

Matthieu Weber

ROLL THROUGH THE DUNGEON


A dice-driven dungeon crawling game
for a solitary adventurer

Version 0.4

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Roll through the Dungeon version 0.4 by Matthieu Weber (rttg@weber.fi.eu.org)

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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 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 printed out sheets. One game lasts between five 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 29 and 30) and the *Adventure sheet* (page 31, only the first page is needed at first, but you may want to print page 32 later on when you run out of space), as well as a couple of mapping sheets (page 35, 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 reusing the back of the sheet). If you like geeky things you may print out the *Success grade nomogram* on page 33. While not strictly necessary, you may find comfortable to keep at hand a hard copy of the *Rules summary* (pages 27 and 28), as well as of the *Success grade table* (page 34) as an alternative to the nomogram. The remainder of the booklet can be read on a computer screen 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 your 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

Level	1
Fate points	1
Lives	3
Health points (HP)	20
Food rations	10
Lamp oil	20
Lock picks	15
Gold pieces (G)	0

Equip the weapon corresponding to your character by writing down its characteristic in the *Equipped items* section of your character sheet.

Ranger	3 spears	TABLE W#21
Warrior	1 club	TABLE W#16
Wizard	1 quarterstaff	TABLE W#47

Lives If your character loose all its HP e.g., 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 at this point, 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.

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.

Level When you create your character, it is Level 1. The level is calculated by adding the decade digit of each skill's nominal value, subtracting 30 and dividing by 2. At the moment the Level is not used in the game.

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 see 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 a 12.
- 1D100: roll two ten-sided dice: decide which one represents the decades, the other then represents the units. For example, 4 (decades) and 2 (units) make 42; 0 (decades) and 7 (units) make 7; 6 (decades) and 0 (units) make 60; 0 (decades) and 0 (units) make 100.
- $2D10 + N$ or $2D10 - N$: add or subtract N to 2D10. For example if you see $2D10 + 7$ and you 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 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, and *fails* if you roll 6 or more.

The consequences of a success or a failure are indicated within pairs of square brackets, namely [S: ...] for success and [F: ...] for failure (either may be omitted if there is no consequence) such as:

$1D10 + 2 \leq 7$ [S: alive] [F: dead]

In this example, if a roll of $1D10 + 2$ is equal to 7 or less, the consequence is “alive”, otherwise it would be “dead”.

Skill tests During your adventure, you will have to use your character's skills to perform various tasks. A *skill test* always uses a 1D100 roll to determine whether or not you succeed in the task; the required skill and the consequences of success or failure are indicated using the following notation:

Agility - 10 [S: 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 rolling 35 or less would have been a success.

The first pair of square brackets ([A-D: ...]) indicates the consequences of a success with an explicit range of success grade (the concept is explained below). In the example above, in case of success (with any *success grade* between A and D) the character will have “jumped”, but will have “fallen down” in case of failure.

Some tests have different results depending on the success grade:

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. The nomogram on page 33 or the table on page 34 will give you the success grade for given difficulty and dice roll values.

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 chose 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 above it to make this more apparent) is strictly more than the nominal value of the skill, add one to it, 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 benevolent deity looks favourably on your success and grants you one *fate point*. You can then later spend fate points to call in a favour and change the success grade of any skill test, each spent fate point changing the success grade to the grade immediately above or below it. Failure is considered as a grade as well, meaning that you can use one fate point to change a failure into a D. You can also spend multiple fate points to change the success grade by several values e.g., if you get a D you can spend two fate point to change it into a B.

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 the monster's 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 **ATTack** attribute, such as rolling on tables or for one of various other random choices based on 1D10 or 1D100.

4 Encounters

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 retreat. If you succeed in killing

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

a monster, you can loot its corpse and get valuable items. If you retreat 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, ABS: 2[K: Skin (58 **Ⓒ**)], *Surprise*)

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 (A, B, C or D), the crocodile may inflict your character 8, 6, 5 or 4 damage points, respectively. When your character attacks, the crocodile ABSorbs 2 damage points. Finally, the square brackets tell you that if you manage to Kill the crocodile you may collect its Skin, which you will be able to sell after your adventure for 58 **Ⓒ**.

Monster skills Monsters have a variety of skills that modify the base rules for encounters. The list below describes those skills and how to apply them.

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 inflicts 3 damage points, apply Helm ABS.

Engulf The round after a successful attack, your *Melee/Range w.* skill is 100.

Flying Melee weapon skill tests have a –10 modifier.

Magick The monster's *Magic* skill is equal to its ATT. Each time it attacks, roll 1D10 to determine the spell it uses, if any; using a spell does not cost the monster 1 HP, but if the attack fails the spell's effect applies to the monster:

1–4 Attacks with its regular weapon

5–7 Minor fireball ATT + 20 (–2 HP)

8–9 Confusion ATT + 15 (–5 MOD during next round)

10 Major fireball ATT + 10 (–6 HP)

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, roll on **TABLE E**.

Pack Multiple monsters of the same kind attack in a pack, with multiple HP values. As long as there is more than one monster alive in the pack, they attack with ATT + 10. When inflicting damages, 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 alive monster left, its attack value is only ATT.

Passive The monster does not attack unless attacked first; when not killed after an attack, gains HP equals to half the damage you inflicted it.

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.

Stun On a A or B success grade, the monster stuns you, you cannot attack during your next turn.

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 unless you *Force* it to stay. When the monster is killed, you may recover the stolen items.

4.2 Armour and weapons

There is no hand-to-hand combat in this game. The character must therefore be equipped with a weapon in order to fight during an encounter.

Armour Various pieces of armour differ by their *type* and therefore the part of the body they protect, by their ability to absorb damage (ABS), how much they impede the wearer (MOD) and how much harder they make it for an opponent to successfully attack your character (DEF). The character may be equipped with at most one piece of armour of each type.

When successfully attacked by an opponent, roll 1D10 to determine which part of the body is affected: the head is hit on a 1 or 2, the torso on 3 to 7 and the legs on 8 to 10. If a piece of armour is worn on that body part, some of the damage will be absorbed. The character sheet indicates the type of armour considered based on the success grade (1–2: helm, 3–7: suit and 8–10: boots). The armour reduces the number of damage points by its ABS value e.g., a –1 ABS leather helmet will reduce the 5 damage points caused by a club with an A success grade to 4.

Shields are listed as armour but work differently: when your character wears a shield, the opponent's ATT is reduced by the DEF value of the shield e.g., a –10 DEF round shield will reduce an opponent's 56 ATT to 46. Note that some special armour (rune-inscribed and enchanted) have both ABS and DEF. Update the Total DEF on your character sheet every time you equip or remove a piece of armour.

Both armour and shield may impede your character's movements due to their shape or weight. This is represented by a negative MOD value, which affects *Melee w.*, *Range w.* and *Agility*. The Total MOD is the sum of the MOD of the armour (the weapons' MOD are not counted!). Update the Total MOD whenever you equip or remove a piece of armour, and modify those three skills' *Adjusted* values in consequence. Note that the weapon's MOD affects *Melee w.* and *Range w.*, but not *Agility*.

Weapons They can be categorized into *melee* and *range* weapons, and require the corresponding skill to be handled. Weapons are characterized by the damage they inflict (DMG), how easy or difficult they are to handle (MOD) and how much harder they make it for an opponent to successfully attack your character (DEF). Your character may be equipped with at most two weapons at the same time, one in each hand; some weapons are one-handed and can therefore be used while wearing a shield on the other hand, while using a two-handed weapon prevents the use of a shield.

To use a weapon, your character must do a test of *Melee w.* or *Range w.* (depending on the type of weapon) plus the weapon's MOD and the Total MOD e.g., a 62 skill value with a +10 weapon MOD and a –5 Total MOD produces a $62 + 10 - 5 = 67$ difficulty for the skill test. To simplify things, write on your character sheet the Adjusted value of *Melee w.* or *Range w.* as the sum of their respective Nominal values plus the current weapon MOD and the Total MOD.

A weapon's DMG attribute is composed of four numbers e.g., 7/5/4/2. When your character obtains an A success grade on its weapon skill test, use the leftmost number for the damage points (7 in the example); on a B use the second number (5), and so on. The number of damage points inflicted to the opponent is this number plus the opponent's ABS e.g., a B success with the DMG above and a –2 ABS makes $5 - 2 = 3$ damage points.

A weapon's DEF attribute represents the fact that a weapon (by its size, or some enchantment) makes it harder for the opponent to reach your character. The DEF is added to the opponent's ATT e.g., a 85 ATT and a –10 DEF make a $85 - 10 = 75$ difficulty for the opponent's attack test. Update the Total DEF on your character sheet every time you equip or remove a weapon.

