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**ROLL
THROUGH THE
DUNGEON**

Version 0.1

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1 Introduction

ROLL THROUGH THE DUNGEON is a solitaire dungeon crawling game. You play the part of an adventurer and by the rolling of your dice you see the dungeon map unfold before your eyes, you fight monsters and you search for treasure until you fulfill the goal of your quest. All you need is a pair of ten-sided dice, a pencil, an eraser (I will not stress enough the importance of using an eraser that *does not* leave a grey smear on the paper when you use it) and a few printouts of the sheets provided at the end of this booklet. One game lasts between 5 minutes and an hour and a half, depending on the difficulty of the quest and your luck with the dice.

You need to print out at least the *Character sheet* (pages 25 and 26) and the *Adventure sheet* (page 27, only the first page is needed at first, but you may want to print page 28 later on when you run out of space), as well as a couple of mapping sheets (page 31, for your convenience there are two identical such pages in the booklet that you can print two-sided if you want to save paper by using the back of the sheet). If you feel geeky you may print out the *Success grade nomogram* on page 29, and while not strictly necessary, you may find comfortable to have a hard copy of the *Rules summary* (pages 23 and 24) at hand. The remainder of the booklet can be read on a computer or a tablet.

2 Character creation

Choose a name for your character and write it down on the character sheet. Decide whether you would rather play a ranger, a warrior or a wizard: fill in the corresponding skill values from the table below and add +5 to two skills of choice. Then fill in the other attribute values with from the list below.

	Ranger	Warrior	Wizard
Melee w.	40	50	30
Range w.	50	50	40
Agility	50	40	40
Force	40	50	30
Locks	50	40	40
Magic	30	30	50
Search	30	30	50
Traps	30	30	40

Fate points	1
Lives	3
Health points (HP)	20
Food rations	10
Lamp oil	20
Lock picks	15
Gold pieces (G)	100

Add three *light brew of health* (see **TABLE I**) to the *other backpack items* on the back of your character sheet.

With your initial 100 G (gold pieces), purchase the weapon of your choice from **TABLE W** and if you have money left, you may purchase an armour from **TABLE A**. Equip the weapon and the armour by writing their characteristics down on the *equipped items* section of your character sheet.

Lives If your character loose all its HP, during a fight or by failing a critical test, it dies and loses one Life point. If it has at least one Life point left, its deity teleports its body out of the dungeon and revives it.¹ The quest ends immediately and the price of its failure must be paid; the current HP are reset to their adjusted value and the Poison and Disease points are reset to zero. You are now ready to start a new adventure.

However if your character has no more Life points, it stays dead and if you want to continue playing, you need to create a new character.²

¹The process is quite messy and the details are left to your imagination.

²Life is hard for adventurers, dungeons are dangerous places and you will need to be more careful next time.

3 Character actions

Your character will need to perform various actions during the game, and quite often will be faced with events or choices that are generated randomly by rolling dice.

Dice notation and tests When you need to roll dice during the game, you will encounter the following notations representing the *result* of various rolls:

- 1D10: roll one ten-sided die; 0 represents the value 10.
- 2D10: roll two ten-sided dice and add them together; 0 represents the value 10. For example, a 2 and a 0 make 12.
- 1D100: roll two ten-sided dice: decide which one represents the decades, the other then represents the units. For example with the decade dice indicated first, 4 and 2 make 42; 0 and 7 make 7; 6 and 0 make 60; 0 and 0 make 100.
- $2D10 + N$ or $2D10 - N$: add or subtract N to 2D10. For example if you see $2D10 + 7$ and roll 4 and 6, you get $4 + 6 + 7 = 17$.
- Roll on **TABLE X+N** or **TABLE X-N**: roll 1D100, add or subtract N to the result, and look up the corresponding row in **TABLE X**. For example **TABLE W-30** means roll 1D100, subtract 30 and look up in **TABLE W**. If your number is too small or too large to be found in the table, pick the first or the last row, respectively.

A *test* is the result of comparing the dice roll with a number. For example, the test $1D10 \leq 5$ succeeds if you roll 5 or less with 1D10.

Skill tests During your adventure, you will have to use your character's skills to perform various tasks. A *skill test* determines whether you succeed in the task, and indicates the consequences of a success or a failure using the following notation, always using 1D100:

Agility - 10[A-D: jumped][F: fallen down]

This example represents an *Agility* test with a -10 *modifier*—often shortened as MOD. To do the test, add your *skill score* (e.g., 45 in *Agility*) to the modifier to get the *difficulty* of the test ($45 - 10 = 35$), and roll 1D100. If the roll is equal to or lower than the difficulty, it is a success, otherwise its a failure. For example if you roll 63, the test has failed because 63 is strictly more than 35, while 35 or lower would have been a success. The consequences of succeeding in the test are indicated in the first pairs of square brackets ([A-D: . . .]), while the consequences of a failing are indicated in the last pair of brackets ([F: . . .]). In the example, in case of success (with any *success grade* between A and D, more on this below) the character will have “jumped”, but will have “fallen down” in case of failure. Some tests have different results depending on the success grade e.g.:

Agility - 10[A-C: -1 HP][D: -2 HP][F: -3 HP]

In this second example, the character loses 1 HP in case of a success grade between A and C, 2 HP on a D and 3 HP in case of failure.

Success grade In case of success, you may need to compute the success grade, as different grades may lead to different outcomes, depending on the circumstances. To get the success grade, you may use the nomogram on page 29 or the table on page 30.

To use the nomogram, place a straightedge on your roll value on the **D100 roll** scale on the left-hand and on the skill test's **Difficulty** value on the right-hand scale: it crosses the **Success** scale in the region that corresponds to the success grade. If it falls exactly on the tick separating two regions, the success grade is the lower of the two (e.g., if it fall on the tick between B and C, the success grade is B). If the straightedge does not cross the Success scale, then the test is failed.

To use the table, look up the difficulty of the test in the **Diff** column: if the roll value is less than or equal to the value in the **A** column, the success grade is A. Otherwise, if the roll value is less than or equal to the value in the **B** column, the success grade is B, and so on. If the roll is more than the value in the **D** column, then the test is failed.

You can also compute the success grade as follows based on the test's difficulty *diff*:

A	$1D100 \leq diff/10$
B	$diff/10 < 1D100 \leq diff/4$
C	$diff/4 < 1D100 \leq diff/2$
D	$diff/2 < 1D100 \leq diff$
Failed	$1D100 > diff$

Multiple consequences and choices Actions may have more than one consequence or let you choose one consequence among many.

Multiple consequences are separated by commas e.g., [F: -1 HP, +1 Poison] means that the character both loses 1 HP *and* gains 1 Poison.

Choices are separated by slashes e.g., [A-D: **TABLE A**/T/W] means that you must choose one of **TABLE A**, **TABLE T** or **TABLE W**.

Experience points (XP) Whenever you succeed in a skill test, you gain one experience point (XP) for that skill: add one tick to its experience track (i.e., the tick boxes next to the skill's name on the character sheet), starting from the left.

When number of ticks $\times 10$ (the row of ticks has decade graduations just above it) is more than the nominal value of the skill, add one to this value, and erase all the ticks for that skill. You will notice that it is quite easy to improve a skill when you are just a beginner, but as you start to master it, progress will become slower.

Fate points Whenever you obtain an A success grade in a skill test, your deity looks favourably on your success and grants you one fate point. You can then benefit from your deity's benevolence and spend fate points to change the success grade of any skill test to the grade immediately above or below. Failure is considered as a grade as well, meaning that you can use one fate point to change a failure into a D success. You can also spend multiple fate points to change the success grade by several values. For example if you get a D, you can spend two fate point to change it into a B; another example would be to spend one fate point to change a Failure into a D success grade.

You can also spend fate points to change the success grade of a monster's attack during a fight, for example spend one fate point to change a D into a failure.

Note that you do not earn a fate point when changing a success grade into an A.³

You can also spend a fate point to re-roll *any* roll that does not involve a skill or a monster's ATack attribute, such as rolling on tables or for one of various other random choices based on 1D10 or 1D100.

4 Fighting

Your character will randomly encounter various monsters, most of which are hostile and will attack you. To survive the encounter and continue your quest, you may fight back or flee. If you succeed in killing a monster, you can loot its corpse and get valuable items. If you flee however, the monster stays in the same room and waits for you to come back, at which point it will have recovered all its HP.

Model armour wearing out as they absorb damage points.

4.1 Monster attributes

Monsters have attributes similar to your characters', for example:

Crocodile(HP: 13, ATT: 70, DMG: 8/6/5/4, DEF: 2[K: Skin (150 €)], *Surprise*)

³Your deity is benevolent but not *that* benevolent.

This describes a crocodile with 13 HP, an **ATTack** difficulty of 70 (the equivalent to your character's *Melee w.* or *Range w.* skill); it will attack you using its *Surprise* skill and depending on the attack's success grade, the crocodile may deal your character 8, 6, 5 or 4 damage points. When your character attacks it, its **DEFence** is 2. Finally, if you manage to Kill the crocodile, you may collect its Skin, which you will be able to sell after your adventure for 150 **Ⓔ**.

Monster skills Here is a list of the monsters' skills with their description and how they affect the base rules for fights.

Find more interesting monster skills.

Disease When the monster attacks with a success grade A–C, you get +1 Disease in addition to the damage.

Drop Before the fight, roll 1D10: 1–5 the monster drops on your head and deals 3 damage points minus Helm DEF.

Flying Melee weapon skill tests have a –10 modifier.

Hypnosis ???

Magic ???

Noisy The monster's screams attract other monsters. Roll 1D10 on each round, on 1–5, this monster flees and is replaced by another one **TABLE E**.

Pack Multiple monsters attack with **ATT+10** in a group with multiple HP values. Treat it still as a single monster, and subtract the damage points from the leftmost HP number first, then the remaining damage points from the next HP number, and so on. When there is only a single monster is left in the pack, its attack value is only **ATT**.

Poison When the monster attacks with a success grade A–C, you get +1 Poison in addition to the damage.

Resist fire Attacks using fire have no effect.

Scared When the monster decides whether to flee, it attempts to flee on 1–9 and fights on 10.

Sticking ???

Stun On a A or B success grade, the monster stuns you for 3 turns, during which you cannot attack.

Surprise Before the fight, roll 1D10: 1–5 you skip your action in the first round of the fight.

Theft On a A or B success grade, the monster steals a random item (equipped or from the backpack) and attempts to flee (you may attempt to prevent it). When the monster is killed, you may recover the stolen items.

4.2 Fight rounds

A fight is composed of one or more *rounds* and continues until one of the opponents is either killed or has successfully fled the fight. In a round, both opponents attack simultaneously, even if in practice your character's attack is resolved before the monster's. This means that even if you manage to deal the monster enough damage points to kill it, you still must resolve its attack and potentially deal damage points to your character.

