

D100 DUNGEON

A Solo Adventure Game

BY MARTIN KNIGHT

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D100 DUNGEON



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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

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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

A pencil and paper game by Martin Knight ©2018

D100 Dungeon is a game in which you will steer an Adventurer through underground caves and dungeons, looking for lost treasures and completing dangerous quests. With each game your Adventurer will gain wealth, recognition and become stronger and increasingly skilled in their pursuits. All you will need to play D100 Dungeon, is a pencil, eraser, a few dice and your imagination.

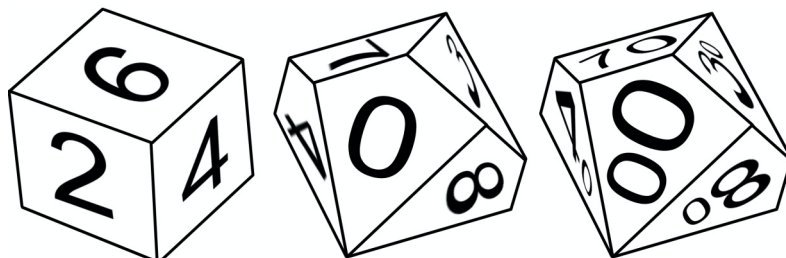
Your journey begins when you create an Adventurer and start performing the dungeon training missions. Once they have been successfully completed your Adventurer will be ready to face some greater challenges and begin questing in an endeavour to gain notoriety and wealth, rivalling that of royalty and who knows one day their greatest exploits might even become stories and songs performed by bards in every tavern throughout the Kingdom.

BEFORE PLAYING YOUR FIRST GAME

The first part of this book contains information explaining the rules of the game and the second part contains tables that are used to generate the dungeons your Adventurer will be exploring. It is highly recommended that you read through the rules at least once before playing your first game and if you have the time, re-read any sections you might be unsure of. At the back of the book are some Adventure and Dungeon Sheets that can be photocopied. You will also need to create an Adventurer before you start playing. The Dungeon Sheets are used to map out the dungeons as your Adventurer explores and you will need one or two Dungeon sheets for each Quest you play (it is always a good idea to have some spare). You might find it useful to photocopy the Handy Sheet and Monster Abilities Sheet, which detail some of the more common rules and will save you time searching through the rulebook. They can be downloaded and printed off from Board Game Geek's website: <https://boardgamegeek.com/boardgame/237031/d100-dungeon>.

DICE

To play D100 Dungeon you will need to use three different dice. If you don't own any dice or do not wish to buy them, you can always use some of the many free dice Apps offered on mobile phones and tablets. The dice used in D100 Dungeon have ten sides and six sides. The six sided die can be rolled normally and produces a result of 1 to 6. The ten sided dice are slightly different to each other, and whilst they both have ten sides, the first is numbered from 0-9 and is called a unit die and the second is numbered from 00-90 and is called a tens or percentile die. They can be used in two different ways to produce either a result of 1 to 10 by rolling the unit die (numbered 0-9) on its own, or by rolling them together to produce a result of 01 to 100.



Abbreviated Dice

The dice are often abbreviated in the rules, and at times you will be asked to roll specific dice. They will appear as d6 for a six sided die, d10 for the unit die and d100 to roll both the ten sided dice together. The abbreviation will often have a number before it which tells you how many dice you will need to roll, for instance if you see 2d6 the rules are asking you to roll two six sided dice and add the results together, whilst 1d10 requires you to roll one ten sided die (numbered 0-9).

Dice Modifiers

Sometimes the game will instruct you to alter the result of a dice roll, and this is called a dice modifier. Dice modifiers will look something like this “1d6-1”, in this instance the game is asking you to roll a six sided die and deduct 1 from its result. Another modifier may look like this “1d100 +15”, the game is asking you to roll a d100 and add 15 to the result. Whenever dice rolls show a modifier you must roll the dice and add or subtract the modifier shown for a final result.

D10 and D100

If you are familiar with how a d10 and a d100 are used you can skip this part, otherwise take a look at the ten sided die. You will notice that one is numbered from 0 to 9 (unit die), whilst the other is numbered from 00 to 90 (tens die). When you are instructed to roll a d10, roll the unit die and read its result like you would for a d6. A result of 0 is read as a 10. All other numbers are read as they are displayed.

When rolling a d100 you roll the tens die and the units die together and read the tens die first, followed by the units die. The tens die has results ranging from 00-90, and you always replace the 0 at the end of the tens die result with the value rolled on the unit die, for instance, if you rolled 20 on the tens die and 1 on the units die you replace the 0 at the end of the 20 result with the 1 for a result of 21. If you happen to roll 00 on the tens die and 5 on the units die, you replace the 0 at the end of the 00 result with the 5 rolled on the units die for a result of 05 or 5.

When a result of 0 is scored on the units die, its value is 0 and not a 10, as would be scored when rolling it alone for a d10 roll, for instance, if you rolled 90 on the tens die and a 0 on the units die, the result would be 90 because you are in effect replacing the 0 at the end of the 90 rolled with another 0 from the units die rolled.

When the tens die has scored a result of 00 and the units die a 0, the result rolled is in fact 100, the chart below will help you better understand how the d100 can be read.

	0	1	2	3	4	5	6	7	8	9
00	100	01	02	03	04	05	06	07	08	09
10	10	11	12	13	14	15	16	17	18	19
20	20	21	22	23	24	25	26	27	28	29
30	30	31	32	33	34	35	36	37	38	39
40	40	41	42	43	44	45	46	47	48	49
50	50	51	52	53	54	55	56	57	58	59
60	60	61	62	63	64	65	66	67	68	69
70	70	71	72	73	74	75	76	77	78	79
80	80	81	82	83	84	85	86	87	88	89
90	90	91	92	93	94	95	96	97	98	99

Natural Dice Rolls

Sometimes the rules will stipulate that a natural roll is needed for something to be triggered or to cause a certain effect to happen. The player must score the value shown on the dice without any modification being made to the result. For instance, if a natural roll of 1 is required, the player must roll a 1 on the die regardless of any modifiers.

CREATING AN ADVENTURER

When you start playing for the first time you will need to create a new Adventurer, so take a blank Adventure Sheet and perform the steps below in order to create your Adventurer.

1. CHARACTERISTICS - There are 3 characteristics used in the game, Strength (Str), Dexterity (Dex) and Intelligence (Int). When a player creates an Adventurer for the first time they assign any one characteristic with 50 Primary points, another with 40 points, and the remaining characteristic with 30 Primary points. How these are assigned is entirely up to you, for instance, a player could apply 50 points to Str, 40 to Dex and 30 to Int or 50 to Dex, 40 to Int and 30 to Str, the choice is yours.

2. HERO PATH – Each Adventurer has a path they have chosen to follow and have dedicated their life towards learning its skills and abilities. By choosing a path they will benefit from a greater understanding, and will accelerate their learning in its direction. There are three Hero Paths used in D100 Dungeon, which are Warrior, Rogue and Sorcerer, so either roll on Table H - Hero Path or choose a path from the table for your Adventurer and write it on your Adventure sheet. Then apply the modifiers from the table to the Primary Characteristics and add the bonuses for Skills, and shade in all Experience Stars ★ shown for the Adventurers Hero Path.

3. RACE – Dwarves, Elves and Humans dominant the lands and our Adventurer will belong to one of those three races. Either roll on Table R - Race or choose one to determine which Race the Adventurer will be and record it on the Adventurer Sheet, apply the modifiers from the table to the Primary Characteristics and add the bonuses for Skills, then shade in all Experience Stars ★ shown for the Adventurers Race.

4. SKILL BONUS – Before the Adventurer started exploring dungeons in search of lost treasures, they gained a few extra skills other than that which their Hero Path or Race has provided. Choose any two skills that don't currently have any skill bonuses and add +5 to each Skill.



5. EQUIPMENT – The Adventurers begin the game with some basic equipment they have gathered together. Roll once on Table W and three times on Table A for starting equipment. If you happen to roll a second piece of armour that is assigned to a location you’ve already equipped an Item to, you may either keep the new armour rolled (discard the old Item) or roll again, record all of the details from the table to the location slot shown on the Adventure sheet and then add 20 Oil, 10 food and 15 Picks to the Supplies area and 3 Lesser Healing Potions (Restores 4 lost HP, 80gp) to the Adventurers Belt Slots (one potion per slot) or backpack.

6. FINISHING TOUCHES - Add 20 Primary Health Points (HP), 1 REPUTATION, 3 FATE and 3 LIFE to the Adventure Sheet and give your Adventurer a name. You are now ready to begin the game by choosing the first Quest called “Dungeon Training 1” (see Choosing A Quest).

ABILITIES

When a characteristic reaches 50 points or more, it provides the Adventurer with a special Ability. The player then shades the Abilities box to show that it is active and the Adventurer gains its benefit. Should the associated characteristic ever drop below 50 for any reason the Ability is locked again and cannot be used (remove shading).

MIGHTY BLOW – During combat when a natural 6 is rolled on the Adventurers damage die, the die is rolled again and the results are added together. If another natural 6 is rolled, the die is rolled again, adding to the result and so on until you stop rolling a natural 6. This type of roll is often referred to as an Exploding 6 or Exploding die.

PERFECT AIM – During a combat round after rolling for a Hit Location, the Adventurer may roll for a second Hit Location and choose to use either the first or second result for their hit.

SPELL CASTER – Once the Spell Book becomes active, the Adventurer may use spells they have collected in the Spell Book with an Int Level equal to or less than their current Intelligence Characteristic (see the Spell Book section of the Adventure Sheet), for instance, an Adventurer with an Int of 55 can use all spells listed in the spell book within the Int level range of 50+ (the first 5), whilst an Adventurer with a Int of 67 can use all of the spells they have in the spell book including and up to the 60+ Int level. If the Adventurer loses Int in such a way that a spell falls outside this parameter, the spell is not lost, but simply cannot be used again until their Int value is raised high enough to include the spell again.

Example: An Adventurer with Int 67 has filled the spell book with 6 spells, but suffers a curse and loses 12 Int, his Int is now 55, so the sixth spell in his book is no longer available to him and cannot be used. Later the character slips on a Ring of Wisdom (Int+10) making his Int now 65, and the sixth spell is now available again.

Each time the Adventurer casts a spell they must pay its cost (either lose HP or Str) and then performs the spell test below.

CAST SPELL – Test: Int (+/- Spells Bonus) [S: Cast] [F: Roll on Table C - Curses] (*Magic, Lucky*)

SPELLS AND SCROLLS

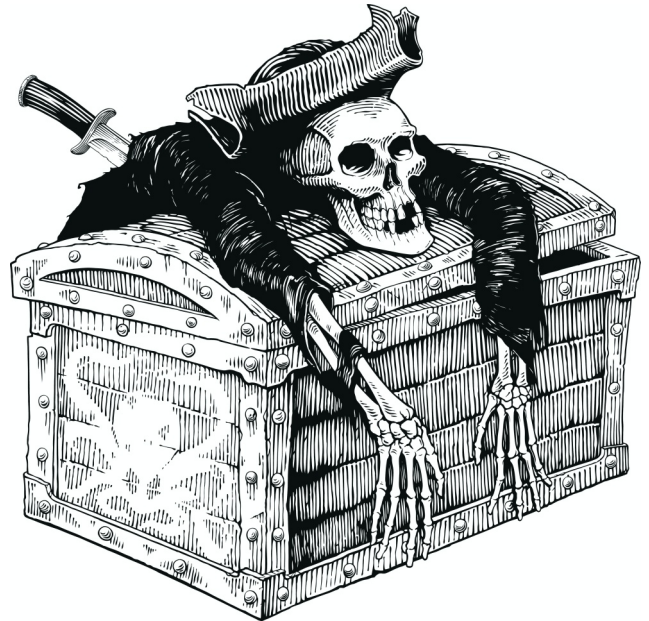
Adventurers may collect and add spells to their spell books throughout the game even if the spell Caster Ability has not been unlocked. However, until it is unlocked they are not permitted to cast them. Scrolls that are found may still be used in a similar fashion to their Spell counterpart, i.e. they will cost HP or Str to use and the player is required to make a CAST SCROLL test. Once the test has been made, regardless of whether it failed or succeeded, the scroll crumbles to dust and is removed from the Adventure Sheet.

