

D100 DUNGEON

Tables and Game Sheets

BY MARTIN KNIGHT

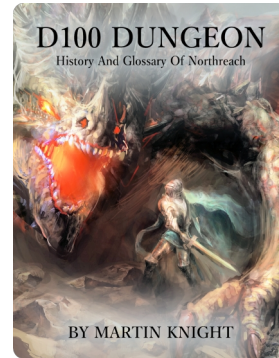
D100 DUNGEON PRODUCTS

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

THE ADVENTURERS COMPANION



HISTORY AND GLOSSARY



THE DRAGON ARMOUR



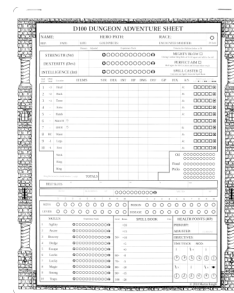
DICE AND TABLE ROLLER APP



GAME TRACKER



GAME SHEETS



MAPPING GAME



SPELL CARDS



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Useful sites available at time of Publication

Facebook English	https://www.facebook.com/groups/672373642932827/
Facebook French	https://www.facebook.com/groups/242689246478317/
Board Game Geek	https://boardgamegeek.com/boardgame/237031/d100-dungeon
D100 Dungeon youtube	https://www.mk-games.co.uk/d100-dungeon-youtube

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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 for 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 weapons balance before using it.

Good luck the Dungeon awaits!

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D100 DUNGEON – TABLES AND GAME SHEETS

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INTRODUCTION

With the ever growing number of charts and tables that have been added to D100 Dungeon V3, it has become clear that players will want, and need them all in one place, in order to play their games. Therefore, this book (Tables and Game Sheets) has been compiled with that in mind, and contains most of the relevant tables from the many sourcebooks released to date; and those from the main D100 Dungeon rule book. Please note, that some of the existing tables have been updated to reflect changes made by later publications, such as table D – Doors, which now shows door damage values from the rules “Blast those Doors” found in the book “D100 Dungeon – The Dragon Armour – Adventure Book One”. Please also be advised that nothing for D100 Dungeon is being released to make previous products redundant, and so, of the tables which have been compiled in this book, very few of the rules that relate to them are repeated. Therefore, you will still need to own those relevant publications in order to enjoy their use in your games.

Also included in the book are 18 folding book marks, showing artwork from the various D100 Dungeon publications, and all of the game sheets (in three different styles) needed for the D100 Dungeon main rulebook, and all the supplements released to date.

PRINTING PERMISSION FOR THE GAME SHEETS

The game sheets included come in three different styles. One with a colour parchment effect, one black and white on a parchment background, and one with no background at all. They have been updated to include all the rules released so far for D100 Dungeon V3 at the time of this publication. Permission is granted for printing, either on a home/office printer, or professionally in small quantities for your own personal use.

PRINTING PERMISSION FOR THE BOOK MARKS

The book marks can be printed and cut out for your own personal use. They have been designed to be folded, and can be used to mark pages in the D100 Dungeon books. Each one has a different colour/shade top border to make the finding of pages easier. You can determine your own colour schemes. They look great printed on photo glossy paper, and if you wish, you may print them for marking pages in other books. Permission is granted for printing, either on a home/office printer, or professionally in small quantities for your own personal use.

PRINTING PERMISSION FOR THE TABLES

Permission is given for the printing of 1 copy of the tables A-Z either professionally, or by yourself. You are free to include the front and back pages, and may bind them as you see fit. If your printed copy gets damaged, or if you would like a fresh one, permission is only granted for the reproduction of another copy if the old one is destroyed first. Your support in this matter will help keep new and future products for D100 Dungeon in the pipeline.

FUTURE UPDATES

The intention is to keep this product up to date with anything new and relevant that is released in the future for D100 Dungeon. These will be available free of charge, and will follow future products for D100 Dungeon as and when they are released. You can check your current version (found at the front of this book), against future updates.

D100 DUNGEON - ADVENTURE SHEET

NAME:			HERO PATH:			RACE:			DARK -20 
REP:	FATE:	LIFE:	GOLD:			ENC. MOD:			

CHARACTERISTICS			PRIMARY	ADJUSTMENT	TOTAL	EXPERIENCE TRACK			ABILITIES UNLOCK AT 50			
STRENGTH (STR)						★○○○○○○○○○○○○○○○			MIGHTY BLOW DURING COMBAT RE-ROLL 6'S ON DMG DIE AND TOTAL ALL RESULTS			☐
DEXTERITY (DEX)						★○○○○○○○○○○○○○○○			PERFECT AIM DURING COMBAT ROLL TWICE FOR A HIT LOCATION AND CHOOSE ONE			☐
INTELLIGENCE (INT)						★○○○○○○○○○○○○○○○			SPELL CASTER CAN USE SPELLS RECORDED IN THE SPELL BOOK			☐
HEALTH POINTS (HP)						CURRENT HP:						

D10	MOD	LOCATION	ITEMS	STR	DEX	INT	HP	DMG	DEF	GOLD	FIX	A/S	FOUND ITEMS ROLL 1D6 1-2= 3-4= 5-6=
1	+3	HEAD											□□□□□
2	+2	BACK											□□□□□
3	+1	TORSO											□□□□□
4		ARMS											□□□□□
5		HANDS											□□□□□
6		MAIN											□□□□□
7		OFF											□□□□□
8	BC	WAIST											□□□□□
9	-1	LEGS											□□□□□
10	-1	FEET											□□□□□

	NECK											ESCAPE COMBAT DEX -10 + ESCAPE	
	RING											BLOCK ESCAPE STR -10 + ESCAPE	
	RING											CAST SPELL INT + MAGIC + LUCKY	+/- SPELL B.
DMG TO SHIELDS SHADES ½ A PIP			TOTALS									CAST SCROLL INT + MAGIC + LUCKY	

ID10	BELT SLOTS										ID10	SKILLS	BONUS	EXPERIENCE TRACK			LEVEL	BONUS	SPELL BOOK			COST	
1-2											1	AGILITY		★○○○○○○○○○○○○○			50+	+20					
3-4											2	AWARE		★○○○○○○○○○○○○○				+15					
5-6											3	BRAVERY		★○○○○○○○○○○○○○				+10					
7-8											4	DODGE		★○○○○○○○○○○○○○				+5					
9-10											5	ESCAPE		★○○○○○○○○○○○○○				+0					
		1	2	3	4	5	6	7	8	9	10	6	LOCKS		★○○○○○○○○○○○○○			60+	-0				
KEYS	○	○	○	○	○	○	○	○	○	○	○	7	LUCKY		★○○○○○○○○○○○○○			70+	-5				
LEVERS	○	○	○	○	○	○	○	○	○	○	○	8	MAGIC		★○○○○○○○○○○○○○			80+	-10				
POISON	○	○	○	○	○	○	○	○	○	○	○	9	STRONG		★○○○○○○○○○○○○○			90+	-15				
DISEASE	○	○	○	○	○	○	○	○	○	○	○	10	TRAPS		★○○○○○○○○○○○○○			100	-20				

BEAST:			LEVEL:	BONUS:	GP:	★○○○○○○○○○○○○○			HP:	(CURRENT HP)				
OIL	○○○○○○○○○○○○○ ○○○○○○○○○○○○○		ABILITIES:											
			COMPLETED QUESTS:						CURRENT QUEST:					
FOOD	○○○○○○○○○○○○○		FAILED QUESTS:						QUEST DETAILS:					
PICKS	○○○○○○○○○○○○○ ○○○○○○○○○○○○○ ○○○○○○○○○○○○○		TIME TRACK MODIFIER	8	4	8	5	8	5	8	6	8	6	8
														

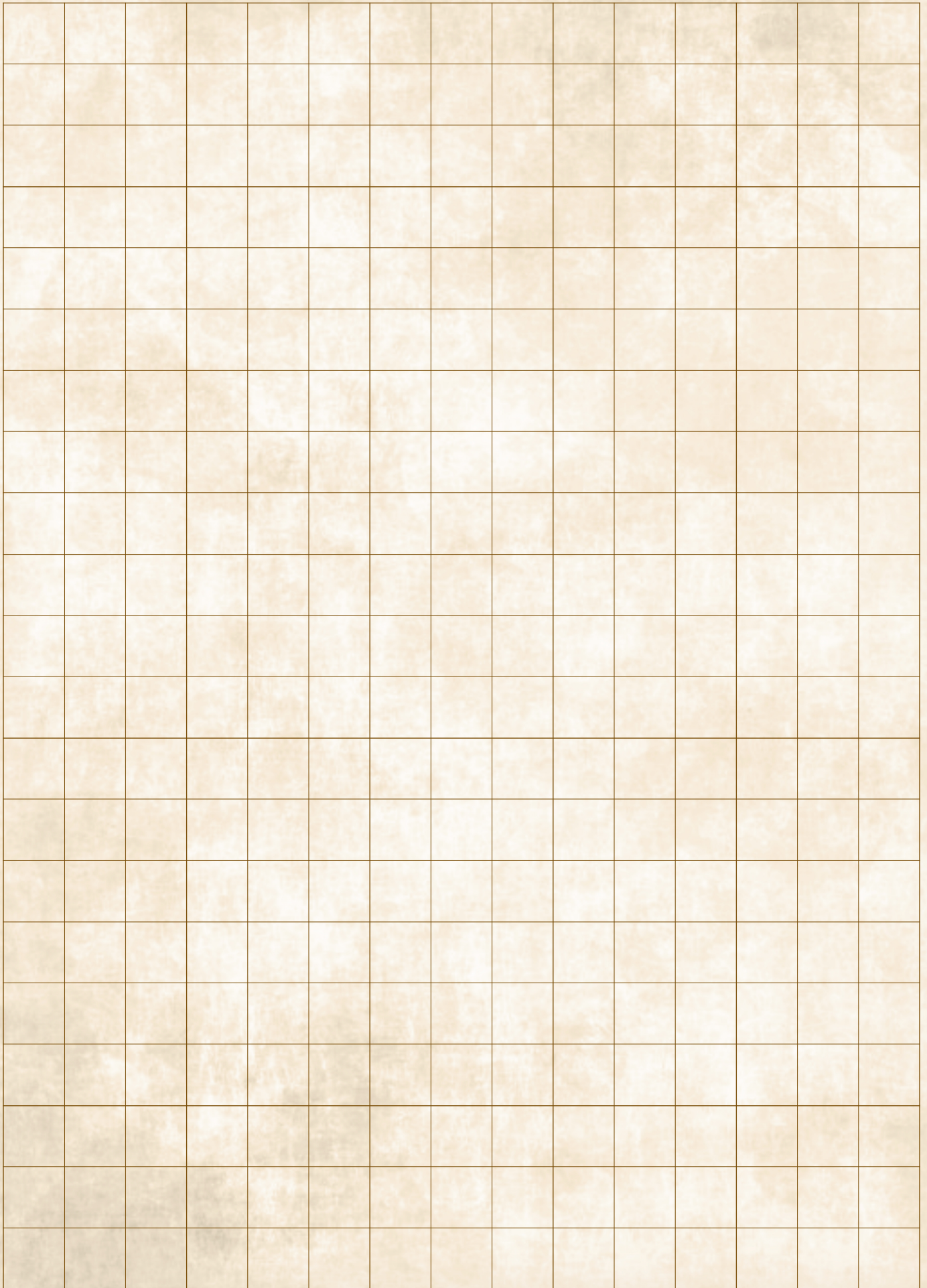
BACKPACK FOR ITEMS WITH DAMAGE TRACKS ONLY													
ID10	LOCATION	ITEM	STR	DEX	INT	HP	DMG	DEF	GOLD	FIX	A/S	DAMAGE	
1												□□□□□	
2												□□□□□	
3												□□□□□	
4												□□□□□	
5												□□□□□	
6												□□□□□	
7												□□□□□	
8												□□□□□	
9												□□□□□	
10												□□□□□	
BACKPACK FOR ITEMS WITHOUT DAMAGE TRACKS ONLY				QUEST TRACKER (TABLE Q)									
ID6+ ID10	QUANTITY	ITEMS	GP EACH	Q 1-2	□	Q 21-22	□	Q 41-42	□	Q 61-62	□	Q 81-82	□
2				Q 3-4	□	Q 23-24	□	Q 43-44	□	Q 63-64	□	Q 83-84	□
3				Q 5-6	□	Q 25-26	□	Q 45-46	□	Q 65-66	□	Q 85-86	□
4				Q 7-8	□	Q 27-28	□	Q 47-48	□	Q 67-68	□	Q 87-88	□
5				Q 9-10	□	Q 29-30	□	Q 49-50	□	Q 69-70	□	Q 89-90	□
6				Q 11-12	□	Q 31-32	□	Q 51-52	□	Q 71-72	□	Q 91-92	□
7				Q 13-14	□	Q 33-34	□	Q 53-54	□	Q 73-74	□	Q 93-94	□
8				Q 15-16	□	Q 35-36	□	Q 55-56	□	Q 75-76	□	Q 95-96	□
9				Q 17-18	□	Q 37-38	□	Q 57-58	□	Q 77-78	□	Q 97-98	□
10				Q 19-20	□	Q 39-40	□	Q 59-60	□	Q 79-80	□	Q 99-100	□
11				CAMPAIGN QUESTS N=NORTHREACH S=SOUTHREACH E=EASTPOINT W=WESTPOINT									
12				N S E W		N S E W		N S E W		N S E W		N S E W	
13				C1	□□□□	C5	□□□□	C9	□□□□	C13	□□□□	C17	□□□□
14				C2	□□□□	C6	□□□□	C10	□□□□	C14	□□□□	C18	□□□□
15				C3	□□□□	C7	□□□□	C11	□□□□	C15	□□□□	C19	□□□□
16				C4	□□□□	C8	□□□□	C12	□□□□	C16	□□□□	C20	□□□□
QUANTITY BOX MAXIMUM OF 10 EACH				SIDE QUESTS N=NORTHREACH S=SOUTHREACH E=EASTPOINT W=WESTPOINT (TABLES QA-QD)									
EMPIRE BUILDING INVESTMENTS				N S E W N S E W N S E W N S E W N S E W									
TRADE	FINANCE	HOLDINGS	WARS	S1	□□□□	S6	□□□□	S11	□□□□	S16	□□□□	S21	□□□□
				S2	□□□□	S7	□□□□	S12	□□□□	S17	□□□□	S22	□□□□
				S3	□□□□	S8	□□□□	S13	□□□□	S18	□□□□	S23	□□□□
1 SHARE = 100 GP	1 SHARE = 300 GP	1 SHARE = 500 GP	1 SHARE = 1000 GP	S4	□□□□	S9	□□□□	S14	□□□□	S19	□□□□	S24	□□□□
○○○○○	○○○○○	○○○○○	○○○○○	S5	□□□□	S10	□□□□	S15	□□□□	S20	□□□□	S25	□□□□
1 PIP = 20 GP	1 PIP = 60 GP	1 PIP = 100 GP	1 PIP = 200 GP	ADV. BK. 1	□	ADV. BK. 2	□	ADV. BK. 3	□	ADV. BK. 4	□	ADV. BK. 5	□
NOTES				EXTRA QUESTS (TABLES QE-QG)									
				QE 1-10	□	QE 21-30	□	QE 41-50	□	QE 61-70	□	QE 81-90	□
				QE 11-20	□	QE 31-40	□	QE 51-60	□	QE 71-80	□	QE 91-100	□
				QF 1-10	□	QF 21-30	□	QF 41-50	□	QF 61-70	□	QF 81-90	□
				QF 11-20	□	QF 31-40	□	QF 51-60	□	QF 71-80	□	QF 91-100	□
				QG 1-10	□	QG 21-30	□	QG 41-50	□	QG 61-70	□	QG 81-90	□
				QG 11-20	□	QG 31-40	□	QG 51-60	□	QG 71-80	□	QG 91-100	□

D100 DUNGEON - COMBAT TRACK

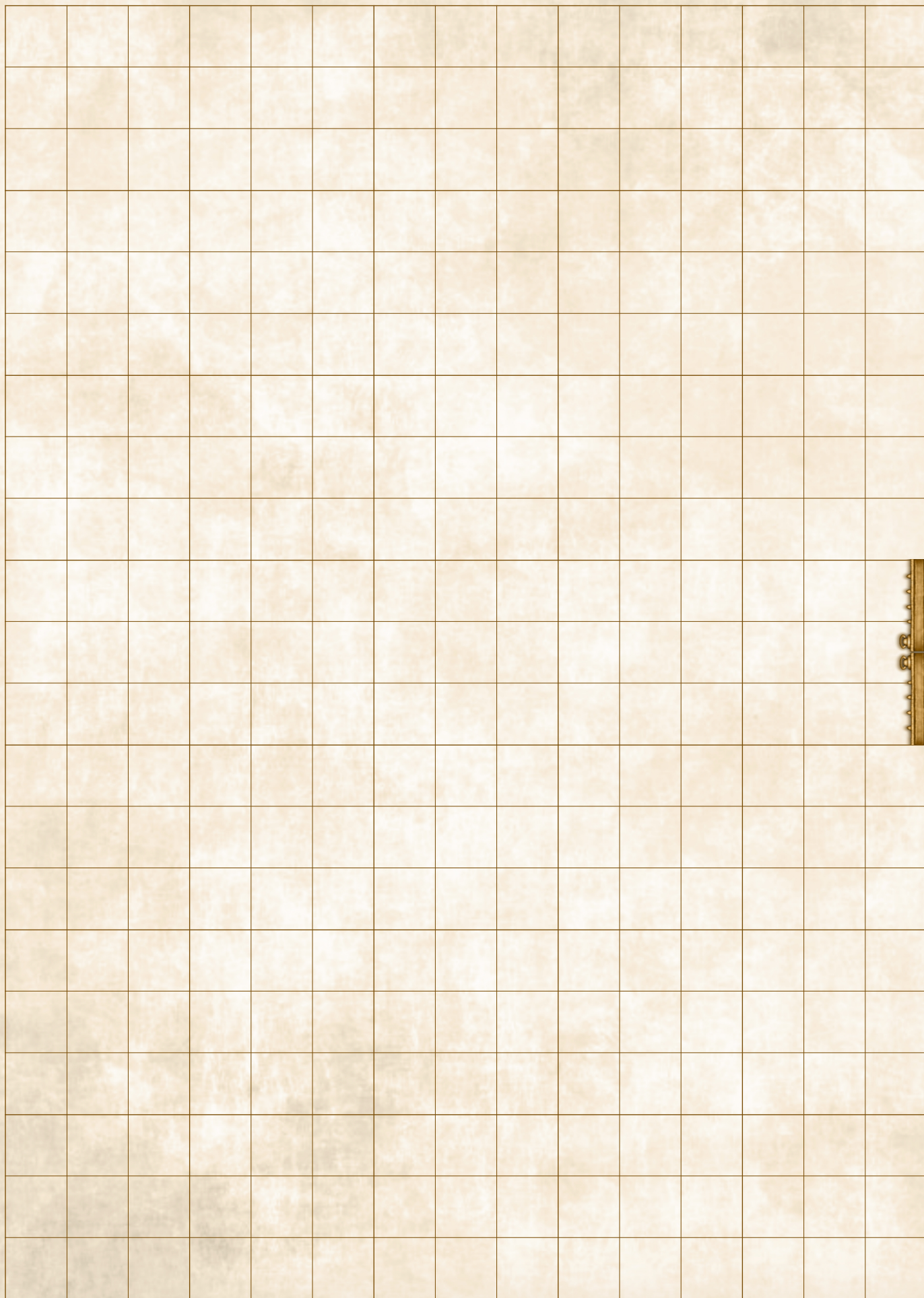
ADD EACH MONSTER TO THE TRACK, IF THE ADVENTURER OR THE MONSTER ESCAPES REMOVE THE MONSTER FROM THE TRACK
(LEAVE ONLY DEFEATED MONSTER ON THE TRACK), WHEN A MONSTER IS DEFEATED AND A REWARD IS LISTED, IMMEDIATELY GAIN THAT REWARD.

ENCOUNTER	AV	DEF	DMG	HEALTH POINTS	[K]	ABILITIES	REWARD
							+100GP
							+5 SKILL
							+1 PRIMARY STR
							+1 PRIMARY DEX
							+1 PRIMARY INT
							+1 PRIMARY HP
							+1 REP
							+1 FATE
							+1 LIFE

D100 DUNGEON - DUNGEON SHEET



D100 DUNGEON - DUNGEON SHEET (ENTRANCE)



ARTISAN SHEET

NAME:			ARTISAN (ART)		○○○○○○○○○○○🌀
SALVAGE SKILL		○○○○○○○○○○○🌀	CRAFTING SKILL		○○○○○○○○○○○🌀

STANDARD AND UPGRADED MATERIALS

LESSER MATERIAL			FULL MATERIAL			LESSER MATERIAL			FULL MATERIAL		
1-10	WOOD/BONE SPLINTERS		44-53	WOOD/BONE (5GP)		87	VIOLET SHARD (8GP)		94	VIOLET CRYSTAL (80GP)	
11-20	LEATHER/HIDE SCRAP		54-63	LEATHER/HIDE (8GP)		88	ORANGE SHARD (8GP)		95	ORANGE CRYSTAL (80GP)	
21-30	IRON INGOTS (1GP)		64-73	IRON (10GP)		89	YELLOW SHARD (8GP)		96	YELLOW CRYSTAL (80GP)	
31-34	BRONZE INGOTS (2GP)		74-77	BRONZE (20GP)		90	BLUE SHARD (8GP)		97	BLUE CRYSTAL (80GP)	
35-37	SILVER INGOTS (3GP)		78-80	SILVER (30GP)		91	GREEN SHARD (8GP)		98	GREEN CRYSTAL (80GP)	
38-40	GOLD INGOTS (4GP)		81-83	GOLD (40GP)		92	RED SHARD (8GP)		99	RED CRYSTAL (80GP)	
41-43	AZURE INGOTS (6GP)		84-86	AZURE (60GP)		93	INDIGO SHARD (8GP)		100	INDIGO CRYSTAL (80GP)	

SCRAPS

AT THE END OF A QUEST DURING THE ARTISAN STEP, ROLL 1D100 FOR EACH SHADED PIP, AND ADD 1 MATERIAL TO THE RESULT ABOVE, THEN REMOVE THE PIP.

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 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	BASILISK	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	BEAR	○○○○○○○○○○ DODGE - MONSTER DMG -2	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	BEASTMAN	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+2	○○○○○○○○○○ FEINT - ADVENTURER +5 ATTACK
	BEASTMAN ARCHER	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+2	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	BEASTMAN CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	BEASTMAN WITCH	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	BLACK DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	BLUE DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ EVADE FREEZE - IGNORE FREEZE RESULT
C	CENTAUR	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	CENTAUR CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	CERBERUS 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	CHIMERA	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	COCKATRICE	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+0	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	CYCLOPS	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
D	DEMON 	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	DEMON LORD 	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	DIRE WOLVES	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	DOPPELGÄNGER	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
E	ECHIDNA 	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	-2	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	EVIL WARLOCK	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
F	FIRE ELEMENTAL	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	+0	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
	FIRE WYRM	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	FROST WYRM	○○○○○○○○○○ EVADE FREEZE - IGNORE FREEZE RESULT	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
G	GARGOYLE 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	+0	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	GHOST 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK

MONSTER		LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
G	GHoul 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	GIANT	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	GIANT ANTS	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GIANT APES	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	-1	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GIANT BATS	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	+0	○○○○○○○○○○ ALERT - IGNORE SURPRISE
	GIANT BOAR	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+0	○○○○○○○○○○ WEAKNESS - MONSTER -1 DEF
	GIANT CENTIPEDE	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	GIANT CRAB	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	GIANT MOTH	○○○○○○○○○○ SUBTERFUGE - MONSTER -10 ATTACK	+0	○○○○○○○○○○ LURE - IGNORE FLY PENALTY
	GIANT OOZES	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	GIANT RATS	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GIANT ROC	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LURE - IGNORE FLY PENALTY
	GIANT SCORPION	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT
	GIANT SNAKE	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	GIANT SPIDER	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	GIANT VAMPIRE BAT 	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	GIANT WASPS	○○○○○○○○○○ WEAKNESS - MONSTER -1 DEF	+0	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	GOATMAN	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+2	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	GOATMAN ARCHER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	GOATMAN PRIEST	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	GOBLIN ARCHER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GOBLIN WARLOCK	○○○○○○○○○○ DODGE - MONSTER -2 DMG	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	GOBLINOIDS	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GOBLINS	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GOLDEN DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	GREEN DRAGON	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	GRIFFON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LURE - IGNORE FLY PENALTY

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
H	HARPY	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-2	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT
	HELL HOUNDS 🐾	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	HOBGOBLINS	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+2	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	HYDRA 🐉	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
I	IMPS 🐉	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+2	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
L	LAMIA 🐉	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	LICH LORD 🧛	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	LIZARDMAN	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+2	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	LIZARDMAN ROCK SLINGER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
M	MANTICORE	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	MEDUSA 🐉	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	MINOTAUR	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	MOUNTAIN LIONS	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	MUMMY 🧛	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
N	NECROMANCER	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	NEMEAN LIONS	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+0	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT
O	OGRE	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	ORC	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+1	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	ORC ARCHER	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+1	○○○○○○○○○○ ALERT - IGNORE SURPRISE
	ORC CHAMPION	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	ORC WARLOCK	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
P	PHOENIX	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
R	RATMAN CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
	RATMEN	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	RED DRAGON	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	REVEN. DWARF CHAMPION 🧛	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	REVENANT DWARF 🧛	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK

MONSTER		LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
R	REVENANT ELF ARCHER 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	REVENANT ELF CHAMPION 	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
S	SHADE 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	SIREN 	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	SKELETON 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	SKELETON DRAGON 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	SKELETON SPIDERS 	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	SPHINX	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	SPIDER QUEEN	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	-1	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	STONE GOLEM	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	+0	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	SUCCUBUS 	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
T	TITAN	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	TRICKSTERS 	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	TROLL	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ TROLL SLAYER - ADVENTURER +2 DMG
V	VALKYRIES	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	VAMPIRE 	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	VAMPIRE LORD 	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
W	WENDIGO 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	WEREWOLVES 	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	-1	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	WHITE DRAGON	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	WIGHT 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	WRAITH 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	WYRM	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	WYVERN	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
Z	ZOMBIE MASTER 	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-1	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
	ZOMBIES 	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS

ARCANIST SPELL BOOK (INT 60+) ☐

ID10	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 ARCANES LAW HAS BEEN BROKEN

AT END OF ANY "BEFORE YOUR NEXT QUEST" PHASE, IF ARCANES LAW HAS BEEN BROKEN, ROLL 1D100+5 FOR EACH BROKEN LAW. IF EQUAL TO OR LESS THAN PRIMARY INT, NOT CAUGHT (RESET NUMBER OF BROKEN LAWS TO 0), OTHERWISE CAUGHT AND SENTENCED TO THE ARCANES PRISM.

INGREDIENT'S BAG (1000GP) ☐

ID10	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

ID10	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1												□□□□□
2												□□□□□
3												□□□□□
4												□□□□□
5												□□□□□
6												□□□□□
7												□□□□□
8												□□□□□
9												□□□□□
10												□□□□□

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. ONCE SUCCESSFULLY CAST, THE ADVENTURER IS FREE TO USE THE BAG OF SUMMONING SHEET, AND MAY PLACE ITEMS INTO 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 AND ALONG WITH ANY ITEMS IT HAD STORED IN IT.

ITEMS WITHOUT DAMAGE TRACKS ONLY

ID6+ ID10	QTY	ITEM	GP EACH
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 ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 8,000GP			UPKEEP COST: 40GP			BASE SECURITY VALUE: 20				EXTRA SECURITY: 10GP PER 10 PTS				
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE	
1-3													□□□□□	
4-6													□□□□□	
7-9													□□□□□	
10													□□□□□	

APARTMENT ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 10,000GP			UPKEEP COST: 50GP			BASE SECURITY VALUE: 30				EXTRA SECURITY: 20GP PER 10 PTS				
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE	
1-3													□□□□□	
4-6													□□□□□	
7-8													□□□□□	
9													□□□□□	
10													□□□□□	

SMALL HOME ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 12,000GP			UPKEEP COST: 60GP			BASE SECURITY VALUE: 40				EXTRA SECURITY: 30GP PER 10 PTS				
ID10	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 ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 14,000GP			UPKEEP COST: 70GP			BASE SECURITY VALUE: 50				EXTRA SECURITY: 40GP PER 10 PTS				
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 16,000GGP			UPKEEP COST: 80GP			BASE SECURITY VALUE: 60				EXTRA SECURITY: 50GP PER 10 PTS			
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 18,000GGP			UPKEEP COST: 90GP			BASE SECURITY VALUE: 70				EXTRA SECURITY: 60GP PER 10 PTS			
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 20,000GP			UPKEEP COST: 100GP			BASE SECURITY VALUE: 80				EXTRA SECURITY: 70GP PER 10 PTS			
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1													□□□□□
2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

HANDY SHEET

D10		MONSTERS REACTION		COMBAT ROUNDS	
1		IF MONSTER HAS LESS THAN ½ HP IT GAINS AV+10 FOR THIS COMBAT ROUND		1. ROLL ON THE MONSTER REACTION CHART TO DETERMINE ITS ACTION IN THE FORTHCOMING ROUND, THEN CONTINUE TO STEP 2.	
2		IF MONSTER HAS LESS THAN ¼ ITS HP IT GAINS AV+5 FOR THIS COMBAT ROUND		2. THE ADVENTURER MAY BLOCK OR ATTACK AN ESCAPING MONSTER OR LET IT GO (REMOVE MONSTER FROM THE COMBAT TRACK), IF THE MONSTER ISN'T ESCAPING THEY MAY ATTEMPT TO ESCAPE THEMSELVES, ATTACK OR MAKE A COMBAT ACTION (CHANGE EQUIPPED ITEMS, CAST A SPELL, OR USE BELT ITEMS).	
3-7		MONSTER WILL ATTACK AS NORMAL FOR THIS COMBAT ROUND		3. TO ATTACK A MONSTER, ROLL 1D100 EQUAL TO OR BELOW STR (H) OR DEX (R), DEPENDING ON WEAPON USED TO HIT THE MONSTER, IF TWO WEAPONS ARE EQUIPPED, EITHER MAY BE USED, BUT NOT BOTH, IF A HIT IS SCORED GO TO STEP 4 OTHERWISE GO TO STEP 5.	
8		IF MONSTER HAS LESS THAN HALF HP IT WILL ATTEMPT TO ESCAPE		4. ROLL THE DAMAGE DIE (1D6) AND LOCATION DIE (1D10) TOGETHER AND APPLY ANY DAMAGE MODIFIER FOR WEAPON AND LOCATION HIT, THEN DEDUCT MONSTERS DEF VALUE (IF ANY), THE REMAINING AMOUNT IS THE NUMBER OF HP DEALT TO THE MONSTER OR MONSTERS.	
9		IF MONSTER WAS DAMAGED LAST ROUND IT WILL ATTEMPT TO ESCAPE		5. IF THE MONSTER ATTEMPTED TO ESCAPE AND HAS REMAINED, START A NEW COMBAT ROUND FROM STEP 1, OTHERWISE IT WILL ATTACK, ROLL 1D100, IF THE RESULT IS EQUAL TO OR LESS THAN MONSTERS AV ITS A HIT GO TO STEP 6, OTHERWISE START NEW COMBAT ROUND FROM STEP 1.	
10		MONSTER WILL ATTEMPT TO ESCAPE		6. ROLL THE DAMAGE DIE (1D6) AND LOCATION DIE (1D10) TOGETHER AND APPLY ANY DAMAGE MODIFIER FOR THE MONSTERS DMG VALUE AND LOCATION HIT, THEN DEDUCT ADVENTURERS ARMOUR VALUE (A) FOR ARMOUR WORN TO LOCATION HIT, THE REMAINING AMOUNT IS THE NUMBER OF HP DEALT TO THE ADVENTURER, HOWEVER, UP TO 2 POINTS MAY BE DEFLECTED TO THE DAMAGE TRACK OF ANY ARMOUR WORN TO THE LOCATION HIT AND UP TO 4 POINTS TO A SHIELD (IF CARRIED), IN ADDITION THEY MAY BE PERMITTED TO SHRUG OFF EXTRA DAMAGE IF THEY HAVE A DEF VALUE (SEE DEFENCE BONUS), IF THE MONSTER SURVIVED OR DIDN'T ESCAPE, A NEW COMBAT ROUND BEGINS.	
D10	HIT LOCATION	DAMAGE MOD			
1	HEAD	+3			
2	BACK	+2			
3	TORSO	+1			
4	ARMS	-			
5	HANDS	-			
6	MAIN WEAPON	-			
7	OFF WEAPON	-			
8	WAIST	BELT CHECK			
9	LEGS	-1			
10	FEET	-1			

URNS

■ (YELLOW) +0, ■ (RED) +10, ■ (GREEN) +5, ■ (BLUE) +20.

AT ANYTIME DURING A TURN, EXCEPT IN COMBAT (SEE COMBAT), THE PLAYER MAY ADD AND REMOVE ITEMS TO AND FROM THE EQUIPMENT SLOTS AND THE BACKPACK. HOWEVER, ONCE A RESULT ON A TABLE REQUIRES A BELT CHECK, OR TARGETS AN ITEM, IT IS NOT PERMITTED TO ADJUST EQUIPMENT.

- TIME TRACK - SHADE 1☀ ON THE TIME TRACK, IF IT TRIGGERS AN EFFECT YOU MUST DEAL WITH IT IMMEDIATELY.
- EXITS - CHOOSE AN EXIT TO MOVE THROUGH, ROTATE THE DUNGEON SHEET SO THAT THE EXIT IS FURTHEST AWAY AND OPEN ANY DOORS THAT BLOCK THE WAY.
- AREA - IF AREA IS ALREADY MAPPED CONSULT THE DUNGEON SHEET FOR DETAILS, IF THE AREA IS BLANK ROLL ON TABLE M AND ADD IT TO THE DUNGEON SHEET.
- SEARCH - (OPTIONAL) SEARCH AND ROLL ON TABLE F APPLYING THE MODIFIER FOR THE CURRENT AREA AND THEN FOLLOW THE INSTRUCTIONS. ADD (S) TO DUNGEON SHEET AND THEN START A NEW TURN.

ESCAPING COMBAT & BLOCKING ESCAPES

WHEN AN ADVENTURER ESCAPES THEY DO NOT GET AN ATTACK ROLL OR COMBAT ACTION FOR THIS COMBAT ROUND AND MUST PASS THE ESCAPE COMBAT TEST BELOW-

ESCAPE COMBAT - TEST: DEX -10 [S: REMOVE MONSTER, ADD TO AREA] [F: -2 HP, STEP 5] (ESCAPE)

WHEN A MONSTER ESCAPES, THE PLAYER CAN ALLOW IT TO ESCAPE, OR THEY MAY PERFORM AN ATTACK, COMBAT ACTION, OR TRY AND BLOCK ITS ESCAPE BY PASSING THE BLOCK ESCAPE TEST BELOW-

BLOCK ESCAPE - TEST: STR-10 [S: MONSTER REMAINS, COMBAT STEP 4] [F: REMOVE MONSTER] (ESCAPE)

SPELLS AND SCROLLS

TO CAST A SPELL THE SPELL BOOK MUST BE ACTIVE, THEN THE ADVENTURER MUST PAY THE SPELL COST (EITHER LOSING HP OR STR) AND THEN THEY PERFORM THE SPELL TEST BELOW-

CAST SPELL - TEST: INT (+/- SPELLS BONUS) [S: CAST] [F: ROLL ON TABLE C - CURSES] (MAGIC, LUCKY)

TO CAST A SCROLL THE ADVENTURER PAYS THE SPELL COST CONTAINED IN THE SCROLL (EITHER LOSE HP/STR), AND THEN PERFORM THE SCROLL TEST BELOW. AFTER THE TEST THE SCROLL IS REMOVED FROM THE ADVENTURE SHEET.

CAST SCROLL - TEST: INT [S: CAST] [F: ROLL ON TABLE C - CURSES] (MAGIC, LUCKY)

MONSTERS ABILITIES

ALLIES - THE MONSTER HAS LESSER MONSTERS THAT THEY CAN CALL UPON OR SUMMON DURING A FIGHT. AT THE START OF EACH COMBAT ROUND ROLL 1D6. IF A 1 IS ROLLED, AN ALLY COMES TO THE MONSTERS AID, SO ADD /X TO THE END OF ITS CURRENT HP VALUE, WITH X BEING EQUAL TO THE NUMBER SHOWN AFTER THE MONSTERS ALLIES ABILITY.