To resolve a fight, write down the monster's attributes on the adventure sheet's *Encounters* log; that will help you track the monster's HP as the fight progresses. Then repeat the following three steps until you or the monster flees or runs out of HP:

1. Decide which *one* of the following actions you want to do in this round:

Flee Test *Agility*[A–D: flee][F: stay]. If you flee, the monster still execute its action.

Do one of the following: **equip** a weapon, **drink** a potion, **read** a scroll or **cast** a spell.

Attack the monster: test your *Melee w.* or *Range w.* plus the weapon's MOD and the armour's MOD (negative numbers must be subtracted!). If the test is successful, look up the weapon's damage points based on the success grade of the test and subtract the monster's DEF; a failure means 0 damage points. If the number of damage points is more than zero, subtract that number from the monster's HP.

2. The monster decides whether to flee. Roll 1D10:

Range weapons seem hard to use: crossbow is slow, spear must be retrieved which is unrealistic. How to model attacking at a distance?

- 1–9 The monster attacks you: test its ATT. If the test is successful, look up the damage points from its DMG attribute based on the success grade of the attack and subtract your character's DEF; a failure means 0 damage points. If the number of damage points is more than zero, subtract that number from your HP.
 - 10 The monster attempts to flee. You may prevent this by testing *Force*[A–D: stays][F: flees]. If it stays start a new round, otherwise it flees and the fight ends.
3. If none of the opponents has fled and both have HP left start a new round, otherwise the fight ends.

If the monster has run out of HP, you collect the encounter's loot, otherwise erase it from the encounter log on the adventure sheet.

If you flee the fight, write down the monster's name and number on the map in the current room. Your character then immediately retreats to another room (mapped or unmapped). However if the monster flees, it just disappears in the depth of the dungeon.⁴

5 Magic

Your character can perform magic either by reading a scroll or by casting a spell.

Scrolls A scroll is a spell written down on a piece of parchment such that when you read it, the spell is cast and the scroll crumbles into dust. Scrolls can therefore be used only once, but they do not require any *Magic* skill to be used. Scrolls have however a small chance of failing, so whenever your character reads a scroll, roll $1D100 \leq 99$ [S: it works][F: nothing happens].

Spells To cast a spell with a given MOD, your character needs to spend the spell's *cost* and test *Magic* + MOD[A–D: cast][F: backfires]. If the test succeeds, the spell is cast and its effects are applied. However if the test fails, it backfires and its *penalty* is applied to your character.

If you find a spell written on a page of a spell book, you can attempt to cast the spell. Some basic spells such as *Minor fireball* are reasonably easy to cast and have a positive MOD, but other spells are much more difficult to cast as they have a negative MOD. Your character therefore has the possibility to memorize the spell, which will allow to cast it with the additional MOD given by *Magic*[A: +50][B: +35][C: +20][D: +10][F: 0, 1☒]. Once the spell has been memorized, write it down to the *Memorized spells* on the character sheet, with a MOD value equal to the sum of the spell's MOD and its memorization MOD. Your character can only memorize a limited number of spells; once the list is full, you will need to remove one spell from it to make space for a new spell.

As memorizing a spell costs 1 HP and takes 1☒ (see Tracking time on page 9) in case of failure, you cannot afford to make repeated attempts while your character is in a dungeon, but you do so between quests, or pay the price to obtain the MOD of your choosing (see Study your spells on page 8).

You have the possibility to change a memorized spell's MOD by making the test again; the new MOD replaces the previous one. This means that there is a chance of replacing the MOD with a worse value. Magic is hard, life isn't fair, etc.

When you replace a spell's memorized MOD, remember to look up the spell's MOD in **TABLE S** and to write down the sum of both MOD on the character sheet.

6 Before your next quest

Erase the keys and the levers tracks on the *Adventure sheet*: keys and levers are specific to a dungeon so they do not apply to the next dungeon your character is entering. And as it is important to be ready before entering a dungeon, your character has the opportunity to get patched up, to hone its skills and to purchase some essential supplies between quests. Before your next quest you may therefore do any of the following actions.

⁴It may be waiting for you just around the corner, you never know what the future holds for your character.

Sell items The whole point of risking one's life in the dungeons is to become rich. You do that by selling the valuable (or sometimes less valuable) items and treasures you find during the quests: remove the item from your character's backpack and add the corresponding amount of \mathbb{G} .

Get patched up If your last adventure left you in a bad shape, you can visit the healers and get treatment for your wounds and ailments. Recovering 1 HP costs 40 \mathbb{G} , removing 1 Poison costs 60 \mathbb{G} and removing 1 Disease costs 80 \mathbb{G} .

Buy supplies You may purchase any item from **TABLE I** (there is no need to roll the dice to choose from it) as long as you have enough gold pieces to pay for them. Your character can however carry at most 10 food rations, 20 flasks of lamp oil and 30 lock picks, and the shops supplies not being unlimited, you may purchase at most 20 items overall.

Explore the markets In addition to the essential supplies, you may be lucky and find a valuable item from one of the various markets in the town where you are staying. Roll on *one* of **TABLE A/S/T/W** to determine what item you find: if you can afford to pay its price (scrolls cost 200 \mathbb{G} , spells cost 500 \mathbb{G}), you can buy it and add it to your backpack.

Train a skill You can spend some time with a teacher and train your skills, at the cost of 100 \mathbb{G} for one XP (i.e., one tick on the skill's experience track).

Study your spells Between quests, you may repeat the spell memorization test as many times as you wish, as long as you spend the 1 HP cost associated with each attempt. The 1 \boxtimes penalty in case of failing the test does not apply in that case.

Learning spells uses your character's HP, but you can use potions to recover them. Therefore memorizing a spell with a guaranteed MOD is essentially a matter of money. You may memorize a new spell (written on the page of a spell book that you have in your backpack) with a given MOD or improve on the MOD of an already memorized spell by spending the appropriate amount of money, which depends on your current *Magic* score. The costs for given MOD values are +10: 18,400/*Magic* \mathbb{G} , +20: 36,800/*Magic* \mathbb{G} , +35: 73,600/*Magic* \mathbb{G} , +50: 184,000/*Magic* \mathbb{G} .

Note that a spell has a MOD of its own (positive or negative), independent from the MOD resulting from its memorization. When you are improving on the MOD of an already memorized spell, do not forget to add the two MOD together before writing the value down on the character sheet.

7 Quests

One does not enter a dreadful dungeon just for fun, one does it because one is on a quest. The purpose of a quest is obviously to help the person who sends you on it, but above all you do it for the loot and the reward. Rewards are small at first, but the more advanced the quest, the more impressive they become (and obviously the dearer they penalty if you fail).

7.1 Starting a quest

Start your adventure by looking up on **TABLE Q** the first quest that your character has not completed yet. Write down the quest's number, its *Encounter roll* and its goal in your adventure sheet's *Current quest* section, and tick the appropriate box on the *Attempted* track.

The encounter roll indicates how to roll on the Encounters table (**TABLE E**), for example $2D10 + 1$. This ensures that you do not encounter monsters that would be impossible to beat at your level.

If you succeed in completing the quest's goal, exit the dungeon through its entrance. You then get the reward indicated in the quest; record your successful attempt by ticking the quest's box on the *Completed* track.

But if you feel that it would be impossible to complete the quest without your character losing its life, you may at any time decide to give up and exit the dungeon without having completed the goal. You will then have to pay the *penalty* indicated in the quest. A common penalty is to lose half your gold pieces, indicated as $-\mathbb{G}/2$.

Once you are ready to start the quest, take a blank mapping sheet, number it as “Sheet # 1” at its bottom, choose a square and draw a staircase near the side closer to you, as illustrated in Figure 1. As the dungeon’s map will be created step-by-step randomly, you may want to choose a square in the middle of the lower part of the sheet if you want to avoid having to start a second mapping sheet soon after starting (but that will happen from time to time anyway).

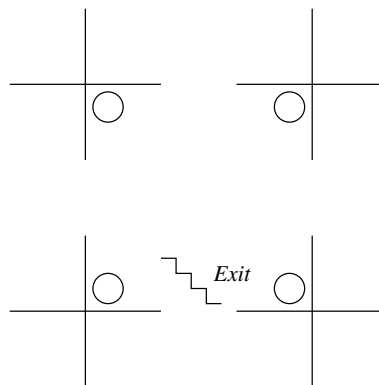


Figure 1: You enter and exit the dungeon from this room, which has not been mapped yet.

7.2 Turns

Quests are played in turns, composed of the following steps that are repeated until you exit the dungeon.

1. Adjust your equipment.
2. Advance the time track.
3. Move to the next room.
4. Interact with the room’s feature, encounter or objective.
5. Search the room.

Adjusting your equipment At the beginning of the turn, you may equip pieces of armour, weapons, rings and amulets from your backpack; you do this by erasing the items from the *Equipped items* section of your character sheet and writing it down into the *Backpack items* on the back of the character sheet. You may of course also put equipped items into to your backpack, or even drop useless equipments from your backpack onto the floor. You will however not be able to pick it up anymore the next time you visit the room, as there are creatures roaming the dungeon that will pick it up as soon as your back is turned.

You also have the possibility to drink potions, read scrolls and memorize or cast spells before stepping into the unknown of the next room.

Tracking time Tick the next unticked box in the adventure sheet’s *Time track*. In many tables, you will see an hourglass symbol \mathbb{X} that represents a tick on the time track. For example 1 \mathbb{X} means you must tick one box.

Some of the tick boxes have an accompanying symbol. The candle symbol \mathbb{C} means you must consume one unit of *Lamp oil*; if you are unable to do so, write a -20 *Darkness modifier* on your character sheet (next to the list of skills) to remind you that until you are able to consume one unit of lamp oil, all your skill tests will suffer a -20 modifier.

Every time you add a tick to the time track (except the time when you enter the dungeon), roll 1D10: if you roll a 1 then roll on **TABLE E** to find out what wandering monster appears and attacks you. Treat this encounter the same way as a room with the Encounter interaction as described in on page 7.2, especially regarding fleeing from the fight and coming back to this room later. If you flee from the must, you immediately move to another room (mapped or unmapped)

When you tick the last box of the time track, the tableware symbol \mathbb{C} indicates that you must consume one *Food ration*; if you are unable to do so, your character loses 1 HP.

If the time track is full and you need to tick yet another box, you need to erase all the ticks. When doing so, you must then test how *Disease* and *Poison* affects you: for each of those, roll 1D10 and if the

result is lower than or equal to the number of ticks in the corresponding tracks on your character sheet, your character loses 1 HP. You can then add the tick at the beginning of the time track.

Moving through the dungeon Rooms are squares, and each of the four sides may have an exit to the adjacent room. On each turn, your character will move from one room to the next, mapping unexplored rooms in the process.

Decide the exit through which your character will leave the current room and turn the map so that the exit is closest to you; note that when your character enters the dungeon, it walks into the first room by coming down the stairs (see Figure 1) so you do not need to decide which exit to use. If the room you enter has already been mapped, skip the remainder of this step.