CAST SCROLL – Test: Int [S: Cast] [F: Roll on Table C - Curses] (*Magic, Lucky*)

As Spells are collected they must be added to the Spell book in the first available position. Should a spell no longer be wanted, or is sold, it is removed from the spell book leaving a blank position, and the blank position of the removed spell must remain blank until it becomes the first available position again. The player is not permitted to shuffle or move spells around in the spell book, and once they have been added they remain in that position until removed. It is perfectly acceptable to add duplicate spells to the Spell Book but they can never be stored in the backpack.

TESTS

At times in the game Adventurers will need to make a test to perform a task or achieve certain goals. The game will make reference to Tests such as “Test: Str -5” or “Test: Int +10”, in either case the player temporarily applies the modifier to their characteristic and rolls the d100. The result is then compared to the Characteristic and if it happens to be equal to or below the Adventurers modified Characteristic value the task has been accomplished and is a success. If it is higher then the task has failed. Each task will list the effects for a success [S] and failure [F], such as “[S: +5 gp] [F: -1 HP]” so in this case if the Adventurer succeeds they receive 5 Gold Pieces (GP) or if they failed they lose 1 Health Point (HP).



Some results may give the player a choice. For instance “[S: +5 gp/Table I]” offers a choice and the player can either have 5gp or roll on Table I but not both. The slash symbol “/” always offers a choice, whilst a result of “[F: -5 hp, -1 Str]” offers no choice and the player is forced to suffer both consequences. A comma “,” never offers a choice.

Sometimes a test may provide details of specific skills that may assist a task being tested. When making such a test the player adds all bonuses from the assisted skills to the Characteristic being tested (see example below). Even though an Adventurer may not have a bonus to all the skills on the Adventure Sheet, they do have limited knowledge of them, and this provides the opportunity for them to gain experience as they perform tasks that have assisted skills (see Experience (EXP) Tracks).

*Example: Harry has found a trapped chest and will attempt to pick its lock. Harry has a Dex of 65 and the skills
Locks (+5) and Traps (+10).*

TRAPPED CHEST – Test: Dex -10 [S:+30 gp/ roll x1 Table TA] [F:-10 HP] (Locks, Traps)

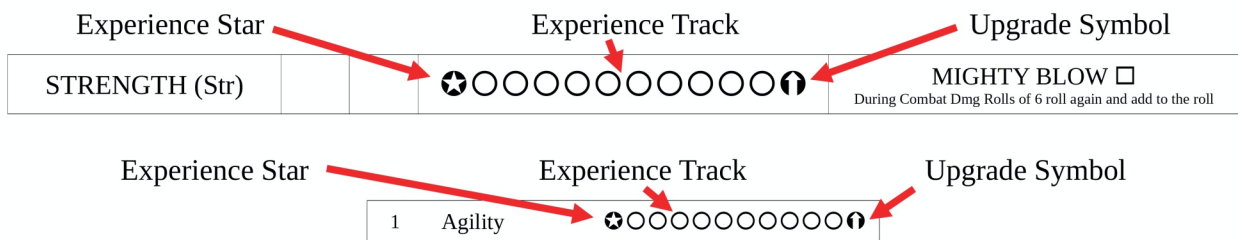
To open the chest, Dexterity is tested and is reduced by 10 points (Dex -10). Harry has bonuses in both of the skills listed, and with a Dex of 65 he deducts the 10 and adds +5 for his Locks skill and +10 for his Traps skill to give a Dexterity value of 70 for this test (65–10, +5, +10 = 70). Harry rolls the d100 and scores 68, just enough, the chest opens and he avoids the trap, Harry looks at the result for a success [S:+30 gp/ roll x1 Table TA] and chooses to roll once on Table TA – Treasure A.

AUTOMATIC FAILURE AND SUCCESS

When a player is performing a test, the Adventurer will automatically succeed if they happen to score a natural roll of 01, but will automatically fail should they score a natural result of 100. This is always the case, even if their characteristics would normally have yielded a different result.

EXPERIENCE (EXP) TRACKS

On the Adventurer Sheet, Characteristics and Skills, both have Experience tracks that monitor the Adventurers progress throughout the game, and as they perform tasks and accomplish feats, their knowledge and skill in those tasks are improving.



When a natural roll (see Natural Dice Rolls) is made during a test, including combat tests, that is equal to or less than 10, the player may shade in any single pip on the Experience Track of the Characteristic that was involved during the test, or any 2 pips on any of the Experience Tracks of assisted skills that were involved during the test. In very rare circumstances a player may roll equal to or less than 10 and still fail the test. In this case the experience pip or pips are still gained even though the test has failed. We can all learn from our mistakes.

Example: Judith is attempting to avoid a PENDULUM TRAP. She rolls an 8 on her dice, so she can either shade in one pip on her Dex experience track or two pips on any of the skills shown for the test. She decides to shade in 1 pip on her Traps Skill and 1 pip on her Lucky Skill.

PENDULUM TRAP – Test: Dex -10 [S: Avoid Trap] [F:-4 hp] (Traps, Aware, Lucky)

If a Skill or Characteristic is attuned to the Adventurer and has its Experience Star ★ shaded, each pip gained through experience is doubled and the player shades two pips instead of the usual one.

Example: Using the same test as before, Judith is attempting to avoid another PENDULUM TRAP. She is a Human Rogue and has Experience Stars shaded for Dexterity, Traps, Locks and Aware Skills. She rolls a 4 on her dice and can either shade in two pips on her Dex Experience Track (★ shaded), two pips on her Lucky Skill (because the ★ is not shaded), two pips to each of Traps and Aware Skills or four to either one (because both ★ are shaded).

Once an Experience Track has been completely shaded and reached the Upgrade Symbol , the player adds +5 to the characteristic or skill (where applicable) and then erases all of the shading on the track and the Adventurer begins again working towards the next experience improvement. Once a skill has reached +20 or the Primary characteristic of Str, Dex or Int has reached 80 they can no longer be increased and have reached their maximum. Note that there is no minimum value a Skill or Characteristic can be and they may be lowered into minus figures.

PRIMARY AND ADJUSTED CHARACTERISTICS

On the Adventure Sheet there is a place to record your Adventurers Primary Str, Dex, Int and HP and a place to record them when they have been adjusted. All Primary characteristics are generally a more permanent value and are changed less frequently. Unless the rules explicitly ask for a Primary characteristic to be changed, make all changes to the adjusted characteristic Value, for instance, all damage that is dealt to an Adventurer is deducted from the Adventurers adjusted Health Points value and not their Primary Health Point value. Temporary effects may increase a characteristic above its primary value and this is entirely acceptable, but note however, that where the game asks you to “restore” lost points (such as Healing Potions) they only work to restore depleted points and may never increase a value above its adjusted value.

OTHER CHARACTERISTICS

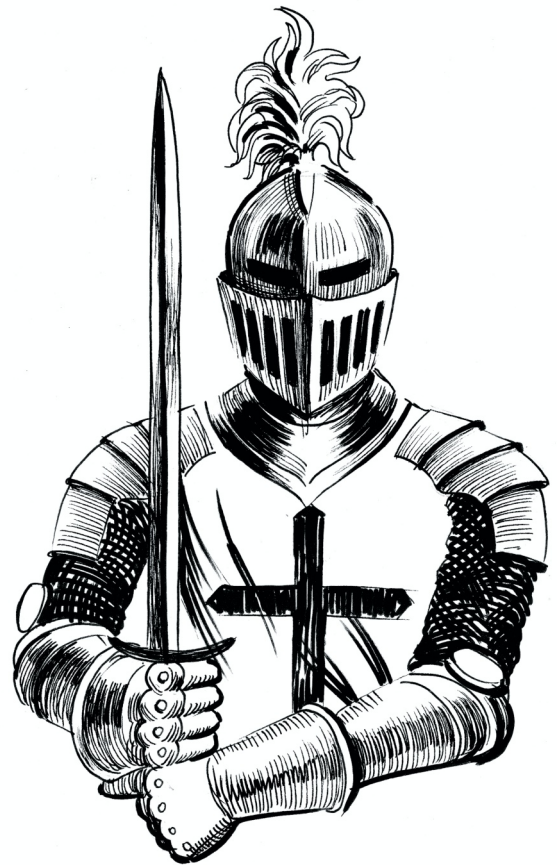
There are a number of other characteristics used in the game, some of which are awarded through equipping Items. Below details some of the other characteristics you may come across.

ARMOUR (A) – Some Armour offers protection when an Adventurer takes damage. The Armour value shown protects a specific location and is deducted from a Monsters damage score (See Combat).

SHIELD (S) – The Shield (S) value determines the number of damage points an Adventurer can deflect to the shield when struck in combat (see Combat).

DEFENCE (DEF) – An Adventurers Defence (Def) is a combined value of all of their equipped items that is helping them and making it easier for them to dodge blows and be harder to hit. Sometimes better made Armour is easier to move around in, and magic items may enhance and provide a better defence. When a damage roll scores a natural result equal to or less than the Adventurers current Def value, the damage is reduced by the Adventures Def Value (See Combat).

DAMAGE (DMG) – Magic Items and better quality weapons may deal additional damage when striking a target. The damage bonus of all equipped items is totalled together and applied to the damage dice roll after making a successful attack (See Combat).



HEALTH POINTS (HP) – When an Adventurer is created they begin with 20 Health Points as their Primary characteristic. Some items collected give the player a bonus to their HP and should be recorded in the Adjusted Section of the Adventure Sheet.

STR, DEX, INT - Some items that are equipped may provide bonuses to a characteristic, and there is a place at the bottom of the equipped Items section on the Adventure sheet to add up any bonuses given. These are then applied to the Primary characteristic and recorded in the adjusted box on the Adventure Sheet.

REPUTATION (REP) – Reputation plays an important part between Quests when the Adventurer is getting ready to begin a new one (see Before Your Next Quest) and may be a reward or penalty for successfully completing or failing a Quest, but it can never be raised above 10 or be reduced to less than 1.

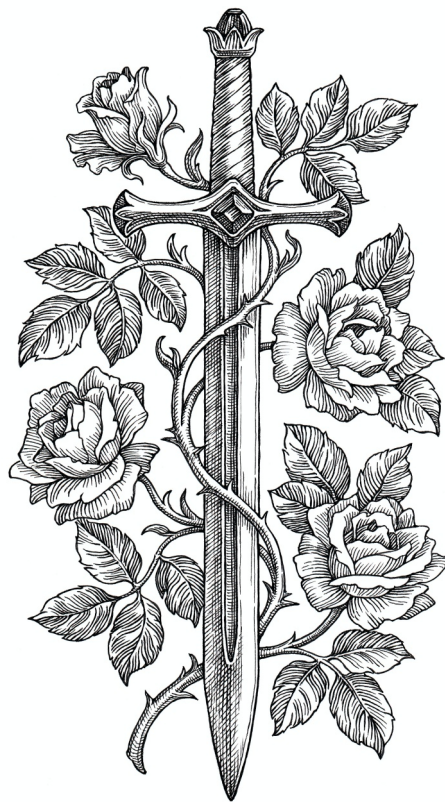
FATE POINTS - Fate points are rare blessings that have been granted by the gods to the Adventurers because they have fallen into their favour. They can be spent to re-roll any die, or dice just rolled, a d6, d10 or either the tens die (00-90) or the unit die (0-9), or a combination of dice used for any roll. If the player is unhappy with the new result they can carry on spending Fate points and re-rolling until they are satisfied with the new result or wish to stop.

LIFE - Like a cat has nine lives and can cheat death on many occasions, the Adventurers are blessed with the same luck and have a number of lives which can be used each time they would lose enough HP to kill them. Whenever an Adventurers HP is reduced to zero or less, the player may spend one Life point to cheat death and instantly restore all of their lost HP and remove all Disease and Poison pips shaded on the Adventure Sheet. Sadly when an Adventurer has no Life points remaining and have lost their last HP, they have died, and it is time to begin a new Adventurer.

EQUIPPING ITEMS

As items are acquired, the player has the option to either backpack the item (record on the reverse of the Adventure Sheet) or equip them. When an item is equipped it must be recorded in the correct slot on the Adventure sheet and only one item per slot is allowed. Weapons either need 1 hand (👉) or 2 hands (👉👉) to wield. When equipping one handed items, the player can record one weapon in the Adventurers Main Hand slot and one in their Off Hand slot. Two handed weapons always use both the Main Hand and Off Hand slots, but only use one Damage Track, whilst Shields are always equipped to the Off Hand slot.

