns to see several giant spiders rubbing their pedipalps together. The clicking drowns the unnerving silence, and yellow venom drips from the chelicerae. Taking a step back, the adventurer watches in horror as another spider drops down from the ceiling unwrapping her legs. She spreads them out on the dungeon floor, standing tall over the others, and looks down at the adventurer. Her eight yellow eyes stare down appearing as a golden crown. She is a spider queen and the spiders she dwarfs are her spiderlings. Four of her massive legs rear up, and she hisses the command to attack. The adventurer must encounter the spiders. THE SPIDER QUEEN AND HER SPIDERLINGS AV:35 DEF:3 DMG:+2 HP:6/6/5/4/5/14 [K: Giant Spiders x6 P1] [Spider Queen P1] (<i>Pack, Web, Surprise, Poison</i>) The spiders will never escape combat, and are determined to kill the adventurer to protect the lair. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all of the spiders, they discover a wondrous treasure has been cocooned in a silky web. Roll on table TD – Treasure D+10 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the spiders remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn, the adventurer returns to the area, they will automatically encounter the spiders, and the fight will continue from where it left off.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
41-42	Add “Zombie Stampede Z41” to the dungeon sheet. After walking the entire area, the adventurer draws the conclusion that this part of the dungeon has been used as a place to store rubbish. They are forced to scramble over rubble, broken furniture and piles of bones. Everything that has little or no value has managed to find its way here at some time or another, and just when they are about to give up and move on, they become aware that the rubbish piles are moving. All around rubble and furniture is being tossed aside as several rotting figures emerge. The zombies have the adventurer completely by surprise, and surrounded, and the stench of decay fills their nostrils forcing them to fold over and vomit. One zombie much larger than the others roars, and in a hunger driven frenzy for the taste of fresh meat, they all stagger forward with clawed hands flailing to reach their next meal. The adventurer has no choice and must encounter the Zombies. ZOMBIES - AV:45 DEF:0 DMG:+1 HP:4/4/4/5/16 [K: x1 TA+10] (<i>Pack, Disease, Surprise</i>) The zombies will never escape combat, and are determined to eat the adventurer. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the zombies, they discover a wondrous treasure amongst the debris. Roll on table TD – Treasure D+10 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the zombies remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the zombies, and the fight will continue from where it left off.	
43-44	Add “Battle Dome Z43” to the dungeon sheet. In this part of the dungeon, the adventurer comes across a large stone table covered by an intricate model landscape. A glass dome protects the work, and the adventurer wipes away years of dust to get a better look. The model is a piece of art, and is covered with trees, shrubs, rivers and lakes that have been built to such a high standard they could actually be real. Peering closer reveals that the trees are blowing in the wind and the rivers are flowing. Tiny people can be seen going about the daily lives, and several armies are marching towards each other. Perhaps this is not a model at all, but a projection of a real place. A strange copper helmet is connected to the table by a long flexible pipe, and hovering just under the dome is a cloud covered with writing, that reads. Welcome to the BATTLE DOME, here you will not only train in the skill of command, but you will partake in the battle as a general and feel the suffering of your troops as they are killed. However, if you can command the battle well and return the victor, you will be well rewarded. To begin, just place the BATTLE HELM on your head and you will be transported in to the dome. Good Luck. Whenever the adventurer wishes, they may place the helm on their head. When it is in place their mind goes completely blank. They can think of nothing other than what is happening to them right now. Instantly they are unable to see and they are unsure if they have become blind, or if it is so dark all they can see is darkness. They are unable to move, although nothing restrains them, but they have no control over their muscles. Blind and motionless they stand still and do nothing but breathe. The air tastes good and of fresh morning dew, and then they see the sun, large at first and then small, sitting in the sky above. Somehow they feel a breeze on their face, and as their eyes return in to focus from the sun blindness, they realise they are standing in a camp. Men and woman are running here and there, busy with duties. The clank of armour is annoying at first, too loud, but a table in front draws their attention and they study it for a moment. It is obviously a war table, laden with a map and crude models to represent armies. Large orc and goblin heads represent one side, and dwarf, elf and human heads mark the other. Several men at arms flank the table, and one speaks up “What are your orders General?” The adventurer looks around at the faces and are surprised they are staring back at them waiting for an answer. Each time the adventurer puts on the helm, their mind is transported in to the dome, and must take control of a large battle. The player adds +2 ☉ to the time track, and then performs the test below 10 times and keeps a running total of a tactics number that is generated. Each time the test is passed, the adventurer has made the correct tactical decision and scores a small victory by defeating one of their enemy armies. However, each time the test is failed, one of the adventurers armies is defeated, and as a consequence the helm delivers a painful shock of energy that causes -3 HP of damage. The adventurer may abort at anytime, by removing the helm and their mind will return back to the dungeon. BATTLE TACTICS – Test Int +0 [S:+3 Tactics] [F:-2 Tactics, -3 HP] (<i>Aware</i>) After the final test has been made, the adventurer’s mind is transported back, and they remove the helm feeling utterly exhausted from the whole ordeal. Then, if the Tactics value is 9 or less, the scene below the dome is of devastation, and the shows the landscape burning and in ruins. However, if the Tactics value is 10 or more, the adventurer hears a fanfare from under the dome, and the tiny armies celebrate their victory. The dome and the projection vanishes in a flash of light, and in its place is a wondrous treasure. Roll on table TD – Treasure D+10 to reveal what is found, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
45-46	Add “The Titans Well Z45” to the dungeon sheet. Walking pass a rocky outcrop, the adventurer comes across a very large brick well. Its handle is over five feet long and winds a 3 inch thick rope that dangle in its depths. The structure is so large it takes all their effort to climb to the top of its wall. The bottom is lost in darkness, but after dropping a rock, it splashes in to something wet. By trying the handle, it is clear a bucket is attached at the end of the rope. It is very heavy, and maybe it is just filled with water, or could be something of value? Whenever the adventurer wishes, they may try to wind the rope to see if it does have a bucket attached, or not. The player performs the test below, and must keep a running total of the number of successes they have scored. Each time the test is passed, the rope is wound nearer to the top and the player gains +1 success. However, each time the test is failed, the adventurer has struggled with the weight, and lost their grip. The handle spins out of control, and the adventurer wrestles to stop the rope unravelling, causing -3HP of damage. The adventurer may abort at anytime and the player may continue with the turn. WINDING THE HANDLE – Test Str +0 [S:+1 success] [F:-1 success, -3 HP] (<i>Strong</i>) When 5 successes have been recorded, the rope has been wound high enough to reveal it does have a bucket attached, and inside is a magnificent treasure. Roll on table TD – Treasure D+10 to reveal what is found, and then mark the special area as completed with a ✓.	
47-48	Add “Boulder Dash Z47” to the dungeon sheet. In this secluded part of the dungeon, the adventurer spots a window high up in the dungeon wall. Rusty iron bars cross the opening preventing a way in. However, a narrow staircase off to the left may lead up to the room. A wooden sign hangs down from the ceiling above the first step which reads “The Shop of Wonders”. It is very old and the paint is worn, but it might be a clue as to what can be found inside. The adventurer, to satisfy their curiosity begins climbing the stairs. However, the moment their foot is on the first step it activates a trap, and from the top they hear rumbling and then crashing as large boulders begin tumbling down. Each boulder is over four feet in diameter and will cause them serious injury if struck. Anytime they head up the stairs, the player must make the test below and keep a record of the number of steps they have managed to get up. Each time the test is passed they make it to the next step, however each time the test is failed they have been hit by a boulder and suffer -3HP of damage and are knocked down one step. The adventurer may abort the ascent at anytime and the player can continue with the turn. BOULDER DASH – Test Dex +0 [S: +1 Step] [F: -1 Step, -3 HP] (<i>Dodge</i>) When 5 steps have been recorded, they have reached the top and hit a lever to deactivate the trap. The shop contains a lot of useless items and junk, but one does catch the eye. Roll on table TD – Treasure D+10 to reveal what is found, and then mark the special area as completed with a ✓.	
49-50	Add “Orc’s Treasure Z49” to the dungeon sheet. After a long climb up a rocky part of the dungeon, the adventurer reaches an area that overlooks an encampment. A large fire is ablaze in the centre of a plateau, and crude tents have been erected at the edge of the surrounding void. The flat rock peak is illuminated by the flames and several orcs can be seen sitting and eating pieces of a giant rat that has been spit roasted over the open fire. A rocky bridge crossing the void is the only way across. Just then a powerful orc emerges from a tent, and stares a moment at the orcs eating, he looks angry and growls at them his displeasure. “PIGS! RAT FOR MASTER, YOU BE PUNISHED” His arm swings out, striking one of the orcs across the face. The powerful blow knocks the orc on its side, and it receives a kick. Standing over him, he places a heavy boot on its neck, and even from the distance the adventurer hears bones breaking. “NOW SCUM, BACK TO ARTEFACT, PREPARE FOR MASTER”. He storms back to the tent and the others scramble to their fee, and rush over to a large iron chest and begins cleaning it with dirty rags. From behind the adventurer hears footsteps and they spin around to see more orcs heading their way. They have no choice but to cross the bridge and encounter the orcs in the open. ORC WARBAND - AV:50 DEF:4 DMG:+2 HP:10/9/10/28 [K: x2 I/A+10/W+10] [K: x1 I/A+15/W+15] [K: x1 I/TA+15] (<i>Pack, Dark Magic, Surprise</i>) The orcs will never escape combat, and are determined to defend the artefact and kill the adventurer. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the orcs, they discover that inside the chest is a wondrous treasure. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat the orcs remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the orcs, and the fight will continue from where it left off.	
51-52	Add “Never-ending Tunnel Z51” to the dungeon sheet. After some time exploring (+1 ☹), the adventurer discovers a strange narrow tunnel. A soft blue fog hangs in the air, and at its end is an open chest that is not shrouded in the expected darkness. If the adventurer wishes, they may head through the fog to the chest. Getting to the chest is not a problem, and when they peer in they find a wondrous treasure. Roll on table TD – Treasure D+15 to discover what is found. However, when they turn back and try to leave, no matter how far they travel, the end is never reached. By taking the treasure, the adventurer has inadvertently activated a magical trap. The player must now perform the test below, and keep a running total of the number of successes scored. BREAKING THE MAGIC – Test Int -5 [S:+1 success] [F:-1 success, +1 ☹] (<i>Magic</i>) When the total number of successes has reached 5 the adventurer has finally managed to leave the tunnel, and the player marks the special area as completed with a ✓, and can continue with the turn. Whilst in the tunnel, if a wandering monster is encountered, neither the monster nor the adventurer are permitted to escape (ignore all escape reaction rolls are ignored), and the adventurer is not permitted to fail their quest.	