In the case the exit you have chosen is on the edge of the map, take a new map sheet and number it as the next sheet number. Then write the numbers of the two sheets on their corresponding edges (“To sheet . . .”) to indicate how to place the sheets next to each other to form the complete map of the dungeon.

If the room has not been mapped yet, roll on **TABLE RC** for each of the three other sides of the room; if a side already has an exit (determined when the adjacent room was mapped), skip the side.⁵

If a side has a door, roll on **TABLE RD** as indicated to determine the status of the door. Your character can walk through open (OPEN) doors freely, but locked (LD), trapped (TD) and trap-locked (TLD) doors will require some work before it can walk through them. Write down the status and its number next to the door on the map.

Iron bars can be locked like doors, but as your character can look through them, you will have the opportunity to map the room on the other side before entering it.

Once you have defined which sides have exist, sketch the shape of the room within its square, and shade the parts which are solid rock.

It is impossible to walk through walls or to dig a tunnel through them. However, as the dungeon is created at random, there is a chance that it will be impossible to explore a yet unmapped room. In that case, you are allowed to “find” a secret passage going from a wall of the room to the middle of the side of an adjacent unmapped room; secret passages are represented as =====S===== .

Finally, roll on **TABLE RI** for the room interaction, and mark its symbol in the room’s top-left corner. In case of *Features* (symbol \textcircled{F}), roll on **TABLE RF** as indicated and write down the name of the feature and its number in the current room on the map. In case of an *Encounter* (symbol \textcircled{E}), roll on **TABLE E** as indicated. You can then move to the next step to interact with the features or the encounter. Figure 2 shows an example of a mapped room with all four possible types of sides, a room feature and the room type, “searched” and “interacted” annotations.

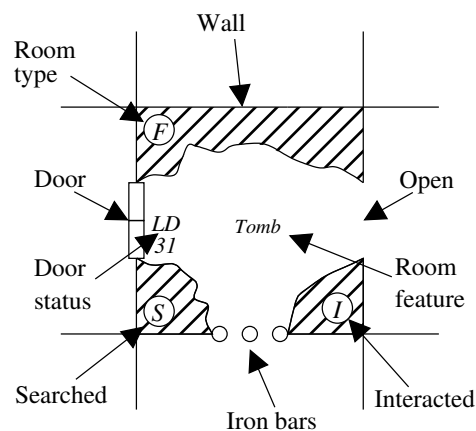


Figure 2: Example of an explored room containing the most common elements.

Interacting with the room In the previous step you have found out in what manner your character will be able to interact with the room, through its features, an encounter or finding the objective of the quest. There is no possible interaction with an empty room, but it may still be searched as described below. If your character has already interacted with the room (as indicated by the mark in its lower-right corner), it is not normally possible to interact with it again, except for room interactions 11–20.

⁵This way you avoid placing doors on sides that have been mapped as solid walls in the neighbouring room, which would make the dungeon look like it has been designed by a mad architect. By an even *madder* architect.

Features The description of the room's features tells you how to interact with it and whether you may choose to skip the interaction or not. Once your character has interacted with the room, mark it by writing a letter I in the circle in its lower-left corner.

Encounters The encounter always starts a fight (Section 4 on page 5 describes how to resolve it). The next time your character enters this room, it will encounter the same monster again; erase the monster from the map once it has been killed.

Note that if you flee from the fight, you cannot search the room.

Objective room Refer to the description of the quest about how to interact in an objective room and mark that it has been interacted with by writing a letter I in the circle in its lower-left corner. If the quest does not mention an objective room, then it is not possible to interact with it.

Searching the room You can always find something of value in a room, even an empty one⁶. Of course, sometimes you step on a trap.⁷

Search a room with *Search*[A–D]: roll on **TABLE F**[F: 1~~2~~]. You may repeat the test as many times as you want.

Feels like it's
missing a
conclusion
here...

⁶Dungeons are notoriously untidy.

⁷C'est la vie. Unless the trap kills you, in which case it is not anymore.

TABLE A: ARMOURS

Roll 1D100, unless instructed otherwise. The MODifier applies to Agility skill tests.

D100	Name	Type	MOD	DEF	Price
1–5	Helm	Leather helmet	0	1	40
6–10	Suit	Leather jacket	0	1	60
11–15	Suit	Leather armor	0	2	80
16–20	Cloak	Leather cloak	0	1	50
21–25	Shield	Buckler	0	1	40
26–30	Boots	Low boots	0	1	50
31–35	Helm	Studded leather helmet	0	2	60
36–40	Suit	Studded leather armour	0	3	120
41–45	Boots	High boots	0	2	70
46–50	Suit	Ring mail vest	–1	3	160
51–55	Suit	Ring mail hauberk	–2	4	200
56–60	Shield	Round shield	–1	3	70
61–65	Suit	Scale mail vest	–1	4	260
66–69	Helm	Mail coif	–2	3	200
70–73	Suit	Orcish chain mail vest	–3	4	220
74–77	Suit	Chain mail vest	–2	5	300
78–81	Suit	Chain mail hauberk	–3	6	350
82–85	Helm	Iron helm	–2	3	250
86–89	Suit	Iron breastplate	–5	7	360
90–93	Boots	Iron shoes	–4	3	250
94–97	Shield	Pavise	–2	6	180
98	Helm	Arcanum helm	–1	5	630
99	Suit	Arcanum breastplate	–2	7	630
100	Suit	Dragon scale vest	–1	8	850
101–112		Finer armour, choose an armour with 1D100	=0	+2	+25%
113–120		Masterpiece armour, choose an armour with 1D100	=0	+3	+50%
121–126		Rune-inscribed armour, choose an armour with 1D100	=0	+4	×2
127–130		Enchanted armour, choose an armour with 1D100	=0	+6	×4

TABLE E: ENCOUNTERS

See the quest encounter roll.

C: creature, H: humanoid, D: demon, U: undead

D	Name		HP	ATT	DMG	DEF	Loot	Notes
1	Newt	C	2	20	2/1/1/1	0	+1 Magic XP when eaten	
2	Sewer rat	C	3	22	2/2/1/1	0	Skin (12 Ⓖ)	
3	Jackal	C	1/1/1	23	3/2/1/1	0	Skin (20 Ⓖ)	Pack
4	Kobold	H	3	25	3/2/2/1	0	1D10 Ⓖ	
5	Goblin	H	3	26	3/2/2/2	1	Roll 1D100 –30 on TABLE W	
6	Bat	C	2/1/1	28	3/2/2/1	0	Wings (25 Ⓖ)	Flying, Pack
7	Giant rat	C	3	30	1/1/2/1	0	Tail (25 Ⓖ)	Disease
8	Mold	C	3	32	4/3/2/2	0	–1 Disease when eaten	
9	Large kobold	H	4	35	4/3/3/2	1	Roll 1D100 –30 on TABLE A	
10	Shrieker	U	4	37	4/4/2/1	0	Tongue (40 Ⓖ)	Noisy
11	Cave spider	C	3/2/1	31	2/1/3/2	0	Venom (40 Ⓖ)	Pack, Poison
12	Manes	D	2/2/2	34	5/3/3/3	1	Roll 1D100 –30 on TABLE T	Pack
13	Gnome	H	5	40	4/3/2/2	0	Roll on TABLE I	
14	Hobgoblin	H	5	35	5/4/3/2	1	Roll on TABLE W	
15	Orc	H	6	37	5/4/3/2	2	Roll on TABLE A	
16	Rock piercer	C	5	32	4/2/2/2	0	Skin (50 Ⓖ)	Drop
17	Homunculus	D	6	38	1/2/2/1	0	Roll 1D100 –20 on TABLE T	Stun
18	Kitten	C	9	40	3/1/1/1	0	Fur (20 Ⓖ)	Scared

19	Giant bat	C	7	42	4/3/3/2	0	Wings (50 Ⓖ)	Flying
20	Kobold lord	H	8	45	5/4/4/3	2	Roll on TABLE A/W	
21	Wererat	U	4			0		
22	Centipede	C	6	37	2/3/4/3	1	Venom (60 Ⓖ)	Poison
23	Giant ant	C	4			0		Pack
24	Dwarf	H	5			0		
25	Kobold shaman	H	5			0		Magic
26	Elf zombie	U	5			0		Pack
27	Baby crocodile	C	5			0		
28	Gnome lord	H	6			0		
29	Imp	D	6			0		
30	Leprechaun	C	8			0		
31	Hill orc	H	5			0		
32	Ghoul	U	5			0		
33	Water nymph	D	7	50	3/3/2/1	0	Roll on TABLE I	Theft
34	Lemure	D	5			0		
35	Killer bee	C	5			0		Flying
36	Bugbear	C	6			0		
37	Gnomish wizard	H	6			0		Magic
38	Pony	C	6			0		
39	Orc shaman	H	6			0		Magic
40	Human zombie	U	6			0		
41	Dog	C	7			0		
42	Fire ant	C	6			0		Pack
43	Ape	C	6			0		Pack
44	Jaguar	C	7			0		
45	Raven	C	7			0		Flying
46	Woodland elf	H	7			0		
47	Snake	C	10	57	2/1/1/1	0	Skin (70 Ⓖ)	Poison
48	Dwarf lord	H	7			0		
49	Giant beetle	C	7			0		
50	Lizard	C	7			0		
51	Wolf	C	7			0		Pack
52	Gnome king	H	8			0		
53	Werewolf	U	8			0		
54	Iron piercer	C	8			0		Surprise
55	Quasit	D	6			0		
56	Panther	C	7			0		
57	Yeti	H	8			0		
58	Green-elf	H	8			0		
59	Hunter	H	8			0		
60	Giant spider	C	8			0		
61	Orc captain	H	8			0		
62	Vampire bat	C	8			0		
63	Warrior	H	8			0		
64	Crocodile	C	13	70	8/6/5/4	2	Skin (150 Ⓖ)	
65	Large dog	C	8			0		
66	Tengu	D	8			0		
67	Wight	U	9			0		
68	Gremlin	C	8			0		
69	Scorpion	C	8			0		
70	Acolyte	H	8			0		Magic
71	Tiger	C	8			0		
72	Grey-elf	H	8			0		
73	Pyrolisk	C	9			0		Hypnosis

74	Dwarf king	H	9			0		
75	Flaming sphere	D	10			0		
76	Small mimic	C	10			0		Sticking
77	Warg	C	10			0		
78	Gargoyle	C	10			0		
79	Wraith	D	11			0		
80	Succubus	D	11			0		
81	Giant	H	11			0		
82	Centaur	H	9					
83	Ogre lord	H	10					
84	Troll	H	10					
85	Glass piercer	C	10					Surprise
86	Giant zombie	U	11					
87	Large mimic	C	11					
88	Stalker	D	11					
89	Wumpus	C	11					
90	Xan	C	11					Flying
91	Horned devil	D	12					
92								
93								
94								
95								
96								
97								
98								
99								
100								

