

Matthieu Weber

ROLL THROUGH THE DUNGEON

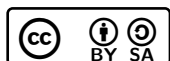
A dice-driven dungeon crawling game
for a solitary adventurer

Version 0.6

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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 31 and 32) and the *Adventure sheet* (page 33, only the first page is needed at first, but you may want to print page 34 later on when you run out of space), as well as a couple of mapping sheets (page 37, 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 35. While not strictly necessary, you may find comfortable to keep at hand a hard copy of the *Rules summary* (pages 29 and 30), as well as of the *Success grade table* (page 36) as an alternative to the nomogram. The remainder of the booklet can be read on a computer screen or a tablet.

1 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.

	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

Then fill in the other attribute values base on the following table.

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 (see the weapon attributes from the corresponding rows in the indicated tables).

Ranger	3 spears	TABLE W#30–34
Warrior	1 club	TABLE W#1–6
Wizard	1 quarterstaff	TABLE W#39–42

Finally, add 2 *brewages of health* (TABLE I#58–67) to the *other backpack items* on the back of the character sheet.

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

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.

2 Character actions

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

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.

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: *before rolling*, decide which one represents the decades, the other then represents the units. E.g., 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.
- 1D100/*N*: roll 1D100, divide the result by *N* and round up. For example if you see 1D100/4 and you roll 75, you get 75/4 = 18.75, rounded up is 19.
- 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**. E.g., **TABLE W−30** means roll 1D100, subtract 30 and look the result 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:

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

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:

$$\textit{Agility} - 10 [S: \text{jumped}] [F: \text{fallen down}]$$

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:

$$\textit{Agility} - 10 [A-C: -1 \text{ HP}] [D: -2 \text{ HP}] [F: -3 \text{ HP}]$$

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 35 or the table on page 36 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	$1D100 \leq \textit{diff}/10$
B	$\textit{diff}/10 < 1D100 \leq \textit{diff}/4$
C	$\textit{diff}/4 < 1D100 \leq \textit{diff}/2$
D	$\textit{diff}/2 < 1D100 \leq \textit{diff}$
Failed	$1D100 > \textit{diff}$

Multiple consequences and choice 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/TA/W]

means you must chose one table from **TABLE A**, **TABLE TA** 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* × 10 is strictly more than the nominal value of the skill (the row of ticks has decade graduations above it to make this more apparent), 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 ever so 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 transforming 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.

3 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 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.

3.1 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.

Argyophobia When attacking with a *silver* weapon, your character's DMG is doubled; when wearing a *silver* armour, the monster's DMG is halved (rounded up).

Cold On a successful attack, 1 random potion is destroyed.

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

Drain Life on a A or B success grade, your character's nominal HP is decreased by 1.

Drop Before the fight, the monster drops from the ceiling onto your character's head. If the attack succeeds, apply Helm ABS.

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

Fast Attacks twice in a round.

Fire On a successful attack, 1 random potion or scroll is destroyed.

Flying *Melee w.* skill tests have a -10 modifier.

Incorporeal The monster has no body and can only be affected by magic attacks (scrolls or spells).

Leg attack The monster always attacks the legs of your character.

Noisy The monster screams and attract other monsters. When testing this monster's retreat, use

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

1D10 ≤ 5[S: retreats][F: attacks]; when retreating (which you cannot prevent), immediately start a new encounter (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.

Range attack The monster uses a range weapon and get a +10 MOD until your character succeeds in hitting it.

Resist fire Attacks using fire have no effect.

Reviving When leaving a room where the monster has been killed, test 1D10 ≤ 5[S: revived]. If revived, it will wait in the room as if your character had retreated from the fight.

Slow Attacks on every second round only.

Sorcery The monster uses magic to modify its attack. Before each attack, roll 1D10:
1–2 Damnable damage (+2 DMG)
3–4 Arrant armour (–3 ABS)
5–6 Devilish defence (–10 DEF)
7–8 Atrocious attack (+10 ATT)
9–10 Repugnant regeneration (+1 HP)

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.

Tamable(*diff*) The monster can be tamed with the given *difficulty*. If your character does not attempt to tame it, test 1D10 ≤ 9[S: retreats][F: attacks].

Teleportation The monster always succeeds in retreating from a fight.

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

Some of those skills require to randomly select one of your character's possessions. To do so, assign a number to each relevant possession and depending on their number, roll 1D10/2 (5 or less), 1D10 (6 to 10), 1D100/4 (11 to 25), 1D100/2 (26 to 50) or 1D100 (51 to 100). If rolled value is greater than the highest

number, roll again.

3.2 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.

If 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. Update the Total DEF on your character sheet every time you equip or remove a piece of armour.

If the opponent succeeds in its attack, the damage points it inflicts to your character are reduced by the shield's ABS. Tick one of the boxes on the *Shield* row of your character sheet whenever the shield's ABS is less than the number of damage points received by your character. A round shield with a –2 ABS will reduce 5 damage points to 3, and you will have to tick one box. The same shield is however be able to completely absorb 2 damage points, in which case there is no need to tick a box. When all the boxes are ticked, the shield has taken too much damage and is not able to absorb any damage point anymore.

If the opponent inflicts more damage than the shield can absorb (or if your character does not wear a shield), 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 further reduces the number of damage points by its ABS value, just like a shield does. If the armour's ABS does not cancel all the damage points, tick one of the boxes in the armour's row on the character sheet. As with the shield, when all the boxes are ticked, the armour does not anymore absorb any damage.

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*.

Armour repair Armour tick boxes on the character sheet indicate how much the armour gets damaged by the fights. Wearing a completely worn out armour does not protect your character but it continues impeding its movements. Before a quest you have the possibility to pay to get armour damage repaired by professionals; removing one tick costs the price of the piece of armour divided by the number of tick boxes, rounded up. For example a ring mail vest costs 160 G and as a *Suit* has ten boxes: removing one tick therefore costs $160/10 = 16 \text{ G}$. A leather helmet costs 40 G and as a *Helm* has six boxes, removing one tick therefore costs $40/6 = 6.66\dots$ rounded to 7 G . For your convenience, the cost of repair for one tick is indicated next to the price in **TABLE A** and can be copied on the character sheet next under *Repair*. For enhanced armour (fine, masterpiece, rune-inscribed and enchanted), the repair cost is indicated for the four types of armour, in the order Shield/Helm/Suit/Boots. When a piece of armour is found, it rarely is brand new: roll the dice indicated at the top of the table for the amount of damage it has already sustained.

Weapons They are either *melee* or *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 They come with a limited supply of projectiles. When your character runs out of those, the weapon cannot be used anymore. Projectiles can be recovered at the end of the fight only if the monster is killed. If you retreat, you lose the spent projectiles and if the monster retreats it leaves with the ones that have hit it; you therefore need to keep track of the hits and misses when using a range weapon. You can mark used projectiles on the character sheet under *Ammo*; tick the boxes from left to right next to *Hit* in case of a hit, and from right to left next to *Miss* otherwise. At the end of an encounter, erase the boxes, and adjust the Ammo value if projectiles have been lost.

When using a range weapon in a fight, your character benefits from a temporary -10 DEF *range modifier* on the first round due to the distance between it and its opponent. If the monster fails its ATT test during the round, your character benefits from the same -10 DEF on the next round, and so on until the monster succeeds in hitting. Note that this modifier does not apply to monsters with the *Range attack* skill.

3.3 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.

Tame the creature (if tamable).

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. If not tamed, the monster decides whether to retreat:

$1D10 \leq 1$ [S: retreats][F: attacks].