Below is an example of how items are equipped to the Adventure Sheet. Some of the columns have the option to be added together to record a total. In the case of Str, Dex, Int, and HP their totals are added together and transferred to their Adjusted boxes on the Adventure Sheet.



Primary			Adjusted			Experience Track										Unlocks the Abilities below at 50			
STRENGTH (Str)		65	+20	★●●●●●●●●●●●●●●●●										MIGHTY BLOW ☐ During Combat Dmg Rolls of 6 roll again and add to the roll					
DEXTERITY (Dex)		25	+5	★○○○○○○○○○○○○○○○○●										PERFECT AIM ☐ Roll again for Hit Location and choose either result					
INTELLIGENCE (Int)		30	+10	★○○○○○○○○○○○○○○○○●										SPELL CASTER ☐ Can now use Spells from the Spell Book					
Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Item Found, roll 1d6 1-2=■ 3-4=■■ 5-6=■■■						
1	+3	Head	Superior S. Mail Armet						+0.6	265	53	A: 3	■■■■■☒						
2	+2	Back	Cloak of the Turtle						+2	1000	200	A: 0	□□□□☒						
3	+1	Torso										A:	□□□□☒						
4	-	Arms	Greater L. Arm Guards						+0.4	66	14	A: 0	■■■■■☒						
5	-	Hands										A:	□□□□☒						
6	-	Main H	👤 Falchion (H)					+1		143	29		■■■■☒						
7	-	Off H	👤 Targe Shield of the Spider		+5					750	150	S: 2	■■■■☒						
8	BC	Waist										A:	□□□□☒						
9	-1	Legs										A:	□□□□☒						
10	-1	Feet										A:	□□□□☒						
			Neck	Necklace of the Giants				+3		900	Oil ○○○○○○○○ ○○○○○○○○○○ Food ○○○○○○○○ Picks ○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○								
			Ring	Ring of the Stars		+10			1500										
			Ring	Ring of the Lion	+20				3000										
Dmg Deflected to shield shades ½ a pip				TOTALS			+20	+5	+10	+4	+3								

BELT CHECKS

At times during the game the rules may ask you to make a “Belt Check”. You will notice that each of the Belt Slots are numbered. To make a Belt check you are required to roll 1d10 and any item equipped in the slot that matches the result rolled is destroyed and removed from the Adventure Sheet.

ITEM DAMAGE

When Items are equipped there is a risk they may get damaged, and the Adventure sheet provides each item that can be damaged with a Damage Track, so as damage is dealt to an item, an equal number of pips are shaded on its track, and when the last pip on the track has been shaded (■) the item is beyond repair and is destroyed and the player removes it from the Adventure Sheet. In the example below, the Targe Shield of the Spider has taken its last point of damage, and the crossed box tells us that it is now destroyed and must be removed from the Adventure Sheet.

7	-	Off H	Targe Shield of the Spider	+5						750	150	S: 2	■ ■ ■ ■ ■ ■ ■ ■
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As items are equipped and unequipped, it is important to keep refreshing the damage on the tracks with the correct number of pips the items have sustained. Damaged items that are unequipped may only be stored in the Backpack area marked “FOR ITEMS WITH DAMAGE TRACKS ONLY”.

When Armour, Shields or Weapons are found they may already be damaged. The player rolls 1d6 and shades in half the number rolled (rounded up) of pips on the items Damage Track, but items that are bought are never damaged and are added to the Adventure sheet without any damage pips shaded.

COMBAT TRACK

All Monsters the Adventurer encounters, or is instructed to fight, are added to the Combat Track, and the player fills in the details of the Monster, and providing it is defeated (HP are reduced to zero) it remains on the track. If a Monster or the Adventurer escapes from combat, the Monster is immediately removed from the track. Only defeated Monsters are permitted to remain on the Combat Track.

When Monsters are defeated, it is possible their death will reward the Adventurer with a bonus; the Combat Track shows additional rewards and when a Monster on the same line as the reward has been defeated the Adventurer gains the reward shown. You will notice that the progress of the track is slow to start and speeds up as more Monsters are defeated. The Combat Track continues over into a new quest and once it has been completed you begin another, and work towards each reward again and again. The types of rewards that may be awarded are shown below.

SKILL REWARDS - The Player rolls 1d10 for a random skill and adds +5 to the skill rolled. Note that a Skill may never be increased above +20 which is its maximum, and if the rolled Skill has a shaded Experience Star ★ it does not provide any extra benefit.

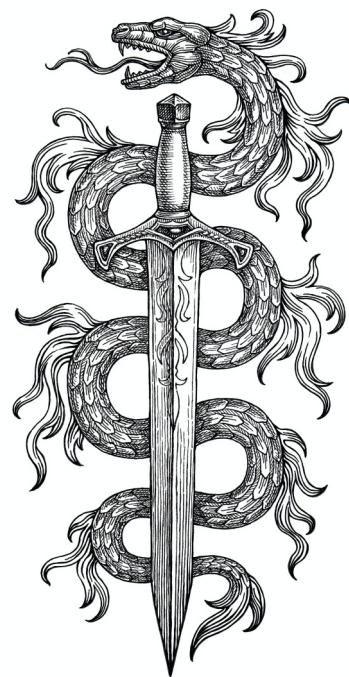
CHARACTERISTIC REWARDS - Rewards that offer +1 to Str, Dex, Int or HP will add 1 Point to their Primary Value, but note that Str, Dex, and Int can never have a Primary Value of more than 80, and HP has no maximum. If the Characteristic has a shaded Experience Star ★ it does not provide any extra benefit.

REP, FATE, LIFE REWARDS – When the Adventurer receives these rewards, they are added to the appropriate areas on the Adventure Sheet. Note that an Adventurer's Reputation may never exceed 10, while Fate and Life have no such limitations.

COMBAT

When an Adventurer encounters a Monster, the normal Turn sequence is interrupted by combat. When the combat is over, the game continues from where it left off before the combat.

Combat is played out over a number of rounds called Combat Rounds until either the Monster or Adventurer is defeated, or the Monster or Adventurer successfully escapes Combat. Each Combat Round lasts just seconds in real time as the Adventurer and Monster go head to head trying to kill each other or escape. Their attacks happen simultaneously, and whilst the Adventurer will make their attack roll first, followed by the Monster, it is important to note that if the Adventurer kills a Monster, it will still return an attack for the current round. Follow the steps below until either the Monster or Adventurer has been killed or either has escaped.



COMBAT ROUNDS

1. Roll on the Monster Reaction chart to determine its action in the forthcoming round, then continue to step 2.
2. The Player determines their course of action and this will greatly depend on the Monster's reaction. If the Monster's reaction is to Escape, the Adventurer may attempt to Block the Escape, decide to just let it go (remove Monster from the Combat Track) or take a wild swing at it hoping to finish it off before it escapes. If the Monster is going to attack, the Adventurer may decide they will try and Escape (see Escaping), make an attack (go to Step 3) or choose to perform an Attack Action, rather than attacking (See Combat Actions).
3. To attack a Monster, the player rolls 1d100 and must score equal to or below the Adventurers Str or Dex, depending on the weapon being used. Hand Weapons (H) use Str, whilst Ranged Weapons (R) use Dex to hit the Monster. If the character has two weapons equipped, either may be used, but not both. If the result scores a hit go to step 4 otherwise go to step 5.
4. Roll both the damage die (1d6) and the location die (1d10) together and apply the damage modifier to the damage die for the location rolled (see Hit Location) and the Adventurers DMG modifier (if any), then deduct the Monsters DEF value from the modified damage dice. The remaining amount is the number of HP that are dealt to the Monster or Monsters if encountering more than one (see Monster Ability - Pack).
5. If the Monster attempted to escape and has remained, start a new Combat Round from Step 1, otherwise it will make an attack. Roll 1d100 equal to or less than the Monsters Attack Value (AV), and if the result scores a hit go to step 6, otherwise start a new combat round from step 1.
6. Roll both the damage die (1d6) and the location die (1d10) together and apply the damage modifier to the damage dice for the location rolled (see Hit Location), add the Monsters DMG modifier (if any), then if the Adventurer has any armour equipped to the location struck, the Armour (A) value is deducted. The remaining amount is the number of HP that is dealt to the Adventurer. However, some damage may be deflected to armour worn at the location struck or to a shield if carried in the Adventurers Off Hand (see Damage Deflection). If the Adventurer has a Defence Bonus they may also be able to shrug off some more damage (See Defence Bonus). If the Monster survived or didn't manage to escape, a new combat round begins from step 1.

UNARMED COMBAT

There is no unarmed combat in D100 Dungeon, so an Adventurer that has no weapon is forced to flee each Encounter (see Escaping). The Monsters are too fierce and tough to be killed with bare hands, and the Adventurers are not so foolhardy as to try.

COMBAT ACTIONS

Other than Attacking or Escaping, Adventurers have a few other options they may wish to perform during Combat. Each action may only be performed once and prevents them from making an attack for the round. They are Change Equipped Items, Cast a Spell and Use Belt Items.

CAST A SPELL - The Adventurer can forfeit an attack, to instead cast a spell from their spell book or a Scroll from their belt (see Spell Caster Ability).

CHANGE EQUIPPED ITEMS - The Items an Adventurer has equipped at the start of an Encounter are the items they can use for the remainder of the combat. However by forfeiting an attack they may unequip any one item from their Main/Off Hand slots or Belt to their backpack and equip any one item from their backpack to their Main/Off Hand or Belt slots. The items that are unequipped and equipped do not have to be a same slot item, for instance, a weapon could be placed in the backpack and a potion could be equipped to the Adventurers Belt.

USE BELT ITEM – The Adventurer, instead of making their attack, may use any number of items stored in their Belt Slots.

ESCAPING

When an Adventurer attempts to escape a Monster, they do not get an attack roll or Combat Action for this Combat Round, but instead must make and pass an ESCAPE COMBAT test, and if successful the Monster is added to the Dungeon Sheet in the Area it was encountered, and the Monster is removed from the Combat Track. For now the Adventurer is safe, but if they leave the area and return in a later Turn, they will have to encounter the Monster again and it will be back to full health. If the test fails, move to step 5 of combat, and the Adventurer loses 2 HP.

ESCAPE COMBAT – Test: Dex -10 [S: Remove Monster, Add to Area] [F: -2HP, Step 5] (*Escape*)

When a Monster attempts to escape, the player can simply allow it to escape and it is removed from the Combat Track, or they may still perform their attack hoping to deliver a killing blow, however, if the Monster is not killed by the attack it is removed from the Combat Track. Alternatively the Adventurer may try to block its escape, forcing it to remain in combat and hopefully dealing it some damage. The Adventurer does not make a normal attack during step 3 of combat, but instead makes a BLOCK ESCAPE test and if successful combat will continue from step 4, otherwise the Monster is removed.

BLOCK ESCAPE – Test: STR-10 [S: Monster Remains, Combat Step 4] [F: Remove Monster] (*Escape*)

MONSTER REACTION AND HIT LOCATION TABLES

D10	Monsters Reaction
10	Monster will Escape
9	Monster damaged last Round it will Escape
8	Monster has less than Half HP it will Escape
7	Monster will Attack as normal
6	Monster will Attack as normal

D10	Monsters Reaction
5	Monster will Attack as normal
4	Monster will Attack as normal
3	Monster will Attack as normal
2	Monster has less than ½ its HP gains AV+5
1	Monster has less than ½ its HP gains AV+10

D10	Hit Location	Damage Mod
1	Head	+3
2	Back	+2
3	Torso	+1
4	Arms	-
5	Hands	-

D10	Hit Location	Damage Mod
6	Main Weapon	-
7	Off Weapon	-
8	Waist	Belt Check
9	Legs	-1
10	Feet	-1

DAMAGE DEFLECTION

When an Adventurer is damaged in combat, they may be able to deflect some of the damage to items they have equipped. It is entirely optional and the player may always allow the damage to be dealt to the Adventurer. Items such as Weapons and Armour can be used to deflect up to 2 points of damage dealt to an Adventurer, if they are equipped to the Location the Monster has struck, and the damage is instead applied to the Items damage track at the rate of 1 pip for each point deflected. Note that when an items Damage Track is full, it has been destroyed and is removed from the Adventure Sheet.

Shields however, offer much better protection, as they are designed to withstand damage, and when they are equipped to the Off Hand Slot they can be used to deflect damage equal to or less than their Shield rating (S) and from a blow that hits any location. In addition Shields will suffer less damage, and each full point of damage deflected by a shield, shades just $\frac{1}{2}$ a pip on the Damage Track.

