

D100 DUNGEON

A pencil and paper game by Martin Knight



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D100 DUNGEON - A SOLO EXPERIENCE

A pencil and paper game by Martin Knight ©2017 (V.2.1)

The game is played using this book, a pencil, and some dice; a six sided dice (1d6) and two ten sided dice (2d10) and it would be an advantage if one of the d10's is a percentile dice with numbers ranging from 00-90. You will need to create an Adventurer and after some dungeon training each of your games will start by rolling on a Quest Table, the quest sets the goal for winning the current game and as your adventurer completes quest they will grow in strength and may gain notoriety and even become a Legend known through out the lands.

CREATING A CHARACTER

CHARACTERISTICS - There are 3 characteristics used in the game, STRENGTH (STR), DEXTERITY (DEX) and INTELLIGENCE (INT). When a player creates a character 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 the individual, for instance a player could apply 50 points to STR and 40 to DEX and 30 to INT or 50 to DEX, 40 to INT and 30 to STR.

SKILL BONUS - Each character begins the game with 2 skill bonuses to represent some experience gained in the world before becoming adventurers. Choose 2 skills from the skills section of the character sheet and write +5 in each. Note that all characters have all of the skills listed on the character sheet, but some will grant them a bonus to tests.

REPUTATION - Now add 1 point of REP (reputation) to the character sheet. Some quests reward Reputation when they are successfully completed, while others reduce reputation should they be failed. Reputation can never be raised above 10 or be lowered to below 1.

EQUIPMENT - Characters begin the game with some basic equipment, that they have managed to scraped 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 armour in you may either keep the new armour rolled (discard the old piece of armour) or roll again. Record all details from the table to the correct location on the front of the character sheet, each dot of an items condition shades in one pip of its repair track. Add 20 Oil, 10 food and 15 Picks to the Supplies area of the adventure sheet, and 3 Lesser Healing Potions (Restore 4 lost HP) to characters Belt Slots.

FINISHING - Add 20 Health Points (HP), 3 FATE and 3 LIVES to the Character Sheet.



ABILITIES

When a characteristic has reached 50 points it gives the character an ability. Until the ability is unlocked the character is unable to use it and should the characteristic drop below 50 at any time during an adventure the ability is locked and can not be used.

MIGHTY BLOW – During combat when a natural (an unmodified result) 6 is rolled on the damage dice the dice is rolled again and the two results are added together for a final result, if another natural 6 is rolled on the second dice you roll again and so on.

PERFECT AIM – During a combat round when rolling for HIT LOCATION you may re roll the dice once and choose either your first or second result.

SPELL CASTER – Until the SPELL CASTER ABILITY is unlocked characters can only use magic through the use of scrolls. Once unlocked the characters spell book becomes active and the character may use any spells they have collected. Even before the spell caster ability is unlocked, characters may still add spells to their spell books, they simply can't use them yet.

The spells that are available to a character is based on their current INT value, for instance a character with an Int of 55 can use all spells listed in spell book within the **INT level** range of 50+ (the first 5), while a character with a Int of 67 can add use all of the spells they have in their spell book including and up to the 60+ **INT level** (see character sheet). If a character loses Int in such a way that a spell falls outside this parameter then the spell is not lost, but simply cannot be used again until the characters Int value is raised high enough to include the spell again.

Example: A character with Int 67 has filled his spell book with 6 spells, but suffers a curse and loses 12 INT, his Int is now 55, 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, the sixth spell is now available again.

Spells are added to the book as they are acquired, should a player no longer want a spell or wish to replace a spell it is removed from the book, spells can never swap position in their spell book and are added at the first available space in the spell book.

To use a spell the character must spend the cost (HP) and perform a spell test below.

CAST SPELL – Test: INT (+/- Spell Bonus) [S:Cast] [F: Roll on TABLE C - CURSES] (*Magic*)

SKILLS

Characters have access to all the skills listed on their character sheet, as they gain experience the skill gains levels in multiple of +5 up to a maximum of +20. Unless a skill has a bonus it does not add to the characteristic but the character can still earn experience (see Experience Tracks). When a test is called for the rules will detail which skills can be used, the player uses all of the skills listed and can apply all of the benefits those skills provide to the test.



SKILL TESTS

At times in the game a character will need to make a test to perform a task or achieve goals. The game mechanics will make reference to skills 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 compared to the Characteristic and if it happens to be equal to or below the characters current value the task has been accomplished, if it is higher then the task has failed. Each task will list the effects for a success and failure as “[S: +5 gp] [F: -1 hp]” in this case if the character succeeds they receive 5 Gold Pieces (GP) or if they failed they lose 1 Heath Point (HP).

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

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.

EXPERIENCE TRACKS

The Characteristics and skills have Experience tracks that track a characters experience through the game, as they perform tasks and accomplish objectives their knowledge and skill in the task may improve. When a natural roll (unmodified dice roll) 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 characteristic experience track that was involved during the test or any 2 pips on any of the experience tracks of any skills involved during the test.

Example: Judith is attempting to avoid a PENDULUM TRAP, she rolls an 8 on her dice. 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 Trap Skill and 1 Pip on her Lucky Skill.

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

Once the Experience track has been completely shaded, add +5 to the characteristic or skill (where applicable), then erase all of the shading on the track and begin again working towards the next experience improvement. Once a skill reached +20 or Characteristic has reached 80 they can no longer be increased and have reached their maximum.

OTHER CHARACTERISTICS

Other characteristics are defined by the items a character has currently equipped and may provide a bonus to skills or characteristics

DEFENCE (DEF) - is totalled and deducts from an attackers damage result.

DAMAGE (DMG) - is totalled and added to your damage dice roll after making a successful attack.

HEALTH POINTS (HP) BONUS – When a character is created they begin with 20 Health Points as their primary characteristic. Some items collected give the player a bonus to their HP.

STR, DEX, INT BONUS - Added to the characteristic and the total is applied to the applicable adjusted section of the character sheet.

FATE POINTS - Fate points are rare blessings that the gods have offered a character because they have fallen into their favour. They can be spent to re-roll any dice of a roll they have just made (damage dice (d6), the percentile dice (00), the tens dice (1-9), or combination of any dice used for the roll). If the player is unhappy with the new result they can spend again and again fate points in order to re-roll any of the dice.

LIVES (L) - Like a cat has nine lives and can cheat death on several occasion, our characters are blessed with the same luck and have a number of lives which can be used each time they would lose enough HP to be killed. If a characters HP is reduced to zero or less the player may use one of their lives to cheat death and instead restore their HP to their maximum. Sadly when a character has no lives remaining and lose their last HP they have died and it is time to start a new character.



EQUIPPING ITEMS

As items are acquired the player has the option to either backpack the item (record on the reverse of the Character Sheet) or Equip. When an item is equipped it must be recorded in the correct slot on the character sheet and only one item per slot is allowed. Weapons either need 1 hand (一手) or 2 hands (双手) to wield, when equipping one handed items the player can record one weapon in the characters main weapon slot and one in the off weapon slot. Two handed weapons always use both slots and thus prevent the use of a shield (which is always equipped to the off weapon slot) and two handed weapons only use one repair track (the main weapon track).

BELT CHECKS

At times the rules may instruct you to make a “Belt Check”, roll 1d10 and any item equipped in the slot that matches the result rolled is destroyed (remove from character sheet).

ITEM REPAIR

When items are equipped there is a risk they may get damaged. The character sheet provides each item with a repair track, and as damage is dealt to the items an equal number of pips must be shaded. When the track is full the item is beyond repair and is destroyed (removed from Character Sheet). If an item is unequipped that has been damaged it must be recorded in the backpack (reverse side of the Character Sheet) with the damage it has sustained and you must adjust the new item repair track accordingly.

COMBAT

When a Monster appears it is added to the Combat Track and providing the monster is defeated will remain on the track, the next monster encountered is added directly below the last defeated monster, thus creating a list of defeated monsters, if a monster or character escapes an encounter, the monster is removed from the track immediately (only defeated monsters remain on the track). The track offers characters rewards as monsters are defeated and when such a reward follows the details you’ve added of a defeated monster the character gains that reward. You will notice that the progress of the track is slow to start and speeds up as more monster are defeated. The combat track continues over into a new quest and when full you begin another.

When combat is imminent follow the steps below. The character attacks first, followed by the monster, however all attacks happen simultaneously and so even if the character kills the monster is will still have its attack roll.

1. Roll on the monster reaction chart to determine its action in the forthcoming round, then continue to step 2.
2. The character rolls a d100 to attack the monster and must score equal to or below his Str or Dex depending on the weapon being used – Hand Weapons (H) uses STR, Ranged Weapons (R) uses 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 3 otherwise go to step 4.
3. Roll the damage dice (d6) and the location dice (d10) together and apply the damage modifier of the location rolled, the Weapons DMG modifier (if any) and any damage bonus provided by other equipped items to the damage dice, then deduct the monsters DEF from the modified damage dice. The remaining amount is the number of HP that is dealt to the monster or monsters if encountering more than one (such as packs).
4. Now roll for the monsters attack, roll 1d100 equal to or below the monsters Attack Value (AV) value. If the result scores a hit go to step 5 otherwise start a new combat round.
5. Roll the damage dice (d6) and the location dice (d10) together and apply the damage modifier of the location rolled to the damage dice, then apply the monsters DMG modifier and deduct the characters DEF value for any armour worn on the location that has been hit. The remaining amount is the number of HP that is dealt to the character, how ever the character can offset up to 2 damage to armour/weapons equipped to the location struck in the form of repair damage and shade in 1 pip on the repair track for each point of damage deflected to the armour. If the monster survived a new combat round begins.

MONSTER REACTION

At the start of each combat round roll for the monsters reaction.

D10 Roll	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 Roll	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 $\frac{1}{2}$ its HP gains AV+5
1	Monster has less than $\frac{1}{2}$ its HP gains AV+10

HIT LOCATION

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

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

OFFSET DAMAGE TO A SHIELD

When a shield is equipped a character can use it to off set a number of damage equal to its Shield rating, For Example: A shield with a defence rating of S4 could be used to deflect up to 4 points of damage from an attack striking any location. Each point shades just half a pip of the shields repair track.

DEFENCE BONUS

Some items provide a character with a Defence Bonus rather than providing DEF to a slot. The character sheet defines a DEF rating as a Bonus by using a + symbol. All + symbols in the DEF column are added together (only add the DEF ratings that have a + on the character sheet) for a combined total which is recorded at the bottom of the characters Equipped Item section as the characters Defence Bonus or DB. During combat when a monster rolls equal to or less than the character DB on its damage dice, the damage rolled is reduced by the characters DB.

Example: Denny has a Defence Bonus of 2 and a monster with a DMG value of +2 has just scored a hit to her head (+3 damage), luckily for Denny she is wearing a Mail Coif with a DEF of 2. She rolls the monsters Damage dice and scores a 2. She modifies the result with the monster DMG value +2 and +3 because the strike hit her head for a total of 7 (2+2+3=7), however because the monster rolled a natural 2 which is equal to and less than her Defence Bonus (2) she can instantly deduct her damage bonus from the monsters damage score which brings the damage score down to 2 (7-2=5), lastly because she is wearing the Coif she can now deduct its DEF (2) from monsters damage score (5-2=3) and she suffers 3 damage.

MONSTER CHARACTERISTICS

Monsters have their own set of Characteristics that are used for combat and show the rewards that are offered should it be killed as shown below.

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

Each Monster has a Name, a type [C] for creature, [H] for Humanoid, [UD] for Undead and [D] for demon, an Attack Value (AV), a Defence rating (DEF), Health Points (HP) sometimes listed in multiples signifying that the monster is made up of individuals, and a damage modifier (DMG).

Some monsters have Abilities which are shown in italics, they effect 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 remaining beyond the first (*pack*) and they will inflict disease when they score a natural 1 on their damage dice (*Disease*).

Once a monster has been defeated the player checks the section marked [K] for Killed and rolls on the table for the reward, sometimes the dice roll is modified and sometimes a choice of tables is offered, all results may be added to the character sheet.



MONSTER ABILITIES

ATTACKS – The Monster will attack a number of times equal to its attack rating during a round of combat, once all attacks have been made, roll a damage dice for each attack that hit for a combined damage total.

DARK MAGIC – Spell Casters found in the dungeons have attuned themselves with Dark Magic. Roll 1d10 at the start of each combat round to see which magic spell they will use for the round. **1-2) Dark Strike:** +20 Monsters AV, **3-4) Shadowy Cloak:** +4 Monsters DEF, **5-6) Evil Touch:** +2 Monsters DMG, **7-8) Drain Life:** Each HP character loses adds to Monsters, **9-0) Death Bolt:** Character loses 2 HP.

DEATH TOUCH - Death Touch is an attack that ignores some of the characters DEF, while encountering the monster the Characters has -2 DEF.

DISEASE – When a monster scores a natural 1 on their damage dice they infect the character with disease and the player shades in one pip on the disease track of the character sheet. Each time the time track is refreshed they character must roll a d10 and if they score equal to or less than the number of disease pips shaded they suffer 1 HP of damage.

ETHEREAL - The monster has no substance, normal weapons will simply pass through them. All attacks made against an ethereal monster must be with a legendary weapon or a form of spell

(scroll) in order to inflict any kind of damage.

FEAR – The monster may strike fear in any character that comes face to face with it. At the start of each combat round the character must make a fear test. **FEAR** – Test: Int -15 [S: Attack as Normal] [F: Forfeit next attack] (*Bravery*)

FIRE – The monster in addition to its normal attack has some sort of fire attack that may strike a character, each time a natural 1 is rolled for its damage the character may be set alight by its fire attack **AVOID FIRE** – Test: Dex -5 [S: No Effect] [F:-2HP] (*Dodge*)

FLY - A character fighting a flying monster suffers -10 STR when making an attack roll. If using a ranged weapon (Dex) no effect.

FREEZE - The monster in addition to its normal attack has some sort of freeze attack that may strike a character, each time a natural 1 is rolled for its damage the character may be frozen **AVOID FREEZE** – Test: Dex [S: No Effect] [F: -1HP, -2 DEF Next Combat Round] (*Dodge*).

LARGE – The Monster is exceptionally large and will often deals more damage when it hits a character than smaller monsters, therefore all damage dice results of 1 and 2 are re-rolled.

PACK – At the start of each combat round each monster still alive beyond the first adds +5 to its AV. *Example if an encounter has 4 monsters still alive, they get AV+15 when they attack.*

PHASE - The monster can phase in and out of reality making it a hard target to strike. The character suffers -10 to their Str and Dex while attacking a monster with the Phase ability.

POISON - When a monster scores a natural 1 on their damage dice they infect the character with Poison and the player shades in one pip on the poison track of the character sheet. Each time the time track is refreshed they character must roll a d10 and if they score equal to or less than the number of poison pips shaded they suffer 1 HP of damage and remove one pip from the poison track.

RESURRECTION – The monster once killed may resurrect and come back to life again. When a monster has been killed and before it has been looted, roll 1d10, if a 1 is rolled it immediately returns to life just as when it was first encountered (Full HP) and the character must once again do battle.

REGENERATE – The monster has the ability to restore lost HP, each time they roll a natural 1 on the damage dice they deal no damage but instead restore lost 1HP.

STUNNED – The monsters attack may cause a character to become stunned. Each time the monster deals damage to the Character, they must make a Dazed test. **DAZED** – Test: STR-15 [S: No Effect] [F: Forfeit next attack, No Escape, cannot use belt slots] (*Dodge*).

SURPRISE – The monster may surprise the character when it first appears. At the start of a combat with a monster that has the Surprise Ability make a surprise test. **SURPRISE** – Test Int-10 [S: No Effect] [F: Monster has free attack, then start combat normally] (*Aware*).

TOUGH - The monster is particularly resilient and maybe made of stone or have very tough skin. Whenever fighting a monster that has the Tough Ability to deal each HP of damage will instead require 2 damage results.

WEB – At the end of each combat round the monster is alive the character makes an Avoid Web Test. **AVOID WEB** – Test: Dex +20 [S: Attack as Normal] [F: Forfeit next attack, No Escape] (*Dodge*)

UNARMED COMBAT

There is no unarmed combat, an Adventurer that has no weapon is forced to flee each encounter, the monsters are too fierce and tough to be killed with bare hands.

INSTEAD OF ATTACKING

Characters have other options instead of making an attack during step 2 of the combat round.

CHANGE WEAPON

Whatever a character has equipped as his main weapon or off Weapon at the time of combat determines the weapon he must use for the combat, however he may forfeit his attack for that round to change his weapon, just make the alterations on the character sheet.

CAST A SPELL

Instead of making an attack the character can instead cast a spell from their spell book (see the Spell Caster Ability).

USE A BELT ITEM

Instead of making an attack a character can may use an item from his belt slots. Elixirs, Potions and Scrolls are the only items that can be equipped to a belt.

ESCAPING

To escape a monster the character forfeits his attack for the round and makes an escape test -

ESCAPE COMBAT – Test: Dex -10 [S:Remove Monster] [F:-2 HP] (*Escape*)

When a monster attempts to escape the player can simply allow it to escape, they may still perform an attack if they wish, however if the monster is not killed by this attack it is removed from play and does not provide any XP or Treasure.

Alternatively the character may forfeit their attack to block the monsters escape and force it to remain in the combat by making a block escape test -

BLOCK ESCAPE – Test: STR-10 [S:Start Combat at Step 3] [F:Remove Monster] (*Escape*)

Monsters that are removed from combat must be removed from the combat track as they no longer offer the character a reward.

CHOOSING A QUESTS

After creating a fresh character the player selects the first quest listed on the Quest Table (TABLE Q – QUESTS) as their starting quest, after the first quest has been played, they should choose the second quest listed and so on until all 5 quests entitled “Dungeon Training” have at least been attempted and the character has gained some experience and gear to start attempting some of the more challenging quests and begin rolling a d100 for their next quest.



After the first 5 quests have been attempted the player rolls on TABLE Q – QUESTS for their future quests, roll a number of times equal to the characters Reputation value, the more reputation a character has the more his services are required and the more quests they have to choose from.

When you complete a quest tick its check box on the Quest table to keep track of which quests you have won. If you happen to roll a quest that has been ticked, you may roll again.

Some quests have an encounter modifier, these quests force a player to modify their dice roll when rolling on TABLE E – ENCOUNTERS. The player must use this modifier at any time during the quests when rolling on Table E – ENCOUNTER.

Once a quest has been chosen write it on the reverse of your Character sheet under Current Quests and add an attempt to the quest log, then take a blank dungeon sheet (grid paper with entrance marked at the bottom), the quest is now ready to begin.