Attacks The monster attacks: its difficulty is equal to its ATT plus your character's Total DEF and its possible range modifier (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 If the monster has more than 0 HP it attempts to retreat, but you may prevent that by testing *Force*[S: stays][F: retreats]; if it has no more HP it always stays.

3. If none of the opponents has retreated, both have HP left and the creature is not tamed, 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, wears a -2 ABS suit of armour and uses a -10 DEF shield. It encounters a **Goblin** (HP: 6, ATT: 28,*

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

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 cross-bow bolt.*

4 Magic

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

Scrolls A scroll is a spell written down on 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 10) 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 9).

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.

5 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 the last adventure left your character in a bad shape, you can visit the healers and get treatment for your wounds and ailments. Recovering 1 HP costs 20 **Ⓖ** (for your character as well as for its pet), removing 1 Poison costs 60 **Ⓖ** and removing 1 Disease costs 80 **Ⓖ**.

Buy supplies Your character 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.

Repair your armour Removing one tick costs the price of the piece of armour divided by the number of tick boxes for the type of armour, rounded up.

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/TA/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.

Train a skill You can spend some time and train your skills with a master, at the cost of 100 **Ⓖ** 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☒ 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/*Magic* **Ⓖ**
+20 36,800/*Magic* **Ⓖ**
+35 73,600/*Magic* **Ⓖ**
+50 184,000/*Magic* **Ⓖ**

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.

6 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

⁵Magic is hard, life isn't fair, etc.

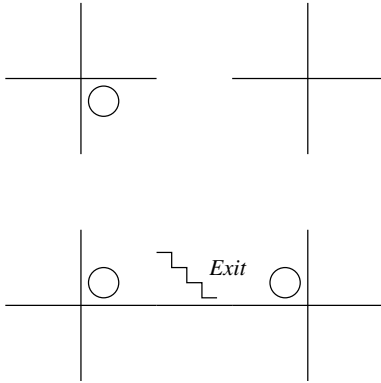


Figure 1: You enter and exit the dungeon from this room, which has not been mapped yet.

advanced the quest, the more impressive they become (and obviously the dearer they penalty if you fail).

6.1 Starting a quest

Quests are grouped into campaigns (such as *The Adventurer's Apprentice*), and you must complete all the quests in a campaign before you can move on to the next campaign. Start your adventure by looking up on **TABLE Q** the first campaign that your character has not completed yet, and choose one of its quests. 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 $-\mathbb{G}/2$.

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.

6.2 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 \mathbb{X} that represents a tick on the time track. For example $1 \mathbb{X}$ 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 \mathbb{I} means you must consume one unit of *Lamp oil*; if you are unable to do so, write a -20 *Darkness modifier* on the 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 3.3 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 \mathbb{C} indicates that you must consume

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.

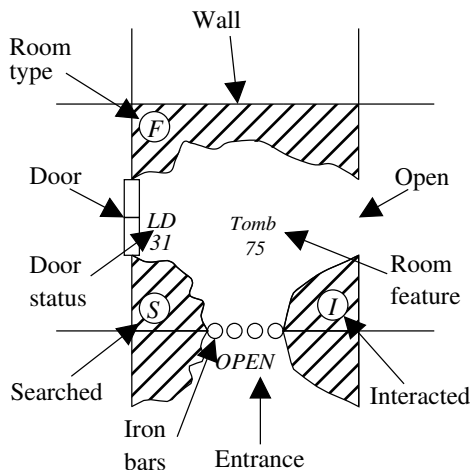


Figure 2: An explored room containing the most common elements.

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 Each of the four sides of a room 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.

Choose the exit through which 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** 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

⁷This way you avoid placing doors on sides that have been

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; locked (LD), jammed (JM), trapped (TD) and trap-locked (TLD) doors will however require some work before they can be open. Write down the status and its number next to the door on the map.

Once the exits have been defined, 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.

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.

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-right 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.

Your character has the possibility to equip or 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 brewage 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 3 on page 5 describes how to resolve it). As detailed in Section 3.3, 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 almost always find something 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

⁸Dungeons are notoriously untidy.

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

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 or unequip items, drink potions, read scrolls or cast spells before starting the search, as long as it remains thematically coherent.

7 Pets

When your character encounters a tamable creature (identified by its *Tamable* skill), it can attempt to tame the creature instead of fighting it. A tamed creature can become your character’s pet, which brings benefits to its owner (see below).

Taming creatures To tame a creature that your character has just encountered, spend one food ration to get it interested and then test $1D100 \leq Diff$ [S: tamed] [F: attacks]. If the test fails, the creature attacks you and you cannot attempt to tame it anymore. Otherwise, record the pet on your character sheet, give it a name, set its *Age* to 0 and set its tameness to 50. The pet will then follow the character every time it moves from room to room. The pet’s tameness increases by 10 points every time your character gives it food, which may be a food ration or the corpse of a creature (type *C*) that is not poisonous and has just been killed. To remember that the pet has been fed, mark circle the current number on the time track (erase the circle when you reset it). A pet needs to be fed at least once before the time track is reset, otherwise its tameness decreases by 20 points.

Before leaving the dungeon, test whether your character’s pet is sufficiently attached to its master to follow it outside: $1D100 \leq Tameness$ [S: follows] [F: escapes]. If the pet escapes, remove it from the character sheet, otherwise set its tameness to 100. In subsequent quests, it will follow your character, as long as it is regularly fed.

Before the next quest, increase the pet’s age by 1. When its age increases to 4, a kitten (E#18) evolves into a house cat (E#41) and a small dog (E#19) evolves into a dog (E#42). When its age increases to 10, a house cat evolves into a large cat (E#65) and a dog evolves into a large dog (E#66).

Taming other creatures A creatures that does not have the *Tamable* skill cannot be tamed by giving it food, but a *Taming spell* (**TABLE S#89–90**) can be used instead. Once tamed, the creature has a tameness of 50 and still needs to be fed once per track reset as above, but it cannot leave the dungeon. Those creatures do not evolve and do not have any

skill besides attacking alongside your character (see below).

Pet skills When your character is accompanied by a pet, it benefits from its pet's skills.

If they have all their HP, pets may attack humanoid (H) and creature (C) types of monsters, depending on the monster's ATT: test $1D100 \leq \text{monster}ATT$ [S: retreats][F: attacks]. If the pet attacks, resolve the character's attack first, then the pet's; if the monster inflicts damages, half go to your character (rounded up) and the rest goes to the pet. Pets that have lost HP in a previous encounter or because of a trap will not attack a monster, and in any case they will never attack demons (D) and undead (U) monsters. Pets recover HPs when given a health brew/potion.

Pets give your character a +10 *Search* bonus and will warn their master of an unexpected wandering monster (cancels the *Surprise* monster skill, F#6–10 happens without *Surprise*).

Cats (kitten, house cat and large cat) will warn their master of the presence of a snake hiding among piles of rubbish (i.e., F#11–15 has no effect), while dogs (small dog, dog and large dog) will warn their master of the presence of rotting corpses hidden in piles of rubble (i.e., F#16–20 has no effect).

Pets however risk falling into traps: when finding F#1–5, roll $1D10 \leq 7$ [S: character] [F: pet] to know who from your character or its pet falls into the trap.

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/rttd/>.

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/rttd/.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
- Armour wears out, but not weapon, how to model that?