Z - SPECIAL BLUES

Z

D100	Special Blue Areas
53-54	Add “Sunken Treasure (0 Broken) Z53” to the dungeon sheet. In the centre of the dungeon area, the adventurer finds a lake of clear liquid. Bending down and touching its surface causes no harm, and a quick taste confirms it is just water. The pool is a few hundred feet long and almost the same distance wide. Peering in to its depths it is very deep, and chained to its bottom is a chest. The chest appears to be lined with golden trims and jewels, and even through the water it glistens and catches the eye. A blue fish swims over to investigate when the adventurer enter the lake, and bites at their ankles. Its teeth are sharp, and its bite would probably be rather painful if it bit down on exposed flesh. If the adventurer wants, they may swim down and try to break a chain holding the chest at the bottom. The player perform the test below, and if successful adds 1 broken to the area note (i.e. if one chain is broken it would read “Sunken Treasure (1 Broken) Z53”. However, if the test fails, they have spent too long in the water and a school of the blue fish swim over and attack, causing -4HP of damage, before they swim off. The adventurer is free to break as many chains holding the chest as they wish, and are not obliged to break all before leaving the area, and if they happen to return on a later turn they will discover the chest is in the same condition as they left it. BREAKING CHAINS – Test Str -5 [S: +1 Broken] [F: -4 HP] (<i>Strong</i>) Once the adventurer has passed the test four times, and the area note reads “Sunken Treasure (4 Broken) Z53”, all the chains are broken and the adventurer is able to pull the chest to the bank. Inside they discover a wondrous treasure. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓.
55-56	Add “Treasure Run Z55” to the dungeon sheet. In the dungeon wall, the adventurer finds an opening, and sparing a moment they peer through to discover it is a room with a single exit. The chamber is roughly 100 yards square, with smooth walls and is littered with broken bones, but otherwise empty. On the opposite side through the exit, something is glistening on its floor and curiosity calls them to investigate. If the adventurer wishes, they may step through in to the chamber, and head to the exit to get a better look at what is glistening. However, as soon as they do, the whole floor sinks under their weight and a stone slab slams down behind, closing off the way they came. Opposite a similar slab is trying to close off the exit, but it is stuck and is inching its way down. From above, the ceiling groans in to action and rumbles as it too starts lowering. Inadvertently they have activated a trap by stepping on to the floor inside the chamber. If the adventurer doesn't make it through the exit before the ceiling hits the floor, their bones are going to be added to the many others strewn about the floor. With no other option they must sprint as fast as they can for the exit. The player must now perform the test below and keep a record of the number of yards travelled, and the number of feet the slab is falling that will seal them in. SPRINT – Test Dex -5 [S: travelled +20 yards, slab +1 feet] [F: travelled +10 yards, slab +1 feet] (<i>Agility</i>) If at anytime after a test has been made the slab has fallen 8 feet, the ceiling has come down and crushed the adventurer for 16 HP of damage. Lucky for them it was stopped by all the bones that have been collected from previous victims over the years. After a few minutes, the stone slab sealing them in lifts, and they manage to crawl out to safety. The chamber after a short while resets itself as the procedure may be repeated again. Otherwise, if after a test has been made the slab has fallen 7 feet or less and the distance travelled is equal to or more than 100 yards, the adventurer has reached the exit and managed to escape the room. Exhausted they spend a moment to recover and are pleased to find the glistening was made by a wondrous treasure. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓.
57-58	Add “Water Chamber Z57” to the dungeon sheet. After some time exploring, the adventurer stumbles upon a strange circular chamber. Stepping inside they notice the door is hinged on the inside and is made of a strong iron. No matter how hard they tug, it will not budge and is firmly stuck open. Built in to the wall is an iron console with over 20 levers of various sizes. Each one is clearly marked with a strange symbol, but one is labelled “OPEN”. None of the symbols make any sense or seem to follow a pattern, and without any clear instructions, who knows what they will do, or operate if pulled. In the centre of the chamber is a hatch marked “KEEP CLOSED DURING TESTING” and this may be the only clue as to what the open lever may do if pulled. The rest of the chamber is empty and has no other obvious features. Anytime the adventurer wishes, they may pull the lever marked “OPEN” to see if it releases the hatch. However, when it is pulled, there is a clank and the iron door to the chamber slams shut. The whole room begins to vibrate and a loud gurgle followed by the release of pressure is heard from above. Water is now pouring in at an alarming rate from several large spouts set in the ceiling. Frantically the adventurer begins pulling levers, trying to open the hatch in the floor, which may be the only way to escape the chamber. The player must now perform the test below until the adventurer has either worked out the correct combination of levers to pull that will open the hatch, or the entire chamber is filled with water. The player must keep a running total of the number of correct lever results they score and current water level. LEVERS – Test Int -5 [S: +1 correct lever, +1 water level] [F: +1 water level] (<i>Aware</i>) If at anytime after a test has been made the water level has reached 8, the chamber has filled completely with water and the adventurer begins to drown, and suffers 16 HP of damage. Lucky for them, a safety feature activates, and after a few minutes the water begins to drain through vents in the walls. When the last of it has drained away the chamber door springs open, and the procedure may be repeated again. Otherwise, if after a test has been made the water level is 7 or less, and the correct lever value is 4, the water stops pouring from the spouts, and drains out through the hatch. When it has drained away, the chamber door springs open, and the adventurer searches inside the hatch to reveal a wondrous treasure. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓.

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
59-60	Add “Crypt of the Necromancer Z59” to the dungeon sheet. The adventurer walks through the area and notices the dungeon wall change from rough cut rock to a smooth rendered finish. In one part they uncover a wide corridor and head on down to take a look. The cobbled floor is uneven, and despite every effort to walk along quietly, their footsteps echo out of the enclosed space. The walls are made of small bricks that curve up in to the ceiling, and at the end of the passage they find an ornate gate that screams on its hinges when opened. Stepping through in to a large space, they see grave stones being swallowed up in a thick mist, and a crypt rising out of a dark soiled ground. Its walls are made of white marble, and two gargoyles stand guarding its entrance at the top of a staircase. Heading to the crypt, the adventurer is swept along by an unseen force, and they move faster than normal. Their legs struggle to match their speed, and when they reach the entrance they are glad to stop. The unwanted momentum causes them to jerk, and as they right themselves a tall woman floats out of the crypt and places a hand on each of the gargoyles heads. Her skin is pale and her lips are blood red. They curl at the sides smiling cruelly, and a long satin cloak with a high collar flows around her. Dramatically, she raises her hands and shouts out in a bored yet commanding voice “RISE”. From behind, the sound of sliding stones is heard, and the adventurer spins to see skeletons climbing from disturbed graves. Raising her head, and in the same overstated way she lowers her hands and shouts “ATTACK”. In perfect synchronization the skeletons form a line and advance. The adventurer has no choice and must encounter the necromancer and her skeletons. NECROMANCER AND SKELETONS AV:55 DEF:4 DMG:+2 HP:<u>5</u>/<u>5</u>/<u>25</u> [K: x3 A+15/W+15] [K: I/W+20/TB] (<i>Fear, Dark Magic, Pack</i>) At the end of each combat round, the necromancer will attempt to resurrect any of her fallen skeletons. Therefore, if any of the packs HP values that are underlined are reduced to 0, the player rolls 1d10 for each one and on a result of 1 the player replaces the 0 HP with 5 HP. <i>Example: At the end of a combat round, the monsters HP is “0/0/4/25”. Because 2 of the monsters HP that are underlined have been reduced to 0, the player must roll 1d10 for each, they roll a 1, and a 6. The necromancer resurrects one of the fallen skeletons, and the player changes the monsters HP to “5/0/4/25”.</i> The necromancer and skeletons will never escape combat, and are determined to kill the adventurer. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all of the necromancer and skeletons, they discover a magnificent treasure hidden in the crypt. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the necromancer and skeletons remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the necromancer and skeletons, and the fight will continue from where it left off.	
61-62	Add “Sword and the Throne Z61” to the dungeon sheet. In a hidden chamber, the adventurer finds a stack of old swords. They appear to be swords made for the giants, as each one is twice the size of the adventurer. None are of any use, as they are to big and heavy to wield, and it takes all the adventurers effort just to lift them. In the centre of the room is a large stone. It stands around six feet tall and on its top is an inscription carved in to its surface, which reads. thy hand upon yr sword thy reach upon yr reward thy blade upon yr stone thy claim upon yr throne Above the inscription in the centre of the stone is a deep crack which could be where a sword should be placed. All the swords look old and rusty, and none stands out from the others. If one of the swords is meant to be placed in the stone, it is unclear which one, and the adventurer will have to try them one at a time to find the correct sword. If the adventurer wishes, they may begin trying swords in the slot. They are very heavy, and lifting them to the top, takes a great deal of strength and effort. Therefore, each time the adventurer attempts to lift a sword, the player must perform the test below and keep a record of the number of swords they have tried so far. Each time the test fails, a bolt of charged energy crackles up from the slot and in to the sword causing the adventurer -4 HP of damage. The adventurer may give up finding the correct sword at any time. However if they attempt the task again, the test resets to 0 swords tried. SWORD LIFTING – Test Str -5 [S:+1 sword] [F: +1 sword, -4 HP] (<i>Strong</i>) After each successful test the player rolls 1d10, and if the result is equal to or less than the recorded number of swords they have tried so far, the last sword slides deep in to the stone, and a spectrum of light spreads out from the slot, filling the chamber with colourful illumination. The old rusty blade is transformed in to a gleaming weapon of gold and silver. Its handle becomes encrusted with gems and crystals that reflect the array of light even further in to the room, and a rumbling is heard from below. The adventurer jumps down just in time as the stone is transformed in to a golden throne. The sword lays across the glimmering seat, and whilst inviting, has become too heavy to lift. However resting beside it is something else. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES

Z

D100

Special Blue Areas

63-64 Add "A Mazing Z63" to the dungeon sheet.