COMPLETING AND FAILING QUESTS

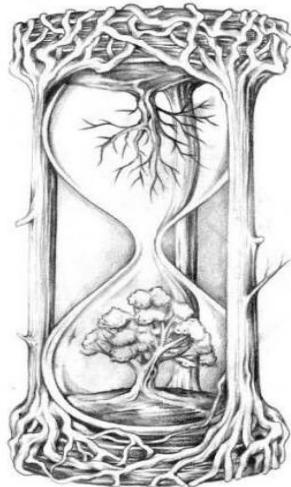
Each Quests has an objective that determines how a character will win the game, once the objective is met the current quest has been accomplished and the character receives the reward listed and adds 1 point to the completed section of their Quest log.

Sometime in a game its better to cut your losses and knowing when to quit is an important part of the game and survival of your characters. Therefore at any time (except when in combat) the player can end the game, they add 1 point to the failed section of their Quest Log and suffer the fail costs associated with the current quest. If the cost cannot be met the character is not permitted to end the game and must press on, even if it means they will perish as a result, (see below for how costs are paid).

- When a fail cost asks – $\frac{1}{2}$ gp, the player divides his characters current gold (not including any gold in items or investments) in half (rounding up) and that is the number of gold pieces (gp) the character loses.
- Costs that effect skills such as -5 Skill or -10 Skill must be deducted from any skill that has enough of a bonus to be removed. For instance -5 Skill would require the chosen skill to have at the least a +5 bonus. If -5 was removed from a skill that had a +10 bonus then the skill would be reduced down to a +5 bonus.
- The fail cost of -1 CHA, reduces a primary characteristic by the amount shown.
- Costs that reduce REP (Reputation) can only be failed if the character has more than 1 REP, as reputation can never be reduced to below 1.

TIME TRACK

Time is important to track in the dungeon, as characters 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 12 hours ($\frac{1}{2}$ a day). When the rules instructs a player to add time to the track it will look something like this “+1 ” in this case the player shades in one clock of 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 the player refreshes the track by removing all of the shading and leaving it blank and removing any bonuses in the bonus section.



If a character can not spend the required flask, because their supply is empty they are thrown into darkness and are solely relying of what little light the dungeon may be emitting itself, until they can spend a flask of oil again all of their characterises are reduced by 20. As a reminder shade in the sun  at the top of the character sheet.

When a character does not spend a food from their supply they lose 1 HP as they become fatigued and weak.

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 below the number shown a monster has appeared, roll on Table E to see what has turned up.

BEFORE YOUR NEXT QUEST

Before a new quest the player must perform a number of tasks in preparation for the forthcoming adventure. The Reputation (REP) plays a great part in the procedures and the higher it is the better choices the character has.

1) REFRESH TRACKS – Remove all Keys and Levers from their tracks (Keys and Levers only open doors in a specific dungeon and are not carried over to your next quest), Refresh the Time track (you do not need to eat a food or use oil) and remove any Objectives. The character may seek the services of a healer and remove each Poison pip for 40 gp's and each Disease Pip for 65 gp's and restore lost HP's for 20 gp's each.

2) REPAIR ITEMS – You can repair each pip of damage an item has sustained by spending 1/5 of the items total value rounded (remove pip). Example an item worth 120gp would cost each pip 24gp's, most items have the Rep. (Repair) Cost listed for your convenience.

3) SELL ITEMS – You can remove any items from the Equipped, Belt, Backpack and Potions section of the character sheet and receive the sold items value in gp.

4) BUY REQUIRED ITEMS – Some items are essentials and need to be equipped for the next adventure. You can buy a maximum of 20 + your Reputation of items from **Table R – REQUIRED** buy paying the gp costs listed and adding them to the appropriate sections of your Character Sheet.

5) SEARCH THE MARKETS – Roll on tables with the 0 symbol a number of times equal to your characters Reputation value and choose one item to buy. You can roll on any of the tables but the maximum number of times you can roll is based on your REPUTATION value. *Example Elric's Character has a REP of 3 and decides to roll on TABLE A - ARMOUR twice and TABLE W - WEAPONS once.*

6) TRAINING – You may seek training from a scholar or coach to improve skills or characteristics. Your REPUTATION determines the quality of the trainer and therefore you may shade in a maximum number of pips on the experience tracks equal to your REPUTATION value split amongst either skills or characteristics. It costs 200 GP to shade each pip on a Skill experience track and 2000 GP to shade in each pip on a Characteristic experience track. *Example: Elric's REP is 3 and decides to shade in one characteristic pip and 2 skill pips which costs him a total of 2400gp.*

7) MAGIC TUITION – You must have your spell book unlocked to use this feature. You may roll a number of times equal to your REPUTATION value to see which spells are available for you to learn from the Wizards Council. You may choose only one of the spells rolled and it costs 800gp.

8) EMPIRE BUILDING – Building an empire can secures fame and fortune and with the right planing you character may even build an empire that rivals that of royalty. Between quests characters can invest their Gold in various investment programs, there are four areas of investment (Finance, Holdings, Wars, and Trade Goods).

The character invests by purchasing shares in the four different types of investments, the amount of gold each share is worth is shown on the Empire building section of the Character Sheet. When a share is bought the character deducts the gold from his gold pieces and adds one share to the selected investment.

After a quest has been played (regardless if it failed or succeeded) the character rolls on the investment table cross references the result with the investment they have shares in.

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

The investment Table (J – INVESTMENTS) will either instruct an investment to loose one share or pip, have no gain, or gain one share or pip. When a share is lost or gained simple remove or add one share to the investment total, when a pip is lost or gained either remove on pip or shade one pip of the investment. A pip is worth 1/5 of a share, so when the investment track is full, you can remove all pips and add one share to the investments total. When pips are removed and you do not have enough to meet the required amount (i.e. you need to remove 4 pips, but you only have 3 shaded on the track), remove first as many pips as you can, then deduct one share and refill the track to 5 pips and continue removing pips until you have met the requirement.

Investment rolls effect each share a character has invested, so if a character is instructed to lose 3 pips and they have 4 shares, they will lose 12 pips in that investment.

Example: Wilma has 3 Shares in finance and 2 pips shaded. She needs to remove 4 pips, first she erases the 2 pips from the track, leaving a balance of 2 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. Lastly she erases the 2 outstanding pips.

After all investment rolls have been made the character is free to sell or buy shares for the values shown, pips can never be bought, but they can be sold for 1/5 of a full share value. An adventurer however may not hold more than 10 shares in any one investment.

TURNS

Once a quest has been selected the player begins playing turns and follow a number of steps as detailed below.

1. **ADJUST EQUIPMENT** – The player can equip or unequipped any number of items from their equipment slots to and from their backpack.
2. **TIME TRACK** - Shade +1^① to the time track, if it triggers an effect you must deal with it first.
3. **EXITS** - choose an exit to move through and rotate the map so the exit is furthest from you. If a door blocks your way, it must be open in order to proceed. You may attempt to open doors as many times as you like, just follow the instructions for the door on TABLE D – DOORS. If you want to change to another exit , simply rotate the map so the new exit is furthest from you (you must observe any geographic features that may block this exit or require a test to use) and continue until a exit is either clear (no door) or the door is open (mark on map).
4. **AREA** – If the area has already been mapped you may use any of the features it holds, if a monster is present, you must encounter it. If the area hasn't been mapped roll on TABLE M – MAPPING for the area and add it to the map, the orientation of the area ha to be added to the map as it is shown on TABLE M – MAPPING you are not permitted to rotate a result. If there are any doors roll on TABLE D – Doors and mark the result next to each door. If the area is yellow, proceed. If the are is Red roll for an encounter, if it is green roll and follow the instructions on TABLE G – GEOGRAPHIC and if it is blue check your current quest to see if it has any significance.
5. **SEARCH** – You may now search the area and hunt for anything of interest by rolling on TABLE F – FIND to see what you might find. You may only search an area once during a quest, mark each area you have searched with an S in a circle to show that it has been searched. Whether you searched an area or not the turn is now over and a new one begins from step 1.

NOTES ON MAPPING

When Mapping you should be recording as accurately as you can, add the features with reference numbers for more detailed areas. The grid paper uses 3 x 3 square blocks for each area you roll on Table M – Mapping.

Which coloured area rolled on the table may be important later on (like when searching) and should be recorded on the map, use the top right corner and record the areas as (Y) for Yellow, (GR) for Green, (B) for Blue and (R) for red.

The areas have been drawn so all exits will line up with each other, they meet directly in their middle and are of the same dimensions. When an exit is drawn that does not line up with an area already mapped (i.e. ends in rock) the exit is a dead end and does not go anywhere. It is recommended that you shade dungeon rock with a hash shading //// (see diagram).

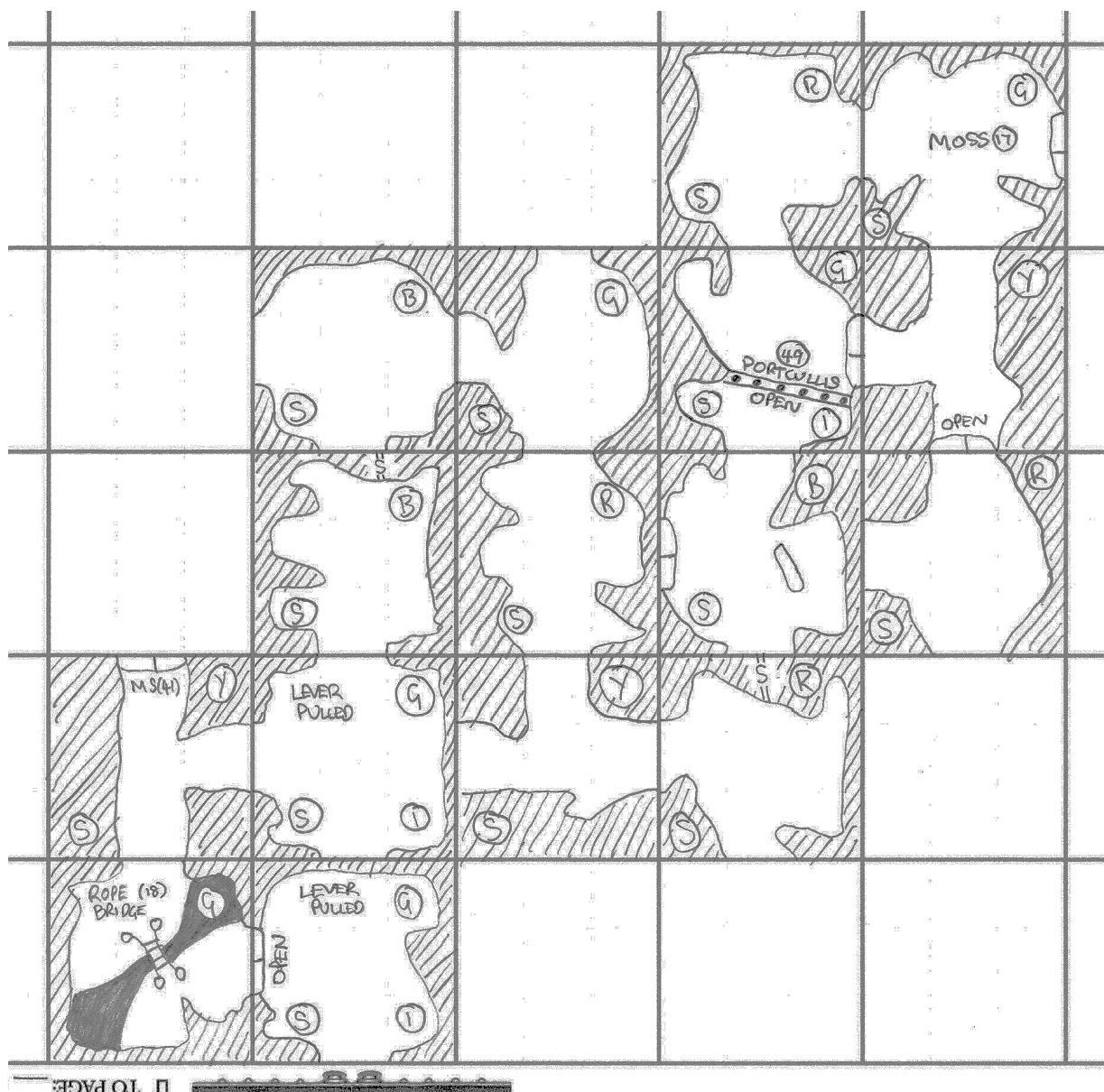
When a door is shown on a section, add it to the map and roll for what kind of door it is. Add its

details if it is not open. Open doors should be marked “OPEN”, the other door types should be marked with their type and then add their reference number (i.e. TLD (54) or MS (44)).

If you escape a monster, mark the monster in that section, the next time you encounter it, it will be back to full health.

Some geographic features span across an area from corner to corner blocking exits on opposite sides. Draw on the features and mark them on the map with a reference number. Others have something to interact with, like levers, when they have been interacted with Mark as close to the bottom right of the area with an (I) on the map.

Sometimes the dungeon will block your progress, maybe the only available door is magically sealed (MS) and you don't have an open scroll or spell, or perhaps all exits are blocked, in these rare occurrences you are permitted to add a secret passage through any solid rock of any area you have mapped to continue with the quest.



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A – ARMOUR 0

D100	Slot	Item	Defence	Condition	Value	Rep. Cost
1-4	Legs	LEATHER TASSET	0 DEF	●●	23 gp	5 gp
5-8	Torso	LEATHER CUIRASS	0 DEF	●	34 gp	7 gp
9-12	Hands	LEATHER GAUNTLETS	0 DEF	●●	27 gp	6 gp
13-16	Arms	LEATHER ARM GUARDS	0 DEF	●	21 gp	5 gp
17	Off Weap.	BUCKLER SHIELD	1	●	67 gp	14 gp
18-21	Waist	LEATHER GIRDLE	0 DEF	●●●	25 gp	5 gp
22-25	Head	LEATHER CAP	0 DEF	●●	28 gp	6 gp
26-29	Feet	LEATHER BOOTS	0 DEF	●●●	22 gp	5 gp
30-32	Torso	STUDDED LEATHER BRIGANDINE	1 DEF	●	43 gp	9 gp
33-35	Head	STUDDED LEATHER HELMET	1 DEF	●●	36 gp	8 gp
36-38	Hands	STUDDED LEATHER GLOVES	1 DEF	●	32 gp	7 gp
39-41	Feet	STUDDED LEATHER SOLLERETS	1 DEF	●●	31 gp	7 gp
42-44	Legs	STUDDED LEATHER CHAUSSES	1 DEF	●●●	38 gp	8 gp
45-47	Arms	STUDDED LEATHER BRACERS	1 DEF	●●	37 gp	8 gp
48-50	Waist	STUDDED LEATHER BELT	1 DEF	●	34 gp	7 gp
51	Off Weap.	TARGE SHIELD	2	●●●	75 gp	15 gp
52-54	Feet	MAIL SABATONS	2 DEF	●	43 gp	9 gp
55-57	Hands	MAIL HANDWRAPS	2 DEF	●●	47 gp	10 gp
58-60	Torso	MAIL SHIRT	2 DEF	●●	58 gp	12 gp
61-63	Head	MAIL COIF	2 DEF	●	44 gp	9 gp
64-66	Waist	PADDED MAIL BELT	2 DEF	●●●	41 gp	9 gp
67-69	Legs	MAIL CUISSE	2 DEF	●●	43 gp	9 gp
70-72	Off Weap.	HEATER SHIELD	3	●●●	83 gp	17 gp
73-75	Arms	MAIL SLEEVES	2 DEF	●	49 gp	10 gp
76-77	Torso	SCALE MAIL HAUBERK	3 DEF	●●	60 gp	12 gp
78-79	Waist	SCALE MAIL FAULD	3 DEF	●●●	55 gp	11 gp
80-81	Feet	SCALE MAIL BOOT	3 DEF	●●●	51 gp	11 gp
82-83	Legs	SCALE MAIL POLEYN	3 DEF	●●	58 gp	12 gp
84-85	Arms	SCALE MAIL VAMBRACE	3 DEF	●●	56 gp	12 gp
86-87	Off Weap.	KITE SHIELD	4	●	97 gp	20 gp
88-89	Hands	SCALE MAIL GLOVES	3 DEF	●	54 gp	11 gp
90-91	Head	SCALE MAIL ARMET	3 DEF	●	52 gp	11 gp
92	Hands	PLATE MAIL MANIFERS	4 DEF	●●	68 gp	14 gp
93	Arms	PLATE MAIL BRACERS	4 DEF	●●●	66 gp	14 gp
94	Torso	PLATE MAIL BREASTPLATE	4 DEF	●●●	79 gp	16 gp
95	Legs	PLATE MAIL GREAVES	4 DEF	●	63 gp	13 gp
96	Off Weap.	PAVISE SHIELD	5	●	104 gp	21 gp
97	Feet	PLATE MAIL SABATONS	4 DEF	●	63 gp	13 gp
98	Head	PLATE MAIL GREAT HELM	4 DEF	●●	67 gp	14 gp
99	Waist	PLATE MAIL GIRDLE	4 DEF	●●	66 gp	14 gp
100	Back	LEGENDARY CLOAK Roll on Table L for its Legend.	0 DEF	●●●	+500	+100

B – BOOSTS

1-5	STRONGER: A surge of power flows through the body, add +5 STR to the Time Track.
6-10	FASTER: Senses sharpen and a feeling overwhelms you with vigilance, add +5 DEX to the Time Track.
11-15	WISDOM: Thoughts become clearer as a strangeness passes the mind, add +5 INT to the Time Track.
16-20	TOUGHNESS: Your skin becomes more resilient, add +1 DEF to the time track
21-25	MIGHTIER: A feeling of extreme power overwhelms you, add +1 DMG to the time track
26-30	ITEM: A surge of power strikes the floor in front of you and an Item appears, Roll on TABLE I – ITEM to see what has magically appeared.
31-35	DOOR RELEASED – Somewhere in the dungeon one of the doors you could not open is opened, On your map change any door that is still closed to Open.
36-37	HEAL MINOR WOUNDS: Some of your wounds heal instantly, restore up to 3 lost HP.
38-39	TREAT DISEASE: Remove up to 3 shaded Disease pips from your character sheet.
40-41	TREAT POISON: Remove up to 3 shaded Poison pips from your character sheet.
42-43	BLESSED: The gods seem to favour you at the moment, add +1 Fate Point.
44-45	MEND: Choose a single damaged item and remove up to 1 shaded pips on its repair track.
46-47	ARMOUR: A surge of power strikes the floor in front of you and a treasure appears, Roll on TABLE A – ARMOUR to see what has magically appeared.
48-49	BRAWN: Shade in 1 pip on your STR Experience Track.
50-51	NIMBLENESS: Shade in 1 pip on your DEX Experience Track.
52-53	WIT: Shade in 1 pip on your INT Experience Track.
54-55	ADEPT: Roll d10 for a skill and shade in 2 pip on its Experience Track.
56-57	TRANSPORTATION: You may move to any area on the map.
58-59	HEAL WOUNDS: Some of your wounds heal instantly, restore up to 5 lost HP.
60	LEVERS ACTIVATED – A Lever somewhere in the dungeon is activated, shade in 1 pip of the lever track on your character sheet.
61	CLEANSE POISON: Remove up to 5 shaded Poison pips from your character sheet.
62	CLEANSE DISEASE: Remove up to 5 shaded Disease pips from your character sheet.
63	FAVoured: The gods seem to favour you at the moment, add +2 Fate Point.
64	REPAIR: Choose a single damaged item and remove up to 3 shaded pips on its repair track.
65	WEAPON: A surge of power strikes the floor in front of you and a weapon appears, Roll on TABLE W – WEAPON to see what has magically appeared.
66	BRAWNIER: Shade in 2 pip on your STR Experience Track.
67	QUICKNESS: Shade in 2 pip on your DEX Experience Track.
68	WISDOM: Shade in 2 pip on your INT Experience Track.
69	SKILLED: Roll d10 for a skill and shade in 4 pip on its Experience Track.
70	UNDYING: Your body is filled with an unstoppable urge to survive, add +1 LIVES.
71	HEAL ALL WOUNDS: Your wounds heal, restore all lost HP.
72	DESTROY DISEASE: Remove all shaded Disease pips from your character sheet.
73	DESTROY POISON: Remove all shaded Poison pips from your character sheet.
74	FIXED: Choose a single damaged item and remove all shaded pips on its repair track.
75	GODLY AMBIVALENCE: The gods favour you, add +3 Fate Point.
76	TREASURE: A surge of power strikes the floor in front of you and a treasure appears, Roll on TABLE TA – TREASURE to see what has magically appeared.
77	POWERFUL: Shade in 4 pip on your STR Experience Track.

