Carry fallen hero: fail def rolls to retreat, take rear of march order
If left behind, 5 in 6 chance his body is looted.

Empty Room Search:
1: Wandering monster table 2-4: Empty 5-6: Clue, SecDoor, HT
Secret door: 1-5: New room, surprises foes, 2x treasure; 6: New exit
Hidden Treasure: 3d6 x 3d6, roll on HT Complications table
Clue: 3 clues gets a secret, according to list on next page.

Explosive Six Rule: Whenever you roll a natural six, roll again and add.

Final Boss: Roll d6+num of bosses fought. 6+ is final. +1 life/attacks
3x treasure gp or 100 gp. 2x magic item. End of map=final boss

Level up: once per boss, once per 10 minions at -1. No re-rolls.
2 rolls if final boss is a dragon. Max lvl is 5, 4 for dwarf, 3 for elf/halfling.
Select one char, roll a d6 and get over current level. Chars cannot level twice in a row.

Wandering Monsters Roll a d6 when going back through a room. On a 1, roll on this **Table:** 1-2 vermin 3-4 minions 5 weird 6 boss
No dragons, no final boss can be rolled here.

Traps:
Dart: The character must make a def roll or lose 1 life
Poison Gas: All make a defense roll, with no armor or shields, or lose 1 life.
Trapdoor: Save vs trap level. -1 for light armor, -2 for heavy, +1 halfling/elf.
Rogues add their level. If the char fails, lose 1 life if someone helps, or die if alone.
Bear Trap: d6 vs lvl, Rogue/elf/halfling as above. Failure loses 1 life and is at -1 for attack/defense rolls due to limp. Limping chars at -2 vs Bear Trap/Trapdoors
Spears: Attacks two random chars. Roll Defense or lose 1 life
Giant Stone: Last char in line must roll Def without shield vs lv5 or lose 2 life.

Rogue Disarm: Rogues in front line can disarm a trap before it strikes.
Roll d6 + rogue's level. Natural 6, or over trap's level he spots it in time, else it goes off as normal.

Traps table (d6)	
1	A dart (level 2) attacks a random character.
2	Poison gas (level 3) attacks all the characters.
3	A trapdoor (level 4) opens under the feet of the character leading the marching order.
4	Bear trap (level 4) hitting the character leading the marching order.
5	Spears coming out from a wall (level 5) attack two random characters.
6	A giant stone block (level 5) falls on the last character in the marching order.

Hidden Treasure Complication (d6)	
1–2	An alarm goes off, attracting wandering monsters to the room!
3–5	The gold is protected by a trap. The trap's level is equal to the number you rolled on this table (3, 4, or 5). A rogue may try to disarm the trap. If you have no rogue, the trap attacks a random adventurer, inflicting 1 wound if he fails to save, and 2 wounds if he rolls a 1.
6	A ghost (level d3+1) protects the gold. A cleric may try to ban the ghost(roll d6 plus the cleric's level; the ghost is destroyed if the cleric rolls a number equal to the ghost's level or better). If there is no cleric in the party, or if the cleric fails to ban the ghost, all characters lose 1 life, and then the ghost disappears.

Secrets:
Weakness of a monster: All get +2 vs a chosen boss
Deal with a monster: Chosen non-verm/final boss allows you to pass by.
Location of secret treasure: Pick an empty room, find 3d6 x 10 GP
Location of a magic item: As above, roll on magic items table
True name of a spiritual entity: One use. Heals 1 char full, rescue from trap, inflict 4 pts on a boss, or kill up to 6 minions
New spell: Elf or wizard gets new spell
Secret to incr mag or spir pwr: Any caster gets 1 extra spell use per adv.
Location of a scroll: Non-barbarian finds spell scroll of choice
Recipe for a potion: Kill 2xboss; then spend 50gp, get 1 heal pot per adv.
Terrifying secret: Force failure on morale roll by any but final boss
Someone will pay big money for that: 3x value of jewel, gem, jewelry
Your enemy is in the dungeon: Swap a boss to Chaos Lord, +1 on ATK him
Someone has been imprisoned: Rescue from minion/boss; chains L4
Bring him out? Roll magic item, treasure, or double current GP
You descend f/bloodline of dragon-slayers: Bar/Dwf +1 atk/def v dragons
Secret diet: 100gp before adv = +1 life. 50gp for Halflings

Spells

There are six basic spells in the game. Blessing can be cast by wizards and clerics. All the other spells may be cast only by wizards and elves. Casting a spell is an action equivalent to attacking in combat. Spells may be cast during a melee. A spell-caster may attack as normal OR cast a spell, not both. The Escape spell may be cast instead of making a Defense roll. It is the only spell that may be cast during the monsters' turn.

Blessing: This spell removes a curse from a character. A curse is a game effect gained by stepping into a cursed room. Blessing will also remove other conditions, such as being turned to stone by a medusa.