TABLE F: FINDINGS

Roll 1D100, (F): +5 (L): +0 (X): +20 (E): +10

D100	⚡	Description
1–5	2	As you take your next step, you hear a click. Roll 1D10 on TABLE RF for the type of trap you have triggered.
6–10	2	As you were busy searching, you didn't notice the monster that attacks you. Roll on TABLE E with <i>Surprise</i> .
11–15	1	A small snake bites you while you rumage through a pile of rubbish, +2 Poison.
16–20	1	The pile of rubble you are going through hides rotting corpses, +2 Disease.
21–24	1	You find nothing of interest.
25–31	1	You find the corpse of a fellow adventurer who was not as lucky as you. Roll on TABLE I .
32–38	1	Digging up a shallow grave, you find a weapon. Roll on TABLE W–30 .
39–45	1	In a mysterious alcove, behind an ragged curtain, you find a lever. When you pull it, you hear a rumbling noise somewhere in the dungeon +1 Lever.
46–52	1	Hidden behind an unsealed stone, you find a key +1 Key.
53–59	1	There is a large wardrobe. Behind its unlocked doors, you find a piece of armour. Roll on TABLE A .
60–66	1	Under a pile of dusty bones, you find a bag of silver pieces, worth 2D10 + 50 G.
67–73	1	You find a secret passage leading to an adjacent room of your choice (mapped or unmapped).
74–80	1	This looks like the grave of someone important, there is probably something of value. Roll 1D10: 1–3 Roll on TABLE A+30 . 4–6 Roll on TABLE W+30 . 7–9 Roll on TABLE T . 10 Damn, someone has been there before you, there is nothing but old bones.
81–87	0	On a shelf, among what looks like the remnants of a small library, you find a scroll. Roll on TABLE S .
88–94	0	In what looks like a shrine dedicated to a long forgotten deity, you find something valuable. Roll on TABLE T .
95–97	0	On a shelf, among what looks like the remnants of a small library, you find an almost destroyed spellbook; you manage to salvage one page. Roll on TABLE S .

98–100	0	A secret panel opens in the wall and reveals a secret compartment. Roll on TABLE T twice
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TABLE I: ITEMS

When purchasing items before a quest, disregard the D100 column.

D100	Name	Description	Price
1–8	Food ration	1 piece	5
9–16	Lamp oil	1 bottle	10
17–23	Lock pick	set of 5 pieces	20
24–30	Light brew of health	+4 HP	80
31–78	Light brew of skill	Roll 1D10 for the affected skill: +5 on the next skill test.	50
79–85	Light brew of theriac	–1 Poison	60
86–92	Light brew of panacea	–1 Disease	80
93–96	Light brew of luck	Roll again.	100
97–98	Scroll of minor fireball	2 DMG	200
99–100	Scroll of magic armour	DEF+2 during the next encounter.	200

TABLE Q: QUESTS

#	Title	Description	ENC	Success	Failure
1	First steps	Explore 5 rooms	2D10 – 8	50 ₰	–₰/2
2	Combat training	Win 3 encounters	2D10 – 7	60 ₰	–₰/2
3	Gearing up 1	Collect 3 armours	2D10 – 6	70 ₰	–₰/2
4	Gearing up 2	Collect 3 weapons	2D10 – 6	70 ₰	–₰/2
5	Pesky goblins	Kill 3 goblins	2D10 – 6	100 ₰	–₰/2
6	A call in the night	Kill 1 shrieker	2D10 – 2	200 ₰	–₰/2
7	Survey 1	Explore 10 rooms			
8	The alchemist	Bring back a potion of any kind		500 ₰	–₰/2
9	Survey 2	Explore 15 rooms			
10	Survey 3	Explore 20 rooms			
11	Objective room 1	Find the objective room			
12	Objective item 1	Bring back an objective item			
13	Objective room 2	Find the objective room			
14	Objective item 2	Bring back an objective item			
15	Objective room 3	Find the objective room			
16	Objective item 3	Bring back an objective item			

TABLE RC: ROOM CONFIGURATION

Roll 1D10 for each of the left, top and right sides of the room, except if the side belongs to a room that has already been mapped.

D10	Type	Description
1–4	Open	An opening allows to move freely to the next room
5–6	Door	Roll on TABLE RD for the status of the door
7	Iron bars	Roll on TABLE RD for the status of the door and map the room on the other side of the bars.
8–10	Wall	A wall made of solid rock

TABLE RD: ROOM DOORS

Roll 1D100.

D100	Status	Description
1–30	Open (OPEN)	The door is unlocked and opens easily
31–38	Locked (LD)	The door is locked. Unlock it with $1D10 \leq Keys[S: OPEN][F: LD]$ or <i>Locks</i> + 10 [A–D: OPEN][F: 1☒, –1 Lock pick]

39–44	Jammed (JM)	The door is jammed. Open it with <i>Force</i> + 10[A–D: OPEN][F: –1 HP, 1☒]
45–47	Trapped (TD)	The door is trapped. Disable it with <i>Traps</i> + 10[A–D: OPEN][F: –2 HP, 1☒]
48–49	Trap-locked (TLD)	The door is trapped and locked. First disable it with <i>Traps</i> + 10[A–D: disabled][F: –2 HP, 1☒] and once disabled unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN][F: LD] or <i>Locks</i> + 10[A–D: OPEN][F: 1☒, –1 Lock pick]
50–57	Locked (LD)	The door is locked. Unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN][F: LD] or <i>Locks</i> [A–D: OPEN][F: 1☒]
58–63	Jammed (JM)	The door is jammed. Open it with <i>Force</i> [A–D: OPEN][F: –2 HP, 1☒]
64–66	Trapped (TD)	The door is trapped. Disable it with <i>Traps</i> [A–D: OPEN][F: –3 HP, 1☒]
67–68	Trap-locked (TLD)	The door is trapped and locked. First disable it with <i>Traps</i> [A–D: disabled][F: –3 HP, 1☒] and once disabled unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN][F: LD] or <i>Locks</i> [A–D: OPEN][F: 1☒, –1 Lock pick]
69–76	Locked (LD)	The door is locked. Unlock it with <i>Locks</i> – 10[A–D: OPEN][F: 1☒]
77–82	Jammed (JM)	The door is jammed. Open it with <i>Force</i> – 10[A–D: OPEN][F: –3 HP, 1☒]
83–85	Trapped (TD)	The door is trapped. Disable it with <i>Traps</i> – 10[A–D: OPEN][F: –4 HP, 1☒]
86–87	Trap-locked (TLD)	The door is trapped and locked. First disable it with <i>Traps</i> – 10[A–D: OPEN][F: –4 HP, 1☒] and once disabled then unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN][F: LD] or <i>Locks</i> – 10[A–D: OPEN][F: 1☒, –1 Lock pick]
88–91	Locked (LD)	The door is locked. Unlock it with <i>Locks</i> – 20[A–D: OPEN][F: 1☒]
92–95	Jammed (JM)	The door is jammed. Open it with <i>Force</i> – 20[A–D: OPEN][F: –4 HP, 1☒]
96–98	Trapped (TD)	The door is trapped. Disable it with <i>Traps</i> – 20[A–D: OPEN][F: –5 HP, 1☒]
99–100	Trap-locked (TLD)	The door is trapped and locked. First disable it with <i>Traps</i> – 20[A–D: OPEN][F: –5 HP, 1☒], and once disabled unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN][F: LD] or <i>Locks</i> – 20[A–D: OPEN][F: 1☒]

TABLE RI: ROOM INTERACTIONS

Roll 1D10; the quest may specify a modifier.

D10	Type	Description
1–3	Features (Ⓕ)	There are features in the room. Roll on TABLE RF .
4–6	Empty (∅)	There is nothing in the room.
7	Objective (ⓧ)	The objective of your quest is in the room, see the quest’s description.
8–10	Encounter (Ⓔ)	There is a creature in the room. Roll on TABLE E .

TABLE RF: ROOM FEATURES

Roll 1D100, unless otherwise instructed.

D100	Feature	Description
1	Pit trap	Be agile and avoid falling into the pit, because climbing out of it takes time. <i>Agility</i> – 10[A–D: avoided][F: 1☒, –1 HP].
2	Spiked pit trap	Avoid falling into the pit and impaling yourself on the spikes (which are sometimes poisoned) with <i>Agility</i> – 10[A–D: avoided][F: fall into it]. If you fall into it, roll 1D10: 1–5 –1 HP, 1☒ 6–9 –5 HP, 1☒ 10 –5 HP, +1 Poison, 1☒
3	Dart trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: –3 HP, apply armour DEF].
4	Poison dart trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: +1 Poison, –3 HP, apply armour DEF].
5	Fire trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: – HP/2].
6	Poison gas trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: +1 Poison].
7	Stun gas trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: 1☒, roll TABLE E with (Surprise)]
8	Shrieking trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: roll TABLE E]
9	Falling rock trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: –3 HP, apply helmet DEF]
10	Boulder trap	Disable the trap with <i>Traps</i> [A–D: disabled][F: triggered]. If triggered, avoid the boulder with <i>Agility</i> – 10[A–D: Avoided][F: –1D10 HP]

