

MONSTER



HP: Current Level + 1d6

DMG REWARD

AREA 1	Undead Soldier	2	1 XP
AREA 2	Skeleton	4	2 XP
AREA 3	Undead Knight	6	3 XP
AREA 4	Serpent Knight	8	4 XP
AREA 5	Giant Spider	10	5 XP

Boss Monster



"You are not worthy of Og's Blood"

DMG HP REWARD

AREA 1	Undead Giant	3	10	2 ⚡ +2 XP
AREA 2	Skeleton Lord	5	15	2 ⚡ +2 XP
AREA 3	Undead Lord	7	20	3 ⚡ +2 XP
AREA 4	Serpent Demon	9	25	3 ⚡ +2 XP
AREA 5	Og's Remains	12	30	Og's Blood

RESTING



TREASURE



Roll 1d6, if 5 or 6 roll again.

- 1 ⚡ If Unguarded
2 ⚡ If Guarded

- Fireball wand (10 DMG) Better Weapon (+1 XP)
Heal Potion (+5 HP) Ice Wand (Freeze 2 turns)
Armor (+1 AR) Poison Wand (-2 HP/turn)

MERCHANT



Buy:

- 1 ⚡ Buy Food: +1 Food
1 ⚡ Health Potion: +1 HP
4 ⚡ Big Health Ptn: +3 HP
8 ⚡ Any 1 Rare Item

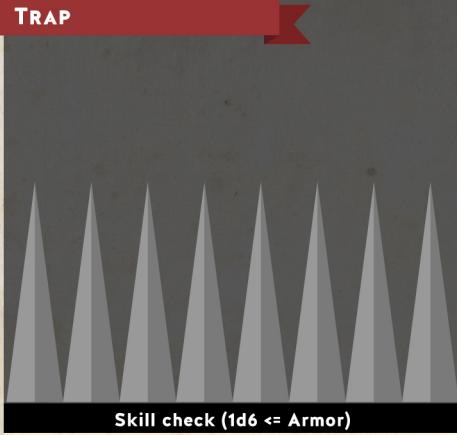
Sell:

- 4 ⚡ Any 1 Rare Item

EVENT



TRAP



Skill check (1d6 <= Armor)

- Mildew (-1 Food) Spring Blades (-1 HP)
Tripwire (-1 Gold) Moving Walls (-1 XP)
Rusted Armor (-1 AR) Pit (-3 HP, fall level below)



THE DUNGEON

AREA 1: The Black Sewers

1 2 3

AREA 2: Poisonous Dungeon

4 5 6

AREA 3: Undead Catacombs

7 8 9 10

AREA 4: Flaming Underworld

11 12 13 14 15

AREA 5: Sunken Keep of Og

16 17 18 19 20

MONSTER'S HP

30	20	10
29	19	9
28	18	8
27	17	7
26	16	6
25	15	5
24	14	4
23	13	3
22	12	2
21	11	1

THE DELVER ROGUE

XP TRACK	ITEMS	HP	GOLD		FOOD
			Ice	Fire	
4	Ice	20	10	20	10
	Fire	19	9	19	9
	Poison	18	8	18	8
3		17	7	17	7
		16	6	16	6
		15	5	15	5
2	ARMOR	14	4	14	4
		13	3	13	3
		12	2	12	2
I		11	1	11	1