- More spells, more treasures maybe? Those should match the quests and be useful against the harder monsters
- Have a bank/investments to put extra gold so that you don't lose too much in failed quests

TABLE A: ARMOUR

Roll 1D100, unless instructed otherwise. The MODifier applies to *Melee/Range w.* and *Agility* skill tests.
Initial wear : Shield: $(1D10 - 1) \times 2$, Helm: $1D10/2 - 1$, Suit: $1D10 - 1$, Boots: $1D10/2 - 2$.

D100	Type	Name	ABS	MOD	DEF	Price	Repair
1-6	Helm	Leather helmet	-1			40	7
7-12	Suit	Leather jacket	-1			60	6
13-18	Suit	Leather armour	-2			80	8
19-24	Shield	Buckler			-5	40	2
25-30	Boots	Low boots	-1			50	13
31-35	Helm	Studded leather helmet	-2			60	10
36-40	Suit	Studded leather armour	-3			120	12
41-45	Boots	High boots	-2			70	18
46-50	Suit	Ring mail vest (1D100 \leq 5[S: silver])	-3	-1		160	16
51-55	Suit	Ring mail hauberk (1D100 \leq 5[S: silver])	-4	-2		200	20
56-60	Shield	Round shield	-1	-1	-10	70	4
61-65	Suit	Scale mail vest (1D100 \leq 5[S: silver])	-4	-1		260	26
66-69	Helm	Mail coif (1D100 \leq 5[S: silver])	-3	-2		200	34
70-73	Suit	Orcish chain mail vest	-4	-3		220	22
74-77	Suit	Chain mail vest (1D100 \leq 5[S: silver])	-5	-2		300	30
78-81	Suit	Chain mail hauberk (1D100 \leq 5[S: silver])	-6	-3		350	35
82-85	Helm	Iron helm (1D100 \leq 5[S: silver])	-3	-2		250	42
86-89	Suit	Iron breastplate (1D100 \leq 5[S: silver])	-7	-5		360	36
90-93	Boots	Iron shoes (1D100 \leq 5[S: silver])	-3	-4		250	63
94-97	Shield	Pavise	-3	-2	-15	180	9
98	Helm	Arcanum helm	-5	-1		630	105
99	Suit	Arcanum breastplate	-7	-2		630	63
100	Suit	Dragon scale vest	-8	-1		850	85
101-112		Finer armour, choose one with 1D100	ABS - 2			+200	+10/34/ 20/50
113-120		Masterpiece armour, choose one with 1D100	ABS - 3	MOD = 0		+500	+25/84/ 50/125
121-126		Rune-inscribed armour, choose one with 1D100	ABS - 4	MOD = 0	DEF - 5	+1000	+50/167/ 100/250
127-130		Enchanted armour, choose one with 1D100	ABS - 6	MOD = 0	DEF - 10	+2000	+100/334/ 200/500
131	Boots	The Boots of Ogonek, <i>Agility</i> +30	-5	MOD = 0		3000	750
132	Helm	The Macron Heaume, <i>Search</i> +30, <i>Traps</i> +30	-7	MOD = 0		3000	500
133	Cloak	The Cloak of Caron, <i>Force</i> +30, <i>Locks</i> +30		MOD = 0	-10	5000	500
134	Shield	The Overring Shield		MOD = 0	-30	5000	250

TABLE E: ENCOUNTERS

See the quest encounter roll.

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

D	Name		HP	ATT	DMG	DEF	ABS	Loot	Skills
1	Newt	C	5	26	2/1/1/1			+1 Magic XP	
2	Sewer rat	C	5	26	4/3/2/1			Skin (2 G)	Disease
3	Jackal	C	1/2/2	21	5/3/2/2			Skin (7 G)	Pack
4	Kobold	H	5	29	5/4/3/2			1D10 G	
5	Bats	C	2/2/1	22	6/4/4/3			Wings (10 G)	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 G)	Disease
8	Mold	C	6	31	6/4/4/3			-1 Disease	
9	Large kobold	H	6	31	5/5/5/3	-5		Roll on TABLE A/W-30	
10	Shrieker	U	5	34	6/6/5/4			Tongue (17 G)	Noisy
11	Cave spiders	C	1/2/3	31	1/1/4/3			Venom (18 G)	Pack, Poison

D	Name		HP	ATT	DMG	DEF	ABS	Loot	Skills
12	Manes	D	2/3/1	27	7/5/4/4		-1	Roll on TABLE TA-30	Argyophobia, Pack
13	Gnome	H	6	36	6/5/5/4			Roll on TABLE I	
14	Hobgoblin	H	6	38	7/6/4/4	-5		Roll on TABLE A/W	
15	Orc	H	6	39	7/5/5/4	-5	-1	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 TA-20	Argyophobia, Stun
18	Kitten	C	7	38	9/7/5/3				Tamable(80)
19	Little dog	C	7	40	8/6/4/4				Tamable(80)
20	Kobold lord	H	6	41	7/7/5/5	-10		Roll on TABLE A/TA/W	
21	Wererat	U	6	41	3/2/6/5			Brain (23 Ⓔ)	Argyophobia, Disease
22	Centipede	C	6	42	3/2/6/5		-1	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		-2	Roll on TABLE A/W	
25	Kobold shaman	H	7	45	7/6/6/4		-2	Scroll, roll on TABLE S	Sorcery
26	Elf zombies	U	3/3/2	36	3/2/5/4			Roll on TABLE W-20	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	-10	-1	Roll on TABLE A/TA/W	
29	Imp	D	7	49	6/6/5/5			Scroll, roll on TABLE S	Argyophobia, Surprise
30	Leprechaun	C	8	50	6/5/5/4			1D10 × 10 Ⓔ	Teleportation
31	Hill orc	H	8	51	7/6/4/4	-5	-1	Roll on TABLE A/W-20	
32	Ghoul	U	9	50	6/6/5/3		-1	Roll on TABLE A-20	
33	Water nymph	D	8	52	6/6/5/4			Roll on TABLE I/TA	Theft
34	Lemure	D	9	51	7/5/4/4		-1	Roll on TABLE TA-10	Argyophobia
35	Killer bee	C	8	51	3/2/5/4			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		-2	Spell, roll on TABLE S	Sorcery
38	Gnome mummy	U	9	54	6/6/4/4			Roll on TABLE TA-10	
39	Orc shaman	H	9	52	6/6/5/4		-2	Scroll, roll on TABLE S	Sorcery
40	Human zombies	U	2/3/4	48	3/2/5/4			Roll on TABLE W-20	Disease, Pack
41	House cat	C	9	59	7/6/4/4				Tamable(60)
42	Dog	C	9	59	7/6/5/3				Tamable(60)
43	Blue jelly	C	9	51	7/5/4/4			-1 Poison	Passive
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		-3	Leather armour (TABLE A#13-18)	
46	Wooldand elf	H	10	61	6/4/4/4	-10	-1	Roll on TABLE A/W+10	
47	Snake	C	11	61	2/1/4/3			Venom (39 Ⓔ)	Poison
48	Dwarf lord	H	11	61	7/5/4/3	-10	-1	Roll on TABLE A/W+10, TABLE TA	
49	Giant beetle	C	12	63	3/2/4/2		-2	Venom (40 Ⓔ)	Poison
50	Lizard	C	12	59	6/4/4/3		-1	Skin (41 Ⓔ)	Disease
51	Wolves	C	4/3/3/2	52	5/5/5/3			Fur (42 Ⓔ)	Pack
52	Gnome king	H	12	64	5/4/4/4	-15	-2	Roll on TABLE A/W+10, TABLE TB	
53	Werewolf	U	13	63	7/6/4/3		-3	Brain (43 Ⓔ), roll on TABLE W+10	Argyophobia
54	Iron piercer	C	12	61	5/5/5/5		-3	Skin (44 Ⓔ)	Surprise
55	Quasit	D	13	62	3/2/5/4			Venom (47 Ⓔ)	Argyophobia, Poison
56	Panther	C	14	65	7/6/4/4			Fur (48 Ⓔ)	
57	Yeti	H	14	69	7/5/5/4		-3	Head (50 Ⓔ)	
58	Green-elf	H	13	68	6/6/6/5	-10		Roll on TABLE A/W+10/TABLE TB	Range attack
59	Ogre	H	14	64	7/7/6/5		-2	Roll on TABLE A/TB/W	
60	Giant spider	C	14	66	7/7/7/5		-2	Venom (54 Ⓔ)	Poison