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

4.3 Fight round

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

Your character's weapon DMG defines the number of damage points based on the success grade of its attack. The DMG is composed of 4 values corresponding from left to right to success grades A to D. For example a Mace's DMG is 6/5/4/3, meaning that it produces 6 damage points on an A success grade, 5 points on a B, and so on. In case of failure, no damage points are produced.

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 the fight ends:

1. Choose *one* of the following actions for your character in this round:
 - Retreat** Test *Agility*[S: retreat][F: stay]. If you retreat, 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 Total MOD and the monster's DEF (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 ABS; if the result is more than zero, reduce the monster's HP by this value.
2. The monster decides whether to retreat: $1D10 \leq 1$ [S: retreats][F: attacks].
 - Attacks** The monster attacks you: its difficulty is equal to its ATT plus your character's Total DEF (negative numbers must be subtracted!). If the test is successful, roll 1D10 for the ABS of the armour taking the damages (if any). Look up the damage points from the monster's DMG attribute based on the success grade of the attack and add the ABS (negative numbers!). If the result is more than zero, subtract that number from your HP.
 - Retreats** The monster attempts to retreat, you may prevent this by testing *Force*[S: stays][F: retreats] (this test always succeeds if your attack this round has reduced the monster's HP to 0). If it stays start a new round, otherwise it retreats and the fight ends.
3. If none of the opponents has retreated 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 have retreated, write down the monster's name and number on the map in the current room. Your character then immediately moves to another room (mapped or unmapped). However if the monster retreats, it just disappears in the depth of the dungeon.⁴

Example *Yara has 57 in Melee w., its weapon inflicts 5/4/4/3 DMG with a +5 MOD, has a -2 ABS suit of armour and a -10 DEF shield. It encounters a **Goblin** (HP: 6, ATT: 28, DMG: 6/4/3/2, ABS: -1 [K: roll on **TABLE W-30**]).*

In the first round, Yara rolls 46 with a difficulty of $57 + 5 - 0 = 62$, gets a success grade D and inflicts $3 - 1 = 2$ damage points to the goblin, who has now 4 HP left. The goblin rolls 7 on its retreat test and therefore attacks; it rolls 9 with a difficulty of $28 - 10 = 18$ and gets a success grade C. Yara gets an 8 on its armour roll, but since it wears no boots, the goblin inflicts it 3 damage points.

In the second round, Yara rolls 78 and fails to hit the goblin. The latter rolls 1 on its retreat test and attempts to retreat. Yara's Force test succeeds, so the fight continues.

In the third round, Yara rolls 15 (same difficulty as before), gets a success grade B and inflicts again 2 damage points to the goblin, who has now 0 HP. The goblin's retreat test fails, so it rolls a 22 for its attack with the same difficulty as before and gets a D success grade. Yara's armour roll is a 6 so it hits your character's armour and inflicts it $2 - 2 = 0$ damage.

*As the goblin is dead, the fight ends. Yara rolls $29 - 30 = -1$ on **TABLE W** and gets one crossbow bolt.*

5 Magic

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

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

Scrolls A scroll is a spell written down on an enchanted piece of parchment; when you read it, the spell is cast and the scroll turns 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, test $1D100 \leq 99$ [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 [S: 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, add it to the *Memorized spells* list 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 another one.

As memorizing a spell costs 1 HP and takes 1☒ (see Tracking time on page 11) in case of failure, you cannot afford to make many repeated attempts while your character is in a dungeon. You may do so between quests however, when you also have to alternative option to pay the price and obtain the MOD of your choice (see Study your spells on page 10).

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 the MOD will possibly be changed to a worse value.⁵

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 a quest

Erase the keys and the levers tracks on the adventure sheet: they are specific to a dungeon so they do not apply to the next one your character will enter. 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.

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 found during previous quests: erase the item from your character's backpack or equipped items and get the corresponding amount of **Ⓔ**.

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 20 **Ⓔ**, removing 1 Poison costs 60 **Ⓔ** and removing 1 Disease costs 80 **Ⓔ**.

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 **Ⓔ** 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 **Ⓔ**, spells cost 500 **Ⓔ**), you can buy it and add it to your backpack.

⁵Magic is hard, life isn't fair, etc.

Train a skill You can spend some time with a teacher and train your skills, at the cost of 100 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 HP penalty in case of failing the test does not apply between quests.

Learning spells uses your character’s HP, but as you can use potions to recover them, memorizing a spell with a guaranteed MOD is just 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 is calculated by dividing a given number by your current adjusted *Magic* value. The costs for the given MOD are +10: $18,400/\text{Magic } \text{G}$, +20: $36,800/\text{Magic } \text{G}$, +35: $73,600/\text{Magic } \text{G}$, +50: $184,000/\text{Magic } \text{G}$.

Note that a spell has a MOD of its own (positive or negative), independent of 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.

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).

Find nice names and descriptions for the existing quests; add costs and reward; add more quests.

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.

Once you succeed in completing the quest’s goal, you still need to exit the dungeon through its entrance. Once out, you 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 $-\text{G}/2$.

When you are ready to start the quest, take a blank mapping sheet and number it as “Sheet # 1” at the bottom. Then choose a square, close the opening of its lower side by drawing a line and draw a staircase just above it labeled *Exit*, as illustrated if Figure 1. As the dungeon’s map will be created step-by-step randomly, you may want to choose a square somewhere in the middle of the lower part of the sheet to to avoid having to start a second mapping sheet soon after beginning (but that will happen from time to time anyway). Now is time to play your first turn.

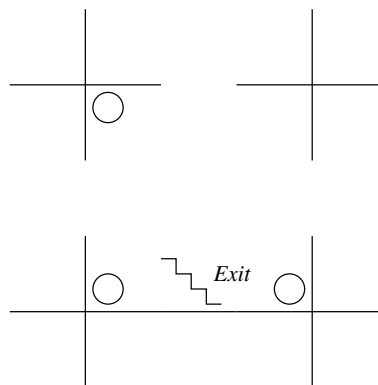


Figure 1: You enter and exit the dungeon from this room, which has not been mapped yet.



7.2 Turns


Quests are played in turns, composed of five steps. Play turns repeatedly until you exit the dungeon. The steps are:

1. Adjust your equipment.
2. Advance the time track.
3. Move to the next room.
4. Interact with the room's features, 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: remove the chosen items from the *Backpack items* and add them to the *Equipped items*. 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 them up anymore the next time you visit the room.⁶

You also have the possibility at this point 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  that represents a tick on the time track. For example 1  means you must tick one box. Some tests take time, and require you to tick a box as well.

Some of the tick boxes have an accompanying symbol. The candle symbol  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. As described at the end of Section 4.3 if you retreat, you must immediately move to another room (mapped or unmapped), but the monster will not follow you; when you return to this room, the monster will be waiting for you, all its HP restored.

When you tick the last box of the time track, the tableware symbol  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 add a new tick, you first need to erase all the ticks. After doing so, you must 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 new 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 through which exit your character will leave the current room; 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 sheet, take a new map sheet and number it using the next available sheet number. Then write the numbers of the two joining sheets on each other's edges ( To sheet ... ) to indicate how to travel from one sheet to its neighbour.

If the room has not been mapped yet, you will first determine if the sides have a door, an opening or a solid wall. Starting from the side clockwise from where you entered the room, roll on **TABLE RC**

⁶There are shady creatures roaming the dungeon that will pick it up anything lying around as soon as you turn your back. You cannot trust anyone nowadays.

and draw the indicated element; if a side already has an exit (determined when the adjacent room was mapped), skip the side and continue clockwise.⁷

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.

Once you have defined which sides have exits, sketch the shape of the room within its square, and shade the parts which are solid rock with a // pattern.

It is impossible to walk through walls or to dig a tunnel through them. However, as the dungeon is created at random it may become impossible to find an exit to an 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 room entered from its lower side through an *OPEN* door, and mapped with all three possible types of sides, a room feature and annotated with its room type, and the “searched” and “interacted” indications.

Example In Figure 2, your character enters the room through its bottom side, using a door that has already been mapped earlier. You then roll a 5 on **TABLE RC** and draw the door on the left, clockwise from the entrance. As indicated, you also roll a 31 on **TABLE RD**, meaning that the door is locked (marked on the map as LD 31). Continuing clockwise, you roll a 9 on **TABLE RC** and draw the wall on the top side of the square. The last roll gives a 3, so you leave the side on the right open. At this point you can draw the shape of the inside of the room and fill the walls with a hatching pattern. Finally you roll a 1 on **TABLE RI** and mark an F in the top-left circle to indicate the room contains a Feature. You finally get a 76 on **TABLE RF** and write Tomb 75 in the middle of the square. The room is now mapped. The I and S marks will be added later, once your character has interacted with the feature and searched the room.