A large stone statue stands overlooking a square table laid out with a maze. The statue has its arms held up tight to its chest, and its mouth is wide open as if it is roaring. The table has pairs of handles on each of its four sides, and is mounted on a pivot mechanism. When the adventurer grabs a handle to see what it will do, the table creaks and rusted surfaces break apart. At first the table will hardly move, but after a few attempts it is rocking up and down and left and right with ease, and can even be rotated 360°. The maze is covered with an impenetrable arcane barrier that glows softly, and as the table spins it crackles with energy. The base of the maze has been painted to show the four elements, and rolling around inside are four perfectly round crystal balls. Each one is a different colour and matches one of the four elements. Green for earth, white for air, red for fire, and blue for water. They glow brightly, but deep within their centre is an arcane force that swirls clouding their surface. The maze has been divided in to 4 sections, one for each of the elements, and at each corner is a hole, not large enough for a crystal to drop through, but offers a resting place for it to be held whilst the others are navigated to rest at their elemental sphere. The task is clear. Whoever uses the table must get each crystal to rest in one of the holes that matches their element.

Each time the adventurer uses the table maze to try and place a crystal in the resting place matching its element, the player performs the test below and then rolls on the crystal table (below) using the column depending whether the test was successful or failed. The player is required to keep a record of which crystals they have placed with their element, and which ones are still rolling around the maze. Each time the test is failed, as well as one of the crystals being displaced, the statue roars and a surge of arcane energy blasts from the handles and causes -4 HP of damage to the adventurer. Anytime a crystal is to be placed or displaced, and it has already been placed or displaced, the player must choose another crystal to place, or be displaced (i.e. if the red crystal has previously been placed and the player rolls a 1 after a successful test, they are free to choose any other crystal to place instead). The adventurer may abort the challenge at anytime. However, once the handles are released, all the crystals roll from their resting places, and will need to be placed again in order to complete the challenge.

MAZE – Test Dex -5 [S: roll crystal table success column] [F: -4 HP, roll crystal table failure column] (Agility)

CRYSTAL TABLE		
D10	TEST SUCCESS	TEST FAILED
1-2	Red crystal is placed.	Blue crystal is displaced.
3-4	Blue crystal is placed.	Red crystal is displaced.
5-6	Green crystal is placed.	White crystal is displaced.
7-8	White crystal is placed.	Green crystal is displaced.
9-10	Choose any crystal to be placed.	Choose any crystal to be displaced.

If after a test, all four crystals have been placed, the statues arms begin to move downwards revealing a large hole, and a magnificent object rolls out in to the waiting hands of the statue. Roll on table TD – Treasure D+15 to discover what is found, and then mark the special area as completed with a ✓.

65-66 Add "Lair of the Demon Lord Z65" to the dungeon sheet.

In a cavern off the beaten track, the adventurer stumbles upon a terrifying sight. Several demons have set up home and are slowly torturing a man to death. The victim is tied to an iron rack, and the demons are taking it in turns scorching him with their fire. A winged demon over 12 feet tall is laughing and encouraging the others to prolong the ordeal and not kill him. In a commanding voice he enforces his wrath by stating that if the man dies, one of them will be his next meal. He is obviously their leader. When an imp engulf the man in flames, and he slumps forward, they all back away slowly. On cloven feet the demon lord stomps over, and in anger scoops one up, and impales it on his horn. The imp struggles on the bony barb and eventually dies, and the others beg for mercy. Their grovelling leads to forgiveness and the demon lord pushes them aside and faces the dying man. Raising a clawed finger, he caresses the cheek and slices it open. Blood oozes from the wound and wakens the man and he yelps. The adventurer must encounter the demon lord and his minions to end the torture and save the man.

DEMON LORD AND HIS MINIONS

AV:50 DEF:3 DMG:+2 HP:4/4/9/8/29

[K: Imps x3 P2/I/W+5] [K: Demon x2 P2/I/W+15] [K: Demon Lord x1 x2 P2/I/W+20/TB]
(Fire, Fear, Large, Pack)

At the end of each combat round the Demon Lord will attempt to summon an imp to replace one that has fallen. Therefore, if any of the packs HP values that are underlined are reduced to 0, the player rolls 1d10 for each one and on a result of 1 the player replaces the 0 HP with 4 HP.

Example: At the end of a combat round the monsters HP is "0/0/0/0/5/29". Because 3 of the monsters HP that are underlined have been reduced to 0, the player must roll 1d10 for each, they roll a 1, 1 and a 6. The demon summons two imps to replace ones that have fallen, and the player changes the monsters HP to "4/4/0/0/5/29".

The demon lord and his minions will never escape combat, and are determined to kill the intruder. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all of the demon lord and his minions, they discover that it is all too late for the man, and he is dead when they cut him free from the rack. However in a backpack by his body they discover a magnificent treasure. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓.

Note that if the adventurer escapes combat, the demon lord and his minions remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the demon lord and his minions, and the fight will continue from where it left off.