Example of Deflection: An Adventurer has a Shield with a Rating of 4 (S4) and has just taken 7 points of damage to the head. The player decides to use the shield and can deflect up to 4 points of damage from the attack (S4), deflecting the full amount of damage allowed (4) the player shades 2 pips on the Shields Damage Track ($\frac{1}{2}$ a pip for each full damage deflected) and is now left with 3 points of damage ($7-4=3$). The Adventurer is wearing a Leather Cap, and because the Monster rolled a hit Location to the Head, the player can deflect up to 2 points of damage to his Cap. The player deflects the damage, shades in 2 pips on the Leather Caps Damage Track, and reduces the damage dealt by 2 ($3-2=1$), leaving just 1 point of damage to be suffered by the Adventurer.

DEFENCE BONUS

Some items provide an Adventurer with a Defence Bonus (Def). Items that have a DEF value are added together to create a combined DEF value, which is checked each time a Monster attacks the Adventurer, so when a Monster scores a natural result that is equal to or less than the Adventurers DEF value on its damage dice, the total amount of damage scored is reduced by the Adventurers DEF Value. Although when combining items DEF values together may provide the Adventurer with a DEF value above 5, 5 is its absolute maximum, therefore any roll of a 6 from a Monster can never be reduced by an Adventurers DEF Value.

Example: Denny has DEF 2, and a Monster with a DMG+2 has just scored a hit to her head (+3 damage). Luckily for Denny she is wearing a Mail Coif with an Armour of 2. She rolls the Monsters Damage die and scores a 1, then she modifies the result with the Monster DMG value +2 and +3 because the strike hit her head for a total of 6 ($1+2+3=6$). However, because the Monster rolled a natural 1, which is equal to and less than her DEF Value (2), she can instantly deduct her DEF value from the Monsters damage score, which brings the damage score down to 4 ($6-2=4$). Lastly, because she is wearing the Mail Coif, she can deduct its Armour (2) from the Monsters damage score ($4-2=2$) which leaves 2 damage. She then decides to deflect the last 2 points of damage from her to the Mail Coif, and shades in 2 pips on its damage track which reduces the damage taken to a total of 0 ($2-2=0$).

MONSTER CHARACTERISTICS

Monsters have their own set of characteristics that are used for combat, and when they are listed will show the rewards that are offered should they be killed (see example below).

GIANT RATS AV:25 DEF:0 HP:3/2/2 DMG: -2
[K:Table P2] (*Disease, Pack*)

Each Monster has a Name, Attack Value (AV), Defence rating (DEF), damage modifier (DMG) and Health Points (HP) which are sometimes listed in multiples, signifying that the Monster is made up of a pack.

Some Monsters have Abilities which are shown in italics, and they affect your encounter with them and must be observed. In the above example, the Giant Rats gain a bonus to their AV for each individual HP value remaining beyond the first, because of their Pack Ability, and they will inflict Disease when they score a natural 1 on their damage dice because of their Disease Ability.

Once a Monster has been defeated, the player checks the section marked [K] for Killed and either rolls on a table, or rolls dice to determine the number of gold pieces received as a reward. Sometimes the dice roll is modified, and sometimes a choice of tables is offered.



Monster Abilities

ATTACKS - The Monster is able to attack more than once in a single round of combat, and the number of times it gets to make an attack roll is equal to its Attacks 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, so at the start of each Combat Round before step 1, roll 1d10 to see which magic spell they will use for the round.

1d10	Spell	Description
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 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, and if the result is equal to or less than the number of Disease Pips shaded, the Adventurer suffers HP equal to the number of pips shaded.

ETHEREAL - The Monster has no substance, and 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, and 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, Attack 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, but 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, and each time a natural 1 is rolled for its damage, the Adventurer may be frozen by its attack and must make an Avoid Freeze Test.

AVOID FREEZE – Test: Dex [S: No Effect] [F: -1HP, -2 DEF in next combat round] (*Dodge*)

LARGE - 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.

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.

PHASE - The Monster can phase in and out of reality, making it a hard target to strike. The Adventurer 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, and 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, and 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, Attack Action, Escape] (*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 Attack Action next Combat Round.

AVOID WEB – Test: Dex +20 [S: Attack as Normal] [F: Forfeit Attack, Attack Action, Escape] (*Dodge*)

CHOOSING A QUEST

Each game you play begins by determining a quest that will set an objective and reason for your Adventurer to tackle a labyrinth of caves and dungeons filled with vile and fierce-some Monsters. When a new Adventurer has been created, the player is advised to tackle the first five quests listed on Table Q – Quests in numeric order beginning with “Dungeon Training 1” and ending with “Dungeon Training 5”. By completing these introductory quests, the Adventurer should acquire enough gold and items to begin performing some of the other more challenging quests, and can then roll 1d100 for a new Quest on Table Q – Quests.

When a Quest has been completed, you are required to tick its check box ☒ on the Quest Tracker on the Adventure Sheet, in order to keep track of which quests have been completed. If you decide to fail a quest, mark it instead with a cross ☒.

When rolling for a Quest, the player is permitted to roll on the quest table a number of times equal to their Adventurers Reputation value. This is because the more well known they are the more their services will be required. If the player rolls a quest that has an unchecked box ☐, the player may choose this as their next Quest or roll again (Reputation permitting). If the box has a cross ☒ it must be accepted and no further rolls can be made, otherwise if the box has a tick ☒ the player may choose any unticked box from the Quest Tracker as their next Quest.



Many Quests will have an Encounter Modifier which is added to the Adventure Sheet as a reminder whilst you are playing the Quest. Whenever a roll is made on Table E – Encounters, the player adjusts the roll according to the Encounter Modifier, before finding its result on the table.

Once a quest has been accepted, the player writes its details on the Quest Log, takes a Blank Dungeon Sheet and adds 1 to its page number. The game is now ready and begins when the Player begins their first Turn.

TURNS

The game progresses over a number of Turns until either the Quests Objectives have been met, the Adventurer has been killed or the Player chooses to fail the Quest (see Completing And Failing Quests). Once the Quests Objectives have been met, or the player fails the Quest, the game is over and the Adventurer automatically exits the dungeon. If the Adventurer has been killed and there is nothing to save them, such as a Life Point, Fate Point (to alter the dice result that caused them to die) or a Scroll of Resurrection in play, their adventure is over, and the Player must create a new Adventurer from scratch.

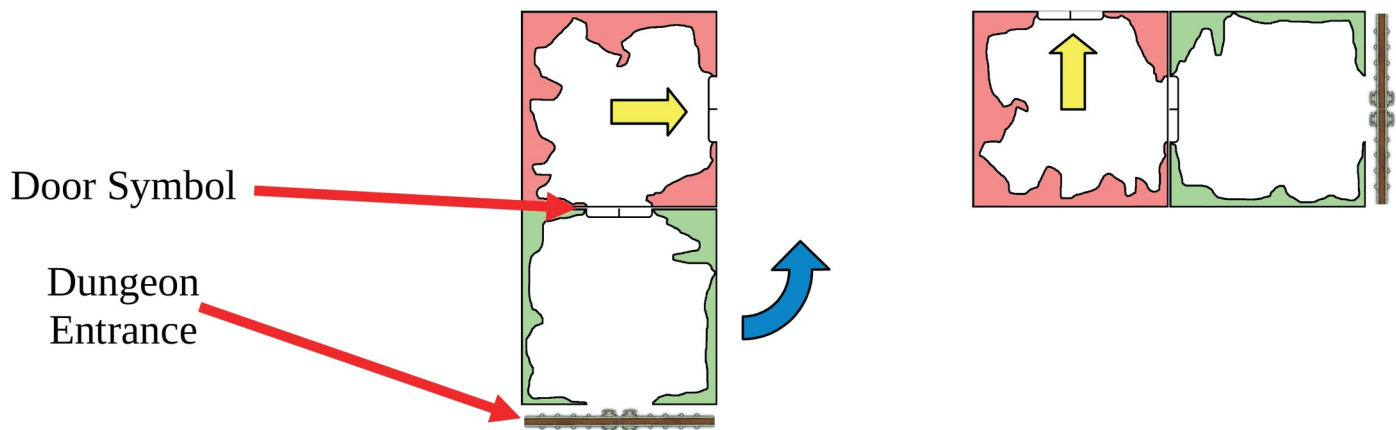
Adjust Equipment

The Player can at anytime during a Turn, except when in combat (see Combat), equip or unequip items to and from their Equipment Slots and Backpack. However, once a result has been scored on a table that requires a Belt Check or targets a specific item, the player is not permitted to remove it or replace it from its equipped slot until it has been resolved.

Each Turn follow the steps below in order, and they must be fully dealt with before continuing to the next step.

1. TIME TRACK - Shade 1 🕒 on the time track, and if it triggers an effect you must deal with it immediately (see Time Track).

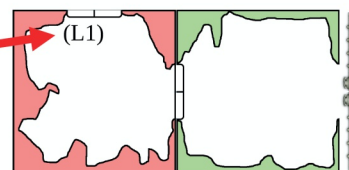
2. EXITS – If this is the very first Turn of the Quest, place the Dungeon Sheet with the Dungeon Entrance at the bottom of the page and proceed to Step 3, otherwise the player must choose an exit that the Adventurer will move through, and the player rotates the Dungeon Sheet so that the chosen exit is furthest away from them. If the exit has no door symbol, the player proceeds to step 3



Example Above: The Dungeon Sheet is rotated by the direction of the blue arrow so that the exit the Adventurer wishes to go through (indicated by the yellow arrow) is furthest from the player.

If the exit is blocked by a door that already has a door code, the player looks it up on Table D – Doors and follows its instructions, otherwise the player must roll on the table to generate what type of door is found, and the player records the door code close to the door on the Dungeon Sheet.

Example: Gerry has just rolled 30 on Table D – Doors and writes the Door Code close to the door on the Dungeon Sheet.



There are several types of doors an Adventurer may encounter, and most require some sort of test or roll to be opened. Once a door is given a Door Code, the player has the choice to either try and open it, or rotate the map and try another exit. The player may make as many attempts as they like to open the door, following its instructions each time, and may at any time give up and choose another exit. If the door is already open when it is encountered, i.e. has a door code of (O) or if the player manages to get the door open, they change the door code to (O) and can proceed to step 3.

Below are details of the doors that may be encountered whilst an Adventurer is exploring.

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.

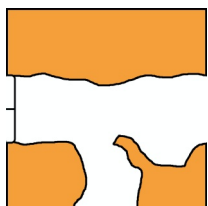
Trapped – Some doors are trapped and will harm the Adventurer if the trap is not disabled when they attempt to open the door, so the Adventurer must pass a Trapped Door test in order to change its Door Code to a (O).

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.

3. AREA – When the exit has been dealt with and any doors that may have blocked the way have been successfully opened, the Adventurer moves from their current area through the exit and into the Area beyond. If the area has already been mapped, the player consults the Dungeon Sheet for the Areas details, however, if the Area is blank, the player rolls on Table M – Mapping and generates a new Area. The new Area is copied and drawn to the Dungeon Sheet in the blank space exactly as it is shown on the table. The player is not permitted to change its orientation from how it is shown on the table and must include all door symbols that are blocking any of its exits.

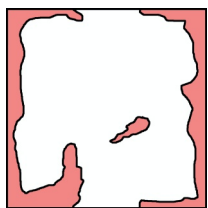
You will notice from the Mapping table that there are 4 different types of Areas, and each has its own coloured Dungeon Wall to help distinguish its type. The colour of the area is recorded to the Dungeon Sheet by one of two ways; the player may colour the dungeon walls using coloured pencils as they are shown on the table, or may mark the top right hand corner with its type, (Y) for a Yellow Area, (R) for a Red Area, (G) for a Green Area and (B) for a Blue Area, and then shade (///// or hash) the dungeon walls.

Once the Area has been mapped correctly, follow the instructions below for the Area discovered.



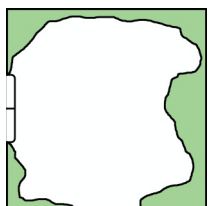
Yellow – Empty

Yellow Areas are mostly empty. The odd few items that may be found are limited, so when a Yellow Area has been added to the Dungeon Sheet the player proceeds to Step 4.