78	AGILE: Shade in 4 pip on your DEX Experience Track.
79	APTITUDE: Shade in 4 pip on your INT Experience Track.
80	ACCOMPLISHED: Roll d10 for a skill and shade in 6 pip on its Experience Track.
81	UNFADING: Your body is filled with an unstoppable urge to survive, add +2 LIVES .
82	SPELL: An Arcane Magic takes over your mind and sends your senses in to a quickening, unable to stop, the ancient words are etched deeply into your memory. Roll on TABLE S – SPELLS and add the spell to your spell book (even if its not yet been unlocked).
83	TIME REWIND: Everything around you stops and for a moment a silence engulfs, -1 ⚖ on the Time Track (Ignore any time related instructions, i.e. Wandering monster or refuelling).
84	TREASURE: A surge of power strikes the floor in front of you and a treasure appears, Roll on TABLE TB – TREASURE to see what has magically appeared.
85	MIGHTY: Everything seems less of a burden, add +2 STR to your primary characteristic.
86	QUICKENING: Everything seems abruptly easier, add +2 DEX to your primary characteristic.
87	SAPIENCE: A sudden awareness surges through your mind, add +2 INT to your primary characteristic.
88-89	SKILFUL: Roll 1d10 and gain +5 in the skill rolled.
90	IMMORTAL: Your body is filled with an unstoppable urge to survive, add +3 LIVES .
91	HEALTHINESS: A feeling of overwhelming stamina flows deep inside, Add +2 to your primary HP .
92	ARCANE ABSORPTION: One of your equipped items (roll 1d10 for location, if slot is empty re-roll) begins to react with some remnant magic, first glowing different colours and then warming. Quickly you thrust it away as it starts to burn your skin and watch it dance with the arcane energy that it is being imbued with. A low, quiet humming noises fills the air and with the vibrating clattering gestures it makes on the dungeon floor you are surprised it hasn't drawn any unnecessary attention. After a few moments it comes to an abrupt halt and lays still, a soft white glow fades from it. You reach down and take it from the floor and instantly feel its benefit, roll 1d10 for its magical benefit and add Imbued to its name (i.e. Imbued Crossbow, or Imbued Scale Mail Gloves) add 200gp to its value and 40gp to its repair value. 1 +3 STR 2 +3 DEX 3 +3 INT 4 +2 HP 5 +1 DEF 6 +1 DMG 7 +5 STR 8 +5 DEX 9 +5 INT 10 SPELL Roll on TABLE S - SPELL (add the spells name as a suffix at the end of the Items Name, I.e. Imbued Short Sword of Fireball).
93	TIME CONTROL: Everything around you stops and for a moment a silence engulfs, -2 ⚖ on the Time Track (Ignore any time related instructions, i.e. Wandering monster or refuelling).
94	MIGHT: Everything seems less of a burden, add +4 STR to your primary characteristic.
95	DEXTEROUS: Everything seems abruptly easier, add +4 DEX to your primary characteristic.
96	MINDFULNESS: A sudden awareness surges through your mind, add +4 INT to your primary characteristic.
97	ACQUISITION: Roll 1d10 and gain +10 in the skill rolled.
98	ABSOLUTION: Add +4 to your primary HP .
99	TREASURE: A surge of power strikes the floor in front of you and a treasure appears, Roll on TABLE TC – TREASURE to see what has magically appeared.
100	DIVINE BLESSING: restore all lost HP , gain +2 FATE and +2 LIVES .



C – CURSES

1	DIVINE WRATH: Reduce you HP , to 1 FATE points to 0, and lose 2 LIVES or if you do not have the lives to lose your adventure is over.100
2	ARCANE DEVASTATION: Shade in 4 pips of all of your Equipped and Backpacked items that have a Repair Track.
3	LASTING ILLNESS: A feeling of overwhelming sufferance flows deep inside, suffer -4 to your primary HP .
4	UNSKILLED: Roll d10 for a skill and suffer -10 from its bonus, if the skill does not have a enough of a bonus instead suffer -7HP.
5	CLUELESS: A burst of stupidity surges through your mind, -4 INT to your primary characteristic.
6	AWKWARD: Your abilities seem hindered -4 DEX to your primary characteristic.
7	POWERLESS: Everything seems more of a burden, -4 STR to your primary characteristic.
8	STILLING OF TIME: For a while you are entirely stuck in time and cannot move [+3∅].
9	ARCANE DESTRUCTION: Shade in 2 pips of all of your Equipped and Backpacked items that have a Repair Track.
10	WORSE FOR WEAR: A feeling of overwhelming sufferance flows deep inside, suffer -2 to your primary HP .
11	ENDING: A powerful pain engulfs your body and you scream out in pain -3 LIVES or if you do not have the lives to lose your adventure is over.
12	CUMBERSOME: Roll d10 for a skill and suffer -5 from its bonus, if the skill does not have a +bonus instead suffer -5HP.
13	CLUELESS: A burst of stupidity surges through your mind, -2 INT to your primary characteristic.
14	AWKWARD: Your abilities seem hindered -2 DEX to your primary characteristic.
15	POWERLESS: Everything seems more of a burden, -2 STR to your primary characteristic.
16	GOLD STRIKE: A surge of power strikes out at you and hits your gold pouch sending all of your gold scattering across the dungeon floor, you pick up all you can find [-1∅] and find that half is missing (round up).
17	HALT TIME: For a while you are entirely stuck in time and cannot move [+2∅].
18	SPELL BLAST: Arcane Magic leaves your mind and sends your senses in to a turmoil, unable to stop, ancient words once learned leave your memory. Remove the last spell in your SPELL BOOK or if you do not have any spells suffer -5HP.
19	DEMISE: A powerful pain engulfs your body and you scream out in pain -2 LIVES or if you do not have the lives to lose your adventure is over.
20	UNAVAILING: Roll 1d10 for a skill and remove 3 shaded pip from its Experience Track or if you do not have the shaded pips to remove suffer -3 HP.
21	MINDLESS: Remove 3 shaded pip on your INT Experience Track or if you do not have the shaded pips to remove suffer -3 HP.
22	CLUMSY: Remove 3 shaded pip on your DEX Experience Track or if you do not have the shaded pips to remove suffer -3 HP.
23	WEAKER: Remove 3 shaded pip on your STR Experience Track or if you do not have the shaded pips to remove suffer -3 HP.
24	MYSTIC STRIKE: A surge of power strikes out at you and hits your belt, make a belt check and if an item is equipped there it is destroyed.
25	DIVINE STRIKE: The gods have been angered, -3 FATE Point if you have no fate point to lose suffer -7 HP.
26	BROKEN: You hear a cracking from your equipment (Roll Location) The item has been damaged shade in 4 pips on its repair track.
27	POISONED: Poison begins to run through your veins, shade in 7 Poison pips on your character sheet.
28	PESTILENCE: A Sickness overcomes you shade in 7 Disease pips on your character sheet.
29	INTENSE DAMAGE: A pain engulfs your entire being -4 HP.

30	DYING: A powerful pain engulfs your body and you scream out in pain -1 LIVES or if you do not have the lives to lose your adventure is over.
31	UNAVAILING: Roll d10 for a skill and remove 2 shaded pip from its Experience Track or if you do not have the shaded pips to remove suffer -2 HP.
32	MINDLESS: Remove 2 shaded pip on your INT Experience Track or if you do not have the shaded pips to remove suffer -2 HP.
33	CLUMSY: Remove 2 shaded pip on your DEX Experience Track or if you do not have the shaded pips to remove suffer -2 HP.
34	WEAKER: Remove 2 shaded pip on your STR Experience Track or if you do not have the shaded pips to remove suffer -2 HP.
35	WEAPON DESTROYED: A surge of power strikes out at one of your Equipped Weapon (If you have more than one Roll 1d10, Evens = MAIN hand is affected and Odds = OFF hand weapon is affected) and it disappears (remove it from your character sheet).
36	BREAK: You hear a cracking from your equipment (Roll Location) The item has been damaged shade in 3 pips on its repair track.
37	ANGRY GODS: The gods have been angered, -2 FATE Point if you have no fate point to lose suffer -5HP.
38	POISONED: Poison begins to run through your veins, shade in 5 Poison pips on your character sheet.
39	PLAGUE: A Sickness overcomes you shade in 5 Disease pips on your character sheet.
40	LEVERS DEACTIVATED – A Lever you have already activated somewhere in dungeon is deactivated, remove 1 pip of the lever track from your character sheet or if you do not have a pip to remove suffer -1HP.
41-42	DAMAGE: A pain engulfs your entire being -2 HP.
43-44	TIME FREEZE: For a while you are entirely stuck in time and cannot move [+1∅].
45-46	USELESS: Roll d10 for a skill and remove 1 shaded pip from its Experience Track or if you do not have a shaded pip to remove suffer -1 HP.
47-48	WITLESS: Remove 1 shaded pip on your INT Experience Track or if you do not have a shaded pip to remove suffer -1 HP.
49-50	NIMBLELESS: Remove 1 shaded pip on your DEX Experience Track or if you do not have a shaded pip to remove suffer -1 HP.
51-52	WEAKENED: Remove 1 shaded pip on your STR Experience Track or if you do not have a shaded pip to remove suffer -1 HP.
53-54	ARMOUR DESTROYED: A surge of power strikes out at one of your Equipped pieces of Armour (Roll Location until armour is rolled) and it disappears (remove it from your character sheet).
55-56	BREAK: You hear a cracking from your equipment (Roll Location) The items has been damaged shade in 1 pips on its repair track.
57-58	DIVINE ANGER: The gods have been angered, -1 Fate Point if you have no fate point to lose suffer -3HP.
59-60	POISON: Poison begins to run through your veins, shade in 3 Poison pips on your character sheet.
61-62	DISEASED: A Sickness overcomes you shade in 3 Disease pips on your character sheet.
63-64	MINOR DAMAGE: A pain engulfs your entire being -1 HP.
65-69	DOOR SEALED – Somewhere in the dungeon one of the doors you opened, is now magically sealed shut. On your map change any door that is open to MAGIC SEALED (MS).
70-74	DESTROYED: A surge of power strikes out at one of your items (Roll Location) and it disappears (remove it from your character sheet).
75-79	FATIGUED: A feeling of exhaustion overwhelms you, add -1 DMG to the time track
80-84	VULNERABLE: Your skin becomes delicate, add -1 DEF to the time track
85-89	DUMBNESS: Thoughts become muggy as a strangeness passes the mind, add -5 INT to the Time Track.
90-95	SLOWER: A feeling of burden fills your being, add -5 DEX to the Time Track.
96-100	WEAKER: A weakness flows through the body, add -5 STR to the Time Track.

D – DOORS - You need to have a pick in order to pick a lock.

1-29	OPEN (OPEN)	The door is open
30-31	LOCKED (LD)	Roll equal to or less than the number of keys you have to open, if successful delete 1 key; or pick the lock LOCKED DOOR – Test: Dex [S: Open] [F:-1 Pick, +1 Ⓛ] (<i>Locks</i>)
32-33	TRAP LOCKED (TLD)	To open test TRAP LOCKED DOOR – Test: Dex [S:Open] [F:-1 Pick, -1 hp, +1 Ⓛ] (<i>Locks,Traps</i>)
34-35	JAMMED (JD)	To open test JAMMED DOOR – Test: Str [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
36-37	LEVER (LVD)	Roll equal to or less than the number of Levers you have to open, [S: Opens, Remove 1 lever pip] [F: Closed/To open test JAMMED DOOR – Test: Str [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
38-39	TRAPPED (TD)	To open test TRAPPED DOOR – Test: Dex [S: Open] [F:-1HP] (<i>Traps</i>)
40-41	MAGIC SEALED (MS)	Open with an Open (Spell, Scroll)
42-43	OPEN (OD)	The door is open
44-45	MAGIC SEALED (MS)	Open with an Open (Spell, Scroll)
46-47	LOCKED (LD)	Roll equal to or less than the number of keys you have to open, if successful delete 1 key; or pick the lock LOCKED DOOR – Test: Dex -5 [S: Open] [F:-1 Pick, +1 Ⓛ] (<i>Locks</i>)
48-49	JAMMED (JD)	To open test JAMMED DOOR – Test: Str -5 [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
50-51	LEVER (LVD)	Roll equal to or less than the number of Levers you have to open, [S: Opens, Remove 1 lever pip] [F: Closed/To open test JAMMED DOOR – Test: Str -5 [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
52-53	TRAPPED (TD)	To open test TRAPPED DOOR – Test: Dex -5 [S: Open] [F:-2HP] (<i>Traps</i>)
54-55	TRAP LOCKED (TLD)	To open test TRAP LOCKED DOOR – Test: Dex -5 [S:Open] [F:-1 Pick, -1 hp, +1 Ⓛ] (<i>Locks,Traps</i>)
56-57	OPEN (OPEN)	The door is open
58-59	LOCKED (LD)	Roll equal to or less than the number of keys you have to open, if successful delete 1 key; or pick the lock LOCKED DOOR – Test: Dex -10 [S: Open] [F:-1 Pick, +1 Ⓛ] (<i>Locks</i>)
60-61	TRAPPED (TD)	To open test TRAPPED DOOR – Test: Dex -10 [S: Open] [F:-3HP] (<i>Traps</i>)
62-63	LEVER (LVD)	Roll equal to or less than the number of Levers you have to open, [S: Opens, Remove 1 lever pip] [F: Closed/To open test JAMMED DOOR – Test: Str -10 [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
64-65	TRAP LOCKED (TLD)	To open test TRAP LOCKED DOOR – Test: Dex -10 [S:Open] [F:-1 Pick, -1 hp, +1 Ⓛ] (<i>Locks,Traps</i>)
66-67	MAGIC SEALED (MS)	Open with an Open (Spell, Scroll)
68-69	JAMMED (JD)	To open test JAMMED DOOR – Test: Str -10 [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
70-71	OPEN (OPEN)	The door is open
72-73	JAMMED (JD)	To open test JAMMED DOOR – Test: Str -15 [S: Open] [F:-1HP,+1⃝] (<i>Strong</i>)
74-75	LOCKED (LD)	Roll equal to or less than the number of keys you have to open, if successful delete 1 key; or pick the lock LOCKED DOOR – Test: Dex -15 [S: Open] [F:-1 Pick, +1 Ⓛ] (<i>Locks</i>)
76-77	MAGIC SEALED (MS)	Open with an Open (Spell, Scroll)
78-79	TRAPPED (TD)	To open test TRAPPED DOOR – Test: Dex -15 [S: Open] [F:-3HP] (<i>Traps</i>)
80-81	TRAP LOCKED (TLD)	To open test TRAP LOCKED DOOR – Test: Dex -15 [S:Open] [F:-1 Pick, -1 hp, +1 Ⓛ] (<i>Locks,Traps</i>)
82-83	OPEN (OPEN)	The door is open

84-85	LEVER (LVD)	<i>Roll equal to or less than the number of Levers you have to open, [S: Opens, Remove 1 lever pip] [F: Closed/To open test JAMMED DOOR – Test: Str -15 [S: Open] [F:-1HP,+1∅] (Strong)</i>
86-87	OPEN (OPEN)	The door is open
88-89	MAGIC SEALED (MS)	Open with an Open (Spell, Scroll)
90-91	LOCKED (LD)	Roll equal to or less than the number of keys you have to open, if successful delete 1 key; or pick the lock LOCKED DOOR – Test: Dex -20 [S: Open] [F:-1 Pick, +1 ∅] (<i>Locks</i>)
92-93	JAMMED (JD)	To open test JAMMED DOOR – Test: Str -20 [S: Open] [F:-1HP,+1∅] (Strong)
94-95	LEVER (LVD)	Roll equal to or less than the number of Levers you have to open, [S: Opens, Remove 1 lever pip] [F: Closed/To open test JAMMED DOOR – Test: Str -20 [S: Open] [F:-1HP,+1∅] (Strong)
96-97	TRAPPED (TD)	To open test TRAPPED DOOR – Test: Dex -20 [S: Open] [F:-4HP] (<i>Traps</i>)
98-100	TRAP LOCKED (TLD)	To open test TRAP LOCKED DOOR – Test: Dex -20 [S: Open] [F:-1 Pick, -1 hp, +1 ∅] (<i>Locks, Traps</i>)