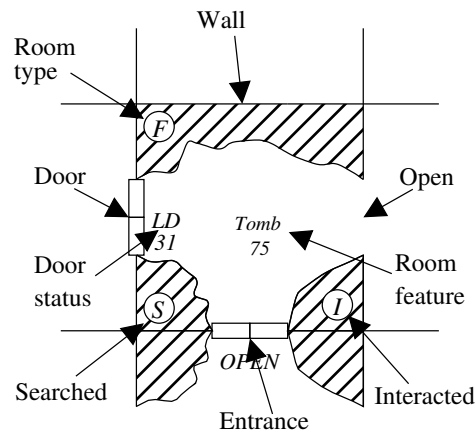


Figure 2: An explored room containing the most common elements.

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. It is not possible to interact with an empty room, but it can still be searched (see below). If your character has already interacted with the room (as indicated by the I mark in its lower-left corner), it is not normally possible to interact with it again, except for room interactions 11–20.

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.

⁷This 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.

Your character has the possibility to equip/unequip items, drink potions, read scrolls or cast spells in this step as long as it remains thematically coherent. For example it can drink a brewage of *Locks* before attempting to pick a lock as it is not pressed by time, but it cannot drink a potion of Luck after rolling a 7 in a room full of Crates but before rolling on **TABLE W** because the two rolls form a single, instantaneous event.

Encounters The encounter immediately starts a fight (Section 4 on page 5 describes how to resolve it). As detailed in Section 4.3, the next time your character enters this room, it will encounter the same monster again, with all its HP restored; erase the monster from the map once it has been killed.

Note that if you retreat 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-right corner. If the quest does not mention an objective room, then it is not possible to interact with it. Depending on what you find in this type of room, your character may or not have the time to equip/unequip items, drink potions, read scrolls or cast spells; use your common sense to decide whether it remains thematically coherent.

Searching the room You can always find something of value in a room, even an empty one.⁸ Of course, sometimes you step into a trap.⁹

Search a room with *Search*[F: +1] and then roll on **TABLE F**. Once you have successfully searched the room, put a letter S in the circle on the lower-left corner of the room to indicate that it cannot be searched anymore.

As in the previous step, your character can equip/unequip items, drink potions, read scrolls or cast spells before starting the search, as long as it remains thematically coherent.

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

8 Game development

This game is still under development, and help is always appreciated. Play the game, test it, find out what works and what does not, and send your comments and suggestions to rttg@weber.fi.eu.org.

The latest released versions can be found at <https://weber.fi.eu.org/rtttd/>.

This booklet is written using L^AT_EX. If you wish to contribute patches, you can get the source code with Git: `git clone https://weber.fi.eu.org/rtttd/.git` and send patches to rttg@weber.fi.eu.org.

TODO

- A lot of this is inspired by D100 Dungeon and NetHack, should it be made more original?
- Complete the Encounters table
- Complete the Quests table, match the encounter roll with the goal and the monsters probably encountered
- More spells, more treasures maybe? Those should match the quests and be useful against the harder monsters
- Figure out how to make range weapons useful, what about keeping your distances from the monster?
- Maybe introduce the notion of armour/weapon wear when it absorbs damage; it would need to be repaired from time to time
- Have a bank/investments to put extra gold so that you don't lose too much in failed quests

⁸Dungeons are notoriously untidy.

⁹C'est la vie. Unless the trap kills you, in which case it is not anymore.

TABLE A: ARMOUR

Roll 1D100, unless instructed otherwise. The MODifier applies to *Melee/Range w.* and *Agility* skill tests.

D100	Type	Name	ABS	MOD	DEF	Price
1–6	Helm	Leather helmet	–1			40
7–12	Suit	Leather jacket	–1			60
13–18	Suit	Leather armor	–2			80
19–24	Shield	Buckler			–5	40
25–30	Boots	Low boots	–1			50
31–35	Helm	Studded leather helmet	–2			60
36–40	Suit	Studded leather armour	–3			120
41–45	Boots	High boots	–2			70
46–50	Suit	Ring mail vest	–3	–1		160
51–55	Suit	Ring mail hauberk	–4	–2		200
56–60	Shield	Round shield		–1	–10	70
61–65	Suit	Scale mail vest	–4	–1		260
66–69	Helm	Mail coif	–3	–2		200
70–73	Suit	Orcish chain mail vest	–4	–3		220
74–77	Suit	Chain mail vest	–5	–2		300
78–81	Suit	Chain mail hauberk	–6	–3		350
82–85	Helm	Iron helm	–3	–2		250
86–89	Suit	Iron breastplate	–7	–5		360
90–93	Boots	Iron shoes	–3	–4		250
94–97	Shield	Pavise		–2	–15	180
98	Helm	Arcanum helm	–5	–1		630
99	Suit	Arcanum breastplate	–7	–2		630
100	Suit	Dragon scale vest	–8	–1		850
101–112		Finer armour, choose an armour with 1D100	ABS – 2			+200
113–120		Masterpiece armour, choose an armour with 1D100	ABS – 3	MOD = 0		+500
121–126		Rune-inscribed armour, choose an armour with 1D100	ABS – 4	MOD = 0	DEF – 5	+1000
127–130		Enchanted armour, choose an armour with 1D100	ABS – 6	MOD = 0	DEF – 10	+2000
131	Boots	The Boots of Ogonek				
132	Cloak	The Cloak of Caron				
133	Helm	The Macron Heaume				
134	Shield	The Overring Shield				

TABLE E: ENCOUNTERS

See the quest encounter roll.

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

D	Name		HP	ATT	DMG	DEF	ABS	Loot	Skills
1	Newt	C	5	26	2/1/1/1			+1 Magic XP when eaten	
2	Sewer rat	C	5	26	4/3/2/1			Skin (2 Ⓖ)	Disease
3	Jackal	C	5	27	5/3/2/2			Skin (7 Ⓖ)	Pack
4	Kobold	H	5	29	5/4/3/2			1D10 Ⓖ	
5	Bats	C	2/2/1	22	6/4/4/3			Wings (10 Ⓖ)	Flying, Pack
6	Goblin	H	6	28	6/4/3/2		–1	Roll on TABLE A/W–30	
7	Giant rat	C	5	29	5/5/4/4			Tail (12 Ⓖ)	Disease
8	Mold	C	6	31	6/4/4/3			–1 Disease when eaten	
9	Large kobold	H	6	31	5/5/5/3		–1	Roll on TABLE A/W–30	
10	Shrieker	U	5	34	6/6/5/4			Tongue (17 Ⓖ)	Noisy
11	Cave spiders	C	1/2/3	31	6/6/4/3			Venom (18 Ⓖ)	Pack, Poison
12	Manes	D	2/3/1	27	7/5/4/4		–1	Roll on TABLE T–30	Pack
13	Gnome	H	6	36	6/5/5/4			Roll on TABLE I	