EXAMPLE: A MONSTER WITH HP "16/4" WITH AN ALLIES 4, IF A 1 WAS ROLLED AT THE START OF THE COMBAT ROUND, YOU ADD /4 AT THE END OF ITS HP VALUE GIVING IT A NEW HP VALUE OF "16/4/4".

ATTACKS - THE MONSTER IS ABLE TO ATTACK MORE THAN ONCE IN A SINGLE ROUND OF COMBAT, THE NUMBER OF TIMES IT GETS TO MAKE AN ATTACK ROLL IS EQUAL TO ITS ATTACK RATING. FOR EACH ATTACK THAT SCORES A HIT ROLL A DAMAGE DIE AND ADD THEM TOGETHER FOR A TOTAL DAMAGE SCORE, THEN ROLL FOR A HIT LOCATION AND APPLY ITS MODIFIER (IF ANY), FINALLY APPLY THE MONSTERS DMG MODIFIER (IF ANY).

DARK MAGIC - SPELL CASTERS FOUND IN THE DUNGEONS HAVE ATTUNED THEMSELVES WITH DARK MAGIC, AT THE START OF EACH COMBAT ROUND BEFORE STEP 1 ROLL 1D10 TO SEE WHICH MAGIC SPELL THEY WILL USE FOR THE ROUND.

1-2) DARK STRIKE: IF THE MONSTER ATTACKS THIS COMBAT ROUND IT GAINS +20 AV.

3-4) SHADOWY CLOAK: FOR THIS COMBAT ROUND THE MONSTERS GAINS +4 DEF.

5-6) EVIL TOUCH: FOR THIS COMBAT ROUND THE MONSTERS GAINS +2 DMG.

7-8) DRAIN LIFE: FOR THIS COMBAT ROUND EACH HP THE ADVENTURER LOSES RESTORES AN EQUAL NUMBER TO THE MONSTER.

9-0) DEATH BOLT: THE ADVENTURER LOSES 2 HP.

DEATH TOUCH - WHILST ENCOUNTERING A MONSTER WITH DEATH TOUCH, THE ADVENTURER SUFFERS -2 DEF AND ALL EQUIPPED ARMOUR THAT IT HITS HAS A RATING OF A0, DAMAGE MAY STILL BE DEFLECTED AS NORMAL.

DISEASE - WHEN A MONSTER SCORES A NATURAL 1 ON THEIR DAMAGE DICE, THEY INFECT THE ADVENTURER WITH DISEASE AND THE PLAYER SHADES IN ONE PIP ON THE DISEASE TRACK OF THE ADVENTURER SHEET, EVEN IF THE MONSTER DOES NOT DEAL ANY DAMAGE DURING THE COMBAT ROUND. WHEN THE TIME TRACK IS REFRESHED, THE PLAYER MUST ROLL 1D10, IF THE RESULT IS EQUAL TO OR LESS THAN THE NUMBER OF DISEASE PIPS SHADED THE ADVENTURER SUFFERS HP EQUAL TO THE NUMBER OF SHADED PIPS.

DOPPELGÄNGER - THE MONSTER TRANSFORMS INTO AN EXACT COPY OF THE ADVENTURER AND HAS AN AV EQUAL TO THE ADVENTURER'S STR OR DEX, DEPENDING ON WHICH WAS LAST USED TO ATTACK THE MONSTER. THE ATTACK GAINS ANY BONUSES FOR THE ADVENTURER'S EQUIPMENT AND WEAPON SUCH AS TO STR, DEX OR DMG, BUT DOES NOT GAIN ANY BONUSES THE ADVENTURER MAY HAVE FROM THE TIME TRACK, OR ANY POTIONS OR SPELLS THE ADVENTURER HAS, OR IS USING. WHEN A HIT IS SCORED TO THE MONSTER, THE LOCATION IS ROLLED NORMALLY AND ANY DAMAGE BONUSES FOR LOCATION ARE APPLIED. NEXT, CHECK TO SEE IF THE ADVENTURER IS WEARING ANY ARMOUR IN THE LOCATION HIT. THE MONSTER WILL HAVE THE SAME ARMOUR TOO, EXCEPT THE MONSTER IS NOT ABLE TO DEFLECT DAMAGE LIKE THE ADVENTURER CAN. IF ANY ARMOUR IS PRESENT, ITS A VALUE DEDUCTS FROM THE DAMAGE SCORED. IF THE ADVENTURER HAS A SHIELD EQUIPPED, IT HAS NO EFFECT FOR THE MONSTER. NOTE THAT IF ANY EQUIPMENT THE ADVENTURER IS WEARING AT THE START OF THE COMBAT IS DESTROYED, DUE TO DEFLECTING DAMAGE, IT IS NOT DESTROYED FOR THE MONSTER, WHO MAY CONTINUE TO GAIN ITS BENEFIT.

ETHEREAL - THE MONSTER HAS NO SUBSTANCE, NORMAL WEAPONS WILL SIMPLY PASS THROUGH THEM, ALL ATTACKS MADE AGAINST AN ETHEREAL MONSTER MUST BE WITH A LEGENDARY WEAPON OR A FORM OF SPELL (SCROLL) IN ORDER TO INFLICT ANY KIND OF DAMAGE.

FEAR - THE MONSTER MAY STRIKE FEAR IN ANY ADVENTURER THAT IT COMES FACE TO FACE WITH, AT THE START OF EACH COMBAT ROUND THE ADVENTURER MUST MAKE A FEAR TEST.

FEAR - TEST: INT -10 [S: ATTACK AS NORMAL] [F: FORFEIT NEXT ATTACK, COMBAT ACTION] (*BRAVERY*)

FIRE - THE MONSTER, IN ADDITION TO ITS NORMAL ATTACK, HAS SOME SORT OF FIRE ATTACK THAT MAY STRIKE AN ADVENTURER, EACH TIME A NATURAL 1 IS ROLLED FOR ITS DAMAGE THE ADVENTURER MAY BE SET ON FIRE BY ITS ATTACK AND MUST MAKE AN AVOID FIRE TEST.

AVOID FIRE - TEST: DEX -5 [S: NO EFFECT] [F:-2HP] (*DODGE*)

FLY - AN ADVENTURER FIGHTING A FLYING MONSTER SUFFERS -10 STR WHEN MAKING AN ATTACK ROLL, IF USING A RANGED WEAPON (DEX) IT HAS NO EFFECT.

FREEZE - THE MONSTER, IN ADDITION TO ITS NORMAL ATTACK, HAS SOME SORT OF FREEZE ATTACK THAT MAY STRIKE AN ADVENTURER, EACH TIME A NATURAL 1 IS ROLLED FOR ITS DAMAGE THE ADVENTURER MAY BE FROZEN.

AVOID FREEZE - TEST: DEX [S: NO EFFECT] [F: -1HP, -2 DEF IN NEXT COMBAT ROUND] (*DODGE*)

FRENZY - THE MONSTER AT TIMES DURING A COMBAT MAY GO INTO A MADDENING RAGE. WHEN A NATURAL ROLL OF 1 HAS BEEN SCORED ON ITS DAMAGE DICE, IT GAINS ANOTHER ATTACK AND THE PLAYER REPEATS STEP 5 OF COMBAT. NOTE THAT IF ANOTHER 1 IS SCORED ON THE DAMAGE DIE FOR THE SECOND ATTACK, IT WILL GAIN ANOTHER FREE ATTACK AND SO ON.

- THE MONSTER IS EXCEPTIONALLY LARGE AND WILL OFTEN DEAL MORE DAMAGE WHEN IT HITS AN ADVENTURER THAN SMALLER MONSTERS, THEREFORE, DAMAGE DIE RESULTS OF 1 OR 2 GAIN +2 DMG.

LEAP - THE MONSTER IS VERY AGILE IN COMBAT AND WILL OFTEN POUNCE TO ATTACK. WHEN A NATURAL ROLL OF 1 HAS BEEN SCORED ON ITS DAMAGE DICE, THE MONSTER HAS POUNCED, CAUSING SOME EXTRA DAMAGE. THE PLAYER ROLLS THE DAMAGE DIE AGAIN FOR THE MONSTER, AND ADDS IT TO THE MONSTERS DAMAGE TOTAL. NOTE THAT IF ANOTHER 1 IS ROLLED, THE PLAYER ROLLS AGAIN FOR EXTRA DAMAGE AND SO ON.

PACK - AT THE START OF EACH COMBAT ROUND EACH MONSTER STILL ALIVE BEYOND THE FIRST ADDS +5 TO ITS AV, FOR INSTANCE, IF AN ENCOUNTER HAS 4 MONSTERS STILL ALIVE THEY GET AV+15 WHEN THEY ATTACK, WHEN AN ADVENTURER DEALS A PACK DAMAGE, ITS HP IS DEPLETED IN THE ORDER FROM LEFT TO RIGHT AND ANY SURPLUS DAMAGE SPILLS OVER TO THE NEXT AND SO ON, FOR INSTANCE, IF AN ADVENTURER FACES A PACK WITH HP 3/2/2 AND HAS JUST DEALT 4 DAMAGE, THE LEFT MOST PACK MONSTER IS DEFEATED AND THE SECOND RECEIVES 1 POINT OF DAMAGE AND WILL HAVE THE FOLLOWING HP REMAINING 0/1/2.

PETRIFY - THE MONSTER HAS THE ABILITY TO TURN AN ADVENTURER INTO A SOLID STONE STATUE FROM WHICH THERE IS NO RETURN. IF THE MONSTER ROLLS A NATURAL 1 ON ITS DAMAGE DIE, THE ADVENTURER MUST MAKE AN AVOID PETRIFY TEST. IF THE TEST FAILS, THE ADVENTURER CAN USE A LIFE POINT OR A RESURRECTION EFFECT TO NEGATE BEING TURNED TO STONE, OTHERWISE THEY WILL MAKE A NICE LIFE-SIZED ORNAMENT FOR THE MONSTERS LAIR AND THEIR ADVENTURE IS NOW OVER.

AVOID PETRIFY - TEST: INT +20 [S: NO EFFECT] [F: TURNED TO STONE] (*AWARE, LUCKY*)

PHASE - THE MONSTER CAN PHASE IN AND OUT OF REALITY MAKING IT A HARD TARGET TO STRIKE, THE CHARACTER SUFFERS -10 TO THEIR STR OR DEX WHILST ATTACKING A MONSTER WITH THE PHASE ABILITY.

POISON - WHEN A MONSTER SCORES A NATURAL 1 ON THEIR DAMAGE DIE, THEY INFECT THE ADVENTURER WITH POISON AND THE PLAYER SHADES IN ONE PIP ON THE POISON TRACK OF THE ADVENTURE SHEET, EVEN IF THE MONSTER DOES NOT DEAL ANY DAMAGE DURING THE COMBAT ROUND. WHEN THE TIME TRACK IS REFRESHED THE PLAYER MUST ROLL 1D10, IF THE RESULT IS EQUAL TO OR LESS THAN THE NUMBER OF POISON PIPS SHADED, THE ADVENTURER SUFFERS HP EQUAL TO THE NUMBER OF SHADED PIPS AND THE PLAYER REMOVES 1 PIP FROM THE POISON TRACK.

RESURRECTION - WHEN THE MONSTER IS KILLED IT MAY RESURRECT AND COME BACK TO LIFE, AFTER KILLING A MONSTER WITH RESURRECTION AND BEFORE IT HAS BEEN LOOTED, ROLL 1D10, IF A 1 IS ROLLED IT IMMEDIATELY RETURNS TO LIFE WITH FULL HP AND THE ADVENTURER MUST ONCE AGAIN ATTEMPT TO KILL IT.

REGENERATE - THE MONSTER HAS THE ABILITY TO RESTORE LOST HP, EACH TIME IT ROLL A NATURAL 1 ON THE DAMAGE DIE IT WILL RESTORE 2 LOST HP.

STUN - THE MONSTERS ATTACK MAY CAUSE AN ADVENTURER TO BECOME STUNNED, EACH TIME THE MONSTER DEALS DAMAGE TO THE ADVENTURER, THEY MUST MAKE A DAZED TEST.

DAZED - TEST: STR-15 [S: NO EFFECT] [F: FORFEIT NEXT ATTACK, COMBAT ACTION] (*DODGE*).

SURPRISE - THE MONSTER MAY SURPRISE THE ADVENTURER WHEN IT FIRST APPEARS, BEFORE THE FIRST ROUND OF COMBAT BEGINS MAKE A SURPRISE TEST.

SURPRISE - TEST INT-10 [S: NO EFFECT] [F: MONSTER FREE ATTACK] (*AWARE*).

WEB - AT THE END OF EACH COMBAT ROUND IN WHICH THE MONSTER IS STILL ALIVE, THE ADVENTURER MAKES AN AVOID WEB TEST TO DETERMINE IF THEY WILL GET AN ATTACK, OR MAKE AN COMBAT ACTION NEXT COMBAT ROUND.

AVOID WEB - TEST: DEX +20 [S: ATTACK AS NORMAL] [F: FORFEIT ATTACK, COMBAT ACTION] (*DODGE*)

PRE-DETERMINED SKILL TESTS

MONSTER TEST	CHA	CHA VALUE	MODIFIER	SUB TOTAL	SKILL/S USED	SKILL BONUS	TEST VALUE
FEAR	INT		-10	=	BRAVERY	+	=
AVOID FIRE	DEX		-5	=	DODGE	+	=
AVOID FREEZE	DEX			=	DODGE	+	=
AVOID PETRIFY	INT		+20	=	AWARE LUCKY	+ +	=
DAZED	STR		-15	=	DODGE	+	=
SURPRISE	INT		-10	=	AWARE	+	=
AVOID WEB	DEX		20	=	DODGE	+	=

NAME:			HERO PATH:	RACE:	DARK -20
REP:	FATE:	LIFE:	GOLD:	ENC. MOD:	

D10	MOD	LOCATION	ITEMS	STR	DEX	INT	HP	DMG	DEF	GOLD	FIX	A/S	FOUND ITEMS ROLL ID6 1-2=■ 3-4=■■ 5-6=■■■
1	+3	HEAD											□□□□□☒
2	+2	BACK											□□□□□☒
3	+1	TORSO											□□□□□☒
4		ARMS											□□□□□☒
5		HANDS											□□□□□☒
6		MAIN											□□□□□☒
7		OFF											□□□□□☒
8	BC	WAIST											□□□□□☒
9	-1	LEGS											□□□□□☒
10	-1	FEET											□□□□□☒
		NECK											ESCAPE COMBAT DEX -10 + ESCAPE
		RING											BLOCK ESCAPE STR -10 + ESCAPE
		RING											CAST SPELL INT + MAGIC + LUCKY
													+/- SPELL B.
		DMG TO SHIELDS SHADES ½ A PIP	TOTALS										CAST SCROLL INT + MAGIC + LUCKY

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BACKPACK

FOR ITEMS WITH DAMAGE TRACKS ONLY

ID10	LOCATION	ITEM	STR	DEX	INT	HP	DMG	DEF	GOLD	FIX	A/S	DAMAGE
1												□□□□□
2												□□□□□
3												□□□□□
4												□□□□□
5												□□□□□
6												□□□□□
7												□□□□□
8												□□□□□
9												□□□□□
10												□□□□□

BACKPACK

FOR ITEMS WITHOUT DAMAGE TRACKS ONLY

ID6+ ID10	QUANTITY	ITEMS	GP EACH
2			
3			
4			
5			
6			
7			
8			
9			
10			

CAMPAIGN QUESTS

N=NORTHREACH S=SOUTHREACH E=EASTPOINT W=WESTPOINT

N		S		E		W	
C1	□□□□	C5	□□□□	C9	□□□□	C13	□□□□
C2	□□□□	C6	□□□□	C10	□□□□	C14	□□□□
C3	□□□□	C7	□□□□	C11	□□□□	C15	□□□□
C4	□□□□	C8	□□□□	C12	□□□□	C16	□□□□

SIDE QUESTS

N=NORTHREACH S=SOUTHREACH E=EASTPOINT W=WESTPOINT (TABLES QA-QD)

N		S		E		W	
S1	□□□□	S6	□□□□	S11	□□□□	S16	□□□□
S2	□□□□	S7	□□□□	S12	□□□□	S17	□□□□
S3	□□□□	S8	□□□□	S13	□□□□	S18	□□□□
S4	□□□□	S9	□□□□	S14	□□□□	S19	□□□□
S5	□□□□	S10	□□□□	S15	□□□□	S20	□□□□
ADV. BK. 1	□	ADV. BK. 2	□	ADV. BK. 3	□	ADV. BK. 4	□

EXTRA QUESTS

(TABLES QE-QG)

QE 1-10	□	QE 21-30	□	QE 41-50	□	QE 61-70	□
QE 11-20	□	QE 31-40	□	QE 51-60	□	QE 71-80	□
QF 1-10	□	QF 21-30	□	QF 41-50	□	QF 61-70	□
QF 11-20	□	QF 31-40	□	QF 51-60	□	QF 71-80	□
QG 1-10	□	QG 21-30	□	QG 41-50	□	QG 61-70	□
QG 11-20	□	QG 31-40	□	QG 51-60	□	QG 71-80	□

EMPIRE BUILDING INVESTMENTS

TRADE	FINANCE	HOLDINGS	WARS
1 SHARE = 100 GP	1 SHARE = 300 GP	1 SHARE = 500 GP	1 SHARE = 1000 GP
○○○○○	○○○○○	○○○○○	○○○○○
1 PIP = 20 GP	1 PIP = 60 GP	1 PIP = 100 GP	1 PIP = 200 GP

NOTES

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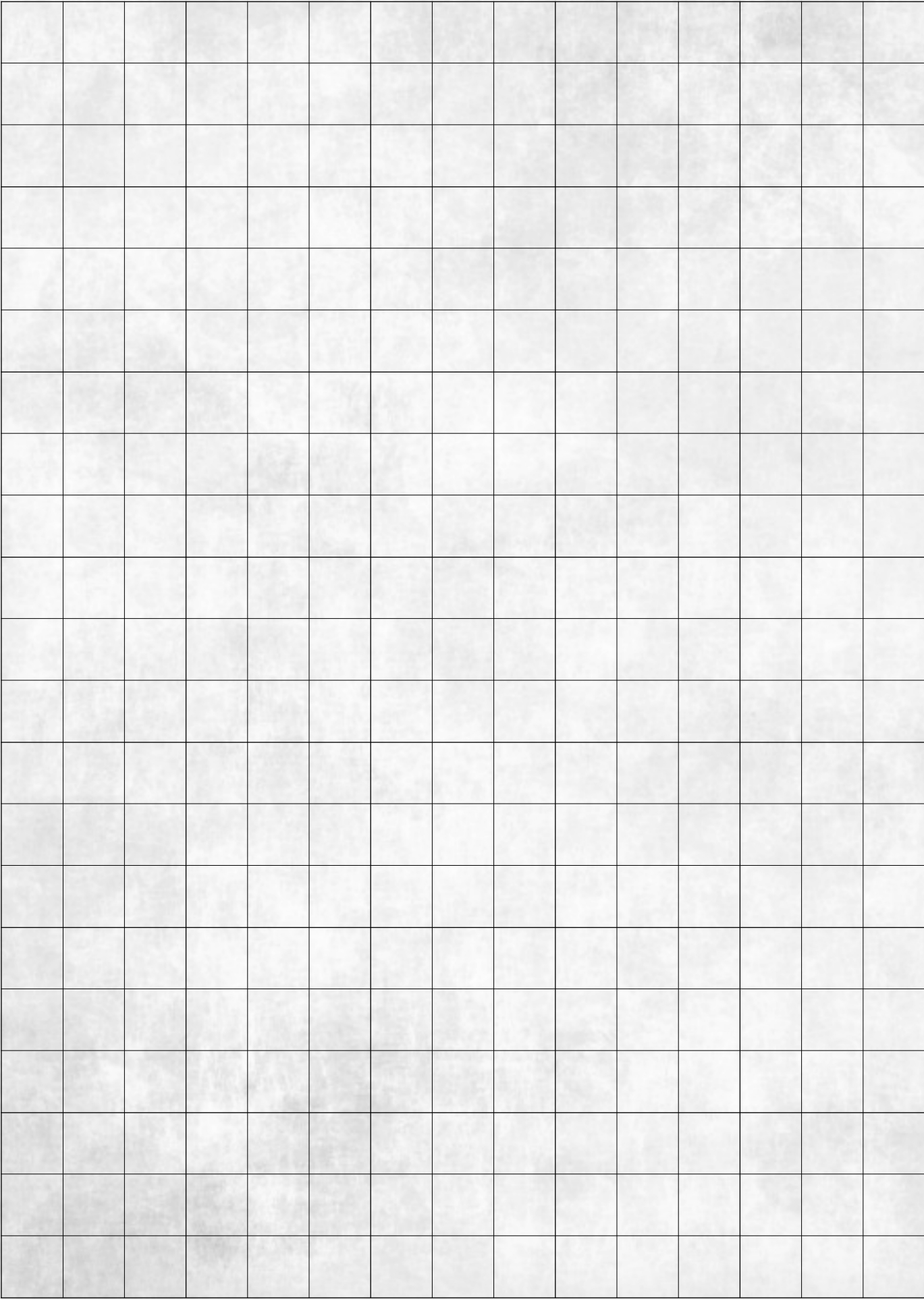
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D100 DUNGEON - COMBAT TRACK B&W

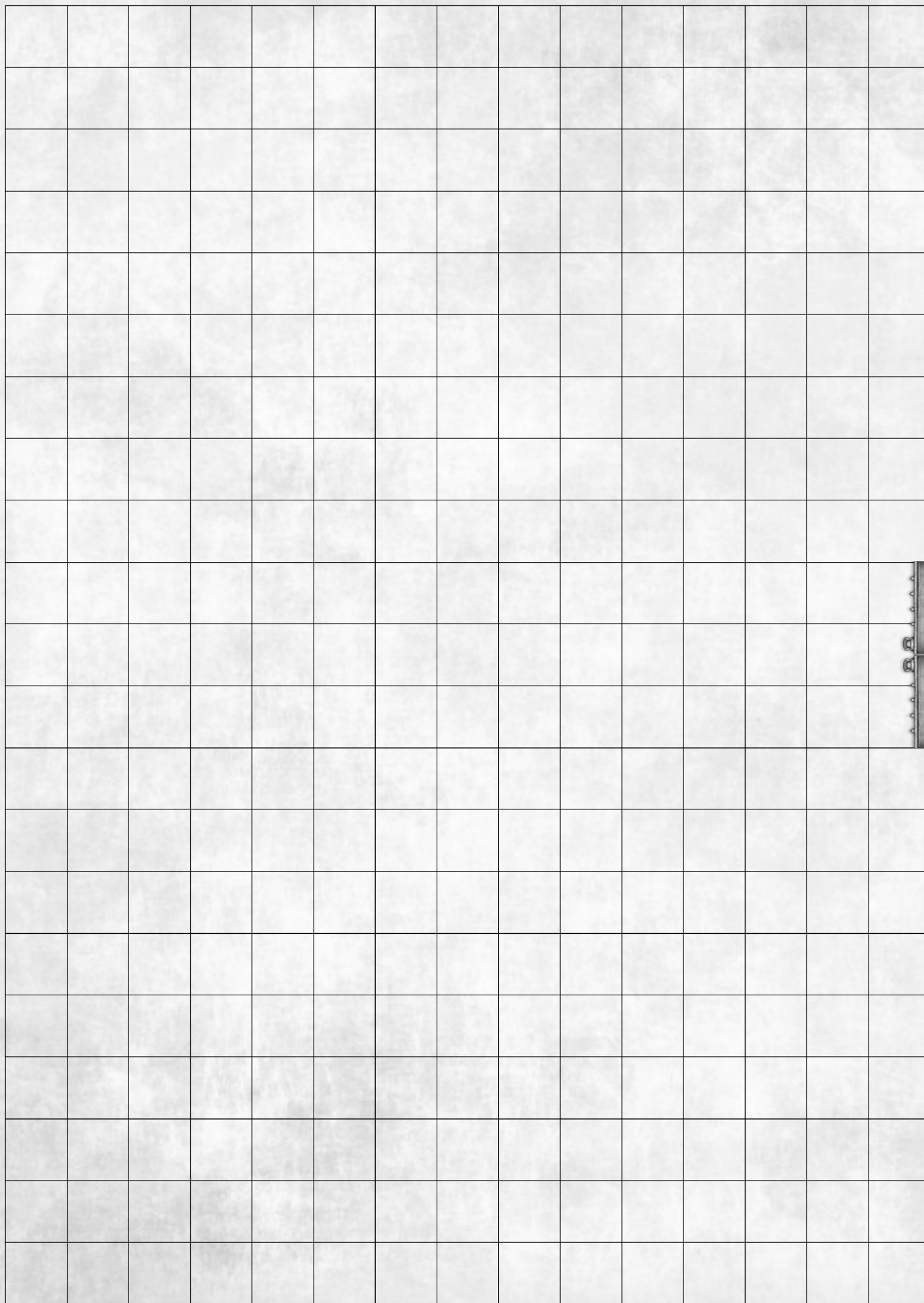
ADD EACH MONSTER TO THE TRACK, IF THE ADVENTURER OR THE MONSTER ESCAPES REMOVE THE MONSTER FROM THE TRACK
(LEAVE ONLY DEFEATED MONSTER ON THE TRACK), WHEN A MONSTER IS DEFEATED AND A REWARD IS LISTED, IMMEDIATELY GAIN THAT REWARD.

ENCOUNTER	AV	DEF	DMG	HEALTH POINTS	[K]	ABILITIES	REWARD
							+100GP
							+5 SKILL
							+1 PRIMARY STR
							+1 PRIMARY DEX
							+1 PRIMARY INT
							+1 PRIMARY HP
							+1 REP
							+1 FATE
							+1 LIFE

D100 DUNGEON - DUNGEON SHEET B&W



D100 DUNGEON - DUNGEON SHEET (ENTRANCE) B&W



ARTISAN SHEET B&W

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 B&W

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
B	BANSHEE 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	BASILISK	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	BEAR	○○○○○○○○○○ DODGE - MONSTER DMG -2	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	BEASTMAN	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+2	○○○○○○○○○○ FEINT - ADVENTURER +5 ATTACK
	BEASTMAN ARCHER	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+2	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	BEASTMAN CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	BEASTMAN WITCH	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	BLACK DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	BLUE DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ EVADE FREEZE - IGNORE FREEZE RESULT
C	CENTAUR	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	CENTAUR CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	CERBERUS 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	CHIMERA	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	COCKATRICE	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+0	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	CYCLOPS	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
D	DEMON 	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	DEMON LORD 	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	DIRE WOLVES	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	DOPPELGÄNGER	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
E	ECHIDNA 	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	-2	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	EVIL WARLOCK	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
F	FIRE ELEMENTAL	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	+0	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
	FIRE WYRM	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	FROST WYRM	○○○○○○○○○○ EVADE FREEZE - IGNORE FREEZE RESULT	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
G	GARGOYLE 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	+0	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	GHOST 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK

MONSTER		LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
G	GHoul 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	GIANT	○○○○○○○○○○ LARELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	GIANT ANTS	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GIANT APES	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	-1	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GIANT BATS	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	+0	○○○○○○○○○○ ALERT - IGNORE SURPRISE
	GIANT BOAR	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+0	○○○○○○○○○○ WEAKNESS - MONSTER -1 DEF
	GIANT CENTIPEDE	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	GIANT CRAB	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	GIANT MOTH	○○○○○○○○○○ SUBTERFUGE - MONSTER -10 ATTACK	+0	○○○○○○○○○○ LURE - IGNORE FLY PENALTY
	GIANT OOZES	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	GIANT RATS	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GIANT ROC	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LURE - IGNORE FLY PENALTY
	GIANT SCORPION	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT
	GIANT SNAKE	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	GIANT SPIDER	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	GIANT VAMPIRE BAT 	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	GIANT WASPS	○○○○○○○○○○ WEAKNESS - MONSTER -1 DEF	+0	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	GOATMAN	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+2	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	GOATMAN ARCHER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	GOATMAN PRIEST	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	GOBLIN ARCHER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GOBLIN WARLOCK	○○○○○○○○○○ DODGE - MONSTER -2 DMG	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	GOBLINOIDS	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GOBLINS	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	GOLDEN DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	GREEN DRAGON	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	GRIFFON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LURE - IGNORE FLY PENALTY

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
H	HARPY	○○○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-2	○○○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT
	HELL HOUNDS 🐾	○○○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	HOBGOBLINS	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+2	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	HYDRA 🐉	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
I	IMPS 🐉	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+2	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
L	LAMIA 🐉	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	LICH LORD 🧛	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	LIZARDMAN	○○○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+2	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	LIZARDMAN ROCK SLINGER	○○○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
M	MANTICORE	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	MEDUSA 🐉	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	MINOTAUR	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	MOUNTAIN LIONS	○○○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	MUMMY 🧛	○○○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
N	NECROMANCER	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	NEMEAN LIONS	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+0	○○○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT
O	OGRE	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	ORC	○○○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+1	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	ORC ARCHER	○○○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+1	○○○○○○○○○○○○ ALERT - IGNORE SURPRISE
	ORC CHAMPION	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	-2	○○○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	ORC WARLOCK	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-2	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
P	PHOENIX	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
R	RATMAN CHAMPION	○○○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
	RATMEN	○○○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+2	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	RED DRAGON	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	REVEN. DWARF CHAMPION 🧛	○○○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+0	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	REVENANT DWARF 🧛	○○○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK

MONSTER		LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
R	REVENANT ELF ARCHER 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	REVENANT ELF CHAMPION 	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
S	SHADE 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	SIREN 	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	SKELETON 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	SKELETON DRAGON 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	SKELETON SPIDERS 	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	SPHINX	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	SPIDER QUEEN	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	-1	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	STONE GOLEM	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	+0	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	SUCCUBUS 	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
T	TITAN	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	TRICKSTERS 	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	TROLL	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ TROLL SLAYER - ADVENTURER +2 DMG
V	VALKYRIES	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	VAMPIRE 	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	VAMPIRE LORD 	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
W	WENDIGO 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	WEREWOLVES 	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	-1	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	WHITE DRAGON	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	WIGHT 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	WRAITH 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	WYRM	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	WYVERN	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
Z	ZOMBIE MASTER 	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-1	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
	ZOMBIES 	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS

ARCANIST SPELL BOOK B&W (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 ARCANES LAW HAS BEEN BROKEN

AT END OF ANY "BEFORE YOUR NEXT QUEST" PHASE, IF ARCANES LAW HAS BEEN BROKEN, ROLL 1D100+5 FOR EACH BROKEN LAW. IF EQUAL TO OR LESS THAN PRIMARY INT, NOT CAUGHT (RESET NUMBER OF BROKEN LAWS TO 0), OTHERWISE CAUGHT AND SENTENCED TO THE ARCANES PRISM.

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 B&W

ITEMS WITH DAMAGE TRACKS ONLY

ID10	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1												□□□□□
2												□□□□□
3												□□□□□
4												□□□□□
5												□□□□□
6												□□□□□
7												□□□□□
8												□□□□□
9												□□□□□
10												□□□□□

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. ONCE SUCCESSFULLY CAST, THE ADVENTURER IS FREE TO USE THE BAG OF SUMMONING SHEET, AND MAY PLACE ITEMS INTO 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 AND ALONG WITH ANY ITEMS IT HAD STORED IN IT.

ITEMS WITHOUT DAMAGE TRACKS ONLY

ID6+ ID10	QTY	ITEM	GP EACH
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 B&W

SMALL ROOM ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 8,000GP			UPKEEP COST: 40GP			BASE SECURITY VALUE: 20				EXTRA SECURITY: 10GP PER 10 PTS				
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE	
1-3													□□□□□	
4-6													□□□□□	
7-9													□□□□□	
10													□□□□□	

APARTMENT ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 10,000GP			UPKEEP COST: 50GP			BASE SECURITY VALUE: 30				EXTRA SECURITY: 20GP PER 10 PTS				
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE	
1-3													□□□□□	
4-6													□□□□□	
7-8													□□□□□	
9													□□□□□	
10													□□□□□	

SMALL HOME ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 12,000GP			UPKEEP COST: 60GP			BASE SECURITY VALUE: 40				EXTRA SECURITY: 30GP PER 10 PTS				
ID10	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 ☐										CURRENT SECURITY				
BUY AND SELL VALUE: 14,000GP			UPKEEP COST: 70GP			BASE SECURITY VALUE: 50				EXTRA SECURITY: 40GP PER 10 PTS				
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 16,000GGP			UPKEEP COST: 80GP			BASE SECURITY VALUE: 60				EXTRA SECURITY: 50GP PER 10 PTS			
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 18,000GGP			UPKEEP COST: 90GP			BASE SECURITY VALUE: 70				EXTRA SECURITY: 60GP PER 10 PTS			
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 20,000GP			UPKEEP COST: 100GP			BASE SECURITY VALUE: 80				EXTRA SECURITY: 70GP PER 10 PTS			
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1													□□□□□
2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

HANDY SHEET B&W

D10	MONSTERS REACTION		COMBAT ROUNDS	
1	IF MONSTER HAS LESS THAN ½ HP IT GAINS AV+10 FOR THIS COMBAT ROUND		1. ROLL ON THE MONSTER REACTION CHART TO DETERMINE ITS ACTION IN THE FORTHCOMING ROUND, THEN CONTINUE TO STEP 2.	
2	IF MONSTER HAS LESS THAN ¼ ITS HP IT GAINS AV+5 FOR THIS COMBAT ROUND		2. THE ADVENTURER MAY BLOCK OR ATTACK AN ESCAPING MONSTER OR LET IT GO (REMOVE MONSTER FROM THE COMBAT TRACK), IF THE MONSTER ISN'T ESCAPING THEY MAY ATTEMPT TO ESCAPE THEMSELVES, ATTACK OR MAKE A COMBAT ACTION (CHANGE EQUIPPED ITEMS, CAST A SPELL, OR USE BELT ITEMS).	
3-7	MONSTER WILL ATTACK AS NORMAL FOR THIS COMBAT ROUND		3. TO ATTACK A MONSTER, ROLL 1D100 EQUAL TO OR BELOW STR (H) OR DEX (R), DEPENDING ON WEAPON USED TO HIT THE MONSTER, IF TWO WEAPONS ARE EQUIPPED, EITHER MAY BE USED, BUT NOT BOTH, IF A HIT IS SCORED GO TO STEP 4 OTHERWISE GO TO STEP 5.	
8	IF MONSTER HAS LESS THAN HALF HP IT WILL ATTEMPT TO ESCAPE		4. ROLL THE DAMAGE DIE (1D6) AND LOCATION DIE (1D10) TOGETHER AND APPLY ANY DAMAGE MODIFIER FOR WEAPON AND LOCATION HIT, THEN DEDUCT MONSTERS DEF VALUE (IF ANY), THE REMAINING AMOUNT IS THE NUMBER OF HP DEALT TO THE MONSTER OR MONSTERS.	
9	IF MONSTER WAS DAMAGED LAST ROUND IT WILL ATTEMPT TO ESCAPE		5. IF THE MONSTER ATTEMPTED TO ESCAPE AND HAS REMAINED, START A NEW COMBAT ROUND FROM STEP 1, OTHERWISE IT WILL ATTACK, ROLL 1D100, IF THE RESULT IS EQUAL TO OR LESS THAN MONSTERS AV ITS A HIT GO TO STEP 6, OTHERWISE START NEW COMBAT ROUND FROM STEP 1.	
10	MONSTER WILL ATTEMPT TO ESCAPE		6. ROLL THE DAMAGE DIE (1D6) AND LOCATION DIE (1D10) TOGETHER AND APPLY ANY DAMAGE MODIFIER FOR THE MONSTERS DMG VALUE AND LOCATION HIT, THEN DEDUCT ADVENTURERS ARMOUR VALUE (A) FOR ARMOUR WORN TO LOCATION HIT, THE REMAINING AMOUNT IS THE NUMBER OF HP DEALT TO THE ADVENTURER, HOWEVER, UP TO 2 POINTS MAY BE DEFLECTED TO THE DAMAGE TRACK OF ANY ARMOUR WORN TO THE LOCATION HIT AND UP TO 4 POINTS TO A SHIELD (IF CARRIED), IN ADDITION THEY MAY BE PERMITTED TO SHRUG OFF EXTRA DAMAGE IF THEY HAVE A DEF VALUE (SEE DEFENCE BONUS), IF THE MONSTER SURVIVED OR DIDN'T ESCAPE, A NEW COMBAT ROUND BEGINS.	
D10	HIT LOCATION	DAMAGE MOD		
1	HEAD	+3		
2	BACK	+2		
3	TORSO	+1		
4	ARMS	-		
5	HANDS	-		
6	MAIN WEAPON	-		
7	OFF WEAPON	-		
8	WAIST	BELT CHECK		
9	LEGS	-1		
10	FEET	-1		

URNS

■ (YELLOW) +0, ■ (RED) +10, ■ (GREEN) +5, ■ (BLUE) +20.