E – ENCOUNTER

D100	MONSTER ENCOUNTERED	AV	DEF	DMG	HP	LOOT	SPECIAL
1-10	GIANT RATS (C)	25	0	-2	3/2/2	[K:Table P]	(Disease, Pack)
11-20	GIANT BATS (C)	25	0	-3	2/3/3	[K:Table P]	(Fly, Surprise, Pack)
21-25	GIANT ANTS (C)	20	2	-2	3/2/3/3	[K:Table P]	(Pack)
26-30	GIANT SPIDER (C)	30	2	-1	6	[K:Table P]	(Web)
31-33	GOBALOTES (H)	25	0	-2	3/3/2	[K:Table I/W]	(Pack)
34-37	GOBLINS (H)	25	1	-1	2/3/3	[K:Table A/ I/W]	(Pack)
38-41	GOBLIN ARCHER (H)	25	1	-1	2/3/3	[K:Table A/I/W]	Pack, Surprise
42	GOBLIN WARLOCK (H)	30	1	-1	7	[K:Table I/TA]	Pack, Dark Magic
43-44	BEAR (C)	40	2	+0	10	[K:Table P +5]	
45-46	RAT MAN (H)	30	2	+0	3/3/4	[K:Table A/I/W]	Pack, Disease
47	RAT MAN CHAMPION (H)	40	2	+0	9	[K:Table A/I/W]	Disease
48-49	GOOATMAN (H)	40	3	+1	11	[K:Table A/I/W]	
50-51	GOOATMAN ARCHER (H)	40	2	+1	9	[K:Table A/I/W]	Surprise
52	GOOATMAN PRIEST (H)	40	1	+1	15	[K:Table I/TA]	Dark Magic
53-55	ZOMBIES(UD)	35	0	+0	4/4/4/5	[K:Nothing]	Disease, Pack
56-57	TRICKSTERS (D)	35	1	+0	3/4/4	[K:Table I/W +5]	Pack, Surprise, Dark Magic
58-59	IMPS (D)	35	1	+1	4/4/5/5	[K:Table P/I/W +5]	Fire, Pack
58-61	ORC (H)	45	3	+1	10	[K:Table A/I/W +10]	
62-65	ORC ARCHER (H)	45	2	+1	9	[K:Table A/I/W +10]	Surprise
66	SPIDER QUEEN (C)	40	3	+2	14	[K:Table P +10]	Web, Surprise, Poison
67	SKELETON SPIDERS (UD)	45	4	+2	15	[K:Table P +10]	Regenerate, Resurrection, Web, Surprise
68	G. VAMPIRE BAT (UD)	45	3	+1	10	[K:Table P +10]	Fly, Surprise, Phase, Resurrection
69-70	GIANT APES (C)	40	2	+2	8/8/9	[K:Table P +10]	Pack
71	ZOMBIE MASTER (UD)	50	1	+1	16	[K:Table TA +10]	Disease
72	SKELETON (UD)	50	4	+1	13	[K:Table A/W +15]	Fear, Regenerate, Resurrection

73	GIANT SNAKE (C)	55	3	+2	16	[K:Table P +10]	<i>Poison</i>
74	ORC CHAMPION (H)	55	5	+2	16	[K:Table A/I/W +15]	
75	GHOUL (UD)	50	3	+3	18	[K:Table P +10]	<i>Phase, Fear</i>
76	WIGHT (UD)	55	4	+3	20	[K:Table I/TA]	<i>Fly, Fear, Resurrection</i>
77	ORC WARLCOK (H)	50	4	+2	22	[K:Table I/TA]	<i>Dark Magic</i>
78	DEMON (D)	55	4	+2	20	[K:Table P/I/W +15]	<i>Fire</i>
79	GHOST (UD)	60	4	+2	24	[K:Table TA +15]	<i>Death Touch, Ethereal, Fear</i>
80	VAMPIRE (UD)	65	5	+3	25	[K:Table I/W/TA +15]	<i>Dark Magic, Fly, Surprise, Phase, Resurrection</i>
81	WRATH (UD)	60	4	+3	28	[K:Table TB]	<i>Death Touch, Ethereal, Fear</i>
82	NECROMANCER (H)	60	5	+2	25	[K:Table I/W +20/TB]	<i>Dark Magic, Regenerate, Resurrection</i>
83	DEMON LORD (D)	55	4	+2	29	[K:Table P/I/W +20/TB]	<i>Fire, Large, Fear, Fly</i>
84	OGRE (C)	60	5	+3	30	[K:Table P+20/TB+5]	<i>Fear, Large</i>
85	MINOTAUR (C)	65	6	+3	33	[K:Table P+20/TB+5]	<i>Fear, Large</i>
86	GIANT (C)	65	6	+4	35	[K:Table P+20/TB+10]	<i>Fear, Large, Stun</i>
87	TROLL (C)	60	5	+3	36	[K:Table P+20/TB+10]	<i>Large, Fear, Regenerate</i>
88	EVIL WARLOCK (H)	65	6	+3	34	[K:Table P+20/TB+15]	<i>Dark Magic</i>
89	LICHE LORD (UD)	70	7	+3	35	[K:Table I/W+20/TB+15]	<i>Dark Magic, Regenerate, Resurrection</i>
90	GARGOYLE (D)	65	7	+3	38	[K:Table P/TB+20]	<i>Fear, Stun, Tough</i>
91	WYRM (C)	70	6	+4	40	[K:Table P+20/TC]	<i>Fear, Attacks 2, Large</i>
92	FIRE WYRM (C)	75	7	+4	42	[K:Table P+20/TC]	<i>Fire, Fear, Attacks 2, Large</i>
93	FROST WYRM (C)	75	7	+4	45	[K:Table P+20/TC]	<i>Freeze, Fear, Attacks 2, Large</i>
94	WHITE DRAGON (C)	80	7	+5	47	[K:Table P+20/TC+5]	<i>Fly, Fear, Attacks 2, Large</i>
95	GREEN DRAGON (C)	80	8	+5	49	[K:Table P+20/TC+5]	<i>Poison, Fly, Fear, Attacks 2, Large</i>
96	RED DRAGON (C)	85	8	+5	44	[K:Table P+20/TC+10]	<i>Fire, Fly, Fear, Attacks 2, Large</i>
97	BLUE DRAGON (C)	80	7	+5	45	[K:Table P+20/TC+10]	<i>Freeze, Fly, Fear, Attacks 2, Large</i>
98	BLACK DRAGON (C)	85	8	+5	47	[K:Table P+20/TC+15]	<i>Dark Magic, Fly, Fear, Attacks 2, Large</i>
99	SKELETON DRAGON (UD)	90	9	+6	48	[K:Table P+20/TC+15]	<i>Ethereal, Fly, Fear, Attacks 2, Large</i>
100	GOLDEN DRAGON (C)	90	9	+6	50	[K:Table P/TC+20]	<i>Tough, Stun, Fly, Fear, Attacks 2, Large, Fire</i>



F – FIND (D100)

■ +0 to ROLL ■ +10 to ROLL ■ +5 to ROLL ■ +20 to ROLL

1-5	+2①	As you move away some junk you hear a click and wonder if you have triggered a trap, roll 1d10 on TABLE G
6-10	+2①	With your backed turned a Monster jumps out from its hiding, roll on TABLE E – ENCOUNTER and fight, it has SURPRISE.
11-15	+2①	Moving through some of the rubbish strewn around the floor a small snake lashes out and bites your hand injecting its venom into a vein, shade in two pip of your Poison track.
16-20	+1①	Searching through some of the larger heaps of debris you abruptly stop as you the pile is made up of diseased and rotting corpses, shade in 2 pips of your Disease Track.
21-25	+1①	While searching around a piece of your equipment gets caught in a crevices of the dungeon wall, carefully you prise it free but it has suffered some minor damage, roll one d10 for location of the item and shade in 1 pip of its repair track, if no item is equipped roll again until you select an item that is equipped.
26-30	+1①	You accidentally stumble and fall landing on your side, make a belt check.
31-35	+1①	You find nothing of any interest.
36-40	+1①	After a lot of digging through little more than junk you do find something of value, roll on TABLE I – ITEMS.
41-45	+1①	This area is dank and foul smelling, which is no surprise when you come across a Tomb hidden behind some broken furniture. If you wish you can spend some time opening it, +1 ① on the time track. 1 = It is empty. 2-4 = You find a corpse clutching a bag of gold (+480gp) 5-10 = Inside apart from some old bones is a Treasure, roll on TABLE TA – TREASURE A -15.
46-50	+1①	You have found a magic scroll, roll x1 on TABLE S – SPELLS to determine which spell it contains.
51-55	+1①	Something catches your eye and you find something useful, roll on TABLE R – REQUIRED to find out what it is.
56-60	+1①	Amidst some rubble you find a weapon, roll x1 on TABLE W – WEAPONS+15 to find out which weapon it is.
61-65	+1①	Searching through some junk you find a torn page from a spell book, roll x1 on TABLE S – SPELLS to determine which spell.
66-70	+1①	On one of the walls behind a badly hung curtain you find a small lever, when you pull it you hear a rumble from somewhere in the dungeon (shade in 1 Lever Pip)
71-75	+0①	You clear some debris to find a piece of armour, roll x1 on TABLE A – ARMOUR+15 to find out which armour it is.
76-80	+0①	You find a SECRET tunnel – make a thin exit through the rock face of your current areas to line up with a middle section of a mapped or unmapped adjacent area. (====S====)
81-85	+0①	You have found a book of spells amongst some old books, roll x2 on TABLE S – SPELLS to determine which spell it contains.
86-90	+0①	Well hidden behind a broken cupboard you find a hole in the dungeon wall, inside is a treasure, roll on TABLE TA – TREASURE A, apply -15 to your roll.
91-95	+0①	You come across a small worn carpet that appears out of place for this area, moving it to one side reveals a wooden panel flush with the dungeon floor that once would have been locked, now it is broken beyond repair, you life the panel out and to your surprise find a treasure laying in a rough hollow, roll on TABLE TB – TREASURE B, apply -15 to your roll.
96-100	+0①	Shifting through the rubbish strewn about the floor, you are startled to find an entire skeleton, once it must have been a brave adventurer like yourself, now it has been a feed 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, apply -15 to your roll.

G – GEOGRAPHIC (D100)

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 – Test: Dex-5 [S: Avoid Trap] [F:Belt Check, -6 hp] (<i>Traps,Aware,Lucky</i>)
2	POISONOUS GAS TRAP: A short vapour of green poisonous gas has been set to billow out from hidden slots in the dungeon floor Test - GAS TRAP - Dex [S: Spotted Trap] [F:-3 hp, +1 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 – Test: Dex -10 [S: Avoid Trap] [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 PIT TRAP – Test: Dex -15 [S: Spotted Trap] [F:Belt Check, -2 hp, encounter GIANT SNAKE, +1 ①] (<i>Traps,Aware,Lucky</i>) GIANT SNAKE – AV:55 DEF:3 HP:16 DMG:+2 [K:Table P +10] (Poison)

5	<p>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.</p> <p>Test - SPIKED PIT TRAP – Test: Dex [S: Spotted Trap] [F:Belt Check, -2 hp, roll SPIKES, +1 ⚠] (<i>Traps,Aware,Lucky</i>)</p> <p>SPIKES – Roll 1d10, odds spikes missed, even spikes hit -2 HP.</p>
6	<p>PIT TRAP: Part of the dungeon floor has been rigged to fall away, dropping anyone foolish enough into a deep pit.</p> <p>Test - PIT TRAP – Test: Dex -5 [S:Spotted Trap] [F:Belt Check, -2 hp, +1 ⚠] (<i>Traps,Aware,Lucky</i>)</p>
7	<p>CAVE IN TRAP: Part of the ceiling has been rigged to collapse showing the party with rocks and debris.</p> <p>Test - CAVE IN TRAP Test: Dex -10 [S: Spotted Trap] [F:Belt Check, -2 hp, +1 ⚠] (<i>Traps,Aware,Lucky</i>)</p>
8	<p>SPEAR TRAP: Spears have been set to shoot out from hidden holes in the dungeon wall.</p> <p>Test - SPEAR TRAP – Test: Dex -15 [S: Spotted Trap] [F:-2 hp] (<i>Traps,Aware,Lucky</i>)</p>
9	<p>FIRE TRAP: A short burst of scorching hot flame has been set to shoot out from hidden slots in the dungeon wall.</p> <p>Test - FIRE TRAP – Test: Dex -5 [S: Spotted Trap] [F:-1 hp] (<i>Traps,Aware,Lucky</i>)</p>
10	<p>CROSSFIRE TRAP: Arrows have been set to shoot out from hidden holes in the dungeon wall.</p> <p>Test - CROSSFIRE TRAP – Test: Dex [S: Spotted Trap] [F:-1 hp] (<i>Traps,Aware,Lucky</i>)</p>
11	<p>CAGE TRAP: A huge cage, hidden from view has been suspended from the ceiling high above and will drop down over an unsuspecting character.</p> <p>Test - CAGE TRAP – Test: Dex-10 [S:Avoid Trap] [F:Trapped, Test LIFT CAGE until free] (<i>Traps,Aware</i>)</p> <p>LIFT CAGE – Test: Str -20 [S:Free] [F:+1 ⚠] (<i>Strong</i>)</p>
12-15	<p>BARRELS: The area is littered with a number of barrels, if you wish to open a few roll on the table below to determine what you find and add +1 to the time track.</p> <p>1-3 = You have disturbed a GIANT SPIDER that has made home amongst the barrels you must fight it. 4-5 = You find nothing of interest. 6-7 = You find, roll on TABLE R – REQUIRED 8-9 = You find, roll on TABLE I – ITEM 10= You find, roll on TABLE W - WEAPON</p> <p>GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K:Table P] (<i>Web</i>)</p>
16	<p>SPIDERS WEBS: The entire area is covered by thick sticky strands of a giant spider web, making movement through the section time consuming and difficult add +1 ⚠ to the Time Track. Using a spell that creates fire will cancel this penalty.</p>
17	<p>MOSS: The dungeon floor is completely covered in a damp spongy moss roll 1d10.</p> <p>1-2 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 you take there is a danger you may fall in and cut yourself on the rock. Test: Dex -10 [S: -1 ⚠ to the Time Track, Use Exits] [F: +2 ⚠ to the Time Track, -2 HP, Use Exits] (<i>Agility,Lucky</i>)</p> <p>3-4 The moss is very slippery making movement through the section difficult. Test: Dex -5 [S: -1 ⚠ to the Time Track, Use Exits] [F: +2 ⚠ to the Time Track, Use Exits.] (<i>Agility,Lucky</i>)</p> <p>5-10 The moss hides small boulders and rubble below its surface, you constantly find you are stumbling and in danger of twisting an ankle. Test: Dex [S: Use Exits] [F: +1 ⚠ to the Time Track, Use Exits.] (<i>Agility,Lucky</i>)</p>
18	<p>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 section (mark on map). At some time someone or something has erected a crude rope bridge that now provides the only way across this bottomless gorge. It looks very old and will require some careful manurers to cross safely.</p> <p>CROSS BRIDGE - Test: Dex -5 [S: Use Exits] [F: all HP] (<i>Agility,Lucky</i>)</p>
19-22	<p>TRAPPED CHEST: A large wooden chest banded with golden trims stands before you, if you wish to open the chest -</p> <p>Test - TRAPPED CHEST – Test: Dex -20 [S:Open, TABLE TC+10] [F:-5 HP, +1 ⚠] ((<i>Traps,Lucky</i>))</p>
23-24	<p>LEVER: You have found a Lever, if you decide to activate it, roll 1d10 -</p> <p>1-2 = Something Bad Happens (Roll on Table C) 3-5 = Nothing Happens 6-10 = You hear a rumble somewhere in the dungeon (shade in 1 Lever Pip)</p>
25	<p>LAVA: Pools of flowing lava is gurgling and bubble all around you and every few seconds pieces rock explode into fragments sending hot splashes of lava in all directions. You can just about find a pathway of solid rock to get to all the exits in this section (TEST LAVA PATH) or you can go back from where you came.</p> <p>LAVA PATH - Dex -10 [S:-1HP, Use Exits] [F:-3 HP, Use Exits] (<i>Agility,Lucky</i>)</p>

26-29	LOCKED CHEST: A large wooden chest banded with golden trims stands before you. Roll 1d10 equal to or less than the number of keys you have to open, if successful delete 1 key; or if you have a pick you may try picking the lock. Test - LOCKED CHEST – Test: Dex -20 [S: Open, 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 section (mark on map). At some time someone or something has erected a crude rope bridge that now provides the only way across this bottomless gorge. It looks very old and will require some careful manuvers to cross safely. CROSS BRIDGE - Test: Dex -5 [S: Use Exits] [F:- all HP] (<i>Agility,Lucky</i>)
31	BOTTOMLESS PIT: A deep pit probably 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. The only way to leave this area other than the way you came is to jump the pit. JUMP PIT - Test: Dex -10 [S: Use Exits] [F:- all HP] (<i>Agility,Lucky</i>)
32	CAVE IN: The entire ceiling in the area has given way and has buried everything with rock, there does not appear to be anyway to get through. You must retrace your steps for clear the rubble [+3 ⚙].
33-35	BARRELS: The area is littered with a number of barrels, if you wish to open a few roll on the table below to determine what you find and add +1 to the time track. 1-3 = You have disturbed a GIANT SPIDER that has made home amongst the barrels you must fight it. 4-5 = You find nothing of interest. 6-7 = You find, roll on TABLE I - ITEM 8-9 = You find, roll on TABLE W - WEAPON 10= You find, roll on TABLE A - ARMOUR GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K:Table P] (<i>Web</i>)
36-40	LEVER: You have found a Lever, if you decide to activate it, roll 1d10 - 1 = Something Bad Happens (Roll on Table C) 2-4 = Nothing Happens 5-10 = You hear a rumble somewhere in the dungeon (shade in 1 Lever Pip)
41	RIVER: A fast flowing river is running through this section of the dungeon and will need to be crossed to proceed through any exits on the other side. It runs from the top left hand corner to the bottom right hand corner of this section (mark on map) To cross the river test - SWIM RIVER – Test: STR -10 [S:Use Exits] [F: Exits Blocked, +1 ⚙] (<i>Strong</i>)
42	TRAPPED CHEST: A large wooden chest banded with silver trims stands before you, if you wish to open the chest - Test - TRAPPED CHEST – Test: Dex -15 [S:Open, TABLE TB+10] [F:-4 HP, +1 ⚙] (<i>Traps,Lucky</i>)
43	LOCKED CHEST: A large wooden chest banded with silver trims stands before you. Roll 1d10 equal to or less than the number of keys you have to open, if successful delete 1 key; or if you have a pick you may try picking the lock. Test - LOCKED CHEST – Test: Dex -15 [S: Open, TABLE TB] [F:-1 Pick, +1 ⚙] (<i>Locks,Lucky</i>)
44	RIVER: A fast flowing river is running through this section of the dungeon and will need to be crossed to proceed through any exits on the other side. It runs from the top right hand corner to the bottom left hand corner of this section (mark on map). To cross the river test - SWIM RIVER – Test: STR -10 [S:Use Exits] [F: Exits Blocked, +1 ⚙] (<i>Strong</i>)
45-48	TRAPPED CHEST: A large wooden chest banded with iron trims stands before you, if you wish to open the chest - Test - TRAPPED CHEST – Test: Dex -10 [S:Open, TABLE TA+10] [F:-3 HP, +1 ⚙] (<i>Traps,Lucky</i>)
49	PORTCULLIS: A large iron portcullis block the way through this part of the dungeon and will need to be lifted out of the way or the you will be forced to retrace your steps and leave via the way you came. LIFT PORTCULLIS – Test: STR -15 [S:Use Exits] [F: Exits Blocked, +1 ⚙] (<i>Strong</i>)
50	BARRELS: The area is littered with a number of barrels, if you wish to open a few roll on the table below to determine what you find and add +1 to the time track and you may only roll once. 1-3 = You have disturbed a GIANT SPIDER that has made home amongst the barrels you must fight it. 4-5 = You find nothing of interest. 6-7 = You find, roll on TABLE W - WEAPON 8-9 = You find, roll on TABLE A - ARMOUR 10= You find, roll on TABLE TA - TREASURE A GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K:Table P] (<i>Web</i>)
51	BOULDER: A huge boulder block the way through this part of the dungeon and will need to be lifted out of the way or the you will be forced to retrace your steps and leave via the way you came. MOVE BOULDER – Test: STR -10 [S:Use Exits] [F: Exits Blocked, +1 ⚙] (<i>Strong</i>)
52-53	LEVER: You have found a Lever, if you decide to activate it, roll 1d10 - 1-3 = Nothing Happens 4-10 = You hear a rumble somewhere in the dungeon (shade in 1 Lever Pip)