Fireball: This spell works like an Attack roll. The wizard adds his level to the roll. Fireball does not affect dragons (but it does affect zombie dragons). If used against minions, the Fireball slays a a number of creatures equal to the wizard's die roll minus the level of the minions. A minimum of one creature is always slain.

Example: A level 1 wizard casts a fireball at a group of goblins (level 3 minions). The wizard rolls a 5+1= 6 in total, so (6-3)= 3 goblins are killed.

Lightning Bolt: This spell works like an Attack roll. The wizards adds his level to the roll. Against a group of minions, the spell will kill just one if it hits. Against a boss, it inflicts 2 life points if it hits.

Sleep: This spell works like an Attack roll. It does not affect undead or dragons. The wizard adds his level to the roll. Sleep will defeat one boss or d6 + L minions if it hits. Monsters put to sleep count as slain.

Escape: The wizard disappears from his current location an reappears in the first room of the game. This spell may be cast in lieu of making a Defense roll, or it may be cast normally in the party's turn. It works automatically.

Protect: This spell gives +1 to a single character's Defense rolls for the whole duration of a battle.

Random Spell Table (d6)	
1	Blessing
2	Fireball
3	Lightning bolt
4	Sleep
5	Escape
6	Protect

Equipment

Money may be used to bribe monsters, to pay the services of healers and alchemists, to buy weapons and other equipment, or even to resurrect a dead friend.

Buying Equipment

Equipment may be bought before the game, or between games. Here is a list of items a character can buy, and their price in gold pieces (gp):

Bandage	5 gp
Blessing spell	100 gp
Bow	15 gp
Hand weapon	6 gp
Heavy armor	30 gp
Holy water vial	30 gp
Lantern	4 gp
Light armor	10 gp
Light hand weapon	5 gp
Potion of healing	100 gp
Resurrection ritual	1000 gp
Rope	4 gp
Shield	5 gp
Sling	4 gp
Two-handed weapon	15 gp

You may move gold pieces between characters at any time during the game, but not during a combat. After all, they are friends. They may decide to pool their resources to make sure that the group's best fighter buys the best weapon they can afford, or a blessing spell so that a colleague turned to stone by a medusa gets back into action.

Bandages: Each character can apply bandages once per adventure, healing one lost life. The effect of bandages is cumulative with magical healing from potions or spells. Bandages may not be applied during combat.

Blessing spell: The characters pay the local church to cast a Blessing spell, to remove a game condition such as being cursed or turned to stone from a party member.

Bow: This lets a character perform a single attack before the monsters can act EVEN when the monsters act before the party. Then the bow may no longer be used as the monsters and the characters are assumed to be in close combat. The bow user will need to spend a turn to put away the bow and draw another weapon.

Arrows are considered slashing weapons.

You may assume that a character carries all arrows that he will need, and that his quiver gets replenished between games. If you do not mind the additional bookkeeping, you may keep track of how many arrows the character uses. The character begins the game with a quiver of 12 arrows. All the arrows used in the game are lost or damaged. A character can buy more arrows, at the cost of 6 gp per dozen. The maximum a character can carry is 48 arrows.

Hand Weapon: This is a standard weapon like a sword, axe, or mace. Choose whether you want a crushing or a slashing weapon.

Heavy Armor: A suit of heavy armor adds +2 to the wearer's Defense rolls. Certain attacks from monsters will ignore this bonus. When the wearer makes the wearer slow, so in certain cases, the character will have a negative modifier on his Save rolls. Heavy armor is designed to fit one wearer, so you may not reassign it to another character if the original wearer dies.

Holy Water Vial: Holy water is purified water created by high-level clerics through a lengthy procedure of chanting and purification in a silver basin. A vial of holy water, if thrown as an attack against a creature susceptible to it (vampires, demons), automatically inflicts 1 wound upon the creature. The church restricts the use of holy water, so a party may buy a maximum of one vial per character.

Lantern: A party must have at least one lantern, and assign it to a character. That character must use one hand to carry the lantern and may not use a bow, a shield, or a two-handed weapon. If the lantern-bearer is killed, another character must pick the lantern up at the end of the current combat. You may also decide to carry more than one lantern, just in case.

Light armor: Light armor adds +1 to the wearer's Defense rolls. Certain attacks from monsters ignore this bonus. When the original wearer dies, you may reassign light armor to another wearer of the same species (a dwarf's light armor will fit another dwarf but not an elf, halfling, or human).

Light hand weapon: this weapon gives the user a -1 on Attack rolls.

Choose whether your weapon deals crushing or slashing damage.

Potion of healing: drinking the content of this vial, even in the middle of an encounter, will restore a character's Life to its initial level. No character may drink more than one potion of healing per adventure.

Resurrection spell: This is bought between games to have a chance to resurrect a dead party member.

Rope: This may be necessary to tie up a defeated monster.

Shield: This gives a +1 on the user's Defense rolls. This bonus does not apply when the character is fleeing from a combat or when he is surprised by wandering monsters. Certain attacks from monsters will ignore the shield bonus.