AT ANYTIME DURING A TURN, EXCEPT IN COMBAT (SEE COMBAT), THE PLAYER MAY ADD AND REMOVE ITEMS TO AND FROM THE EQUIPMENT SLOTS AND THE BACKPACK. HOWEVER, ONCE A RESULT ON A TABLE REQUIRES A BELT CHECK, OR TARGETS AN ITEM, IT IS NOT PERMITTED TO ADJUST EQUIPMENT.

- TIME TRACK - SHADE 1☀ ON THE TIME TRACK, IF IT TRIGGERS AN EFFECT YOU MUST DEAL WITH IT IMMEDIATELY.
- EXITS - CHOOSE AN EXIT TO MOVE THROUGH, ROTATE THE DUNGEON SHEET SO THAT THE EXIT IS FURTHEST AWAY AND OPEN ANY DOORS THAT BLOCK THE WAY.
- AREA - IF AREA IS ALREADY MAPPED CONSULT THE DUNGEON SHEET FOR DETAILS, IF THE AREA IS BLANK ROLL ON TABLE M AND ADD IT TO THE DUNGEON SHEET.
- SEARCH - (OPTIONAL) SEARCH AND ROLL ON TABLE F APPLYING THE MODIFIER FOR THE CURRENT AREA AND THEN FOLLOW THE INSTRUCTIONS. ADD (S) TO DUNGEON SHEET AND THEN START A NEW TURN.

ESCAPING COMBAT & BLOCKING ESCAPES

WHEN AN ADVENTURER ESCAPES THEY DO NOT GET AN ATTACK ROLL OR COMBAT ACTION FOR THIS COMBAT ROUND AND MUST PASS THE ESCAPE COMBAT TEST BELOW-

ESCAPE COMBAT - TEST: DEX -10 [S: REMOVE MONSTER, ADD TO AREA] [F: -2 HP, STEP 5] (*ESCAPE*)

WHEN A MONSTER ESCAPES, THE PLAYER CAN ALLOW IT TO ESCAPE, OR THEY MAY PERFORM AN ATTACK, COMBAT ACTION, OR TRY AND BLOCK ITS ESCAPE BY PASSING THE BLOCK ESCAPE TEST BELOW-

BLOCK ESCAPE - TEST: STR-10 [S: MONSTER REMAINS, COMBAT STEP 4] [F: REMOVE MONSTER] (*ESCAPE*)

SPELLS AND SCROLLS

TO CAST A SPELL THE SPELL BOOK MUST BE ACTIVE, THEN THE ADVENTURER MUST PAY THE SPELL COST (EITHER LOSING HP OR STR) AND THEN THEY PERFORM THE SPELL TEST BELOW-

CAST SPELL - TEST: INT (+/- SPELLS BONUS) [S: CAST] [F: ROLL ON TABLE C - CURSES] (*MAGIC, LUCKY*)

TO CAST A SCROLL THE ADVENTURER PAYS THE SPELL COST CONTAINED IN THE SCROLL (EITHER LOSE HP/STR), AND THEN PERFORM THE SCROLL TEST BELOW. AFTER THE TEST THE SCROLL IS REMOVED FROM THE ADVENTURE SHEET.

CAST SCROLL - TEST: INT [S: CAST] [F: ROLL ON TABLE C - CURSES] (*MAGIC, LUCKY*)

MONSTERS ABILITIES B&W

ALLIES - THE MONSTER HAS LESSER MONSTERS THAT THEY CAN CALL UPON OR SUMMON DURING A FIGHT. AT THE START OF EACH COMBAT ROUND ROLL 1D6. IF A 1 IS ROLLED, AN ALLY COMES TO THE MONSTERS AID, SO ADD /X TO THE END OF ITS CURRENT HP VALUE, WITH X BEING EQUAL TO THE NUMBER SHOWN AFTER THE MONSTERS ALLIES ABILITY.

EXAMPLE: A MONSTER WITH HP "16/4" WITH AN ALLIES 4, IF A 1 WAS ROLLED AT THE START OF THE COMBAT ROUND, YOU ADD /4 AT THE END OF ITS HP VALUE GIVING IT A NEW HP VALUE OF "16/4/4".

ATTACKS - THE MONSTER IS ABLE TO ATTACK MORE THAN ONCE IN A SINGLE ROUND OF COMBAT, THE NUMBER OF TIMES IT GETS TO MAKE AN ATTACK ROLL IS EQUAL TO ITS ATTACK RATING. FOR EACH ATTACK THAT SCORES A HIT ROLL A DAMAGE DIE AND ADD THEM TOGETHER FOR A TOTAL DAMAGE SCORE, THEN ROLL FOR A HIT LOCATION AND APPLY ITS MODIFIER (IF ANY), FINALLY APPLY THE MONSTERS DMG MODIFIER (IF ANY).

DARK MAGIC - SPELL CASTERS FOUND IN THE DUNGEONS HAVE ATTUNED THEMSELVES WITH DARK MAGIC, AT THE START OF EACH COMBAT ROUND BEFORE STEP 1 ROLL 1D10 TO SEE WHICH MAGIC SPELL THEY WILL USE FOR THE ROUND.

1-2) DARK STRIKE: IF THE MONSTER ATTACKS THIS COMBAT ROUND IT GAINS +20 AV.

3-4) SHADOWY CLOAK: FOR THIS COMBAT ROUND THE MONSTERS GAINS +4 DEF.

5-6) EVIL TOUCH: FOR THIS COMBAT ROUND THE MONSTERS GAINS +2 DMG.

7-8) DRAIN LIFE: FOR THIS COMBAT ROUND EACH HP THE ADVENTURER LOSES RESTORES AN EQUAL NUMBER TO THE MONSTER.

9-0) DEATH BOLT: THE ADVENTURER LOSES 2 HP.

DEATH TOUCH - WHILST ENCOUNTERING A MONSTER WITH DEATH TOUCH, THE ADVENTURER SUFFERS -2 DEF AND ALL EQUIPPED ARMOUR THAT IT HITS HAS A RATING OF A0, DAMAGE MAY STILL BE DEFLECTED AS NORMAL.

DISEASE - WHEN A MONSTER SCORES A NATURAL 1 ON THEIR DAMAGE DICE, THEY INFECT THE ADVENTURER WITH DISEASE AND THE PLAYER SHADES IN ONE PIP ON THE DISEASE TRACK OF THE ADVENTURER SHEET, EVEN IF THE MONSTER DOES NOT DEAL ANY DAMAGE DURING THE COMBAT ROUND. WHEN THE TIME TRACK IS REFRESHED, THE PLAYER MUST ROLL 1D10, IF THE RESULT IS EQUAL TO OR LESS THAN THE NUMBER OF DISEASE PIPS SHADED THE ADVENTURER SUFFERS HP EQUAL TO THE NUMBER OF SHADED PIPS.

DOPPELGÄNGER - THE MONSTER TRANSFORMS INTO AN EXACT COPY OF THE ADVENTURER AND HAS AN AV EQUAL TO THE ADVENTURER'S STR OR DEX, DEPENDING ON WHICH WAS LAST USED TO ATTACK THE MONSTER. THE ATTACK GAINS ANY BONUSES FOR THE ADVENTURER'S EQUIPMENT AND WEAPON SUCH AS TO STR, DEX OR DMG, BUT DOES NOT GAIN ANY BONUSES THE ADVENTURER MAY HAVE FROM THE TIME TRACK, OR ANY POTIONS OR SPELLS THE ADVENTURER HAS, OR IS USING. WHEN A HIT IS SCORED TO THE MONSTER, THE LOCATION IS ROLLED NORMALLY AND ANY DAMAGE BONUSES FOR LOCATION ARE APPLIED. NEXT, CHECK TO SEE IF THE ADVENTURER IS WEARING ANY ARMOUR IN THE LOCATION HIT. THE MONSTER WILL HAVE THE SAME ARMOUR TOO, EXCEPT THE MONSTER IS NOT ABLE TO DEFLECT DAMAGE LIKE THE ADVENTURER CAN. IF ANY ARMOUR IS PRESENT, ITS A VALUE DEDUCTS FROM THE DAMAGE SCORED. IF THE ADVENTURER HAS A SHIELD EQUIPPED, IT HAS NO EFFECT FOR THE MONSTER. NOTE THAT IF ANY EQUIPMENT THE ADVENTURER IS WEARING AT THE START OF THE COMBAT IS DESTROYED, DUE TO DEFLECTING DAMAGE, IT IS NOT DESTROYED FOR THE MONSTER, WHO MAY CONTINUE TO GAIN ITS BENEFIT.

ETHEREAL - THE MONSTER HAS NO SUBSTANCE, NORMAL WEAPONS WILL SIMPLY PASS THROUGH THEM, ALL ATTACKS MADE AGAINST AN ETHEREAL MONSTER MUST BE WITH A LEGENDARY WEAPON OR A FORM OF SPELL (SCROLL) IN ORDER TO INFLICT ANY KIND OF DAMAGE.

FEAR - THE MONSTER MAY STRIKE FEAR IN ANY ADVENTURER THAT IT COMES FACE TO FACE WITH, AT THE START OF EACH COMBAT ROUND THE ADVENTURER MUST MAKE A FEAR TEST.

FEAR - TEST: INT -10 [S: ATTACK AS NORMAL] [F: FORFEIT NEXT ATTACK, COMBAT ACTION] (*BRAVERY*)

FIRE - THE MONSTER, IN ADDITION TO ITS NORMAL ATTACK, HAS SOME SORT OF FIRE ATTACK THAT MAY STRIKE AN ADVENTURER, EACH TIME A NATURAL 1 IS ROLLED FOR ITS DAMAGE THE ADVENTURER MAY BE SET ON FIRE BY ITS ATTACK AND MUST MAKE AN AVOID FIRE TEST.

AVOID FIRE - TEST: DEX -5 [S: NO EFFECT] [F:-2HP] (*DODGE*)

FLY - AN ADVENTURER FIGHTING A FLYING MONSTER SUFFERS -10 STR WHEN MAKING AN ATTACK ROLL, IF USING A RANGED WEAPON (DEX) IT HAS NO EFFECT.

FREEZE - THE MONSTER, IN ADDITION TO ITS NORMAL ATTACK, HAS SOME SORT OF FREEZE ATTACK THAT MAY STRIKE AN ADVENTURER, EACH TIME A NATURAL 1 IS ROLLED FOR ITS DAMAGE THE ADVENTURER MAY BE FROZEN.

AVOID FREEZE - TEST: DEX [S: NO EFFECT] [F: -1HP, -2 DEF IN NEXT COMBAT ROUND] (*DODGE*)

FRENZY - THE MONSTER AT TIMES DURING A COMBAT MAY GO INTO A MADDENING RAGE. WHEN A NATURAL ROLL OF 1 HAS BEEN SCORED ON ITS DAMAGE DICE, IT GAINS ANOTHER ATTACK AND THE PLAYER REPEATS STEP 5 OF COMBAT. NOTE THAT IF ANOTHER 1 IS SCORED ON THE DAMAGE DIE FOR THE SECOND ATTACK, IT WILL GAIN ANOTHER FREE ATTACK AND SO ON.

- THE MONSTER IS EXCEPTIONALLY LARGE AND WILL OFTEN DEAL MORE DAMAGE WHEN IT HITS AN ADVENTURER THAN SMALLER MONSTERS, THEREFORE, DAMAGE DIE RESULTS OF 1 OR 2 GAIN +2 DMG.

LEAP - THE MONSTER IS VERY AGILE IN COMBAT AND WILL OFTEN POUNCE TO ATTACK. WHEN A NATURAL ROLL OF 1 HAS BEEN SCORED ON ITS DAMAGE DICE, THE MONSTER HAS POUNCED, CAUSING SOME EXTRA DAMAGE. THE PLAYER ROLLS THE DAMAGE DIE AGAIN FOR THE MONSTER, AND ADDS IT TO THE MONSTERS DAMAGE TOTAL. NOTE THAT IF ANOTHER 1 IS ROLLED, THE PLAYER ROLLS AGAIN FOR EXTRA DAMAGE AND SO ON.

PACK - AT THE START OF EACH COMBAT ROUND EACH MONSTER STILL ALIVE BEYOND THE FIRST ADDS +5 TO ITS AV, FOR INSTANCE, IF AN ENCOUNTER HAS 4 MONSTERS STILL ALIVE THEY GET AV+15 WHEN THEY ATTACK, WHEN AN ADVENTURER DEALS A PACK DAMAGE, ITS HP IS DEPLETED IN THE ORDER FROM LEFT TO RIGHT AND ANY SURPLUS DAMAGE SPILLS OVER TO THE NEXT AND SO ON, FOR INSTANCE, IF AN ADVENTURER FACES A PACK WITH HP 3/2/2 AND HAS JUST DEALT 4 DAMAGE, THE LEFT MOST PACK MONSTER IS DEFEATED AND THE SECOND RECEIVES 1 POINT OF DAMAGE AND WILL HAVE THE FOLLOWING HP REMAINING 0/1/2.

PETRIFY - THE MONSTER HAS THE ABILITY TO TURN AN ADVENTURER INTO A SOLID STONE STATUE FROM WHICH THERE IS NO RETURN. IF THE MONSTER ROLLS A NATURAL 1 ON ITS DAMAGE DIE, THE ADVENTURER MUST MAKE AN AVOID PETRIFY TEST. IF THE TEST FAILS, THE ADVENTURER CAN USE A LIFE POINT OR A RESURRECTION EFFECT TO NEGATE BEING TURNED TO STONE, OTHERWISE THEY WILL MAKE A NICE LIFE-SIZED ORNAMENT FOR THE MONSTERS LAIR AND THEIR ADVENTURE IS NOW OVER.

AVOID PETRIFY - TEST: INT +20 [S: NO EFFECT] [F: TURNED TO STONE] (*AWARE, LUCKY*)

PHASE - THE MONSTER CAN PHASE IN AND OUT OF REALITY MAKING IT A HARD TARGET TO STRIKE, THE CHARACTER SUFFERS -10 TO THEIR STR OR DEX WHILST ATTACKING A MONSTER WITH THE PHASE ABILITY.

POISON - WHEN A MONSTER SCORES A NATURAL 1 ON THEIR DAMAGE DIE, THEY INFECT THE ADVENTURER WITH POISON AND THE PLAYER SHADES IN ONE PIP ON THE POISON TRACK OF THE ADVENTURE SHEET, EVEN IF THE MONSTER DOES NOT DEAL ANY DAMAGE DURING THE COMBAT ROUND. WHEN THE TIME TRACK IS REFRESHED THE PLAYER MUST ROLL 1D10, IF THE RESULT IS EQUAL TO OR LESS THAN THE NUMBER OF POISON PIPS SHADED, THE ADVENTURER SUFFERS HP EQUAL TO THE NUMBER OF SHADED PIPS AND THE PLAYER REMOVES 1 PIP FROM THE POISON TRACK.

RESURRECTION - WHEN THE MONSTER IS KILLED IT MAY RESURRECT AND COME BACK TO LIFE, AFTER KILLING A MONSTER WITH RESURRECTION AND BEFORE IT HAS BEEN LOOTED, ROLL 1D10, IF A 1 IS ROLLED IT IMMEDIATELY RETURNS TO LIFE WITH FULL HP AND THE ADVENTURER MUST ONCE AGAIN ATTEMPT TO KILL IT.

REGENERATE - THE MONSTER HAS THE ABILITY TO RESTORE LOST HP, EACH TIME IT ROLL A NATURAL 1 ON THE DAMAGE DIE IT WILL RESTORE 2 LOST HP.

STUN - THE MONSTERS ATTACK MAY CAUSE AN ADVENTURER TO BECOME STUNNED, EACH TIME THE MONSTER DEALS DAMAGE TO THE ADVENTURER, THEY MUST MAKE A DAZED TEST.

DAZED - TEST: STR-15 [S: NO EFFECT] [F: FORFEIT NEXT ATTACK, COMBAT ACTION] (*DODGE*).

SURPRISE - THE MONSTER MAY SURPRISE THE ADVENTURER WHEN IT FIRST APPEARS, BEFORE THE FIRST ROUND OF COMBAT BEGINS MAKE A SURPRISE TEST.

SURPRISE - TEST INT-10 [S: NO EFFECT] [F: MONSTER FREE ATTACK] (*AWARE*).

WEB - AT THE END OF EACH COMBAT ROUND IN WHICH THE MONSTER IS STILL ALIVE, THE ADVENTURER MAKES AN AVOID WEB TEST TO DETERMINE IF THEY WILL GET AN ATTACK, OR MAKE AN COMBAT ACTION NEXT COMBAT ROUND.

AVOID WEB - TEST: DEX +20 [S: ATTACK AS NORMAL] [F: FORFEIT ATTACK, COMBAT ACTION] (*DODGE*)

PRE-DETERMINED SKILL TESTS

MONSTER TEST	CHA	CHA VALUE	MODIFIER	SUB TOTAL	SKILL/S USED	SKILL BONUS	TEST VALUE
FEAR	INT		-10	=	BRAVERY	+	=
AVOID FIRE	DEX		-5	=	DODGE	+	=
AVOID FREEZE	DEX			=	DODGE	+	=
AVOID PETRIFY	INT		+20	=	AWARE LUCKY	+ +	=
DAZED	STR		-15	=	DODGE	+	=
SURPRISE	INT		-10	=	AWARE	+	=
AVOID WEB	DEX		20	=	DODGE	+	=

D100 DUNGEON - ADVENTURE SHEET NO BACKGROUND

NAME:			HERO PATH:			RACE:			DARK -20 
REP:	FATE:	LIFE:	GOLD:			ENC. MOD:			

CHARACTERISTICS			PRIMARY	ADJUSTMENT	TOTAL	EXPERIENCE TRACK			ABILITIES UNLOCK AT 50		
STRENGTH (STR)						★○○○○○○○○○○○○○○○↻			MIGHTY BLOW DURING COMBAT RE-ROLL 6'S ON DMG DIE AND TOTAL ALL RESULTS		☐
DEXTERITY (DEX)						★○○○○○○○○○○○○○○○↻			PERFECT AIM DURING COMBAT ROLL TWICE FOR A HIT LOCATION AND CHOOSE ONE		☐
INTELLIGENCE (INT)						★○○○○○○○○○○○○○○○↻			SPELL CASTER CAN USE SPELLS RECORDED IN THE SPELL BOOK		☐
HEALTH POINTS (HP)					CURRENT HP:						

D10	MOD	LOCATION	ITEMS	STR	DEX	INT	HP	DMG	DEF	GOLD	FIX	A/S	FOUND ITEMS ROLL 1D6 1-2=■ 3-4=■■ 5-6=■■■
1	+3	HEAD											□□□□□
2	+2	BACK											□□□□□
3	+1	TORSO											□□□□□
4		ARMS											□□□□□
5		HANDS											□□□□□
6		MAIN											□□□□□
7		OFF											□□□□□
8	BC	WAIST											□□□□□
9	-1	LEGS											□□□□□
10	-1	FEET											□□□□□
		NECK											ESCAPE COMBAT DEX -10 + ESCAPE
		RING											BLOCK ESCAPE STR -10 + ESCAPE
		RING											CAST SPELL INT + MAGIC + LUCKY +/- SPELL B.
DMG TO SHIELDS SHADES ½ A PIP				TOTALS									CAST SCROLL INT + MAGIC + LUCKY

ID10	BELT SLOTS										ID10	SKILLS	BONUS	EXPERIENCE TRACK			LEVEL	BONUS	SPELL BOOK			COST	
1-2											1	AGILITY		★○○○○○○○○○○○○○○○↻				+20					
3-4											2	AWARE		★○○○○○○○○○○○○○○○↻				+15					
5-6											3	BRAVERY		★○○○○○○○○○○○○○○○↻			50+	+10					
7-8											4	DODGE		★○○○○○○○○○○○○○○○↻				+5					
9-10											5	ESCAPE		★○○○○○○○○○○○○○○○↻				+0					
		1	2	3	4	5	6	7	8	9	10	6	LOCKS		★○○○○○○○○○○○○○○○↻			60+	-0				
KEYS	○	○	○	○	○	○	○	○	○	○	○	7	LUCKY		★○○○○○○○○○○○○○○○↻			70+	-5				
LEVERS	○	○	○	○	○	○	○	○	○	○	○	8	MAGIC		★○○○○○○○○○○○○○○○↻			80+	-10				
POISON	○	○	○	○	○	○	○	○	○	○	○	9	STRONG		★○○○○○○○○○○○○○○○↻			90+	-15				
DISEASE	○	○	○	○	○	○	○	○	○	○	○	10	TRAPS		★○○○○○○○○○○○○○○○↻			100	-20				

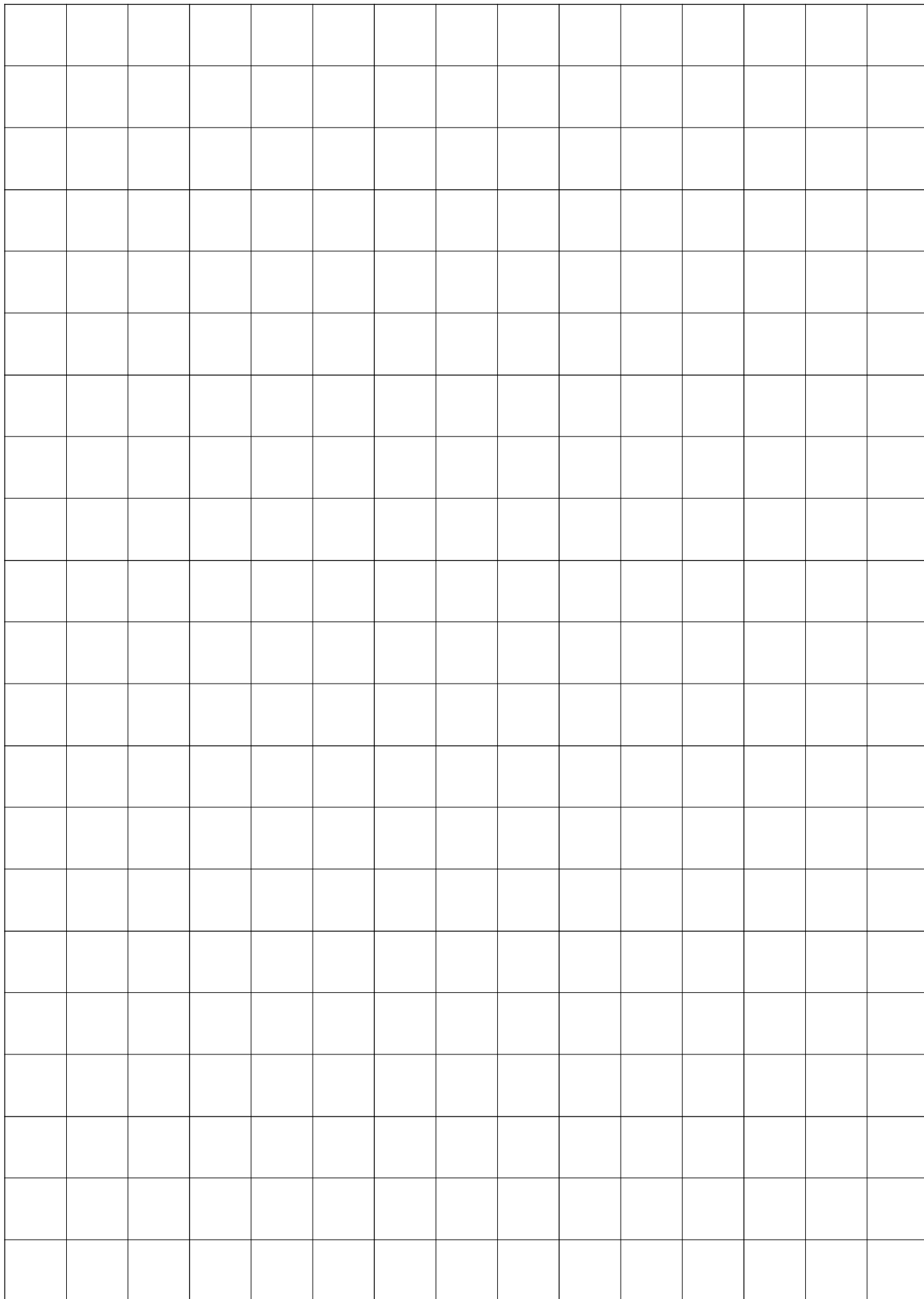
BEAST:		LEVEL:	BONUS:	GP:	★○○○○○○○○○○○○○○○↻			HP:	(CURRENT HP)					
OIL	○○○○○○○○○○○○○ ○○○○○○○○○○○○○	ABILITIES:							WITCHERY EFFECTS					
	COMPLETED QUESTS:			CURRENT QUEST:										
FOOD	○○○○○○○○○○○○○	FAILED QUESTS:			QUEST DETAILS:									
PICKS	○○○○○○○○○○○○○ ○○○○○○○○○○○○○ ○○○○○○○○○○○○○	TIME TRACK MODIFIER	8		4		8		5		8		6	●
														

BACKPACK FOR ITEMS WITH DAMAGE TRACKS ONLY																												
ID10	LOCATION	ITEM	STR	DEX	INT	HP	DMG	DEF	GOLD	FIX	A/S	DAMAGE																
1												□□□□□																
2												□□□□□																
3												□□□□□																
4												□□□□□																
5												□□□□□																
6												□□□□□																
7												□□□□□																
8												□□□□□																
9												□□□□□																
10												□□□□□																
BACKPACK FOR ITEMS WITHOUT DAMAGE TRACKS ONLY				QUEST TRACKER (TABLE Q)																								
ID6+ ID10	QUANTITY	ITEMS	GP EACH	Q 1-2	□	Q 21-22	□	Q 41-42	□	Q 61-62	□	Q 81-82	□															
2				Q 3-4	□	Q 23-24	□	Q 43-44	□	Q 63-64	□	Q 83-84	□															
3				Q 5-6	□	Q 25-26	□	Q 45-46	□	Q 65-66	□	Q 85-86	□															
4				Q 7-8	□	Q 27-28	□	Q 47-48	□	Q 67-68	□	Q 87-88	□															
5				Q 9-10	□	Q 29-30	□	Q 49-50	□	Q 69-70	□	Q 89-90	□															
6				Q 11-12	□	Q 31-32	□	Q 51-52	□	Q 71-72	□	Q 91-92	□															
7				Q 13-14	□	Q 33-34	□	Q 53-54	□	Q 73-74	□	Q 93-94	□															
8				Q 15-16	□	Q 35-36	□	Q 55-56	□	Q 75-76	□	Q 95-96	□															
9				Q 17-18	□	Q 37-38	□	Q 57-58	□	Q 77-78	□	Q 97-98	□															
10				Q 19-20	□	Q 39-40	□	Q 59-60	□	Q 79-80	□	Q 99-100	□															
11				CAMPAIGN QUESTS N=NORTHREACH S=SOUTHREACH E=EASTPOINT W=WESTPOINT																								
12				N	S	E	W	N	S	E	W	N	S	E	W	N	S	E	W	N	S	E	W					
13				C1	□	□	□	□	C5	□	□	□	□	C9	□	□	□	□	C13	□	□	□	□	C17	□	□	□	□
14				C2	□	□	□	□	C6	□	□	□	□	C10	□	□	□	□	C14	□	□	□	□	C18	□	□	□	□
15				C3	□	□	□	□	C7	□	□	□	□	C11	□	□	□	□	C15	□	□	□	□	C19	□	□	□	□
16				C4	□	□	□	□	C8	□	□	□	□	C12	□	□	□	□	C16	□	□	□	□	C20	□	□	□	□
QUANTITY BOX MAXIMUM OF 10 EACH				SIDE QUESTS N=NORTHREACH S=SOUTHREACH E=EASTPOINT W=WESTPOINT (TABLES QA-QD)																								
EMPIRE BUILDING INVESTMENTS				N S E W N S E W N S E W N S E W N S E W																								
TRADE	FINANCE	HOLDINGS	WARS	S1	□	□	□	□	S6	□	□	□	□	S11	□	□	□	□	S16	□	□	□	□	S21	□	□	□	□
				S2	□	□	□	□	S7	□	□	□	□	S12	□	□	□	□	S17	□	□	□	□	S22	□	□	□	□
				S3	□	□	□	□	S8	□	□	□	□	S13	□	□	□	□	S18	□	□	□	□	S23	□	□	□	□
1 SHARE = 100 GP	1 SHARE = 300 GP	1 SHARE = 500 GP	1 SHARE = 1000 GP	S4	□	□	□	□	S9	□	□	□	□	S14	□	□	□	□	S19	□	□	□	□	S24	□	□	□	□
○○○○○	○○○○○	○○○○○	○○○○○	S5	□	□	□	□	S10	□	□	□	□	S15	□	□	□	□	S20	□	□	□	□	S25	□	□	□	□
1 PIP = 20 GP	1 PIP = 60 GP	1 PIP = 100 GP	1 PIP = 200 GP	ADV. BK. 1	□	ADV. BK. 2	□	ADV. BK. 3	□	ADV. BK. 4	□	ADV. BK. 5	□															
NOTES				EXTRA QUESTS (TABLES QE-QG)																								
				QE 1-10	□	QE 21-30	□	QE 41-50	□	QE 61-70	□	QE 81-90	□															
				QE 11-20	□	QE 31-40	□	QE 51-60	□	QE 71-80	□	QE 91-100	□															
				QF 1-10	□	QF 21-30	□	QF 41-50	□	QF 61-70	□	QF 81-90	□															
				QF 11-20	□	QF 31-40	□	QF 51-60	□	QF 71-80	□	QF 91-100	□															
				QG 1-10	□	QG 21-30	□	QG 41-50	□	QG 61-70	□	QG 81-90	□															
				QG 11-20	□	QG 31-40	□	QG 51-60	□	QG 71-80	□	QG 91-100	□															

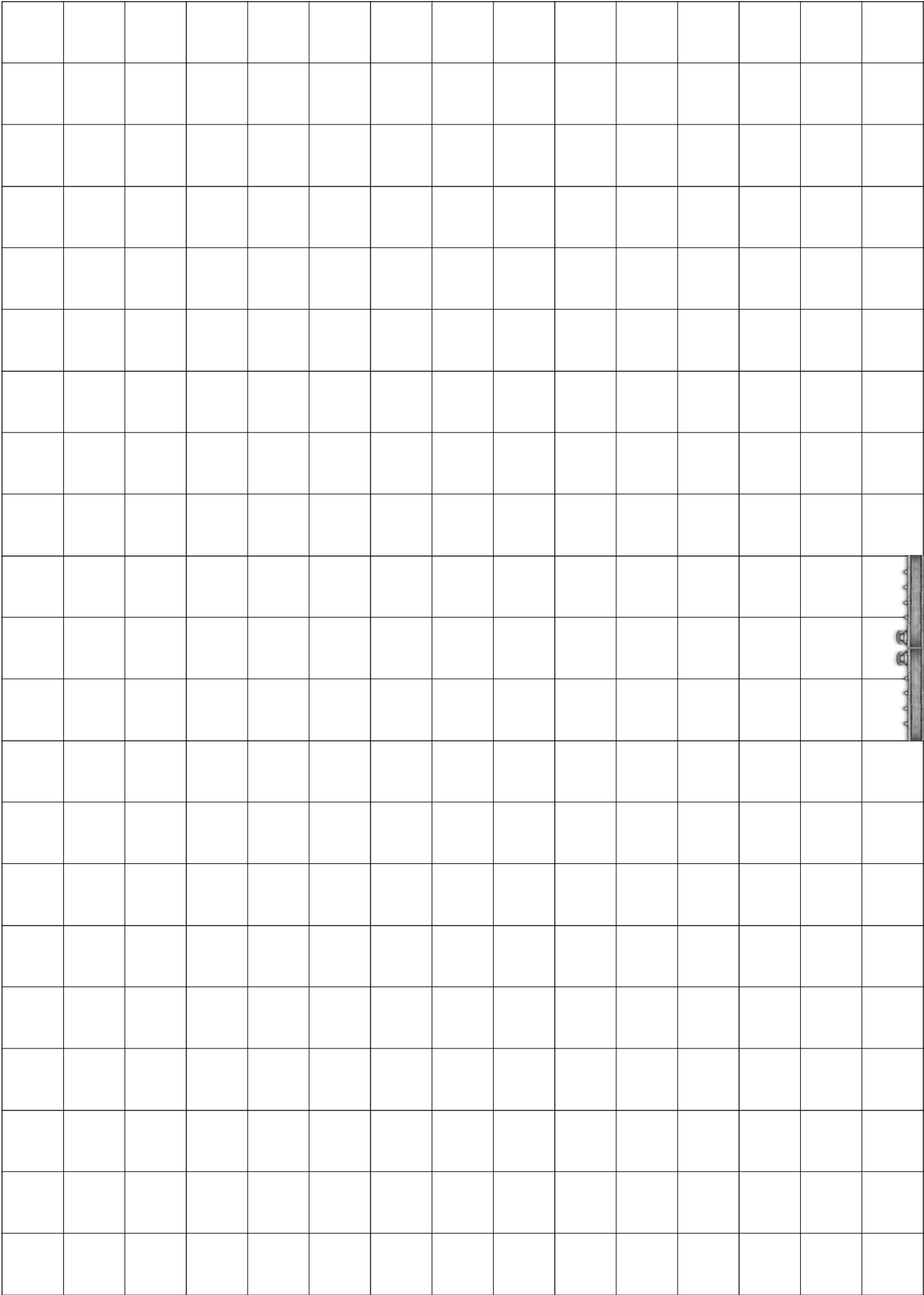
D100 DUNGEON - COMBAT TRACK NO BACKGROUND

ADD EACH MONSTER TO THE TRACK, IF THE ADVENTURER OR THE MONSTER ESCAPES REMOVE THE MONSTER FROM THE TRACK (LEAVE ONLY DEFEATED MONSTER ON THE TRACK), WHEN A MONSTER IS DEFEATED AND A REWARD IS LISTED, IMMEDIATELY GAIN THAT REWARD.							
ENCOUNTER	AV	DEF	DMG	HEALTH POINTS	[K]	ABILITIES	REWARD
							+100GP
							+5 SKILL
							+1 PRIMARY STR
							+1 PRIMARY DEX
							+1 PRIMARY INT
							+1 PRIMARY HP
							+1 REP
							+1 FATE
							+1 LIFE

D100 DUNGEON - DUNGEON SHEET NO BACKGROUND



D100 DUNGEON - DUNGEON SHEET (ENTRANCE) NO BACKGROUND



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 NO BACKGROUND

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
B	BANSHEE 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	BASILISK	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	BEAR	○○○○○○○○○○ DODGE - MONSTER DMG -2	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
	BEASTMAN	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+2	○○○○○○○○○○ FEINT - ADVENTURER +5 ATTACK
	BEASTMAN ARCHER	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+2	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	BEASTMAN CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	BEASTMAN WITCH	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	BLACK DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	BLUE DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ EVADE FREEZE - IGNORE FREEZE RESULT
C	CENTAUR	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	CENTAUR CHAMPION	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	CERBERUS 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	CHIMERA	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	COCKATRICE	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+0	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	CYCLOPS	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
D	DEMON 	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	DEMON LORD 	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ DEMON SLAYER - ADVENTURER +3 DMG
	DIRE WOLVES	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	DOPPELGÄNGER	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
E	ECHIDNA 	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	-2	○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	EVIL WARLOCK	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
F	FIRE ELEMENTAL	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	+0	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
	FIRE WYRM	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	FROST WYRM	○○○○○○○○○○ EVADE FREEZE - IGNORE FREEZE RESULT	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
G	GARGOYLE 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	+0	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	GHOST 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
G GHOUL 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
GIANT	○○○○○○○○○○ LARELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
GIANT ANTS	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
GIANT APES	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	-1	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
GIANT BATS	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	+0	○○○○○○○○○○ ALERT - IGNORE SURPRISE
GIANT BOAR	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+0	○○○○○○○○○○ WEAKNESS - MONSTER -1 DEF
GIANT CENTIPEDE	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
GIANT CRAB	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+0	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF
GIANT MOTH	○○○○○○○○○○ SUBTERFUGE - MONSTER -10 ATTACK	+0	○○○○○○○○○○ LURE - IGNORE FLY PENALTY
GIANT Oozes	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
GIANT RATS	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
GIANT ROC	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LURE - IGNORE FLY PENALTY
GIANT SCORPION	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT
GIANT SNAKE	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	+0	○○○○○○○○○○ DODGE - MONSTER -2 DMG
GIANT SPIDER	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
GIANT VAMPIRE BAT 	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
GIANT WASPS	○○○○○○○○○○ WEAKNESS - MONSTER -1 DEF	+0	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
GOATMAN	○○○○○○○○○○ DODGE - MONSTER -2 DMG	+2	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
GOATMAN ARCHER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
GOATMAN PRIEST	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
GOBLIN ARCHER	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
GOBLIN WARLOCK	○○○○○○○○○○ DODGE - MONSTER -2 DMG	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
GOBLINOIDS	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
GOBLINS	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+2	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
GOLDEN DRAGON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
GREEN DRAGON	○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT	-2	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
GRIFFON	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ LURE - IGNORE FLY PENALTY

MONSTER		LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
H	HARPY	○○○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-2	○○○○○○○○○○○○ RESISTANT - IGNORE POISON RESULT
	HELL HOUNDS 🐾	○○○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	HOBGOBLINS	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+2	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	HYDRA 🐉	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
I	IMPS 🐉	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+2	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
L	LAMIA 🐉	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	LICH LORD 🧛	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	LIZARDMAN	○○○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	+2	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK
	LIZARDMAN ROCK SLINGER	○○○○○○○○○○○○ ALERT - IGNORE SURPRISE	+2	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
M	MANTICORE	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	MEDUSA 🐉	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ GAZE BLOCK - IGNORE PETRIFY* RESULT
	MINOTAUR	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	MOUNTAIN LIONS	○○○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	+0	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	MUMMY 🧛	○○○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
N	NECROMANCER	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	NEMEAN LIONS	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS	+0	○○○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT
O	OGRE	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT
	ORC	○○○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+1	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	ORC ARCHER	○○○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	+1	○○○○○○○○○○○○ ALERT - IGNORE SURPRISE
	ORC CHAMPION	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	-2	○○○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	ORC WARLOCK	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-2	○○○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
P	PHOENIX	○○○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST
R	RATMAN CHAMPION	○○○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	-1	○○○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
	RATMEN	○○○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+2	○○○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	RED DRAGON	○○○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	REVEN. DWARF CHAMPION 🧛	○○○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK	+0	○○○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	REVENANT DWARF 🧛	○○○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK

MONSTER		LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
R	REVENANT ELF ARCHER 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ FEINT - ADVENTURE +5 ATTACK
	REVENANT ELF CHAMPION 	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+0	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
S	SHADE 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG
	SIREN 	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	SKELETON 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	+0	○○○○○○○○○○ DODGE - MONSTER -2 DMG
	SKELETON DRAGON 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	SKELETON SPIDERS 	○○○○○○○○○○ ALERT - IGNORE SURPRISE	+0	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	SPHINX	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	-2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	SPIDER QUEEN	○○○○○○○○○○ WEAKNESS - MONSTER -2 DEF	-1	○○○○○○○○○○ WEB DODGE - IGNORE AVOID WEB TEST
	STONE GOLEM	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	+0	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	SUCCUBUS 	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
T	TITAN	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ IMPACT - IGNORE DAZED TEST
	TRICKSTERS 	○○○○○○○○○○ COUNTER - MONSTER -5 ATTACK	+2	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT
	TROLL	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ TROLL SLAYER - ADVENTURER +2 DMG
V	VALKYRIES	○○○○○○○○○○ LURE - IGNORE FLY PENALTY	-1	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	VAMPIRE 	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	VAMPIRE LORD 	○○○○○○○○○○ DISRUPTION - IGNORE DARK MAGIC RESULT	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
W	WENDIGO 	○○○○○○○○○○ COURAGE - IGNORE FEAR TEST	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	WEREWOLVES 	○○○○○○○○○○ MANOEUVRE - IGNORE LEAP* RESULT	-1	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS
	WHITE DRAGON	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ DRAGON SLAYER - ADVENTURER +4 DMG
	WIGHT 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ STAY DEAD - ROLL AGAIN RESURRECTION
	WRAITH 	○○○○○○○○○○ HOLY STRENGTH - IGNORE FEAR TEST	-2	○○○○○○○○○○ TACTICS - ADVENTURER +10 ATTACK
	WYRM	○○○○○○○○○○ LARGELESS - IGNORE LARGE RESULT	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
	WYVERN	○○○○○○○○○○ EVADE FIRE - IGNORE AVOID FIRE TEST	-2	○○○○○○○○○○ NIMBLE - MONSTER -1 ATTACKS
Z	ZOMBIE MASTER 	○○○○○○○○○○ ADVANTAGE - ADVENTURER +2 DMG	-1	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT
	ZOMBIES 	○○○○○○○○○○ PROTECTION - IGNORE DISEASE RESULT	+0	○○○○○○○○○○ CHARGE - IGNORE PACK AV BONUS

ARCANIST SPELL BOOK NO BACKGROUND (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 ARCANES LAW HAS BEEN BROKEN AT END OF ANY "BEFORE YOUR NEXT QUEST" PHASE, IF ARCANES LAW HAS BEEN BROKEN, ROLL 1D100+5 FOR EACH BROKEN LAW. IF EQUAL TO OR LESS THAN PRIMARY INT, NOT CAUGHT (RESET NUMBER OF BROKEN LAWS TO 0), OTHERWISE CAUGHT AND SENTENCED TO THE ARCANES PRISM.	
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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 NO BACKGROUND

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												□□□□□

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. ONCE SUCCESSFULLY CAST, THE ADVENTURER IS FREE TO USE THE BAG OF SUMMONING SHEET, AND MAY PLACE ITEMS INTO 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 AND ALONG WITH ANY ITEMS IT HAD STORED IN IT.