54	CRYPT: The area is dank and foul smelling, all around you are tombs, some of which have been disturbed and still hold humanoid remains. Two sarcophagus's catch your eye that have not been opened and if you wish you can spend some time opening them, +1 ⚒ on the time track each time you roll (maximum 2 rolls). 1 = A SKELETON Animates from the tomb and you must fight it. 2-4 = It is empty. 5-10 = Inside apart from some old bones is a Treasure, roll on TABLE TA – TREASURE A SKELETON – AV:50 DEF:4 HP:13 DMG:+1 [K:Table A/W +15] (<i>Fear, Regenerate, Resurrection</i>)
55-58	LOCKED CHEST: A large wooden chest banded with iron trims stands before you. Roll 1d10 equal to or less than the number of keys you have to open, if successful delete 1 key; or if you have a pick you may try picking the lock. Test - LOCKED CHEST – Test: Dex -10 [S: Open, TABLE TA] [F:-1 Pick, +1 ⚒] (<i>Locks,Lucky</i>)
59	CHASM: A vast chasm crosses the area, running from the top left hand corner to the bottom right hand corner. of this section (mark on map). The chasm is so vast and deep it cannot be crossed, exists on the other side of the chasm cannot be used from the side you are on.
60-62	STRANGE CIRCLE: A large circular design has been carved into the dungeon floor, if you wish you may step into it and roll 1d10 - 1 = A surge of energy races through you (Roll on TABLE C – CURSE) 2-3 = TRAP , you Fall into a Pit [Belt Check, -2 hp, +1 ⚒] 4-5 = There is a flash of light and monster appears (Roll on TABLE E – ENOUNTER) 6-7 = A powerful force fills your body (Roll on TABLE B – BONUS) 8-10 = You hear a click and the circle design lowers a little into the floor (shade in 1 Lever Pip)
63-64	FORGE: The area was once used as a forge and workshop, a little rusty but some of the weapons and armour it once produced still remain on work benches, after a quick scout through you find a few items that have been completed enough to be of some use. Roll on TABLE A – ARMOUR and TABLE W – WEAPONS twice each to see what you find.
65	CHASM: A vast chasm crosses the area, running from the top right hand corner to the bottom left hand corner of this section (mark on map). The chasm is so vast and deep it cannot be crossed, exists on the other side of the chasm cannot be used from the side you are on.
66-69	FOUNTAIN: You spot a fountain flowing from one of the dungeon walls, if you wish to drink the liquid roll a 1d10 - 1-2 = The foul tasting liquid brings on a sickening gurgle from within (Roll on Table C) 3-6 = Nothing Happens 7-10 = The liquid has a pleasant taste and you feel empowered (Roll on Table B)
70	TREE: Rooted In the centre of this area is a gigantic tree with long spreading branches that blocks out the entire ceiling with bright green leaves. A beautiful white flower grows from most of its stems, they have a pulsating white glow that reminds you of a beating heart. As you walk around the flowers twist and turn so they always face you. If you wish to pick a flower roll 1d10 once. 1 = As you take a flower the leaves attached to its branch fade and turn brown, slowly at first more and more leaves begin to die until the spreading sickness connects with flowers, turning them jet black and reducing their glow until they have no energy at all. In less than a minute the dying leaves are shredding from the now knurled decaying branches and in less than 10 minutes the tree has completely died and is nothing more than a blackened trunk with rotting leafless branches. Wishing you hadn't taken a flower, you curse your bad luck (lose 1 FATE point, if you do not have a FATE point, lose half of your current HP rounded up). 2 = The flower is hot to touch and burns you -1 HP . 3 = When you take a flower it stops glowing and turns black, might be worth a few gold (Value – 2gp). 4-6 = While in your hand the flower continues to glow brightly to a pulsating rhythm, each time you put it down its glow halts. The flower will make an excellent light source the next time your lantern needs refuelling (+1 Oil) 7-10 = As you pick a flower it immediately crystallises, you have heard of this type of tree before, called a "Crystal Tree". The flowers when picked transforms into a magnificent crystal. You know that they will fetch a high price and pick as many as you can safely carry +300gp.
71	MUSHROOMS: The whole area is home to some a strange looking mushroom, it is growing everywhere and as you move through the stalks twist and turn trying to get nearer to you. They appear to glow at times as if to a rhythmic beat and feel warm to the touch. If you wish to eat some foll 1d10. 1-2 = They taste foul and make you feel quite ill (Roll on Table C – CURSE+20) 3-4 = They have an unpleasant flavour and something seems to stir within you (Roll on Table C – CURSE) 5-6 = Nothing Happens 7-8 = They taste decent enough and you pick a few to eat later (+2 Food) 9-10 = The Mushrooms have a unique flavour and make you a little light headed (Roll on Table B - BONUS)
72-74	BARRELS: The area is littered with a number of barrels, if you wish to open a few roll on the table below to determine what you find and add +1 to the time track. 1-3 = You have disturbed a GIANT SPIDER that has made home amongst the barrels you must fight it. 4-5 = You find nothing of interest. 6-7 = You find, roll on TABLE A - ARMOUR 8-9 = You find, roll on TABLE TA – TREASURE A 10= You find, roll on TABLE TB – TREASURE B GIANT SPIDER – AV:30 DEF:2 HP:6 DMG:-1 [K:Table P] (<i>Web</i>)
75-77	LEVER: You have found a Lever, if you decide to activate it, roll 1d10 - 1-2 = Nothing Happens 3-10 = You hear a rumble somewhere in the dungeon (shade in 1 Lever Pip)

78	LOCKED CHEST: A large wooden chest banded with wooden trims stands before you. Roll 1d10 equal to or less than the number of keys you have to open, if successful delete 1 key; or if you have a pick you may try picking the lock. Test - LOCKED CHEST – Test: Dex -5 [S: Open, TABLE A] [F:-1 Pick, +1 ⚑] (<i>Locks,Lucky</i>)
79	SHRINE: You spot a Shrine devoted to the War God Kantoka, If you wish to spend some time (+1 ⚑) and make a pray roll a 1d10. 1-2 Something does not feel quite right (Roll on Table C) 3-5 Nothing Happens 6-10 You feel that your prayers have been answered (Roll on Table B)
80	TRAPPED CHEST: A large wooden chest banded with wooden trims stands before you, if you wish to open the chest - Test - TRAPPED CHEST – Test: Dex -5 [S:Open, TABLE A+10] [F: -2 HP, +1 ⚑] (<i>Traps,Lucky</i>)
81	ALTER: An Alter has been set out for Sacrificial service to Pendra Goddess of Pleasure, If you wish to spend some time (+1 ⚑) and make a pray roll a 1d10, otherwise continue with your quest, you can leave any PART you have collected as an offering, to gain +1 to the roll. 1 Something does not feel quite right (Roll on TABLE C – CURSE) 2-4 Nothing Happens 5-10 You feel that your prayers have been answered (Roll on TABLE B – BONUS)
82-83	ADVENTURER: You come across a friendly adventurer who is leaving the dungeon, after some time chatting about your conquests [+1 ⚑] he offers to sell you some adventuring items that you may need. Using TABLE R – REQUIRED , you may purchase up to 5 items from him but he asks double the listed price for each. Alternatively you may try and steal the items by making a STEAL test for each item, if you get caught he attacks you (see below) otherwise he bids you farewell and you both continue on your way. STEAL - Test: Dex -15 [S: Take 1 Item] [F: Caught] (<i>Aware</i>) If you are Caught or simply wish to kill the man for his Items an encounter ensues, if the adventurer escapes you lose 1 Reputation. ADVENTURER – AV:55 DEF:3 HP:12 DMG:+2
84-87	LEVER: You have found a Lever, if you decide to activate it, roll 1d10 - 1 = Nothing Happens 2-10 = You hear a rumble somewhere in the dungeon (shade in 1 Lever Pip)
88-90	STAIRS: The chamber contains a large stair leading down to another part of the dungeon (Mark a Stairs on the Map). You may descend the stairs from this section at any time by taking another sheet of mapping paper and numbering it, then draw an identical section to this in the same grid location as this and add a stair to that section, lastly mark the stairs as down to page X and Up to page X as applicable, with X referencing the maps page number. Each time you traverse a stair add +1 ⚑ to the Time Track.
91-92	LOCKED CHEST: A large wooden chest stands before you. Roll 1d10 equal to or less than the number of keys you have to open, if successful delete 1 key; or if you have a pick you may try picking the lock. Test - LOCKED CHEST – Test: Dex [S: Open, TABLE W] [F:-1 Pick, +1 ⚑] (<i>Locks,Lucky</i>)
93-95	TRAPPED CHEST: A large wooden chest stands before you, if you wish to open the chest - Test - TRAPPED CHEST – Test: Dex [S:Open, TABLE W+10] [F:-1 HP, +1 ⚑] (<i>Traps,Lucky</i>)
96-97	GRATE: Set in the floor is a small grate, almost like a drain except you cannot see a drainage hole. Its pretty dusty and a lot of debris has managed to find its way into the small pit below, but something does catch you eye and if you can remove the grate you can lean in and reach it. Test - LIFT GRATE – Test: Str -10 [S:FIND] [F:+1 ⚑] (<i>Strong</i>) FIND roll 1d10 1-4 Nothing of Interest. 5-8 Roll on TABLE I – ITEMS 9-10 Roll on TABLE TA – TREASURE A
98	TREASURE ROOM: You have found a treasure room, roll 1d10 and multiply the result by 5 to discover how much gold you find and then roll on TABLE TA once (x1).
99	TREASURE ROOM: You have found a treasure room, roll 1d10 and multiply the result by 10 to discover how much gold you find and then roll on TABLE TB once (x1) or TABLE TA twice (x2).
100	TREASURE ROOM: You have found a treasure room, roll 1d10 and multiply the result by 20 to discover how much gold you find and then roll on Table TC once (x1) or TABLE TB twice (x2) or TABLE TA thrice (x3).



I – ITEMS		Value
1-2	PESTLE AND MORTAL: Well used, but still functional.	2gp
3-4	SPICES: A small tin contains some aromatic spices used for cooking.	3gp
5-6	LEATHER BAG: A little clean up should make this sell for a few gold.	4gp
7-8	A TINY WHISTLE: Very well made with tiny initials etched into it.	6gp
9-10	WOODEN ABACUS: A little damaged but intact to be of use	7gp
11-12	WORN KEY: You find a worn Key (Shade in 1 Key Pip)	8gp
13-14	FOOD: You find a pouch contains some dry rations (+1 Food)	10gp
15-16	TINDERBOX: You find a compact tinder box that still works.	12gp
17-18	LANTERN OIL: Inside a small wooden box you come across 3 small glass vials which when combined will fill your lantern (+1 Oil)	15gp
19-20	LOCK PICKS: Held together by some yarn you find some lock Picks (+3 Picks)	15gp
21-22	RUSTY KEY: You have found a rusty old key (Shade in 1 Key Pip)	20gp
23-24	FOOD: A small leather bag contains some dry rations (+2 Food)	20gp
25-26	ROPE: Around 20 feet of good climbing rope.	21gp
27-28	BOOK OF ANCIENT HISTORY: Probably worth some gold to the right scholar.	23gp
29-30	SILVER WALKING STICK: Once a gentlemen's walking aid, now its probably just worth its scrap value.	29gp
31-32	IRON KEY: You find a delicate Iron Key (Shade in 1 Key Pip)	30gp
33-34	LANTERN OIL: In a small leather flask you find some Oil (+2 Oil)	30gp
35-36	SILVER PIPE: In excellent condition, it looks like it has hardly been used.	34gp
37-38	COPPER PIECES: You find a small bag of Copper pieces that are worth a decent amount of Gold.	35gp
39-40	BREW OF LESSER POWER: Drink to gain +1 DMG for your next DAMAGE Dice roll.	35gp
41-42	SILVER PLATE: Finley crafted the plate looks valuable.	38gp
43-44	LOCK PICKS: A pouch contains a selection of Lock Picks (+8 Picks)	40gp
45-46	BONE KEY: You find a carved bone Key (Shade in 1 Key Pip)	42gp
47-48	LANTERN OIL: Secured in a sealed vat you come across Lantern Oil (+3 Oil)	45gp
49-50	BREW OF LESSER STRENGTH: +3 Str for your next dice roll.	45gp
51-52	BREW OF LESSER DEXTERITY: +3 Dex for your next dice roll.	45gp
53-54	BREW OF LESSER INTELLIGENCE: +3 Int for your next dice roll.	45gp
55-56	SILVER CANDLESTICK: It needs a clean but should fetch a little gold.	49gp
57-58	SILVER KEY: You have found a Key (Shade in 1 Key Pip)	50gp
59-60	LOCK PICKS: A tiny tin contains some lock picks (+10 Picks)	50gp
61-62	BREW OF LESSER DODGE: Drink to gain +1 DEF before a Monster rolls its DAMAGE dice.	50gp
63-64	WRITING SET: A boxed writing set with paper, ink and several quills.	52gp
65-66	FOOD: You find a small Basket containing some dried Meat (+3 Food)	60gp
67-68	COPPER PIECES: You find a bag of Copper pieces that are worth a decent amount of Gold.	70gp
69-70	SILVER MIRROR: The silver frame is heavily tarnished, but the mirror is still intact.	78gp
71-72	BUNCH OF KEYS: On a small chain you come across a bunch of Keys (Shade in 4 Key Pip)	80gp
73-74	FOOD: You come across some food (+4 Food)	80gp
75-76	POTION OF LESSER REMOVE POISON: Remove up to 2 shaded Poison pips.	80gp
77-78	POTION OF LESSER HEALING: Drink to restore 4 lost HP.	80gp

79-80	SILVER CRUCIFIX: The cross is very well made.	88gp
81-82	POTION OF LESSER STRENGTH: Drink to gain +3 Str for an entire encounter	90gp
83-84	POTION OF LESSER DEXTERITY: Drink to gain +3 Dex for an entire encounter	90gp
85-86	POTION OF LESSER INTELLIGENCE: Drink +3 Int for an entire encounter	90gp
87-88	BOOK OF SKILL: You may spend some time reading the book [+1 ☰] to learn about a skill, Roll 1d10 to determine the Skill and gain +5 bonus to that skill.	100gp
89-90	GOLDEN KEY: You have found a Key (Shade in 1 Key Pip)	110gp
91-92	POTION OF LESSER CURE DISEASE: Remove up to 2 shaded Disease pips.	130gp
93-94	COPPER PIECES: You find a large bag of Copper pieces that are worth a decent amount of Gold.	140gp
95-96	JEWEL ENCRUSTED KEY: You have found a Key (Shade in 1 Key Pip)	290gp
97	SKELETON KEY: Use when opening a locked door, roll 1d10 1 = Skeleton Key Breaks (remove from character sheet) 2-3 = Key jams the lock and the door is impassable. 4-10 = Door opens	300gp
98	POTION OF LESSER FATE: When rolling on any table drink to add 20 to your result	400gp
99-100	UPGRADE: You have found a better Item than the rubbish here roll on TABLE TA	-

J – INVESTMENTS (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 Pips	-2 Pips	-3 Pips	- 4 Pips
31-40	No Gain	-1 Pips	-2 Pips	-3 Pips
41-50	+1 Pip	No Gain	-1 Pips	-2 Pips
51-60	+2 Pips	+1 Pip	No Gain	-1 Pips
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

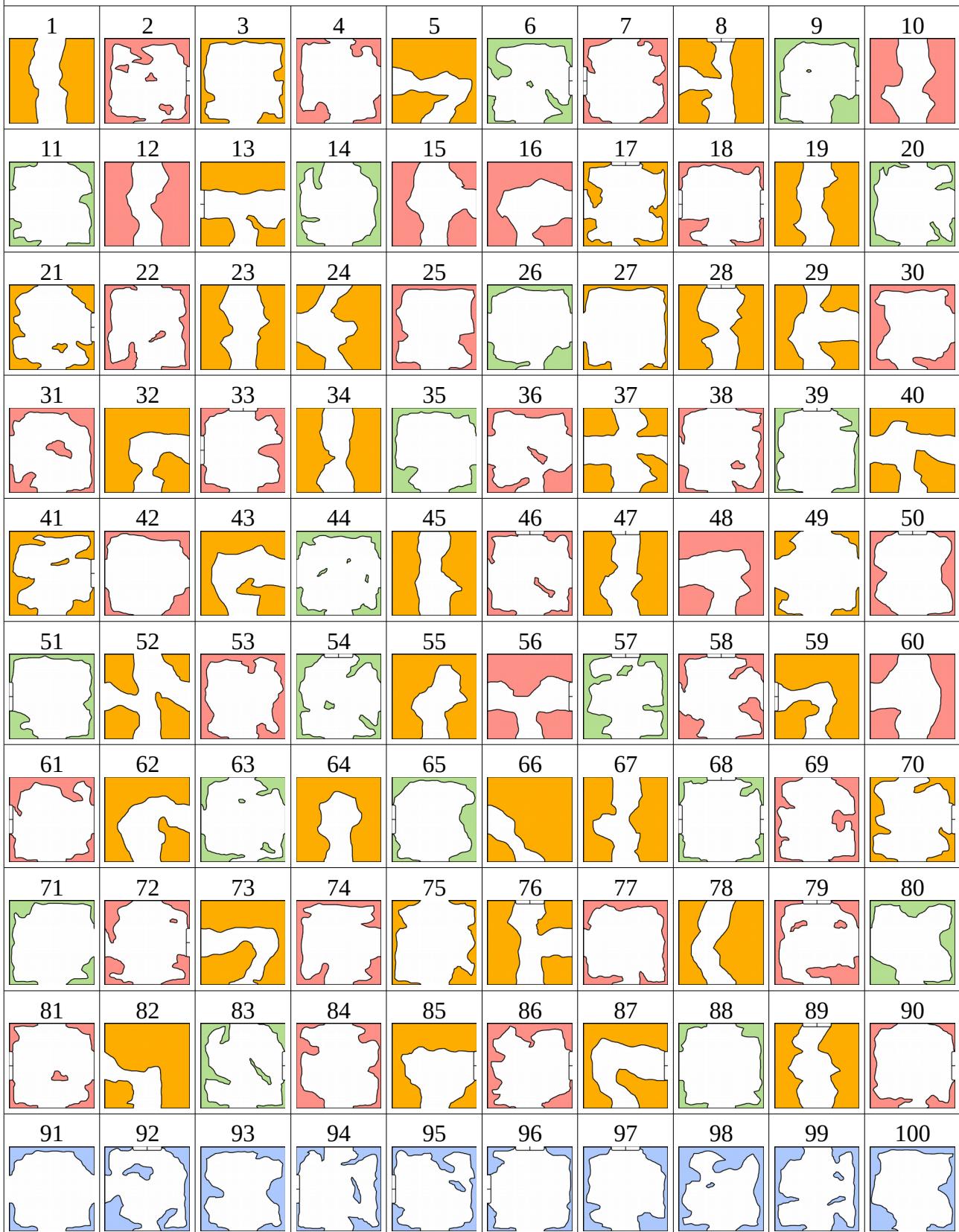
L – LEGENDS (D100)						
D100	Replace LEGEND with Name of the item Found.	Adjustment	Condition	Value	Rep. Cost	
1-8	LEGEND of the Crab	+1 DEF	●	500gp	100gp	
9-17	LEGEND of the Sky	+5 Int	●●●●	750gp	150gp	
18-26	LEGEND of the Bear	+5 Str	●	750gp	150gp	
27-31	LEGEND of the spider	+5 Dex	●●●	750gp	150gp	
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	Of SPELL Replace SPELL with spell rolled on TABLE S	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
95-97	LEGEND of the Lion	+20 Str	●●●	3000gp	600gp
98-100	LEGEND of the Gods	+9 HP	●	3600gp	720gp