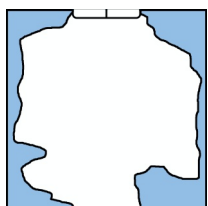
Red - Encounter

Red Areas are more dangerous and when first discovered will contain a Monster lurking in the shadows. Roll on Table E – Encounter and apply the current Quests Encounter modifier before reading the result on the table, then start Combat.



Green – Geographic

Green Areas contain random features that may restrict movement, cause damage or offer rewards. The player rolls on Table G – Geographic and follows the instructions.



Blue - Objective

Blue Areas may be important areas in a dungeon that are specific to completing the current Quest, and the player should check the Quest to see if they are relevant. If they are not then the area is regarded as Empty, but still retains its colour for the purpose of searches.

4. SEARCH – The Adventurer may search each Area once per game, and hunt for anything of interest. The player rolls 1d100 on Table F – Find and follows the instructions for the result rolled. Certain areas may provide a modifier to the roll when they are searched, and the player applies the modifier to the roll before looking up the result, the modifiers are:

■ (Yellow) +0 to ROLL ■ (Red) +10 to ROLL ■ (Green) +5 to ROLL ■ (Blue) +20 to ROLL

If the result has an adjustment to the Time Track, the player shades the required number of ⌚ on the Time Track. When an Area has been searched, the player marks an (S) in the bottom left of the area as a reminder that it has been searched and cannot be searched again.

TIME TRACK

Time is important to track in the dungeon. As Adventurers attempt to solve certain tasks, time ticks away and there is a chance a wandering Monster may surprise them, or their lantern may need refuelling. The time track covers a full twelve hours of time (half a day) and when the rules instruct a player to add time to the track, it will look something like this “+1⌚”. In this case the player shades in one clock face on the time track on their adventure sheet.

At various times the track will trigger an effect and ask the player to spend a flask of oil ⛵, eat some food 🍖 or roll to see if they encounter a wandering Monster 🐾. When the last clock face is shaded on the track, the player refreshes it by removing all of the shading, leaving it blank to record another twelve hours of time, and then checks for Poison and Disease (see Monster Abilities).



The Effects of Oil ⛵

If an Adventurer cannot spend the required flask of oil because their supply is empty, or does not wish to spend it, they are thrown into darkness and are relying solely on what little light the dungeon has to offer. Until they spend a flask of oil again, their 3 main characteristics (Str, Dex and Int) are reduced by 20. As a reminder shade in the Sun ☀ at the top of the Adventure Sheet, at any time (except Combat), a Player can spend a flask of oil to remove the penalty, and they may then remove the shading from the Sun ☀ on their Adventure Sheet.

The Effects of Food 🍖

If an Adventurer cannot spend the required food because their supply is empty, or does not wish to spend it, they become fatigued and weak and will automatically lose 5 HP. Eating at a later time will not help restore this loss.

The Effects of Wandering Monsters

Each time the wandering Monster symbol shows on the Time Track, there is a chance that a Monster may appear. The player rolls 1d10 and if the result is equal to or less than the number shown, a Monster has appeared. Roll on Table E to see what has turned up (don't forget to include the Quests Encounter modifier). Wandering Monsters must be dealt with before anything else can be resolved.

Time Track Modifier

Sometimes a result on a table may instruct the player to add a modifier to the Time Track. The player writes the modifier in the box provided, and if a modifier has already been recorded in the box the new one replaces the previous one recorded.

SUCCEEDING AND FAILING QUESTS

Each Quest has details of how an Adventurer can complete the Quest and win the game, and the repercussions for failing a quest.

COMPLETING A QUEST

Once the objective(s) have been met, the Quest has been accomplished and the Adventurer receives the reward(s) shown, adds 1 point to the completed section of their Quest log and ticks ☒ the Quest number on the Quest Tracker. There are several common elements that determine how a Quest can be completed, which are Loot, Collect, Explore, Kill, Objective Items and Objective Areas. Sometimes a Quest will require or allow multiple elements for the Adventurer to be able to complete a Quest.

Loot – When a Quest asks an Adventurer to loot an item, it must be looted from a Monster the Adventurer has killed. Objective items or blue Objective Areas have no bearing on meeting the Quests objective and are ignored. If the Adventurer happens to find the item in any other way other than Killing a Monster it will not count, for instance, if you are required to loot 3 Weapons and find a weapon by searching an area, the weapon you found does not count towards the Quests objective, as it must be looted.

Collect – When a Quest stipulates that a specific Item is to be collected, it can be looted by killing a Monster, or added to the Adventure Sheet in another way. As long as the item or items required to complete the Quest are written on the Adventure Sheet, the Quest can be completed.

Explore – Sometimes a Quest will ask for certain Areas or features to be explored, and providing they are added to the dungeon sheet they will count towards completing the Quest.

Kill – A Quest might instruct an Adventurer to seek out and kill a specific Monster or Monsters, and providing they have been killed they will count towards the Quests Objective.

Objective Items – If a Quest instructs that an Objective Item is to be collected, it must be acquired by rolling on tables TA, TB or TC.

Objective Rooms – Sometime a Quest will ask an Adventurer to find an Objective Room. These blue rooms can be found easily by rolling 91 or more on Table M – Mapping whilst exploring. Once it is found the Quest will give details of how the Adventurer uses it to meet an objective or complete the Quest.

FAILING A QUEST

Sometime it's better to cut your losses. Knowing when to quit is an important part of the game and the survival of your Adventurer, therefore, at any time (except when in combat), the player can end the game. They add 1 point to the failed section of the Quest Log, put a cross ☒ on the Quest Tracker and suffer the fail costs associated with the current quest. If the costs cannot be met, the Quest cannot be failed and the Adventurer is forced to press on until they can meet the fail cost or manage to complete the Quest, even if it means they will perish as a result. Below shows how costs are to be paid:

– $\frac{1}{2}$ **gp** - The player divides the Adventurers current gold pieces in half (rounding up) and removes the result from the Adventure Sheet, but do not include any gold tied up in items or investments.

-5/-10 **Skill** – Roll 1d10 for a random skill and deduct the bonus shown from the skill even if it would score a negative value, for instance -10 Skill applied to a Skill with a current bonus of +5 would give the Skill a final bonus of -5 and this would deduct from the dice roll for all tests that use that Skill.

-1/2/3 **Str/Dex/Int/HP** – The player deducts the number of points shown from the Adventurers Primary Characteristic.

-1 **REP** – The player must deduct 1 point from the Adventurers REP Value, because Reputation can never be lower than 1, and the Adventurer must have a minimum of REP 2 in order to fail the Quest.

BEFORE YOUR NEXT QUEST

After a Quest has been Completed or Failed and before a new Quest has been determined, the player performs the following steps in any order they desire to prepare for the next adventure ahead. They must always perform the Refresh Tracks Step and the Empire Building if they have any Shares, otherwise all other steps are optional.

1. REFRESH TRACKS (Compulsory) – Remove all shaded pips on the Keys and Levers tracks (Keys and Levers only open doors in a specific dungeon and are not carried over to your next quest) and remove all shaded clock faces from the Time Track. Note that Disease and Poison that are shaded remain on their tracks.

2. HEAL (Optional) - The Adventurer may seek the services of a healer and remove each Poison pip for 40gp, each Disease Pip for 65gp and restore lost HP for 20gp each.

3. REPAIR ITEMS (Optional) – The Player can remove any number of shaded pips on any items damage track by paying its fix value per pip, for instance if an item has 3 pips shaded and has a fix value of 3, it would cost 3gp to remove a single shaded pip, or 9gp to remove all three.

4. SELL ITEMS (Optional) – The player may sell (remove from sheet) any number of items on the Adventure Sheet (equipped or stored in the Adventurers backpack) that have a GP value. However, damaged items reduce the cost by its fix value for each pip of damage the item has shaded (see example below). To help with working out these values you can use Table V – Values. Collected spells may be sold directly from an Adventurers Spell Book for 800gp and Scrolls can be sold for 200gp each.

Example: The Falchion below is worth 143 Gp's but has been damaged with 3 Pips. It can be sold for 143 Gp's minus its fix value for 3 Pips (Fix 29 Gp's x3 = 87 Gp's), the Player deducts 87 Gp's from 143 Gp's to find the Falchions Sell value of 56 Gp's, the player removes the Falchion from the Adventure Sheet and adds 56 Gp's.

Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Item Found, roll 1d6 1-2= ■ 3-4= ■■ 5-6= ■■■
6	-	Main H	 <i>Falchion (H)</i>					+1		143	29		■■■■■

5. BUY NEEDED ITEMS (Optional) – Some items are essential and are needed for the next adventure, and the player may buy a maximum of 20, plus the Adventurers REP value of items from Table N – Needed, by paying the gp cost listed and adding them to the Adventure Sheet.

6. SEARCH THE MARKET (Optional) – The player may roll a number of times equal to the Adventures REP value on tables marked with a “” symbol (Tables A, TA/TB/TC and W) and may buy any of the items rolled. The player pays the items GP cost and adds it to the Adventure Sheet, recording all of its details. Items that are bought are undamaged and have no damage pips.

Example: Elric's Adventurer has a REP of 3 and decides to roll on Table A - Armour twice and Table W - Weapons once.

7. TRAINING (Optional) – An Adventurer may seek training from a scholar or tutor to improve their Skills or Characteristics, and the Adventurers REP value determines the quality of the trainer they can find and sets the maximum number of pips that can be shaded on the experience tracks. Providing they can pay the cost, the pips that can be shaded can be split amongst any of the Skills or Characteristics as the player sees fit, and costs 200gp to shade a pip on a Skill Track, 2000gp to shade a Pip on the Str, Dex or Int Tracks and 20,000gp to increase the Adventurers Primary HP by 1 point. Note that if an Experience Star  is shaded for a trained Skill or Characteristic, it does not increase the number of pips shaded, as they are only earned over time and with plenty of experience.

Example: Marvin has a REP of 3, and he decides to shade 1 pip on the Str Track (2000gp) and 2 pips on his Bravery Track (200gp x 2 = 400gp), therefore he removes 2400gp from the Adventure Sheet.

8. MAGIC TUITION (Optional) – Once the Spell Book has been unlocked, an Adventurer may seek the knowledge and wisdom from an experienced Sorcerer to learn a new spell. The player may roll a number of times equal to the Adventures REP value on Table S – Spells and may choose only one for the Adventurer to learn, which costs 1000gp in fees, and the Player writes the spell in the next available slot in the Adventurers Spell Book.

9. EMPIRE BUILDING (Compulsory With Shares) – Building an empire can secure fame and fortune, and with the right planning an Adventurer may build an empire to rival that of royalty, as well as to provide gold for training and tuition. Adventurers can place gold in various forms of investment. There are four areas to buy into, which are Finance, Holdings, Wars and Trade Goods, and each has different values and risks associated with them.

After the Investment Roll has been made (see below), the Player may buy a number of shares equal to or less than the Adventures REP value in any of the investment programs on the Empire Section of the Adventure Sheet, by paying the cost shown and adding 1 point to the share box. However, an Adventurer may never own more than 10 shares of a single Investment program, which will allow a maximum of 40 Shares that can be owned by an Adventurer at any one time (10 shares for each of the four Investments). Note that individual pips may never be purchased.

After the Investment Roll has been made (see below), the player may sell shares and pips freely and will receive the value shown for the Investment for each share or pip that is sold. The player removes the share/Pip from the Investment box/track and receives the GP shown for the investments sold.

Example: Wilma has a REP of 2, and has 3 Shares and 4 pips in Finance. She decides to buy some Shares in Holdings, and adds 2 to the Holdings Box and pays 1000 GP, but because her REP is 2, she can't buy any more shares so decides to sell 2 Pips in Finance. She removes 2 of the pips from the Finance Investment Track and receives 40 GP.

The Investment Roll

After each Quest has been played, regardless if it failed or was completed, the Player rolls 1d100 on Table J - Investments and cross references the result for each investment program the Adventurer owns shares in.

Example: Wilma has invested 3 shares in Finance and 2 shares in Holdings. She rolls the dice and cross references the result first with Finance and then with Holdings.

The Investment Table will either instruct an investment to lose shares or pips, have no gain, or gain shares or pips, so when a share is lost or gained the player removes or adds one share to its share box. However, when a pip is lost or gained, the player removes a shaded pip or shades a pip of the associated Investment Track.

A pip is worth 1/5 of a share, so when the investment track is full, the player can remove all shaded pips on the track and add one Share to the Investments Share Box.