11–12	River	A wild stream of water divides the room in two diagonally. Draw it on the map, for its orientation roll 1D10: 1–5 top-left corner to bottom-right corner. 6–10 bottom-left corner to top-right corner. You may cross it with <i>Agility</i> [A–B: crossed][C–D: 1☒, crossed][F: –3 HP, 2☒]
13–14	Chasm	A bottomless opening, too wide to cross, divides the room diagonally in two. Draw it on the map, for its orientation roll 1D10: 1–5 top-left corner to bottom-right corner. 6–10 bottom-left corner to top-right corner.
15–16	Cave in	The ceiling of this room has caved in, and all exits are blocked. You must return where you came from.
17–18	Boulders	The room is filled with rubble, which block all the exits. You may attempt to unblock an exit of your choice, roll 1D10: 1–2 Dig with <i>Force</i> [A–C: unblocked][D: 1☒, unblocked][F: 2☒] 3–4 Dig with <i>Force</i> – 5[A–B: unblocked][C–D: 1☒, unblocked][F: 2☒] 5–6 Dig with <i>Force</i> – 10[A–C: 1☒, unblocked][D: 2☒, unblocked][F: 3☒] 7–8 Dig with <i>Force</i> – 15[A–B: 1☒, unblocked][C–D: 2☒, unblocked][F: 3☒] 9–10 Dig with <i>Force</i> – 20[A: 1☒, unblocked][B–D: 3☒, unblocked][F: 4☒] If you fail to unblock an exit, you may try again with another one, but you may attempt each exit only once.
19	Ice	The floor of the room is covered in ice, it makes it difficult to cross the room and reach one of the exits: <i>Agility</i> [A–C: crossed][D: 1☒, crossed][F: 1☒, –1 HP].
20	Swamp	The floor of the room is a patchwork of soft mossy ground and hidden, treacherous pools of water. Who knows what lurks under the surface? To cross it and reach an exit, <i>Agility</i> [A–B: crossed][C–D: 1☒, crocodile attack, crossed][F: 1☒, +1Disease, crocodile attack]. Crocodile (HP: 13, ATT: 70, DMG: 8/6/5/4, DEF: 2[K: Skin (150 ₤)]).
21–22	Shop	Someone has setup shop in this room. You can sell and buy items from TABLE I .
23–24	Armoury	Someone has setup shop in this room, it looks like an armoury. Roll 5 times TABLE A–30 and 5 times TABLE W : these are the items you can buy.
25–28	Locked chest	There is a large wooden chest in one corner of the room. Open it with 1D10 ≤ <i>Keys</i> [S: open][F: –1 Lock pick] or <i>Locks</i> + 10[A–D: open][F: 1☒, –1 Lock pick]. If open, roll on TABLE T–20 .
29–30	Trapped chest	There is a dangerous looking chest set against a wall. Open it with <i>Traps</i> + 10[A–D: roll on TABLE T][F: 1☒, –1 HP].
31–32	Fountain	There is a large fountain decorated with statues of water creatures in the centre of the room. If you decide to drink from it, mark it as interacted and roll 1D10: 1 It is a magic fountain, all your HP are restored. 2 You find a small gemstone (300 gp) in the water. 3–8 The water tastes nice. 9 You get +1 Poison. 10 A Water nymph (HP: 7, ATT: 50, DMG: 3/3/2/1, DEF: 0[K: Roll on TABLE I], <i>Theft</i>) is summoned and attacks you.
33–39	Crates	The room is filled with a lot of old crates. Roll 1D10: 1–4 You find nothing of value. 5 You find an item, roll TABLE I . 6 You find an armour, roll TABLE A . 7 You find a weapon, roll TABLE W–30 . 8 You find a key (+1 Key). 9 You find a scroll, roll TABLE S–20 . 10 You disturb a Giant rat (HP: 3, ATT: 30, DMG: 1/1/2/1, DEF: 0[K: Tail (25 ₤)], <i>Disease</i>).
40	Throne room	There is a throne against a wall. It looks very ancient. If you decide to sit on it, mark it as interacted and roll 1D10: 1 Your Max HP is increased by 2. 2 Roll 1D10 to randomly select a skill (re-roll if needed): it is increased by 2 points. 3–8 Nothing happens. 9 You lose half your gp. 10 You are attacked, roll TABLE E .
41–42	Temple	There are shrines on the walls of the room, surrounding an altar. You can attempt to kick it to detach the gems set into its sides <i>Force</i> + 15[A–C: Gems worth 300 ₤][D: Gems worth 150 ₤][F: 1☒].

43-47	Grate	<p>There is a drain hole of the floor, closed by a heavy iron grate. You may attempt to open it with <i>Force</i> + 10[A-D: open][F: 1☒]. If you succeed in opening it, roll 1D10:</p> <p>1 You find a small gem (200 gp). 2 You find gold coins (50 gp). 3 You find an item, roll TABLE I. 4-7 You find nothing of value. 8 You lose at most 10 gp into the hole. 9 You accidentally ingest some of the sewer water and get +1 Disease. 10 You are attacked by a Giant rat(HP: 3, ATT: 30, DMG: 1/1/2/1, DEF: 0[K: Tail (25 ☒)], <i>Disease</i>).</p>
48-49	Gambling den	<p>The room is set with a few tables where games of chance are played. To play, choose a game, decide of a number <i>x</i> of gold pieces to bet and roll 1D100.</p> <p>Wheel D100 ≤ 49[S: +<i>x</i> ☒][F: -<i>x</i> ☒]. Railway D100 ≤ 33[S: +2<i>x</i> ☒][F: -<i>x</i> ☒]. Prodger D100 ≤ 19[S: +4<i>x</i> ☒][F: -<i>x</i> ☒]. Dark Knave D100 ≤ 11[S: +8<i>x</i> ☒][F: -<i>x</i> ☒]. Turds D100 ≤ 9[S: +9<i>x</i> ☒][F: -<i>x</i> ☒].</p> <p>You may play multiple times. Each game lasts 1☒; while you play you still need to eat as time passes, but you don't need to spend lamp oil and you do not roll for encounters.</p>
50-51	Staircase	<p>You find a staircase that leads to the lower level of the dungeon. Start a new map sheet, assign it a page number and draw, in the same location square as the current room, a staircase with an upwards arrow and the number of the upper level's map sheet number. Then draw a staircase with a downwards arrow and the new map sheet's number in the current room. You can use the stairs as an exit from the room.</p>
52-55	Locked chest	<p>There is a large wooden chest with the metal strappings in one corner of the room. Open it with 1D10 ≤ <i>Keys</i>[S: open][F: -1 Lock pick] or <i>Locks</i>[A-D: open][F: 1☒, -1 Lock pick]. If open, roll on TABLE T.</p>
56-57	Trapped chest	<p>There is a dangerous looking iron chest set against a wall. Open it with <i>Traps</i> [A-D: roll on TABLE T+20][F: 1☒, -3 HP].</p>
58-59	Fountain	<p>There is a large fountain decorated with statues of water creatures in the centre of the room. If you decide to drink from it, mark it as interacted and roll 1D10:</p> <p>1 It is a magic fountain, all your HP are restored. 2 You find a gemstone (500 gp) in the water. 3-8 The water tastes nice. 9 You get +2 Poison. 10 A Water nymph(HP: 7, ATT: 50, DMG: 3/3/2/1, DEF: 0[K: Roll on TABLE I], <i>Theft</i>) is summoned and attacks you.</p>
60-64	Grate	<p>There is a drain hole of the floor, closed by a heavy iron grate. You may attempt to open it with <i>Force</i>[A-D: open][F: 1☒]. If you succeed in opening it, roll 1D10:</p> <p>1 You find a medium gem (400 gp). 2 You find gold coins (100 gp). 3 You find a waterproof container with a scroll, roll TABLE S. 4-7 You find nothing of value. 8 You lose at most 20 gp into the hole. 9 You accidentally ingest some of the sewer water and get +2 Disease. 10 You are attacked by a Giant rat(HP: 3, ATT: 30, DMG: 1/1/2/1, DEF: 0[K: Tail (25 ☒)], <i>Disease</i>).</p>
65	Throne room	<p>There is a throne against a wall. It looks very ancient. If you decide to sit on it, mark it as interacted and roll 1D10:</p> <p>1 Your Max HP is increased by 2. 2 Roll 1D10 to randomly select a skill (re-roll if needed): it is increased by 2 points. 3-8 Nothing happens. 9 You lose half your gp. 10 You are attacked, roll TABLE E.</p>
66-72	Crates	<p>The room is filled with a lot of old crates. Roll 1D10:</p> <p>1-4 You find nothing of value. 5 You find a treasure, roll TABLE T-30. 6 You find an armour, roll TABLE A. 7 You find a weapon, roll TABLE W. 8 You find a key (+1 Key). 9 You find a scroll, roll TABLE S+20. 10 You disturb Cave spiders(HP: 3/2/1, ATT: 31, DMG: 2/1/3/2, DEF: 0 [K: Venom (40 ☒)], <i>Pack</i>, <i>Poison</i>).</p>

73-74	Statue	A large statue has been erected in the centre of the room. You do not recognize the figure it represents, but its eyes are gems worth 500 ƒ .
75-76	Tomb	An ancient tomb occupies the centre of the room. If you decide to loot it, roll 1D10: 1 You find nothing but old bones. 2-3 You find a weapon, roll TABLE W+30 . 4-5 You find an armour, roll TABLE A+30 . 6-7 You find two scrolls, roll TABLE S . 8-9 You find a valuable item, roll TABLE T . 10 You wake up a <i>Snake</i> (HP: 10, ATT: 57, DMG: 2/1/1/1, DEF: 0[K: Skin (70 ƒ)]).
77	Yggdrasil	The room is filled with a gigantic tree that you recognize as a very rare Yggdrasil. In its branches you spot a unique fruit, shining with strange colors. If you pick the fruit, roll 1D10: 1 Soon after you have taken the fruit, it crystalises into a fruit-shaped gem, worth 1400 ƒ . 2-5 The fruit will be worth 700 ƒ to a druid. 6-9 The fruit dries up when you pick it, but it will still be worth 300 ƒ to an apothecary. 10 As soon as you touch the fruit, it turns into dust.
78	Machine	You see a typical goblin, over-engineered contraption with pipes, cogwheels, dials and levers. In the middle of the main panel, there is a large red lever reading “DO NOT PULL”. If you pull the lever, roll 1D10: 1-2 You hear a distant rumbling coming from somewhere in the dungeon. Mark +2 Levers. 3-6 Nothing happens. It probably does not work anymore. 7-8 A trapdoor opens, where you find a couple of keys. Mark +2 Keys. 9-10 An explosion knocks you backwards, -3 HP.
79-83	Grate	There is a drain hole of the floor, closed by a heavy iron grate. You may attempt to open it with <i>Force</i> - 10[A-D: open][F: 1 $\frac{1}{2}$]. If you succeed in opening it, roll 1D10: 1 You find a large gem (800 gp). 2 You find gold coins (200 gp). 3 You find a waterproof container with a page of a spellbook, roll TABLE S . 4-7 You find nothing of value. 8 You lose at most 50 gp into the hole. 9 You accidentally ingest some of the sewer water and get +3 Disease. 10 You are attacked by a <i>Giant rat</i> (HP: 3, ATT: 30, DMG: 1/1/2/1, DEF: 0[K: Tail (25 ƒ)], <i>Disease</i>).
84-85	Fountain	There is a large fountain decorated with statues of water creatures in the centre of the room. If you decide to drink from it, mark it as interacted and roll 1D10: 1 It is a magic fountain, all your HP are restored. 2 You find a gemstone (1000 gp) in the water. 3-8 The water tastes nice. 9 You get +3 Poison. 10 A <i>Water nymph</i> (HP: 7, ATT: 50, DMG: 3/3/2/1, DEF: 0[K: Roll on TABLE I], <i>Theft</i>) is summoned and attacks you.
86-89	Locked chest	There is a large wooden chest with metal strappings in one corner of the room. Open it with 1D10 \leq <i>Keys</i> [S: open][F: -1 Lock pick] or <i>Locks</i> [A-D: open][F: 1 $\frac{1}{2}$, -1 Lock pick]. If open, roll on TABLE T .
90-91	Trapped chest	There is a dangerous looking iron chest set against a wall. Open it with <i>Traps</i> [A-D: roll on TABLE T+20][F: 1 $\frac{1}{2}$, -2 HP].
92	Library	The walls of the room are covered with shelves containing books and scrolls. Many of the books have been ruined by time and vermine, but some are worth salvaging. Roll 1D10: 1 You find a spellbook from which three pages with spells (worth 500 ƒ /page) are still readable, roll on TABLE S three times. 2-3 You salvage a torn page from a spellbook (worth 500 ƒ), roll on TABLE S . 4-7 You salvage a scroll (worth 200 ƒ), roll on TABLE S . 8-10 You find a book worth 100 ƒ .
93-99	Crates	The room is filled with a lot of old crates. Roll 1D10: 1-4 You find nothing of value. 5 You find a treasure, roll TABLE T . 6 You find an armour, roll TABLE A+30 . 7 You find a weapon, roll TABLE W+30 . 8 You find a key (+1 Key). 9 You find a scroll, roll TABLE S+30 . 10 You disturb a <i>Centipede</i> (HP: 6, ATT: 37, DMG: 2/3/4/3, DEF: 1[K: Venom (60 ƒ)], <i>Poison</i>).