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
67-68	Add "Eye On the Treasure Z67" to the dungeon sheet. The air is damp and cold, and the adventurer can hear the sound of running water. The further they explore, the wetter they feel, and it is not long before they come across a large lake, being fed by fast flowing water. It gushes from high up in the dungeon wall, creating a waterfall. It is hard to be sure, but it appears something large and motionless is standing behind the bubbling frothing water as it falls some 50 feet. A large iron wheel sits next to the lake and is connected to a bank of cogs. Guessing it will probably have something to do with the water, the adventurer spins the wheel. At first it grinds, resisting years of rust, but eventually loosens enough to spin. When the wheel is locked tight, the waterfall stops and reveals a statue of a Cyclops. The sight is magnificent and the stone sculpture stands as high as the waterfall. Its huge hands are clenched in to fists and its face is filled with anger. Two huge feet stand firmly on an ornate plinth, and on a panel the adventurer notices some writing. I AM THE GUARDIAN OF THE LAKE, AND PROTECTOR OF ITS RICHES. MY EYE IS ALL SEEING AND WILL WATCH OVER ITS TREASURES. Peering up at the eye, it sparkles and could in fact be a ruby worth thousands of gold pieces. In those few seconds of contemplation, it is clear the lake is draining, and by the time the adventurer has decided their next course of action, it has been reduced to a boggy wet sludge laying in a shallow pit at the foot of the Cyclops. No treasure is visible, and so whatever the inscription is referring to has either long gone or was never hidden in the lake in the first place. If the adventurer wishes, they may try to climb the statue and see if they can prise out the eye. However, climbing the Cyclops is no easy task. The damp air has caused a slimy moss to form and it is very slippery. Therefore, the adventurer must pass the test below three times in succession to reach the eye, or they will slip and fall to the ground. In addition, If the adventure falls, the higher up they are the more damage they will sustain. Therefore, if the adventurer fails the first test, they will suffer -3 HP of damage, if they fail the second test, they will suffer -4 HP of damage, and if they fail the third test they will suffer -5 HP of damage. CYCLOPS CLIMB – Test Dex -10 [S:+1 success] [F: 1st test -3 HP / 2nd test -4 HP / 3rd – test 5 HP] (Agility) When the adventurer has scored 3 successes they have reached the top, and begin trying to prise out its eye. However, during the removal they inadvertently press it further in to its socket. The whole statue begins to shake and a loud rumble is heard from below. The adventurer climbs down, and finds a platform in the centre of the lake has risen out of the ground, and resting on top is a magnificent treasure. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓.	
69-70	Add "Mystic Forest Z69" to the dungeon sheet. After some time exploring (+1 ☺), the adventurer discovers a strange looking portal. It is oval in shape and around 6 feet tall. A soft blue fog hangs around its edges, and a transparent film of energy covers its surface. A forest is framed by the blue mist and could be what lies on the other side. The sky is visible, peeking through the trees, and every now and then a bird flies from a branch searching for food. A ray of sun beams down at the base of an old oak, illuminating a sturdy looking chest. The scene is tranquil and the chest is inviting, maybe a quick step though could reveal something of interest. If the adventurer wishes, they may step through the portal, however when they do it closes up behind them. The chest is unlocked and they find a wondrous treasure inside and a note. Roll on table TD – Treasure D+20 to discover what is found and the note reads - Now you have my treasure, have fun finding your way home. The portal to your world could be anywhere in the mystic forest, but you will need to be quick, it won't be around for long. Merlin Ambrosius, p.s. this note is the clue to finding the portal. The adventurer must now search the forest for the portal, and all the while trying to work out the clue that is hidden in the note. The player must now perform the test below and keep a running total of the number of successes scored. BREAKING THE MAGIC – Test Int -10 [S:+1 success] [F:-1 success, +1 ☺] (Magic) Whilst in the forest, if the adventurer encounters a wandering monster, it is encountered immediately, however neither the monster or the adventurer are permitted to escape the combat as they are now both trapped in the forest; all escape reaction rolls made by the monster are therefore ignored. In addition, the adventurer may not fail the current quest until they have exited the forest. When the total number of successes has reached 5 the adventurer has finally managed to decipher the clue from the note. They recount the story of Merlin Ambrosius and search for his tower hidden in the forest. A portal held in the hands of two stone dragons is found on the top floor of the tower and the adventurer steps through and is returned back to the dungeon safely. The player then marks the special area as completed with a ✓, and can continue with the turn. THE STORY OF MERLIN AMBROSIOUS King Vortigern wished to erect a tower, but each time he did, it collapsed. A prophet instructed the tower to be build over ground that had been sprinkled with the blood of a child born without a father. This would prevent the destruction. Merlin Ambrosius being such a child, was brought before the King. Merlin convinced Vortigern that the tower would not support itself whilst two dragons fought and lived beneath, and that if he was made master over the fighting dragons, the tower would stand strong. The King gave merlin the tower, and he tamed the dragons.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
71-72	Add “Tugging the Rapids Z71” to the dungeon sheet. The adventurer comes across a small wooden raft moored to the bank of a river. The river is fierce and constantly jostling the platform back and forth. Despite the torrent of water, the raft has held up well against the onslaught, and its rope bindings still look capable of withstanding more. A thick rope has been secured at one end of the raft and hangs loosely in the water. The rope disappears in to a dark tunnel upstream of the river. A few tugs and it lifts out of the water and appears to well secured at the other end. If the adventurer wishes, they may board the raft and pull themselves upstream and in to the tunnel to see where it may lead. Once the raft has been untied from its mooring, it is washed downstream until the thick rope is pulled taut, and now it is up to the adventurer to pull the raft along using the rope to guide them in to the tunnel. The player must now perform the test below and keep a running total of how far the raft has moved. Each time the test is successful, the raft is pulled 4 yards, however each time the test is failed, the raft is overturned by the force of the rapid water, and the adventurer hurts themselves on rocks below the surface. Note, the recorded number of yards may never drop below 0. RAFT ROPING – Test Str -10 [S: +4 yards] [F: -2 yards, -5 HP] (<i>Strong</i>) When the raft has travelled 20 yards, it has been pulled through the tunnel, in to an underground cavern. The cavern marks the end of the journey for the raft, and the adventurer finds that the rope has been tied to the handle of a very heavy chest. They open the chest to reveal a magnificent treasure. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓.	
73-74	Add “Moving Stone (0” moved) Z73” to the dungeon sheet. A large stone statue over 20 feet high and several feet wide dominates a small hall found in the dungeon. It depicts a brutal barbarian warrior fighting a manticore. The creatures jaws are biting in to the barbarians neck, and its barbed tail is stinging his muscled leg. The warrior is fighting with a small knife, and it is plunged in to the side of the beast. It has torn open a deep wound and the creatures entrails are partly exposed. The statue is portraying a well versed gladiatorial fight from a bygone age showing the bout of “Malcolm and the Manticore”. In the fight Malcolm, slayed the beast with just a small knife made from the jawbone of a donkey, but later died from toxins and a severe neck wound. A hole beneath the statue has been partly exposed, and peering through reveals an opening to who knows where. If the adventurer has any hope of finding out what lies beneath the statue, they must move it at least 12” clear of the hole. The statue is really heavy and will take a great deal of strength to move it just a few inches. Any time the adventurer wishes to move the statue, the player must perform the test below. Each time it is passed successfully the player adds 3” to the area note (i.e. if it has been moved for the first time it would read “Moving Stone (3” moved) Z73”). The adventurer is free to try and move the statue as many times as they wish and are not obliged to move it all 12” before leaving the area, and if they return on a later turn they discover it in the same position as they left it. If the test is failed something has gone horribly wrong with the move, and the adventurer is injured for -5HP of damage. MOVING STATUE – Test Str -10 [S: +3” moved] [F: +2” moved, -5 HP] (<i>Strong</i>) Once the statue has been moved 12” or more, they are able to climb through the hole and find it leads to a secret tunnel that ends at an open treasure chest, and inside is a wondrous treasure. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓.	
75-76	Add “Words of Wisdom Z75” to the dungeon sheet. In a darkened area of the dungeon floor, the adventurer finds it has been laid out with a number of stone slabs etched with strange letters. Each is roughly a square foot in size, and has a shallow round notch at its centre. Resting in four of the notches are large round boulders. They are perfectly circular and appear to have been sanded smooth. Where the balls sit, the stone slabs have sunk in to the floor and it soon becomes obvious from an inscription carved on the wall, that the stones must be placed on certain letters to spell out a trigger word. When the correct word has been spelt, it will unlock a small door at the edge of the stone slabs. The inscription reads - USE THE LETTERS ON THE FLOOR AND YOU CAN UNLOCK AND OPEN THE DOOR SPELL THE WORD WELL AND GET IT RIGHT AND YOU CAN STEP THOUGH AND IN TO THE LIGHT BUT SPELL THE WORD WRONG AND YOU WILL SUFFER BUT NOT FOR LONG The door is bolted and can only be opened when the correct word has been spelt using 4 balls of spelling. To spell the correct word, the adventurer must try and work out the puzzle, and each time they make an attempt the player performs the test below, and keeps a record of a Puzzle number that is generated. Each time the test fails, one of the balls has been placed on the wrong letter, and the stone slab sinks, activating a flame trap that scorches the adventurer for -5HP of damage. The adventurer may decide at any time to abandon their attempt and the player may continue with the turn. SOLVING THE WORD – Test Int -10 [S:+3 Puzzle] [F: -5 HP] (<i>Aware</i>) If the Puzzle value reaches 12, the adventurer has placed all four balls to spell the word “WELL”, and the small door springs open to reveal a narrow corridor. Inside, a torch mounted to the wall ignites in to life, and the adventurer follows its light inside. After a few steps the tunnel turns in to a dead end, but on a stone slab is a wondrous treasure just waiting to be claimed. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
77-78	Add “Leaping Lilies Z77” to the dungeon sheet. Whilst exploring the area, the adventurer happens upon a large lake of yellow turbid liquid. It is very deep and spreads out over a wide area. The colour is almost luminous and doesn't appear natural, however, every so often a large bubble floats to the surface and pops, thus revealing that something is alive in its murky depths. Floating on the surface are an abundance of giant lily pads. They vary in size but some are well over 10 feet across. They are scattered everywhere, and one in the middle is of particular interest as it is supporting a large chest. It may be possible if the adventurer is careful, to jump across to it using the larger lily pads, and find out what the chest may hold. The shortest route will involve making 4 jumps. On the fourth jump they will have reached the centre pad and may open the chest. Each time the adventurer decides to try, the player performs the test below and keeps a record of the number of pads they have jumped. Each time the test is failed, the adventurer falls in to the luminous water and suffers -4 HP of damage and 1 poison pip is shaded on the poison track. However, they still make it to the intended lily pad and manage to climb up, ready to jump again. Anytime the adventurer wishes to give up reaching the lily pad with the treasure chest, they may do so. However, they must still make it back to the bank of the lake, and the player must perform a number of tests equal to the number of lily pads they have recorded so far. LEAPING – Test Dex -10 [S: +1 Pad] [F: +1 Pad, -5 HP, +1 poison pip] (<i>Agility</i>) When the 4th pad has been recorded, the adventurer has reached the chest and opens it to reveal a wondrous treasure. Roll on table TD – Treasure D+20 to discover what is found. Now they must get back, and need to make another four tests. When the fourth test has been made, the player marks the special area as completed with a ✓.	
79-80	Add “Trollnails Z79” to the dungeon sheet. Whilst exploring the adventurer begins to smell meat being cooked. They cautiously head for the source and as they draw nearer they become aware of loud echoing voices. The language spoken is definitely a form of common tongue, but very hard to understand. Approaching as silently as they can, they peer around a large boulder, and see two trolls sitting in front of a blazing fire. A large leg of something is being spit roasted on the open fire, and a pan of something is gurgling away underneath. For a moment the adventurers listen in to what they are saying. “Earr yow couda removs t’ bloomin toesnails, I ate eatin toesnails. Theys flakes offs ans spoils t’ broths” “Dun bes sucha babby, them ad to t’ flavoars an giv it sum body” “Wel Isa fink ole Bash wood wan us t’ remov is toesnails.” “Dun spouse he’ll care much nah” The adventurer looks around and studies the cavern. Three straw beds lay in the corner behind the fire, and one is still being used by a troll. It appear to be asleep but is laying in a strange position. The adventurer moves around to get a better look and is horrified at the sight. The trolls head has been severed and is resting on its pillow, and one of its legs is missing. The adventurer glances at the fire and notices that the spit roasting leg would fit perfectly on the dead trolls stump. Unable to control a gasp they alert the talkative trolls to their presence. The adventurer has no choice but to encounter the troll cannibals. TROLLS AV:60 DEF:5 DMG:+3 HP:36/36 [K: x2 P/TB+10] (Regeneration (see below), <i>Fear, Large, Pack</i>) Regeneration – The trolls have the ability to restore lost HP. Each time they roll a natural 1 on their damage die their HP values shown in bold will restore 2 lost HP. <i>Example: The trolls HP is currently “23/36” and the trolls roll 1 on the damage die. The player adjusts the trolls HP to “25/36”. On another combat round the trolls have HP of “0/34” and the troll rolls 1 on the damage die. The player adds 2 HP to 34 and 2 HP to the 0. The trolls HP are now “2/36”. Note, when both of the trolls HP have been reduced to “0/0” the trolls still get the opportunity to attack back and may even regenerate itself before the combat round is over.</i> The trolls will never escape combat, and are determined to kill the intruder. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the trolls, they discover in their nest a magnificent treasure. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat, the trolls remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the trolls, and the fight will continue from where it left off.	



Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
81-82	Add “Trial of Death Z81” to the dungeon sheet. Walking along a wide corridor, the adventurer uncovers a strange arrangement of chambers that mimic its route. The corridor runs alongside a series of four separate chambers that can all be viewed through observation points. These large openings in the rock are barred to prevent climbing though, but each one shows a clear view of the chamber beyond, and to further explain, a sign has been nailed to the wall on each side of the window detailing the chamber and what happens inside it. A small exit at each end of the chambers links one to the other, and from the signs and the arrangement of the chambers, it is clear that this entire area forms some kind of trial and a place for spectators to watch. The adventurer spends some time observing the individual chambers to discover the trials. The first is called the “Blades of Death”, where several large axes swing down like pendulums, whilst the competitor must run to the end of a corridor dodging their blades. The second trial is to cross the “Pit of Screams”, where stepping stones have been arranged across a wide pit of hot bubbling lava. The challenger must jump from one to the other to reach the end. However, not all the stones are real, and if the competitor jumps onto an illusionary one, they will fall through and in to the molten pit. The shock and the burning lava is guaranteed to make them scream. The third trial is to climb the “Wall of Spears”, where they must climb a wall pitted with holes, and at anytime moment a spear could shoot out and stab them. The fourth and final trial is a “Race for Life”, where they must run up a sloping corridor, whilst boulders of all sizes are hurled down at them. Only if they reach the peak will the race and the trial be over. A golden treasure chest sits at the top of the slope, and will surly hold a magnificence treasure. A small path leads off from the main corridor, and a sign nailed above its opening reads “START THE TRIAL OF DEATH”. If the adventurer wishes, they may follow the path and attempt the trial for themselves. The player then performs the test below 4 times, once for each test. Once they have begun the trial there is no turning back and all 4 tests must be completed. TRIAL OF DEATH – Test Dex -15 [S: +1 Trial completed] [F: +1 Trial completed, -6 HP] (<i>Agility</i>) If they are still alive after the forth trial, they will have reached the top of the slope, and will be standing in front of the chest. Inside they find a wondrous treasure. Roll on table TD – Treasure D+20 to discover what is found, and then mark the special area as completed with a ✓.	
83-84	Add “The Tomb of the Lich Lord Z83” to the dungeon sheet. It is unbearably quiet in an abandoned part of the dungeon, and the adventurer feels more exposed than ever. Each footstep claps out on the stone floor and echoes back at them. All around, the walls feel damp and a mist hangs in the air and tastes musty. Twisting through a series of roofless corridors, the adventurer finds themselves in a great hall. Five stone caskets arranged in a circle sit open, with broken lids on the floor. One cask is almost twice the size of the others, and its ornate stonework is flamboyant and depicts a figure raising an undead army from the ground. The adventurer stops to listen, and hears a scratching from one of the caskets. Peering in they see a small rat scabbling around within the bones of a skeleton. It looks up and sniffs before charging off through the rib cage and disappearing through a hole at the bottom. Sighing with relief the adventurer moves to the middle and steps forward to take a look inside the large cask. Suddenly, to the left, a skeleton sits upright and looks down at the adventurer. Its eyes glow red and as it begins climbing out, another pops up on the right. From behind the adventurer hears more scratching, and chancing a glance over the shoulder, sees two zombies emerging. Now completely surrounded, the adventurer springs forward, hoping the final cask lays empty and they can make their escape. However, another skeleton rises up from inside, and is twice the size of the others. A huge sword held in clawed bony fingers points effortless towards them and then it hisses. Their heart sinks at the sight of a Lich Lord, and they step backwards with mounting despair. They are now completely surrounded and must encounter the Lich Lord and his Minions. LICH LORD AND MINIONS AV:70 DEF:6 DMG:+3 HP:<u>9</u>/<u>9</u>/<u>9</u>/<u>35</u> [K: x2 A+15/W+15] [K: I/W+20/TB+15] (<i>Regeneration</i> (see below), <i>Fear</i>, <i>Dark Magic</i>, <i>Pack</i>) Regeneration – The skeletons and the Lich Lord have the ability to restore lost HP. Each time the Lich Lord and his Minions roll a natural 1 on their damage die, the HP values shown in bold will restore 2 lost HP. <i>Example: The Lich Lord and his Minions HP is currently “0/0/4/9/35” and they roll 1 on the damage die. The player searches the bold HP and can see that the HP value of “4” is eligible to regenerate 2 lost HP. The player adjusts the Lich Lord and his Minions HP to “0/0/6/9/35”. Note, when the Lich Lord and his Minions HP are “0/0/0/0/0” they still get the opportunity to attack and may even regenerate themselves if they happen to roll 1 one their damage die.</i> At the end of each combat round, the Lich Lord will attempt to resurrect his fallen skeletons and zombies. Therefore, if any of the packs HP values that are underlined are reduced to 0, the player rolls 1d10 for each one and on a result of 1 the player replaces the 0 HP with 9 HP. <i>Example: At the end of a combat round the monsters HP is “0/0/6/9/35”. Because 2 of the monsters HP that are underlined have been reduced to 0, the player must roll 1d10 for each, they roll a 1, and a 6. The Lich Lord resurrects one of the fallen skeletons, and the player changes the monsters HP to “9/0/6/9/35”.</i> The Lich Lord and his Minions will never escape combat, and are determined to kill the adventurer. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL all the Lich Lord and his Minions, they discover a magnificent treasure in the lich lords casket. Roll on table TD – Treasure D+25 to discover what is found, and then mark the special area as completed with a ✓. Note that if the adventurer escapes combat the Lich Lord and his Minions remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the Lich Lord and his Minions, and the fight will continue from where it left off.	

Z - SPECIAL BLUES		Z
D100	Special Blue Areas	
85-86	Add “Making a Connection Z85” to the dungeon sheet. In a large chamber the adventurer happens upon a curious creation. Painted on the dungeon wall is a mural depicting a desert landscape and a bright blue sky. Completing the picture is a burning sun that looks down over an actual model town. The tiny buildings spread out over a large platform, made up of several stone slabs. One of the slabs has a panel set in to its side with a tiny keyhole. Between the tiny buildings are roads and paths, and even tiny people, carts and horses. For a moment the adventurer just stands marvelling at the intricate work that has gone in to the miniature town, and then notices small holes in the roads and on the rooftops of the buildings. At first they believe it to be a fault, but on closer inspection they realise they are in fact tiny spouts. Wondering what they are for only heightens their curiosity and they begin searching the chamber for clues. It is not long after, they discover a bag full of pipes. A few are flexible and can be bent, whilst others are just straight. Also in the bag is a message that reads. <i>The town is in drought and needs water to survive. The rain from the sky will keep it alive. Connect the pipes wisely to water the mud. Connect the pipes foolishly and they'll be in for a flood. When the ground is just sodden the sun will not shine. Instead, in its place will be a treasure of mine.</i> Looking at the end of the pipes, they appear to be able to connect in to each other and onto the spouts on the model. The adventurer also notices some more spouts in the mural and in the ceiling above. Taking a closer look at the sun, they find that it can be spun, and after a few turns water begins pouring out from all the spouts at once. Quickly they turn it backwards and the liquid stops. Now it seems obvious that if they can connect the pipes in such a way that it rains from the ceiling above and does not flood the town, they will receive some kind of reward. To connect the pipes correctly, the adventurer must work out which pipe connect to the spouts, and with so many of all different sizes it is going to take some time. The player must perform the test below 10 times and keep a record of a Puzzle number and a Time number that is generated. The adventurer may decide at any time to abandon their attempt, and the player may continue with the turn. However, whether all 10 tests are completed or not, the player is required to add +1☺ to the time track for each 2 full points of time that has accumulated during the tests. They then deal with any time effects one at a time in the order they are triggered. MAKING A CONNECTION – Test Int -15 [S:+3 Puzzle, +1 Time] [F:-2 Puzzle, +2 Time] (Aware) After all 10 tests have been made, if the Puzzle value is 12 or more, the adventurer has solved the puzzle and connected all the pipes together, so that when they turn the sun, water sprinkles out over the town from the spouts in the ceiling. As the ground gets wetter, water trickles through the streets and is guided towards a small pond, where it collects. When the pond is almost about to overflow, the adventurer hears a click and the rain above stops. The water has washed away years of dust and revealed that the buildings and roads have been painted. The whole town looks alive and vibrant. The adventurer steps back a few paces, and from their new position they could easily mistake the town for a real settlement being observed from a hilltop. A distant rumble breaks their trance, and the mural begins to move. Sinking slowly in to the ground, it is replaced with another showing green landscapes filled with farms and forests. A river runs through the centre and fresh water begins to pour from a tiny spout on to the model, creating a never-ending stream to the pond. After another click, the sun begins to move across the new mural on a track and when it stops the front falls open to reveal a small key hidden inside. Grabbing it, the adventurer opens the panel on the platform, and inside they find a magnificence treasure. Roll on table TD – Treasure D+25 to discover what is found, and then mark the special area as completed with a ✓.	
87-88	Add “Wrestling Clay Z87” to the dungeon sheet. Whilst exploring the many nooks of the dungeon, the adventurer stumbles upon a magnificent sight. Standing around a large oval arena are two dozen life sized clay warriors, and in the centre stands another waiting to be challenged. On its chest is etched an inscription which reads - WRESTLE ME THE CHAMPION, AND WIN THE BOUT YOUR REWARD IS MY TREASURE, COME SEEK IT OUT. The clay golem stands a foot taller than the adventurer, and almost a foot broader too. It has no weapon, but each of its mighty hands could easily crush the average sized head. Even in a ready stance, it is imposing. Two white lines on the arena floor mark the starting position for combatants. The golem is standing behind one, and when the adventurer steps behind the other, a apparition of a man in a striped black and white top appears and begins announcing a fight. “Welcome to another WWCGGM, the “Weekly Wrestling Clay Golem Grudge Match”. This weeks challenger faces off the magnificent, undefeated, WWCGGM champion for the 3282011th consecutive match, the one and only master of the arena Robbyous the annihilator Orenous”. Okay fellas, I want a clean fight, the first to score 5 points is champion. After the count of three I want you to step forward and begin. Okay on my count 1.2..” Before the count of 3 the clay golem is already stirring, its legs are beginning to move and its arms have risen ready to make a grab. The adventurer quickly steps back from the mark and is relieved to see the ghostly figure disappear and the golem return to a ready stance. If the adventurer wishes they may return to the mark and wrestle the clay golem. The player then performs the test below and keep a running total of how many points the adventurer and the golem have scored. Each time the adventurer fails a test, the golem has hurt them in some way and they suffer -6 HP of damage. They may abort the match at anytime by making a successful escape test. WRESTLING MATCH – Test Str -15 [S: +1 point to the adventurer] [F: +1 point to the golem, -6 HP] (Strong) If the golem scores 4 points before the adventurer, or if the adventurer successfully escapes, the golem stomps back to its line and returns to a ready stance, and the apparition vanishes. Otherwise, if the adventurer scores 4 points before the golem does, the apparition announces the newcomer as the winner and vanishes. The golem returns back to its marker with its head hung low and it begins to crumble. Fragments break off and smash in to pieces on the floor, and when its chest caves in it reveals something interesting. Roll on table TD – Treasure D+25 to discover what is found, and then mark the special area as completed with a ✓.	