M – MAPPING (D100)

■ NOTHING ■ ROLL ENOUNTER ■ ROLL GEOGRAPHIC ■ OBJECTIVE SEE QUEST



P – PARTS D100 - Add the monsters name in front of the part rolled as a Prefix.			Value
1-3	EARS	You've heard that they are worth a lot, enough said really.	10gp
4-6	BONE	Keys, fire pokers, and kebabs sticks, everything has its uses.	11gp
7-9	ARM/WING	This guy called "Icarus" you met in a tavern once said he will pay handsomely for such a prize and will enhance the limb with some emu feathers in a hope to fly.	11gp
10-12	TOOTH	Well they come in all shapes and sizes and are generally sharp enough to rip through flesh, they are going to be needed by someone, surely.	12gp
13-15	NAIL/CLAW	Ground down and used to cure headaches, so they say. Its a headache removing it from the foot.	12gp
16-18	RIBS	The rib bones have a vast number of uses and are often made in to grotesque xylophones.	13gp
19-21	HIDE/SKIN	Hacking off the dead monsters hide/Skin the armourers in town will make something useful from it.	13gp
22-24	LEG	You hack of a leg and hope its worth as much as they say it is, or are they pulling your leg.	14gp
25-27	FOOT/PAW	Hollowed out and lined with duck feathers, they make great slippers.	15gp
28-30	BLOOD	A few vials should do the trick, used as an aphrodisiac by the weird, it is also a favourite with the witches.	15gp
31-33	SKULL	Ashtrays, Trinket Box, the emporium will have a field day with this find.	16gp
34-36	LUNG	Well known to aid in healing you cut out a lung to sell at market when you get back.	16gp
37-39	KIDNEY	Used by some of the occults you know a guy who can sell this on.	17gp
40-42	SALIVA	Collecting this is not going to be easy, but just one vial will earn a fair price at the Annual Mystics Convention.	17gp
43-45	EYE	You carefully preserved the eye in a jar of vinegar you carry for just an occasion.	18gp
46-48	HEART	Highly sought after by ambitious wizards to further their studies.	18gp
49-51	HEAD	Often shrunk and stuffed to make great ornaments for the rich.	19gp
52-54	BRAIN	Many of the foolish believe eating brain is brain food, duh! How stupid.	19gp
55-56	NAIL/CLAW	Ground down and used to cure headaches, so they say. Its a headache removing it from the foot.	20gp
57-58	EYE	You carefully preserved the eye in a jar of vinegar you carry for just an occasion.	21gp
59-60	ARM/WING	This guy called "Icarus" you met in a tavern once said he will pay handsomely for such a prize and will enhance the limb with some emu feathers in a hope to fly.	21gp
61-62	KIDNEY	Used by some of the occults you know a guy who can sell this on.	22gp
63-64	BRAIN	Many of the foolish believe eating brain is brain food, duh! How stupid.	22gp
65-66	HEART	Highly sought after by ambitious wizards to further their studies.	23gp
67-68	EARS	You've heard that they are worth a lot, enough said really.	23gp
69-70	TOOTH	Well they come in all shapes and sizes and are generally sharp enough to rip through flesh, they are going to be needed by someone, surely.	24gp
71-72	BONE	Keys, fire pokers, and kebabs sticks, everything has its uses.	25gp
73-74	HEAD	Often shrunk and stuffed to make great ornaments for the rich.	25gp
75-76	SALIVA	Collecting this is not going to be easy, but just one vial will earn a fair price at the Annual Mystics Convention.	26gp
77-78	FOOT/PAW	Hollowed out and lined with duck feathers, they make great slippers.	26gp
79-80	HIDE/SKIN	Hacking off the dead monsters hide/Skin the armourers in town will make something useful from it.	27gp
81-82	SKULL	Ashtrays, Trinket Box, the emporium will have a field day with this find.	27gp
83-84	LUNG	Well known to aid in healing you cut out a lung to sell at market when you get back.	28gp
85-86	RIBS	The rib bones have a vast number of uses and are often made in to grotesque xylophones.	28gp
87-88	LEG	You hack of a leg and hope its worth as much as they say or are they pulling your leg.	29gp

89-90	BLOOD	A few vials should do the trick, used as an aphrodisiac by the weird, it is also a favourite with the witches.	79gp
91-93	UNCOMMON	Roll Again and record your find on your character sheet with “ UNCOMMON ” before its name. Add +100gp to its value. (<i>Example UNCOMMON SPIDERS BLOOD</i>), If you roll Uncommon a second time roll again.	+100gp
94-99	SCARCE	Roll Again and record your find on your character sheet with “ SCARCE ” before its name. Add +200gp to its value. (<i>Example SCARCE SPIDERS HEAD</i>), If you roll Uncommon or Scarce a second time roll again.	+200gp
100	RARE	Roll Again and record your find on your character sheet with “ RARE ” before its name. Add +400gp to its value. (<i>Example RARE SPIDERS LUNG</i>) If you roll Uncommon , Scarce or Rare a Second time roll again.	+400gp

Q – QUESTS						
<input checked="" type="checkbox"/>	D100	Quest	Objective	Enc. Mod	Reward	Fail
<input type="checkbox"/>	1-2	Dungeon Training 1	Basic dungeoning, loot 3 Parts.	-40	50gp	- ½ gp
<input type="checkbox"/>	3-4	Dungeon Training 2	Basic dungeoning, loot 3 Weapons.	-40	50gp	- ½ gp
<input type="checkbox"/>	5-6	Dungeon Training 3	Basic dungeoning, loot 3 Armour.	-30	80gp	- ½ gp
<input type="checkbox"/>	7-8	Dungeon Training 4	Basic dungeoning, loot 1 Weapons, 1 parts and 1 Armour.	-30	80gp	- ½ gp
<input type="checkbox"/>	9-10	Dungeon Training 5	Basic dungeoning, loot 2 Treasures from TABLE TA.	-30	100gp	- ½ gp
<input type="checkbox"/>	11-12	Map Dungeon	Explore a dungeon until you have mapped 2 of each different coloured room, (Red rooms x2, Grey room x2, Blue rooms x2 and Green x2).	-20	150gp	- ½ gp
<input type="checkbox"/>	13-14	Potion Hunt	An apprentice wizard has asked you to find any 4 potions from the dungeon to further his research.	-20	180gp	- ½ gp
<input type="checkbox"/>	15-16	Monster Hunt	Kill any 5 Monster that are 34 or higher on the encounter table. They have been terrorizing the locals.	-20	300gp	- ½ gp
<input type="checkbox"/>	17-18	Head of the Beast	The villagers want evidence that the beast terrorizing them has been killed, Obtain 1 Head (Part) from any monster.	-20	300gp	- ½ gp
<input type="checkbox"/>	19-20	Amulet of Hope	Since the “Amulet of Hope” was taken by two goblins, broken in two and lost deep inside a dungeon, a feeling of hopelessness has engulfed the kingdom. Now in two parts you must find its pieces and assemble it back to its former glory. Obtain 2 objective items.	-20	300gp	- ½ gp
<input type="checkbox"/>	21-22	Rescue the Villagers	Several Villagers have been taken by monsters and are being tortured to death, you must set them free. Kill any 5 monsters have (h) after their name on the encounter table to rescue all the villagers.	-20	350gp	- ½ gp
<input type="checkbox"/>	23-24	Monster Cull	Kill 10 Monster that are 34 or higher on the encounter table. Their numbers have grown too strong.	-20	500gp	- ½ gp
<input type="checkbox"/>	25-26	The Aztopaz Stone	A Young wizard named “Yagamou” has pinned a notice to the fireplace of your local tavern, she asks for a brave adventurer to find her a Aztopaz stone so she can finish her Staff of Light. Obtain 1 objective item.	-15	400gp	- ½ gp
<input type="checkbox"/>	27-28	Dungeon Research	Explore the dungeon and its features. Find 5 Monster rooms (Red Rooms) and 5 Geographic features (Green Rooms).	-10	200gp	- ½ gp
<input type="checkbox"/>	29-30	Survey	Survey the dungeon (Roll 10 times on TABLE M –	-10	200gp	- ½ gp

	Mission	MAPPING) and report back to a concerned Hamlet of its activities.			
<input type="checkbox"/>	31-32	Medicine	Obtain 4 Parts from monsters that are 43 or higher on the encounter table to heal a sickness spreading through the area.	-5	200gp - ½ gp
<input type="checkbox"/>	33-34	Scouting Mission	Scout the dungeon (Roll 15 times on TABLE M – MAPPING) and report back to a concerned Village of its activities.	-5	300gp - ½ gp
<input type="checkbox"/>	35-36	Explore Mission	Explore the dungeon (Roll 20 times on TABLE M – MAPPING) and report back to a concerned Town of its activities.	-5	400gp - ½ gp
<input type="checkbox"/>	37-38	Dungeon Delve	Find a lower level of the dungeon (Use Stairs or Objective Room) and explore its sub terrain tunnels (Roll 10 times on TABLE M – MAPPING).	-5	600gp - ½ gp
<input type="checkbox"/>	39-40	Magic Study	A roaming wizard has requested a Brew to further his studies. Loot any BREW OF FINER or an objective item to claim your reward.	+0	600 gp -5 Skill
<input type="checkbox"/>	41-42	Tome of Wizards	Obtain an objective item for the council of wizards, or a Spell book.	+0	700gp Spell -5 Skill
<input type="checkbox"/>	43-44	Creatures Amok	Several creatures have been running amok around the realm and they have taken up refuge in a disused mine, the King has offered a huge reward for the problem to be brought to an end. Kill any 5 monsters that have a (c) after their name to claim the reward.	+0	800gp -5 Skill
<input type="checkbox"/>	45-46	Night Terrors	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 that have a (ud) after their name to claim the reward.	+0	800gp -5 Skill
<input type="checkbox"/>	47-48	Plague	A plague is spreading though the region like wildfire, a medicine man has come forward claiming that he has the answer and it involves some pretty rare ingredients. Find any uncommon Part.	+0	800gp -5 Skill
<input type="checkbox"/>	49-50	The Spider Queen	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. Find an objective room and face monster 66 of the encounter table, with +10 HP's.	+0	800gp +1 REP -1 REP -5 Skill
<input type="checkbox"/>	51-52	Carried Off	A local Baron has offered a fortune as a reward for the safe return of his wife, she has been carried off by a vile monster and he wants her back. Find an Objective Room and roll on Table E – Encounters for a monster to defeat to rescued the Barons Wife.	+0	1000gp +1 REP -1 REP -5 Skill
<input type="checkbox"/>	53-54	Hammer of Antiquity	Obtain 3 objective items and restore the Hammer of Antiquity (Head/Shaft/Grip).	+0	1000gp +1 REP -1 REP -5 Skill
<input type="checkbox"/>	55-56	Save the Prince	The kingdom is in turmoil, the prince and heir to the throne has been taken hostage. Find any Objective Room (Blue) and roll for a monster +30 to the roll, defeat to rescue the prince.	+0	1200gp +1 REP -1 REP -5 Skill
<input type="checkbox"/>	57-58	Missing Locals	For a few weeks a village in the area has been reporting its residence are disappearing, after establishing that it was not a magical intervention, the local watch investigated to find a Giant Snake is the offender. You quickly volunteer and enter its lair, the next objective room you find, face monster 73 on the encounter table, with +10 HP's.	+5	1000gp +1 REP -1 REP -10 Skill
<input type="checkbox"/>	59-60	Find the Demon	Several Demon Hunters have gone missing near an old ruin, enter the ruins and find out what happened to the Demon	+5	1350gp -10 Skill

	Hunters	Hunters by killing any 5 monsters have (d) after their name on the encounter table.			
<input type="checkbox"/>	61-62	Mystical Materials	Obtain 3 Parts from monsters that are 58 or higher on the encounter table for a Master Craftsman.	+5	1400gp -10 Skill
<input type="checkbox"/>	63-64	Treasure Expedition	A local merchant has asked that you find a treasure that was stolen by a band of monsters one night on his way in to town. Successfully loot any item from Table TA.	+5	1500 gp -10 Skill
<input type="checkbox"/>	65-66	Wrongful Ritual	At the end of a festival a naive townsfolk was 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 concluded the Demon ate the townsfolk and the deluded cultist and took refuge in an abandoned mine. The Kingdom has put up a handsome reward for whoever can rid the realm of this Demon. When you find an objective room, face monster 83 on the encounter table, with +10 HP's.	+5	1500gp +1 REP -10 Skill
<input type="checkbox"/>	67-68	Arcane Study	A wizard from a guild has requested a Potion to further his studies. Loot any POTION OF GREATER or an objective item to claim your reward.	+5	1600 gp -10 Skill
<input type="checkbox"/>	69-70	Return of the Crown	During a recent battle a couple of mischievous monsters knocked the king's crown from his head and ran down the nearest dungeon. The king needs back the crown to avoid any embarrassment. Find an Objective Room (Blue) and roll for two monsters, defeat them both to find the Crown.	+10	1000gp +1 REP -1 REP -1 CHA
<input type="checkbox"/>	71-72	Mystic Study	A Mage from the council of wizards has requested a Elixir to further his studies. Loot any ELIXIR OF SUPERIOR or an objective item to claim your reward.	+10	2000 gp -1 CHA
<input type="checkbox"/>	73-74	Wizards Ingredients	Obtain 2 Parts from a monsters that is 66 or higher on the encounter table for a legendary wizard.	+10	2200gp -1 CHA
<input type="checkbox"/>	75-76	Master Monster	Kill 1 Monster that is 66 or higher on the encounter table. It has been encouraging lesser monsters to the area.	+10	2500gp -1 CHA
<input type="checkbox"/>	77-78	Antiquity of Power	Lost for centuries, the whereabouts of the "Antiquity of Power" has finally been uncovered. It is now a race to the prize, find any Legendary Item.	+10	2800gp +1 REP Item -1 REP -1 CHA
<input type="checkbox"/>	79-80	Relic Expedition	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 the dungeon with the item and now he would like it back. Successfully loot any item from Table TB.	+10	2800 gp -1 CHA
<input type="checkbox"/>	81-82	The Lich Lord King	Many years ago a great King was laid to rest, the realm mourned the loss and a powerful wizard secured his tomb, casting a powerful curse to ensure it would never be opened. As time passed an unwittingly foolish tomb robber did just that, with the lid adrift the curse worked its magic and the king rose again but not in the land of the living. With a Lich Lord on the loose an eeriness has befallen the kingdom, it must be returned to its grave. When you find an objective room, face monster 89 on the encounter table, with +10 HP's.	+10	2800gp +1 REP -1 REP -1 CHA
<input type="checkbox"/>	83-84	Cool Tidings	This time of year the lands should be warm and sunny, but a recent inhabitant has been cooling things down a little too much and it must be dealt with. When you find an objective room, face monster 93 on the encounter table, with +10 HP's.	+10	2900gp +1 REP -1 REP -1 CHA
<input type="checkbox"/>	85-86	Ring of Power	Lost for over a century the ring has a fabled power and would make a great addition to your gear, find any Legendary Ring.	+10	3000gp +1 REP Ring -1 REP -1 CHA
<input type="checkbox"/>	87-88	Talisman of	A notable treasure has come to your attention its last known	+10	3000gp -1 REP

	the Unfailing	location rumoured it to be lost within a deadly dungeon filled with unspeakable danger, find any Legendary Neck Item.		+1 REP Neck	-1 CHA
<input type="checkbox"/>	89-90	Elite Monster	Kill 1 Monster that is 75 or higher on the encounter table. The eating of townsfolk has to stop.	+15	3200gp -2 CHA
<input type="checkbox"/>	91-92	Resurrect Spell	Obtain 1 Part from a monster that is 83 or higher on the encounter table to resurrect a noble killed in battle.	+15	3400gp +1 REP -2 CHA
<input type="checkbox"/>	93-94	Kingmaker	The legendary weapon "Kingmaker", once held by the first King of men at the battle of Evermote, has been spotted in the hands of a foul beast in a dungeon not far from the old battlefield. You must find any Legendary Weapon.	+15	3400gp +1 REP Weapon -1 REP -2 CHA
<input type="checkbox"/>	95-96	Antiquity Expedition	An ancient artefact dating back to a time before kings has been identified to lay somewhere inside trap infested dungeon (-20 to all rolls on Table G). Successfully loot any item from Table TC.	+15	3800 gp -2 CHA
<input type="checkbox"/>	97-98	Defeat the Dragon	Kill 1 dragon that is 94 or higher on the encounter table. It has asked for a human sacrifice every month for the last 7 years and now it has to stop.	+20	4500gp +1 REP -1 REP -3 CHA
<input type="checkbox"/>	99-100	Spiritmend	The legendary armour "Spiritmend", worn by the elven prince "Glandoran", it was torn from his body before receiving his death blow by the Dwarven King "Kanrad" and thus ending a brutal and devastating war which had lasted some 80 years. Find any Legendary Armour.	+20	5000gp +1 REP Armour -3 REP