When pips are to be removed and there are not enough pips to meet the requirement, for instance, 4 pips need to be removed but only 3 are shaded on the track, the player first removes as many pips as they can, deducts 1 share from the share box, and shades all 5 pips of the investment track, then continues to remove pips until the requirement has been met.

Investment results rolled on Table J - Investments affect each Share the Adventurer has invested, for instance, if an Adventurer is to lose 3 pips and they have 4 shares, they will in fact lose 12 pips in that investment.

Example: Wilma has 3 shares and 2 pips in Finance. She rolls 19 on the Investment Table which reads “-2 Pips” for Finance, she needs to remove 6 pips, first she erases the 2 pips from the track, leaving a balance of 4 pips that still need to be paid, she deducts 1 share (leaving 2 shares in Finance) and shades in all 5 pips of the track, and lastly she erases the 4 outstanding pips, leaving just one pip on the investment track. She also has some shares in Holdings, and using the same dice result from before (19), she consults the Investment Table for Holdings, it reads “-3 Pips”, so now she must go through the process again of removing the required number of pips from her Holdings Investment.

THE DUNGEON SHEET AND MAPPING

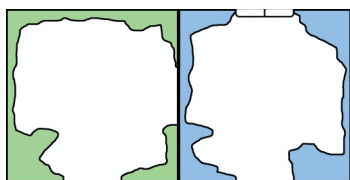
The Dungeon Sheet is divided up into large squares. Each one is used for the Areas you are generating. These large squares are in turn divided into 9 smaller squares that will help you align exits and copy areas from the Map table to the Dungeon Sheet.

You should record information as accurately as you can, add reference numbers from the tables, or make bullet points.

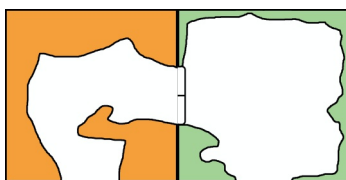
Make sure you either colour dungeon walls clearly or mark their colour in the top right square of an area, as it may become important later in the game. If you are not colouring the walls it is recommended that you hash or shade (////) the dungeon walls to show areas clearer.

The following rules apply when mapping your Dungeons.

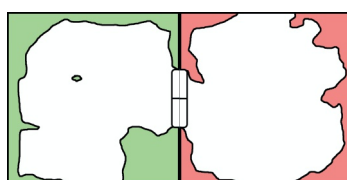
- If an open exit from one area lines up to a solid wall of another area, that exit is blocked (see Example A below).
- If an open exit from one area lines up with a door of another area, the door must be opened (see Example B below).
- If an unopened door from one area lines up with an unopened door of another area, both doors need to be opened (see Example C below).
- If an unopened door from one area lines up with a solid wall of another area, that exit is blocked (see Example D below).
- If for any reason your progress through a dungeon has been blocked because all the exits lead to solid walls, you are permitted to draw a secret passage through the dungeon wall of any area you have mapped to continue with the quest.
- If you escape a Monster, mark the centre of the Area with an (E), followed by its number on the Encounter Table. For instance Imps would be (E58), The Adventurer will manage to avoid the Monster whilst they remain in the Area, but should they leave and re-enter, the Monster must be encountered again and it will have full HP.
- Some geographic features span across an area from corner to corner blocking exits on opposite sides. Draw on the features as creatively as you can, and mark them with the number rolled on the table that created them. For instance if a 78 was rolled on the Geographic Table, a Shrine is found and the Player would write “Shrine G78”. Sometimes a feature can only be used once, so when it has been used, tick it to remind you it cannot be used again, for instance a Shrine that has been used would appear as “Shrine G78✓”.



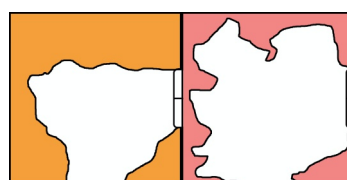
Example A



Example B

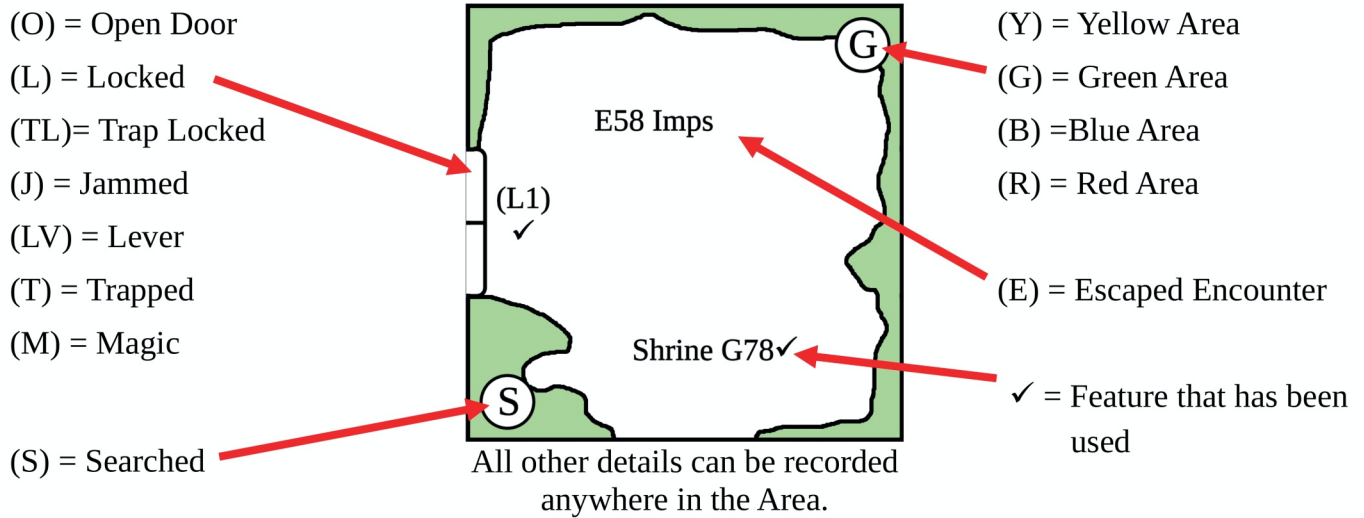


Example C

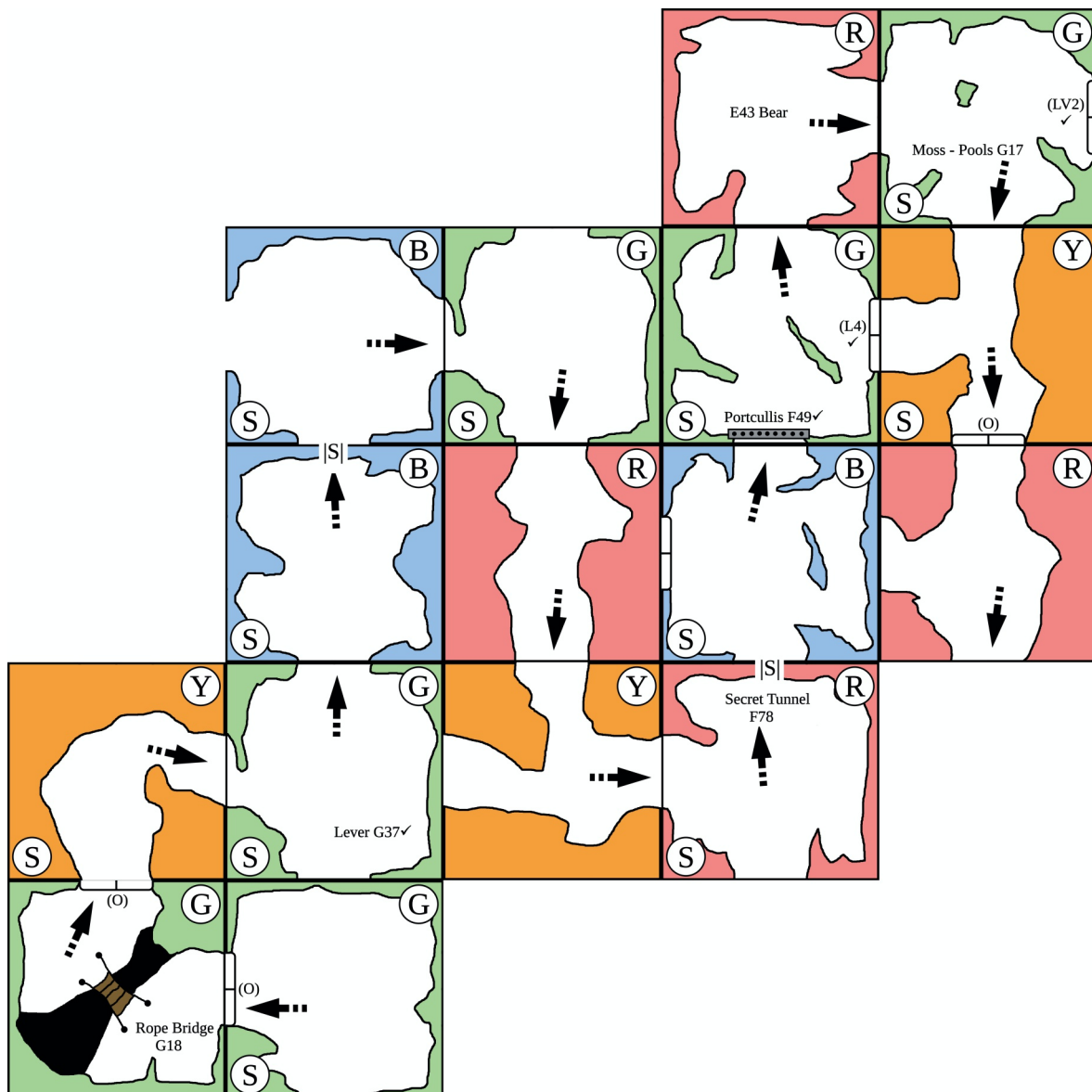


Example D

The Example below shows how and where to record information within an Area.



An example of the Dungeon Sheet during a game, the black arrow shows the Adventurers movement between Areas.





A – ARMOUR (D100)

Table A - Armour

A

D100	Slot	Armour Type	A/S Value	Gold Pieces	Fix Cost
1-4	Feet	LEATHER BOOTS	A0	67gp	14gp
5-8	Legs	LEATHER TASSET	A0	68gp	14gp
9-12	Waist	LEATHER GIRDLE	A0	70gp	14gp
13-16	Off Hand	BUCKLER SHIELD	S0	79gp	16gp
17-20	Hands	LEATHER GAUNTLETS	A0	73gp	15gp
21-24	Arms	LEATHER ARM GUARDS	A0	66gp	14gp
25-28	Torso	LEATHER CUIRASS	A0	78gp	16gp
29-32	Back	LEATHER CLOAK	A0	67gp	14gp
33-36	Head	LEATHER CAP	A0	75gp	15gp
37-39	Feet	STUDDED LEATHER SOLLERETS	A1	87gp	18gp
40-42	Legs	STUDDED LEATHER CHAUSSES	A1	89gp	18gp
43-45	Waist	STUDDED LEATHER BELT	A1	94gp	19gp
46-48	Off Hand	TARGE SHIELD	S1	123gp	27gp
49-51	Hands	STUDDED LEATHER GLOVES	A1	97gp	20gp
52-54	Arms	STUDDED LEATHER BRACERS	A1	83gp	17gp
55-56	Torso	STUDDED LEATHER BRIGANDINE	A1	123gp	25gp
57-58	Back	STUDDED LEATHER CAPE	A1	87gp	18gp
59-60	Head	STUDDED LEATHER HELMET	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

B – BOOSTS (D100)		Table 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	RICHES: 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.
83	TIME REWIND: Everything around stops deadly still, the next ⌚ you are asked to shade is ignored (do not shade).
84	RICHES: 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	RICHES: 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 (D100)		Table 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] (Aware, Lucky)		
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.
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 (D100)			Table D - Doors	D
D100	Code	Door Type	Details	
1-29	O	OPEN	When the handle is turned the door opens.	
30-31	L1	LOCKED	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	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	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	The door is activated by a lever somewhere in the dungeon (See Lever Doors below). JAMMED DOOR – Test: Str [S: Open] [F:-1 HP,+1☹] (<i>Strong</i>)	
38-39	T1	TRAPPED	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	The door is magically sealed and its spell must be broken (See Magic Doors Below).	
42-43	O	OPEN	When the handle is turned the door opens.	
44-45	L2	LOCKED	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	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	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	The door is activated by a lever somewhere in the dungeon (See Lever Doors below). JAMMED DOOR – Test: Str -5 [S: Open] [F:-1 HP,+1☹] (<i>Strong</i>)	
52-53	T2	TRAPPED	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	The door is magically sealed and its spell must be broken (See Magic Doors Below).	
56-57	O	OPEN	When the handle is turned the door opens.	
58-59	L3	LOCKED	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	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	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	The door is activated by a lever somewhere in the dungeon (See Lever Doors below). JAMMED DOOR – Test: Str -10 [S: Open] [F:-1 HP,+1☹] (<i>Strong</i>)	
66-67	T3	TRAPPED	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	The door is magically sealed and its spell must be broken (See Magic Doors Below).	
70-71	O	OPEN	When the handle is turned the door opens.	
72-73	L4	LOCKED	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>)	
74-75	TL4	TRAP LOCKED	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	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	The door is activated by a lever somewhere in the dungeon (See Lever Doors below). JAMMED DOOR – Test: Str -15 [S: Open] [F:-1 HP,+1☹] (<i>Strong</i>)	

80-81	T4	TRAPPED	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	The door is magically sealed and its spell must be broken (See Magic Doors Below).
84-85	O	OPEN	The door is open
86-87	L5	LOCKED	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	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	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	The door is activated by a lever somewhere in the dungeon (See Lever Doors below). JAMMED DOOR – Test: Str -20 [S: Open] [F:-1 HP, +1 ☹] (<i>Strong</i>)
94-95	T5	TRAPPED	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	The door is magically sealed and its spell must be broken (See Magic Doors Below).
98-100	O	OPEN	When the handle is turned the door opens.