D	Name		HP	ATT	DMG	DEF	ABS	Loot	Skills
14	Hobgoblin	H	6	38	7/6/4/4		-1	Roll on TABLE A/W	
15	Orc	H	6	39	7/5/5/4		-2	Roll on TABLE A/W	
16	Rock piercer	C	7	36	7/6/4/4			Skin (19 Ⓔ)	Drop
17	Homunculus	D	6	37	8/6/5/5			Roll on TABLE T-20	Stun
18	Kitten	C	7	38	9/7/5/3				Scared
19	Giant bat	C	7	40	8/6/4/4			Wings (20 Ⓔ)	Flying
20	Kobold lord	H	6	41	7/7/5/5		-2	Roll on TABLE A/W	
21	Wererat	U	6	41	8/6/6/5			Brain (23 Ⓔ)	Disease
22	Centipede	C	6	42	7/7/6/5		-2	Venom (25 Ⓔ)	Poison
23	Giant ants	C	3/2/2	38	6/6/5/4			Head (28 Ⓔ)	Pack
24	Dwarf	H	7	42	7/6/5/5		-3	Roll on TABLE A/W	
25	Kobold shaman	H	7	45	7/6/6/4		-2	Scroll, roll on TABLE S	Magic
26	Elf zombies	U	3/3/2	36	7/6/5/4			Roll on TABLE W-30	Disease, Pack
27	Baby crocodile	C	8	48	8/6/5/3		-1	Skin (33 Ⓔ)	
28	Gnome lord	H	8	50	6/5/4/4		-3	Roll on TABLE A/W	
29	Imp	D	7	49	6/6/5/5			Scroll, roll on TABLE S	
30	Leprechaun	C	8	50	6/5/5/4			1D10 × 10 Ⓔ	
31	Hill orc	H	8	51	7/6/4/4		-3	Roll on TABLE A/W-30	
32	Ghoul	U	9	50	6/6/5/3			Roll on TABLE A-30	
33	Water nymph	D	8	52	6/6/5/4			Roll on TABLE I	Theft
34	Lemure	D	9	51	7/5/4/4		-3	Roll on TABLE T-10	
35	Killer bee	C	8	51	8/7/5/4			Venom (37 Ⓔ)	Flying, Poison
36	Bugbear	C	8	51	9/7/5/4			Head (38 Ⓔ)	
37	Gnomish wizard	H	8	51	6/6/5/5		-4	Spell, roll on TABLE S	Magic
38	Pony	C	9	54	6/6/4/4			+1 food ration	Scared
39	Orc shaman	H	9	52	6/6/5/4		-4	Scroll, roll on TABLE S	Magic
40	Human zombie	U	9	54	7/5/5/4			Roll on TABLE W-30	
41	Dog	C	9	59	7/6/5/3				Scared
42	Blue jelly	C	9	51	7/5/4/4			-1 Poison when eaten	Passive
43	Apes	C	3/3/2/2	52	4/4/4/4				Pack
44	Fog cloud	C	11	59	6/5/4/3			Nominal <i>Magic</i> + 1	Engulf
45	Leather golem	C	10	62	6/6/4/3		-4	Leather armour	
46	Woodland elf	H	10	61	6/4/4/4		-5	Roll on TABLE A/W	
47	Snake	C	11	61	5/5/4/3			Skin (40 Ⓔ)	Poison
48	Dwarf lord	H	11	61	7/5/4/3		-5	Roll on TABLE A/W+10	
49	Giant beetle	C	12	63	6/6/4/2		-4		Poison
50	Lizard	C	12	59	6/4/4/3		-2	Skin (41 Ⓔ)	Disease
51	Wolves	C	4/3/3/2	52	5/5/5/3				Pack
52	Gnome king	H	12	64	5/4/4/4		-6		
53	Werewolf	U	13	63	7/6/4/3		-5		
54	Iron piercer	C	12	61	5/5/5/5		-5		Surprise
55	Quasit	D	13	62	8/6/5/4				
56	Panther	C	14	65	7/6/4/4				
57	Yeti	H	14	69	7/5/5/4		-5		
58	Green-elf	H	13	68	6/6/6/5				
59	Hunter	H	14	64	7/7/6/5		-4		
60	Giant spider	C	14	66	7/7/7/5		-3		
61	Orc captain	H	14	65	8/8/6/6		-6		
62	Vampire bat	C	16	67	9/7/6/5				
63	Warrior	H	15	67	8/8/7/6				
64	Crocodile	C	15	68	10/9/7/6		-6	Skin (58 Ⓔ)	
65	Large dog	C	16	68	9/8/8/6				
66	Tengu	D	17	69	10/8/7/6				
67	Wight	U	16	68	11/9/8/7				

D	Name		HP	ATT	DMG	DEF	ABS	Loot	Skills
68	Gremlin	C	16	71	10/9/9/7				
69	Scorpion	C	19	70	9/8/7/7		-7		
70	Acolyte	H	18	73	10/9/8/7				Magic
71	Tiger	C	20	71	12/10/8/6				
72	Grey-elf	H	20	71	10/9/9/7				
73	Pyrolisk	C	21	78	10/8/7/7				Hypnosis
74	Dwarf king	H	21	73	11/9/8/8				
75	Flaming sphere	D	21	74	11/9/9/8				
76	Small mimic	C	21	74	11/11/10/8				Sticking
77	Warg	C	23	78	12/10/9/7				
78	Gargoyle	C	23	80	11/9/9/8				
79	Wraith	D	23	75	12/10/10/9				
80	Succubus	D	25	82	11/10/8/8				
81	Giant	H	24	77	12/12/10/9				
82	Centaur	H	27	79	12/11/9/8				
83	Ogre lord	H	27	82	13/11/9/8				
84	Troll	H	29	86	11/10/8/8				
85	Glass piercer	C	28	81	12/11/10/9				Surprise
86	Giant zombie	U	28	80	12/12/10/10				
87	Large mimic	C	30	84	12/11/10/9				
88	Stalker	D	32	80	12/11/11/9				
89	Wumpus	C	34	82	14/12/10/8				
90	Xan	C	32	88	10/10/10/10				Flying
91	Horned devil	D	36	90	10/9/9/9				
92			38	86	13/11/10/8				
93			38	88	13/12/10/8				
94			39	85	13/12/10/9				
95			43	83	12/11/10/9				
96			43	89	12/12/10/8				
97			42	86	13/13/11/9				
98			44	89	13/12/10/9				
99			47	86	14/12/10/9				
100			48	88	12/10/10/10				

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 ₠.
67–73	1	You find a secret passage leading to an adjacent room of your choice (mapped or unmapped).

D100	☒	Description
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

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	ABS – 2 during the next encounter.	200

TABLE Q: QUESTS

Select the first quest that has not been completed yet.

#	Description	ENC	Success	Failure
THE ADVENTURER'S APPRENTICE				
1	Combat training Win 3 encounters	1D10 – 1	50 ₰	–₰/2
2	Gearing up 1 Collect 3 pieces of armour	1D10 + 5	60 ₰	–₰/2
3	Gearing up 2 Collect 3 weapons	1D10 + 5	60 ₰	–₰/2
4	Gearing up 3 Collect 3 treasures	1D10	70 ₰	–₰/2
ARMED HAND TO HIRE				
5	A Little Map Map 2 rooms of each type in the dungeon and report to the elders of the hamlet.	1D10 + 5	80 ₰	–₰/2
6	Gang of Goblins The villagers ask you to get rid of a gang of 3 goblins that have been pillaging the region. You always encounter a goblin in <i>objective rooms</i> .	2D10 – 5	100 ₰	–₰/2
7	The Apothecary A beginner apothecary hires you to bring back four potions or elixirs of any kind to attract rich customers to his shop. <i>Objective items</i> 19–29 are also potions, 56–68 and 81–91 are also elixirs.	1D10 + 1	125 ₰	–₰/2
8	A Call in the Night A shrieker keeps attracting other monsters. A frightened, rich family of farmers pays you to get rid of it. In <i>objective rooms</i> , you always encounter the shrieker until you kill it; after that re-roll if you encounter a shrieker.	2D10 – 1	150 ₰	–₰/2
9	Spring Cleaning Monsters have been accumulating in the dungeon. As it is now Spring, it is time to clean it up; go and kill 12 monsters.	1D100/4	180 ₰	–₰/2
IN THE NAME OF THE LAW				
10	Tome of Wisdom An important spellbook has been stolen from the school of wizardry's library, its director hires you to recover it. Find a spellbook or an objective item.	2D10 + 5	200 ₰	–₰/2

#	Description	ENC	Success	Failure
11	Kobold Kult A kobold lord and a kobold shaman have been kidnapping young people from the neighbouring hamlets and turning them into members of a cult worshipping a dangerous demon. You are hired to kill both the lord and the shaman, and then free the people jailed in the <i>objective room</i> . Roll again if you encounter a kobold lord/shaman after you have killed it.	1D10 + 15	230 Ğ	-Ğ/2
12	The old mine A mining company intends to reopen the old mine and are legally required to provide the administration with a map. They ask you to map 10 rooms.	1D100/4	250 Ğ	-Ğ/2
13	The eyes of Yoctan The two gems making the eyes of the statue of Yoctan have been stolen by monster or monsters unknown and hidden separately in the dungeon. Recover them (finding 2 distinct <i>objective items</i>) and return them to the priests of the town's temple.	2D10 + 15	300 Ğ	-Ğ/2

“RIDICULE DOES NOT KILL”, THEY SAY

14	The Lost Kitten The alderman's kitten has fled home and got lost into the dungeon. As the only adventurer available, he demands that you go and fetch it. Instead of fighting the kitten, you must catch it with <i>Agility</i> [S: caught][F: escaped].	1D10 + 13	320 Ğ	-Ğ/2
15	A Knob on the Staff A wizard is looking for an adventurer who will bring back from the dungeon a Knob, a magical stone that will ornate the end of the wizard's staff (find one <i>objective item</i>).	1D10 + 20	350 Ğ	-Ğ/2
16	Sightseeing The city council wants to develop tourism in the area. They hire you to map 5 Encounter and 5 Feature rooms and present your report to the Municipal Tourist Information Bureau.	1D100/3	400 Ğ	-Ğ/2
17				

THE DIACRITIC CYCLE

18	The Distinguished Glyph			
19	The Glyph of Division			
20	The Diæresis Blade		W#131	
21	The Boots of Ogonek		A#131	
22	The Macron Heaume		A#133	
23	The Cloak of Caron		A#132	
24	The Overring Shield		A#134	

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
5-7	Door	Roll on TABLE RD for the status of the door
8-10	Wall	A wall made of solid rock

TABLE RD: ROOM DOORS

Roll 1D100. Successful or failed actions on the door can change its status.