R- REQUIRED Essential Items needed for Adventuring			Value
1-15	LOCK PICK: Easy to break (+1 Pick)		5gp
16-30	FOOD: Dried Rations (+1 Food)		10gp
31-45	OIL: Leather flask contain Lantern Oil (+1 Oil)		15gp
46-50	BREW OF LESSER POWER: Drink to gain +1 DMG for your next DAMAGE Dice roll.		35gp
51-55	BREW OF LESSER STRENGTH: +3 Str for your next dice roll.		45gp
56-60	BREW OF LESSER DEXTERITY: +3 Dex for your next dice roll.		45gp
61-65	BREW OF LESSER INTELLIGENCE: +3 Int for your next dice roll.		45gp
66-70	BREW OF LESSER DODGE: Drink to gain +1 DEF before a Monster rolls its DAMAGE dice.		50gp
71-75	POTION OF LESSER REMOVE POISON: Remove up to 2 shaded Poison pips.		80gp
76-80	POTION OF LESSER HEALING: Drink to restore 4 lost HP.		80gp
81-85	POTION OF LESSER STRENGTH: Drink to gain +3 Str for an entire encounter		90gp
86-90	POTION OF LESSER DEXTERITY: Drink to gain +3 Dex for an entire encounter		90gp
91-95	POTION OF LESSER INTELLIGENCE: Drink to gain +3 Int for an entire encounter		90gp
96-99	POTION OF LESSER CURE DISEASE: Remove up to 2 shaded Disease pips.		130gp
100	POTION OF LESSER FATE: When rolling on any table drink to add 20 to your result		400gp



S – SPELLS Can be cast at anytime, except during combat (See Combat).		Cost
1-4	OPEN MAGIC: Opens magic sealed doors.	-1 HP
5-8	RESURRECTION: Add “RES” to the characters LIVES section of the character sheet, when the character next dies they are resurrected instead of using a LIFE, remove the “RES” from the character sheet instead of using a LIFE.	-5 STR
9-12	HEALING: Restores a characters HP to maximum.	-2 STR
13-16	HEAL: Restores 10 lost HP.	-1 STR
17-20	FIRE BLAST: Deal 2 HP of damage to a Monster at the start of the next combat round.	-1 HP
21-24	FIRE BALL: Deal 1d10 damage to a Monster at the start of the next combat round, 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., deduct the Monsters DEF from the result. If the monster is still alive it is frozen for the next combat round and you gain +10 to your attack for that round.	-3 HP
29-32	MAGIC ARMOUR: A thin magical barrier cloaks your entire body, +2 DEF until the end of the encounter.	-2 HP
33-36	MIGHTY: When testing/attacking with STR +10 to STR for that roll (cast once per test/roll).	-1 HP
37-40	SKILFUL: When testing/attacking with DEX +10 to DEX for that roll (cast once per test/roll).	-1 HP
41-44	KNOW: When testing INT add +10 to your INT for that roll (cast once per test/roll).	-1 HP
45-48	ALMIGHTY: When testing/attacking with STR +20 to STR for that roll (cast once per test/roll).	-2 HP
49-52	SKILLED: When testing/attacking with DEX +20 to DEX for that roll (cast once per test/roll).	-2 HP
53-56	KNOWLEDGE: hen testing INT add +10 to your INT for that roll (cast once per test/roll).	-2 HP
57-60	ALTER TIME: Remove 1① from the Time Track.	-3 HP
61-64	CLONE: Use during an encounter to create a replica of yourself to fight an encounter, using your current HP (after paying the cost of this spell) track your clones damage, all damage is now dealt to your clone, any damage you offset is dealt to your items and not the clones. When the clone has been killed (zero HP) or the encounter is defeated the clone disappears.	-3 HP
65-68	CLUMSY: Until the end of an encounter the monster is Clumsy -10 AV (cast once per Encounter).	-3 HP
69-72	CONTROL: Force a Monster to miss its next attack.	-4 HP
73-76	COUNTER: Use after a Monster with Dark Magic has rolled for spell to cancel this rounds spell (You do not forfeit your attack this round).	-2 HP
77-80	INVISIBILITY: Use to Escape an encounter with out the need to make an escape test.	-3 HP
81-84	LIGHTNING: Deal 1d10 damage to a Monster at the start of a combat round, the Monsters does not deduct its DEF from the result. The monster if still alive is pulsating and writhing with electrical charges for the next combat round and you gain +10 to your attack for that round.	-4 HP
85-88	MIRROR IMAGE: At the start of a combat round, you create four illusionary copies of yourself confusing a monster who now has to work out which is you and which is a copy. While a copy of you exists the monster when it scores an attack and has rolled for damage, rolls 1d10. Rolls of 1-2 the monster has hit you and all of the images vanish. Rolls of 3 and above strike a copy which vanishes, you do not receive this damage. When all copies have vanished the spell is over and combat returns to normal.	-5 HP
89-92	MANIPULATE: Discard any dice you just rolled and roll again for a new result.	-2 HP
93-96	SUMMON: At the start of a combat round, you may summon a monster to attack on your behalf during an encounter. Roll on TABLE E – ENCOUNTER -30 to see what you have summoned. If the summoned monster is killed it disappears and the encounter returns to normal or if the summoned monster defeats the encounter it disappears and you may loot the defeated encounter.	-4 HP
97-100	DRAIN LIFE: At the start of a combat round you can cast DRAIN LIFE, all damage now dealt to the monster during the combat also restores an equal amount of lost HP to you.	-3HP

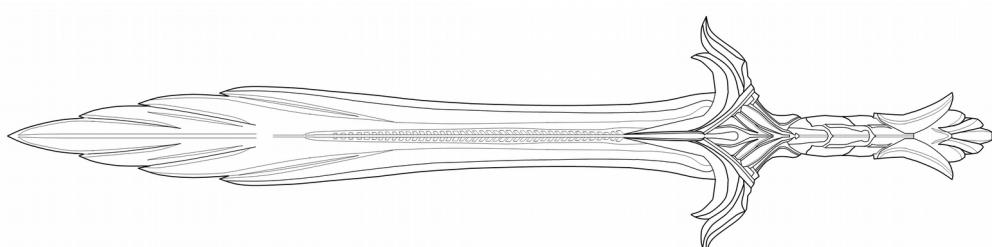
TA – TREASURE A 0		Value
1-3	SILVER PIECES: You find a small bag of Silver pieces that are worth a decent amount of Gold.	70gp
4-6	BREW OF FINER POWER: Drink to gain +2 DMG for your next DAMAGE Dice roll.	70gp
7-9	BREW OF FINER STRENGTH: +5 Str for your next dice roll.	75gp
10-12	BREW OF FINER DEXTERITY: +5 Dex for your next dice roll.	75gp
13-15	BREW OF FINER INTELLIGENCE: +5 Int for your next dice roll.	75gp
16-46	OBJECTIVE ITEM: You have found an Item you need to complete a Quest (Add one Objective), if you do not need an objective item or you have all the objective items you need, you may just take it for its gold value to sell after your quest.	100 GP
47-49	BREW OF FINER DODGE: Drink to gain +2 DEF before a Monster rolls its DAMAGE dice.	100gp
50-52	FINER ARMOUR: Roll on the TABLE A - ARMOUR and record your find on your character sheet with “ FINER ” before its name. Add +0.2 to its DEF, +100gp to its value and +20gp to its repair cost.	+100gp
53-55	FINER WEAPON: Roll on the TABLE W - WEAPON and record your find on your character sheet with “ FINER ” before its name. Add +1 to its DMG, + 100gp to its value and +20gp to its repair cost.	+100gp
56-58	SILVER PIECES: You find a bag of Copper Silver that are worth a decent amount of Gold.	140gp
59-61	POTION OF FINER STRENGTH: Drink to gain +5 Str for an entire encounter	150gp
62-64	POTION OF FINER DEXTERITY: Drink to gain +5 Dex for an entire encounter	150gp
65-67	POTION OF FINER INTELLIGENCE: Drink +5 Int for an entire encounter	150gp
68-70	POTION OF FINER REMOVE POISON: Remove up to 4 shaded Poison pips.	160gp
71-73	POTION OF FINER HEALING: Drink to restore 8 lost HP.	160gp
74-76	ELIXIR OF FINER FATE: Drink to gain +1 FATE.	200gp
77-79	SCROLL: You find a rolled parchment that contains a spell, Roll on TABLE S - SPELLS to see which it contains and add the spell to your spell book.	200gp
80-82	POTION OF FINER CURE DISEASE: Remove up to 4 shaded Disease pips.	260gp
83-85	SILVER PIECES: You find a large bag of Silver pieces that are worth a decent amount of Gold.	280gp
86-88	ELIXIR OF FINER STRENGTH: Drink to gain +1 Primary Str	300gp
89-91	ELIXIR OF FINER DEXTERITY: Drink to gain +1 Primary Dex	300gp
92-94	ELIXIR OF FINER INTELLIGENCE: Drink to gain +1 Primary Int	300gp
95	ELIXIR OF FINER HEALTH: Drink to gain +1 Primary HP.	400gp
96	POTION OF FINER FATE: When rolling on any table drink to add 40 to your result	800gp
97	ELIXIR OF THE DEATHLESS: Drink to gain +1 Lives	1000gp
98	UPGRADE: You have found a grander Item than the rubbish here roll on TABLE TB	-
99	LEGENDARY RING (Ring Slot) roll on TABLE L for its Legend.	-
100	LEGENDARY NECKLACE (Neck Slot) roll on TABLE L for its Legend.	-



TB – TREASURE B (D100) 0		Value
1-3	BREW OF GREATER POWER: Drink to gain +3 DMG for your next DAMAGE Dice roll.	105gp
4-6	GOLD PIECES: You find a small bag of gold pieces.	140gp
7-9	BREW OF GREATER DODGE: Drink to gain +3 DEF before a Monster rolls its DAMAGE dice.	150gp
10-12	BREW OF GREATER STRENGTH: Drink to gain +10 Str for your next dice roll.	150gp
13-15	BREW OF GREATER DEXTERITY: Drink to gain +10 Dex for your next dice roll.	150gp
16-46	OBJECTIVE ITEM: You have found an Item you need to complete a Quest (Add one Objective), if you do not need an objective item or you have all the objective items you need, you may just take it for its gold value to sell after your quest.	150gp
47-49	BREW OF GREATER INTELLIGENCE: Drink to gain +10 Int for your next dice roll.	150gp
50-52	GREATER ARMOUR: Roll on the TABLE A - ARMOUR and record your find on your character sheet with “ GREATER ” before its name. Add +0.4 to its DEF, +200gp to its value and +40gp to its repair cost.	+200gp
53-55	GREATER WEAPON: Roll on the TABLE W - WEAPON and record your find on your character sheet with “ GREATER ” before its name. Add +2 to its DMG, +200gp to its value and +40gp to its repair cost.	+200gp
56-58	POTION OF GREATER REMOVE POISON: Drink to remove up to 6 shaded Poison pips.	240gp
59-61	POTION OF GREATER HEALING: Drink to restore 12 lost HP.	240gp
62-64	GOLD PIECES: You find a bag of gold pieces.	280gp
65-67	POTION OF GREATER STRENGTH: Drink to gain +10 Str for an entire encounter	300gp
68-70	POTION OF GREATER DEXTERITY: Drink to gain +10 Dex for an entire encounter	300gp
71-73	POTION OF GREATER INTELLIGENCE: Drink to gain +10 Int for an entire encounter	300gp
74-76	POTION OF GREATER CURE DISEASE: Drink to remove up to 6 shaded Disease pips.	390gp
77-79	ELIXIR OF GREATER FATE: Drink to gain +2 FATE.	400gp
80-82	GOLD PIECES: You find a large bag of gold pieces.	560gp
83-85	ELIXIR OF GREATER HEALTH: Drink to gain +2 Primary HP.	800gp
86-88	SPELL BOOK: You find a damaged book that contains a spell, Roll on TABLE S - SPELLS to see which it contains, you may add it to your spell book, providing its currently active.	800gp
89-91	ELIXIR OF GREATER STRENGTH: Drink to gain +3 Primary Str	900gp
92-93	ELIXIR OF GREATER DEXTERITY: Drink to gain +3 Primary Dex	900gp
94	ELIXIR OF GREATER INTELLIGENCE: Drink to gain +3 Primary Int	900gp
95	POTION OF GREATER FATE: When rolling on any table drink to add 60 to your result	1200gp
96	ELIXIR OF THE UNDYING: Drink to gain +3 Lives	3000gp
97	UPGRADE: You have found a much grander Item than the rubbish here roll on TABLE TC	-
98	LEGENDARY RING (Ring Slot) roll on TABLE L for its Legend.	-
99	LEGENDARY NECKLACE (Neck Slot) roll on TABLE L for its Legend.	-
100	LEGENDARY WEAPON roll on TABLE W for type and Table L for its Legend.	-



TC – TREASURE C (D100) 0		Value
1-3	BREW OF SUPERIOR POWER: Drink to gain +4 DMG for your next DAMAGE Dice roll.	140gp
4-6	BREW OF SUPERIOR DODGE: Drink to gain +4 DEF before a Monster rolls its DAMAGE dice.	200gp
7-9	BREW OF SUPERIOR STRENGTH: Drink to gain +15 Str for your next dice roll.	225gp
10-12	BREW OF SUPERIOR DEXTERITY: Drink to gain +15 Dex for your next dice roll.	225gp
13-15	BREW OF SUPERIOR INTELLIGENCE: Drink to gain +15 Int for your next dice roll.	225gp
16-46	OBJECTIVE ITEM: You have found an Item you need to complete a Quest (Add one Objective), if you do not need an objective item or you have all the objective items you need, you may just take it for its gold value to sell after your quest.	250gp
47-49	GEM STONES: You find a small bag of gem stones that are worth a decent amount of Gold.	280gp
50-52	SUPERIOR ARMOUR: Roll on the TABLE A - ARMOUR and record your find on your character sheet with “SUPERIOR” before its name. Add +0.6 to its DEF, +300gp to its value and +60gp to its repair cost.	+300gp
53-55	SUPERIOR WEAPON: Roll on the TABLE W - WEAPON and record your find on your character sheet with “SUPERIOR” before its name. Add +3 to its DMG, +300gp to its value and +60gp to its repair cost.	+300gp
56-58	POTION OF SUPERIOR REMOVE POISON: Drink to gain remove up to 8 shaded Poison pips.	320gp
59-61	POTION OF SUPERIOR HEALING: Drink to restore 16 lost HP.	320gp
62-64	POTION OF SUPERIOR STRENGTH: Drink to gain +15 Str for an entire encounter	450gp
65-67	POTION OF SUPERIOR DEXTERITY: Drink to gain +15 Dex for an entire encounter	450gp
68-70	POTION OF SUPERIOR INTELLIGENCE: Drink to gain +15 Int for an entire encounter	450gp
71-73	POTION OF SUPERIOR CURE DISEASE: Drink to remove up to 8 shaded Disease pips.	520gp
74-76	GEM STONES: You find a bag of gem stones that are worth a decent amount of Gold.	560gp
77-79	ELIXIR OF SUPERIOR FATE: Drink to gain +3 FATE.	600gp
80-82	GEM STONES: You find a large bag of gem stones that are worth a decent amount of Gold..	1120gp
83-85	ELIXIR OF SUPERIOR HEALTH: Drink to gain +3 Primary HP.	1200gp
86-88	ELIXIR OF SUPERIOR STRENGTH: Drink to gain +5 Primary Str	1500gp
89-91	ELIXIR OF SUPERIOR DEXTERITY: Drink to gain +5 Primary Dex	1500gp
92-93	ELIXIR OF SUPERIOR INTELLIGENCE: Drink to gain +5 Primary Int	1500gp
94	SPELL BOOK: You find a book that contains 2 spell, Roll twice on TABLE S - SPELLS to see which spells it contains and add them to your spell book.	1600gp
95	POTION OF SUPERIOR FATE: When rolling on any table drink to add 80 to your result	1600gp
96	ELIXIR OF THE IMMORTALS: Drink to gain +5 Lives	5000gp
97	LEGENDARY RING (Ring Slot) roll on TABLE L for its Legend.	-
98	LEGENDARY NECK ITEM (Neck Slot) roll on TABLE L for its Legend.	-
99	LEGENDARY WEAPON roll on TABLE W for type and Table L for its Legend.	-
100	LEGENDARY ARMOUR roll on TABLE A for type and Table L for its Legend.	-



W – WEAPON (D100) 0

D100	Type	Handed	WEAPON	Adjustment	Condition	Value	Rep. Cost
1-2		(R)	SLING	-2 DMG	●●●	12	3
3-4		(R)	CATAPULT	-2 DMG	●	15	3
5-6		(H)	BATON	-2 DMG	●●●	23	5
7-8		(H)	STAVE	-2 DMG	●	32	7
9-10		(H)	KNIFE	-2 DMG	●●	44	9
11-12		(H)	CLUB	-1 DMG	●	50	10
13-14		(H)	QUARTERSTAFF	-1 DMG	●●	51	11
15-16		(H,R)	THROWING KNIFE	-1 DMG	●●	54	11
17-18		(H)	DAGGER	-1 DMG	●	54	11
19-20		(H)	SPIKED CLUB	+0 DMG	●●	57	12
21-22		(H)	HAMMER	+0 DMG	●●●	60	12
23-24		(H,R)	THROWING SPEAR	+0 DMG	●●●	66	14
25-26		(R)	SHORT BOW	+0 DMG	●	67	14
27-28		(H)	WAR PICK	+0 DMG	●●	68	14
29-30		(H)	SHORT SWORD	+0 DMG	●●●	70	14
31-32		(H)	SCIMITAR	+0 DMG	●●	73	15
33-34		(H)	RAPIER	+0 DMG	●	75	15
35-36		(H)	SCYTHE	+0 DMG	●	75	15
37-38		(H)	MACE	+0 DMG	●●●	78	16
39-40		(H,R)	THROWING AXE	+0 DMG	●	87	18
41-42		(H,R)	CHAKRAM	+0 DMG	●●	89	18
43-44		(R)	REPEATING CROSSBOW	+0 DMG	●●	94	19
45-46		(H)	LANCE	+1 DMG	●	123	25
47-48		(H,R)	SPEAR	+1 DMG	●●●	132	27
49-50		(H)	MAUL	+1 DMG	●	134	27
51-52		(H)	FALCHION	+1 DMG	●●	143	29
53-54		(R)	BOW	+1 DMG	●	146	30
55-56		(H)	AXE	+1 DMG	●●●	165	33
57-58		(H)	MORNING STAR	+1 DMG	●●	167	34
59-60		(H)	BROADSWORD	+1 DMG	●●●	178	36
61-62		(H)	PERNACH	+1 DMG	●	178	36
63-64		(H)	MILITARY FORK	+1 DMG	●●●	187	38
65-66		(H)	PARTISAN	+1 DMG	●●	189	38
67-68		(H)	GLAIVE	+1 DMG	●●	190	38
69-70		(H)	HALBERD	+2 DMG	●	234	47
71-72		(H)	BILL	+2 DMG	●●	236	48
73-74		(H)	TWO HANDED FLAIL	+2 DMG	●●	243	49
75-76		(R)	RECURVE BOW	+2 DMG	●	256	52
77-78		(H)	HALF MAUL	+2 DMG	●●●	265	53
79-80		(H)	WAR SCYTHE	+2 DMG	●●	266	54

81-82		(H)	BARDICHE	+2 DMG	●●●	267	54
83-84		(H)	LONG SWORD	+2 DMG	●	278	56
85-86		(H)	BATTLE AXE	+2 DMG	●	287	58
87-88		(H)	CLAYMORE	+2 DMG	●●●	290	58
89-90		(R)	CROSSBOW	+2 DMG	●●●	298	60
91-92		(H)	WAR HAMMER	+3 DMG	●●●	367	74
93-94		(R)	ARBALEST	+3 DMG	●	367	74
95-96		(R)	LONG BOW	+3 DMG	●●	378	76
97-98		(H)	BASTARD SWORD	+3 DMG	●●	378	76
99		(H)	GREAT SWORD	+4 DMG	●●●	420	84
100		(H)	MIGHTY CLAYMORE	+4 DMG	●	467	94



HANDY SHEETS

COMBAT

At the start of each combat round roll for the monsters reaction.