Z - SPECIAL BLUES

Z

D100

Special Blue Areas

89-90 Add “The Dragon Eggs Z89” to the dungeon sheet.

After a long walk through a strangely quiet part of the dungeon, the adventurer notices an abnormal number of animal remains. Bones of all sizes, and often entire carcasses, are found scattered here and there amongst the rubble and debris. Even an entire skeleton of a cow is found, which is very odd, as cows are not known to graze inside a dungeon. Another oddity is the size of the chambers. They are much wider than anywhere else the adventurer has explored so far, and appear to have been excavated with huge cuts, rather than those made by small picks. Throughout, the largest chambers are clawed foot prints that have been pressed deep in the ground. They are over 6 feet long, and the adventurer realises that they are possibly heading towards a troubling encounter. From behind, they hear powerful wings flapping, and then a roar. It is some way off, but the sound is deafening, and for a moment they are stopped in their tracks whilst every bone in their body shakes. With wide eyes, the adventurer chances a peek over their shoulder, and spots a huge dragon stomping towards them. It doesn't appear to have noticed them, and perhaps the giant bear hanging limply from its mouth is masking their scent. Quickly they dive into a cavern to hide.

After just a few hurried steps, the adventurer trips over a boulder, and falls head first in to a stack of large white rocks. Landing in a heap, they look around, and are amazed at how smooth and egg-like they are. Shaking their head to clear their mind, they stand and watch through blurry eyes as one rock begins to crack open. They have stumbled in to a dragons nest and one of its eggs is hatching.

Cursing and backing away slowly, they see a baby dragon emerge from the broken shell and shake out its wings. It begins scampering around loosening its stiff limbs, stumbling and falling at first, until finally its stands upright. Then an eye pops open, and blinks. Then its other eye pops opens, and as both eyes blink to gain focus, they are drawn to the adventurer's blurry shape. A moment later the dragon hatchling is staring fondly at the adventurer, thinking they are it's mum.

In a soft, yet firm voice the adventurer tells the hatchling “No way, I'm not your mummy”, and as the sentence trails to its end, the large dragon stomps in. It looks down first at the hatchling, then at the adventurer, and then again at the hatchling. Her eyes narrow and she drops the bear lifelessly to the ground. It lands with a thud, just before the mother dragon roars with anger. The outrage is clearly heard in her scream, and the adventurer feels something wet trickle down their leg. She is very upset and is now blocking the only means of escape. The adventurer has no choice but to encounter the mother dragon. Roll 1d6 on the table below to discover which type of dragon is encountered and then combat begins immediately.

D6	DRAGON ENCOUNTERED
1	WHITE DRAGON AND ITS HATCHLINGS AV:80 DEF:7 DMG:+5 HP:7/47 [K: P4/TC+5] (<i>Fly, Fear, Large, Pack, Attacks 2</i>)
2	GREEN DRAGON AND ITS HATCHLINGS AV:80 DEF:8 DMG:+5 HP:7/49 [K: P4/TC+5] (<i>Fly, Fear, Large, Pack, Attacks 2, Poison</i>)
3	RED DRAGON AND ITS HATCHLINGS AV:85 DEF:8 DMG:+5 HP:7/44 [K: P4/TC+10] (<i>Fly, Fear, Large, Pack, Attacks 2, Fire</i>)
4	BLUE DRAGON AND ITS HATCHLINGS AV:80 DEF:7 DMG:+5 HP:7/45 [K: P4/TC+10] (<i>Fly, Fear, Large, Pack, Attacks 2, Freeze</i>)
5	BLACK DRAGON AND ITS HATCHLINGS AV:85 DEF:8 DMG:+5 HP:7/47 [K: P4/TC+15] (<i>Fly, Fear, Large, Pack, Attacks 2, Dark Magic</i>)
6	GOLDEN DRAGON AND ITS HATCHLINGS AV:90 DEF:9 DMG:+6 HP:7/50 [K: P4/TC+20] (<i>Fly, Fear, Large, Pack, Attacks 2, Fire, Stun</i>)

Once in each combat round there is a chance that a dragon hatchling will hatch from an egg and join the fight. The dragon had 6 eggs in total, one of which has already hatched, and so that leaves 5. At the end of each combat round, the player rolls 1d6 and compares the number to the number of unhatched eggs. If the result is equal to, or less than that number, one of the eggs hatches and a baby dragon joins the fight, and the player must add 7 to the start of the dragons HP line.

Example: At the end of a combat round the dragons has 5 unhatched eggs, its current HP line is “7/49”. The player rolls 1d6 and scores a 2. As this is equal to or less than 5, one of the eggs hatches and the player changes the dragons HP line to “7/7/49”. On a later combat round the dragons HP line is “0/6/7/7/49”, and has just 2 unhatched eggs remaining. The player rolls 1d6 and scores 2. As this is equal to, or less than the number of unhatched eggs, the player changes the dragons HP line to “7/0/6/7/7/49”.

The dragon and its hatchlings will never escape combat, and are determined to kill the adventurer. Therefore, all escape reaction results they make are ignored. The adventurer is free to escape combat, but if they manage to KILL the dragon and its hatchlings, they discover a magnificent treasure amongst its horde. Roll on table TD – Treasure D+30 to discover what is found, and then mark the special area as completed with a ✓. In addition any unhatched eggs may be taken and are worth 1000gp. They may also be used by an adventurer using the Beast Mastery rules.

Note that if the adventurer escapes combat, the dragon and its hatchlings remain on the combat track, and are not removed as they would be for a normal encounter. If on a later turn the adventurer returns to the area, they will automatically encounter the dragon and its hatchlings, and the fight will continue from where it left off.

91-100

There is nothing special about this area of the dungeon, and so it retains all of the usual rules as explained in the main D100 Dungeon rulebook for a blue area.



NAME:			HERO PATH:			RACE:			 -20 Dark
REP:	FATE:	LIFE:	GOLD PIECES:			ENCOUNTER MODIFIER:			

Primary		Adjusted		Experience Track		Unlocks the Abilities below at 50	
STRENGTH (Str)			★○○○○○○○○○○○○○○○			MIGHTY BLOW ☐ During Combat Dmg Rolls of 6 roll again and add to the roll	
DEXTERITY (Dex)			★○○○○○○○○○○○○○○○			PERFECT AIM ☐ Roll again for Hit Location and choose either result	
INTELLIGENCE (Int)			★○○○○○○○○○○○○○○○			SPELL CASTER ☐ Can now use Spells from the Spell Book	

Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Item Found, roll 1d6 1-2= 3-4= 5-6=
1	+3	Head										A:	□□□□□
2	+2	Back										A:	□□□□□
3	+1	Torso										A:	□□□□□
4	-	Arms										A:	□□□□□
5	-	Hands										A:	□□□□□
6	-	Main H 											□□□□□
7	-	Off H 										S:	□□□□□
8	BC	Waist										A:	□□□□□
9	-1	Legs										A:	□□□□□
10	-1	Feet										A:	□□□□□
			Neck										Oil ○○○○○○○○○○○○
			Ring										Food ○○○○○○○○○○○○
			Ring										Picks ○○○○○○○○○○○○
													○○○○○○○○○○○○○
													○○○○○○○○○○○○○
													○○○○○○○○○○○○○
Dmg Deflected to shield shades ½ a pip			TOTALS										