ITEMS WITHOUT DAMAGE TRACKS ONLY

1D6+ 1D10	QTY	ITEM	GP EACH
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 NO BACKGROUND

SMALL ROOM ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 8,000GP			UPKEEP COST: 40GP			BASE SECURITY VALUE: 20				EXTRA SECURITY: 10GP PER 10 PTS			
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1-3													□□□□□
4-6													□□□□□
7-9													□□□□□
10													□□□□□

APARTMENT ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 10,000GP			UPKEEP COST: 50GP			BASE SECURITY VALUE: 30				EXTRA SECURITY: 20GP PER 10 PTS			
ID10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1-3													□□□□□
4-6													□□□□□
7-8													□□□□□
9													□□□□□
10													□□□□□

SMALL HOME ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 12,000GP			UPKEEP COST: 60GP			BASE SECURITY VALUE: 40				EXTRA SECURITY: 30GP PER 10 PTS			
ID10	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 ☐										CURRENT SECURITY			
BUY AND SELL VALUE: 14,000GP			UPKEEP COST: 70GP			BASE SECURITY VALUE: 50				EXTRA SECURITY: 40GP PER 10 PTS			
ID10	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 ☐									CURRENT SECURITY				
BUY AND SELL VALUE: 16,000GGP			UPKEEP COST: 80GP		BASE SECURITY VALUE: 60				EXTRA SECURITY: 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													□□□□□
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8													□□□□□
9													□□□□□
10													□□□□□

MANOR HOUSE ☐									CURRENT SECURITY				
BUY AND SELL VALUE: 18,000GGP			UPKEEP COST: 90GP		BASE SECURITY VALUE: 70				EXTRA SECURITY: 60GP PER 10 PTS				
1D10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1-2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
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8													□□□□□
9													□□□□□
10													□□□□□

SMALL CASTLE ☐									CURRENT SECURITY				
BUY AND SELL VALUE: 20,000GP			UPKEEP COST: 100GP		BASE SECURITY VALUE: 80				EXTRA SECURITY: 70GP PER 10 PTS				
1D10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1													□□□□□
2													□□□□□
3													□□□□□
4													□□□□□
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9													□□□□□
10													□□□□□

HANDY SHEET NO BACKGROUND

D10	MONSTERS REACTION		COMBAT ROUNDS
1	IF MONSTER HAS LESS THAN ½ HP IT GAINS AV+10 FOR THIS COMBAT ROUND		
2	IF MONSTER HAS LESS THAN ¼ ITS HP IT GAINS AV+5 FOR THIS COMBAT ROUND		
3-7	MONSTER WILL ATTACK AS NORMAL FOR THIS COMBAT ROUND		
8	IF MONSTER HAS LESS THAN HALF HP IT WILL ATTEMPT TO ESCAPE		
9	IF MONSTER WAS DAMAGED LAST ROUND IT WILL ATTEMPT TO ESCAPE		
10	MONSTER WILL ATTEMPT TO ESCAPE		
D10	HIT LOCATION	DAMAGE MOD	
1	HEAD	+3	
2	BACK	+2	
3	TORSO	+1	
4	ARMS	-	
5	HANDS	-	
6	MAIN WEAPON	-	
7	OFF WEAPON	-	
8	WAIST	BELT CHECK	
9	LEGS	-1	
10	FEET	-1	

1. ROLL ON THE MONSTER REACTION CHART TO DETERMINE ITS ACTION IN THE FORTHCOMING ROUND, THEN CONTINUE TO STEP 2.
2. THE ADVENTURER MAY BLOCK OR ATTACK AN ESCAPING MONSTER OR LET IT GO (REMOVE MONSTER FROM THE COMBAT TRACK), IF THE MONSTER ISN'T ESCAPING THEY MAY ATTEMPT TO ESCAPE THEMSELVES, ATTACK OR MAKE A COMBAT ACTION (CHANGE EQUIPPED ITEMS, CAST A SPELL, OR USE BELT ITEMS).
3. TO ATTACK A MONSTER, ROLL 1D100 EQUAL TO OR BELOW STR (H) OR DEX (R), DEPENDING ON WEAPON USED TO HIT THE MONSTER, IF TWO WEAPONS ARE EQUIPPED, EITHER MAY BE USED, BUT NOT BOTH, IF A HIT IS SCORED GO TO STEP 4 OTHERWISE GO TO STEP 5.
4. ROLL THE DAMAGE DIE (1D6) AND LOCATION DIE (1D10) TOGETHER AND APPLY ANY DAMAGE MODIFIER FOR WEAPON AND LOCATION HIT, THEN DEDUCT MONSTERS DEF VALUE (IF ANY), THE REMAINING AMOUNT IS THE NUMBER OF HP DEALT TO THE MONSTER OR MONSTERS.
5. IF THE MONSTER ATTEMPTED TO ESCAPE AND HAS REMAINED, START A NEW COMBAT ROUND FROM STEP 1, OTHERWISE IT WILL ATTACK, ROLL 1D100, IF THE RESULT IS EQUAL TO OR LESS THAN MONSTERS AV ITS A HIT GO TO STEP 6, OTHERWISE START NEW COMBAT ROUND FROM STEP 1.
6. ROLL THE DAMAGE DIE (1D6) AND LOCATION DIE (1D10) TOGETHER AND APPLY ANY DAMAGE MODIFIER FOR THE MONSTERS DMG VALUE AND LOCATION HIT, THEN DEDUCT ADVENTURERS ARMOUR VALUE (A) FOR ARMOUR WORN TO LOCATION HIT, THE REMAINING AMOUNT IS THE NUMBER OF HP DEALT TO THE ADVENTURER, HOWEVER, UP TO 2 POINTS MAY BE DEFLECTED TO THE DAMAGE TRACK OF ANY ARMOUR WORN TO THE LOCATION HIT AND UP TO 4 POINTS TO A SHIELD (IF CARRIED), IN ADDITION THEY MAY BE PERMITTED TO SHRUG OFF EXTRA DAMAGE IF THEY HAVE A DEF VALUE (SEE DEFENCE BONUS), IF THE MONSTER SURVIVED OR DIDN'T ESCAPE, A NEW COMBAT ROUND BEGINS.

URNS

■ (YELLOW) +0, ■ (RED) +10, ■ (GREEN) +5, ■ (BLUE) +20.

AT ANYTIME DURING A TURN, EXCEPT IN COMBAT (SEE COMBAT), THE PLAYER MAY ADD AND REMOVE ITEMS TO AND FROM THE EQUIPMENT SLOTS AND THE BACKPACK. HOWEVER, ONCE A RESULT ON A TABLE REQUIRES A BELT CHECK, OR TARGETS AN ITEM, IT IS NOT PERMITTED TO ADJUST EQUIPMENT.

1. TIME TRACK - SHADE 1☀ ON THE TIME TRACK, IF IT TRIGGERS AN EFFECT YOU MUST DEAL WITH IT IMMEDIATELY.
2. EXITS - CHOOSE AN EXIT TO MOVE THROUGH, ROTATE THE DUNGEON SHEET SO THAT THE EXIT IS FURTHEST AWAY AND OPEN ANY DOORS THAT BLOCK THE WAY.
3. AREA - IF AREA IS ALREADY MAPPED CONSULT THE DUNGEON SHEET FOR DETAILS, IF THE AREA IS BLANK ROLL ON TABLE M AND ADD IT TO THE DUNGEON SHEET.
4. SEARCH - (OPTIONAL) SEARCH AND ROLL ON TABLE F APPLYING THE MODIFIER FOR THE CURRENT AREA AND THEN FOLLOW THE INSTRUCTIONS. ADD (S) TO DUNGEON SHEET AND THEN START A NEW TURN.

ESCAPING COMBAT & BLOCKING ESCAPES

WHEN AN ADVENTURER ESCAPES THEY DO NOT GET AN ATTACK ROLL OR COMBAT ACTION FOR THIS COMBAT ROUND AND MUST PASS THE ESCAPE COMBAT TEST BELOW-

ESCAPE COMBAT - TEST: DEX -10 [S: REMOVE MONSTER, ADD TO AREA] [F: -2 HP, STEP 5] (*ESCAPE*)

WHEN A MONSTER ESCAPES, THE PLAYER CAN ALLOW IT TO ESCAPE, OR THEY MAY PERFORM AN ATTACK, COMBAT ACTION, OR TRY AND BLOCK ITS ESCAPE BY PASSING THE BLOCK ESCAPE TEST BELOW-

BLOCK ESCAPE - TEST: STR-10 [S: MONSTER REMAINS, COMBAT STEP 4] [F: REMOVE MONSTER] (*ESCAPE*)

SPELLS AND SCROLLS

TO CAST A SPELL THE SPELL BOOK MUST BE ACTIVE, THEN THE ADVENTURER MUST PAY THE SPELL COST (EITHER LOSING HP OR STR) AND THEN THEY PERFORM THE SPELL TEST BELOW-

CAST SPELL - TEST: INT (+/- SPELLS BONUS) [S: CAST] [F: ROLL ON TABLE C - CURSES] (*MAGIC, LUCKY*)

TO CAST A SCROLL THE ADVENTURER PAYS THE SPELL COST CONTAINED IN THE SCROLL (EITHER LOSE HP/STR), AND THEN PERFORM THE SCROLL TEST BELOW. AFTER THE TEST THE SCROLL IS REMOVED FROM THE ADVENTURE SHEET.

CAST SCROLL - TEST: INT [S: CAST] [F: ROLL ON TABLE C - CURSES] (*MAGIC, LUCKY*)

MONSTERS ABILITIES NO BACKGROUND

ALLIES – THE MONSTER HAS LESSER MONSTERS THAT THEY CAN CALL UPON OR SUMMON DURING A FIGHT. AT THE START OF EACH COMBAT ROUND ROLL 1D6. IF A 1 IS ROLLED, AN ALLY COMES TO THE MONSTERS AID, SO ADD /X TO THE END OF ITS CURRENT HP VALUE, WITH X BEING EQUAL TO THE NUMBER SHOWN AFTER THE MONSTERS ALLIES ABILITY.

EXAMPLE: A MONSTER WITH HP “16/4” WITH AN ALLIES 4, IF A 1 WAS ROLLED AT THE START OF THE COMBAT ROUND, YOU ADD /4 AT THE END OF ITS HP VALUE GIVING IT A NEW HP VALUE OF “16/4/4”.

ATTACKS – THE MONSTER IS ABLE TO ATTACK MORE THAN ONCE IN A SINGLE ROUND OF COMBAT, THE NUMBER OF TIMES IT GETS TO MAKE AN ATTACK ROLL IS EQUAL TO ITS ATTACK RATING. FOR EACH ATTACK THAT SCORES A HIT ROLL A DAMAGE DIE AND ADD THEM TOGETHER FOR A TOTAL DAMAGE SCORE, THEN ROLL FOR A HIT LOCATION AND APPLY ITS MODIFIER (IF ANY), FINALLY APPLY THE MONSTERS DMG MODIFIER (IF ANY).

DARK MAGIC – SPELL CASTERS FOUND IN THE DUNGEONS HAVE ATTUNED THEMSELVES WITH DARK MAGIC, AT THE START OF EACH COMBAT ROUND BEFORE STEP 1 ROLL 1D10 TO SEE WHICH MAGIC SPELL THEY WILL USE FOR THE ROUND.

1-2) DARK STRIKE: IF THE MONSTER ATTACKS THIS COMBAT ROUND IT GAINS +20 AV.

3-4) SHADOWY CLOAK: FOR THIS COMBAT ROUND THE MONSTERS GAINS +4 DEF.

5-6) EVIL TOUCH: FOR THIS COMBAT ROUND THE MONSTERS GAINS +2 DMG.

7-8) DRAIN LIFE: FOR THIS COMBAT ROUND EACH HP THE ADVENTURER LOSES RESTORES AN EQUAL NUMBER TO THE MONSTER.

9-0) DEATH BOLT: THE ADVENTURER LOSES 2 HP.

DEATH TOUCH – WHILST ENCOUNTERING A MONSTER WITH DEATH TOUCH, THE ADVENTURER SUFFERS -2 DEF AND ALL EQUIPPED ARMOUR THAT IT HITS HAS A RATING OF A0, DAMAGE MAY STILL BE DEFLECTED AS NORMAL.

DISEASE – WHEN A MONSTER SCORES A NATURAL 1 ON THEIR DAMAGE DICE, THEY INFECT THE ADVENTURER WITH DISEASE AND THE PLAYER SHADES IN ONE PIP ON THE DISEASE TRACK OF THE ADVENTURER SHEET, EVEN IF THE MONSTER DOES NOT DEAL ANY DAMAGE DURING THE COMBAT ROUND. WHEN THE TIME TRACK IS REFRESHED, THE PLAYER MUST ROLL 1D10, IF THE RESULT IS EQUAL TO OR LESS THAN THE NUMBER OF DISEASE PIPS SHADED THE ADVENTURER SUFFERS HP EQUAL TO THE NUMBER OF SHADED PIPS.

DOPPELGÄNGER – THE MONSTER TRANSFORMS INTO AN EXACT COPY OF THE ADVENTURER AND HAS AN AV EQUAL TO THE ADVENTURER'S STR OR DEX, DEPENDING ON WHICH WAS LAST USED TO ATTACK THE MONSTER. THE ATTACK GAINS ANY BONUSES FOR THE ADVENTURER'S EQUIPMENT AND WEAPON SUCH AS TO STR, DEX OR DMG, BUT DOES NOT GAIN ANY BONUSES THE ADVENTURER MAY HAVE FROM THE TIME TRACK, OR ANY POTIONS OR SPELLS THE ADVENTURER HAS, OR IS USING. WHEN A HIT IS SCORED TO THE MONSTER, THE LOCATION IS ROLLED NORMALLY AND ANY DAMAGE BONUSES FOR LOCATION ARE APPLIED. NEXT, CHECK TO SEE IF THE ADVENTURER IS WEARING ANY ARMOUR IN THE LOCATION HIT. THE MONSTER WILL HAVE THE SAME ARMOUR TOO, EXCEPT THE MONSTER IS NOT ABLE TO DEFLECT DAMAGE LIKE THE ADVENTURER CAN. IF ANY ARMOUR IS PRESENT, ITS A VALUE DEDUCTS FROM THE DAMAGE SCORED. IF THE ADVENTURER HAS A SHIELD EQUIPPED, IT HAS NO EFFECT FOR THE MONSTER. NOTE THAT IF ANY EQUIPMENT THE ADVENTURER IS WEARING AT THE START OF THE COMBAT IS DESTROYED, DUE TO DEFLECTING DAMAGE, IT IS NOT DESTROYED FOR THE MONSTER, WHO MAY CONTINUE TO GAIN ITS BENEFIT.

ETHEREAL – THE MONSTER HAS NO SUBSTANCE, NORMAL WEAPONS WILL SIMPLY PASS THROUGH THEM, ALL ATTACKS MADE AGAINST AN ETHEREAL MONSTER MUST BE WITH A LEGENDARY WEAPON OR A FORM OF SPELL (SCROLL) IN ORDER TO INFLICT ANY KIND OF DAMAGE.

FEAR – THE MONSTER MAY STRIKE FEAR IN ANY ADVENTURER THAT IT COMES FACE TO FACE WITH, AT THE START OF EACH COMBAT ROUND THE ADVENTURER MUST MAKE A FEAR TEST.

FEAR – TEST: INT -10 [S: ATTACK AS NORMAL] [F: FORFEIT NEXT ATTACK, COMBAT ACTION] (*BRAVERY*)

FIRE – THE MONSTER, IN ADDITION TO ITS NORMAL ATTACK, HAS SOME SORT OF FIRE ATTACK THAT MAY STRIKE AN ADVENTURER, EACH TIME A NATURAL 1 IS ROLLED FOR ITS DAMAGE THE ADVENTURER MAY BE SET ON FIRE BY ITS ATTACK AND MUST MAKE AN AVOID FIRE TEST.

AVOID FIRE – TEST: DEX -5 [S: NO EFFECT] [F:-2HP] (*DODGE*)

FLY – AN ADVENTURER FIGHTING A FLYING MONSTER SUFFERS -10 STR WHEN MAKING AN ATTACK ROLL, IF USING A RANGED WEAPON (DEX) IT HAS NO EFFECT.

FREEZE – THE MONSTER, IN ADDITION TO ITS NORMAL ATTACK, HAS SOME SORT OF FREEZE ATTACK THAT MAY STRIKE AN ADVENTURER, EACH TIME A NATURAL 1 IS ROLLED FOR ITS DAMAGE THE ADVENTURER MAY BE FROZEN.

AVOID FREEZE – TEST: DEX [S: NO EFFECT] [F: -1HP, -2 DEF IN NEXT COMBAT ROUND] (*DODGE*)

FRENZY – THE MONSTER AT TIMES DURING A COMBAT MAY GO INTO A MADDENING RAGE. WHEN A NATURAL ROLL OF 1 HAS BEEN SCORED ON ITS DAMAGE DICE, IT GAINS ANOTHER ATTACK AND THE PLAYER REPEATS STEP 5 OF COMBAT. NOTE THAT IF ANOTHER 1 IS SCORED ON THE DAMAGE DIE FOR THE SECOND ATTACK, IT WILL GAIN ANOTHER FREE ATTACK AND SO ON.

– THE MONSTER IS EXCEPTIONALLY LARGE AND WILL OFTEN DEAL MORE DAMAGE WHEN IT HITS AN ADVENTURER THAN SMALLER MONSTERS, THEREFORE, DAMAGE DIE RESULTS OF 1 OR 2 GAIN +2 DMG.

LEAP – THE MONSTER IS VERY AGILE IN COMBAT AND WILL OFTEN POUNCE TO ATTACK. WHEN A NATURAL ROLL OF 1 HAS BEEN SCORED ON ITS DAMAGE DICE, THE MONSTER HAS POUNCED, CAUSING SOME EXTRA DAMAGE. THE PLAYER ROLLS THE DAMAGE DIE AGAIN FOR THE MONSTER, AND ADDS IT TO THE MONSTERS DAMAGE TOTAL. NOTE THAT IF ANOTHER 1 IS ROLLED, THE PLAYER ROLLS AGAIN FOR EXTRA DAMAGE AND SO ON.

PACK – AT THE START OF EACH COMBAT ROUND EACH MONSTER STILL ALIVE BEYOND THE FIRST ADDS +5 TO ITS AV, FOR INSTANCE, IF AN ENCOUNTER HAS 4 MONSTERS STILL ALIVE THEY GET AV+15 WHEN THEY ATTACK, WHEN AN ADVENTURER DEALS A PACK DAMAGE, ITS HP IS DEPLETED IN THE ORDER FROM LEFT TO RIGHT AND ANY SURPLUS DAMAGE SPILLS OVER TO THE NEXT AND SO ON, FOR INSTANCE, IF AN ADVENTURER FACES A PACK WITH HP 3/2/2 AND HAS JUST DEALT 4 DAMAGE, THE LEFT MOST PACK MONSTER IS DEFEATED AND THE SECOND RECEIVES 1 POINT OF DAMAGE AND WILL HAVE THE FOLLOWING HP REMAINING 0/1/2.

PETRIFY – THE MONSTER HAS THE ABILITY TO TURN AN ADVENTURER INTO A SOLID STONE STATUE FROM WHICH THERE IS NO RETURN. IF THE MONSTER ROLLS A NATURAL 1 ON ITS DAMAGE DIE, THE ADVENTURER MUST MAKE AN AVOID PETRIFY TEST. IF THE TEST FAILS, THE ADVENTURER CAN USE A LIFE POINT OR A RESURRECTION EFFECT TO NEGATE BEING TURNED TO STONE, OTHERWISE THEY WILL MAKE A NICE LIFE-SIZED ORNAMENT FOR THE MONSTERS LAIR AND THEIR ADVENTURE IS NOW OVER.

AVOID PETRIFY – TEST: INT +20 [S: NO EFFECT] [F: TURNED TO STONE] (*AWARE, LUCKY*)

PHASE – THE MONSTER CAN PHASE IN AND OUT OF REALITY MAKING IT A HARD TARGET TO STRIKE, THE CHARACTER SUFFERS -10 TO THEIR STR OR DEX WHILST ATTACKING A MONSTER WITH THE PHASE ABILITY.

POISON – WHEN A MONSTER SCORES A NATURAL 1 ON THEIR DAMAGE DIE, THEY INFECT THE ADVENTURER WITH POISON AND THE PLAYER SHADES IN ONE PIP ON THE POISON TRACK OF THE ADVENTURE SHEET, EVEN IF THE MONSTER DOES NOT DEAL ANY DAMAGE DURING THE COMBAT ROUND. WHEN THE TIME TRACK IS REFRESHED THE PLAYER MUST ROLL 1D10, IF THE RESULT IS EQUAL TO OR LESS THAN THE NUMBER OF POISON PIPS SHADED, THE ADVENTURER SUFFERS HP EQUAL TO THE NUMBER OF SHADED PIPS AND THE PLAYER REMOVES 1 PIP FROM THE POISON TRACK.

RESURRECTION – WHEN THE MONSTER IS KILLED IT MAY RESURRECT AND COME BACK TO LIFE, AFTER KILLING A MONSTER WITH RESURRECTION AND BEFORE IT HAS BEEN LOOTED, ROLL 1D10, IF A 1 IS ROLLED IT IMMEDIATELY RETURNS TO LIFE WITH FULL HP AND THE ADVENTURER MUST ONCE AGAIN ATTEMPT TO KILL IT.

REGENERATE – THE MONSTER HAS THE ABILITY TO RESTORE LOST HP, EACH TIME IT ROLL A NATURAL 1 ON THE DAMAGE DIE IT WILL RESTORE 2 LOST HP.

STUN – THE MONSTERS ATTACK MAY CAUSE AN ADVENTURER TO BECOME STUNNED, EACH TIME THE MONSTER DEALS DAMAGE TO THE ADVENTURER, THEY MUST MAKE A DAZED TEST.

DAZED – TEST: STR-15 [S: NO EFFECT] [F: FORFEIT NEXT ATTACK, COMBAT ACTION] (*DODGE*).

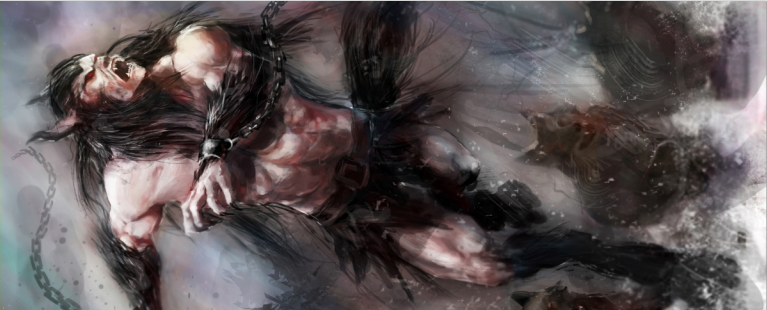
SURPRISE – THE MONSTER MAY SURPRISE THE ADVENTURER WHEN IT FIRST APPEARS, BEFORE THE FIRST ROUND OF COMBAT BEGINS MAKE A SURPRISE TEST.

SURPRISE – TEST INT-10 [S: NO EFFECT] [F: MONSTER FREE ATTACK] (*AWARE*).

WEB – AT THE END OF EACH COMBAT ROUND IN WHICH THE MONSTER IS STILL ALIVE, THE ADVENTURER MAKES AN AVOID WEB TEST TO DETERMINE IF THEY WILL GET AN ATTACK, OR MAKE AN COMBAT ACTION NEXT COMBAT ROUND.

AVOID WEB – TEST: DEX +20 [S: ATTACK AS NORMAL] [F: FORFEIT ATTACK, COMBAT ACTION] (*DODGE*)

PRE-DETERMINED SKILL TESTS							
MONSTER TEST	CHA	CHA VALUE	MODIFIER	SUB TOTAL	SKILL/S USED	SKILL BONUS	TEST VALUE
FEAR	INT		-10	=	BRAVERY	+	=
AVOID FIRE	DEX		-5	=	DODGE	+	=
AVOID FREEZE	DEX			=	DODGE	+	=
AVOID PETRIFY	INT		+20	=	AWARE	+	=
					LUCKY	+	
DAZED	STR		-15	=	DODGE	+	=
SURPRISE	INT		-10	=	AWARE	+	=
AVOID WEB	DEX		20	=	DODGE	+	=



BOOK MARKS 1-6

D100 DUNGEON
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and don't get bored
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BOOK MARKS 13-18

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D100 DUNGEON

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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*



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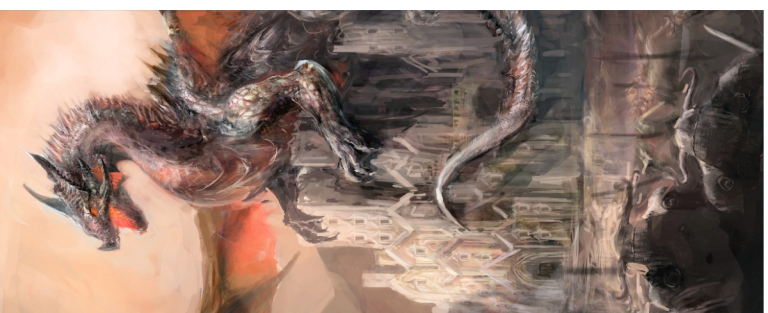


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A – ARMOUR



D100	SLOT	ARMOUR TYPE	ARCANISTS*	A/S VALUE	GOLD PIECES	FIX COST
1-4	FEET	LEATHER BOOTS	✓ All	A0	67gp	14gp
5-8	LEGS	LEATHER TASSET	✓ All	A0	68gp	14gp
9-12	WAIST	LEATHER GIRDLE	✓ All	A0	70gp	14gp
13-16	OFF HAND	BUCKLER SHIELD		S0	79gp	16gp
17-20	HANDS	LEATHER GAUNTLETS	✓ All	A0	73gp	15gp
21-24	ARMS	LEATHER ARM GUARDS	✓ All	A0	66gp	14gp
25-28	TORSO	LEATHER CUIRASS	✓ All	A0	78gp	16gp
29-32	BACK	LEATHER CLOAK	✓ All	A0	67gp	14gp
33-36	HEAD	LEATHER CAP all	✓ All	A0	75gp	15gp
37-39	FEET	STUDDED LEATHER SOLLERETS	✓ Not Esoteric	A1	87gp	18gp
40-42	LEGS	STUDDED LEATHER CHAUSSES	✓ Not Esoteric	A1	89gp	18gp
43-45	WAIST	STUDDED LEATHER BELT	✓ Not Esoteric	A1	94gp	19gp
46-48	OFF HAND	TARGE SHIELD		S1	123gp	25gp
49-51	HANDS	STUDDED LEATHER GLOVES	✓ Not Esoteric	A1	97gp	20gp
52-54	ARMS	STUDDED LEATHER BRACERS	✓ Not Esoteric	A1	83gp	17gp
55-56	TORSO	STUDDED LEATHER BRIGANDINE	✓ Not Esoteric	A1	123gp	25gp
57-58	BACK	STUDDED LEATHER CAPE	✓ Not Esoteric	A1	87gp	18gp
59-60	HEAD	STUDDED LEATHER HELMET	✓ Not Esoteric	A1	104gp	21gp
61-62	FEET	MAIL SABATONS		A2	143gp	29gp
63-64	LEGS	MAIL CUISSE		A2	146gp	30gp
65-66	WAIST	PADDED MAIL BELT		A2	165gp	33gp
67-68	OFF HAND	HEATER SHIELD		S2	189gp	38gp
69-70	HANDS	MAIL HANDWRAPS		A2	167gp	34gp
71-72	ARMS	MAIL SLEEVES		A2	134gp	27gp
73-74	TORSO	MAIL SHIRT		A2	187gp	38gp
75-76	HEAD	MAIL COIF		A2	178gp	36gp
77-78	FEET	SCALE MAIL BOOT		A3	190gp	38gp
79-80	LEGS	SCALE MAIL POLEYN		A3	236gp	48gp
81-82	WAIST	SCALE MAIL FAULD		A3	243gp	49gp
83-84	OFF HAND	KITE SHIELD		S3	267gp	54gp
85-86	HANDS	SCALE MAIL GLOVES		A3	256gp	52gp
87-88	ARMS	SCALE MAIL VAMBRACE		A3	234gp	47gp
89-90	TORSO	SCALE MAIL HAUBERK		A3	266gp	54gp
91-92	HEAD	SCALE MAIL ARMET		A3	265gp	53gp
93	FEET	PLATE MAIL SABATONS		A4	287gp	58gp
94	LEGS	PLATE MAIL GREAVES		A4	290gp	58gp
95	WAIST	PLATE MAIL GIRDLE		A4	298gp	60gp
96	OFF HAND	PAVISE SHIELD		S4	467gp	94gp
97	HANDS	PLATE MAIL MANIFERS		A4	367gp	74gp
98	ARMS	PLATE MAIL BRACERS		A4	278gp	56gp
99	TORSO	PLATE MAIL BREASTPLATE		A4	420gp	84gp
100	HEAD	PLATE MAIL GREAT HELM		A4	378gp	76gp

* Arcanists are limited on the armour they may wear, see “The Lost Tome Of Extraordinary Rules” for more details.