Sling: This weapon works like a bow, but at -1. Bullets from a sling are treated as crushing weapons.

Two-handed weapon: This weapon requires two hands to be used (so the user cannot carry a shield or a lantern) but gives +1 to the wielder's Attack rolls. Choose whether your two-handed weapon deals crushing or slashing damage.

Crushing or Slashing?

When you choose a weapon for a character, choose whether it deals crushing or slashing damage.

Crushing weapons are blunt trauma weapons that are better against fragile enemies, like skeletons, that would break under the blows. Examples:

- Crushing light hand weapons: club, staff, cudgel, schillelagh, jo stick, nunchaku, walking stick, wizard's staff.
- Crushing hand weapons: metal rod, mace, hammer.
- Crushing two handed weapons: maul, war-hammer, huge war-club, quarterstaff.
- Crushing missile weapons: throwing stick, sling.

Slashing weapons are bladed or pointed weapons that inflict damage by cutting and puncturing. They may be envenomed. Examples:

- Slashing light hand weapons: dagger, knife, short sword.
- Slashing hand weapons: sword, axe, rapier, sabre, spear.
- Slashing two handed weapons: pike, long spear, two handed sword, halberd, naginata, glaive.
- Slashing missile weapons: bow, crossbow.

Some monsters are hit at +1 by the right weapon type, and at -1 by the wrong weapon type.

You may carry more than one weapon. During combat, you must spend a turn to exchange weapons. Note on your profile your "defaul" weapon on your profile. That's the one you'll be wielding when wandering monsters sneak on you or when you enter a room.

Selling equipment

If you sell equipment, you get half its cost in gp, rounded down.

Magic equipment may be sold but not bought. Potions and enchanted rings may be sold for 50 gp. Wands, scrolls, and staves may be sold for 100 gp per every spell they contain. Other magic equipment will net you d6 x d6 gp. Magic equipment described in adventures or supplements will have its own gp cost.

Quick Reference Sheet

Warrior: Any weapon, armor, shield, +L to attack rolls.

Cleric: +½ L to attack +L vs undead. Light or heavy armor, shield, hand weapon, two-handed weapon, sling. Cast Blessing 3 times per adventure, Up to 3 times per adventure, heal d6+L life.

Rogue: +L to disarm traps and defuse rolls. Light armor and weapons only. May not use shield.
+L to attack rolls vs outnumbered minion.

Wizard: +L when attacking with spells, or on rolls to solve puzzles or riddles. Light weapons or sling only. No armor or shield. 2 spells +1/L.

Barbarian: +L to attack rolls. Shield, light armor, any weapon. No heavy armor. May not use magic items. Rage attack once per game: roll the attack d3 times, choose best. Against a boss, a rage attack inflicts 2 wounds.

Elf: +L to attack rolls and spells cast. Any armor, shield. 1 spell L per adventure, only if wearing light armor and NOT using shield. +1 to attacks or spells vs orcs.

Dwarf: +L to attack rolls, except with ranged weapons. +1 to Defense rolls vs trolls, ogres, and giants. +1 to attack vs goblins. Any armor, any weapon. Small treasure: roll d6+L on a 6+ determine treasure before deciding whether to attack. Greed: party with 2 or more dwarves may not bribe! Always assign at least one coin to every dwarf in the party, if possible. When selling gems or jewelry, get 20% more.

Halfling: +L to defense rolls vs giants, trolls, and ogres. Light armor, light weapons and slings only. No shields. L+1 luck points: spend 1 Luck to reroll a failed Attack or Defense roll, or to run away from a combat without receiving an attack.

Attack procedure: (d6 + modifiers)/Monster level= number of minions slain. 1 is always a miss. 6 is always a hit.

Attacking a boss: d6+ modifiers= inflict 1 wound on boss if result is equal or better than level of boss. 1 is always a miss. 6 is always a hit.

Defense procedure: roll d6, +1 if shield, +1 for light armor, +2 for heavy armor. Rogues add +L. If result is equal to or better than monsters L take no damage. A roll of 1 is always a failure, a 6 is always a success. On a failure, take damage and effects as per the monsters description. Defense rolls during a withdrawal are +1. Defense Roll Modifiers: Light armor +1, heavy Armor+2, Shield+1, Rogue: add the rogue's level. Dwarf defending against a troll or giant +1, halfling defending against troll, giant, or ogre: add the halfling's level

Dice explosion: if a die rolls a 6, roll another d6 and add it.

Reactions: Your party may attack first (unless monster description says otherwise) OR wait to see what the monsters will do (roll on the monster's Reaction table if this is the case).

Retreating from a fight: Possible only if there is a door to the closed/blocked between party and monsters. Monster get one last attack but your characters defend at +1.

Morale procedure: when minions lose more than half their number, or boss loses more than half its life points, roll d6. 1-3 monsters flee, 4-6 monsters fight.

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