BELT SLOTS	1-2	3-4	5-6	7-8	9-10
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BEAST (Level)	BEAST BONUS	GP	○○○○○○○○○○○○○	ABILITIES	HP
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1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
KEYS	○	○	○	○	○	○	○	○	○	POISON	○	○	○	○	○	○	○	○	○
LEVER	○	○	○	○	○	○	○	○	○	DISEASE	○	○	○	○	○	○	○	○	○

SKILLS			Experience Track	Level	Bonus	SPELL BOOK	Cost	HEALTH POINTS (HP)	
1	Agility	★○○○○○○○○○○○○○			+20			PRIMARY:	
2	Aware	★○○○○○○○○○○○○○			+15			ADJUSTED:	CURRENT
3	Bravery	★○○○○○○○○○○○○○		50+	+10			OBJECTIVES:	
4	Dodge	★○○○○○○○○○○○○○			+5			TIME TRACK	MOD:
5	Escape	★○○○○○○○○○○○○○			+0				 4 
6	Locks	★○○○○○○○○○○○○○		60+	-0				
7	Lucky	★○○○○○○○○○○○○○		70+	-5				
8	Magic	★○○○○○○○○○○○○○		80+	-10				 5  6 
9	Strong	★○○○○○○○○○○○○○		90+	-15				
10	Traps	★○○○○○○○○○○○○○		100	-20				

ARTISAN SHEET

NAME:			ARTISAN (Art)		○○○○○○○○○○○○○●
Salvage Skill		○○○○○○○○○○○○○●	Crafting Skill		○○○○○○○○○○○○○●

[illegible]

SALVAGE – Test: Artisan (Art) [S: salvage materials] [F: item destroyed] (*Salvage*)
DUNGEON SALVAGE – Test: Artisan (Art) -10 [S: shade 1 scraps pip] [F: nothing] (*Salvage*)
CRAFTING – Test: Art (- Schematic Modifier) [S: item is crafted] [F: nothing is crafted] (*Crafting*)

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
B	BANSHEE 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Holy Strength - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge - Monster -2 Dmg</i>
	BASILISK	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant - Ignore Poison Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Gaze Block - Ignore Petrify* Result</i>
	BEAR	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge – Monster Dmg -2</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness – Monster -2 DEF</i>
	BEASTMAN	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint – Adventurer +5 Attack</i>
	BEASTMAN ARCHER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge - Monster -2 Dmg</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge - Monster -2 Dmg</i>
	BEASTMAN CHAMPION	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint - Adventure +5 Attack</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics - Adventurer +10 Attack</i>
	BEASTMAN WITCH	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint - Adventure +5 Attack</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption - Ignore Dark Magic Result</i>
	BLACK DRAGON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption - Ignore Dark Magic Result</i>
	BLUE DRAGON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Freeze - Ignore Freeze Result</i>
C	CENTAUR	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness - Monster -2 DEF</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>
	CENTAUR CHAMPION	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint - Adventure +5 Attack</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter - Monster -5 Attack</i>
	CERBERUS 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Demon Slayer – Adventurer +3 Dmg</i>
	CHIMERA	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Nimble – Monster -1 Attacks</i>
	COCKATRICE	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Gaze Block – Ignore Petrify* Result</i>
	CYCLOPS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Impact - Ignore Dazed Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless - Ignore Large Result</i>
D	DEMON 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Demon Slayer – Adventurer +3 Dmg</i>
	DEMON LORD 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless - Ignore Large Result</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Demon Slayer – Adventurer +3 Dmg</i>
	DIRE WOLVES	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Manoeuvre – Ignore Leap* Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	DOPPELGÄNGER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics – Adventurer +10 Attack</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>
E	ECHIDNA 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant - Ignore Poison Result</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Gaze Block – Ignore Petrify* Result</i>
	EVIL WARLOCK	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics – Adventurer +10 Attack</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption – Ignore Dark Magic Result</i>
F	FIRE ELEMENTAL	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless - Ignore Large Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire - Ignore Avoid Fire Test</i>
	FIRE WYRM	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Nimble – Monster -1 Attacks</i>
	FROST WYRM	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Freeze - Ignore Freeze Result</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Nimble – Monster -1 Attacks</i>
G	GARGOYLE 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Impact - Ignore Dazed Test</i>

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
G	GHOST 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Holy Strength - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter - Monster -5 Attack</i>
	GHOUL 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Holy Strength - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint - Adventure +5 Attack</i>
	GIANT	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless - Ignore Large Result</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Impact - Ignore Dazed Test</i>
	GIANT ANTS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	GIANT APES	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	GIANT BATS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Lure – Ignore Fly Penalty</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Alert – Ignore Surprise</i>
	GIANT BOAR	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter - Monster -5 Attack</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness – Monster -1 DEF</i>
	GIANT CENTIPEDE	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant - Ignore Poison Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness – Monster -2 DEF</i>
	GIANT CRAB	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge – Monster -2 Dmg</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness – Monster -2 DEF</i>
	GIANT MOTH	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Subterfuge - Monster -10 Attack</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Lure – Ignore Fly Penalty</i>
	GIANT OOZES	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics – Adventurer +10 Attack</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Web Dodge - Ignore Avoid Web Test</i>
	GIANT RATS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Protection – Ignore Disease Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	GIANT ROC	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Lure – Ignore Fly Penalty</i>
	GIANT SCORPION	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Manoeuvre - Ignore Leap* Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant - Ignore Poison Result</i>
	GIANT SNAKE	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant - Ignore Poison Result</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge - Monster -2 Dmg</i>
	GIANT SPIDER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness - Monster -2 DEF</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Web Dodge - Ignore Avoid Web Test</i>
	GIANT VAMPIRE BAT 	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Lure – Ignore Fly Penalty</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter - Monster -5 Attack</i>
	GIANT WASPS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness - Monster -1 DEF</i>	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics - Adventurer +10 Attack</i>
	GOATMAN	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge - Monster -2 Dmg</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint - Adventure +5 Attack</i>
	GOATMAN ARCHER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Alert – Ignore Surprise</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>
	GOATMAN PRIEST	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage - Adventurer +2 Dmg</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption - Ignore Dark Magic Result</i>
	GOBLIN ARCHER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Alert – Ignore Surprise</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	GOBLIN WARLOCK	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dodge - Monster -2 Dmg</i>	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption - Ignore Dark Magic Result</i>
	GOBLINOIDS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint - Adventure +5 Attack</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	GOBLINS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter - Monster -5 Attack</i>	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge – Ignore Pack AV Bonus</i>
	GOLDEN DRAGON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage - Ignore Fear Test</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dragon Slayer – Adventurer +4 Dmg</i>
	GREEN DRAGON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant - Ignore Poison Result</i>	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless - Ignore Large Result</i>

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
G	GRIFFON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Lure</i> – Ignore Fly Penalty
H	HARPY	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Lure</i> – Ignore Fly Penalty	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Resistant</i> - Ignore Poison Result
	HELL HOUNDS 🐾	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Manoeuvre</i> - Ignore Leap* Result	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge</i> – Ignore Pack AV Bonus
	HOBGOBLINS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge</i> – Ignore Pack AV Bonus	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter</i> - Monster -5 Attack
	HYDRA 🐉	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless</i> - Ignore Large Result
I	IMPS 🐉	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge</i> – Ignore Pack AV Bonus	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire</i> - Ignore Avoid Fire Test
L	LAMIA 🐉	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption</i> - Ignore Dark Magic Result
	LICH LORD 🧛	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption</i> - Ignore Dark Magic Result	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Stay Dead</i> – Roll again Resurrection
	LIZARDMAN	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics</i> - Adventurer +10 Attack	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter</i> - Monster -5 Attack
	LIZARDMAN ROCK SLINGER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Alert</i> – Ignore Surprise	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage</i> - Adventurer +2 Dmg
M	MANTICORE	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless</i> - Ignore Large Result
	MEDUSA 🐉	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Gaze Block</i> - Ignore Petrify* Result
	MINOTAUR	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless</i> - Ignore Large Result
	MOUNTAIN LIONS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Manoeuvre</i> - Ignore Leap* Result	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge</i> – Ignore Pack AV Bonus
	MUMMY 🧛	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Holy Strength</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Protection</i> - Ignore Disease Result
N	NECROMANCER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption</i> - Ignore Dark Magic Result	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Stay Dead</i> – Roll again Resurrection
	NEMEAN LIONS	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge</i> – Ignore Pack AV Bonus	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Manoeuvre</i> - Ignore Leap* Result
O	OGRE	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Largeless</i> - Ignore Large Result
	ORC	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint</i> - Adventure +5 Attack	+1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage</i> - Adventurer +2 Dmg
	ORC ARCHER	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Weakness</i> - Monster -2 DEF	+1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Alert</i> – Ignore Surprise
	ORC CHAMPION	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Counter</i> - Monster -5 Attack	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Tactics</i> - Adventurer +10 Attack
	ORC WARLOCK	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage</i> - Adventurer +2 Dmg	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Disruption</i> - Ignore Dark Magic Result
P	PHOENIX	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Courage</i> - Ignore Fear Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire</i> - Ignore Avoid Fire Test
R	RATMAN CHAMPION	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint</i> - Adventure +5 Attack	-1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Protection</i> - Ignore Disease Result
	RATMEN	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Protection</i> - Ignore Disease Result	+2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Charge</i> – Ignore Pack AV Bonus
	RED DRAGON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Dragon Slayer</i> – Adventurer +4 Dmg
	REVEN. DWARF CHAMPION 🧛	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Feint</i> - Adventure +5 Attack	+0	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <i>Advantage</i> - Adventurer +2 Dmg