D100	Status	Description
1-30	Open (OPEN)	The door is unlocked and opens easily
31-35	Locked (LD ₁)	The door is locked. If not LD ₁ [*] , unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN, -1 Key][F: LD ₁ [*]], else with <i>Locks</i> + 10[S: OPEN][F: 1☒, -1 Lock pick]
36-40	Lever (LV ₁)	The door is unlocked if you succeed in 1D10 ≤ <i>Levers</i> [S: OPEN, -1 Lever][F: JM ₁]
41-44	Jammed (JM ₁)	The door is jammed. Open it with <i>Force</i> + 10[S: OPEN][F: -1 HP, 1☒]
45-47	Trapped (TD ₁)	The door is trapped. Disable it with <i>Traps</i> + 10[S: OPEN][F: -2 HP, 1☒]
48	Trap-locked (TLD ₁)	The door is trapped and locked. First disable the trap with <i>Traps</i> + 10[S: LD ₁][F: -2 HP, 1☒], then unlock it.
49-53	Locked (LD ₂)	The door is locked. If not LD ₂ [*] , unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN, -1 Key][F: LD ₂ [*]], else with <i>Locks</i> [S: OPEN][F: 1☒, -1 Lock pick]
54-58	Lever (LV ₂)	The door is unlocked if you succeed in 1D10 ≤ <i>Levers</i> [S: OPEN, -1 Lever][F: JM ₂]
59-62	Jammed (JM ₂)	The door is jammed. Open it with <i>Force</i> [S: OPEN][F: -2 HP, 1☒]

D100	Status	Description
63–65	Trapped (TD ₂)	The door is trapped. Disable it with <i>Traps</i> [S: OPEN][F: –3 HP, 1☒]
66	Trap-locked (TLD ₂)	The door is trapped and locked. First disable the trap with <i>Traps</i> [S: LD ₂][F: –3 HP, 1☒], then unlock it.
67–71	Locked (LD ₃)	The door is locked. If not LD ₃ [*] , unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN, –1 Key][F: LD ₃ [*]], else with <i>Locks</i> – 10[S: OPEN][F: 1☒, –1 Lock pick]
72–76	Lever (LV ₃)	The door is unlocked if you succeed in 1D10 ≤ <i>Levers</i> [S: OPEN, –1 Lever][F: JM ₃]
77–80	Jammed (JM ₃)	The door is jammed. Open it with <i>Force</i> – 10[S: OPEN][F: –3 HP, 1☒]
81–83	Trapped (TD ₃)	The door is trapped. Disable it with <i>Traps</i> – 10[S: OPEN][F: –4 HP, 1☒]
84	Trap-locked (TLD ₃)	The door is trapped and locked. First disable the trap with <i>Traps</i> – 10[S: LD ₃][F: –4 HP, 1☒], then unlock it.
85–89	Locked (LD ₄)	The door is locked. If not LD ₄ [*] , unlock it with 1D10 ≤ <i>Keys</i> [S: OPEN, –1 Key][F: LD ₄ [*]], else with <i>Locks</i> – 20[S: OPEN][F: 1☒, –1 Lock pick]
90–94	Lever (LV ₄)	The door is unlocked if you succeed in 1D10 ≤ <i>Levers</i> [S: OPEN, –1 Lever][F:]
95–97	Jammed (JM ₄)	The door is jammed. Open it with <i>Force</i> – 20[S: OPEN][F: –4 HP, 1☒]
98–99	Trapped (TD ₄)	The door is trapped. Disable it with <i>Traps</i> – 20[S: OPEN][F: –5 HP, 1☒]
100	Trap-locked (TLD ₄)	The door is trapped and locked. First disable the trap with <i>Traps</i> – 20[S: LD ₄][F: –5 HP, 1☒], then unlock it.

TABLE RI: ROOM INTERACTIONS

Roll 1D10; the quest may specify a modifier.

D10	Type	Description
1–3	Features (F)	There are features in the room. Roll on TABLE RF .
4–6	Empty (∅)	There is nothing in the room.
7	Objective (X)	The objective of your quest is in the room, see the quest's description.
8–10	Encounter (E)	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[S: 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[S: 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> [S: disabled][F: –3 HP, apply Suit ABS].
4	Poison dart trap	Disable the trap with <i>Traps</i> [S: disabled][F: +1 Poison, –3 HP, apply Suit ABS].
5	Fire trap	Disable the trap with <i>Traps</i> [S: disabled][F: – HP/2].
6	Poison gas trap	Disable the trap with <i>Traps</i> [S: disabled][F: +1 Poison].
7	Stun gas trap	Disable the trap with <i>Traps</i> [S: disabled][F: 1☒, roll TABLE E with (Surprise)]
8	Shrieking trap	Disable the trap with <i>Traps</i> [S: disabled][F: roll TABLE E]
9	Falling rock trap	Disable the trap with <i>Traps</i> [S: disabled][F: –3 HP, apply Helm ABS]
10	Boulder trap	Disable the trap with <i>Traps</i> [S: disabled][F: triggered]. If triggered, avoid the boulder with <i>Agility</i> – 10[S: 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-high 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-high corner.

D100	Feature	Description
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: 15, ATT: 68, DMG: 10/9/7/6, ABS: 6 [K: Skin (150 ₤)]).
21	Shop	Someone has setup shop in this room. You can sell and buy items from TABLE I .
22	Armoury	Someone has setup shop in this room, it looks like an armoury. Roll 5 times TABLE A–30 and 5 times TABLE W–30 : these are the items you can buy.
23–26	Locked chest	There is a large wooden chest in one corner of the room. Open it with 1D10 ≤ <i>Keys</i> [S: open, –1 Key] or <i>Locks</i> + 10 [S: open] [F: 1☒, –1 Lock pick]. If open, roll on TABLE T–20 .
27	Trapped chest	There is a dangerous looking chest set against a wall. Open it with <i>Traps</i> + 10 [S: roll on TABLE T] [F: 1☒, –1 HP].
28	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: 8, ATT: 52, DMG: 6/6/5/4, ABS: 0 [K: Roll on TABLE I], <i>Theft</i>) is summoned and attacks you.
29–34	Crates	The room is filled with a lot of old crates. Roll 1D10: 1–3 You find nothing of value. 4–5 You find a key (+1 Key). 6 You find an item, roll TABLE I . 7 You find an armour, roll TABLE A . 8 You find a weapon, roll TABLE W–30 . 9 You find a scroll, roll TABLE S–20 . 10 You disturb a Giant rat (HP: 5, ATT: 29, DMG: 5/5/4/4, ABS: 0 [K: Tail (12 ₤)], <i>Disease</i>).
35–40	Lever	In an alcove hidden behind a musty tapestry representing a long forgotten battle, you find a lever. Roll 1D10 if you decide to pull it: 1–2 You hear a rumbling noise in the distance, +1 Lever. 3–6 Nothing happens. 9–10 You activate a trap, –2 HP.
41	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 loose half your gp. 10 You are attacked, roll TABLE E .
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☒].

D100	Feature	Description
43–46	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[S: 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 <i>Giant rat</i> (HP: 5, ATT: 29, DMG: 5/5/4/4, ABS: 0[K: Tail (25 Ⓔ)], <i>Disease</i>).</p>
47	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 x of gold pieces to bet and roll 1D100.</p> <p>Wheel D100 ≤ 49[S: +x Ⓔ][F: -x Ⓔ]. Railway D100 ≤ 33[S: +$2x$ Ⓔ][F: -x Ⓔ]. Prodder D100 ≤ 19[S: +$4x$ Ⓔ][F: -x Ⓔ]. Dark Knave D100 ≤ 11[S: +$8x$ Ⓔ][F: -x Ⓔ]. Turds D100 ≤ 9[S: +$9x$ Ⓔ][F: -x Ⓔ].</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>
48	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>
49–52	Locked chest	<p>There is a large wooden chest with metal strappings in one corner of the room. Open it with 1D10 ≤ <i>Keys</i>[S: open, -1 Key] or <i>Locks</i>[S: open][F: 1☒, -1 Lock pick]. If open, roll on TABLE T.</p>
53	Trapped chest	<p>There is a dangerous looking iron chest set against a wall. Open it with <i>Traps</i> [S: roll on TABLE T+20][F: 1☒, -3 HP].</p>
54	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 <i>Water nymph</i> (HP: 7, ATT: 50, DMG: 3/3/2/1, ABS: 0[K: Roll on TABLE I], <i>Theft</i>) is summoned and attacks you.</p>
55–58	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>[S: 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 <i>Giant rat</i> (HP: 5, ATT: 29, DMG: 5/5/4/4, ABS: 0[K: Tail (25 Ⓔ)], <i>Disease</i>).</p>
59	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 loose half your gp. 10 You are attacked, roll TABLE E.</p>
60–65	Crates	<p>The room is filled with a lot of old crates. Roll 1D10:</p> <p>1–3 You find nothing of value. 4–5 You find a key (+1 Key). 6 You find a treasure, roll TABLE T–30. 7 You find an armour, roll TABLE A. 8 You find a weapon, roll TABLE W. 9 You find a scroll, roll TABLE S+20. 10 You disturb <i>Cave spiders</i> (HP: 3/2/1, ATT: 31, DMG: 2/1/3/2, ABS: 0 [K: Venom (40 Ⓔ)], <i>Pack</i>, <i>Poison</i>).</p>