D	Name		HP	ATT	DMG	DEF	ABS	Loot	Skills
61	Orc captain	H	14	65	8/8/6/6	-15	-1	Roll on TABLE A/TB/W	
62	Vampire bat	C	16	67	9/7/6/5			Blood (56 Ⓔ)	Flying, Disease
63	Centaur	H	15	67	8/8/7/6	-15	-2	Roll on TABLE A/TB/W	
64	Crocodile	C	15	68	10/9/7/6	-10	-2	Skin (58 Ⓔ)	
65	Large cat	C	16	68	9/8/8/6				Tamable(40)
66	Large dog	C	17	69	10/8/7/6				Tamable(40)
67	Tengu	D	16	68	11/9/8/7			Roll on TABLE TB	Sorcery
68	Barrow wight	U	16	71	10/9/9/7			Roll on TABLE W	Range attack
69	Ice vortex	C	19	70	9/8/7/7			Nominal <i>Magic</i> + 1	Engulf, Cold
70	Scorpion	C	18	73	10/9/8/7		-2	Venom (63 Ⓔ)	Poison
71	Tiger	C	20	71	12/10/8/6			Skin (65 Ⓔ)	
72	Grey-elf	H	20	71	10/9/9/7	-15	-1	Roll on TABLE A/W+20/TABLE TB	Range attack
73	Pyrolisk	C	21	78	10/8/7/7			Eyes (66 Ⓔ)	Range attack, Fire
74	Dwarf king	H	21	73	11/9/8/8			Roll on TABLE A/W+20, TABLE TB	
75	Flaming sphere	D	21	74	11/9/9/8			Nominal <i>Magic</i> + 1	Fire
76	Small mimic	C	21	74	11/11/10/8			Transformative gland (71 Ⓔ)	Slow, Surprise
77	Wargs	C	7/6/5/5	70	12/10/9/7	-10		Head (72 Ⓔ)	Pack
78	Gargoyle	C	23	80	11/9/9/8		-2	Claws (72 Ⓔ)	Flying
79	Wraith	U	23	75	12/10/10/9			Nominal random skill +1	
80	Djinni	D	25	82	11/10/8/8			Nominal <i>Magic</i> + 1	Surprise
81	Giant	H	24	77	12/12/10/9	-15		Roll on TABLE TC-10	Slow
82	Sasquatch	H	27	79	12/11/9/8	-5		Foot (75 Ⓔ)	
83	Ogre lord	H	27	82	13/11/9/8			Roll on TABLE W+25/TABLE TC	
84	Troll	H	29	86	11/10/8/8			Roll on TABLE W-10	Reviving
85	Glass piercer	C	28	81	12/11/10/9			Skin (77 Ⓔ)	Surprise
86	Giant zombie	U	28	80	12/12/10/10	-15	-2	Roll on TABLE TC-10	Slow
87	Large mimic	C	30	84	12/11/10/9			Transformative gland (78 Ⓔ)	Surprise
88	Invisible stalker	D	32	80	12/11/11/9	-25		Nominal <i>Magic</i> + 1	Argyophobia, Flying
89	Wumpus	C	34	82	14/12/10/8			Eyes (80 Ⓔ)	Slow
90	Xan	C	32	88	2/2/1/1	-20			Fast, Leg attack, Poison
91	Horned devil	D	36	90	10/9/9/9		-3	Roll on TABLE TC	Argyophobia
92	Red naga	C	38	86	13/11/10/8		-3	Roll on TABLE TC	
93	Ettin	C	38	88	13/12/10/8			Head (90 Ⓔ)	
94	Ghost	U	39	85	13/12/10/9			Roll on TABLE TC	Incorporeal
95	Lich	U	43	83	12/11/10/9			Roll on TABLE TC	Sorcery
96	Vampire	U	43	89	12/12/10/8	-10		Roll on TABLE TC	Argyophobia, Drain life, Fast
97	Skeleton	U	42	86	13/13/11/9			Roll on TABLE TC	Fast
98	Stone golem	C	44	89	13/12/10/9		-6	Roll on TABLE TC	Slow
99	Minotaur	C	47	86	14/12/10/9	-15	-3	Roll on TABLE TC	Fast
100	Dragon	C	48	88	12/10/10/10	-20	-5	Roll on TABLE TC	Fast, Fire, Range attack

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> .

D100	☒	Description
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.
21–25	1	You trip, fall and hurt yourself, –1 HP.
26–30	1	You find nothing of interest.
31–40	1	You find useful items. Roll 1D10/2 times on TABLE I .
41–43	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).
44–53	1	Hidden behind an unsealed stone in the wall, you find (roll 1D10): 1–7 an iron key (15 Ⓖ , +1 Key). 8 a bunch of keys (60 Ⓖ , +4 Key) 9 a silver key (50 Ⓖ , +1 Key) 10 a golden key (100 Ⓖ , +1 Key)
54–56	1	Under a pile of dusty bones, you find old coins, worth 1D100/2 Ⓖ .
57–59	1	There is a large wardrobe. Behind its unlocked doors, you find a piece of armour. Roll on TABLE A .
60–62	1	Digging up a shallow grave, you find a weapon. Roll on TABLE W .
63–67	1	On a shelf, among what looks like the remnants of a small library, you find a scroll. Roll on TABLE S .
68–72	1	This looks like the grave of someone important, there is probably something of value. Roll 1D10: 1–3 You find a bag of gold (400 Ⓖ). 4–5 Roll on TABLE A+10 . 6–7 Roll on TABLE W+10 . 8–10 Roll on TABLE TA–10 .
73–77	1	On a shelf, among lots of old parchments, you find a page torn off a spellbook. Roll on TABLE S .
78–80	0	You find a secret passage leading to an adjacent room of your choice (mapped or unmapped).
81–85	0	On a shelf, among what looks like the remnants of a small library, you find an almost destroyed spellbook; you manage to salvage two pages. Roll on TABLE S twice.
86–92	0	In what looks like a shrine dedicated to a long forgotten deity, you find something valuable. Roll on TABLE TA–10 .
93–97	0	A secret panel opens in the wall and reveals a secret compartment. Roll on TABLE TB–10 .
98–100	0	A secret panel opens in the wall and reveals a secret compartment. Roll on TABLE TC–10 .

TABLE I: ITEMS

When purchasing items before a quest, disregard the D100 column; choose your skill when purchasing a Light brew of skill.