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
R	REVENANT DWARF 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	+0	○○○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
	REVENANT ELF ARCHER 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	+0	○○○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>
	REVENANT ELF CHAMPION 	○○○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
S	SHADE 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
	SIREN 	○○○○○○○○○○○○ <i>Tactics – Adventurer +10 Attack</i>	-2	○○○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>
	SKELETON 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	+0	○○○○○○○○○○○○ <i>Dodge – Monster -2 Dmg</i>
	SKELETON DRAGON 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○○○ <i>Dragon Slayer – Adventurer +4 Dmg</i>
	SKELETON SPIDERS 	○○○○○○○○○○○○ <i>Alert – Ignore Surprise</i>	+0	○○○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
	SPHINX	○○○○○○○○○○○○ <i>Weakness – Monster -2 DEF</i>	-2	○○○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>
	SPIDER QUEEN	○○○○○○○○○○○○ <i>Weakness – Monster -2 DEF</i>	-1	○○○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
	STONE GOLEM	○○○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	+0	○○○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
	SUCCUBUS 	○○○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>	-1	○○○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>
T	TITAN	○○○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
	TRICKSTERS 	○○○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+2	○○○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>
	TROLL	○○○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○○○ <i>Troll Slayer - Adventurer +2 Dmg</i>
V	VALKYRIES	○○○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>	-1	○○○○○○○○○○○○ <i>Tactics – Adventurer +10 Attack</i>
	VAMPIRE 	○○○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>	-2	○○○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>
	VAMPIRE LORD 	○○○○○○○○○○○○ <i>Disruption – Ignore Dark Magic Result</i>	-2	○○○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>
W	WENDIGO 	○○○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○○○ <i>Tactics – Adventurer +10 Attack</i>
	WEREWOLVES 	○○○○○○○○○○○○ <i>Manoeuvre – Ignore Leap* Result</i>	-1	○○○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
	WHITE DRAGON	○○○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○○○ <i>Dragon Slayer – Adventurer +4 Dmg</i>
	WIGHT 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>
	WRAITH 	○○○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○○○ <i>Tactics – Adventurer +10 Attack</i>
	WYRM	○○○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○○○ <i>Nimble – Monster -1 Attacks</i>
	WYVERN	○○○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○○○ <i>Nimble – Monster -1 Attacks</i>
Z	ZOMBIE MASTER 	○○○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	-1	○○○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>
	ZOMBIES 	○○○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>	+0	○○○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>

ARCANIST SPELL BOOK (Int 60+) ☐

1d10	Level	Bonus	SPELLS	INGREDIENT	COST	UPKEEP
1	60+	+20				
2		+15				
3		+10				
4		+5				
5		+0				
6	70+	-0				
7	80+	-5				
8	90+	-10				
9	100	-15				
10	110	-20				
ONLY SPELLS THAT BELONG TO THE ADVENTURER'S ORDER OF MAGIC CAN BE ADDED. SPELLS FROM TABLE S ARE ADDED TO THE SPELL BOOK ON THE FRONT OF THE ADVENTURE SHEET						

NUMBER OF TIMES ARCANE LAW HAS BEEN BROKEN	
---	--

INGREDIENT'S BAG (1000gp) ☐

1d10	QTY	INGREDIENT	GP EACH
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS			

BAG OF SUMMONING

ITEMS WITH DAMAGE TRACKS ONLY												
1d10	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1												□□□□□
2												□□□□□
3												□□□□□
4												□□□□□
5												□□□□□
6												□□□□□
7												□□□□□
8												□□□□□
9												□□□□□
10												□□□□□

ITEMS WITHOUT DAMAGE TRACKS ONLY			
1d6+ 1d10	QTY	ITEM	GPEACH
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS			

PROPERTY SHEET

SMALL ROOM			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			8,000gp	40gp			20			10gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-3													□□□□□
4-6													□□□□□
7-9													□□□□□
10													□□□□□

APARTMENT			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			10,000gp	50gp			30			20gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-3													□□□□□
4-6													□□□□□
7-8													□□□□□
9													□□□□□
10													□□□□□

SMALL HOME			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			12,000gp	60gp			40			30gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3-4													□□□□□
5-6													□□□□□
7-8													□□□□□
9													□□□□□
10													□□□□□

MEDIUM HOME			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			14,000gp	70gp			50			40gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3-4													□□□□□
5-6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

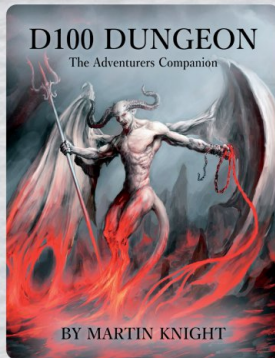
LARGE HOME			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			16,000gp	80gp			60			50gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3-4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

MANOR HOUSE			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			18,000gp	90gp			70			60gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

SMALL CASTLE			BUY AND SELL VALUE	UPKEEP COST			BASE SECURITY VALUE			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			20,000gp	100gp			80			70gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1													□□□□□
2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

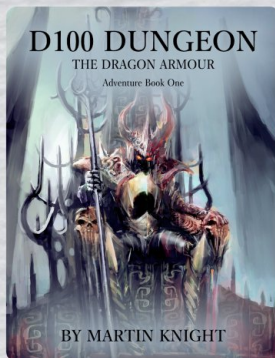
D100 DUNGEON PRODUCTS

Available Form - DriveThruRPG, The GameCrafter, and the Google Play Store. Links can be found at - www.mk-games.co.uk



THE ADVENTURERS COMPANION

D100 Dungeon The Adventurers Companion, is an essential guide for any adventurer wishing to spice up their games. It offers new rules, and additions that can be implemented into your games, and contains a new way to play quests, with the introduction of a campaign quest line and side quests.



THE DRAGON ARMOUR

The Dragon Armour Adventure Book introduces a different way of playing D100 Dungeon, and will give you choices much like a “choose your own adventure” game book. It uses all of the D100 Dungeon rules from the main rulebook with a few modifications. Also included in the Adventure Book are some additional rules for D100 Dungeon that can be implemented into any of your D100 Dungeon games, whether you are playing a Quest, Campaign or an Adventure.



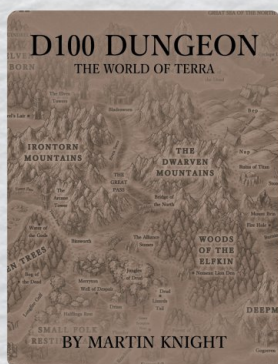
GAME TRACKER

The Game Tracker takes the hard work out of tracking the various game elements, such as shading the time track, recording Monster and Player HP, logging Keys and Levers found, tracking Disease and Poison pips, recording your supplies (Oil, Food and Picks) and setting the Encounter Modifier. Use the 20 Crystals supplied to track the various elements and at the end of your gaming session just update the Adventure Sheet with the information from the Game Tracker Mat.



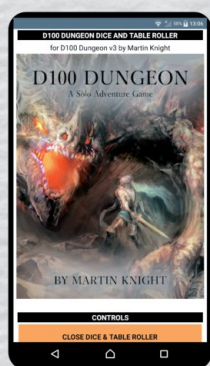
MAPPING GAME

The Mapping Game has been designed to provide you with an alternative way to play D100 Dungeon. It combines the original rulebook with cards and tokens to give your quests a board game feel. You will need the original Version 3 Rulebook in order to use this game.



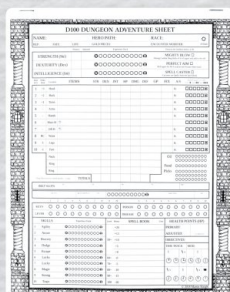
THE WORLD OF TERRA

This supplement (formally named “History and Glossary of Northreach”) is offered as a resource for D100 Dungeon’s fantasy campaign setting of Terra. It has no actual game element, but details people, places and events that have been encountered in the storyline of the campaign and forthcoming adventure books.



DICE AND TABLE ROLLER APP

The official app for D100 Dungeon v3 can be used to roll the dice used in the game, and to roll on the many tables found throughout the rule book. The results from the tables are from the most up to date version of the game, version 3.



GAME SHEETS

The Adventure Sheet, Dungeon Sheet and the Combat Track have been added to pads, to save the hassle of printing, and saving you time and ink. The quality of the paper, makes the sheets longer lasting and in the case of the Adventure Sheet, you will not need to keep transferring information to new sheets as they wear out.



SPELL CARDS

The Spell Cards contains 25 cards depicting the spells found on Table S - Spells, 8 reference cards to make finding rules easier and faster during game play, and a double sided bonus monster card. They can be used either as a reference to the spells, or shuffled to create a draw deck (i.e. used instead of rolling for a spell), and if you own two packs, why not use them for both, reference, and a draw deck.

The Lost Tome of Extraordinary Rules
adds a wealth of new rules to your games.

BEAST MASTERY (tame and use companion pets)

NEW FIND TABLE (with 100 individual entries)

ARTISAN (an extensive item crafting system)

EASIER INVESTMENTS (a new table for investments)

COMBAT EXPERIENCE (get better at killing monsters)

ARCANISTS (60 new spells & the new Arcanist hero path)

PROPERTY (buy property for items you can't part with)

QUICK ADVENTURER (generate adventurers with one roll)

CHAMPION HERO PATH (unlock the Champion hero path)

QUICK EQUIPMENT (hero path relevant starting equipment)

NEW MAPPING TABLE (squared areas for easier mapping)

SPECIAL BLUES (blue areas become lairs and challenges)

TREASURE TABLE D (items found from Special Blue areas)



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**YOU WILL NEED THE MAIN
D100 DUNGEON RULE BOOK
TO USE THE LOST TOME
OF EXTRAORDINARY RULES**