D100	Feature	Description
66-71	Lever	In an alcove hidden behind a musty tapestry representing a long forgotten battle, you find a lever. Roll 1D10 if you decide to pull it: 1-2 You hear a rumbling noise in the distance, +1 Lever. 3-6 Nothing happens. 9-10 You activate a trap, -3 HP.
72	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 ₮ .
73	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, ABS: 0[K: Skin (70 ₮)]).
74	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 ₮ . 2-5 The fruit will be worth 700 ₮ to a druid. 6-9 The fruit dries up when you pick it, but it will still be worth 300 ₮ to an apothecary. 10 As soon as you touch the fruit, it turns into dust.
75	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.
76-79	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[S: open][F: 1 \boxtimes]. 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: 5, ATT: 29, DMG: 5/5/4/4, ABS: 0[K: Tail (25 ₮)], <i>Disease</i>).
80	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, ABS: 0[K: Roll on TABLE I], <i>Theft</i>) is summoned and attacks you.
81-84	Locked chest	There is a large wooden chest with the metal strappings in one corner of the room. Open it with $1D10 \leq Keys$ [S: open, -1 Key] or <i>Locks</i> [S: open][F: 1 \boxtimes , -1 Lock pick]. If open, roll on TABLE T .
85-86	Trapped chest	There is a dangerous looking iron chest set against a wall. Open it with <i>Traps</i> [S: roll on TABLE T+20][F: 1 \boxtimes , -2 HP].
87	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 ₮ /page) are still readable, roll on TABLE S three times. 2-3 You salvage a torn page from a spellbook (worth 500 ₮), roll on TABLE S . 4-7 You salvage a scroll (worth 200 ₮), roll on TABLE S . 8-10 You find a book worth 100 ₮ .

D100	Feature	Description
88–93	Crates	The room is filled with a lot of old crates. Roll 1D10: 1–3 You find nothing of value. 4–5 You find a key (+1 Key). 6 You find a treasure, roll TABLE T . 7 You find an armour, roll TABLE A+30 . 8 You find a weapon, roll TABLE W+30 . 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, ABS: 1[K: Venom (60 G)], <i>Poison</i>).
94–99	Lever	In an alcove hidden behind a musty tapestry representing a long forgotten battle, you find a lever. Roll 1D10 if you decide to pull it: 1–2 You hear a rumbling noise in the distance, +1 Lever. 3–6 Nothing happens. 9–10 You activate a trap, –4 HP.
100	Darkness	The room is filled with a darkness that is not the absence of light, but its opposite. It absorbs the light 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 .

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
21–25	Confusion	–5 MOD to the opponent	+20	–1 HP	–5 MOD
26–29	Magic armour	ABS – 2 during the next encounter	+20	–1 HP	–4 HP
30–34	Stun	One opponent cannot attack/flee during the next turn	+15	–1 HP	Stunned 3 turns
35–44	Unlock door	Unlocks a locked door (LD)	+15	–1 HP	–2 HP
45–49	Open door	Opens a locked or jammed door (LD, JM)	+10	–1 HP	–2 HP
50–59	Major fireball	6 DMG to the opponent(s)	+10	–1 HP	–6 HP
60–69	Infravision	Cancels the darkness modifier until next oil refill on the time track	+5	–1 HP	Blind for 6 hours
70–74	Restore health	Reset HP to their adjusted value.	0	Nominal <i>Magic</i> – 2	–3 HP
75–78	Dispell magic	Cancels the opponent’s spell	0	–1 HP	Adjusted <i>Magic</i> – 2
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 inflicted 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, ABS – 6, DEF – 10 and price $\times 4$ (replaces “inscribed”)	–15	–1 HP	Armour destroyed
97–98	Enchant weapon	Weapon’s DMG + 4, MOD + 20, DEF – 10 and price $\times 4$ (replaces “inscribed”)	–15	–2 HP	Weapon destroyed
99	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
100	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 <i>Locks</i> + 40[S: 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	See 113–120 in TABLE A	+50%
96	Masterpiece weapon	See 113–120 in TABLE W	+50%
97	Rune-inscribed armour	See 121–126 in TABLE A	×2
98	Rune-inscribed weapon	See 121–126 in TABLE W	×2
99	Enchanted armour	See 127–130 in TABLE A	×4
100	Enchanted weapon	See 127–130 in TABLE W	×4

TABLE W: WEAPONS

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

D100	Name	Skill	DMG	MOD	DEF	Price
–29–20	Flint stone (sling)					2
–19–10	Arrow (bow)					5
–9–0	Crossbow bolt (crossbow)					5
1–10	Dart	Range	3/3/2/1	+15		7
11–16	Club	Melee	5/4/4/2	+10		10

D100	Name	Skill	DMG	MOD	DEF	Price
17-21	Spear	Range	4/3/3/3	+5		10
22-26	Knife	Melee	3/3/3/1	+10		15
27-30	Flail	Melee	6/5/5/3	-10		15
31-35	Dagger	Melee	4/3/3/1	+5		20
36-39	Mace	Melee	6/5/4/3			25
40-43	War hammer	Melee	6/4/4/2	-10		30
44-47	Quarterstaff (two-handed)	Melee	5/4/4/2		-10	30
48-51	Trident	Melee	7/5/4/3	+5	-5	30
52-55	Glaive (two-handed)	Melee	7/5/3/2	-5	-10	35
56-60	Axe	Melee	5/4/3/3	-5		40
61-66	Short sword	Melee	6/5/4/3	+5	-5	50
67-72	Broad sword	Melee	7/6/5/3		-5	60
73-76	Morningstar	Melee	7/5/5/3	-5		60
77-80	Long sword (two-handed)	Melee	7/6/5/3		-10	90
81-83	Scimitar	Melee	7/6/4/4		-5	90
84-86	Sling	Range	8/7/6/3	+15		120
87-89	Boomerang	Range	7/6/4/4	-10		120
90-92	Battle axe (two-handed)	Melee	9/7/6/6			240
93-94	Crossbow (two-handed)	Range	8/7/4/4	-10		250
95-97	Claymore (two-handed)	Melee	9/9/7/4	-10	-15	260
98-100	Bow (two-handed)	Range	8/6/5/4			350
101-112	Finer weapon, choose one with 1D100			MOD + 5		+200
113-120	Masterpiece weapon, choose one with 1D100		DMG + 1	MOD + 10		+500
121-126	Rune-inscribed weapon, choose one with 1D100		DMG + 2	MOD + 15	DEF - 5	+1000
127-130	Enchanted weapon, choose one with 1D100		DMG + 4	MOD + 20	DEF - 10	+2000
131	The Diæresis Blade	Melee				

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*.

Add 1 *Fate point* whenever you obtain an A success grade. Spend one fate point to change the success grade by one level.

Before the next quest

- Sell items (remove them from your backpack and add the corresponding amount of **€**).
- Heal (20 **€**/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*[F: 1☒] then roll on **TABLE F**.

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[S: 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 the fight end:

1. Choose *one* of the following actions for your character in this round:
 - Retreat** Test *Agility*[S: retreat][F: stay]. If you retreat, 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.* + Total MOD + monster's DEF). If success, get success grade and calculate (weapon DMG + monster ABS); if more than zero, reduce the monster's HP by this value.
2. The monster decides whether to retreat: 1D10 ≤ 1[S: retreats][F: attacks].
 - Attacks** The monster attacks: test (ATT + Total DEF). If success, roll 1D10 for the armour's ABS, get the attack's success grade and calculate (monster DMG + armour ABS). If the result is more than zero, reduce character HP by this value.
 - Retreats** The monster attempts to retreat, you may prevent this by testing *Force*[S: stays][F: retreats] (always succeeds if monster's HP got to 0 in this round). If it stays start a new round, otherwise it retreats and the fight ends.
3. If none of the opponents has retreated and both have HP left, start a new round; otherwise 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 retreated from 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 inflicts 3 damage points, apply Helm ABS.

Engulf The round after a successful attack, your *Melee/Range w.* skill is 100.

Flying Melee weapon skill tests have a –10 modifier.

Magick The monster's *Magic* skill is equal to its ATT. Each time it attacks, roll 1D10 to determine the spell it uses, if any; using a spell does not cost the monster 1 HP, but if the attack fails the spell's effect applies to the monster:

1–4 Attacks with its regular weapon

5–7 Minor fireball ATT + 20 (–2 HP)

8–9 Confusion ATT + 15 (–5 MOD during next round)

10 Major fireball ATT + 10 (–6 HP)

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, roll on **TABLE E**.

Pack Multiple monsters of the same kind attack in a pack, with multiple HP values. As long as there is more than one monster alive in the pack, they attack with ATT + 10. When inflicting damages, 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 alive monster left, its attack value is only ATT.