B – BOOSTS		B
D100	BOOST EFFECT	
1-5	STRONGER: a surge of power flows through the adventurers body, add (+5 Str) to the time track.	
6-10	FASTER: a feeling overwhelms the adventurer with vigilance, add (+5 Dex) to the time track.	
11-15	WISDOM: thoughts become clearer, add (+5 Int) to the time track.	
16-20	TOUGHNESS: the adventurers skin thickens and becomes more resilient, add (+1 DEF) to the time track.	
21-25	MIGHTIER: a feeling of extreme power overwhelms the adventurer, add +1 (DMG) to the time track.	
26-30	ITEM: lightning strikes the floor, after the smoke clears an item has appeared, roll once on table I – ITEMS.	
31-35	DOOR OPENS: somewhere in the dungeon a door has been opened, change any door code to (O).	
36-37	HEAL MINOR WOUNDS: some of the adventurers wounds heal magically, restore up to 3 lost HP.	
38-39	TREAT DISEASE: remove up to 3 shaded disease pips from the disease track.	
40-41	TREAT POISON: remove up to 3 shaded poison pips from the poison track.	
42-43	BLESSED: the adventurer is favoured by the gods, gain 1 fate point.	
44-45	MEND: an item is magically restored, choose a damaged item and remove 1 shaded pip from its damage track.	
46-47	ARMOUR: lightning strikes the floor, after the smoke clears some armour has appeared, roll once on table A – ARMOUR.	
48-49	BRAWN: shade 1 pip on the Str experience track, or 2 pips if the Str experience star is shaded.	
50-51	NIMBLENESS: shade 1 pip on the Dex experience track, or 2 pips if the Dex experience star is shaded.	
52-53	WIT: shade 1 pip on the Int experience track, or 2 pips if the Int experience star is shaded.	
54-55	ADEPT: roll 1d10 for a skill, shade 2 pips on its experience track or 4 pips if its experience star is shaded.	
56-57	TRANSPORTATION: once during the quest, at the start of any turn, the adventurer may move to any area on the dungeon sheet.	
58-59	HEAL WOUNDS: some of the adventurers wounds heal magically, restore up to 5 lost HP.	
60	LEVERS ACTIVATED: somewhere in the dungeon a lever has been activated, shade 1 pip on the lever track.	
61	CLEANSE POISON: remove up to 5 shaded disease pips from the disease track.	
62	CLEANSE DISEASE: remove up to 5 shaded poison pips from the poison track.	
63	FAVOURED: the adventurer is favoured by the gods, gain 2 fate point.	
64	REPAIR: an item is magically restored, choose a damaged item and remove up to 3 shaded pips from its damage track.	
65	WEAPON: lightning strikes the floor, after the smoke clears a weapon has appeared, roll once on table W – WEAPON.	
66	BRAWNIER: shade 2 pips on the Str experience track, or 4 pips if the Str experience star is shaded.	
67	QUICKNESS: shade 2 pips on the Dex experience track, or 4 pips if the Dex experience star is shaded.	
68	WISDOM: shade 2 pips on the Int experience track, or 4 pips if the Int experience star is shaded.	
69	SKILLED: roll 1d10 for a skill, shade 3 pips on its experience track or 6 pips if its experience star is shaded.	
70	UNDYING: the adventurer is filled with an unstoppable urge to survive, gain 1 life point.	
71	HEAL ALL WOUNDS: all of the adventurers wounds heal magically, restore all lost HP.	
72	DESTROY DISEASE: remove all shaded disease pips from the disease track.	
73	DESTROY POISON: remove all shaded poison pips from the poison track.	
74	FIXED: an item is magically restored, choose a damaged item and remove all shaded pips from its damage track.	
75	GODLY AMBIVALENCE: the adventurer is favoured by the gods, gain 3 fate point.	
76	RICHERS: lightning strikes the floor, after the smoke clears a treasure has appeared, roll once on table TA – TREASURE A.	
77	POWERFUL: shade 3 pips on the Str experience track, or 6 pips if the Str experience star is shaded.	
78	AGILE: shade 3 pips on the Dex experience track, or 6 pips if the Dex experience star is shaded.	
79	APTITUDE: shade 3 pips on the Int experience track, or 6 pips if the Int experience star is shaded.	
80	ACCOMPLISHED: roll 1d10 for a skill, shade 4 pips on its experience track or 8 pips if its experience star is shaded.	
81	UNFADING: the adventurer is filled with an unstoppable urge to survive, gain 2 life points.	
82	SPELL: arcane magic etches a spell to the adventurers consciousness, roll once on table S – SPELLS.	

B – BOOSTS		B
D100	BOOST EFFECT	
83	TIME REWIND: everything around stops deadly still, the next ☹ you are asked to shade is ignored (do not shade).	
84	RICHERS: lightning strikes the floor, after the smoke clears a treasure has appeared, roll once on table TB – TREASURE B.	
85	MIGHTY: everything seems less of a burden to the adventurer, add 2 points of primary Str.	
86	QUICKENING: everything seems abruptly easier to the adventurer, add 2 points of primary Dex.	
87	SAPIENCE: a sudden awareness surges through the adventurer mind, add 2 points of primary Int.	
88	SKILFUL: roll 1d10 and gain +5 skill bonus to the skill rolled (the maximum a skill bonus can be is +20).	
89	ALMIGHTY BLESSING: the adventurer is favoured by the gods, gain 4 fate point.	
90	IMMORTAL: the adventurer is filled with an unstoppable urge to survive, gain 3 life point.	
91	HEALTHINESS: a feeling of overwhelming stamina flows deep inside, add 1 point of primary HP.	
92	Arcane absorption: one of your equipped items reacts with some remnant magic in the area, first glowing softly in different colours and then brightly red until it is too bright to look at, quickly you thrust it away before it burns your skin and stand back watching it dance with the arcane energy that it is being imbued with, a quiet humming noise fills the air and for a moment you believe you can almost hear chanting, the item begins to vibrate violently on the dungeon floor causing a terrible noise that you are surprised hasn't drawn any unnecessary attention, after a few moments it comes to an abrupt halt and lays still, a soft white glow fades slowly away, you reach down and take up the item feeling its energy ripple through your entire being. choose any item from the adventure sheet and roll once on table L – LEGENDARY to reveal its power and record its modifier, replace its gold and fix values with the legend result rolled.	
93	TIME CONTROL: everything around stops deadly still, the next 2 ☹ you are asked to shade are ignored (do not shade).	
94	MIGHT: everything seems less of a burden to the adventurer, add 4 points of primary Str.	
95	DEXTEROUS: everything seems abruptly easier to the adventurer, add 4 points of primary Dex.	
96	MINDFULNESS: a sudden awareness surges through the adventurer mind, add 4 points of primary Int.	
97	ACQUISITION: roll 1d10 and gain +10 skill bonus to the skill rolled (the maximum a skill bonus can be is +20).	
98	ABSOLUTION: warm energy tingles throughout, add 2 points of primary HP.	
99	RICHERS: lightning strikes the floor, after the smoke clears a treasure has appeared, roll once on table TC – TREASURE C.	
100	DIVINE BLESSING: add 2 points of primary Str, Dex, Int and HP, restore all lost HP, gain 2 fate and 2 life points.	

C – CURSES		C
D100	CURSE EFFECT If a Curse cannot be applied due to there not being enough of something to lose, use the “otherwise” option.	
1	DIVINE WRATH: lose 2 points of primary Str, Dex, Int and HP, lose all but 2 HP, lose 2 fate and 2 life points.	
2	ARCANE DEVASTATION: shade 4 pips on the damage tracks of all items on the adventure sheet.	
3	LASTING ILLNESS: a feeling of overwhelming sufferance flows deep inside the adventurer, lose 4 points of primary HP.	
4	UNSKILLED: roll 1d10 and lose -10 skill bonus to the skill rolled (a skill bonus may be lowered to less than 0).	
5	CLUELESS: a burst of stupidity surges through the adventurers mind, lose 4 points of primary Int.	
6	AWKWARD: the adventurer feels hindered in some way, lose 4 points of primary Dex.	
7	POWERLESS: everything seems more of a burden, lose 4 points of primary Str.	
8	STILLING OF TIME: the adventurer is stuck in time [+3☹], deal with triggered effects in the order they are triggered.	
9	ARCANE DESTRUCTION: shade 2 pips on the damage tracks of all items on the adventure sheet.	
10	WORSE FOR WEAR: a feeling of overwhelming sufferance flows deep within, lose 2 points of primary HP.	
11	ENDING: deadly pain engulfs the adventurer and they scream out in pain, lose 3 life points.	
12	CUMBERSOME: roll 1d10 and lose -5 skill bonus to the skill rolled (a skill bonus may be lowered to less than 0).	
13	CLUELESS: a burst of stupidity surges through the adventurers mind, lose 2 points of primary Int.	
14	AWKWARD: the adventurer feels hindered in some way, lose 2 points of primary Dex.	
15	POWERLESS: everything seems more of a burden, lose 2 points of primary Str.	
16	GOLD MISHAP: the adventurers gold pouch bursts and coins scatter to the floor, remove all gold or test gold mishap. GOLD MISHAP – test: Int -10 [S: +1☹ recover ½ gp] [F: +2☹ recover ½ gp] (<i>Aware, Lucky</i>)	
17	HALT TIME: the adventurer is stuck in time [+2☹], deal with triggered effects in the order they are triggered.	
18	SPELL BLAST: arcane magic muddles the mind, remove the last spell from the spell book.	
19	DEMISE: deadly pain engulfs the adventurer and they scream out in pain, lose 2 life points.	
20	UNAVAILING: roll 1d10 and remove 3 shaded pips from the experience track of the skill rolled, otherwise -3 HP.	
21	MINDLESS: remove 3 shaded pips from the Int experience track, otherwise -3 HP.	
22	CLUMSY: remove 3 shaded pips from the Dex experience track, otherwise -3 HP.	
23	WEAKER: remove 3 shaded pips from the Str experience track, otherwise -3 HP.	
24	MYSTIC STRIKE: a surge of arcane power strikes, make a belt check.	
25	DIVINE STRIKE: the gods are angered, lose 3 fate points.	
26	BROKEN: an item begins to dent and tear, roll for location until an item is rolled and shade 4 pips on its damage track.	
27	POISONED: poison begins to run through the adventurers veins, shade 7 pips on the poison track.	
28	PESTILENCE: a sickness overcomes the adventurer, shade 7 pips on the disease track.	
29	INTENSE DAMAGE: pain engulfs the adventurer and they scream out in sufferance, -4 HP.	
30	DYING: deadly pain engulfs the adventurer and they scream out in pain, lose 1 life points.	
31	UNAVAILING: roll 1d10 and remove 2 shaded pips from the experience track of the skill rolled, otherwise -2 HP.	
32	MINDLESS: remove 2 shaded pips from the Int experience track, otherwise -2 HP.	
33	CLUMSY: remove 2 shaded pips from the Dex experience track, otherwise -2 HP.	
34	WEAKER: remove 2 shaded pips from the Int experience track, otherwise -2 HP.	
35	WEAPON BLAST: arcane forces strike out destroying anything in the main hand weapon slot (remove weapon).	
36	BREAK: an item begins to dent and tear, roll for location until an item is rolled and shade 3 pips on its damage track.	
37	ANGRY GODS: the gods are angered, lose 2 fate points.	
38	POISONED: poison begins to run through the adventurers veins, shade 5 pips on the poison track.	
39	PLAGUE: a sickness overcomes the adventurer, shade 5 pips on the disease track.	
40	LEVERS REACTIVATED: somewhere a lever is reactivated, remove 1 pip on the lever track, otherwise -3 HP.	
41-42	DAMAGE: pain engulfs the adventurer and they scream out in sufferance, -2 HP.	

C – CURSES		C
D100	CURSE EFFECT	If a Curse cannot be applied due to there not being enough of something to lose, use the “otherwise” option.
43-44	TIME FREEZE:	the adventurer is stuck in time [+1 ⌚].
45-46	USELESS:	roll 1d10 and remove 1 shaded pips from the experience track of the skill rolled, otherwise -1 HP.
47-48	WITLESS:	remove 1 shaded pip from the Int experience track, otherwise -1 HP.
49-50	NIMBLELESS:	remove 1 shaded pip from the Dex experience track, otherwise -1 HP.
51-52	WEAKENED:	remove 1 shaded pip from the Str experience track, otherwise -1 HP.
53-54	ARMOUR BLAST:	roll for location until armour is rolled, the armour crumbles to dust (remove armour).
55-56	BREAK:	an item begins to dent and tear, roll for location until an item is rolled and shade 2 pips on its damage track.
57-58	DIVINE ANGER:	the gods are angered, lose 1 fate point.
59-60	POISON:	poison begins to run through the adventurers veins, shade 3 pips on the poison track.
61-62	DISEASED:	a sickness overcomes the adventurer, shade 3 pips on the disease track.
63-64	MINOR DAMAGE:	pain engulfs the adventurer and they scream out in sufferance, -1 HP.
65-69	DOOR SEALED:	the last door you opened is magically sealed behind you, change its door code to (M).
70-74	DESTROYED:	roll for location until an item is rolled, the item crumbles to dust (remove item).
75-79	FATIGUED:	exhaustion overwhelms the adventurer, add (-1 DMG) to the time track.
80-84	VULNERABLE:	the adventurer feels weaker, add (-1 DEF) to the time track.
85-89	DUMBNESS:	thoughts become confusing, add (-5 Int) to the time track.
90-95	SLOWER:	the adventurer feel weighed down, add (-5 Dex) to the time track.
96-100	WEAKER:	weakness flows through the body, add (-5 Str) to the time track.

D – DOORS				D
D100	CODE	DOOR TYPE	DMG*	DETAILS
1-29	O	OPEN	-	When the handle is turned the door opens
30-31	L1	LOCKED	14	The door has been locked with a key (see locked doors below) LOCKED DOOR – test: Dex [S: open] [F: -1 pick, +1 ☹] (<i>Locks</i>)
32-33	TL1	TRAP LOCKED	13	The door is trapped and locked tight (see trap locked doors below) LOCKED DOOR – test: Dex [S: open] [F: -1 pick, -1 HP, +1 ☹] (<i>Locks, Traps</i>)
34-35	J1	JAMMED	11	The door is rusted or swollen shut and needs to be forced open JAMMED DOOR – test: Str [S: open] [F: -1 HP,+1 ☹] (<i>Strong</i>)
36-37	LV1	LEVER	15	The door is activated by a lever (see lever doors below) JAMMED DOOR – test: Str [S: open] [F: -1 HP,+1 ☹] (<i>Strong</i>)
38-39	T1	TRAPPED	12	The door is closed and trapped (see trapped doors below) TRAPPED DOOR – test: Dex [S: open] [F: -1 HP] (<i>Traps</i>)
40-41	M	MAGIC	40	The door is magically sealed (see magic doors below)
42-43	O	OPEN	-	When the handle is turned the door opens
44-45	L2	LOCKED	20	The door has been locked with a key (see locked doors below) LOCKED DOOR – test: Dex -5 [S: open] [F: -1 pick, +1 ☹] (<i>Locks</i>)
46-47	TL2	TRAP LOCKED	18	The door is trapped and locked tight (see trap locked doors below) LOCKED DOOR – test: Dex -5 [S: open] [F: -1 pick, -1 HP, +1 ☹] (<i>Locks, Traps</i>)
48-49	J2	JAMMED	14	The door is rusted or swollen shut and needs to be forced open JAMMED DOOR – test: Str -5 [S: open] [F: -1 HP,+1 ☹] (<i>Strong</i>)
50-51	LV2	LEVER	22	The door is activated by a lever (see lever doors below) JAMMED DOOR – test: Str -5 [S: open] [F: -1 HP,+1 ☹] (<i>Strong</i>)
52-53	T2	TRAPPED	16	The door is closed and trapped (see trapped doors below) TRAPPED DOOR – test: Dex -5 [S: open] [F: -2 HP] (<i>Traps</i>)
54-55	M	MAGIC	40	The door is magically sealed (see magic doors below)
56-57	O	OPEN	-	When the handle is turned the door opens
58-59	L3	LOCKED	26	The door has been locked with a key (see locked doors below) LOCKED DOOR – test: Dex -10 [S: open] [F: -1 pick, +1 ☹] (<i>Locks</i>)
60-61	TL3	TRAP LOCKED	23	The door is trapped and locked tight (see trap locked doors below) LOCKED DOOR – test: Dex -10 [S: open] [F: -1 pick, -1 HP,+1 ☹] (<i>Locks, Traps</i>)
62-63	J3	JAMMED	17	The door is rusted or swollen shut and needs to be forced open JAMMED DOOR – test: Str -10 [S: open] [F: -1 HP,+1 ☹] (<i>Strong</i>)
64-65	LV3	LEVER	29	The door is activated by a lever (see lever doors below) JAMMED DOOR – test: Str -10 [S: open] [F: -1 HP,+1 ☹] (<i>Strong</i>)
66-67	T3	TRAPPED	20	The door has been trapped (see trapped doors below) TRAPPED DOOR – test: Dex -10 [S: open] [F: -3 HP] (<i>Traps</i>)
68-69	M	MAGIC	40	The door is magically sealed (see magic doors below)
70-71	O	OPEN	-	When the handle is turned the door opens
72-73	L4	LOCKED	32	The door has been locked with a key (see locked doors below) LOCKED DOOR – test: Dex -15 [S: open] [F: -1 pick, +1 ☹] (<i>Locks</i>)

D – DOORS				D
D100	CODE	DOOR TYPE	DMG*	DETAILS
74-75	TL4	TRAP LOCKED	28	The door is trapped and locked tight (see trap locked doors below) LOCKED DOOR – test: Dex -15 [S: open] [F: -1 pick,-1 HP, +1 🕒] (<i>Locks, Traps</i>)
76-77	J4	JAMMED	20	The door is rusted or swollen shut and needs to be forced open JAMMED DOOR – test: Str -15 [S: open] [F: -1 HP,+1 🕒] (<i>Strong</i>)
78-79	LV4	LEVER	36	The door is activated by a lever (see lever doors below) JAMMED DOOR – test: Str -15 [S: open] [F: -1 HP,+1 🕒] (<i>Strong</i>)
80-81	T4	TRAPPED	24	The door has been trapped (see trapped doors below) TRAPPED DOOR – test: Dex -15 [S: open] [F: -4 HP] (<i>Traps</i>)
82-83	M	MAGIC	40	The door is magically sealed (see magic doors below)
84-85	O	OPEN	-	When the handle is turned the door opens
86-87	L5	LOCKED	38	The door has been locked with a key (see locked doors below) LOCKED DOOR – test: Dex -20 [S: open] [F: -1 pick, +1 🕒] (<i>Locks</i>)
88-89	TL5	TRAP LOCKED	33	The door is trapped and locked tight (see trap locked doors below) LOCKED DOOR – test: Dex -20 [S: open] [F:-1 pick, -1 HP, +1 🕒] (<i>Locks, Traps</i>)
90-91	J5	JAMMED	23	The door is rusted or swollen shut and needs to be forced open JAMMED DOOR – test: Str -20 [S: open] [F: -1 HP, +1 🕒] (<i>Strong</i>)
92-93	LV5	LEVER	43	The door is activated by a lever (see lever doors below) JAMMED DOOR – test: Str -20 [S: open] [F: -1 HP, +1 🕒] (<i>Strong</i>)
94-95	T5	TRAPPED	28	The door has been trapped (see trapped doors below) TRAPPED DOOR – test: Dex -20 [S: open] [F: -5 HP] (<i>Traps</i>)
96-97	M	MAGIC	40	The door is magically sealed (see magic doors below)
98-100	O	OPEN	-	When the handle is turned the door opens
* Doors can be destroyed instead of being opened, see “The Dragon Armour” for more details.				

LOCKED DOORS – sometimes in a dungeon the adventurer may find a key and is instructed to shade one pip on the key track. When a locked door is encountered, the player first rolls 1d10 and must score equal to or less than the number of pips shaded on the key track to have found the correct key. If this is the case, the door is opened and the player changes the door code to a (O) for open and removes 1 pip from the key track. If the roll is higher, then none of the keys fit, and the door is ticked (✓) to show it cannot be checked again for keys. The adventurer now has no other option than to try and pick the lock, and must pass a locked door test in order to open the door. The adventurer must always have at least one pick recorded to their supplies area of their adventure sheet, or they cannot try and pick its lock. Note that when a new pip is shaded to the key track, all ticks from locked door codes are removed from the map.

TRAP LOCKED DOORS – trap locked doors have been trapped and locked for a reason, and keys to this type of door are not left carelessly laying around the dungeon for anyone to find. The adventurer is forced to pass a test in order to pick the lock and avoid setting off the trap. They must have a pick recorded to their supplies area of their adventure sheet or they cannot try to pick its lock.

JAMMED – some doors are rusted or swollen shut and require some persuasion to get them open, and the adventurer has no other choice than to use brute force and pass a jammed door test to open the door.

LEVER – lever doors operate in a similar way to locked doors. Somewhere in the dungeon the adventurer may have found a lever to pull, and by doing so it has unlocked a door elsewhere. When a lever door is found the player rolls 1d10. If they roll equal to or less than the number of lever pips shaded on the adventurers lever track, the door is opened, the door code is changed to a (O) and they remove one lever pip from their lever track. However, if they roll higher, the correct lever to open the door has not yet been activated and the door is ticked (✓) on the map to show it cannot be checked again. It must then be opened by passing a jammed door test (see above). Note that when a new pip is shaded to the lever track, all ticks from lever door codes are removed from the map.

TRAPPED – some doors are trapped and will harm the adventurer if the trap is not disabled when they attempt to open the door, so the adventurer must pass a trapped door test in order to change its door code to a (O).

Magic – great sorcerers and shamans sometime seal doors shut in a dungeon with powerful spells, and the only way they can be opened is through the use of magic. The adventurer must cast an open magic spell successfully to open these doors from either an open magic scroll or the open magic spell recorded in the spell book.

E – ENCOUNTER									E
After rolling for an encounter add the quest modifier before looking up the result.									
D100	CARD	MONSTER ENCOUNTERED	AV	DEF	DMG	HP	[K]	MONSTER ABILITY	
1-10	1	GIANT RATS TAME*	25	0	-2	3/2/2	Table P2	<i>Disease, Pack</i>	
11-20	2	GIANT BATS TAME*	25	0	-3	2/3/3	Table P4	<i>Fly, Surprise, Pack</i>	
21-25	3	GIANT ANTS	20	2	-2	3/2/3/3	Table P1	<i>Pack</i>	
26-30	4	GIANT SPIDER TAME*	30	2	-1	6	Table P1	<i>Web</i>	
31-33	5	GOBLINOIDS	25	0	-2	3/3/2	Table I/W	<i>Pack</i>	
34-37	6	GOBLINS	25	1	-1	2/3/3	Table A/I/W	<i>Pack</i>	
38-41	7	GOBLIN ARCHER	25	1	-1	2/3/3	Table A/I/W	<i>Pack, Surprise</i>	
42	8	GOBLIN WARLOCK	30	1	-1	7	Table I/TA	<i>Dark Magic</i>	
43-44	9	BEAR TAME*	40	2	+0	10	Table P2		
45-46	10	RATMEN	30	2	+0	3/3/4	Table A/I/W	<i>Pack, Disease</i>	
47	11	RATMAN CHAMPION	40	2	+0	9	Table A/I/W	<i>Disease</i>	
48-49	12	GOATMAN	40	3	+1	11	Table A/I/W		
50-51	13	GOATMAN ARCHER	40	2	+1	9	Table A/I/W	<i>Surprise</i>	
52	14	GOATMAN PRIEST	40	1	+1	15	Table I/TA	<i>Dark Magic</i>	
53-55	15	ZOMBIES ☠	35	0	+0	4/4/4/5	Nothing	<i>Disease, Pack</i>	
56-57	16	TRICKSTERS 🧙	35	1	+0	3/4/4	Table I/W+5	<i>Pack, Surprise, Dark Magic</i>	
58-59	17	IMPS 🧙	35	1	+1	4/4/5/5	Table P2/I/W+5	<i>Fire, Pack</i>	
60-61	18	ORC	45	3	+1	10	Table I/A+10/W+10		
62-65	19	ORC ARCHER	45	2	+1	9	Table I/A+10/W+10	<i>Surprise</i>	
66	20	SPIDER QUEEN	40	3	+2	14	Table P1	<i>Web, Surprise, Poison</i>	
67	21	SKELETON SPIDER ☠	45	4	+2	15	Table P1	<i>Regenerate, Resurrection, Web, Surprise</i>	
68	22	G. VAMPIRE BAT ☠	45	3	+1	10	Table P4	<i>Fly, Surprise, Phase, Resurrection</i>	
69-70	23	GIANT APES TAME*	40	2	+2	8/8/9	Table P2	<i>Pack</i>	
71	24	ZOMBIE MASTER ☠	50	1	+1	16	Table TA+10	<i>Disease</i>	
72	25	SKELETON ☠	50	4	+1	13	Table A+15/W+15	<i>Fear, Regenerate, Resurrection</i>	
73	26	GIANT SNAKE TAME*	55	3	+2	16	1d100 GP	<i>Poison</i>	
74	27	ORC CHAMPION	55	5	+2	16	Table I/A+15/W +15		
75	28	GHOUL ☠	50	3	+3	18	Table P2	<i>Phase, Fear</i>	
76	29	WIGHT ☠	55	4	+3	20	Table I/TA+15	<i>Fly, Fear, Resurrection</i>	
77	30	ORC WARLOCK	50	4	+2	22	Table I/TA+15	<i>Dark Magic</i>	
78	31	DEMON 🧙	55	4	+2	20	Table P2/I/W+15	<i>Fire</i>	
79	32	GHOST ☠	60	4	+2	24	Table TA+15	<i>Death Touch, Ethereal, Fear</i>	
80	33	VAMPIRE ☠	65	5	+3	25	Table I/W+15/TA+15	<i>Dark Magic, Fly, Phase, Resurrection</i>	
81	34	WRAITH ☠	60	4	+3	28	Table TB	<i>Death Touch, Ethereal, Fear</i>	
82	35	NECROMANCER	60	5	+2	25	Table I/W+20/TB	<i>Dark Magic, Regenerate, Resurrection</i>	
83	36	DEMON LORD 🧙	55	4	+2	29	Table P2/I/W+20/TB	<i>Fire, Large, Fear, Fly</i>	
84	37	OGRE	60	5	+3	30	Table P2/TB+5	<i>Fear, Large</i>	
85	38	MINOTAUR	65	6	+3	33	Table P2/TB+5	<i>Fear, Large</i>	
86	39	GIANT	65	6	+4	35	Table P2/TB+10	<i>Fear, Large, Stun</i>	
87	40	TROLL	60	5	+3	36	Table P2/TB+10	<i>Large, Fear, Regenerate</i>	
88	41	EVIL WARLOCK	65	6	+3	34	Table TB+15	<i>Dark Magic</i>	
89	42	LICH LORD ☠	70	7	+3	35	Table I/W+20/TB+15	<i>Dark Magic, Regenerate, Resurrection</i>	

E – ENCOUNTER									E
After rolling for an encounter add the quest modifier before looking up the result.									
D100	CARD	MONSTER ENCOUNTERED	AV	DEF	DMG	HP	[K]	MONSTER ABILITY	
90	43	GARGOYLE 	65	7	+3	38	Table P2/TB+20	<i>Fear, Stun</i>	
91	44	WYRM	70	6	+4	40	Table P3/TC	<i>Fear, Attacks 2, Large</i>	
92	45	FIRE WYRM	75	7	+4	42	Table P3/TC	<i>Fire, Fear, Attacks 2, Large</i>	
93	46	FROST WYRM	75	7	+4	45	Table P3/TC	<i>Freeze, Fear, Attacks 2, Large</i>	
94	47	WHITE DRAGON	80	7	+5	47	Table P4/TC+5	<i>Fly, Fear, Attacks 2, Large</i>	
95	48	GREEN DRAGON	80	8	+5	49	Table P4/TC+5	<i>Poison, Fly, Fear, Attacks 2, Large</i>	
96	49	RED DRAGON	85	8	+5	44	Table P4/TC+10	<i>Fire, Fly, Fear, Attacks 2, Large</i>	
97	50	BLUE DRAGON	80	7	+5	45	Table P4/TC+10	<i>Freeze, Fly, Fear, Attacks 2, Large</i>	
98	51	BLACK DRAGON	85	8	+5	47	Table P4/TC+15	<i>Dark Magic, Fly, Fear, Attacks 2, Large</i>	
99	52	SKELETON DRAGON 	90	9	+6	48	Table P4/TC+15	<i>Ethereal, Fly, Fear, Attacks 2, Large</i>	
100	53	GOLDEN DRAGON	90	9	+6	50	Table P4/TC+20	<i>Fire, Fly, Fear, Attacks 2, Large, Stun</i>	
* Some monsters can be tamed and help the adventurer during quests, see “The Lost Tome Of Extraordinary Rules” for more details.									

EA – ENCOUNTER A									EA
After rolling for an encounter add the quest modifier before looking up the result.									
D100	CARD	MONSTER ENCOUNTERED	AV	DEF	DMG	HP	[K]	MONSTER ABILITY	
1-10	1	GIANT OOZES	20	0	-3	3/3/2/2	1d10 GP	<i>Pack, Web (Sticky Ooze), Regenerate</i>	
11-20	2	HOBGOBLINS	25	1	-2	4/4/3	Table I/W	<i>Pack</i>	
21-25	3	LIZARDMAN	25	1	-1	6	Table A/I/W	<i>Poison</i>	
26-30	4	LIZARDMAN ROCK SLINGER	25	1	-1	6	Table A/I/W	<i>Poison, Surprise</i>	
31-33	5	REVENANT ELF ARCHER 	30	0	+0	5	Table A/W	<i>Surprise, Fear</i>	
34-37	6	REVENANT DWARF 	30	1	+0	5	Table A/W	<i>Fear</i>	
38-41	7	REVENANT ELF CHAMPION 	30	0	+0	6	Table A/W	<i>Surprise, Fear</i>	
42	8	REVEN. DWARF CHAMPION 	30	1	+0	6	Table A/W	<i>Fear</i>	
43-44	9	MOUNTAIN LIONS TAME*	35	0	+1	5/5/4	Table P3	<i>Pack, Leap*</i>	
45-46	10	BEASTMAN	35	1	+1	8	Table A/I/W	<i>Frenzy*</i>	
47	11	BEASTMAN ARCHER	35	2	+1	10	Table A/I/W	<i>Frenzy*</i>	
48-49	12	GIANT BOAR TAME*	40	1	+2	12	Table P3		
50-51	13	GIANT MOTH TAME*	40	2	+2	8	2d10 GP	<i>Fly</i>	
52	14	CENTAUR	45	2	+1	8	Table A/I/W		
53-55	15	GIANT WASPS TAME*	40	1	+0	5/5/3/3	Table P1	<i>Pack, Stun, Fly</i>	
56-57	16	GIANT CENTIPEDE	45	2	+2	8	Table P1	<i>Poison</i>	
58-59	17	SUCCUBUS 	40	1	+1	12	Table P4/I/W	<i>Fly, Dark Magic</i>	
60-61	18	GIANT CRAB TAME*	45	3	+2	10	Table P1		
62-65	19	DIRE WOLVES TAME*	40	2	+1	6/5/5/5	Table P3	<i>Pack, Leap*</i>	
66	20	BEASTMAN CHAMPION	40	2	+1	16	Table A+10/I/W+10	<i>Frenzy*</i>	
67	21	CENTAUR CHAMPION	45	3	+2	16	Table A+10/I/W+10		
68	22	VALKYRIES	50	2	+1	12	Table A+15/I/W+15	<i>Fly</i>	
69-70	23	DOPPELGÄNGER	-	-	-	14	Table TA	<i>Doppelgänger*</i>	
71	24	WEREWOLVES 	45	1	+2	7/7/6	Table P2/TA	<i>Pack, Leap*, Frenzy*</i>	
72	25	BEASTMAN WITCH	45	2	+1	16	Table A+15/I/W+15	<i>Frenzy*, Dark Magic</i>	
73	26	GIANT SCORPION TAME*	55	4	+2	15	Table P1	<i>Poison, Leap, Stun</i>	

EA – ENCOUNTER A								EA
After rolling for an encounter add the quest modifier before looking up the result.								
D100	CARD	MONSTER ENCOUNTERED	AV	DEF	DMG	HP	[K]	MONSTER ABILITY
74	27	SHADE 	60	4	+1	15	Table TA+10	Death Touch, Ethereal, Fear
75	28	HELL HOUNDS  TAME*	55	2	+3	6/6/5	Table P3/TA+10	Pack, Leap
76	29	SIREN 	55	3	+3	18	Table I/W/TA+10	Dark Magic
77	30	BANSHEE 	50	4	+2	24	Table TA+15	Death Touch, Ethereal, Fear
78	31	WENDIGO 	55	4	+3	22	Table TA+15	Fear
79	32	BASILISK	60	4	+3	24	Table P3/TA+15	Petrify, Poison, Fear
80	33	SPHINX	65	4	+4	25	Table P3/TA+20	Dark Magic
81	34	GRIFFON TAME*	60	3	+3	30	Table P4/TB	Fly, Fear
82	35	GIANT ROC	65	3	+4	28	Table P4/TB	Fly, Fear
83	36	MUMMY 	55	3	+5	30	Table TB	Fear, Disease, Regenerate
84	37	HARPY	65	5	+4	28	Table P4/TB+5	Fly, Dark Magic
85	38	CYCLOPS	65	5	+3	35	Table P2/TB+5	Fear, Large, Stun
86	39	STONE GOLEM	60	6	+5	35	Table P2/TB+10	Large, Stun
87	40	MANTICORE	65	4	+3	37	Table P4/TB+10	Fear, Large, Poison
88	41	CERBERUS 	60	5	+4	10/10/10	Table P3/TB+15	Pack (Heads), Fear
89	42	COCKATRICE	65	6	+3	40	Table P4/TB+15	Petrify, Fear
90	43	FIRE ELEMENTAL	65	7	+4	39	Table P2/TB+20	Fire, Large, Ethereal (Fire)
91	44	CHIMERA	70	6	+5	40	Table P4/TC	Fly, Attacks 2, Fire, Fear
92	45	ECHIDNA 	75	6	+5	38	Table TC+5	Petrify, Poison, Fear
93	46	LAMIA 	75	7	+5	44	Table TC+5	Dark Magic, Poison, Fear
94	47	VAMPIRE LORD 	75	7	+4	48	Table A+20/I/W+40	Dark Magic, Fly, Phase, Resurrection
95	48	WYVERN	80	8	+6	50	Table P4/TC+10	Fire, Fly, Fear, Attacks 2, Large
96	49	NEMEAN LIONS	75	7	+6	22/20	Table P3/TC+10	Pack, Leap, Fear
97	50	TITAN	85	7	+7	46	Table P2/TC+15	Fear, Large, Stun
98	51	MEDUSA 	90	7	+6	47	Table P2/TC+15	Petrify, Poison, Fear
99	52	HYDRA 	70	8	+6	10/9/9/8/8/8/7	Table P3/TC+20	Pack, Large, Fear, Fire, Allies 7
100	53	PHOENIX	95	9	+7	55	Table P4+90/TC+20	Fire, Fly, Fear, Large, Resurrection
* Some monsters can be tamed and help the adventurer during quests, see “The Lost Tome Of Extraordinary Rules” for more details.								

F – FIND			F
Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.			
D100	TIME	DETAILS	
1-5	+2🕒	The adventurer moves away some junk and hears a click, a trap is triggered, roll 1d10 on table G – GEOGRAPHIC.	
6-10	+2🕒	A monster is hiding and jumps out from the shadows to attack the adventurer, roll on table E – ENCOUNTER, the monster has (surprise).	
11-15	+2🕒	Moving through some of the rubbish strewn about the floor a small snake lashes out and bites the adventurers hand injecting its venom into a vein, shade in two pips on the poison track.	
16-20	+1🕒	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 in 2 pips on disease track.	
21-25	+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 1 pip on its damage track.	
26-30	+1🕒	Climbing over some fallen rocks the adventurer accidentally stumbles and falls landing on their side, make a belt check.	
31-35	+1🕒	Searching for some considerable time the adventurer finds nothing of any real value.	
36-40	+1🕒	After a lot of digging through little more than junk, the adventurer eventually wipes away the dirt to reveal something of value, roll on table I – ITEMS.	
41-45	+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 F41” 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.
46-50	+1🕒	Hidden and wedged in part of the dungeon wall is a magic scroll (200gp), roll once on table S – SPELLS, add “scroll of” before the spells name and add it to the adventure sheet.	
51-55	+1🕒	Something catches the eye and the adventurer find something useful, roll on table N – NEEDED.	
56-60	+1🕒	Moving away some rubble a weapon is revealed, roll on table W – WEAPONS.	
61-65	+1🕒	Searching 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.	
66-70	+1🕒	Behind a badly hung curtain a small lever is found, after it is pulled a far off rumble can be heard, shade 1 pip on the lever track.	
71-75	+0🕒	Shifting through some debris a piece of armour is revealed, roll on table A – ARMOUR +15.	
76-80	+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 and mark the tunnel with an S (=S=), movement between the two areas is now permitted.	
81-85	+0🕒	This part of the dungeon was once a library, most of the books are missing now but a quick scan reveals a spell book with two spells written inside, roll twice on table S – SPELLS and add the results to the spell book.	
86-90	+0🕒	Behind a broken cupboard a hole is found carved into the dungeon wall, peering inside the adventurer finds a treasure, roll on table TA – TREASURE A.	
91-95	+0🕒	Moving a large mouldy carpet from part of the dungeon floor, the adventurer finds it was covering a recessed panel, prising it away reveals a treasure laying in a roughly carved out hollow, roll on table TB – TREASURE B -15.	
96-100	+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, that is all apart from this magnificent treasure, roll on table TC – TREASURE C -15.	

FA – FIND A			FA
Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.			
D100	TIME	DETAILS	
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.	
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 “Surprise” ability.	

FA – FIND A		FA
Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.		
D100	TIME	DETAILS
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] (Surprise)
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).
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] (Pack)

Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.

D100	TIME	DETAILS																				
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 triggerd 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><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.
		1	ITS POISON – SHADE 2 PIPS ON THE POISON TRACK.	6	GAIN +1 DEF ON MONSTERS NEXT DAMAGE ROLL.																	
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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><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.																				
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.																				
		<table><tr><td>1</td><td>Empty apart from some strange blue beetles that are using the tomb as a nest.</td></tr><tr><td>2-4</td><td>A fresh corpse holding a bag of gold (+1d100 gp).</td></tr><tr><td>5-10</td><td>A Skeleton clutching a Treasure, roll on table TA – Treasure A -15.</td></tr></table>	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.														
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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.																				