100	Darkness	The room is filled with a darkness that is not the absence of light, but its opposite. It absorbs the lighth from your lamp, and you cannot see a thing. All your actions have a -20 modifier, reading scrolls/spells is impossible. Roll 1D10: 1-9 The room is empty. 10 Roll on TABLE E .
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TABLE S: SPELLS

Roll 1D100. MOD, cost and penalty do not apply to scrolls.

D100	Name	Description	MOD	Cost	Penalty
1-10	Minor fireball	2 DMG to the opponent(s)	+20	-1 HP	-2 HP
11-20	Healing	+10 HP	+20	-1 HP	-2 HP
21-26	Confusion	-5 MOD to the opponent	+20	-1 HP	-5 MOD
27-30	Magic armour	DEF+2 during the next encounter	+20	-1 HP	-4 HP
31-36	Stun	One opponent cannot attack/flee during the next 3 turns	+15	-1 HP	Stunned 3 turns
37-46	Unlock door	Unlocks a locked door (LD)	+15	-1 HP	-2 HP
47-52	Open door	Opens a locked or jammed door (LD, JM)	+10	-1 HP	-2 HP
53-62	Major fireball	6 DMG to the opponent(s)	+10	-1 HP	-6 HP
63-72	Infravision	Cancels the darkness modifier until next oil refill on the time track	+5	-1 HP	Blind for 6 hours
73-78	Restore health	Reset HP to their adjusted value.	0	Nominal <i>Magic</i> - 2	-3 HP
79-88	Pillar of fire	10 DMG to the opponent	-5	-1 HP	-10 HP
89-90	Precognition	Roll 1D10 ten times and write down the values in a row. Use those values from left to right instead of rolling the dice for the next ten rolls (use two values for 1D100 rolls, first the decade then the units).	-10	-1 HP	Nominal <i>Magic</i> - 2
91-92	Teleportation	Transport instantly to any mapped room (do not advance the time track)	-10	-1 HP	-4 HP, random room
93-94	Reflection	Any damage dealt by the opponent to you is applied to the opponent during the encounter	-10	-1 HP	Opponent damage is doubled
95-96	Enchant armour	Armour's MOD= 0, DEF+6 and price $\times 4$ (replaces "inscribed")	-15	-1 HP	Armour destroyed
97-98	Enchant weapon	Weapon's MOD+20 and price $\times 4$ (replaces "inscribed")	-15	-2 HP	Weapon destroyed
99-100	Doppelganger	Consume N HP and create a copy of yourself with N HP. It has the same skills as you and until its HP are exhausted, you can do two actions per round	-20	-3 HP	$-N$ HP
101-102	Extend life	Consume 10 HP to add +1 Lives	-20	-3 HP	-1 Lives

TABLE T: TREASURES

D100	Name	Description	Price
1-5	Brewage of skill	Roll 1D10 for the affected skill: +10 on the next skill test.	100
6-9	Silver coins	A purse of silver coins that can be exchanged for gold pieces.	120
10-11	Skeleton key	Open locked (LD) doors with $Locks + 40$ [A-D: OPEN] [F: JD, broken skeleton key].	150
12-14	Potion of health	Up to +8 HP	160
15	Potion of luck	On your next roll, keep the most favourable of 2 rolls	200
16-18	Potion of theriac	Remove up to 4 ticks from the poison track	240
19-29	<i>Objective item</i>	You found the object of your quest (if your quest does not require to find an objective item, record it as a small gem)	300
30-31	Potion of fighting	Roll 1D10: 1-5 Melee weap. +10 until the end of the encounter. 6-10 Range weap. +10 until the end of the encounter.	320

32–34	Potion of panacea	Remove up to 4 ticks from the disease track	320
35–37	Potion of invisibility	MOD+10 for the player and MOD–10 for the opponent during an encounter	500
38–41	Armour	Roll on TABLE A +30	
42–45	Weapon	Roll on TABLE W +30	
46–48	Pair of scrolls	Roll on TABLE S twice.	200/scr.
49	Spellbook page	One page of a spellbook, roll on TABLE S	500
50–53	Ring of skill	Roll 1D10 for the affected skill: adjusted skill score +5 while worn.	500
54	Amulet of health	Adjusted HP+1 while worn	500
55	Amulet of resist poison	Poison has no effect while worn	500
56	Amulet of resist disease	Disease has no effect while worn	530
57	Amulet of resist fire	Fire has no effect while worn	560
58–68	<i>Objective item</i>	You found the object of your quest (if your quest does not require to find an objective item, record it as a gem)	600
69	Elixir of luck	On your next roll, keep the most favourable of 3 rolls	600
70–71	Elixir of panacea	Remove up to 8 ticks from the disease track	640
72–73	Elixir of theriac	Remove up to 8 ticks from the poison track	480
74–75	Elixir of health	Up to +16 HP	640
76	Elixir of vigour	+1 Nominal HP	700
77–80	Elixir of skill	Roll 1D10 for the affected skill: +10 XP.	800
81–91	<i>Objective item</i>	You found the object of your quest (if your quest does not require to find an objective item, record it as a large gem)	900
92	Bundle of scrolls	Roll on TABLE S 5 times.	200/scroll
93	Spellbook	An old spellbook, from which two pages can be recovered, roll on TABLE S twice.	500/spell
94	Double up	Roll on TABLE T twice	
95	Masterpiece armour	Roll on TABLE A , improved with = 0 MOD and +3 DEF	+50%
96	Masterpiece weapon	Roll on TABLE W , improved with +10 MOD	+50%
97	Rune-inscribed armour	Roll on TABLE A , improved with = 0 MOD and +4 DEF	×2
98	Rune-inscribed weapon	Roll on TABLE W , improved with +15 MOD	×2
99	Enchanted armour	Roll on TABLE A , improved with = 0 MOD and +6 DEF	×4
100	Enchanted weapon	Roll on TABLE W , improved with +20 MOD	×4

TABLE W: WEAPONS

Roll 1D100 unless instructed otherwise. The MODifier applies to Melee/Range weapons skill test.

D100	Name	Skill	MOD	DMG	Price
–29–20	Flint stone (sling)		0		2
–19–10	Arrow (bow)		0		5
–9–0	Crossbow bolt (crossbow)		0		5
1–10	Dart	Range	+15	3/3/2/1	7
11–16	Club	Melee	+10	5/4/4/2	10
17–21	Spear	Range	+5	4/3/3/3	10
22–26	Knife	Melee	+10	3/3/3/1	15
27–30	Flail	Melee	–10	6/5/5/3	15
31–35	Dagger	Melee	+5	4/3/3/1	20
36–39	Mace	Melee	0	6/5/4/3	25
40–43	War hammer	Melee	–10	6/4/4/2	30
44–47	Quarterstaff	Melee	0	5/4/4/2	30
48–51	Trident	Melee	+5	7/5/4/3	30
52–55	Glaive	Melee	–5	7/5/3/2	35
56–60	Axe	Melee	–5	5/4/3/3	40
61–66	Short sword	Melee	+5	6/5/4/3	50
67–72	Broad sword	Melee	0	7/6/5/3	60
73–76	Morningstar	Melee	–5	7/5/5/3	60
77–80	Long sword	Melee	0	7/6/5/3	90

81–83	Scimitar	Melee	0	7/6/4/4	90
84–86	Sling	Range	+15	8/7/6/3	120
87–89	Boomerang	Range	–10	7/6/4/4	120
90–92	Battle axe	Melee	0	9/7/6/6	240
93–94	Crossbow	Range	–10	8/7/4/4	250
95–97	Two-handed sword	Melee	–10	9/9/7/4	260
98–100	Bow	Range	0	8/6/5/4	350
101–112	Finer weapon, choose a weapon with 1D100		+5		+25%
113–120	Masterpiece weapon, choose a weapon with 1D100		+10		+50%
121–126	Rune-inscribed weapon, choose a weapon with 1D100		+15		×2
127–130	Enchanted weapon, choose a weapon with 1D100		+20		×4

RULES SUMMARY

Skill test

The *difficulty* of a skill test is equal to the adjusted value of *Skill*+MOD. A skill test succeeds if a 1D100 roll is equal to or lower than its *difficulty*, and fails otherwise. The *success grade* is calculated with the nomogram or the success chart based on the *difficulty* and the roll.

If a skill test is successful, mark one *XP* for that skill. When the number of *XP* times 10 is strictly more than the nominal value of *Skill*, increase it by one and erase all the *XP*.

Before the next quest

- Sell items (remove them from your backpack and add the corresponding amount of **Ⓖ**).
- Heal (40 **Ⓖ**/1 HP), treat the diseases (80 **Ⓖ**/1 Disease) and poisoning (60 **Ⓖ**/1 Poison).
- Buy supplies (choose from **TABLE I**).
- Explore the markets (you may purchase the item selected by rolling once on **TABLE A/S/T/W**; scrolls cost 200 **Ⓖ**, spells 500 **Ⓖ**).
- Train a skill (100 **Ⓖ**/XP)
- Replace the MOD of a memorized spell: attempt a memorize test or pay +10: 18,400/*Magic* **Ⓖ**, +20: 36,800/*Magic* **Ⓖ**, +35: 73,600/*Magic* **Ⓖ**, +50: 184,000/*Magic* **Ⓖ**.

Turn summary

Repeat the following steps until the quest goal has been completed.

1. Equip/unequip items, drink potions, read scrolls, cast spells, as needed.
2. Advance the time track. Resolve the random encounter if required.
3. Move into the next room:
 - (a) Choose an exit in the current room and turn the map so that the exit is towards you.
 - (b) Roll on **TABLE RC** for each of the three sides of the room that are further from you. Roll for the door status if required, and mark the status and door number on the map next to the door.
 - (c) Roll on **TABLE RI** for the type of room, and mark it in the room's corner. Roll for the room interaction if required; mark the room feature on the map.
4. Resolve the room feature, objective or encounter, if required.
5. Search the room (optional): *Search*[A–D: roll on **TABLE F**][F: 1☒].

Magic

Memorize a spell to be able to cast it: spend 1 HP then MOD=*Magic*[A: +50][B: +35][C: +20][D: +10][F: 0, 1☒]. Repeat the test to replace the MOD.