D100	Name	Description	Price
1–20	Food ration	1 piece	5
21–45	Lamp oil	1 bottle	10
46–57	Lock pick	set of 5 pieces	20
58–67	Brewage of health	+4 HP	80
68–90	Brewage of skill	Roll 1D10 for the affected skill: +5 on the next skill test.	50
91–92	Brewage of theriac	–1 Poison	60
93–94	Brewage of panacea	–1 Disease	80
95–96	Brewage of luck	On your next roll, roll again if you wish.	100
97–98	Brewage of increase	+5 on your next roll.	150
99	Scroll of minor fireball	2 DMG	200
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

#	Description	ENC	Success	Failure
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 + 10	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 three potions or elixirs of any kind to attract rich customers to his shop. <i>Objective items</i> TA#22-51 are also potions (215 ₰ each) and TB#21-50 are also elixirs (580 ₰ each).	1D10 + 10	125 ₰+ potions and elixirs	-₰/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. There is always an encounter in <i>Objective rooms</i> , and when advancing the time track and test for an encounter, it succeeds on 1 or 2 instead of just 1.	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 <i>objective item</i> .	1D100/4 + 10	200 ₰ 1 spell	-₰/2
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 worshiping 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 ₰	-₰/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 + 15	250 ₰	-₰/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.	1D100/4 + 10	300 ₰	-₰/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]. The kitten cannot be tamed.	E#18	320 ₰	-₰/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>).	1D100/2	350 ₰	-₰/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 ₰	-₰/2
17	Dungeon of the Dead An evil spell has been cast on the dungeon and all monsters are zombies. They all have the <i>Disease</i> skill, take no damage but are instantly killed with a <i>Melee/Range w.</i> success grade C or better. Random encounters based on the time track occur when rolling 1, 2 or 3 instead on just 1. Your mission is to survive for a whole time track and to kill the kobold shaman (E#25) located in the <i>Objective room</i> and responsible for the whole mess.	1D100/4	500 ₰	-₰/2

ADVENTURES IN THE LAND OF FARAWAY

18	Map Survey The town's elders hire you to map the first 15 rooms of the dungeon.	1D100/4 + 20	600 ₰	-₰/2
19	The Plague An apothecary asks you to bring Venom, Brain or Head of a creature to prepare a cure for the plague that is spreading over the country.	1D100/2 + 10	700 ₰	-₰/2

#	Description	ENC	Success	Failure
20	The Idol The shaman of the a tribe asks you to recover the three parts of their idol (head, bust and legs) that have been separated and hidden in the dungeon to protect them from an invasion many years ago. Find 3 distinct <i>objective items</i> .	1D100/2 + 15	800 Ğ	-Ğ/2
21				

CHAPTER N+1

22	Exploration The town's elders hire you to map the first 20 rooms of the dungeon.	1D100/4 + 40	600 Ğ	-Ğ/2
23				
24				
25				

CHAPTER N+1

26				
27				
28				
29	Hunt the Wumpus Kill the Wumpus, but beware of the pit traps: rolls on TABLE RI have a -10 modifier. You have encounters in <i>objective rooms</i> : roll 1D10 ≤ 5[S: Wumpus (E#89)][F: Vampire bats (E#62)].	1D100/2 + 39		

THE DIACRITIC CYCLE

30	The Glyphs of Distinction The inhabitants of a small village beg you to rescue their wise woman who is kept prisoner in the dungeon. As a reward, she would reveal to you the legend of the five Glyphs of Distinction and the fabulous treasure to which they may lead their owner.			
31	The Dividing Glyph The Dividing Glyph is the key to finding the Diæresis Blade.			
32	The Diæresis Blade		W#131	
33	The Tailing Glyph The Tailing Gryph is essential in finding the Boots of Ogonek.			
34	The Boots of Ogonek		A#131	
35	The Long Glyph The Long Glyph leads the way to the Macron Heaume.			
36	The Macron Heaume		A#132	
37	The Inverted Glyph Without the Inverteted Glyph, there is no way you can find the Cloak of Caron.			
38	The Cloak of Caron		A#133	
39	The Enclosing Glyph The Enclosing Glyph will take you to the Overring Shield.			
40	The Overring Shield		A#134	
41	The Crown of the Dragon Steal the crown of the dragon (E#100) and become the new king.			

TABLE RC: ROOM CONFIGURATION

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

D10	Type	Description
1-4	Open	An opening allows to move freely to the next room.
5-6	Door	Roll on TABLE RD for the status of the door.
7	Iron bars	Roll on TABLE RD for the status of the door (works just like a 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

D100	Status	Description
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☒]
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: JM ₄]
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 INTERACTION

Roll 1D10; the quest may specify a modifier.

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

TABLE RF: ROOM FEATURES

Roll 1D100, unless otherwise instructed.

D100	Feature	Description
1	Pit trap	Be agile and avoid falling into the pit, because climbing out of it takes time. <i>Agility</i> − 10[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 DMG, apply Suit ABS].
4	Poison dart trap	Disable the trap with <i>Traps</i> [S: disabled][F: +1 Poison, 3 DMG, 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 on TABLE E with (Surprise)]
8	Shrieking trap	Disable the trap with <i>Traps</i> [S: disabled][F: roll on TABLE E]

D100	Feature	Description
9	Falling rock trap	Disable the trap with <i>Traps</i> [S: disabled][F: 3 DMG, 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-right corner. You may cross it with <i>Agility</i> [A–B: crossed][C–D: 1☒, crossed][F: –3 HP, 2☒]
13–14	Chasm	A bottomless opening, too wide to cross, divides the room diagonally in two. Draw it on the map, for its orientation roll 1D10: 1–5 top-left corner to bottom-right corner. 6–10 bottom-left corner to top-right corner.
15–16	Cave in	The ceiling of this room has caved in, and all exits are blocked. You must return where you came from.
17–18	Boulders	The room is filled with rubble, which block all the exits. You may attempt to unblock an exit of your choice, roll 1D10: 1–2 Dig with <i>Force</i> [A–C: unblocked][D: 1☒, unblocked][F: 2☒] 3–4 Dig with <i>Force</i> – 5[A–B: unblocked][C–D: 1☒, unblocked][F: 2☒] 5–6 Dig with <i>Force</i> – 10[A–C: 1☒, unblocked][D: 2☒, unblocked][F: 3☒] 7–8 Dig with <i>Force</i> – 15[A–B: 1☒, unblocked][C–D: 2☒, unblocked][F: 3☒] 9–10 Dig with <i>Force</i> – 20[A: 1☒, unblocked][B–D: 3☒, unblocked][F: 4☒] If you fail to unblock an exit, you may try again with another one, but you may attempt each exit only once.
19	Ice	The floor of the room is covered in ice, it makes it difficult to cross the room and reach one of the exits: <i>Agility</i> [A–C: crossed][D: 1☒, crossed][F: 1☒, –1 HP].
20	Swamp	The floor of the room is a patchwork of soft mossy ground and hidden, treacherous pools of water. Who knows what lurks under the surface? To cross it and reach an exit, <i>Agility</i> [A–B: crossed][C–D: 1☒, crocodile attack, crossed][F: 1☒, +1Disease, crocodile attack]. Crocodile (HP: 15, ATT: 68, DMG: 10/9/7/6, DEF: –10, ABS: –2[K: Skin (58 Ⓔ)]).
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 TA–10 .
27	Trapped chest	There is a dangerous looking chest set against a wall. Open it with <i>Traps</i> + 10[S: roll on TABLE TA][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 an iron key (15 Ⓔ, +1 Key). 6 You find an item, roll on TABLE I . 7 You find an armour, roll on TABLE A . 8 You find a weapon, roll on TABLE W . 9 You find a scroll, roll on TABLE S . 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.