FA – FIND A

FA

Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.

D100	TIME	DETAILS
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☺	Casualty 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.
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.

Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.

D100	TIME	DETAILS
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.
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.

Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.

D100	TIME	DETAILS
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.
		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.		
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.
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.

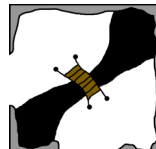
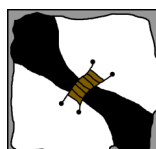
Add the following modifier for the area the adventurer is currently in ■ (yellow) +0, ■ (red) +10, ■ (green) +5, ■ (blue) +20.

D100	TIME	DETAILS			
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.			
		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.
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.			

G – GEOGRAPHIC		G
D100	DETAILS	
1	GIANT BALL TRAP: part of the dungeon wall has been rigged to drop down into the floor and release a huge stone ball that will roll itself towards anyone entering the area and crush them. Test ball trap the first time the adventurer enters the area. BALL TRAP – test: Dex -5 [S: avoid] [F: belt check, -6 HP] (<i>Traps, Aware, Lucky</i>)	
2	POISONOUS GAS TRAP: a vapour of green poisonous gas has been set to billow out from hidden slots in the dungeon floor. Test gas trap the first time the adventurer enters the area. GAS TRAP - test: Dex [S: avoid] [F: -3 HP, +1 ☹] (<i>Traps, Aware, Lucky</i>)	
3	PENDULUM TRAP: several large axes have been suspended above and rigged to swing out from hidden slots in the dungeon wall. Test pendulum trap the first time the adventurer enters the area. PENDULUM TRAP – test: Dex -10 [S: avoid] [F: -4 HP] (<i>Traps, Aware, Lucky</i>)	
4	SNAKE PIT TRAP: part of the dungeon floor has been rigged to fall away, dropping anyone foolish enough into a deep pit where a giant snake waits for his next meal. Test snake trap the first time the adventurer enters the area. SNAKE TRAP – test: Dex -15 [S: avoid] [F: belt check, -2 HP, enc. giant snake, +1 ☹] (<i>Traps, Aware, Lucky</i>) GIANT SNAKE – AV:55 DEF:3 HP:16 DMG:+2 [K: 1d100gp] (<i>Poison</i>)	
5	SPIKED PIT TRAP: part of the dungeon floor has been rigged to fall away, dropping anyone foolish enough into a deep pit furnished with razor sharp spikes. Test spike trap the first time the adventurer enters the area. SPIKED PIT TRAP – test: Dex [S: avoid] [F: belt check, -2 HP, roll spikes, +1 ☹] (<i>Traps, Aware, Lucky</i>) SPIKES – roll 1d10, 1-5 missed spikes, 6-10 hit spikes -2 HP.	
6	PIT TRAP: part of the dungeon floor has been rigged to fall away, dropping anyone foolish enough into a deep pit. Test pit trap the first time the adventurer enters the area. PIT TRAP – test: Dex -5 [S: avoid] [F: belt check, -2 HP, +1 ☹] (<i>Traps, Aware, Lucky</i>)	
7	CAVE IN TRAP: part of the ceiling has been rigged to collapse, showering the adventurer with rocks and debris. Test cave in the first time the adventurer enters the area. CAVE IN - test: Dex -10 [S: avoid] [F: belt check, -2 HP, +1 ☹] (<i>Traps, Aware, Lucky</i>)	
8	SPEAR TRAP: spears have been set to shoot out from hidden holes in the dungeon wall. Test spear trap the first time the adventurer enters the area. SPEAR TRAP – test: Dex -15 [S: avoid] [F: -2 HP] (<i>Traps, Aware, Lucky</i>)	
9	FIRE TRAP: a short burst of scorching hot flame has been set to shoot out from hidden slots in the dungeon wall. Test fire trap the first time the adventurer enters the area. FIRE TRAP – test: Dex -5 [S: avoid] [F: -1 HP] (<i>Traps, Aware, Lucky</i>)	
10	CROSSFIRE TRAP: arrows have been set to shoot out from hidden holes in the dungeon wall. Test crossfire trap the first time the adventurer enters the area. CROSSFIRE TRAP – test: Dex [S: avoid] [F: -1 HP] (<i>Traps, Aware, Lucky</i>)	
11	CAGE TRAP: a huge cage, hidden from view, has been suspended from the ceiling high above and will drop down over anyone walking by. Test cage trap the first time the adventurer enters the area. CAGE TRAP – test: Dex-10 [S: avoid] [F: trapped and must test lift cage until free] (<i>Traps, Aware</i>) LIFT CAGE – test: Str -20 [S: freed and may continue with quest] [F: +1 ☹] (<i>Strong</i>)	
12-15	BARRELS: the area contains a number of barrels that the adventurer can spend some time opening (optional), roll 1d10 on the table below, and add +1 ☹ to the time track. Add “Barrels G12” to the dungeon sheet and mark with a ✓ if you decide to open them.	
	1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (web)
	4-5	All of the barrels are empty.
	6-7	Most of the barrels are empty, but a few have something of interest, roll on table N – NEEDED twice.
	8-9	All but one barrel is empty, roll on table I – ITEMS.
	10	Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.

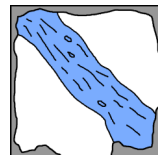
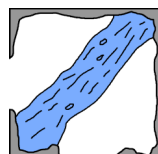
G – GEOGRAPHIC

G

D100	DETAILS						
16	SPIDERS WEBS: the area is covered by thick sticky strands of a giant spiders webs, it makes movement through the area time consuming and difficult. Add “Spiders Webs G16” on the dungeon sheet, and add +1 ☹ to the time track each time the adventurer enters this area. Casting a successful fire blast, or fire ball spell in the area will destroy the webs, and you can remove them from the map.						
17	MOSS: the dungeon floor is completely covered in a damp spongy moss roll 1d10 on the table below. <table border="1"> <tr> <td>1-2</td><td> POOLS: the moss has grown across deep pools of water which break through into the dungeon floor, the edges of which are very sharp. Each step taken there's a danger the adventurer may fall in and cut themselves on the rock. Add “Moss - Pools G17” to the dungeon sheet. Each time the adventurer enters this area test moss pools. MOSS POOLS - test: Dex -10 [S: +1☹] [F: +2☹, -2 HP] (<i>Agility, Lucky</i>) </td></tr> <tr> <td>3-4</td><td> SLIPPERY: the moss is very slippery making movement through the section difficult. Add “Moss - Slippery G17” to the dungeon sheet. Each time the adventurer enters this area test moss slippery. MOSS SLIPPERY - test: Dex -10 [S: +1☹] [F: +2☹] (<i>Agility, Lucky</i>) </td></tr> <tr> <td>5-10</td><td> BOULDERS: the moss hides small boulders and rubble below its surface, the adventurer is constantly stumbling making movement through the area uncomfortable. Add “Moss - Boulders G17” to the dungeon sheet. Each time the adventurer enters this area test moss boulders. MOSS BOULDERS - test: Dex [S: no effect] [F: +1☹] (<i>Agility, Lucky</i>) </td></tr> </table>	1-2	POOLS: the moss has grown across deep pools of water which break through into the dungeon floor, the edges of which are very sharp. Each step taken there's a danger the adventurer may fall in and cut themselves on the rock. Add “Moss - Pools G17” to the dungeon sheet. Each time the adventurer enters this area test moss pools. MOSS POOLS - test: Dex -10 [S: +1☹] [F: +2☹, -2 HP] (<i>Agility, Lucky</i>)	3-4	SLIPPERY: the moss is very slippery making movement through the section difficult. Add “Moss - Slippery G17” to the dungeon sheet. Each time the adventurer enters this area test moss slippery. MOSS SLIPPERY - test: Dex -10 [S: +1☹] [F: +2☹] (<i>Agility, Lucky</i>)	5-10	BOULDERS: the moss hides small boulders and rubble below its surface, the adventurer is constantly stumbling making movement through the area uncomfortable. Add “Moss - Boulders G17” to the dungeon sheet. Each time the adventurer enters this area test moss boulders. MOSS BOULDERS - test: Dex [S: no effect] [F: +1☹] (<i>Agility, Lucky</i>)
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5-10	BOULDERS: the moss hides small boulders and rubble below its surface, the adventurer is constantly stumbling making movement through the area uncomfortable. Add “Moss - Boulders G17” to the dungeon sheet. Each time the adventurer enters this area test moss boulders. MOSS BOULDERS - test: Dex [S: no effect] [F: +1☹] (<i>Agility, Lucky</i>)						
18	ROPE BRIDGE: a huge area of the dungeon floor has at one time collapsed leaving behind a deep void running from the top right hand corner to the bottom left hand corner of this area. At some time someone or something has erected a crude rope bridge that now provides the only way across this bottomless gorge. Draw the bridge and gorge on the dungeon sheet and add “Rope Bridge G18”. Each time the adventurer wishes to use an exit on the opposite side of the gorge to the one they have entered from, make a cross bridge test.  CROSS BRIDGE - test: Dex -5 [S: may use the exit] [F: falls -10 HP, may use exits] (<i>Agility, Lucky</i>)						
19-22	TRAPPED CHEST: a large wooden chest banded with golden trims sits proudly waiting to be opened. The adventurer may try and open the chest (optional) by making a trapped chest test. Add “Trapped Chest G19” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until it's opened. TRAPPED CHEST – test: Dex -20 [S: roll on table TC +10] [F: -5 HP, +1☹] (<i>Traps, Lucky</i>)						
23-24	LEVER: in a secluded part of the dungeon the adventurer finds a lever protruding from the wall. The lever can be pulled (optional) by rolling 1d10 on the table below. Add “Lever G23” to the dungeon sheet and mark it with a ✓ if you decide to pull it. <table border="1"> <tr> <td>1-2</td><td>Something bad happens, roll on table C – CURSES.</td></tr> <tr> <td>3-5</td><td>Nothing seems to happen.</td></tr> <tr> <td>6-10</td><td>After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.</td></tr> </table>	1-2	Something bad happens, roll on table C – CURSES.	3-5	Nothing seems to happen.	6-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.
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3-5	Nothing seems to happen.						
6-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.						
25	LAVA: pools of glowing hot lava gurgles and bubble all around, every few seconds pieces of rock explode into fragments sending hot lava in all directions. Add “Lava G25” to the dungeon sheet. Each time the adventurer leaves this area test lava path in order to find a safe way to an exit. LAVA PATH – test: Dex -10 [S: -1hp] [F: -3 HP] (<i>Agility, Lucky</i>)						
26-29	LOCKED CHEST: a large wooden chest banded with golden trims sits proudly waiting to be opened. Roll 1d10 equal to or less than the number of keys shaded on the key track to open the chest, if the chest is opened roll on table TC for what is found inside and remove 1 key from the key track. Otherwise, its lock will need to be picked by making a locked chest test. Add “Locked Chest G26” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until it is opened and as long as they have a pick. LOCKED CHEST – test: Dex -20 [S: roll on table TC] [F: -1 pick, +1☹] (<i>Locks, Lucky</i>)						
30	ROPE BRIDGE: a huge area of the dungeon floor has at one time collapsed leaving behind a deep void running from the top left hand corner to the bottom right hand corner of this area, at some time someone or something has erected a crude rope bridge that now provides the only way across this bottomless gorge. Draw the bridge and gorge on the dungeon sheet and add “Rope Bridge G30”. Each time the adventurer wishes to use an exit on the opposite side of the gorge to the one they have entered from, make a cross bridge test.  CROSS BRIDGE - test: Dex -5 [S: may use the exit] [F: falls -10 HP, may use exits] (<i>Agility, Lucky</i>)						

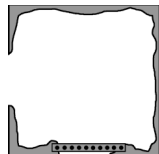
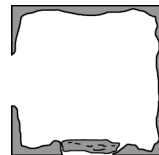
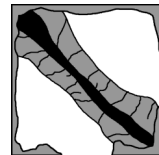
G – GEOGRAPHIC

G

D100	DETAILS										
31	BOTTOMLESS PIT: a deep pit probably once a mine shaft blocks the way to all other exits, the pit seems to go on forever, which suggests it's a waste of time trying to descend. Add "Bottomless Pit G31" to the dungeon sheet. The only way to leave this area other than the way the adventurer came is to make a jump pit test. JUMP PIT - test: Dex -10 [S: may use the exit] [F: death, lose all HP] (<i>Agility, Lucky</i>)										
32	CAVE IN: the entire ceiling begins to cave in, luckily the adventurer manages to find a spot that is protected from the falling rock and waits it out. As the dust settles it is clear the entire area is buried in rock and all the exits are blocked. After some considerable time the adventurer manages to retrace their steps and returns to the area they were last in. Add +3 ☹ and mark on the dungeon sheet "Cave in G32". For the rest of the game this area is out of bounds.										
33-35	BARRELS: the area contains a number of barrels that the adventurer can spend some time opening (optional), roll 1d10 on the table below, and add +1 ☹ to the time track. Add "Barrels G33" to the dungeon sheet and mark with a ✓ if you decide to open them. <table border="1"> <tr> <td>1-3</td><td>The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)</td></tr> <tr> <td>4-5</td><td>All of the barrels are empty.</td></tr> <tr> <td>6-7</td><td>Most of the barrels are empty, but a few have something of interest, roll on table N – NEEDED twice.</td></tr> <tr> <td>8-9</td><td>Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.</td></tr> <tr> <td>10</td><td>At the bottom of a large barrel is some armour, roll on table A – ARMOUR.</td></tr> </table>	1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)	4-5	All of the barrels are empty.	6-7	Most of the barrels are empty, but a few have something of interest, roll on table N – NEEDED twice.	8-9	Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.	10	At the bottom of a large barrel is some armour, roll on table A – ARMOUR.
1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)										
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8-9	Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.										
10	At the bottom of a large barrel is some armour, roll on table A – ARMOUR.										
36-40	LEVER: in a secluded part of the dungeon the adventurer finds a lever protruding from the wall, the lever can be pulled (optional) by rolling 1d10 on the table below, add "Lever G36" to the dungeon sheet and mark it with a ✓ if you decide to pull it. <table border="1"> <tr> <td>1</td><td>Something bad happens, roll on table C – CURSES.</td></tr> <tr> <td>2-4</td><td>Nothing seems to happen.</td></tr> <tr> <td>5-10</td><td>After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.</td></tr> </table>	1	Something bad happens, roll on table C – CURSES.	2-4	Nothing seems to happen.	5-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.				
1	Something bad happens, roll on table C – CURSES.										
2-4	Nothing seems to happen.										
5-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.										
41	RIVER: a fast flowing river is running from the top left hand corner to the bottom right hand corner of this area and will need to be crossed to proceed through any exits on the other side. Draw the river on the dungeon sheet and add "River G41". Each time the adventurer wishes to use an exit on the other side of the river, they must make a swim river test. SWIM RIVER – test: Str -10 [S: may use the exits] [F: -2 HP, +1 ☹] (<i>Strong</i>) 										
42	TRAPPED CHEST: a large wooden chest banded with silver trims sits proudly waiting to be opened, the adventurer may try and open the chest (optional) by making a trapped chest test, add "Trapped Chest g42" to the dungeon sheet and mark with a ✓ if the chest is opened, the adventurer may attempt to open the chest as many times as they wish until it is opened. TRAPPED CHEST – test: Dex -15 [S: roll on table TB+10] [F: -4 HP, +1 ☹] (<i>Traps, Lucky</i>)										
43	LOCKED CHEST: a large wooden chest banded with silver trims sits proudly waiting to be opened, roll 1d10 equal to or less than the number of keys shaded on the key track to open the chest, if the chest is opened roll on table TB for what is found inside the chest and remove 1 key from the key track. Otherwise its lock will need to be picked by making a locked chest test. Add "Locked Chest G43" to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until it is opened and as long as they have a pick. LOCKED CHEST – test: Dex -15 [S: roll on table TB] [F: -1 pick, +1 ☹] (<i>Locks, Lucky</i>)										
44	RIVER: a fast flowing river is running from the top right hand corner to the bottom left hand corner of this area and will need to be crossed to proceed through any exits on the other side. Draw the river on the dungeon sheet and add "River G44". Each time the adventurer wishes to use an exit on the other side of the river, they must make a swim river test. SWIM RIVER – test: Str -10 [S: may use the exits] [F: -2 HP, +1 ☹] (<i>Strong</i>) 										
45-48	TRAPPED CHEST: a large wooden chest banded with iron trims sits proudly waiting to be opened, the adventurer may try and open the chest (optional) by making a trapped chest test. Add "Trapped Chest G45" to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until its is opened. TRAPPED CHEST – test: Dex -10 [S: roll on table TA +10] [F: -3 HP, +1 ☹] (<i>Traps, Lucky</i>)										

G – GEOGRAPHIC

G

D100	DETAILS										
49	PORTCULLIS: a large iron portcullis blocks the way across the entrance to this area of the dungeon, it will need to be lifted and wedged open, or the adventurer will be forced to return to the area they were last in. Draw a portcullis across the entrance to the area on the dungeon sheet and mark it with “Portcullis G49”. The adventurer cannot proceed into the new area until the portcullis has been marked with a ✓. The adventurer may attempt to lift the portcullis as many times as they wish until it is lifted or they give up trying.  LIFT PORTCULLIS – test: Str -15 [S: mark with a ✓] [F: -1hp, +1 ☹] (<i>Strong</i>)										
50	BARRELS: the area contains a number of barrels that the adventurer can spend some time opening (optional), roll 1d10 on the table below, and add +1 ☹ to the time track. Add “Barrels G50” to the dungeon sheet and mark with a ✓ if you decide to open them. <table border="1"> <tr> <td>1-3</td><td>The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)</td></tr> <tr> <td>4-5</td><td>All of the barrels are empty.</td></tr> <tr> <td>6-7</td><td>Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.</td></tr> <tr> <td>8-9</td><td>At the bottom of a large barrel is some armour, roll on table A – ARMOUR.</td></tr> <tr> <td>10</td><td>At the bottom of a large barrel is some treasure, roll on table TA – TREASURE A.</td></tr> </table>	1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)	4-5	All of the barrels are empty.	6-7	Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.	8-9	At the bottom of a large barrel is some armour, roll on table A – ARMOUR.	10	At the bottom of a large barrel is some treasure, roll on table TA – TREASURE A.
1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)										
4-5	All of the barrels are empty.										
6-7	Amongst some worthless clothes in one barrel is a weapon, roll on table W – WEAPONS.										
8-9	At the bottom of a large barrel is some armour, roll on table A – ARMOUR.										
10	At the bottom of a large barrel is some treasure, roll on table TA – TREASURE A.										
51	BOULDER: a huge boulder blocks the way through this part of the dungeon and will need to be moved or the adventurer will be forced to return to the area they were last in. Draw a boulder blocking the entrance to the area on the dungeon sheet and mark it with “Boulder G51”. The adventurer cannot proceed into the new area until the boulder has been marked with a ✓. The adventurer may attempt to lift move the boulder as many times as they wish until it is moved or they give up trying.  MOVE BOULDER – test: Str -10 [S: mark with a ✓] [F: -1 HP, +1 ☹] (<i>Strong</i>)										
52-53	LEVER: in a secluded part of the dungeon the adventurer finds a lever protruding from the wall, the lever can be pulled (optional) by rolling 1d10 on the table below, add “Lever G52” to the dungeon sheet and mark it with a ✓ if you decide to pull it. <table border="1"> <tr> <td>1-3</td><td>Nothing seems to happen.</td></tr> <tr> <td>4-10</td><td>After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.</td></tr> </table>	1-3	Nothing seems to happen.	4-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.						
1-3	Nothing seems to happen.										
4-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.										
54	CRYPT: the area is dank and foul smelling, all around are tombs which have been disturbed and still hold remains of the dead. One sarcophagus catches the eye as it is still intact and the adventurer can spend some time opening it (optional) by rolling 1d10 on the table below and adding +1 ☹ to the time track. Add “Crypt 54” to the dungeon sheet and mark with a ✓ if you decide to open it. <table border="1"> <tr> <td>1</td><td>Inside a skeleton animates from the tomb and attacks (encounter skeleton). SKELETON – AV:50 DEF:4 HP:13 DMG:+1 [K: table a+15/w +15] (fear, regenerate, resurrection)</td></tr> <tr> <td>2-4</td><td>The tomb is empty.</td></tr> <tr> <td>5-10</td><td>Hidden under the bones of a long dead corpse is a treasure, roll on table TA – TREASURE A.</td></tr> </table>	1	Inside a skeleton animates from the tomb and attacks (encounter skeleton). SKELETON – AV:50 DEF:4 HP:13 DMG:+1 [K: table a+15/w +15] (fear, regenerate, resurrection)	2-4	The tomb is empty.	5-10	Hidden under the bones of a long dead corpse is a treasure, roll on table TA – TREASURE A.				
1	Inside a skeleton animates from the tomb and attacks (encounter skeleton). SKELETON – AV:50 DEF:4 HP:13 DMG:+1 [K: table a+15/w +15] (fear, regenerate, resurrection)										
2-4	The tomb is empty.										
5-10	Hidden under the bones of a long dead corpse is a treasure, roll on table TA – TREASURE A.										
55-58	LOCKED CHEST: a large wooden chest banded with iron trims sits proudly waiting to be opened, roll 1d10 equal to or less than the number of keys shaded on the key track to open the chest, if the chest is opened roll on table TA for what is found inside the chest and remove 1 key from the key track. Otherwise its lock will need to be picked by making a locked chest test. Add “Locked Chest G55” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until it is opened and as long as they have a pick. LOCKED CHEST – test: Dex -10 [S: roll on table TA] [F: -1 pick, +1 ☹] (<i>Locks, Lucky</i>)										
59	CHASM: a vast chasm crosses from the top left hand corner to the bottom right hand corner of this area, it is so vast and deep it cannot be crossed and exists on the opposite side of the chasm cannot be used. Draw the chasm on the dungeon sheet and add “Chasm G59”. 										

G – GEOGRAPHIC

G

D100	DETAILS										
60-62	CARVED CIRCLE: a large circle has been carved into the dungeon floor. Add “Carved Circle G60” to the dungeon sheet. If the adventurer stands on the circle (optional), roll 1d10 on the table below and mark it with a ✓. <table> <tr> <td>1</td><td>When the adventurer steps into the circle it starts to glow red, roll on table C – CURSES.</td></tr> <tr> <td>2-3</td><td>The circle drops and the adventurer falls into a pit, make a belt check and add +1 ☹ to the time track.</td></tr> <tr> <td>4-5</td><td>As the adventurer nears the circle there is a flash and a puff of smoke and a monster has appeared, roll on table E – ENCOUNTER and fight the monster.</td></tr> <tr> <td>6-7</td><td>Standing on the circle causes it to drop slightly and a distant rumble can be heard, shade in 1 pip on the lever track.</td></tr> <tr> <td>8-10</td><td>When the adventurer steps into the circle it starts to glow green, roll on table B – BONUS.</td></tr> </table>	1	When the adventurer steps into the circle it starts to glow red, roll on table C – CURSES.	2-3	The circle drops and the adventurer falls into a pit, make a belt check and add +1 ☹ to the time track.	4-5	As the adventurer nears the circle there is a flash and a puff of smoke and a monster has appeared, roll on table E – ENCOUNTER and fight the monster.	6-7	Standing on the circle causes it to drop slightly and a distant rumble can be heard, shade in 1 pip on the lever track.	8-10	When the adventurer steps into the circle it starts to glow green, roll on table B – BONUS.
1	When the adventurer steps into the circle it starts to glow red, roll on table C – CURSES.										
2-3	The circle drops and the adventurer falls into a pit, make a belt check and add +1 ☹ to the time track.										
4-5	As the adventurer nears the circle there is a flash and a puff of smoke and a monster has appeared, roll on table E – ENCOUNTER and fight the monster.										
6-7	Standing on the circle causes it to drop slightly and a distant rumble can be heard, shade in 1 pip on the lever track.										
8-10	When the adventurer steps into the circle it starts to glow green, roll on table B – BONUS.										
63-64	FORGE: this part of the dungeon was once used as a forge and workshop, everything is a little rusty now but some of the weapons and armour that are left maybe of some use. Add “Forge G63” to the dungeon sheet and then roll once on table A - ARMOUR and once on table W – WEAPONS and then mark with a ✓.										
65	CHASM: a vast chasm crosses from the top right hand corner to the bottom left hand corner of this area, it is so vast and deep it cannot be crossed and exists on the opposite side of the chasm cannot be used. Draw the chasm on the dungeon sheet and add “Chasm G65”. 										
66-69	FOUNTAIN: a strange coloured glowing liquid pours from holes in the walls and flows to a central fountain, and a wooden cup resting on a platform nearby invites all to sample its delights. Add “Fountain G66” to the dungeon sheet and if the adventurer has a drink (optional), roll 1d10 on the table below and then mark the fountain with a ✓. <table> <tr> <td>1-2</td><td>The liquid is foul tasting and the adventurer feels ill, roll on table c – curses.</td></tr> <tr> <td>3-6</td><td>The liquid is refreshing but nothing else happens.</td></tr> <tr> <td>7-10</td><td>The liquid tastes sweet and the adventurer drinks greedily, roll on table b – boosts.</td></tr> </table>	1-2	The liquid is foul tasting and the adventurer feels ill, roll on table c – curses.	3-6	The liquid is refreshing but nothing else happens.	7-10	The liquid tastes sweet and the adventurer drinks greedily, roll on table b – boosts.				
1-2	The liquid is foul tasting and the adventurer feels ill, roll on table c – curses.										
3-6	The liquid is refreshing but nothing else happens.										
7-10	The liquid tastes sweet and the adventurer drinks greedily, roll on table b – boosts.										
70	TREE: rooted in the centre of the dungeon floor is an enormous tree with long spreading branches and bright green leaves. Beautiful white flowers grow from most branches and they project a soft yellow glow that pulsates as the adventurer moves close to them. Add “Tree G70” to the dungeon sheet. The adventurer may pick a single flower (optional), roll 1d10 on the table below and mark the tree with a ✓. <table> <tr> <td>1</td><td>When the flower is taken its branch turns brown and dies. Moments later the other branches die and it is not long before the entire tree has withered and died, leaving heaps of brown shredded leaves laying at its roots. Lose 1 fate point.</td></tr> <tr> <td>2</td><td>The adventurer recoils in pain as it burns to the touch, lose 3 HP.</td></tr> <tr> <td>3</td><td>After the flower is picked it turns black. Add “Black Flower (5gp)” to the adventure sheet.</td></tr> <tr> <td>4-6</td><td>The flower glows brightly and emits more light than the adventurer’s lantern. For the remainder of this quest you do not need to spend oil when instructed to by the time track. Add “Glowing White Flower (5gp)” to the adventure sheet. After the current quest has ended, the flower stops glowing.</td></tr> <tr> <td>7-10</td><td>When the flower is taken from the tree, its petals fall away and its bud turns to crystal. This is a “crystal tree” and are grown by powerful wizards to provide them with a magic source to power magical artefacts. The tree grows and stores arcane energy, which is passed to a flower when it is picked. Every 30 days the tree manages to harness enough energy to create a single crystal flower when it is picked. Add “Crystal Flower (300gp)” to the adventure sheet.</td></tr> </table>	1	When the flower is taken its branch turns brown and dies. Moments later the other branches die and it is not long before the entire tree has withered and died, leaving heaps of brown shredded leaves laying at its roots. Lose 1 fate point.	2	The adventurer recoils in pain as it burns to the touch, lose 3 HP.	3	After the flower is picked it turns black. Add “Black Flower (5gp)” to the adventure sheet.	4-6	The flower glows brightly and emits more light than the adventurer’s lantern. For the remainder of this quest you do not need to spend oil when instructed to by the time track. Add “Glowing White Flower (5gp)” to the adventure sheet. After the current quest has ended, the flower stops glowing.	7-10	When the flower is taken from the tree, its petals fall away and its bud turns to crystal. This is a “crystal tree” and are grown by powerful wizards to provide them with a magic source to power magical artefacts. The tree grows and stores arcane energy, which is passed to a flower when it is picked. Every 30 days the tree manages to harness enough energy to create a single crystal flower when it is picked. Add “Crystal Flower (300gp)” to the adventure sheet.
1	When the flower is taken its branch turns brown and dies. Moments later the other branches die and it is not long before the entire tree has withered and died, leaving heaps of brown shredded leaves laying at its roots. Lose 1 fate point.										
2	The adventurer recoils in pain as it burns to the touch, lose 3 HP.										
3	After the flower is picked it turns black. Add “Black Flower (5gp)” to the adventure sheet.										
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7-10	When the flower is taken from the tree, its petals fall away and its bud turns to crystal. This is a “crystal tree” and are grown by powerful wizards to provide them with a magic source to power magical artefacts. The tree grows and stores arcane energy, which is passed to a flower when it is picked. Every 30 days the tree manages to harness enough energy to create a single crystal flower when it is picked. Add “Crystal Flower (300gp)” to the adventure sheet.										
71	MUSHROOMS: the whole area is home to some strange looking mushrooms. They are growing everywhere, and as the adventurer moves through them their stalks twist and turn trying to get close. The adventurer can stop and cook up a few to see how they taste (optional), add +1 ☹ to the time track and then roll 1d10 on the table below. Add “Mushrooms G71” to the dungeon sheet and mark with a ✓ if any are cooked and eaten. <table> <tr> <td>1-2</td><td>They taste foul and make the adventurer very ill, roll on table C – CURSES.</td></tr> <tr> <td>3-4</td><td>They have an unpleasant flavour, roll on table C – CURSES +20.</td></tr> <tr> <td>5-6</td><td>The mushrooms are pleasant but nothing else happens.</td></tr> <tr> <td>7-8</td><td>The mushrooms are nourishing and the adventurer gathers enough for some meals, add 2 food to supplies.</td></tr> <tr> <td>9-10</td><td>The mushrooms taste wonderful and the adventurer feels overwhelmed, roll on table B – BOOSTS.</td></tr> </table>	1-2	They taste foul and make the adventurer very ill, roll on table C – CURSES.	3-4	They have an unpleasant flavour, roll on table C – CURSES +20.	5-6	The mushrooms are pleasant but nothing else happens.	7-8	The mushrooms are nourishing and the adventurer gathers enough for some meals, add 2 food to supplies.	9-10	The mushrooms taste wonderful and the adventurer feels overwhelmed, roll on table B – BOOSTS.
1-2	They taste foul and make the adventurer very ill, roll on table C – CURSES.										
3-4	They have an unpleasant flavour, roll on table C – CURSES +20.										
5-6	The mushrooms are pleasant but nothing else happens.										
7-8	The mushrooms are nourishing and the adventurer gathers enough for some meals, add 2 food to supplies.										
9-10	The mushrooms taste wonderful and the adventurer feels overwhelmed, roll on table B – BOOSTS.										

G – GEOGRAPHIC

G

D100	DETAILS										
72-74	BARRELS: the area contains a number of barrels that the adventurer can spend some time opening (optional), roll 1d10 on the table below, and add +1 ☹ to the time track. Add “Barrels G72” to the dungeon sheet and mark with a ✓ if you decide to open them. <table> <tr> <td>1-3</td><td>The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)</td></tr> <tr> <td>4-5</td><td>All of the barrels are empty.</td></tr> <tr> <td>6-7</td><td>At the bottom of a large barrel is some armour, roll on table A – ARMOUR.</td></tr> <tr> <td>8-9</td><td>At the bottom of a large barrel is some treasure, roll on table TA – TREASURE A.</td></tr> <tr> <td>10</td><td>At the bottom of a large barrel is a treasure, roll on table TB – TREASURE B.</td></tr> </table>	1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)	4-5	All of the barrels are empty.	6-7	At the bottom of a large barrel is some armour, roll on table A – ARMOUR.	8-9	At the bottom of a large barrel is some treasure, roll on table TA – TREASURE A.	10	At the bottom of a large barrel is a treasure, roll on table TB – TREASURE B.
1-3	The last barrel opened is hiding a giant spider, it uncurls its legs and attacks (encounter giant spider). GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K: table P1] (<i>Web</i>)										
4-5	All of the barrels are empty.										
6-7	At the bottom of a large barrel is some armour, roll on table A – ARMOUR.										
8-9	At the bottom of a large barrel is some treasure, roll on table TA – TREASURE A.										
10	At the bottom of a large barrel is a treasure, roll on table TB – TREASURE B.										
75-77	LEVER: in a secluded part of the dungeon the adventurer finds a lever protruding from the wall, the lever can be pulled (optional) by rolling 1d10 on the table below, add “Lever G75” to the dungeon sheet and mark it with a ✓ if you decide to pull it. <table> <tr> <td>1-2</td><td>Nothing seems to happen.</td></tr> <tr> <td>3-10</td><td>After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.</td></tr> </table>	1-2	Nothing seems to happen.	3-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.						
1-2	Nothing seems to happen.										
3-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.										
78	LOCKED CHEST: a large wooden chest banded with wooden trims sits proudly waiting to be opened, roll 1d10 equal to or less than the number of keys shaded on the key track to open the chest, if the chest is opened roll on table TA-10 for what is found inside the chest and remove 1 key from the key track. Otherwise its lock will need to be picked by making a locked chest test. Add “Locked Chest G78” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until it is opened and as long as they have a pick. LOCKED CHEST – test: Dex -5 [S: roll on table TA-10] [F: -1 pick, +1 ☹] (<i>Locks, Lucky</i>)										
79	SHRINE: a magnificent shrine stands alone and offers a place of worship. The adventurer can spend some time praying to their deity (optional), add +1 ☹ to the time track and then roll 1d10 on the table below. Add “Shrine G79” to the dungeon sheet and mark with a ✓ if the adventurer uses the shrine. <table> <tr> <td>1-2</td><td>After some time something appears not quite right, roll on table C – CURSES.</td></tr> <tr> <td>3-5</td><td>Nothing seems to happen.</td></tr> <tr> <td>6-10</td><td>A statue of a god glows brightly, roll on table B – BOOSTS.</td></tr> </table>	1-2	After some time something appears not quite right, roll on table C – CURSES.	3-5	Nothing seems to happen.	6-10	A statue of a god glows brightly, roll on table B – BOOSTS.				
1-2	After some time something appears not quite right, roll on table C – CURSES.										
3-5	Nothing seems to happen.										
6-10	A statue of a god glows brightly, roll on table B – BOOSTS.										
80	TRAPPED CHEST: a large wooden chest banded with wooden trims sits proudly waiting to be opened, the adventurer may try and open the chest (optional) by making a trapped chest test. Add “Trapped Chest G80” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until its is opened. TRAPPED CHEST – test: Dex -5 [S: roll on table TA] [F: -2 HP, +1 ☹] (<i>Traps, Lucky</i>)										
81	ALTAR: an altar has been set out for sacrificial purpose and the adventurer can spend some time praying (optional), by adding +1 ☹ to the time track and then rolling 1d10 on the table below. Add “Altar G81” to the dungeon sheet and mark it with a ✓ if the adventurer uses the altar. <table> <tr> <td>1</td><td>After some time something appears not quite right, roll on table C – CURSES.</td></tr> <tr> <td>2-4</td><td>Nothing seems to happen.</td></tr> <tr> <td>5-10</td><td>A large statue of a god attached to the shrine glows brightly, roll on table B – BOOSTS.</td></tr> </table>	1	After some time something appears not quite right, roll on table C – CURSES.	2-4	Nothing seems to happen.	5-10	A large statue of a god attached to the shrine glows brightly, roll on table B – BOOSTS.				
1	After some time something appears not quite right, roll on table C – CURSES.										
2-4	Nothing seems to happen.										
5-10	A large statue of a god attached to the shrine glows brightly, roll on table B – BOOSTS.										
82-83	TREASURE HUNTER: the adventurer comes across a fellow treasure hunter who is just leaving the dungeon. After some time chatting about conquests, he offers to sell some of his items. Roll on table N – NEEDED 5 times to see what he is selling and if you happen to roll a duplicate item, you may roll again. The adventurer may by any or none of his items.										
84-87	LEVER: in a secluded part of the dungeon the adventurer finds a lever protruding from the wall, the lever can be pulled (optional) by rolling 1d10 on the table below. Add “Lever G84” to the dungeon sheet and mark it with a ✓ if you decide to pull it. <table> <tr> <td>1</td><td>Nothing seems to happen.</td></tr> <tr> <td>2-10</td><td>After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.</td></tr> </table>	1	Nothing seems to happen.	2-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.						
1	Nothing seems to happen.										
2-10	After it is pulled a far-off rumble can be heard, shade 1 pip on the lever track.										