Passive The monster does not attack unless attacked first; when not killed after an attack, gains HP equals to half the damage you inflicted it.

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.

Stun On a A or B success grade, the monster stuns you, you cannot attack during your next turn.

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 unless you *Force* it to stay. When the monster is killed, you may recover the stolen items.

CHARACTER SHEET – ROLL THROUGH THE DUNGEON

Name	Level	Fate	Lives
------	-------	------	-------

Equipped items

Type	Description	DMG/ABS	MOD	DEF	Price
	Main weapon	A B C D			
	Second weapon when no shield	A B C D			
Shield					
1-2 Helm					
3-7 Suit					
8-10 Boots					
Total			Armour		

Cloak		Effect	
Amulet		Effect	
Ring 1		Effect	
Ring 2		Effect	

Poison	1 2 3 4 5 6 7 8 9 10 □□□□□□□□□□	Disease	1 2 3 4 5 6 7 8 9 10 □□□□□□□□□□	HP	Nominal	Adjusted	Current
Food rations	Max 10	Lamp oil	Max 20	Lock picks	Max 30	Ⓒ	

Skills			Darkness modifier
1-2 Melee w.	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
3-4 Range w.	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
5 Agility	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
6 Force	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
7 Locks	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
8 Magic	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
9 Search	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□
10 Traps	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 □□□□□□□□□□

MOD	Memorized spells	A / B / C / D +50/+35/+20/+10	Cost

Backpack armour/weapons

Type	Description	DMG/ABS	MOD	DEF	Price

Other backpack items

Qty	Description	Price	Qty	Description	Price

Quests																																									
Attempted	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42																																								
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Completed	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42																																								
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>																																								
Current quest	Quest #	Encounter roll	Goal																																						
Keys	1 2 3 4 5 6 7 8 9 10										Levers	1 2 3 4 5 6 7 8 9 10																													
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Timetrack	1		2		3		4		5		6		7		8		9		10		11		12		
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Each hour spent: 1D10 = 1 [S: Roll **TABLE E**].
 Each track reset: 1D10 ≤ Poison [S: -1 HP], 1D10 ≤ Disease [S: -1 HP]
 Darkness modifier -20 if cannot spend oil. -1 HP if cannot spend a food ration.

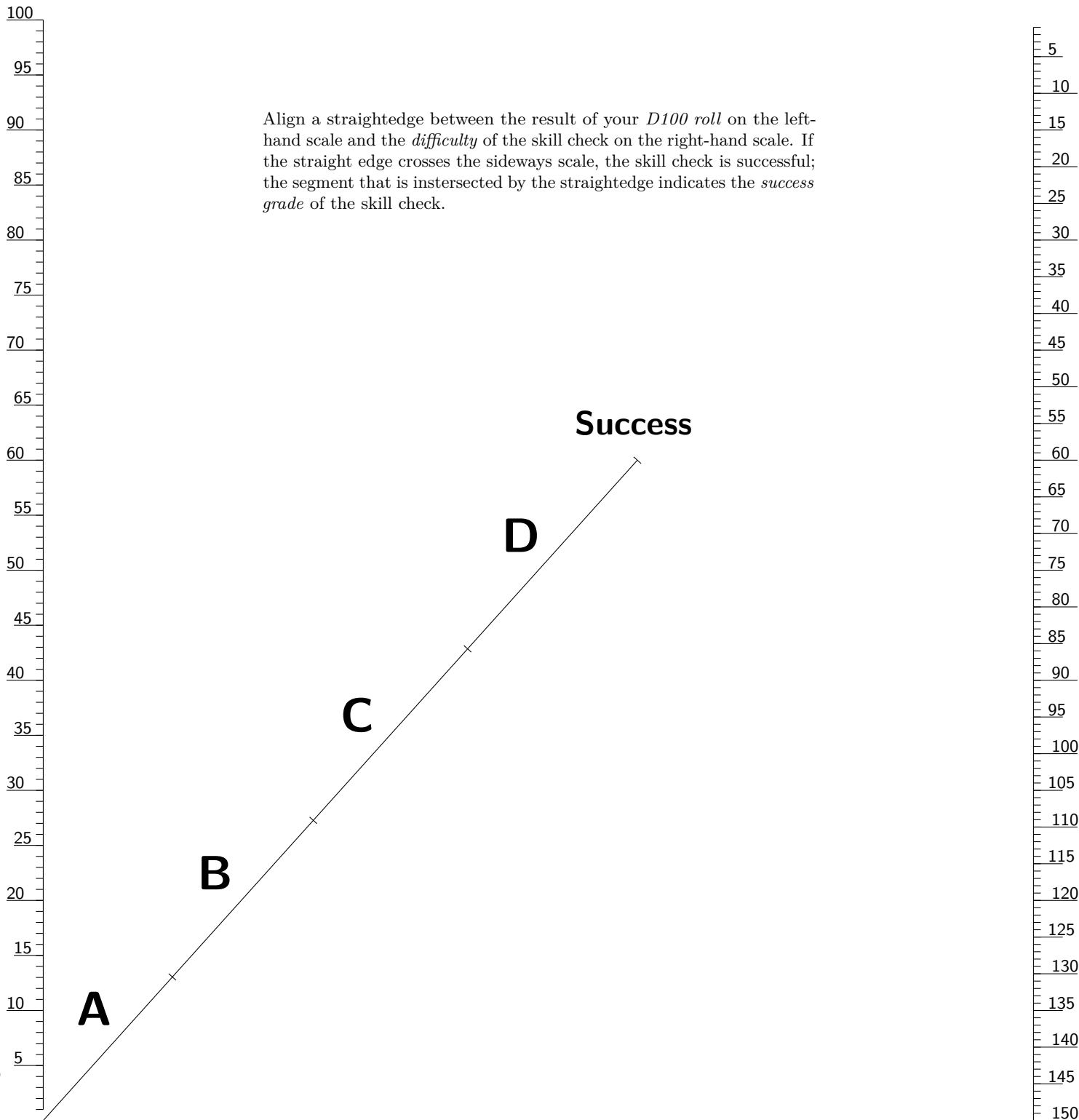
Sheet #	Encounters					
1	Name	HP	ATT	DMG	DEF	ABS
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
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				A B C D		
				A B C D		

Sheet #	Name	HP	ATT	DMG	DEF	ABS
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
				A B C D		
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				A B C D		
				A B C D		
				A B C D		
				A B C D		

SUCCESS GRADE NOMOGRAM

D100 roll

Difficulty



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				1
2			1	2
3			1	3
4		1	2	4
5		1	2	5
6		1	3	6
7		1	3	7
8		2	4	8
9		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
65	6	16	32	65
66	6	16	33	66
67	6	16	33	67
68	6	17	34	68
69	6	17	34	69
70	7	17	35	70
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
114	11	28	57	114
115	11	28	57	115
116	11	29	58	116
117	11	29	58	117
118	11	29	59	118
119	11	29	59	119
120	12	30	60	120
121	12	30	60	121
122	12	30	61	122
123	12	30	61	123
124	12	31	62	124
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

Top-left: room type

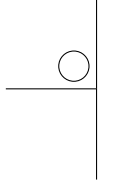
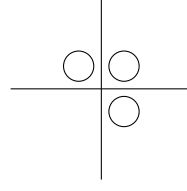
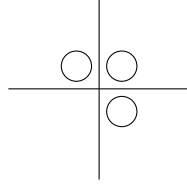
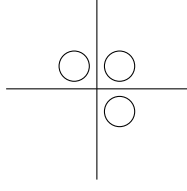
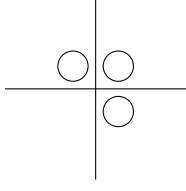
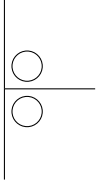
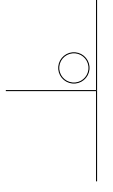
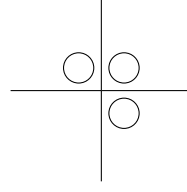
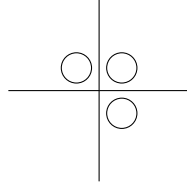
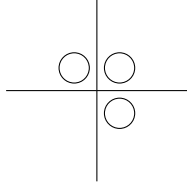
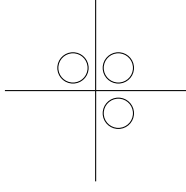
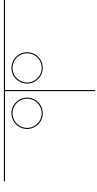
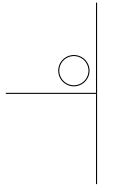
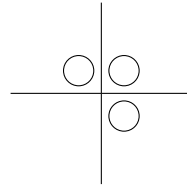
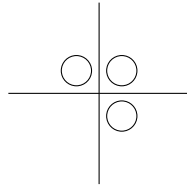
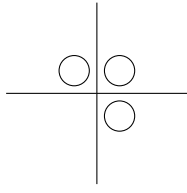
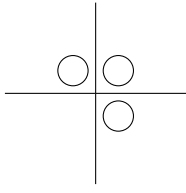
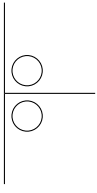
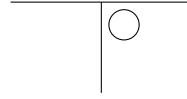
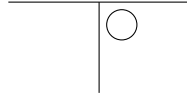
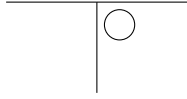
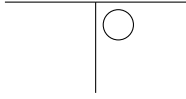
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Bottom-right: interacted

