

D100 DUNGEON – SPECIAL BLUE COUNTERS FOR THE MAPPING GAME

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With the release of new products for D100 Dungeon it has become important to update the mapping game with new tokens. This document provides tokens for use with the Special Blues rules found in “The Lost Tome of Extraordinary Rules”.

USING THE SPECIAL BLUE TOKENS

After the setup of the mapping game has been performed, and before a quest has begun, mix the Special Blue Counters together face down to create the Special Blue Pool. Place beside the pool, the Special Blue Discard Counter with the -2 side face up (and the -3 side face down). Whenever the adventurer finds themselves in a blue area, the player is given the option to either follow the standard rules for a blue area (as explained in the main D100 Dungeon rulebook), or roll on table Z – Special Blues (as explained in the Lost Tome of Extraordinary Rules). If they choose to roll on table Z-Special Blues, they instead draw a counter from the Special Blue Pool, and place it face up in the centre of the current area (on the map card).

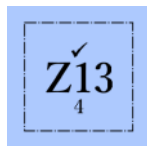
The special blue areas generated by the pool can each be interacted with by following their instructions found on table Z-Special Blues. If the player is instructed to tick a special blue area as completed, they immediately follow the steps detailed below.

1. Return the completed special blue counter to the Special Blue Pool.
2. Search the Special Blue Pool, and remove all 5 Nothing Special Counters, and place them to one side.
3. Remove a number of counters from the Special Blue Pool equal to the value shown by the Special Blue Discard Counter (either -2, or -3). You must remove the lowest value counters from the pool (i.e. start with Z1, and Z3). These counters are removed from the game. However, keep them near by so you can reference their values should you need to remove more counters later in the game (i.e. if Z3 was the last counter removed from the game, the next time a counter is removed it will be Z5 and so on).
4. Flip the Special Blue Discard Counter.
5. Return the 5 nothing Special Counters to the Special Blue Pool, and mix together.

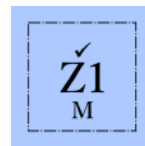
There are four different types of special blue counters used, and each is handled slightly differently. Below are the four type of counters.



Interactive



Tracked



Combat



Nothing

Interactive Special Blue Counters are looked up using the reference number shown on the counter on Table Z-Special Blues when it is first placed in the area, and each time the adventurer returns to the area. The table entry provides details of how the special blue feature is used.

Tracked Special Blue Counters are also interactive special blue counters that follow the same rules (see above), and also need to be tracked. The result on table Z-Special Blues for these type of entries require the player to manage a number of successes, and make a note on the dungeon sheet. Instead, when required, place a blue door crystal on the counter to keep track. When 4 have been added, the special blue feature is completed.

Combat Special Blue Counters are also interactive special blue counters that follow the same rules (see above), and they also have a combat encounter. The “M” is there to remind you that monsters are lingering in the area should you return.

Nothing Special Blue Counters when drawn show that on this occasion the blue area is not special, and represents a rolled result of 91-100 on table Z-Special Blues. The player simply returns the counter to the pool and continues with their turn.

Z [✓] 1 M	Z [✓] 3	Z [✓] 5	Z [✓] 7	Z [✓] 9 M	Z [✓] 11	Z [✓] 13 4
Z [✓] 15	Z [✓] 17	Z [✓] 19 M	Z [✓] 21	Z [✓] 23 4	Z [✓] 25 4	Z [✓] 27 M
Z [✓] 29	Z [✓] 31	Z [✓] 33	Z [✓] 35	Z [✓] 37 4	Z [✓] 39 M	Z [✓] 41 M
Z [✓] 43	Z [✓] 45	Z [✓] 47	Z [✓] 49 M	Z [✓] 51	Z [✓] 53 4	Z [✓] 55
Z [✓] 57	Z [✓] 59 M	Z [✓] 61	Z [✓] 63	Z [✓] 65 M	Z [✓] 67	Z [✓] 69
Z [✓] 71	Z [✓] 73 4	Z [✓] 75	Z [✓] 77	Z [✓] 79 M	Z [✓] 81	Z [✓] 83 M
Z [✓] 85	Z [✓] 87	Z [✓] 89 M	Nothing Special	Nothing Special	Nothing Special	Nothing Special
			Nothing Special	-2		

Z Z Z Z Z Z Z

Z Z Z Z Z Z Z

Z Z Z Z Z Z Z

Z Z Z Z Z Z Z

Z Z Z Z Z Z Z

Z Z Z Z Z Z Z

Z Z Z Z Z Z Z

-3 Z