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 (0) 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.

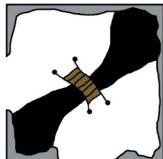
E – ENCOUNTER (D100)						Table E - Encounter	E
After rolling for an Encounter add the Quest Modifier before looking up the result							
D100	Monster Encountered	AV	Def	Dmg	HP	[K]	Monster Ability
1-10	GIANT RATS	25	0	-2	3/2/2	Table P2	<i>Disease, Pack</i>
11-20	GIANT BATS	25	0	-3	2/3/3	Table P4	<i>Fly, Surprise, Pack</i>
21-25	GIANT ANTS	20	2	-2	3/2/3/3	Table P1	<i>Pack</i>
26-30	GIANT SPIDER	30	2	-1	6	Table P1	<i>Web</i>
31-33	GOBLINOIDS	25	0	-2	3/3/2	Table I/W	<i>Pack</i>
34-37	GOBLINS	25	1	-1	2/3/3	Table A/I/W	<i>Pack</i>
38-41	GOBLIN ARCHER	25	1	-1	2/3/3	Table A/I/W	<i>Pack, Surprise</i>
42	GOBLIN WARLOCK	30	1	-1	7	Table I/TA	<i>Dark Magic</i>
43-44	BEAR	40	2	+0	10	Table P2	
45-46	RATMEN	30	2	+0	3/3/4	Table A/I/W	<i>Pack, Disease</i>
47	RATMAN CHAMPION	40	2	+0	9	Table A/I/W	<i>Disease</i>
48-49	GOATMAN	40	3	+1	11	Table A/I/W	
50-51	GOATMAN ARCHER	40	2	+1	9	Table A/I/W	<i>Surprise</i>
52	GOATMAN PRIEST	40	1	+1	15	Table I/TA	<i>Dark Magic</i>
53-55	ZOMBIES ☠	35	0	+0	4/4/4/5	Nothing	<i>Disease, Pack</i>
56-57	TRICKSTERS 🐾	35	1	+0	3/4/4	Table I/W+5	<i>Pack, Surprise, Dark Magic</i>
58-59	IMPS 🐾	35	1	+1	4/4/5/5	Table P2/I/W+5	<i>Fire, Pack</i>
60-61	ORC	45	3	+1	10	Table I/A+10/W+10	
62-65	ORC ARCHER	45	2	+1	9	Table I/A+10/W+10	<i>Surprise</i>
66	SPIDER QUEEN	40	3	+2	14	Table P1	<i>Web, Surprise, Poison</i>
67	SKELETON SPIDERS ☠	45	4	+2	15	Table P1	<i>Regenerate, Resurrection, Web, Surprise</i>
68	G. VAMPIRE BAT ☠	45	3	+1	10	Table P4	<i>Fly, Surprise, Phase, Resurrection</i>
69-70	GIANT APES	40	2	+2	8/8/9	Table P2	<i>Pack</i>
71	ZOMBIE MASTER ☠	50	1	+1	16	Table TA+10	<i>Disease</i>
72	SKELETON ☠	50	4	+1	13	Table A+15/W+15	<i>Fear, Regenerate, Resurrection</i>
73	GIANT SNAKE	55	3	+2	16	1d100 GP	<i>Poison</i>
74	ORC CHAMPION	55	5	+2	16	Table I/A+15/W+15	
75	GHOUL ☠	50	3	+3	18	Table P2	<i>Phase, Fear</i>
76	WIGHT ☠	55	4	+3	20	Table I/TA+15	<i>Fly, Fear, Resurrection</i>
77	ORC WARLOCK	50	4	+2	22	Table I/TA+15	<i>Dark Magic</i>
78	DEMON 🐾	55	4	+2	20	Table P2/I/W+15	<i>Fire</i>
79	GHOST ☠	60	4	+2	24	Table TA+15	<i>Death Touch, Ethereal, Fear</i>
80	VAMPIRE ☠	65	5	+3	25	Table I/W+15/TA+15	<i>Dark Magic, Fly, Phase, Resurrection</i>
81	WRATH ☠	60	4	+3	28	Table TB	<i>Death Touch, Ethereal, Fear</i>
82	NECROMANCER	60	5	+2	25	Table I/W+20/TB	<i>Dark Magic, Regenerate, Resurrection</i>
83	DEMON LORD 🐾	55	4	+2	29	Table P/I/W+20/TB	<i>Fire, Large, Fear, Fly</i>
84	OGRE	60	5	+3	30	Table P2/TB+5	<i>Fear, Large</i>
85	MINOTAUR	65	6	+3	33	Table P2/TB+5	<i>Fear, Large</i>

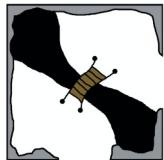
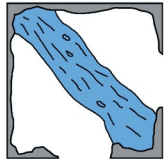
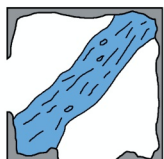
86	GIANT	65	6	+4	35	Table P2/TB+10	<i>Fear, Large, Stun</i>
87	TROLL	60	5	+3	36	Table P2/TB+10	<i>Large, Fear, Regenerate</i>
88	EVIL WARLOCK	65	6	+3	34	Table TB+15	<i>Dark Magic</i>
89	LICH LORD ☠	70	7	+3	35	Table I/W+20/TB+15	<i>Dark Magic, Regenerate, Resurrection</i>
90	GARGOYLE 🦇	65	7	+3	38	Table P2/TB+20	<i>Fear, Stun</i>
91	WYRM	70	6	+4	40	Table P3/TC	<i>Fear, Attacks 2, Large</i>
92	FIRE WYRM	75	7	+4	42	Table P3/TC	<i>Fire, Fear, Attacks 2, Large</i>
93	FROST WYRM	75	7	+4	45	Table P3/TC	<i>Freeze, Fear, Attacks 2, Large</i>
94	WHITE DRAGON	80	7	+5	47	Table P4/TC+5	<i>Fly, Fear, Attacks 2, Large</i>
95	GREEN DRAGON	80	8	+5	49	Table P4/TC+5	<i>Poison, Fly, Fear, Attacks 2, Large</i>
96	RED DRAGON	85	8	+5	44	Table P4/TC+10	<i>Fire, Fly, Fear, Attacks 2, Large</i>
97	BLUE DRAGON	80	7	+5	45	Table P4/TC+10	<i>Freeze, Fly, Fear, Attacks 2, Large</i>
98	BLACK DRAGON	85	8	+5	47	Table P4/TC+15	<i>Dark Magic, Fly, Fear, Attacks 2, Large</i>
99	SKELETON DRAGON ☠	90	9	+6	48	Table P4/TC+15	<i>Ethereal, Fly, Fear, Attacks 2, Large</i>
100	GOLDEN DRAGON	90	9	+6	50	Table P4/TC+20	<i>Fire, Fly, Fear, Attacks 2, Large, Stun</i>



F – FIND (D100)		Table F - Find	F
D100	Time	Details	Add the following modifier for the area the Adventurer is currently in ■ +0 ■ +10 ■ +5 ■ +20
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 <i>(Surprise)</i> .	
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.	

G – GEOGRAPHIC (D100)		Table 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: 1d100 GP] (Poison)		
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] (<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	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 (D100) Continued		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 Adventure 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><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 Adventure 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><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.
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.							
25	LAVA: Pools of glowing hot lava gurgle 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>)											
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 Map “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><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>)											
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.											
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><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 Adventure 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 Adventure 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>)											

G – GEOGRAPHIC (D100) Continued

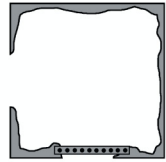
G

D100 Details

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 Adventure 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 ☺] (*Traps, Lucky*)

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.

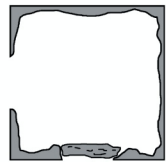


LIFT PORTCULLIS – Test: STR -15 [S: Mark with a ✓] [F: -1HP, +1 ☺] (*Strong*)

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.

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 ☺] (*Strong*)

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.

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 “Tombs G54” to the Dungeon Sheet and mark with a ✓ if you decide to open it.

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] (<i>Fear, Regenerate, Resurrection</i>)
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 Adventure 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 ☺] (*Locks, Lucky*)

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”. 										
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 border="1"> <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 border="1"> <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.				
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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 border="1"> <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 adventure 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 Adventurers 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” to the Adventure Sheet. After the current Quest has ended, the flower stops glowing and is worth just 5gp.</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 artifacts. 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 adventure 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 Adventurers 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” to the Adventure Sheet. After the current Quest has ended, the flower stops glowing and is worth just 5gp.	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 artifacts. 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 adventure 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 Adventurers 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” to the Adventure Sheet. After the current Quest has ended, the flower stops glowing and is worth just 5gp.										
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 artifacts. 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.										

G – GEOGRAPHIC (D100) Continued		G
D100	Details	
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.	
	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.
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.	
	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 a 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.	
	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 Adventure 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 A-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.	
	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 Adventure 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 border="1"> <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 buy 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 border="1"> <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.						
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 Adventure 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 border="1"> <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 A 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 (D6)					Table H - Hero Path		H
Shade in all of the 🎲 shown for the Adventurers Hero Path on the Adventurers Sheet							
D6	Hero	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	

I – ITEMS (D100)		Table I - Items	I
D100	Item Detail		
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						
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. <table><tr><td>1</td><td>The skeleton key breaks in the lock, remove it from the Adventure Sheet.</td></tr><tr><td>2-3</td><td>The skeleton key jams the lock, the door or chest can no longer be opened.</td></tr><tr><td>4-10</td><td>The Skeleton key clicks in the lock and the door or chest is opened.</td></tr></table>	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.	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.	-						

J – INVESTMENTS (D100)				Table J - Investments	J
The Adventurer may have a maximum of 10 shares in each of the four investments					
D100	TRADE 1 Share = 100gp 1 Pip = 20gp (sell only)	FINANCE 1 Share = 300gp 1 Pip = 60gp (sell only)	HOLDINGS 1 Share = 500gp 1 Pip = 100gp (sell only)	WARS 1 Share = 1000gp 1 Pip = 200gp (sell only)	
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	

Table L - Legends

L – LEGENDS (D100)		* Items imbued with a spell can be used once per Turn/Combat, they do not require a Cast Spell Test, but cost HP/Str and require a Combat Action to invoke the Spell.			L
D100	Details Replace 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	Roll on Table S – Spells for a spell the item is imbued with and add the Spells name after the Items as a suffix (i.e. Great Sword of Fire Ball) *	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	

M – MAPPING (D100)									M
■ Yellow = Nothing ■ Red = Roll Encounter ■ Green = Roll Geographic ■ Blue = Objective See Quest									
1 Yellow	2 Red	3 Yellow	4 Red	5 Yellow	6 Green	7 Red	8 Yellow	9 Green	10 Red
11 Green	12 Red	13 Yellow	14 Green	15 Red	16 Red	17 Yellow	18 Red	19 Yellow	20 Green
21 Yellow	22 Red	23 Yellow	24 Yellow	25 Red	26 Green	27 Yellow	28 Yellow	29 Yellow	30 Red
31 Red	32 Yellow	33 Red	34 Yellow	35 Green	36 Red	37 Yellow	38 Red	39 Green	40 Yellow
41 Yellow	42 Red	43 Yellow	44 Green	45 Yellow	46 Red	47 Yellow	48 Red	49 Yellow	50 Red
51 Green	52 Yellow	53 Red	54 Green	55 Yellow	56 Red	57 Green	58 Red	59 Yellow	60 Red
61 Red	62 Yellow	63 Green	64 Yellow	65 Green	66 Yellow	67 Yellow	68 Green	69 Red	70 Yellow
71 Green	72 Red	73 Yellow	74 Red	75 Yellow	76 Yellow	77 Red	78 Yellow	79 Red	80 Green
81 Red	82 Yellow	83 Green	84 Red	85 Yellow	86 Red	87 Yellow	88 Green	89 Yellow	90 Red
91 Blue	92 Blue	93 Blue	94 Blue	95 Blue	96 Blue	97 Blue	98 Blue	99 Blue	100 Blue

N– NEEDED (D100)		Table 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 Spells, it has a value of 1500gp to buy and 200gp when selling.	see description	



P – PARTS (D100)					Table P - Parts	P
P1	P2	P3	P4	Part	Add the Monsters name in front of the part rolled as a Prefix	GP
	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.	
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 (D100)		Table 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 [E:+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, it is 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 a 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, it requires a special ingredient. Loot any uncommon Part.
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 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 Barons 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 Snakes 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 Lords 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 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 a POTION OF GREATER (or 2 Objective Item).
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 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 a 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.