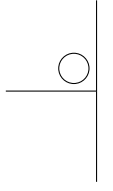
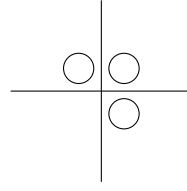
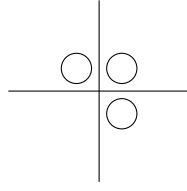
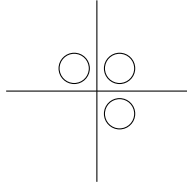
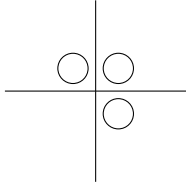
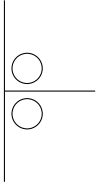
⬇️ To sheet ___ ⬆️

Secret passage: S

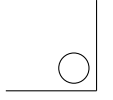
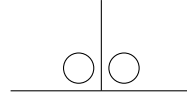
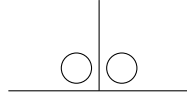
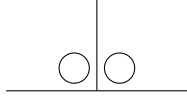
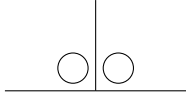
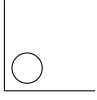
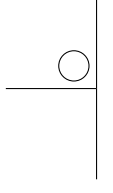
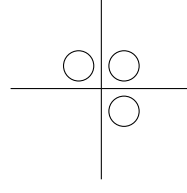
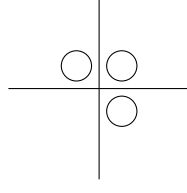
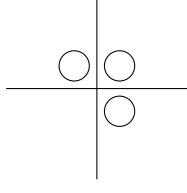
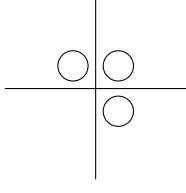
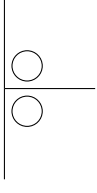
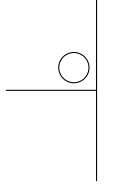
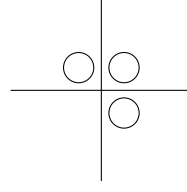
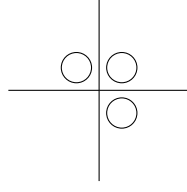
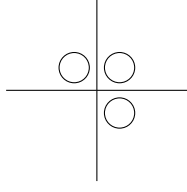
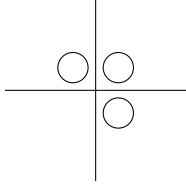
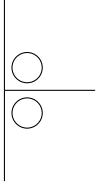
Solid rock:



⬆️ To sheet ___ ⬇️



⬆️ To sheet ___ ⬇️



Sheet # ___

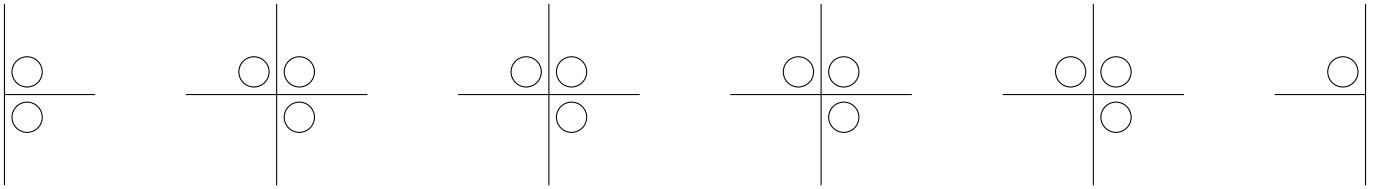
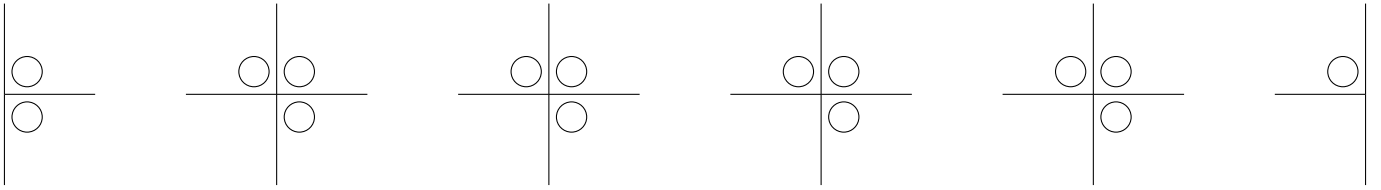
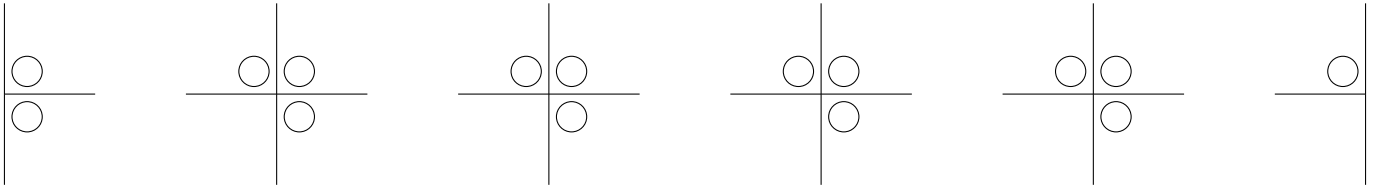
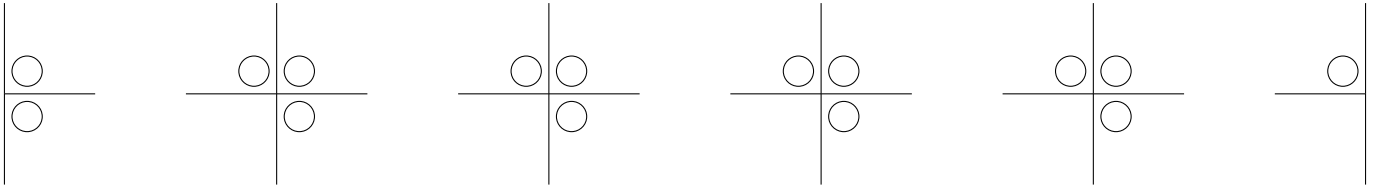
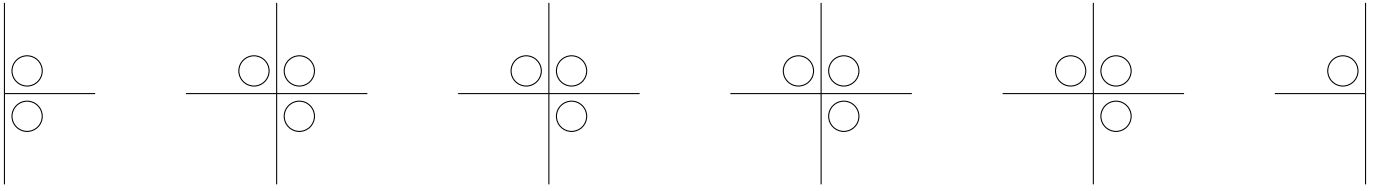
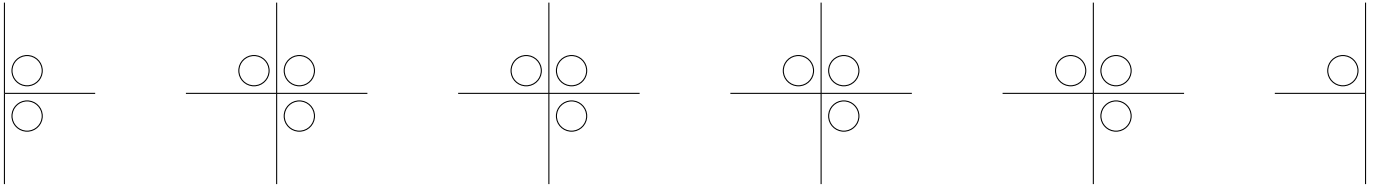
⬆️ To sheet ___ ⬇️

Top-left: room type
Bottom-left: searched

Bottom-right: interacted

⬇️ To sheet ___ ⬆️

Secret passage: S
Solid rock:



⬆️ To sheet ___ ⬇️

⬆️ To sheet ___ ⬇️

Sheet # ___

⬆️ To sheet ___ ⬇️