G – GEOGRAPHIC		G						
D100	DETAILS							
88-90	STAIRS: the chamber contains a large staircase leading down to another part of the dungeon. Add “Stairs G88 A” to the dungeon sheet. The adventurer may descend the stairs to an area below whilst in this section. Take another dungeon sheet and number its page A1, this is the lower dungeon sheet and where the stairs is leading down to. On the lower dungeon sheet draw an identical area as shown on the above dungeon sheet and at the same grid location (i.e. if you place the two sheets together the upper area and the lower area will be on top of each other), then add “Stairs G88 A”. These two map sheets are now linked and the adventurer can move between them during the area step of a turn, when the stairs are descended the player uses the lower sheet and when the stairs are ascended the player uses the upper sheet. If another stairs is found label them “stairs G88 B” and so on, to map multiple dungeon levels.							
91-92	LOCKED CHEST: a large wooden chest sits proudly waiting to be opened, roll 1d10 equal to or less than the number of keys shaded on the key track to open the chest, if the chest is opened roll on table W for what is found inside the chest and remove 1 key from the key track. Otherwise its lock will need to be picked by making a locked chest test. Add “Locked Chest G91” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until it is opened and as long as they have a pick. LOCKED CHEST – test: Dex [S: roll on table W] [F: -1 pick, +1 ☺] (<i>Locks, Lucky</i>)							
93-95	TRAPPED CHEST: a large wooden chest sits proudly waiting to be opened, the adventurer may try and open the chest (optional) by making a trapped chest test. Add “Trapped Chest G93” to the dungeon sheet and mark with a ✓ if the chest is opened. The adventurer may attempt to open the chest as many times as they wish until its is opened. TRAPPED CHEST – test: Dex [S: roll on table W+10] [F: -1 HP, +1 ☺] (<i>Traps, Lucky</i>)							
96-97	GRATE: recessed in the floor is a small grate and after a quick search the adventurer finds it is covering a narrow pit filled with muck. Something buried in the dirt catches the eye and the adventurer may try and lift the grate (optional), by making a life grate test. Add “Grate G96” to the dungeon sheet and mark with a ✓ if it is lifted. The adventurer may attempt to lift the grate as many times as they wish until its is lifted. LIFT GRATE – test: Str-10 [S: roll find] [F: +1 ☺] (<i>Strong</i>) <table><tr><td>1-4</td><td>It was nothing of interest.</td></tr><tr><td>5-8</td><td>It’s just an item, roll on table I – ITEM.</td></tr><tr><td>9-10</td><td>It’s a treasure, roll on table TA – TREASURE A.</td></tr></table>		1-4	It was nothing of interest.	5-8	It’s just an item, roll on table I – ITEM.	9-10	It’s a treasure, roll on table TA – TREASURE A.
1-4	It was nothing of interest.							
5-8	It’s just an item, roll on table I – ITEM.							
9-10	It’s a treasure, roll on table TA – TREASURE A.							
98	TREASURE TROVE: the adventurer stumbles into an area filled with treasures, roll 1d100 and multiply the result by 5 to discover how much gold is found, then roll on table TA once.							
99	TREASURE TROVE: the adventurer stumbles into an area filled with treasures, roll 1d100 and multiply the result by 10 to discover how much gold is found, then roll on table TB once, or table TA twice.							
100	TREASURE TROVE: the adventurer stumbles into an area filled with treasures, roll 1d100 and multiply the result by 20 to discover how much gold is found, then roll on table TC once, or table TB twice, or table TA thrice.							

H - HERO PATH							H
Shade in all of the ★ shown for the adventurers hero path on the adventurer sheet							
D6	HERO PATH	PRIMARY MODIFIERS			SKILL BONUS		
1-2	Warrior	★+10 Str	-5 Dex	-5 Int	★+5 Bravery	★+5 Escape	
3-4	Rogue	★+10 Dex	-5 Str	-5 Int	★+5 Locks	★+5 Traps	
5-6	Sorcerer	★+10 Int	-5 Dex	-5 Str	★+5 Magic	★+5 Lucky	

H - HERO PATH A							HA
Shade in all of the ★ shown for the adventurers hero path on the adventurer sheet							
D6	HERO PATH	PRIMARY MODIFIERS			SKILL BONUS		
1-11	Knight	★+5 Str	+5 Dex	-10 Int	★+5 Strong	★+5 Dodge	
12-22	Paladin	★+5 Str	+5 Int	-10 Dex	★+5 Bravery	★+5 Magic	
23-33	Assassin	★+5 Dex	+5 Str	-10 Int	★+5 Escape	★+5 Aware	
34-44	Scoundrel	★+5 Dex	+5 Int	-10 Str	★+5 Agility	★+5 Lucky	
45-55	Warlock	★+5 Int	+5 Str	-10 Dex	★+5 Magic	★+5 Bravery	
56-66	Druid	★+5 Int	+5 Dex	-10 Str	★+5 Magic	★+5 Aware	
67-77	Barbarian	★+10 Str	-	-10 Int	★+10 Strong	★+0 Bravery	
78-88	Hunter	★+10 Dex	-	-10 Str	★+10 Aware	★+0 Agility	
89-100	Arcane Wizard	★+10 Int	-	-10 Dex	★+10 Magic	★+0 Lucky	

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	

I – ITEMS		I
D100	ITEM DETAIL	GOLD PIECES
1-2	PESTLE AND MORTAR: well used, but still functional.	2gp ↗
3-4	SPICES: a small tin contains some aromatic spices used for cooking.	3gp
5-6	LEATHER BAG: with a clean and a good leather polish this should sell for a few gold.	4gp ↗
7-8	A TINY WHISTLE: very well made with some tiny initials etched into it.	6gp ↗
9-10	WOODEN ABACUS: a little damaged in places but usable.	7gp ↗
11-12	WORN KEY: a small worn key, shade in 1 pip on the key track and add the key to the adventure sheet.	8gp ↗
13-14	FOOD: a sealed pouch containing some dry rations, add 1 food to the supply.	10gp
15-16	TINDERBOX: a nice compact tinder box that still works.	12gp ↗
17-18	LANTERN OIL: a glass vial filled with oil, add 1 oil to the supply.	15gp
19-20	LOCK PICKS: held together by some yarn are some lock picks, add 3 picks to the supply.	15gp
21-22	RUSTY KEY: a rusty key, shade in 1 pip on the key track and add the key to the adventure sheet.	20gp ↗
23-24	FOOD: a small leather bag containing some dry rations, add 2 food to the supply.	20gp
25-26	ROPE: around 20 feet of good climbing rope.	21gp
27-28	BOOK OF ANCIENT HISTORY: a dusty tome probably very valuable if sold to a scholar.	23gp
29-30	SILVER WALKING STICK: the walking stick is badly damaged and probably not worth much.	29gp ↗
31-32	IRON KEY: a delicate iron key, shade in 1 pip on the key track and add the key to the adventure sheet.	30gp ↗
33-34	LANTERN OIL: a small leather flask filled with oil, add 2 oil to the supply.	30gp
35-36	SILVER PIPE: in excellent condition, it looks like it has hardly been used.	34gp ↗
37-38	MONEY POUCH: the pouch contains some gold coins.	35gp ↗
39-40	BREW OF LESSER DMG: drink to gain +1 dmg to your next damage roll.	35gp
41-42	SILVER PLATE: finely crafted the plate looks valuable.	38gp ↗
43-44	LOCK PICKS: a pouch contains a selection of lock picks, add 8 picks to the supply.	40gp
45-46	BONE KEY: it's carved in bone, shade in 1 pip on the key track and add the key to the adventure sheet.	42gp ↗
47-48	LANTERN OIL: secured in a small barrel is some oil, add 3 oil to the supply.	45gp
49-50	BREW OF LESSER STR: drink to gain +3 str to your next d100 dice roll.	45gp
51-52	BREW OF LESSER DEX: drink to gain +3 dex to your next d100 dice roll.	45gp
53-54	BREW OF LESSER INT: drink to gain +3 Int to your next d100 dice roll.	45gp
55-56	SILVER CANDLESTICK: after a good clean it will fetch a decent amount of gold.	49gp ↗
57-58	SILVER KEY: a solid silver key, shade in 1 pip on the key track and add the key to the adventure sheet.	50gp ↗
59-60	LOCK PICKS: a tiny tin contains some lock picks, add 10 picks to the supply.	50gp
61-62	BREW OF LESSER DEF: drink to gain +1 def on a monsters next damage roll.	50gp
63-64	WRITING SET: a boxed writing set with paper, ink and several quills still intact.	52gp ↗
65-66	FOOD: in a small basket is some dried meat, add 3 food to the supply.	60gp
67-68	MONEY POUCH: the pouch contains some gold coins.	70gp ↗
69-70	SILVER MIRROR: the silver frame is heavily tarnished but the mirror is still intact.	78gp ↗
71-72	KEYS: a hoop holding 3 keys, shade in 3 pip on the key track and add the keys to the adventure sheet.	80gp ↗
73-74	FOOD: a sack of dried food, add 4 food to the supply.	80gp
75-76	POTION of lesser remove poison: drink to remove up to 2 shaded pips on the poison track.	80gp
77-78	POTION OF LESSER HEALING: drink to restore up to 4 lost hp.	80gp
79-80	SILVER CRUCIFIX: the cross is very well made and will be worth a fair price.	88gp ↗
81-82	POTION OF LESSER STR: drink to gain +3 str until you next shade a ⌚ on the time track.	90gp
83-84	POTION OF LESSER DEX: drink to gain +3 dex until you next shade a ⌚ on the time track.	90gp
85-86	POTION OF LESSER INT: drink to gain +3 Int until you next shade a ⌚ on the time track.	90gp

I – ITEMS		I
D100	ITEM DETAIL	GOLD PIECES
87-88	BOOK OF SKILL: roll 1d10 and gain +5 skill bonus to the skill rolled (maximum +20).	-
89-90	GOLDEN KEY: a solid gold key, shade in 1 pip on the key track and add the key to the adventure sheet.	110gp ➤
91-92	POTION OF LESSER CURE DISEASE: drink to remove up to 2 shaded pips on the disease track.	130gp
93-94	MONEY POUCH: the pouch contains some gold coins.	140gp ➤
95-96	BAG OF GEMS: several precious gems are found in a leather pouch.	290gp ➤
97	SKELETON KEY: “add Skeleton Key I97” to the adventure sheet, whilst the adventurer has the key and they wish to open a door or chest that is locked, the skeleton key may be used by rolling 1d10 on the table below.	300gp
	1 The skeleton key breaks in the lock, remove it from the adventure sheet.	
	2-3 The skeleton key jams the lock, the door or chest can no longer be opened.	
	4-10 The skeleton key clicks in the lock and the door or chest is opened.	
98	POTION OF LESSER FATE: drink to add +20 to a result when rolling on the next table.	400gp
99-100	TREASURE: a treasure is found, roll on table TA – TREASURE A.	-
➤ Some items can be scrapped by an Artisan to salvage materials for crafting, see “The Lost Tome Of Extraordinary Rules” for more details.		

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

IA – INGREDIENTS		IA
D100	INGREDIENTS DETAIL	GOLD PIECES
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
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

J – INVESTMENTS

J

The adventurer may have a maximum of 10 shares in each of the four investments (full shares may be purchased, but pips may not)

D100	TRADE 1 Share = 100gp 1 Pip = 20gp	FINANCE 1 Share = 300gp 1 Pip = 60gp	HOLDINGS 1 Share = 500gp 1 Pip = 100gp	WARS 1 Share = 1000gp 1 Pip = 200gp
1-6	-3 pips	- 4 pips	-1 share	-2 shares
7-16	-2 pips	-3 pips	- 4 pips	-1 share
17-30	-1 pip	-2 pips	-3 pips	- 4 pips
31-40	no gain	-1 pip	-2 pips	-3 pips
41-50	+1 pip	no gain	-1 pip	-2 pips
51-60	+2 pips	+1 pip	no gain	-1 pip
61-70	+3 pips	+2 pips	+1 pip	no gain
71-84	+4 pips	+3 pips	+2 pips	+3 pips
85-94	+1 share	+4 pips	+3 pips	+1 share
95-100	+2 shares	+1 share	+4 pips	+2 shares

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.*

K – DEATH KILL			K
LOCATION (DAMAGE)	BONUS	DEATH KILL DESCRIPTION FOR BIPEDS	
1 - Head (10 Damage)	+5 to table	The impact ruptures blood vessels in the brain, the monster slumps forward and is easily defeated.	
1 - Head (11 Damage)	+5 to table	One side of the monsters head caves in, causing blood to spray in all directions.	
1 - Head (12 Damage)	+10 to table	Connecting with the neck, and destroying the vertebrae, the monster falls lifelessly to the ground.	
1- Head (13 Damage)	+10 to table	The monsters jaw is torn away and flaps as it turns its head, spraying blood in all direction.	
1- Head (14 Damage)	+15 to table	The monsters skull is shattered and its brain oozes out from the impact, death is instantaneous.	
1- Head (15+ Damage)	+15 to table	The attack decimates the neck, tearing flesh and causing the head to fly off from its body.	
2 - Back (10 Damage)	+5 to table	With its back exposed the impact impales and shatters its spine, bringing the monster to its knees.	
2 - Back (11 Damage)	+5 to table	Shattering its scapula, the monster is flung forward and is easily dealt with in a follow up attack.	
2 - Back (12 Damage)	+10 to table	Tearing through flesh, the attack penetrates a kidney and the monster falls in deadly pain.	
2 - Back (13 Damage)	+10 to table	Fragments of spine splinter and impale a major artery, ending the monster in a heap on the floor.	
2 - Back (14 Damage)	+15 to table	The attack tears open the back severing its spine, and it slumps forward, twitching in pain.	
2 - Back (15+ Damage)	+15 to table	Impacting its back, the attack ploughs through its body, and a shower of blood erupts from its chest.	
3 - Torso (10 Damage)	+5 to table	A direct hit to its chest sends the monster sprawling backwards onto the floor and it is quickly killed.	
3 - Torso (11 Damage)	+5 to table	Crunching into the monsters collar-bone, the devastating impact sends the monster to the ground.	
3 - Torso (12 Damage)	+10 to table	Smashing into the ribcage, causing a rib to penetrate a vital organ, the monster drops dead and lays still.	
3 - Torso (13 Damage)	+10 to table	The devastating attack ruptures internal organs sending the monster squealing to its death.	
3 - Torso (14 Damage)	+15 to table	The impact shatters the ribcage and a splintered bone pierces the monsters heart.	
3 - Torso (15+ Damage)	+15 to table	The force of the impact caves in the chest, rupturing organs and showering blood in every direction.	
4 - Arms (10 Damage)	+5 to table	Ripping through the flesh of the upper arm opens a severe wound, and the monster dies from blood loss.	
4 - Arms (11 Damage)	+5 to table	The elbow takes the full force of the impact and is shattered into pieces, in its agony, it is easily defeated.	
4 - Arms (12 Damage)	+10 to table	Devastating power crushes the arm and bursts an artery, and the monster dies just moments later.	
4 - Arms (13 Damage)	+10 to table	The impact rips away flesh and muscle to the upper arm, crushing the arm bone to dust.	
4 - Arms (14 Damage)	+15 to table	The attack smashes through skin and bone severing the arm from the body and leaving behind a stump.	
4 - Arms (15+ Damage)	+15 to table	Destroying the shoulder, the arm hangs limply, before it falls severed to the ground.	
5-7 – Hands (10 Damage)	+5 to table	Shattering the wrist, the thumb is dislocated and the monster falters enabling it to be killed.	
5-7 – Hands (11 Damage)	+5 to table	Smashing the monsters hand into tiny fragments, it screams out in pain, clutching it to its chest.	
5-7 – Hands (12 Damage)	+10 to table	Mangled and shredded the hand hangs limp and broken at the wrist, and the monster squeals out in pain.	
5-7 – Hands (13 Damage)	+10 to table	The attack severs flesh and bone and four tiny sprinklers spray blood from where fingers should be.	
5-7 – Hands (14 Damage)	+15 to table	The wrist takes the brunt of the impact severing flesh, and the monster holds up its newly created stump.	
5-7 – Hands (15+ Damage)	+15 to table	Raised in defence, both hands tumble to the floor, leaving stumps flailing blood in all directions.	
8 - Waist (10 Damage)	+5 to table	Impacting the groin, the monster drops wincing in pain and is easily dispatched while it lays defenceless.	
8 - Waist (11 Damage)	+5 to table	The abdomen is dealt a powerful attack, and the monster folds over in pain, twitching momentarily before dying.	
8 - Waist (12 Damage)	+10 to table	The hip bone is shattered and sends the monster sprawling. Unable to rise, it is easily dispatched.	
8 - Waist (13 Damage)	+10 to table	Shattering the pelvis, the monster screams, dropping its defences and is easily dispatched.	
8 - Waist (14 Damage)	+15 to table	Ripping though the abdomen, the monsters entrails spill out across the dungeon floor, and death is instantaneous.	
8 - Waist (15+ Damage)	+15 to table	Decimating the abdomen the monster falls to the ground in two separate pieces.	
9 - Legs (10 Damage)	+5 to table	Dislocating the leg from its hip the monster stumbles and falls on its back and is easy prey.	
9 - Legs (11 Damage)	+5 to table	The impact crushes the thigh, severing an artery, and the monster drops, twitches momentarily and dies.	
9 - Legs (12 Damage)	+10 to table	The hip and pelvis shatter on impact, sending fragments of bone into an artery.	
9 - Legs (13 Damage)	+10 to table	The top part of the leg explodes in a blood shower, sending the monster sprawling to the floor.	
9 - Legs (14 Damage)	+15 to table	The impact crushes bones, and flesh is torn wrenching the lower leg from the knee socket.	
9 - Legs (15+ Damage)	+15 to table	Flesh is torn from the hip joint and bone splinters, severing the leg and sending it across the floor.	

K – DEATH KILL			K
LOCATION (DAMAGE)	BONUS	DEATH KILL DESCRIPTION FOR BIPEDS	
10 - Feet (10 Damage)	+5 to table	Shattering the metatarsal bones across the foot, the monster falters enough for it to be dispatched.	
10 - Feet (11 Damage)	+5 to table	Smashing the monster's foot into tiny fragments, it squeals out in pain and attempts to limp away.	
10 - Feet (12 Damage)	+10 to table	The attack impacts the ankle with great force and precision, and remarkably the monster drops down dead.	
10 - Feet (13 Damage)	+10 to table	Severing toes on both feet and after a few bloody footsteps, the monster collapses to the floor in pain.	
10 - Feet (14 Damage)	+15 to table	Smashing into the top of the foot, the impact splinters bone and mangles flesh creating a cloud of blood.	
10 - Feet (15+ Damage)	+15 to table	Pinning the foot to the ground, the monster attempts to pull it free, but instead rips it away from its leg.	

L – LEGENDS					L
D100	DETAILS replace the LEGEND with the name of the item found as a prefix		ADJUSTMENT	GOLD PIECES	FIX COST
1-8	LEGEND of the Crab		+1 Def	500gp	100gp
9-17	LEGEND of the Sky		+5 Int	750gp	150gp
18-26	LEGEND of the Bear		+5 Str	750gp	150gp
27-31	LEGEND of the Spider		+5 Dex	750gp	150gp
32-36	LEGEND of the Giants		+3 Dmg	900gp	180gp
37-41	LEGEND of the Turtle		+2 Def	1000gp	200gp
42-46	LEGEND of the Lords		+3 HP	1200gp	240gp
47-51	LEGEND of the Colossus		+4 Dmg	1200gp	240gp
52-56	LEGEND of SPELL *		SPELL	1200gp	240gp
57-60	LEGEND of the Stars		+10 Int	1500gp	300gp
61-64	LEGEND of the Ox		+10 Str	1500gp	300gp
65-68	LEGEND of the Cobra		+10 Dex	1500gp	300gp
69-72	LEGEND of the Titans		+5 Dmg	1500gp	300gp
73-76	LEGEND of the Dragon		+3 Def	1500gp	300gp
77-80	LEGEND of the Gorilla		+15 Str	2250gp	450gp
81-83	LEGEND of the Scorpion		+15 Dex	2250gp	450gp
84-86	LEGEND of the Moon		+15 Int	2250gp	450gp
87-89	LEGEND of the Kings		+6 HP	2400gp	480gp
90-93	LEGEND of the Cheetah		+20 Dex	3000gp	600gp
94-96	LEGEND of the Sun		+20 Int	3000gp	600gp
97-98	LEGEND of the Lion		+20 Str	3000gp	600gp
99-100	LEGEND of the Gods		+9 HP	3600gp	720gp
* Roll on Table S – Spells for a spell the item is imbued with and replace the LEGEND with the name of the item found as a prefix, and the SPELL with the name of the spell generated as a suffix (i.e. Great Sword of Fire Ball). Items imbued with spells can be used once per turn or combat and do not require a cast spell test, but they still cost HP or Str, and require a combat action to invoke the Spell.					

M – MAPPING

M

■ (yellow) nothing
 ■ (red) roll encounter
 ■ (green) roll geographic
 ■ (blue) objective area or special blue area*

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

* Blue areas can also be special lair, puzzle or challenge areas, see “The Lost Tome Of Extraordinary Rules” for more details.

MA – MAPPING ALTERNATIVE

MA

■ (yellow) nothing
 ■ (red) roll encounter
 ■ (green) roll geographic
 ■ (blue) objective area or special blue area*

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

* Blue areas can also be special lairs, or puzzle and challenge areas, see “The Lost Tome Of Extraordinary Rules” for more details.

N – NEEDED		N
D100	DETAILS	GOLD PIECES
1-15	LOCK PICK: Easy to break (+1 pick).	5gp
16-30	FOOD: Dried rations (+1 food).	10gp
31-45	OIL: Leather flask containing lantern oil (+1 oil).	15gp
46-50	BREW OF LESSER DMG: Drink to gain +1 Dmg to your next damage roll.	35gp
51-55	BREW OF LESSER STR: Drink to gain +3 Str to your next d100 dice roll.	45gp
56-60	BREW OF LESSER DEX: Drink to gain +3 Dex to your next d100 dice roll.	45gp
61-65	BREW OF LESSER INT: Drink to gain +3 Int to your next d100 dice roll.	45gp
66-70	BREW OF LESSER DEF: Drink to gain +1 Def on a monsters next damage roll.	50gp
71-75	POTION OF LESSER REMOVE POISON: Drink to remove up to 2 shaded pips on the poison track.	80gp
76-80	POTION OF LESSER HEALING: Drink to restore up to 4 lost HP.	80gp
81-85	POTION OF LESSER STR: Drink to gain +3 Str until you next shade a ☹ on the time track.	90gp
86-90	POTION OF LESSER DEX: Drink to gain +3 Dex until you next shade a ☹ on the time track.	90gp
91-95	POTION OF LESSER INT: Drink to gain +3 Int until you next shade a ☹ on the time track.	90gp
96-97	POTION OF LESSER CURE DISEASE: Drink to remove up to 2 shaded pips on the disease track.	130gp
98	SCROLL OF OPEN MAGIC: Use once to make a CAST SCROLL test to attempt to open magic doors (see spells).	200gp
99	POTION OF LESSER FATE: Drink to add +20 to a result when rolling on the next table.	400gp
100	SCROLL OF RESURRECTION: See table S-SPELLS for the resurrection spell contained on the scroll. To buy a scroll of resurrection costs the adventurer 1500gp. However if one is sold it is only worth 200gp.	see description

O – WITCHERY			O
D100	(P) POTIONS / (A) ANOINTMENTS	MISHAP	
1-4	STRONGER (P): +5 Strength.	WEAKER: -5 Strength.	
5-8	FASTER (P): +5 Dexterity.	SLOWER: -5 Dexterity.	
9-12	WISDOM (P): +5 Intelligence.	DUMBNESS: -5 Intelligence.	
13-16	TOUGHNESS (P): +0.5 Defence.	VULNERABLE: -0.5 Defence.	
17-20	MIGHTIER (P): +1 Damage.	FATIGUED: -1 Damage.	
21-24	HEALTHIER (P): +1 adjusted HP.	SICKNESS: -1 adjusted HP.	
25-28	WITCHES INFLUENCE (P): the adventurer has 1 witches influence point that can be used at any time when rolling on a table (1-100) to add or deduct between 1-10 from the result (the players choice) even after rolling.	CURSE OF THE WITCHES: each time the adventurer rolls for a reward after killing a monster they suffer -10 to the result.	
29-32	STRENGTH (A): apply to a weapon or armour, it gains +5 Strength bonus.	CURSED STRENGTH: apply to a random equipped weapon or armour, it gains -5 Strength bonus.	
33-36	DEXTERITY (A): apply to a weapon or armour, it gains +5 Dexterity bonus.	CURSED DEXTERITY: apply to a random equipped weapon or armour, it gains -5 Dexterity bonus.	
37-40	INTELLIGENCE (A): apply to a weapon or armour, it gains +5 Intelligence bonus.	CURSED INTELLIGENCE: apply to a random equipped weapon or armour, it gains -5 Intelligence bonus.	
41-44	HEALTH (A): apply to a weapon or armour, it gains +1 HP bonus.	CURSED HEALTH: apply to a random equipped weapon or armour, it gains -1 HP bonus.	
45-48	DEFENCE (A): apply to a weapon or armour, it gains +0.5 to Defence bonus.	CURSED DEFENCE: apply to a random equipped weapon or armour, it gains -0.5 to Defence.	
49-52	DURABILITY (A): apply to a weapon or armour, shade in ½ pip instead of 1 pip each time it suffers damage.	WEAKNESS: apply to a random equipped weapon or armour, shade in 1 additional pip each time it suffers damage.	
53-56	REINFORCE (A): apply to armour, it gains +1 A.	VULNERABLE: apply to a random equipped armour it gains -1A. A negative A rating will provide a bonus to the monsters damage when striking the armours location (i.e. -1a = +1 dmg, -2a = +2 dmg etc.)	
57-60	VENOM POISON (A): apply to a weapon to give it +1 Damage.	POWERFUL FOES: all monsters gain +1 Damage.	
61-64	ANTI VENOM (P): shade ½ pip instead of a 1 pip each time the adventurer suffers poison.	SUSCEPTIBLE: shade in 1 additional pip each time the adventurer suffers poison.	
65-68	IMMUNITY (P): shade ½ pip instead of a 1 pip each time the adventurer suffers disease.	PLAGUED: shade in 1 additional pip each time the adventurer suffers disease.	
69-72	ADEPT (P): roll for a random skill*, it gains +5 skill bonus.	UNSKILFUL: roll for a random skill, it gains -5 skill bonus.	
73-76	LEARNING (P): roll for a random skill*, its experience star is considered shaded (if the experience star is already shaded, roll again).	FORGOTTEN LEARNING: roll for a random skill, its experience star is considered unshaded (if the experience star is not shaded, roll again).	
77-80	WITCHES FATE (P): the adventurer has 1 witches fate point that can be used in the same way as a fate point.	CURSED FATE: the adventurer may not use any fate points. this effect does not stack, roll again if this mishap is already in play.	
81-84	WITCHES LIFE (P): the adventurer has 1 witches life point that can be used in the same way as a life point.	CURSED LIFE: the adventurer may not use any life points. this effect does not stack, roll again if this mishap is already in play.	
85-88	WITCHES MAGIC (P): all spells in the adventurers spell book gain +5 spell bonus to their current spell bonus value.	CURSED MAGIC: each time the adventurer attempts to cast a spell, roll 1d6, on a result of a 1 the spell automatically fails. This effect does not stack, roll again if this mishap is already in play.	
89-92	GREED (P): all gold pieces that are added to the adventure sheet are doubled (this effect will not stack).	LUCKLESS: all gold pieces that are added to the adventure sheet are halved. This effect does not stack, roll again if this mishap is already in play.	
93-96	ABILITY (P): an ability is unlocked. roll 1d6*, 1-2 mighty blow ability unlocks, 3-4 perfect aim is unlocked, 5-6 spell caster unlocks.	ABILITY CURSE: all abilities are locked and the adventurer is not permitted to use mighty blow, perfect aim, or spell caster. Note that, the witches potion of ability may counter this curse. This effect does not stack, roll again if this mishap is already in play.	
97-100	TIME SLIP (P): the adventurer has 1 time hex point that can be used instead of shading a ☹ on the time track.	DELAYED: each time the adventurer refreshes the time track shade in the first two ☹ on the time track.	
* whichever result is rolled during the learning of this formula will always be the effect the formula will produce, and you do not roll for an effect each time you use the learnt formula to create the potion or anointment.			

P – PARTS					P
P1	P2	P3	P4	PART	GOLD PIECES
	1-5	1-6	1-8	EAR: used for earring display tables at markets.	10gp
	6-10	7-12	9-15	BONE: keys, fire pokers, and kebabs sticks, everything has its uses.	11gp
	11-15			ARM: useful to bash monsters with at least.	11gp
			16-20	WING: Icarus a guy met in a tavern recently said he is in need of a couple.	11gp
1-7	16-20	13-18	21-25	TOOTH: well they come in all shapes and sizes and are generally sharp.	12gp
8-15	21-25	19-24	26-30	CLAW: can be ground down and added to tea to cure headaches.	12gp
	26-30	25-30	31-35	RIB: the ribs are often fashioned in to grotesque xylophones.	13gp
16-23	31-35	31-36	36-40	SKIN/EXOSKELETON: used to make armour and clothing for the rich.	13gp
24-31	36-40	37-42	41-45	LEG: is its worth as much as they say, or are they just pulling your leg.	14gp
32-39	41-45	43-48	46-50	FOOT: hollowed out and lined with duck feathers, they make great slippers.	15gp
40-47	46-50			HAND/PAW: a spare hand is always helpful.	15gp
48-55	51-55	49-54	51-55	BLOOD: used as an aphrodisiac by the weird and witches.	15gp
56-63	56-60	55-60	56-60	HEAD: the skull is often hollowed out for ashtrays or trinket boxes.	16gp
	61-65	61-66	61-65	LUNG: swallowed raw its meant to aid breathing.	16gp
	66-70	67-72	66-70	KIDNEY: used by some of the occults or added to pies.	17gp
64-71	71-75	73-78	71-75	SALIVA/VENOM: a vial earns a fair price at the annual mystics convention.	17gp
72-79	76-80	79-84	76-80	EYE: preserving the eye in a jar of vinegar that you carry for just the occasion.	18gp
	81-85	85-87	81-85	HEART: highly sought after by ambitious wizards to further their studies.	18gp
80-90	86-90	88-90	86-90	BRAIN: many believe eating the brain will enhance intelligence, duh!	19gp
91-93	91-93	91-93	91-93	UNCOMMON: roll again and record your find on your adventure sheet with “Uncommon” before its name and add +100gp to its value, if you happen to roll uncommon on the second roll, roll again.	+100gp
94-99	94-99	94-99	94-99	SCARCE: roll again and record your find on your adventure sheet with “Scarce” before its name and add +200gp to its value, if you happen to roll uncommon or scarce on the second roll, roll again.	+200gp
100	100	100	100	RARE: roll again and record your find on your adventure sheet with “Rare” before its name and add +400gp’s to its value, if you happen to roll uncommon, scarce or rare on the second roll, roll again.	+400gp

Q – QUESTS			Q
D100	QUEST DETAILS	Mark each completed quest with a ☒ and each failed quest with a ☐ on the quest tracker.	
1-2	DUNGEON TRAINING 1 Enc mod:-40 [S:+50gp] [F:- ½gp]	Enter the dungeon and LOOT 3 parts from the monsters there.	
3-4	DUNGEON TRAINING 2 Enc mod:-30 [S:+50gp] [F:- ½gp]	Enter the dungeon and LOOT 3 weapons from the monsters there.	
5-6	DUNGEON TRAINING 3 Enc Mod:-30 [S:+80gp] [F:- ½gp]	Enter the dungeon and LOOT 3 armour from the monsters there.	
7-8	DUNGEON TRAINING 4 Enc Mod:-30 [S:+80gp] [F:- ½gp]	Enter the dungeon and LOOT 1 part, 1 weapon and 1 armour from the monsters there	
9-10	DUNGEON TRAINING 5 Enc Mod:-30 [S:+100gp] [F:- ½gp]	Enter the dungeon and COLLECT 2 treasures from table TA – TREASURES A.	
11-12	TRIP THROUGH THE DUNGEON Enc Mod:-20 [S:+150gp] [F:- ½gp]	Enter the dungeon and EXPLORE until 2 yellow, 2 green, 2 red and 2 blue areas have been added to the dungeon sheet.	
13-14	POTION HUNT Enc Mod:-20 [S:+180gp] [F:- ½gp]	A young wizard has asked the adventurer to COLLECT any 4 potions from within the dungeon to further his research.	
15-16	MONSTER HUNT Enc Mod:-20 [S:+300gp] [F:- ½gp]	KILL any 5 monsters 34 or higher on table E – ENCOUNTER, they have been terrorising the local townsfolk.	
17-18	HEAD OF THE BEAST Enc Mod:-20 [S:+300gp] [F:- ½gp]	The villagers need evidence that a beast terrorising them has been killed, LOOT 1 head part from any monster.	
19-20	AMULET OF HOPE Enc Mod:-20 [S:+300gp] [F:- ½gp]	The “Amulet of Hope” was taken by two goblins and broken in two. It is now lost deep inside the dungeon, and a feeling of hopelessness has engulfed the kingdom. Its time to bring the two parts together again. COLLECT 2 OBJECTIVE ITEMS.	
21-22	RESCUE THE VILLAGERS Enc Mod:-20 [S:+350gp] [F:- ½gp]	Several villagers have been taken by a group of terrifying monsters and are being tortured to death. KILL any 3 monster 45 or higher on table E – ENCOUNTER.	
23-24	MONSTER CULL Enc Mod:-20 [S:+500gp] [F:- ½gp]	KILL any 10 monsters 34 or higher on table E – ENCOUNTER, their numbers have grown too strong.	
25-26	STAFF OF LIGHT Enc Mod:-15 [S:+400gp] [F:- ½gp]	A young wizard has pinned a notice to the fireplace at the local tavern, she asks for a brave adventurer to find her an Aztopaz stone so she can finish her Staff of Light. COLLECT 1 OBJECTIVE ITEM.	
27-28	DUNGEON RESEARCH Enc Mod:-10 [S:+200gp] [F:- ½gp]	Enter the dungeon and EXPLORE until 5 green and 5 red areas have been added to the dungeon sheet.	
29-30	SURVEY MISSION Enc Mod:-10 [S:+200gp] [F:- ½gp]	Enter the dungeon and EXPLORE until any 15 areas have been added to the dungeon sheet.	
31-32	MEDICINE HUNT Enc Mod:-5 [S:+200gp] [F:- ½gp]	A sickness is spreading throughout the realm. LOOT 3 parts from monsters 43 or higher on table E – ENCOUNTER.	
33-34	SCOUTING MISSION Enc Mod:-5 [S:+300gp] [F:- ½gp]	Enter the dungeon and EXPLORE until any 20 areas have been added to the dungeon sheet.	
35-36	EXPLORE MISSION Enc Mod:-5 [S:+400gp] [F:- ½gp]	Enter the dungeon and EXPLORE until any 25 areas have been added to the dungeon sheet.	
37-38	DUNGEON DELVE Enc Mod:-5 [S:+600gp] [F:- ½gp]	Enter the dungeon and search until a stairs is found, descend and then EXPLORE until any 10 areas have been added to the lower dungeon sheet (See Table G – Geographic 88-90). Stairs are found when rolling stairs on table G – GEOGRAPHIC, or when the first OBJECTIVE AREA is found.	
39-40	MAGIC STUDY Enc Mod:+0 [S:+600gp] [F:- 5 Skill]	A roaming wizard has asked the Adventurer to COLLECT any 1 “Brew of Finer” (or an OBJECTIVE ITEM) to further his research.	
41-42	BOOK OF SHADOWS Enc Mod:+0 [S:+700gp] [F:- 5 Skill]	The Council of Wizards are asking adventurers to be on the lookout for the “Book of Shadows”, they have sensed its presence in the area. Enter the dungeon and COLLECT 1 OBJECTIVE ITEM from table TB or TC.	
43-44	CREATURES AMOK Enc Mod:+0 [S:+800gp] [F:- 5 Skill]	Several creatures have been running amok in the Kingdom and have taken up refuge in a disused mine and the King has offered a huge reward for the problem to be brought to an end. KILL any 5 monsters 50 or higher on table E – ENCOUNTER.	
45-46	NIGHT TERRORS Enc Mod:+0 [S:+800gp] [F:- 5 Skill]	“Hallows Night” is drawing near and many of the towns in the realm have been reporting a rising number of undead plaguing the streets at night. A handsome reward has been offered to rid these night terrors from the realm. KILL any 5 monsters marked with a ☠ on table E – ENCOUNTER.	
47-48	PLAGUE Enc Mod:+0 [S:+800gp] [F:- 5 Skill]	A plague is spreading though the realm and a renowned healer has come forward announcing he has the cure, and it requires a special ingredient. LOOT any uncommon part.	