D100	Feature	Description
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 lose half your gp. 10 You are attacked, roll on 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 ⓧ].
43–46	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 ⓧ]. If you succeed in opening it, roll 1D10: 1 You find a small gem (200 gp). 2 You find gold coins (50 gp). 3 You find an item, roll on 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>).
47	Gambling den	The room is set with a few tables where games of chance are played. To play, choose a game , decide of a number <i>x</i> of gold pieces to bet and roll 1D100. Wheel D100 ≤ 49 [S: + <i>x</i> Ⓔ] [F: − <i>x</i> Ⓔ]. Railway D100 ≤ 33 [S: +2 <i>x</i> Ⓔ] [F: − <i>x</i> Ⓔ]. Prodder D100 ≤ 19 [S: +4 <i>x</i> Ⓔ] [F: − <i>x</i> Ⓔ]. Dark Knave D100 ≤ 11 [S: +8 <i>x</i> Ⓔ] [F: − <i>x</i> Ⓔ]. Turds D100 ≤ 9 [S: +9 <i>x</i> Ⓔ] [F: − <i>x</i> Ⓔ]. 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.
48	Staircase	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.
49–52	Locked chest	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 TB–10 .
53	Trapped chest	There is a dangerous looking iron chest set against a wall. Open it with <i>Traps</i> [S: roll on TABLE TB] [F: 1 ⓧ , −3 HP].
54	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 (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.
55–58	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> [S: open] [F: 1 ⓧ]. If you succeed in opening it, roll 1D10: 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 on 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>).
59	Throne room	There is a throne against a wall. It looks very ancient. If you decide to sit on it, mark it as interacted and roll 1D10: 1 Your Max HP is increased by 2. 2 Roll 1D10 to randomly select a skill (re-roll if needed): it is increased by 2 points. 3–8 Nothing happens. 9 You lose half your gp. 10 You are attacked, roll on TABLE E .

D100	Feature	Description
60–65	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 silver key (50 ₯ , +1 Key). 6 You find a treasure, roll on TABLE TB–10 . 7 You find an armour, roll on TABLE A+12 . 8 You find a weapon, roll on TABLE W+12 . 9 You find a scroll, roll on TABLE S+10 . 10 You disturb <i>Cave spiders</i> (HP: 1/2/3, ATT: 31, DMG: 1/1/4/3, ABS: 0[K: Venom (18 ₯)], <i>Pack, Poison</i>).
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 on TABLE W+20 . 4–5 You find an armour, roll on TABLE A+20 . 6–7 You find two scrolls, roll on TABLE S+20 . 8–9 You find a valuable item, roll on TABLE TB . 10 You wake up a <i>Snake</i> (HP: 11, ATT: 61, DMG: 2/1/4/3, ABS: 0[K: Venom (39 ₯)]).
74	Yggsrasil	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 on 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 (12 ₯)], <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: 8, ATT: 52, DMG: 6/6/5/4, ABS: 0[K: Roll on TABLE I/TA], <i>Theft</i>) is summoned and attacks you.
81–84	Locked chest	There is a large wooden chest with metal strappings in one corner of the room. Open it with 1D10 \leq <i>Keys</i> [S: open, –1 Key] or <i>Locks</i> [S: open][F: 1 \boxtimes , –1 Lock pick]. If open, roll on TABLE TC–10 .
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 TC][F: 1 \boxtimes , –2 HP].

D100	Feature	Description
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 G /page) are still readable, roll on TABLE S three times. 2–3 You salvage a torn page from a spellbook (worth 500 G), roll on TABLE S . 4–7 You salvage a scroll (worth 200 G), roll on TABLE S . 8–10 You find a book worth 100 G .
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 golden key (100 G , +1 Key). 6 You find a treasure, roll on TABLE TC . 7 You find an armour, roll on TABLE A+26 . 8 You find a weapon, roll on TABLE W+26 . 9 You find a scroll, roll on TABLE S+30 . 10 You disturb a <i>Centipede</i> (HP: 6, ATT: 42, DMG: 3/2/6/5, ABS: 1[K: Venom (25 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 lighth from your lamp, and you cannot see a thing. All your actions have a –20 modifier, reading scrolls/spells is impossible. Roll 1D10: 1–9 The room is empty. 10 Roll on TABLE E .

TABLE S: SPELLS

Roll 1D100. MOD, cost and penalty do not apply to scrolls. Scrolls are worth 200 G , spells are worth 800 G .

D100	Name	Description	MOD	Cost	Penalty
1–10	Minor fireball	2 DMG to the opponent(s).	+20	–1 HP	–2 HP
11–20	Healing	+5 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/retreat during the next turn, during which time its DEF does not apply.	+15	–1 HP	Stunned next turn
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
50–56	Major fireball	6 DMG to the opponent(s).	+10	–1 HP	–6 HP
57–63	Ice storm	6 DMG to the opponent(s).	+10	–1 HP	–6 HP
64–69	Infravision	Cancels the darkness modifier until next oil refill on the time track.	+5	–1 HP	Blind for 3 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
79–83	Pillar of fire	10 DMG to the opponent.	–5	–1 HP	–10 HP
84–88	Ice vortex	10 DMG to the opponent.	–5	–1 HP	–10 HP
89–90	Taming	Tame any creature (C).	–5	–1 HP	Creature attacks
91–92	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
93–94	Teleportation	Transport instantly to any mapped room (do not advance the time track).	–10	–1 HP	–4 HP, random room

D100	Name	Description	MOD	Cost	Penalty
95–96	Reflection	Any damage inflicted by the opponent to you is applied to the opponent during the encounter.	–10	–1 HP	Inflict damage to yourself
97	Enchant armour	Armour's ABS – 6, MOD = 0, DEF – 10 and price ×4 (replaces “inscribed”).	–15	–1 HP	Armour destroyed
98	Enchant weapon	Weapon's DMG + 4, MOD + 20, DEF – 10 and price ×4 (replaces “inscribed”).	–15	–2 HP	Weapon destroyed
99	Doppelganger	Consume <i>N</i> HP and create a copy of yourself with <i>N</i> HP. It has the same skills as you and until its HP are exhausted, you can do two actions per round.	–20	–3 HP	– <i>N</i> HP
100	Extend life	Consume 10 HP to add +1 Lives.	–20	–3 HP	–1 Lives

TABLE TA: TREASURES A

Roll 1D100.

D100	Name	Description	Price
1–7	Silver coins	A purse of silver coins that can be exchanged for gold pieces.	60
8–11	Potion of might	+1 DMG during the next encounter.	80
12–21	Potion of skill	Roll 1D10 for the affected skill: +10 on the next skill test.	100
22–51	<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).	100
52–56	Silver coins	A purse of silver coins that can be exchanged for gold pieces.	120
57–60	Skeleton key	Open locked (LD) doors with <i>Locks</i> + 40[S: OPEN][F: JD, broken skeleton key].	150
61–64	Potion of health	Up to +8 HP.	160
65–66	Scroll	Roll on TABLE S .	200
67–69	Potion of luck	On your next roll, keep the most favourable of 2 rolls.	200
70–72	Potion of toughness	–1 ABS during the next encounter.	220
73–75	Potion of theriac	Remove up to 4 ticks from the poison track.	240
76–79	Silver coins	A purse of silver coins that can be exchanged for gold pieces.	240
80–82	Potion of accuracy	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
83–85	Potion of panacea	Remove up to 4 ticks from the disease track.	320
86–88	Potion of increase	+10 on the next 1D100 roll.	350
89–90	Pair of scrolls	Roll on TABLE S twice.	200/scr.
91–92	Potion of invisibility	–20 DEF for the character during an encounter.	500
93–94	Potion of stamina	Nominal +1 HP.	500
95–96	Masterpiece armour	See TABLE A#113–120 .	
97–98	Masterpiece weapon	See TABLE W#113–120 .	
99	Potion of life	+1 Lives.	500
100	Upgrade	Roll on TABLE TB .	