Q – QUESTS (D100) Continued		Q
D100	Quest Details	Mark each completed quest with a ☒ and each failed quest with a ☐ on the Quest Tracker.
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.	
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 Wurm 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.	

Table R - Race

R -RACE (D6)		Shade in all of the  shown for the Adventurers Race on the Adventurers Sheet		R
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

S – SPELLS (D100)		Spells can be cast at anytime except during Combat when the Adventurer is required to forfeit their Attack and performs a Combat Action. * Until the end of the current Quest.	S
Table S - Spells			
D100	Spells		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 result.		-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 separatel., 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

TA – TREASURE A (D100) 		Table 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 +1 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, add “Scroll of” before the spells name and add 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).	-	
100	LEGENDARY NECKLACE: Roll on Table L for its Legend (Neck Slot) .	-	

TB – TREASURE B (D100) 		Table 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).	-	
99	LEGENDARY NECKLACE: Roll on Table L for its Legend (Neck Slot).	-	
100	LEGENDARY WEAPON: Roll on Table W for a Weapon and then on Table L for its Legend and Value.	-	

TC – TREASURE C (D100) 		Table 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 LIFE: Drink to gain 5 Life Points.	5000gp	
97	LEGENDARY RING: Roll on Table L for its Legend (Ring Slot).	-	
98	LEGENDARY NECKLACE: Roll on Table L for its Legend (Neck Slot).	-	
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.	-	

V – VALUES						Table 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	

W – WEAPON (D100) 					Table W - Weapon		W
D100	Hands	Type	Weapon	Damage	Gold Pieces	Fix Cost	
1-2		(R)	SLING	-2 Dmg	12gp	3gp	
3-4		(R)	CATAPULT	-2 Dmg	15gp	3gp	
5-6		(H)	BATON	-2 Dmg	23gp	5gp	
7-8		(H)	STAVE	-2 Dmg	32gp	7gp	
9-10		(H)	KNIFE	-2 Dmg	44gp	9gp	
11-12		(H)	CLUB	-1 Dmg	50gp	10gp	
13-14		(H)	QUARTERSTAFF	-1 Dmg	51gp	11gp	
15-16		(H,R)	THROWING KNIFE	-1 Dmg	54gp	11gp	
17-18		(H)	DAGGER	-1 Dmg	54gp	11gp	
19-20		(H)	SPIKED CLUB	+0 Dmg	57gp	12gp	
21-22		(H)	HAMMER	+0 Dmg	60gp	12gp	
23-24		(H,R)	THROWING SPEAR	+0 Dmg	66gp	14gp	
25-26		(R)	SHORT BOW	+0 Dmg	67gp	14gp	
27-28		(H)	WAR PICK	+0 Dmg	68gp	14gp	
29-30		(H)	SHORT SWORD	+0 Dmg	70gp	14gp	
31-32		(H)	SCIMITAR	+0 Dmg	73gp	15gp	
33-34		(H)	RAPIER	+0 Dmg	75gp	15gp	
35-36		(H)	SCYTHE	+0 Dmg	75gp	15gp	
37-38		(H)	MACE	+0 Dmg	78gp	16gp	
39-40		(H,R)	THROWING AXE	+0 Dmg	87gp	18gp	
41-42		(H,R)	CHAKRAM	+0 Dmg	89gp	18gp	
43-44		(R)	REPEATING CROSSBOW	+0 Dmg	94gp	19gp	
45-46		(H)	LANCE	+1 Dmg	123gp	25gp	
47-48		(H,R)	SPEAR	+1 Dmg	132gp	27gp	
49-50		(H)	MAUL	+1 Dmg	134gp	27gp	
51-52		(H)	FALCHION	+1 Dmg	143gp	29gp	
53-54		(R)	BOW	+1 Dmg	146gp	30gp	
55-56		(H)	AXE	+1 Dmg	165gp	33gp	
57-58		(H)	MORNING STAR	+1 Dmg	167gp	34gp	
59-60		(H)	BROADSWORD	+1 Dmg	178gp	36gp	
61-62		(H)	PERNACH	+1 Dmg	178gp	36gp	
63-64		(H)	MILITARY FORK	+1 Dmg	187gp	38gp	
65-66		(H)	PARTISAN	+1 Dmg	189gp	38gp	
67-68		(H)	GLAIVE	+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
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



Handy Sheet

D10	Monsters Reaction
10	Monster will Escape
9	Monster damaged last Round it will Escape
8	Monster has less than Half HP it will Escape
7	Monster will Attack as normal
6	Monster will Attack as normal

D10	Monsters Reaction
5	Monster will Attack as normal
4	Monster will Attack as normal
3	Monster will Attack as normal
2	Monster has less than ½ its HP gains AV+5
1	Monster has less than ½ its HP gains AV+10

D10	Hit Location	Damage Mod
1	Head	+3
2	Back	+2
3	Torso	+1
4	Arms	-
5	Hands	-

D10	Hit Location	Damage Mod
6	Main Weapon	-
7	Off Weapon	-
8	Waist	Belt Check
9	Legs	-1
10	Feet	-1

COMBAT ROUNDS

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 the 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, and if the result is equal to or less than Monsters AV its a hit, so 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.

ESCAPING

When an Adventurer escapes, they do not get an attack roll or Combat Action for this Combat Round and must pass an ESCAPE COMBAT test - **ESCAPE COMBAT** – Test: Dex -10 [S: Remove Monster, Add to Area] [F: -2HP, Step 5] (Escape)

When a Monster escapes, the player can allow it to escape, perform an attack or attack action or block its escape and pass a BLOCK ESCAPE test - **BLOCK ESCAPE** – Test: STR-10 [S: Monster Remains, Combat Step 4] [F: Remove Monster] (Escape)

TURNS

At any time during a turn, except in combat (see Combat), the player may equip or unequip items to and from Equipment Slots and their Backpack, but 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, and if it triggers an effect you must deal with it immediately (see Time Track).
2. **EXITS** – Choose exit to move through, rotate Dungeon Sheet so that the exit is furthest away, and deal with any doors.
3. **AREA** – If area is already mapped, consult Dungeon Sheet for details. If the Area is blank, roll on Table M and add to the Dungeon Sheet.
4. **SEARCH** – (Optional) Search and roll on Table F applying modifier for current area and follow the instructions, add (S) to Dungeon Sheet and then start a new Turn. ■ (Yellow) +0 to ROLL ■ (Red) +10 to ROLL ■ (Green) +5 to ROLL ■ (Blue) +20 to ROLL

SPELLS AND SCROLLS

Cast Spells - Spell Book must be activated, Adventurer pays the cost (either lose HP or Str) and then performs the spell test.

CAST SPELL – Test: Int (+/- Spells Bonus) [S: Cast] [F: Roll on Table C - Curses] (Magic, Lucky)

Cast Scrolls - Pay cost (either lose HP/Str) and then perform the scroll test below, after test scroll is removed from the Adventure Sheet.

CAST SCROLL – Test: Int [S: Cast] [F: Roll on Table C - Curses] (Magic, Lucky)

Monster Abilities

ATTACKS - The Monster is able to attack more than once in a single round of combat, and the number of times it gets to make an attack roll is equal to its Attacks 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, so at the start of each Combat Round before step 1, roll 1d10 to see which magic spell they will use for the round.

1d10	Spell	Description
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 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, and if the result is equal to or less than the number of Disease Pips shaded, the Adventurer suffers HP equal to the number of pips shaded.

ETHEREAL - The Monster has no substance, and 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, and 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, Attack 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, but 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, and each time a natural 1 is rolled for its damage, the Adventurer may be frozen by its attack and must make an Avoid Freeze Test.

AVOID FREEZE – Test: Dex [S: No Effect] [F: -1HP, -2 DEF in next combat round] (*Dodge*)

LARGE - 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.

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.

PHASE - The Monster can phase in and out of reality, making it a hard target to strike. The Adventurer 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, and 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, and 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, Attack Action, Escape] (*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 Attack Action next Combat Round.

AVOID WEB – Test: Dex +20 [S: Attack as Normal] [F: Forfeit Attack, Attack Action, Escape] (*Dodge*)

D100 DUNGEON ADVENTURE SHEET

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

Primary		Adjusted	Experience Track	Unlocks the Abilities below at 50
STRENGTH (Str)			                     	

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

Dmg Deflected to shield shades ½ a pip

BELT SLOTS	1-2	3-4	5-6	7-8	9-10
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[illegible][illegible]

BACKPACK FOR ITEMS WITH DAMAGE TRACKS ONLY												
SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
											□□□□□	
BACKPACK FOR ITEMS WITHOUT DAMAGE TRACKS ONLY					EMPIRE BUILDING INVESTMENTS							
QTY	ITEM	GP EACH			TRADE	FINANCE		HOLDINGS		WARS		
					1 Share = 100gp	1 Share = 300gp		1 Share = 500gp		1 Share = 1000gp		
					○○○○○	○○○○○		○○○○○		○○○○○		
					1 Pip = 20gp	1 Pip = 60gp		1 Pip = 100gp		1 Pip = 200gp		
					QUEST LOG							
					COMPLETED:					FAILED:		
					CURRENT QUEST:							
					QUEST DETAILS:							
					QUEST TRACKER							
					1-2 □	21-22 □	41-42 □	61-62 □	81-82 □			
					3-4 □	23-24 □	43-44 □	63-64 □	83-84 □			
					5-6 □	25-26 □	45-46 □	65-66 □	85-86 □			
					7-8 □	27-28 □	47-48 □	67-68 □	87-88 □			
					9-10 □	29-30 □	49-50 □	69-70 □	89-90 □			
					11-12 □	31-32 □	51-52 □	71-72 □	91-92 □			
					13-14 □	33-34 □	53-54 □	73-74 □	93-94 □			
					15-16 □	35-36 □	55-56 □	75-76 □	95-96 □			
					17-18 □	37-38 □	57-58 □	77-78 □	97-98 □			
					19-20 □	39-40 □	59-60 □	79-80 □	99-100 □			
QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS												
NOTES												

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

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AREAS - (Y) = Yellow (G) = Green (R) = Red (B) = Blue **OTHER** (E) = Encounter (S) = Searched (=S=) = Secret Passage (✓) = Tested/ Used
DOORS - (O) = Open Door (L) = Locked (TL)= Trap Locked (J) = Jammed (LV) = Lever (T) = Trapped (M) = Magic

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D100 Dungeon is a game in which you will steer an Adventurer through underground caves and dungeons, looking for lost treasures and completing dangerous quests. With each game your Adventurer will gain wealth, recognition and become stronger and more skillful in their pursuits, all you will need to play D100 Dungeon is a pencil, eraser, a few dice and your imagination.

Can you beat the Dungeon?