Q – QUESTS			Q
D100	QUEST DETAILS	Mark each completed quest with a ☒ and each failed quest with a ☐ on the quest tracker.	
49-50	THE SPIDER QUEEN Enc Mod:+0 [S:+800gp, +1 Rep] [F:- 5 Skill, -1 Rep]	For months spiders have been accumulating in greater and greater numbers, and it is no great surprise when a local stumbles across the lair of a Spider Queen. When the first OBJECTIVE AREA is found, it is the Spider Queen's lair and the adventurer must KILL monster 66 on table E – ENCOUNTER. During combat with the Spider Queen all escape reaction results are ignored and the queen has +10 HP.	
51-52	THE BARONS WIFE Enc Mod:+0 [S:+1000gp, +1 Rep] [F:- 5 Skill, -1 Rep]	A local Baron has offered a fortune for the safe return of his wife, who has been carried off by a group of giant apes. When the first OBJECTIVE AREA is found, it is where the apes are holding the Baron's wife and the adventurer must KILL monster 69-70 on table E – ENCOUNTERS. During combat with the giant apes all escape reaction results are ignored.	
53-54	HAMMER OF ANTIQUITY Enc Mod:+0 [S:+1000gp, +1 Rep] [F:- 5 Skill, -1 Rep]	The “Hammer of Antiquity” was broken into 3 pieces and hidden deep in a dungeon. Collect 3 OBJECTIVE ITEMS (Head/Shaft/Grip) and restore the “Hammer of Antiquity”.	
55-56	SAVING THE PRINCE Enc Mod:+0 [S:+1200gp, +1 Rep] [F:- 5 Skill, -1 Rep]	The Kingdom is in turmoil because the Prince and heir to the throne has been taken hostage by an evil demon. When the first OBJECTIVE AREA is found, it is where the Prince is being held captive, and the adventurer must KILL monster 78 on table E – ENCOUNTERS. During combat with the demon all escape reaction results are ignored.	
57-58	MISSING LOCALS Enc Mod:+5 [S:+1000gp, +1 Rep] [F:- 10 Skill, -1 Rep]	For a few weeks villagers have been going missing and finally the culprit is brought to light. When the first OBJECTIVE AREA is found, it is the giant snake's lair and the adventurer must KILL monster 73 on table E – ENCOUNTERS. During combat with the giant snake all escape reaction results are ignored and the giant snake has +10 HP.	
59-60	DEMON HUNTERS Enc Mod:+5 [S:+1350gp] [F:- 10 Skill]	Several demon hunters have gone missing near an old ruin. KILL any 5 monsters marked with a  on table E – ENCOUNTER.	
61-62	MYSTICAL MATERIALS Enc Mod:+5 [S:+1400gp] [F:- 10 Skill]	A master craftsman requires the adventurer to enter a dungeon and LOOT 3 parts from monsters that are 58 or higher on table E – ENCOUNTER.	
63-64	TREASURE EXPEDITION Enc Mod:+5 [S:+1500gp] [F:- 10 Skill]	A local merchant has asked for a treasure that was stolen by a group of monsters to be returned to him. LOOT any item from table TA.	
65-66	WRONGFUL RITUAL Enc Mod:+5 [S:+1500gp, +1 Rep] [F:- 10 Skill, -1 Rep]	During a festival some naive townsfolk were coerced into performing a ritual they thought would bring in a good harvest, instead it was a ritual to summon a demon lord. When the ritual was concluded the demon ate all the townsfolk and he is now terrorising the surrounding villages, when the first OBJECTIVE AREA is found the adventurer encounters the demon lord's minion and must kill monster 78 on table E – ENCOUNTERS. When the second OBJECTIVE AREA is found the adventurer has encountered the Demon Lord and must KILL monster 83 on table E – ENCOUNTER. During combat with either the demon lord or its minion, all escape reaction results are ignored and the demon lord has +10 HP.	
67-68	ARCANE STUDY Enc Mod:+5 [S:+1600gp] [F:- 10 Skill]	An old wizard has asked the adventurer to collect any 1 “Potion of Greater” (or 2 OBJECTIVE ITEMS).	
69-70	RETURN OF THE CROWN Enc Mod:+10 [S:+1000gp, +1 Rep] [F:- 1 Rep, -1 Str]	During a recent battle a couple of mischievous monsters knocked the Kings crown from his head and ran to the nearest dungeon. The King needs the crown back to avoid embarrassment. When the first OBJECTIVE AREA is found the adventurer encounters the monsters, roll on table E – ENCOUNTERS twice and KILL them one after the other. During combat with either monster, all escape reaction results are ignored and both monsters have +10 HP.	
71-72	MYSTIC STUDY Enc Mod:+10 [S:+2000gp] [F:-1 Int]	A Mage from the Council of Wizards has asked the adventurer to COLLECT any 1 “Elixir of Superior” (or 3 OBJECTIVE ITEMS).	
73-74	WIZARDS INGREDIENTS Enc Mod:+10 [S:+2200gp] [F:-1 Int]	A legendary wizard requires the adventurer to LOOT 2 parts from monsters that are 66 or higher on table E – ENCOUNTERS.	
75-76	MASTER MONSTER Enc Mod:+10 [S:+2500gp] [F:-1 Dex]	A master monster has been encouraging lesser monsters to the area. KILL 1 Monster that is 85 or higher on table E – ENCOUNTERS.	
77-78	ANTIQUITY OF POWER Enc Mod:+10 [S:+2800gp, +1 Rep] [F:-1 Rep, -1 Str]	Lost for centuries, the whereabouts of the “Antiquity of Power” has finally been uncovered, and it is now a race to the prize. COLLECT any legendary item.	
79-80	RELIC EXPEDITION Enc Mod:+10 [S:+2800gp] [F:-1 Dex]	A nobleman from one of the 5 distinguished houses has put up a handsome reward for the safe recovery of an heirloom that has been lost to the family for over 3 generations. A distant relative perished in a dungeon with the item and now he would like it back. Successfully LOOT any item from table TB - TREASURE B.	
81-82	THE LICH LORD KING Enc Mod:+10 [S:+2800gp, +1 Rep] [F:-1 Rep, -1 Int]	Many years ago a noble King was laid to rest and the realm mourned a great loss. A wizard secured the tomb casting a powerful curse to ensure it would never be opened. Many years passed and the curse was long forgotten, until a carefree tomb robber broke into the tomb, the curse worked its magic and the King rose again, but not in the land of the living, but as a Lich Lord, this vile creature must be returned to its grave. When the second OBJECTIVE AREA is found, it will be the lair of the Lich King and the adventurer must KILL monster 89 on table E – ENCOUNTER. During combat all escape reaction results are ignored and the Lich Lord has +10 HP.	

Q – QUESTS			Q
D100	QUEST DETAILS	Mark each completed quest with a ☑ and each failed quest with a ☒ on the quest tracker.	
83-84	COLD TIDINGS Enc Mod:+10 [S:+2900gp, +1 Rep] [F:-1 Rep, -1 Str]	At this time of year it should be warm and sunny but a recent inhabitant has been effecting the weather. The mornings are cold and frosty and something needs to be done. When the second OBJECTIVE AREA is found it will be the lair of a frost wyrm and the adventurer must KILL monster 93 on table E – ENCOUNTER. During combat all escape reaction results are ignored.	
85-86	RING OF POWER Enc Mod:+10 [S:+3000gp, +1 Rep] [F:-1 Rep, -1 Dex]	Lost for over a century, the fabled “Ring of Power” and would make a great additional to the adventurers gear. COLLECT any legendary ring.	
87-88	TALISMAN OF POWER Enc Mod:+10 [S:+3000gp, +1 Rep] [F:-1 Rep, -1 Str]	The talisman was recently lost in a dungeon not far away and now the race is on to recover the treasure. COLLECT any legendary necklace.	
89-90	MONSTER ATE MY MUM! Enc Mod:+15 [S:+2500gp] [F:-2 Dex]	A monster has been rampaging though the realm and has been eating the inhabitants. When the second OBJECTIVE AREA is found it will be the monster lair, roll 1d10+90 (do not add Enc. Mod) on table E – ENCOUNTER and KILL the monster. During combat all escape reaction results are ignored.	
91-92	A NEW SPELL Enc Mod:+15 [S:+3400gp, +1 Rep] [F:-1 Rep, -2 Int]	A powerful wizard is seeking a reagent for a new resurrection spell and needs a special part from a monster, LOOT any 1 part from a monster that is 83 or higher on table E – ENCOUNTER. All monsters 83 or higher on table E – ENCOUNTER will not escape combat, and all escape reaction results are ignored when facing them.	
93-94	KINGMAKER Enc Mod:+15 [S:+3400gp, +1 Rep] [F:-1 Rep, -2 Str]	The legendary weapon “Kingmaker”, once held by the first King of men at the battle of Evermote, is rumoured to be in the hands of a foul monster lurking in a dungeon not far from the old battlefield. COLLECT any Legendary Weapon.	
95-96	ANTIQUITY EXPEDITION Enc Mod:+15 [S:+3800gp] [F:-3 Int]	An ancient artefact dating back to a time before Kings is rumoured to lay somewhere inside a trap infested dungeon. Each time a green area is found, roll 1d10, if the result is 1-5 the area contains a trap and the player rolls 1d10 on table G – GEOGRAPHIC, or if the result is 6-10 the player rolls normally on the table G – GEOGRAPHIC. COLLECT any item 83 or higher on table TC – TREASURE C.	
97-98	DEFEAT THE DRAGON Enc Mod:+20 [S:+4500gp, +1 Rep] [F:-1 Rep, -3 Str]	A mighty dragon has been terrorising the Kingdom. KILL any monster that is 94 or higher on table E – ENCOUNTER. All monsters 94 or higher on table E – ENCOUNTER will not escape combat, and all escape reaction results are ignored when facing them.	
99-100	SPIRITMEND Enc Mod:+20 [S:+5000gp, +1 Rep] [F:-1 Rep, -3 Dex]	The legendary armour “Spiritmend” worn by the elven Prince “Glandoran” was torn from his body after receiving the death blow from the dwarven King “Kanrad”, it ended a brutal and devastating war which had lasted hundreds of years. COLLECT any legendary armour.	

R – RACE					R
Shade in all of the 🎲 shown for the adventurers race on the adventurer sheet					
D6	RACE	PRIMARY MODIFIERS		SKILL BONUS	
1-2	Dwarf	+5 Str	-5 Int	🎲+5 Strong skill	
3-4	Elf	+5 Dex	-5 Str	🎲+5 Dodge skill	
5-6	Human	+5 Int	-5 Dex	🎲+5 Aware skill	

RA – RACE A					RA
Shade in all of the 🎲 shown for the adventurers race on the adventurer sheet					
D100	RACE	PRIMARY MODIFIERS		SKILL BONUS	
1-20	Halfling	+10 Dex	-10 Str	🎲+5 Agility skill	
21-40	Half Elf	+10 Int	-5 Dex, -5 Str	🎲+5 Escape skill	
41-60	Half Giant	+10 Str	-10 Int	🎲+5 Bravery skill	
61-80	High Elf	+5 Int, +5 Dex	-10 Str	🎲+5 Magic skill	
81-100	Mountain Dwarf	+10 Str	-5 Dex, -5 Int	🎲+5 Traps skill	

S – SPELLS		S
D100	SPELLS Spells can be cast at anytime, however during combat the adventurer is required to perform a combat action.	COST
1-4	OPEN MAGIC: opens a magically sealed door.	-1 HP
5-8	RESURRECTION: add “R” to the adventurers life box, when the adventurer next dies they are resurrected instead, remove the “R” from the life box instead of using a life point.	-15 Str*
9-12	HEALING: restores all lost health points (HP).	-10 Str*
13-16	HEAL: restore up to 10 lost health points (HP).	-5 Str*
17-20	FIRE BLAST: deal 2 HP of damage to a monster at the start of the next combat round, do not deduct the monsters Def from the damage.	-1 HP
21-24	FIRE BALL: deal 4 HP of damage to a monster at the start of the next combat round, do not deduct the monsters Def from the damage.	-2 HP
25-28	ICE STORM: deal 1d10 damage to a monster at the start of the next combat round, do not deduct the monsters DEF from the result. If the monster is still alive it is frozen for the next combat round and suffers -5 to its AV if it attacks, whilst the adventurer gains +10 to all D100 tests for the round.	-3 HP
29-32	MAGIC ARMOUR: a thin magical barrier cloaks the adventurer whom gains +1 Def until the end of the encounter (may only be cast once per encounter).	-2 HP
33-36	MIGHTY: gain +10 Str to the next d100 dice roll (may only be cast once for each dice roll).	-1 HP
37-40	SKILFUL: gain +10 Dex to the next d100 dice roll (may only be cast once for each dice roll).	-1 HP
41-44	KNOW: gain +10 Int to the next d100 dice roll (may only be cast once for each dice roll).	-1 HP
45-48	ALMIGHTY: gain +20 Str to the next d100 dice roll (may only be cast once for each dice roll).	-2 HP
49-52	SKILLED: gain +20 Dex to the next d100 dice roll (may only be cast once for each dice roll).	-2 HP
53-56	KNOWLEDGE: gain +20 Int to the next d100 dice roll (may only be cast once for each dice roll).	-2 HP
57-60	ALTER TIME: remove 1 ⌚ from the time track.	-3 HP
61-64	CLONE: at the start of the next combat round, a clone of the adventurer appears to fight the monster. The clone is an exact replica and gains all the benefits of the adventurer, but track its damage separately. Any damage received is now dealt to the clone, damage cannot be deflected, and when the clones HP is reduced to 0 it disappears. Until the clone has disappeared the adventurer is not permitted to attack as they are busy controlling the clone.	-3 HP
65-68	CLUMSY: until the end of the encounter the monster suffers -10 to its AV (cast only once per encounter).	-3 HP
69-72	CONTROL: in the next combat round do not roll for the monsters reaction, it does not have an attack.	-4 HP
73-76	COUNTER: this spell is used after a monster with dark magic has rolled for a spell. The dark magic spell is cancelled and the adventurer forfeits their attack for this round.	-2 HP
77-80	INVISIBILITY: the adventurer escapes the encounter without needing to make an escape test.	-4 HP
81-84	LIGHTNING: deal 1d10 damage to a monster at the start of the next combat round, and the monster does not deduct its Def from the result. If the monster is still alive it is pulsating and writhing with electrical charges for the next combat round and suffers -10 to its AV if it attacks, whilst the adventurer gains +10 to all D100 tests for the round.	-5 HP
85-88	MIRROR IMAGE: At the start of the next combat round, four illusions of the adventurer appear confusing the monster. When the monster scores an attack and has rolled its damage the player rolls 1d10, if the result is a 1, the monster has hit the adventurer and all of the illusions vanish. If the result is a 2 or more, the monster has struck one of the illusions which disappears and the adventurer suffers no damage. When all illusions have vanished the spell is over and combat returns to normal.	-5 HP
89-92	MANIPULATE: Re-roll any die just rolled, if cast in combat it does not require a combat action to use.	-2 HP
93-96	SUMMON: At the start of the next combat round, a monster is summoned. Roll on table E – ENCOUNTER with a – 30 modifier. The summoned monster fights in place of the adventurer using all of its abilities against the adventurers opponent, all effects and damage that are directed to the adventurer are instead dealt to the summoned monster. When the summoned monster has been killed combat returns to normal.	-4 HP
97-100	DRAIN LIFE: During the next combat round, all HP lost by the monster restores an equal number of HP to the adventurer.	-3HP
* The loss of Str lasts until the end of the current quest, make a note how much Str will return as a reminder.		

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 4th 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

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
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
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 monsters 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.	Shrunk 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. Death Touch, Disease, Doppelgänger, Ethereal, Fear, Fire, Fly, Freeze, Petrify, Poison, Resurrection, Stun, Surprise, and Web 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

TA – TREASURE A		TA 
D100	TREASURE	GOLD PIECES
1-3	SILVER PIECES: a small bag filled with silver coins.	70gp
4-6	BREW OF FINER DMG: drink to gain +2 Dmg to your next damage roll.	70gp
7-9	BREW OF FINER STR: drink to gain +5 Str to your next d100 dice roll.	75gp
10-12	BREW OF FINER DEX: drink to gain +5 Dex to your next d100 dice roll.	75gp
13-15	BREW OF FINER INT: drink to gain +5 Int to your next d100 dice roll.	75gp
16-46	OBJECTIVE ITEM: an Objective Item is found that may be required for a quest (check the current quests details), if it is not needed for the quest it is instead a valuable item and the player adds its gold piece value to the adventure sheet.	100 GP
47-49	BREW OF FINER DEF: drink to gain +2 Def on a monsters next damage roll.	100gp
50-52	FINER ARMOUR: roll on table A – ARMOUR, and add “Finer” before its name, it gains +0.2 Def.	-
53-55	FINER WEAPON: roll on table W – WEAPON and add “Finer” before its name, add +1 to its Dmg.	-
56-58	SILVER PIECES: A small bag filled with silver coins.	140gp
59-61	POTION OF FINER STR: drink to gain +5 Str until you next shade a ☹ on the time track.	150gp
62-64	POTION OF FINER DEX: drink to gain +5 Dex until you next shade a ☹ on the time track.	150gp
65-67	POTION OF FINER INT: drink to gain +5 Int until you next shade a ☹ on the time track.	150gp
68-70	POTION OF FINER REMOVE POISON: drink to remove up to 4 shaded pips on the poison track.	160gp
71-73	POTION OF FINER HEALING: drink to restore up to 8 lost HP.	160gp
74-76	ELIXIR OF FINER FATE: drink to gain 1 fate point.	200gp
77-79	SCROLL: You find a parchment that contains a spell, roll once on table S – SPELLS, and add “Scroll of” before the spells name before adding it to the adventure sheet.	200gp
80-82	POTION OF FINER CURE DISEASE: drink to remove up to 4 shaded pips on the disease track.	260gp
83-85	SILVER PIECES: A small bag filled with silver coins.	280gp
86-88	ELIXIR OF FINER STR: drink to gain 1 point of primary Str.	300gp
89-91	ELIXIR OF FINER DEX: drink to gain 1 point of primary Dex.	300gp
92-94	ELIXIR OF FINER INT: drink to gain 1 point of primary Int.	300gp
95	ELIXIR OF FINER HEALTH: drink to gain 1 point of primary HP.	400gp
96	POTION OF FINER FATE: drink to add +40 to a result when rolling on the next table.	800gp
97	ELIXIR OF FINER LIFE: drink to gain 1 life point.	1000gp
98	GREATER TREASURE: A much greater treasure is found, roll on table TB – TREASURE B.	-
99	LEGENDARY RING: roll on table L for its legend (ring slot) and value.	-
100	LEGENDARY NECKLACE: roll on table L for its legend (neck slot) and value.	-

TB – TREASURE B		TB 
D100	TREASURE	GOLD PIECES
1-3	BREW OF GREATER DMG: drink to gain +3 Dmg to your next damage roll.	105gp
4-6	GOLD PIECES: A small bag filled with gold coins.	140gp
7-9	BREW OF GREATER DEF: drink to gain +3 Def on a monsters next damage roll.	150gp
10-12	BREW OF GREATER STR: drink to gain +10 Str to your next d100 dice roll.	150gp
13-15	BREW OF GREATER DEX: drink to gain +10 Dex to your next d100 dice roll.	150gp
16-46	OBJECTIVE ITEM: an Objective Item is found that may be required for a quest (check the current quests details), if it is not needed for the quest it is instead a valuable item and the player adds its gold piece value to the adventure sheet.	150gp
47-49	BREW OF GREATER INT: drink to gain +10 Int to your next d100 dice roll.	150gp
50-52	GREATER ARMOUR: roll on table A – ARMOUR and add “Greater” before its name, it gains +0.4 Def.	-
53-55	GREATER WEAPON: roll on table W – WEAPON and add “Greater” before its name, add +2 to its Dmg.	-
56-58	POTION OF GREATER REMOVE POISON: drink to remove up to 6 shaded pips on the poison track.	240gp
59-61	POTION OF GREATER HEALING: drink to restore up to 12 lost HP.	240gp
62-64	GOLD PIECES: A small bag filled with gold coins.	280gp
65-67	POTION OF GREATER STR: drink to gain +10 Str until you next shade a ☹ on the time track.	300gp
68-70	POTION OF GREATER DEX: drink to gain +10 Dex until you next shade a ☹ on the time track.	300gp
71-73	POTION OF GREATER INT: drink to gain +10 Int until you next shade a ☹ on the time track.	300gp
74-76	POTION OF GREATER CURE DISEASE: drink to remove up to 6 shaded pips on the disease track.	390gp
77-79	ELIXIR OF GREATER FATE: drink to gain 2 fate point.	400gp
80-82	GOLD PIECES: A small bag filled with gold coins.	560gp
83-85	ELIXIR OF GREATER HEALTH: drink to gain 2 point of primary HP.	800gp
86-88	SPELL BOOK: you find a damaged book that contains a spell written inside, roll once on table S – SPELLS and add the result to the spell book.	-
89-91	ELIXIR OF GREATER STR: drink to gain 3 points of primary Str.	900gp
92-93	ELIXIR OF GREATER DEX: drink to gain 3 points of primary Dex.	900gp
94	ELIXIR OF GREATER INT: drink to gain 3 points of primary Int.	900gp
95	POTION OF GREATER FATE: drink to add +60 to a result when rolling on the next table.	1200gp
96	ELIXIR OF GREATER LIFE: drink to gain 3 life points.	3000gp
97	SUPERIOR TREASURE: a much superior treasure is found, roll on table TC – TREASURE C.	-
98	LEGENDARY RING: roll on Table L for its legend (ring slot) and value.	-
99	LEGENDARY NECKLACE: roll on Table L for its legend (neck slot) and value.	-
100	LEGENDARY WEAPON: roll on table W for a weapon and then on table L for its legend and value.	-

TC – TREASURE C		TC 
D100	TREASURE	GOLD PIECES
1-3	BREW OF SUPERIOR DMG: drink to gain +4 Dmg to your next damage roll.	140gp
4-6	BREW OF SUPERIOR DEF: drink to gain +4 Def on a Monsters next Damage roll.	200gp
7-9	BREW OF SUPERIOR STR: drink to gain +15 Str to your next d100 dice roll.	225gp
10-12	BREW OF SUPERIOR DEX: drink to gain +15 Dex to your next d100 dice roll.	225gp
13-15	BREW OF SUPERIOR INT: drink to gain +15 Int to your next d100 dice roll.	225gp
16-46	OBJECTIVE ITEM: an Objective Item is found that may be required for a quest (check the current quests details), if it is not needed for the quest it is instead a valuable item and the player adds its gold piece value to the adventure sheet.	250gp
47-49	GEMSTONES: A small bag filled with valuable gemstones.	280gp
50-52	SUPERIOR ARMOUR: roll on table A – ARMOUR and add “Superior” before its name, it gains +0.6 Def.	-
53-55	SUPERIOR WEAPON: roll on table W – WEAPON and add “Superior” before its name, add +3 to its Dmg.	-
56-58	POTION OF SUPERIOR REMOVE POISON: drink to remove up to 8 shaded pips on the poison track.	320gp
59-61	POTION OF SUPERIOR HEALING: drink to restore up to 16 lost HP.	320gp
62-64	POTION OF SUPERIOR STR: drink to gain +15 Str until you next shade a ⌚ on the time track.	450gp
65-67	POTION OF SUPERIOR DEX: drink to gain +15 Dex until you next shade a ⌚ on the time track.	450gp
68-70	POTION OF SUPERIOR INT: drink to gain +15 Int until you next shade a ⌚ on the time track.	450gp
71-73	POTION OF SUPERIOR CURE DISEASE: drink to remove up to 8 shaded pips on the disease track.	520gp
74-76	GEMSTONES: a small bag filled with valuable gemstones.	560gp
77-79	ELIXIR OF SUPERIOR FATE: drink to gain 3 fate point.	600gp
80-82	GEMSTONES: a small bag filled with valuable gemstones.	1120gp
83-85	ELIXIR OF SUPERIOR HEALTH: drink to gain 3 point of primary HP.	1200gp
86-88	ELIXIR OF SUPERIOR STR: drink to gain 5 points of primary Str.	1500gp
89-91	ELIXIR OF SUPERIOR DEX: drink to gain 5 points of primary Dex.	1500gp
92-93	ELIXIR OF SUPERIOR INT: drink to gain 5 points of primary Int.	1500gp
94	SPELL BOOK: roll twice on table S – SPELLS and add the results to the spell book.	-
95	POTION OF SUPERIOR FATE: drink to add +80 to a result when rolling on the next table.	1600gp
96	ELIXIR OF SUPERIOR LIFE: drink to gain 5 life points.	5000gp
97	LEGENDARY RING: roll on table L for its legend (Ring Slot) and value.	-
98	LEGENDARY NECKLACE: roll on table L for its legend (Neck Slot) and value.	-
99	LEGENDARY WEAPON: roll on table W for a weapon and then on table L for its legend and value.	-
100	LEGENDARY ARMOUR: roll on table A for armour and then on table L for its legend and value.	-

TD – TREASURE D		TD
D100	TREASURE	GOLD PIECES
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
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

TDA

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 Manifers, 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 Manifers, Heater Shield*, Leather Cuirass	
19-21	SPIKED CLUB Scale Mail Boot, Plate Mail Greaves, Buckler Shield	THROWING SPEAR Scale Mail Fauld, Plate Mail Manifers, Heater Shield	
22-24	HAMMER Scale Mail Fauld, Plate Mail Manifers, 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 Manifers	
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 Manifers	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 Sollerets, 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	
76-78	BILL Mail Handwraps, Leather Arm Guards, Studded Leather Brigandine	RECURVE BOW Studded Leather Cape, Leather Girdle, Studded Leather Gloves	

UA – QUICK EQUIPMENT		UA
D100	HAND WEAPONS (STR)	RANGED WEAPONS (DEX)
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

V – VALUES											V
An Items fix cost is 1/5 of its value rounded up, damaged items sell for its value minus its fix cost for each damage pip it has											
VALUE	■	■■	■■■	■■■■	■■■■■	VALUE	■	■■	■■■	■■■■	■■■■■
12gp	9gp	6gp	3gp	0gp	0gp	167gp	133gp	99gp	65gp	31gp	0gp
15gp	12gp	9gp	6gp	3gp	0gp	178gp	142gp	106gp	70gp	34gp	0gp
23gp	18gp	13gp	8gp	3gp	0gp	187gp	149gp	111gp	73gp	35gp	0gp
32gp	25gp	18gp	11gp	4gp	0gp	189gp	151gp	113gp	75gp	37gp	0gp
44gp	35gp	26gp	17gp	8gp	0gp	190gp	152gp	114gp	76gp	38gp	0gp
50gp	40gp	30gp	20gp	10gp	0gp	234gp	187gp	140gp	93gp	46gp	0gp
51gp	40gp	29gp	18gp	7gp	0gp	236gp	188gp	140gp	92gp	44gp	0gp
54gp	43gp	32gp	21gp	10gp	0gp	243gp	194gp	145gp	96gp	47gp	0gp
57gp	45gp	33gp	21gp	9gp	0gp	256gp	204gp	152gp	100gp	48gp	0gp
60gp	48gp	36gp	24gp	12gp	0gp	265gp	212gp	159gp	106gp	53gp	0gp
66gp	52gp	38gp	24gp	10gp	0gp	266gp	212gp	158gp	104gp	50gp	0gp
67gp	53gp	39gp	25gp	11gp	0gp	267gp	213gp	159gp	105gp	51gp	0gp
68gp	54gp	40gp	26gp	12gp	0gp	278gp	222gp	166gp	110gp	54gp	0gp
70gp	56gp	42gp	28gp	14gp	0gp	287gp	229gp	171gp	113gp	55gp	0gp
73gp	58gp	43gp	28gp	13gp	0gp	290gp	232gp	174gp	116gp	58gp	0gp
75gp	60gp	45gp	30gp	15gp	0gp	298gp	238gp	178gp	118gp	58gp	0gp
78gp	62gp	46gp	30gp	14gp	0gp	367gp	293gp	219gp	145gp	71gp	0gp
79gp	63gp	47gp	31gp	15gp	0gp	378gp	302gp	226gp	150gp	74gp	0gp
83gp	66gp	49gp	32gp	15gp	0gp	420gp	336gp	252gp	168gp	84gp	0gp
87gp	69gp	51gp	33gp	15gp	0gp	467gp	373gp	279gp	185gp	91gp	0gp
89gp	71gp	53gp	35gp	17gp	0gp	500gp	400gp	300gp	200gp	100gp	0gp
94gp	75gp	56gp	37gp	18gp	0gp	750gp	600gp	450gp	300gp	150gp	0gp
97gp	77gp	57gp	37gp	17gp	0gp	900gp	720gp	540gp	360gp	180gp	0gp
104gp	83gp	62gp	41gp	20gp	0gp	1000gp	800gp	600gp	400gp	200gp	0gp
123gp	98gp	73gp	48gp	23gp	0gp	1200gp	960gp	720gp	480gp	240gp	0gp
132gp	105gp	78gp	51gp	24gp	0gp	1500gp	1200gp	900gp	600gp	300gp	0gp
134gp	107gp	80gp	53gp	26gp	0gp	2250gp	1800gp	1350gp	900gp	450gp	0gp
143gp	114gp	85gp	56gp	27gp	0gp	2400gp	1920gp	1440gp	960gp	480gp	0gp
146gp	116gp	86gp	56gp	26gp	0gp	3000gp	2400gp	1800gp	1200gp	600gp	0gp
165gp	132gp	99gp	66gp	33gp	0gp	3600gp	2880gp	2160gp	1440gp	720gp	0gp
The following values are for exceptional legendary items found on table TD – Treasure D, see “The Lost Tome Of Extraordinary Rules” for more details.						7200gp	5760gp	4320gp	2880gp	1440gp	0gp

W – WEAPON							W 
D100	HANDS	TYPE	WEAPON	ARCANISTS*	DAMAGE	GOLD PIECES	FIX COST
1-2		(R)	SLING	✓ All	-2 Dmg	12gp	3gp
3-4		(R)	CATAPULT	✓ All	-2 Dmg	15gp	3gp
5-6		(H)	BATON	✓ All	-2 Dmg	23gp	5gp
7-8		(H)	STAVE (When used by Arcanists the Dmg value is +1 and not -2)	✓ All	-2 Dmg	32gp	7gp
9-10		(H)	KNIFE	✓ All	-2 Dmg	44gp	9gp
11-12		(H)	CLUB	✓ All	-1 Dmg	50gp	10gp
13-14		(H)	QUARTERSTAFF (When used by Arcanists the Dmg value is +2 and not -1)	✓ All	-1 Dmg	51gp	11gp
15-16		(H,R)	THROWING KNIFE	✓ All	-1 Dmg	54gp	11gp
17-18		(H)	DAGGER	✓ All	-1 Dmg	54gp	11gp
19-20		(H)	SPIKED CLUB	✓ All	+0 Dmg	57gp	12gp
21-22		(H)	HAMMER	✓ All	+0 Dmg	60gp	12gp
23-24		(H,R)	THROWING SPEAR	✓ All	+0 Dmg	66gp	14gp
25-26		(R)	SHORT BOW	✓ All	+0 Dmg	67gp	14gp
27-28		(H)	WAR PICK	✓ All	+0 Dmg	68gp	14gp
29-30		(H)	SHORT SWORD	✓ All	+0 Dmg	70gp	14gp
31-32		(H)	SCIMITAR	✓ All	+0 Dmg	73gp	15gp
33-34		(H)	RAPIER	✓ All	+0 Dmg	75gp	15gp
35-36		(H)	SCYTHE	✓ All	+0 Dmg	75gp	15gp
37-38		(H)	MACE	✓ All	+0 Dmg	78gp	16gp
39-40		(H,R)	THROWING AXE	✓ All	+0 Dmg	87gp	18gp
41-42		(H,R)	CHAKRAM	✓ All	+0 Dmg	89gp	18gp
43-44		(R)	REPEATING CROSSBOW	✓ All	+0 Dmg	94gp	19gp
45-46		(H)	LANCE	✓ Not Esoteric	+1 Dmg	123gp	25gp
47-48		(H,R)	SPEAR	✓ Not Esoteric	+1 Dmg	132gp	27gp
49-50		(H)	MAUL	✓ Not Esoteric	+1 Dmg	134gp	27gp
51-52		(H)	FALCHION	✓ Not Esoteric	+1 Dmg	143gp	29gp
53-54		(R)	BOW	✓ Not Esoteric	+1 Dmg	146gp	30gp
55-56		(H)	AXE	✓ Not Esoteric	+1 Dmg	165gp	33gp
57-58		(H)	MORNING STAR	✓ Not Esoteric	+1 Dmg	167gp	34gp
59-60		(H)	BROADSWORD	✓ Not Esoteric	+1 Dmg	178gp	36gp
61-62		(H)	PERNACH	✓ Not Esoteric	+1 Dmg	178gp	36gp
63-64		(H)	MILITARY FORK	✓ Not Esoteric	+1 Dmg	187gp	38gp
65-66		(H)	PARTISAN	✓ Not Esoteric	+1 Dmg	189gp	38gp
67-68		(H)	GLAIVE	✓ Not Esoteric	+1 Dmg	190gp	38gp
69-70		(H)	HALBERD		+2 Dmg	234gp	47gp
71-72		(H)	BILL		+2 Dmg	236gp	48gp
73-74		(H)	TWO HANDED FLAIL		+2 Dmg	243gp	49gp
75-76		(R)	RECURVE BOW		+2 Dmg	256gp	52gp
77-78		(H)	HALF MAUL		+2 Dmg	265gp	53gp
79-80		(H)	WAR SCYTHE		+2 Dmg	266gp	54gp
81-82		(H)	BARDICHE		+2 Dmg	267gp	54gp
83-84		(H)	LONG SWORD		+2 Dmg	278gp	56gp

W – WEAPON



D100	HANDS	TYPE	WEAPON	ARCANISTS*	DAMAGE	GOLD PIECES	FIX COST
85-86		(H)	BATTLE AXE		+2 Dmg	287gp	58gp
87-88		(H)	CLAYMORE		+2 Dmg	290gp	58gp
89-90		(R)	CROSSBOW		+2 Dmg	298gp	60gp
91-92		(H)	WAR HAMMER		+3 Dmg	367gp	74gp
93-94		(R)	ARBALEST		+3 Dmg	367gp	74gp
95-96		(R)	LONG BOW		+3 Dmg	378gp	76gp
97-98		(H)	BASTARD SWORD		+3 Dmg	378gp	76gp
99		(H)	GREAT SWORD		+4 Dmg	420gp	84gp
100		(H)	MIGHTY CLAYMORE		+4 Dmg	467gp	94gp

* Arcanists get a bonus when using staves or quarterstaves. In addition they are limited when using other weapons, see “The Lost Tome Of Extraordinary Rules” for more details.

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
63	1 Red Aztopaz Shard	8gp
64	1 Violet Aztopaz Shard	8gp
65	1 Yellow Aztopaz Shard	8gp

XD – CONTACTS		XD
D100	CONTACT OFFERS	GOLD PIECES
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



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

	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.
7-8	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 ✓.

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19-20	Add “Goatmen Hideout Z19” to the dungeon sheet. As the adventurer delves deeper in the 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 its 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. Its not long until the victims heart collapses, and whilst guards drag the corpses away, replacing them with fresh subjects, the torturers empty the buckets in to 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, its 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 to 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 in to 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 suffer -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 kings 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 ✓.

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	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 ✓.
23-24	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 it 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 ✓.
25-26	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:3/4/4/4/4/5/5 [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.
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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 barley 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 wont 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 ✓.

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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:6/6/6/5/4/5/14 [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.

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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 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

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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 scabble 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

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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 ✓.

D100 SPECIAL BLUE AREAS

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:5/5/25 [K: x3 A+15/W+15] [K: I/W+20/TB] (*Fear, Dark Magic, Pack*)

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.

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”.

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.

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 too 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 ye sword
thy reach upon ye reward
thy blade upon ye stone
thy claim upon ye 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] (*Strong*)

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

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 ✓.

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 “0/0/0/5/29”. 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

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.**

67-68 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 ✓.

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.

69-70 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 spose 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] (<i>Regeneration</i> (see below), <i>Fear</i>, <i>Large</i>, <i>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 scurrying 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 effortlessly 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:9/9/9/35 [K: x2 A+15/W+15] [K: I/W+20/TB+15] (Regeneration (see below), <i>Fear, Dark Magic, 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.

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] (<i>Aware</i>) 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] (<i>Strong</i>) 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

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.

89-90

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.

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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.



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