TABLE TB: TREASURES B

Roll 1D100.

D100	Name	Description	Price
1–7	Gold coins	A purse of gold coins.	120
8–11	Elixir of might	+3 DMG during the next encounter.	170
12–15	Scroll	Roll on TABLE S .	200
16–20	Gold coins	A purse of gold coins.	250
21–50	<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).	300
51–55	Elixir of health	Up to +16 HP.	320
56–57	Pair of scrolls	Roll on TABLE S twice.	200/scr.
58–60	Elixir of luck	On your next roll, keep the most favourable of 3 rolls.	450

D100	Name	Description	Price
61–64	Elixir of theriac	Remove up to 8 ticks from the poison track.	480
65–72	Elixir of skill	Roll 1D10 for the affected skill: +5 XP.	500
73–75	Gold coins	A purse of gold coins.	500
76–79	Elixir of panacea	Remove up to 8 ticks from the disease track.	640
80–83	Elixir of toughness	–3 ABS during the next encounter.	700
84–86	Elixir of increase	+20 on the next 1D100 roll.	750
87–89	Bundle of scrolls	Roll on TABLE S 4 times.	200/scr.
90–92	Spellbook page	One pages of a spellbook, roll on TABLE S .	800
93–94	Elixir of stamina	Nominal +3 HP.	950
95–96	Rune-inscribed armour	See TABLE A#121–126 .	
97–98	Rune-inscribed weapon	See TABLE W#121–126 .	
99	Elixir of life	+3 Lives.	1000
100	Upgrade	Roll on TABLE TC .	

TABLE TC: TREASURES C

Roll 1D100.

D100	Name	Description	Price
1–7	Gems	A small purse of gems.	500
8–12	Ring of skill	Roll 1D10 for the affected skill: Adjusted skill score +5 to the wearer.	800
13–16	Ring of might	+3 DMG to the wearer, –1 adjusted HP.	900
17–46	<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).	1000
47–51	Gems	A medium purse of gems.	1200
52–57	Amulet of poison resistance	Poison has no effect on the wearer, –1 adjusted HP.	1300
58–62	Amulet of berserk	Activation costs 2 HP, then the wearer can attack twice each round during an encounter.	1400
63–68	Ring of stamina	–3 ABS to the wearer, –1 adjusted HP.	1500
69–73	Amulet of disease resistance	Disease has no effect on the wearer, –1 adjusted HP.	1500
74–77	Spellbook	An old spellbook, from which two pages can be recovered, roll on TABLE S twice.	800/page
78–80	Gems	A large purse of gems.	1600
81–83	Ring of swiftness	–10 DEF while worn, –1 adjusted HP.	1800
84–86	Amulet of magic resistance	Magic has no effect on the wearer, –1 adjusted HP.	1800
87–89	Amulet of resist cold	Cold has no effect on the wearer, –1 adjusted HP.	1800
90–92	Amulet of resist fire	Fire has no effect on the wearer, –1 adjusted HP.	1800
93–95	Amulet of health	+7 adjusted HP while worn, 2× food consumption.	2000
96–97	Enchanted armour	See TABLE A#127–130 .	
98–99	Enchanted weapon	See TABLE W#127–130 .	
100	Double up	Roll on TABLE TC twice.	

TABLE W: WEAPONS

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

D100	Name	Skill	DMG	MOD	DEF	Price
1–6	Club	Melee	5/4/4/2	+10		10
7–9	Sling (10 stones)	Range	7/5/4/3			10
10–14	Knife	Melee	3/3/3/1	+10		15
15–18	Flail	Melee	6/5/5/3	–10		15
19–22	Dagger (1D100 ≤ 5[S: silver])	Melee	4/3/3/1	+5		20
23–25	Throwing knife (1 piece) (1D100 ≤ 5[S: silver])	Range	3/2/2/1			25
26–29	Mace (1D100 ≤ 5[S: silver])	Melee	6/5/4/3			25
30–34	Spears (3 pieces) (1D100 ≤ 5[S: silver])	Range	4/3/3/3	+5		30
35–38	War hammer (1D100 ≤ 5[S: silver])	Melee	6/4/4/2	–10		30

D100	Name	Skill	DMG	MOD	DEF	Price
39–42	Quarterstaff (two-handed)	Melee	5/4/4/2		–10	30
43–46	Trident (1D100 ≤ 5[S: silver])	Melee	7/5/4/3	+5	–5	30
47–56	Darts (5 pieces)	Range	3/3/2/1	+15		35
57–60	Glaive (two-handed)	Melee	7/5/3/2	–5	–10	35
61–65	Axe (1D100 ≤ 5[S: silver])	Melee	5/4/3/3	–5		40
66–71	Short sword (1D100 ≤ 5[S: silver])	Melee	6/5/4/3	+5	–5	50
72–77	Broad sword (1D100 ≤ 5[S: silver])	Melee	7/6/5/3		–5	60
78–81	Morningstar (1D100 ≤ 5[S: silver])	Melee	7/5/5/3	–5		60
82–85	Long sword (two-handed) (1D100 ≤ 5[S: silver])	Melee	7/6/5/3		–10	90
86–88	Scimitar (1D100 ≤ 5[S: silver])	Melee	7/6/4/4		–5	90
89–91	Boomerang (1 piece)	Range	7/6/4/4	–10		120
92–94	Battle axe (two-handed) (1D100 ≤ 5[S: silver])	Melee	9/7/6/6			240
95–97	Claymore (two-handed) (1D100 ≤ 5[S: silver])	Melee	9/9/7/4	–10	–15	260
98–100	Bow (two-handed) (10 arrows)	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	13/12/12/11	+40	–30	5000

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 \mathbb{G}).
- Heal (20 \mathbb{G} /1 HP), treat the diseases (80 \mathbb{G} /1 Disease) and poisoning (60 \mathbb{G} /1 Poison).
- Buy supplies (choose from **TABLE I**).
- Repair your armour (removing 1 tick costs the price of the armour divided by the number of boxes for the armour type).
- Explore the markets (you may purchase the item selected by rolling once on **TABLE A/S/TA/TB/TC/W**; scrolls cost 200 \mathbb{G} , spells 800 \mathbb{G}).
- Train a skill (100 \mathbb{G} /XP)
- Replace the MOD of a memorized spell: attempt a memorize test or pay +10: 18,400/*Magic* \mathbb{G} , +20: 36,800/*Magic* \mathbb{G} , +35: 73,600/*Magic* \mathbb{G} , +50: 184,000/*Magic* \mathbb{G} .

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 \boxtimes] then roll on **TABLE F**.

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. If you use a *Range* weapon, you have a -10 DEF *range modifier* until the opponent succeeds in attacking you. Repeat the following 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.
 - Tame** the creature (if tamable).
 - 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. If not tamed, the monster decides whether to retreat: $1D10 \leq 1$ [S: retreats][F: attacks].
 - Attacks** The monster attacks: test (ATT + Total DEF (+ range modifier)). 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 if it has more than 0 HP, you may prevent this by testing *Force*[S: stays][F: retreats]; if it has no HP left, it always stays.
3. If none of the opponents has retreated, both have HP left and the creature is not tamed, 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.

Magic

Use a scroll: $1D100 \leq 99$ [S: cast] [F: nothing happens], then the scroll self-destructs.

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~~X~~]. Repeat the test to replace the MOD.

Cast a memorized spell: pay its cost and test $Magic + MOD$ [S: cast] [F: apply penalty].