D10 Roll	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 Roll	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 $\frac{1}{2}$ its HP gains AV+5
1	Monster has less than $\frac{1}{2}$ its HP gains AV+10

If an attack ensues the Character attacks first, followed by monster, all attacks happen simultaneously, If character kills monster it still has attack roll for round.

1. Roll on the monster reaction chart and follow its instruction, then continue to step 2.
2. The character rolls a d100 to attack the monster and must score equal to or below his Str or Dex depending on the weapon being used – Hand Weapons (H) uses STR, Ranged Weapons (R) uses 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 3 otherwise go to step 4.
3. Roll the damage dice (d6) and the location dice (d10) together and apply the damage modifier of the location rolled, the Weapons DMG modifier (if any) and any damage bonus provided by other equipped items to the damage dice, then deduct the monsters DEF from the modified damage dice. The remaining number is the HP that is dealt to the monster/s.
4. Now roll for the monsters attack, roll 1d100 equal to or below the monsters Attack Value (AV) value. If the result scores a hit go to step 5 otherwise start a new combat round.
5. Roll the damage dice (d6) and the location dice (d10) together and apply the damage modifier of the location rolled to the damage dice, then apply the monsters DMG modifier and deduct the characters DEF value for any armour worn on the location that has been hit. The remaining amount is the number of HP that is dealt to the character, how ever the character can offset up to 2 damage to armour equipped to the location struck in the form of repair damage and shade in 1 pip on the repair track for each point of damage deflected to the armour. If the monster survived a new combat round begins.

HIT LOCATION

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

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

ESCAPING

To escape a monster the character forfeits his attack for the round and makes an escape test -

ESCAPE COMBAT – Test: Dex -10 [S:Remove Monster] [F:-2 hp] (*Escape*)

When a monster attempts to escape the player can allow the escape, perform an attack (no treasure) or block escape.

BLOCK ESCAPE – Test: STR-10 [S:Start Combat at Step 3] [F:Remove Monster] (*Escape*)

TURN

1. **ADJUST EQUIPMENT** – Equip or unequipped items from slots to backpack or backpack to slots.
2. **TIME TRACK** - Shade +1 \odot to the time track, if it triggers an effect you must deal with it.
3. **EXITS** - Choose exit to move through, rotate map so exit is furthest from you. Deal with doors or choose new exit.
4. **AREA** – Area mapped use any features, monster present must encounter it. Not Mapped roll TABLE M and map.
5. **SEARCH** – Optional - Search area, roll on TABLE F – FIND. Mark map (s) to show searched. New Turn.

MONSTER ABILITIES

ATTACKS – The Monster will attack a number of times equal to its attack rating during a round of combat, once all attacks have been made, roll a damage dice for each attack that hit for a combined damage total.

DARK MAGIC – Spell Casters found in the dungeons have attuned themselves with Dark Magic. Roll 1d10 at the start of each combat round to see which magic spell they will use for the round. **1-2) Dark Strike:** +20 Monsters AV, **3-4) Shadowy Cloak:** +4 Monsters DEF, **5-6) Evil Touch:** +2 Monsters DMG, **7-8) Drain Life:** Each HP character loses adds to Monsters, **9-0) Death Bolt:** Character loses 2 HP.

DEATH TOUCH - Death Touch is an attack that ignores some of the characters DEF, while encountering the monster the Characters has -2 DEF.

DISEASE – When a monster scores a natural 1 on their damage dice they infect the character with disease and the player shades in one pip on the disease track of the character sheet. Each time the time track is refreshed they character must roll a d10 and if they score equal to or less than the number of disease pips shaded they suffer 1 HP of damage.

ETHEREAL - The monster has no substance, normal weapons will simply pass through them. All attacks made against an ethereal monster must be with a legendary weapon or a form of spell (scroll) in order to inflict any kind of damage.

FEAR – The monster may strike fear in any character that comes face to face with it. At the start of each combat round the character must make a fear test. **FEAR** – Test: Int -15 [S: Attack as Normal] [F: Forfeit next attack] (*Bravery*)

FIRE – The monster in addition to its normal attack has some sort of fire attack that may strike a character, each time a natural 1 is rolled for its damage the character may be set alight by its fire attack **AVOID FIRE** – Test: Dex -5 [S: No Effect] [F: -2HP] (*Dodge*)

FLY - A character fighting a flying monster suffers -10 STR when making an attack roll. If using a ranged weapon (Dex) no effect.

FREEZE - The monster in addition to its normal attack has some sort of freeze attack that may strike a character, each time a natural 1 is rolled for its damage the character may be frozen **AVOID FREEZE** – Test: Dex [S: No Effect] [F: -1HP, -2 DEF Next Combat Round] (*Dodge*).

LARGE – The Monster is exceptionally large and will often deals more damage when it hits a character than smaller monsters, therefore all damage dice results of 1 and 2 are re-rolled.

PACK – At the start of each combat round each monster still alive beyond the first adds +5 to its AV. *Example if an encounter has 4 monsters still alive, they get AV+15 when they attack.*

PHASE - The monster can phase in and out of reality making it a hard target to strike. The character suffers -10 to their Str and Dex while attacking a monster with the Phase ability.

POISON - When a monster scores a natural 1 on their damage dice they infect the character with Poison and the player shades in one pip on the poison track of the character sheet. Each time the time track is refreshed they character must roll a d10 and if they score equal to or less than the number of poison pips shaded they suffer 1 HP of damage and remove one pip from the poison track.

RESURRECTION – The monster once killed may resurrect and come back to life again. When a monster has been killed and before it has been looted, roll 1d10, if a 1 is rolled it immediately returns to life just as when it was first encountered (Full HP) and the character must once again do battle.

REGENERATE – The monster has the ability to restore lost HP, each time they roll a natural 1 on the damage dice they deal no damage but instead restore lost 1HP.

STUNNED – The monsters attack may cause a character to become stunned. Each time the monster deals damage to the Character, they must make a Dazed test. **DAZED** – Test: STR-15 [S: No Effect] [F: Forfeit next attack, No Escape, cannot use belt slots] (*Dodge*).

SURPRISE – The monster may surprise the character when it first appears. At the start of a combat with a monster that has the Surprise Ability make a surprise test. **SURPRISE** – Test Int-10 [S: No Effect] [F: Monster has free attack, then start combat normally] (*Aware*).

TOUGH - The monster is particularly resilient and maybe made of stone or have very tough skin. Whenever fighting a monster that has the Tough Ability to deal each HP of damage will instead require 2 damage results.

WEB – At the end of each combat round the monster is alive the character makes an Avoid Web Test. **AVOID WEB** – Test: Dex +20 [S: Attack as Normal] [F: Forfeit next attack, No Escape] (*Dodge*)

NAME:	REP: Min 1 Max 10	GP:	FATE:	LIVES:	QUEST ENC. MOD:
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-20 Rolls when Dark

Primary	Adjusted	Experience Track	Unlocks the Abilities below at 50
Strength (Str)			MIGHTY BLOW During Combat Dmg Rolls of 6 roll again and add to first roll
Dexterity (Dex)			PERFECT AIM Roll again for Hit Location and choose either result
Intelligence (Int)			SPELL CASTER Unlocks the Spell Book and can now use and learn Spells

① +5 to Characteristic or Skill then refresh Track

* Offset Dmg to shield & shades ½ a pip

BELT SLOTS	1-2:	3-4:	5-6:	7-8:	9-10:
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Belt Slots are Used to Equip Brews, Potions and Scrolls

SKILLS		Max +20	Experience Track
1	Agility	○○○○○○○○○○○○	●
2	Aware	○○○○○○○○○○○○	●
3	Bravery	○○○○○○○○○○○○	●
4	Dodge	○○○○○○○○○○○○	●
5	Escape	○○○○○○○○○○○○	●
6	Locks	○○○○○○○○○○○○	●
7	Lucky	○○○○○○○○○○○○	●
8	Magic	○○○○○○○○○○○○	●
9	Strong	○○○○○○○○○○○○	●
10	Traps	○○○○○○○○○○○○	●

INT Level	Test Bonus	SPELL BOOK Cost
	+20	
	+15	
50+	+10	
	+5	
	+0	
60+	-0	
70+	-5	
80+	-10	
90+	-15	
100	-20	

 = Roll 1d10, if equal to or less roll on Table E.

 = Spend 1 Oil or suffer -20 to all Characteristics until 1 can be spent.

 = Spend 1 Food or lose 1 HP then refresh the track

QUEST LOG		
ATTEMPTED	COMPLETED	FAILED

EMPIRE BUILDING INVESTMENTS			
TRADE	FINANCE	HOLDINGS	WARS
1 Share = 100gp <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Share = 300gp <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Share = 500gp <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 Share = 1000gp <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 Pip = 20gp	1 Pip = 60gp	1 Pip = 100gp	1 Pip = 200gp

NOTES

COMBAT TRACK

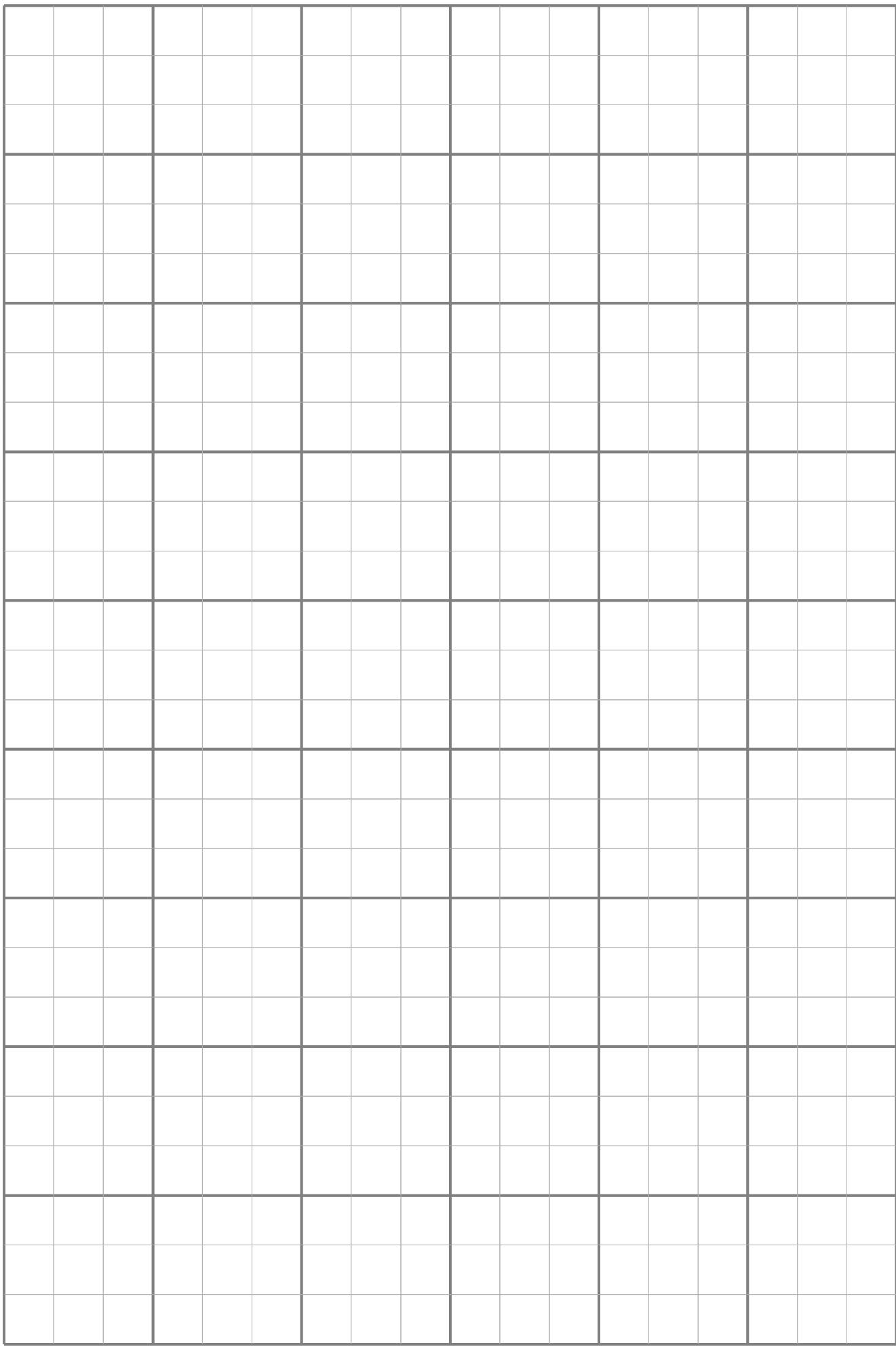
Add each encounters you face to the combat track. If you or a monster escapes combat remove the monster from the track (leaving only defeated monster on the track). If you happen to defeat a monster that has a reward, immediately gain that reward.

ENCOUNTER	ATTACK VALUE	DEFENCE	DAMAGE MODIFIER	HEALTH POINTS	EXPERIENCE REWARD GAINED
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain 50 gp
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain 300 gp
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Shade any 1 Skill Pip
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Roll on table B
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Shade any 1 Characteristic Pip
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain +1 Reputation
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain +1 Fate point
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain +1 Lives

TOP RIGHT - (Y) = Yellow (G) = Green (R) = Red (B) = Blue BOTTOM RIGHT - (I) = Interacted
BOTTOM LEFT (S) = Searched ANYWHERE - ///// = Dungeon Rock ==S== Secret Passages

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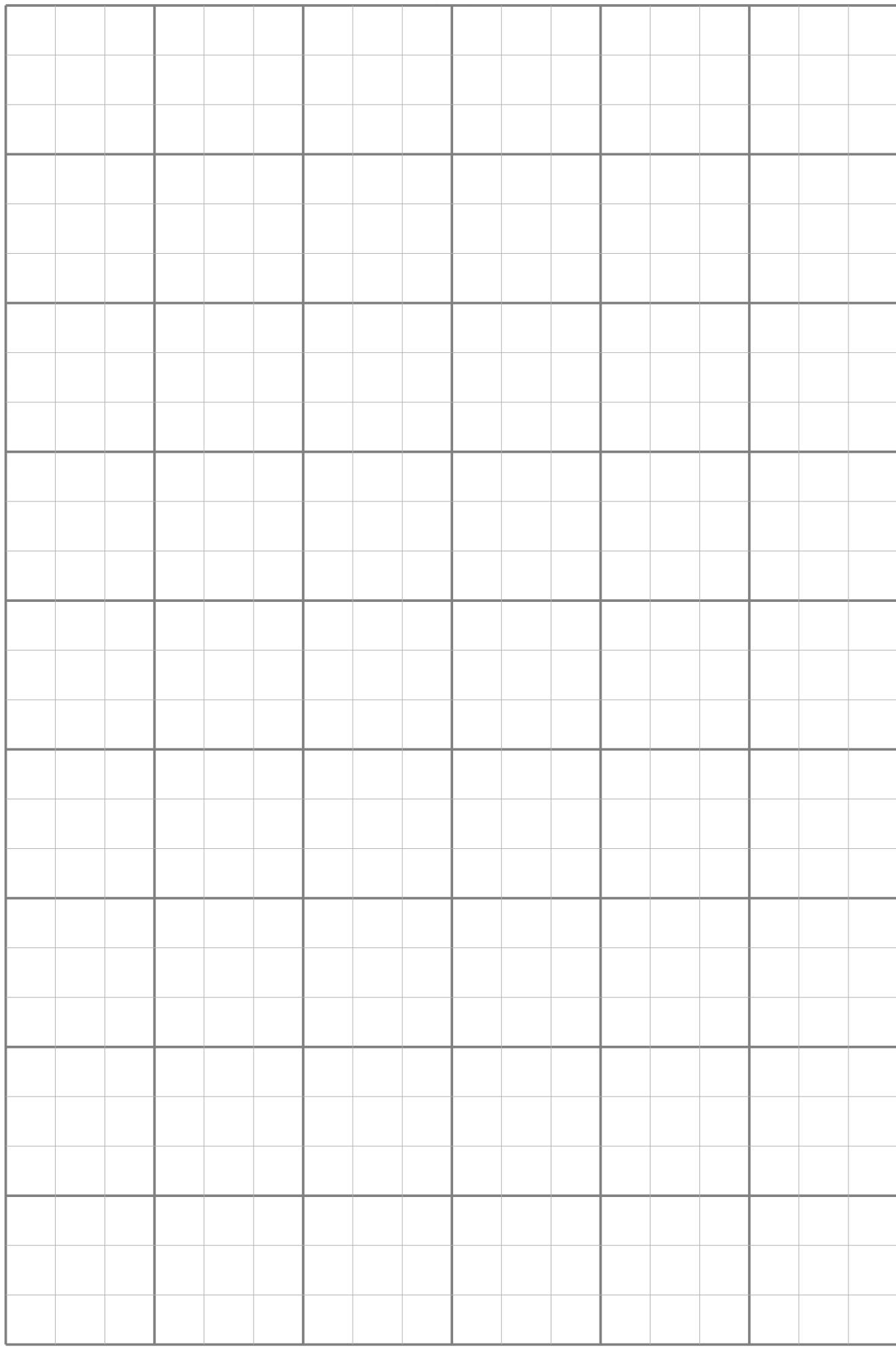


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