Cast a memorized spell: pay its cost and test *Magic*+MOD[A–D: cast][F: apply penalty].

Encounters

Write down the monster's attributes in the encounter log.

In each round of the fight, you and the monster execute your actions simultaneously. Repeat the following steps until you or the monster flees or runs out of HP.

1. Decide what you want to do in this round, one of the following actions:
 - Flee** Test *Agility*[A–D: flee][F: stay]. If you flee, the monster still execute its action.
 - Do** one of the following: **equip** a weapon, **drink** a potion, **read** a scroll or **cast** a spell.
 - Attack** the monster: test your *Melee weapon* or *Range weapon* plus the weapon's MOD and the armour's MOD (negative numbers must be subtracted!), look up the weapon's corresponding damage points and subtract the monster's DEF (a failure means 0 damage points). If the number of damage points is more than zero, reduce the monster's HP by that number.
2. The monster decides whether to flee. Roll 1D10:
 - 1–9 The monster attacks you. Test its ATT, look up the corresponding damage points and subtract your DEF (a failure means 0 damage points). If the number of damage points is more than zero, reduce your HP by that number.
 - 10 The monster attempts to flee. You may prevent this by testing *Force*[A–D: stays][F: flees]. If it flees, the fight ends.

At the end of the fight, collect the encounter's loot if the monster runs out of HP, otherwise erase it from the encounter log. If you fled the fight, write down the monster's name on the map for a future encounter.

Monster skills

Disease When the monster attacks with a success grade A–C, you get +1 Disease in addition to the damage.

Drop Before the fight, roll 1D10: 1–5 the monster drops on your head and deals 3 damage points minus Helm DEF.

Flying Melee weapon skill tests have a –10 modifier.

Hypnosis ???

Magic ???

Noisy The monster's screams attract other monsters. Roll 1D10 on each round, on 1–5, this monster flees and is replaced by another one **TABLE E**.

Pack Multiple monsters attack with ATT+10 in a group with multiple HP values. Treat it still as a single monster, and subtract the damage points from the leftmost HP number first, then the remaining damage points from the next HP number, and so on. When there is only a single monster left in the pack, its attack value is only ATT.

Poison When the monster attacks with a success grade A–C, you get +1 Poison in addition to the damage.

Resist fire Attacks using fire have no effect.

Scared When the monster decides whether to flee, it attempts to flee on 1–9 and fights on 10.

Sticking ???

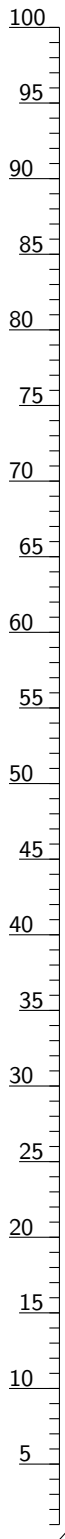
Stun On a A or B success grade, the monster stuns you for 3 turns, during which you cannot attack.

Surprise Before the fight, roll 1D10: 1–5 you skip your action in the first round of the fight.

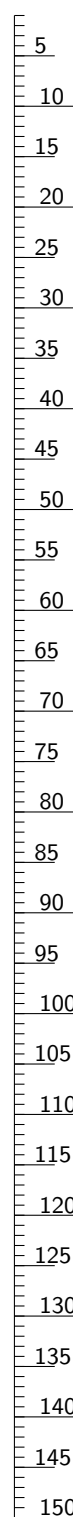
Theft On a A or B success grade, the monster steals a random item (equipped or from the back pack) and attempts to flee (you may attempt to prevent it). When the monster is killed, you may recover the stolen items.

SUCCESS GRADE NOMOGRAM

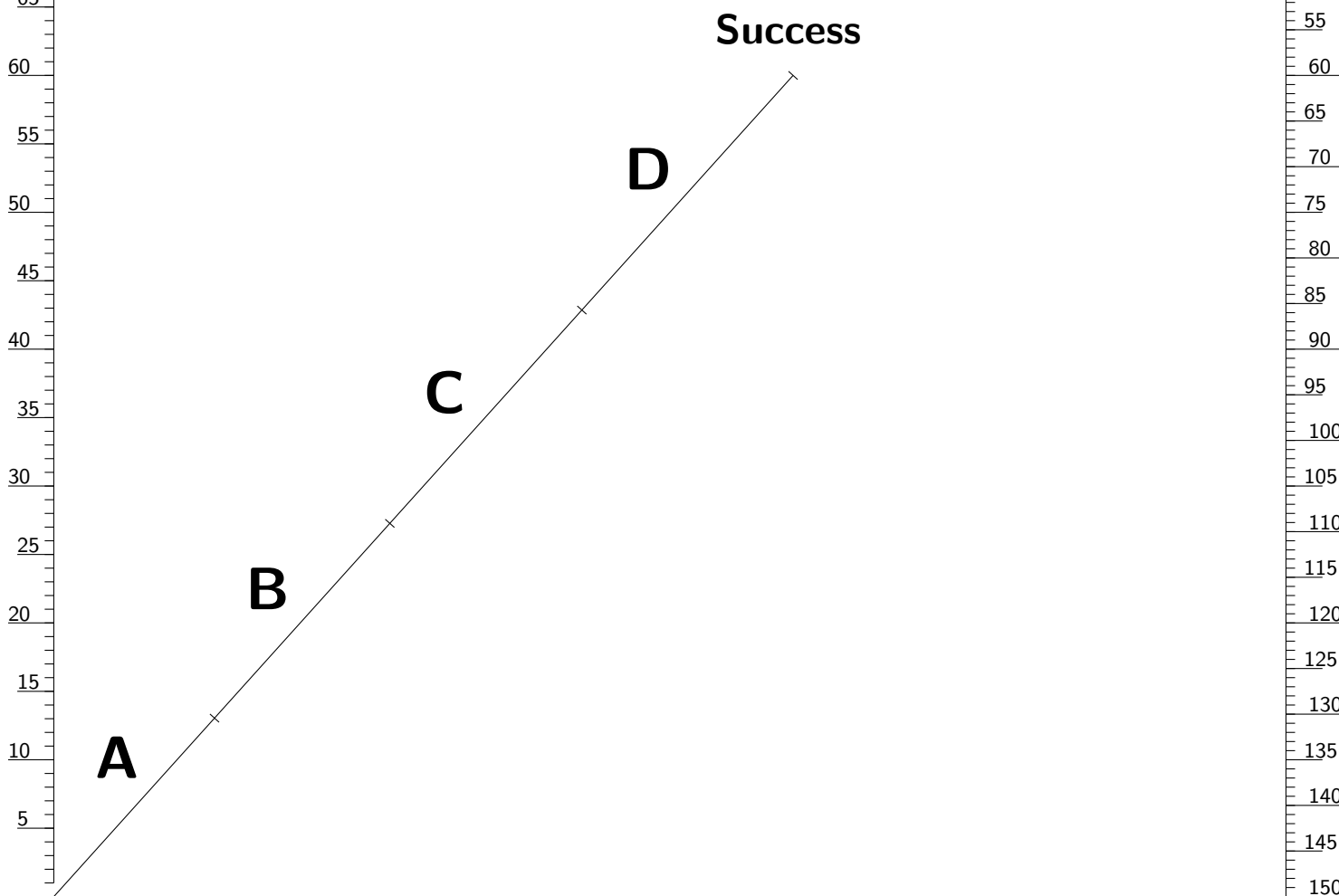
D100 roll



Difficulty



Align a straightedge between the result of your *D100 roll* on the left-hand scale and the *difficulty* of the skill check on the right-hand scale. If the straight edge crosses the sideways scale, the skill check is successful; the segment that is intersected by the straightedge indicates the *success grade* of the skill check.



SUCCESS GRADE TABLE

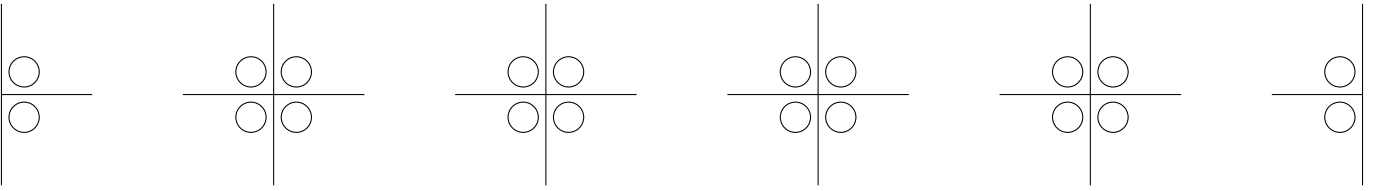
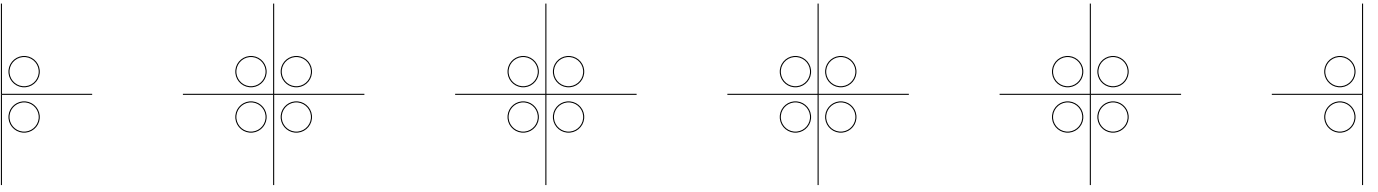
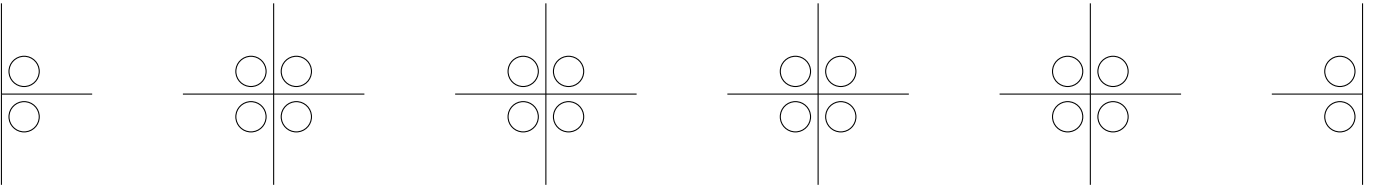
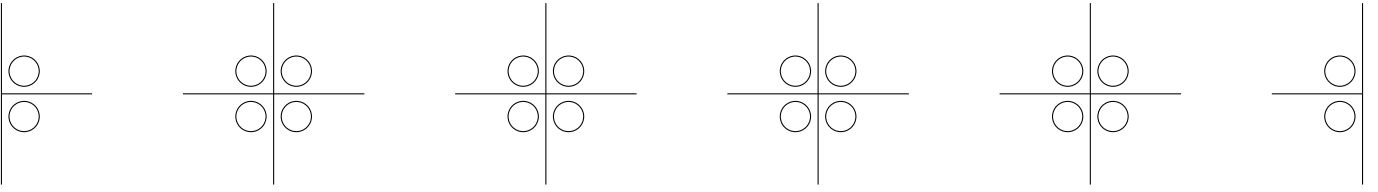
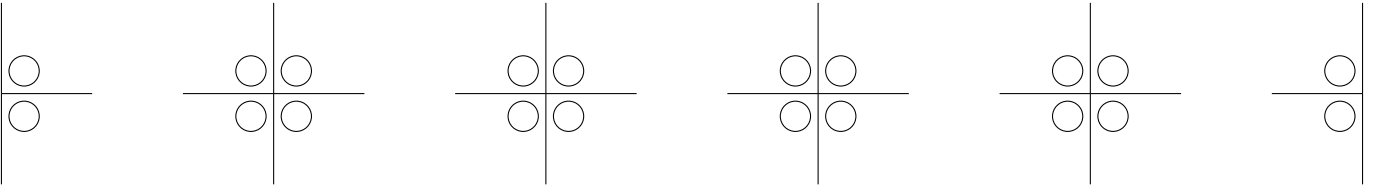
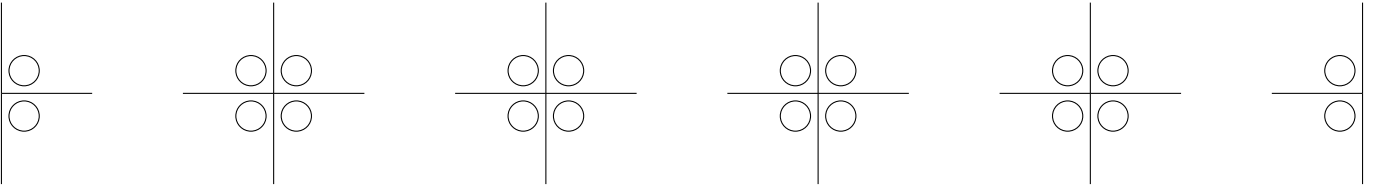
Look up the skill test's difficulty in the **Diff** column. Your success grade is *X* if your roll is equal to or less than the value in column *X*. If your roll is more than the value in column *D*, the skill test is failed.

Diff	A	B	C	D
1	0	0	0	1
2	0	0	1	2
3	0	0	1	3
4	0	1	2	4
5	0	1	2	5
6	0	1	3	6
7	0	1	3	7
8	0	2	4	8
9	0	2	4	9
10	1	2	5	10
11	1	2	5	11
12	1	3	6	12
13	1	3	6	13
14	1	3	7	14
15	1	3	7	15
16	1	4	8	16
17	1	4	8	17
18	1	4	9	18
19	1	4	9	19
20	2	5	10	20
21	2	5	10	21
22	2	5	11	22
23	2	5	11	23
24	2	6	12	24
25	2	6	12	25
26	2	6	13	26
27	2	6	13	27
28	2	7	14	28
29	2	7	14	29
30	3	7	15	30
31	3	7	15	31
32	3	8	16	32
33	3	8	16	33
34	3	8	17	34
35	3	8	17	35
36	3	9	18	36
37	3	9	18	37
38	3	9	19	38
39	3	9	19	39
40	4	10	20	40
41	4	10	20	41
42	4	10	21	42
43	4	10	21	43
44	4	11	22	44
45	4	11	22	45
46	4	11	23	46
47	4	11	23	47
48	4	12	24	48
49	4	12	24	49
50	5	12	25	50

Diff	A	B	C	D
51	5	12	25	51
52	5	13	26	52
53	5	13	26	53
54	5	13	27	54
55	5	13	27	55
56	5	14	28	56
57	5	14	28	57
58	5	14	29	58
59	5	14	29	59
60	6	15	30	60
61	6	15	30	61
62	6	15	31	62
63	6	15	31	63
64	6	16	32	64
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67	6	16	33	67
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69	6	17	34	69
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71	7	17	35	71
72	7	18	36	72
73	7	18	36	73
74	7	18	37	74
75	7	18	37	75
76	7	19	38	76
77	7	19	38	77
78	7	19	39	78
79	7	19	39	79
80	8	20	40	80
81	8	20	40	81
82	8	20	41	82
83	8	20	41	83
84	8	21	42	84
85	8	21	42	85
86	8	21	43	86
87	8	21	43	87
88	8	22	44	88
89	8	22	44	89
90	9	22	45	90
91	9	22	45	91
92	9	23	46	92
93	9	23	46	93
94	9	23	47	94
95	9	23	47	95
96	9	24	48	96
97	9	24	48	97
98	9	24	49	98
99	9	24	49	99
100	10	25	50	100

Diff	A	B	C	D
101	10	25	50	101
102	10	25	51	102
103	10	25	51	103
104	10	26	52	104
105	10	26	52	105
106	10	26	53	106
107	10	26	53	107
108	10	27	54	108
109	10	27	54	109
110	11	27	55	110
111	11	27	55	111
112	11	28	56	112
113	11	28	56	113
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125	12	31	62	125
126	12	31	63	126
127	12	31	63	127
128	12	32	64	128
129	12	32	64	129
130	13	32	65	130
131	13	32	65	131
132	13	33	66	132
133	13	33	66	133
134	13	33	67	134
135	13	33	67	135
136	13	34	68	136
137	13	34	68	137
138	13	34	69	138
139	13	34	69	139
140	14	35	70	140
141	14	35	70	141
142	14	35	71	142
143	14	35	71	143
144	14	36	72	144
145	14	36	72	145
146	14	36	73	146
147	14	36	73	147
148	14	37	74	148
149	14	37	74	149
150	15	37	75	150

⤴ To sheet ___ ⤵



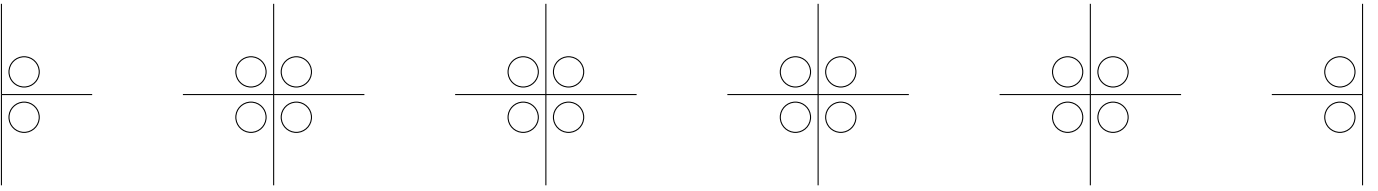
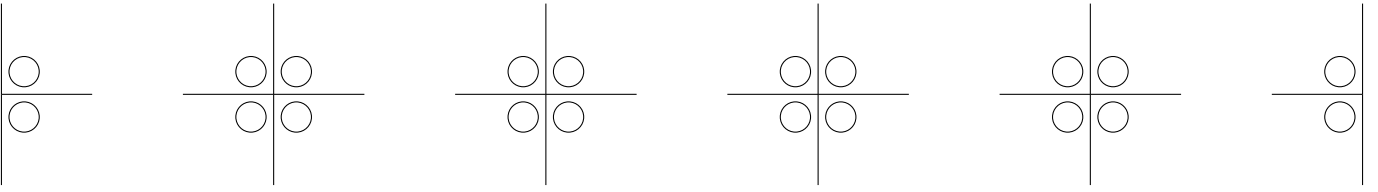
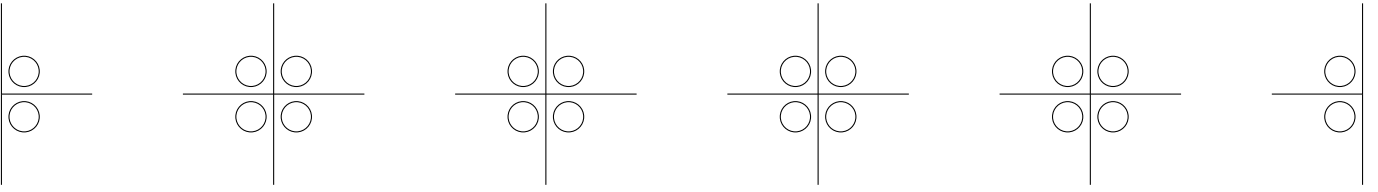
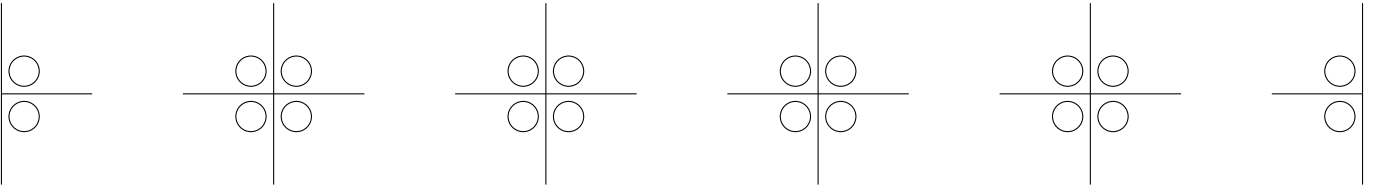
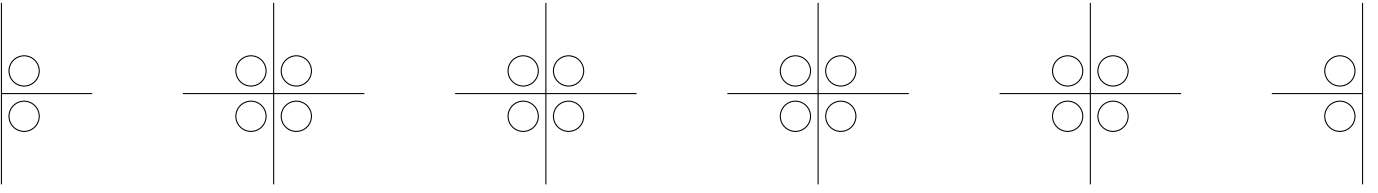
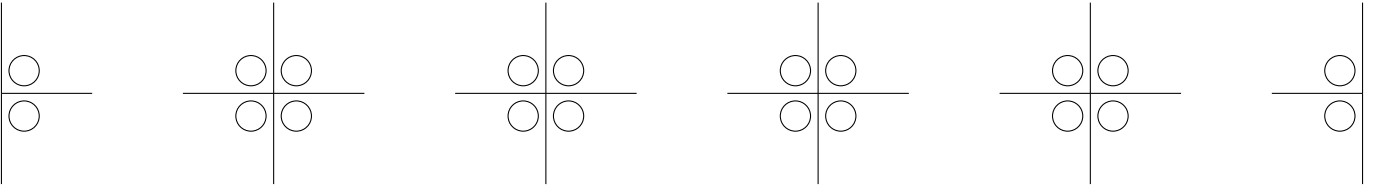
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