Monster skills

Argyophobia When attacking with a *silver* weapon, your character's DMG is doubled; when wearing a *silver* armour, the monster's DMG is halved (rounded up).

Cold On a successful attack, 1 random potion is destroyed.

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

Drain Life on a A or B success grade, your character's nominal HP is decreased by 1.

Drop Before the fight, the monster drops from the ceiling onto your character's head. If the attack succeeds, apply Helm ABS.

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

Fast Attacks twice in a round.

Fire On a successful attack, 1 random potion or scroll is destroyed.

Flying *Melee w.* skill tests have a –10 modifier.

Incorporeal The monster has no body and can only be affected by magic attacks (scrolls or spells).

Leg attack The monster always attacks the legs of your character.

Noisy The monster screams and attract other monsters. When testing this monster's retreat, use $1D10 \leq 5$ [S: retreats] [F: attacks]; when retreating (which you cannot prevent), immediately start a new encounter (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.

Range attack The monster uses a range weapon and get a +10 MOD until your character succeeds in hitting it.

Resist fire Attacks using fire have no effect.

Reviving When leaving a room where the monster has been killed, test $1D10 \leq 5$ [S: revived]. If revived, it will wait in the room as if your character had retreated from the fight.

Slow Attacks on every second round only.

Sorcery The monster uses magic to modify its attack. Before each attack, roll 1D10:

1–2 Damnable damage (+2 DMG)

3–4 Arrant armour (–3 ABS)

5–6 Devilish defence (–10 DEF)

7–8 Atrocious attack (+10 ATT)

9–10 Repugnant regeneration (+1 HP)

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.

Tamable(*diff*) The monster can be tamed with the given *difficulty*. If your character does not attempt to tame it, test $1D10 \leq 9$ [S: retreats] [F: attacks].

Teleportation The monster always succeeds in retreating from a fight.

Theft On a A or B success grade, the monster steals a random item (equipped or from the backpack) and attempts to retreat 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
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Equipped items

Type	Description	Wear	DMG/ABS	MOD	DEF	Price
	Main weapon	Ammo Hit <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"/> Miss	A B C D			
	Second weapon (no shield)	Ammo Hit <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"/> Miss	A B C D			
Shield	(no second weapon)	Repair <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"/>				
1-2 Helm		Repair <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
3-7 Suit		Repair <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"/>				
8-10 Boots		Repair <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
Total				Armour		

Cloak		Effect	
Amulet		Effect	
Ring 1		Effect	
Ring 2		Effect	

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

Pet	Type	Name	Age	Tameness	Nom. HP	Curr. HP	ATT	DEF	ABS
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Skills			Darkness modifier
1-2 Melee w.	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
3-4 Range w.	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
5 Agility	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
6 Force	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
7 Locks	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
8 Magic	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
9 Search	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>
10 Traps	Nominal	Adjusted	10 20 30 40 50 60 70 80 90 100 <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"/>

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

SUCCESS GRADE NOMOGRAM

D100 roll

Difficulty

100

95

90

85

80

75

70

65

60

55

50

45

40

35

30

25

20

15

10

5

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

85

90

95

100

105

110

115

120

125

130

135

140

145

150

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

Success

D

C

B

A

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

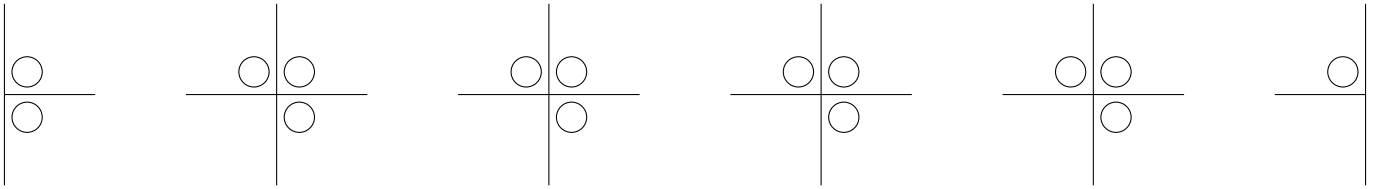
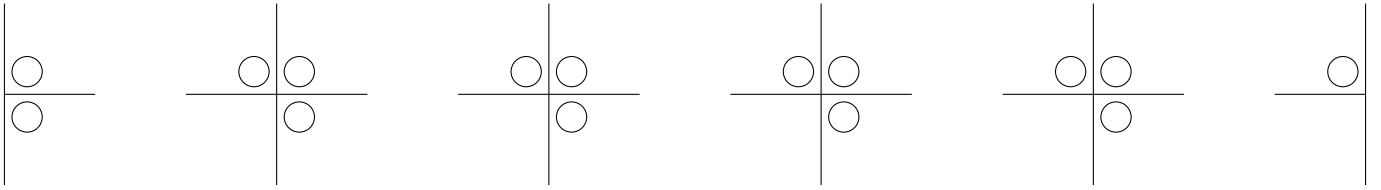
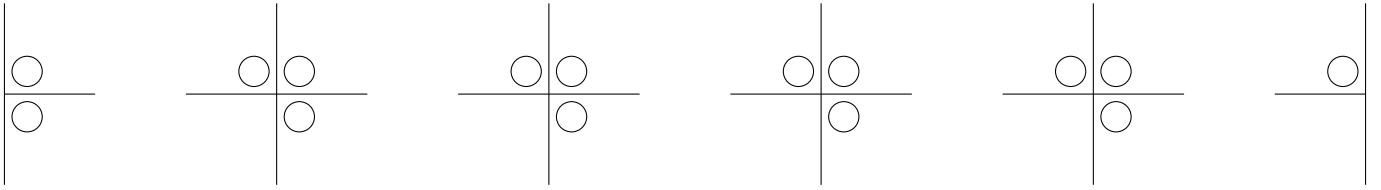
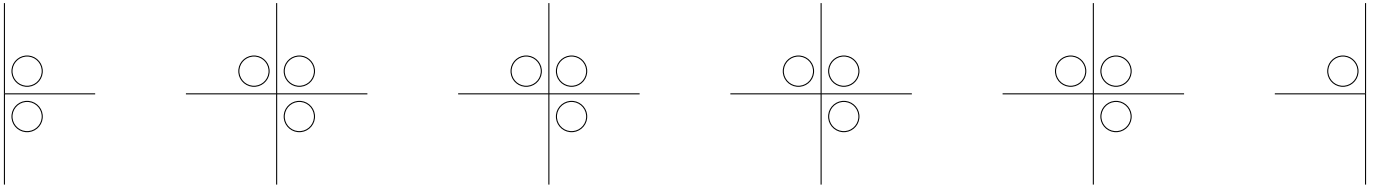
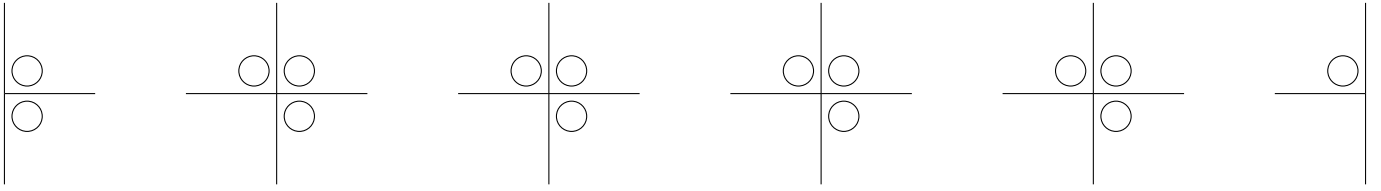
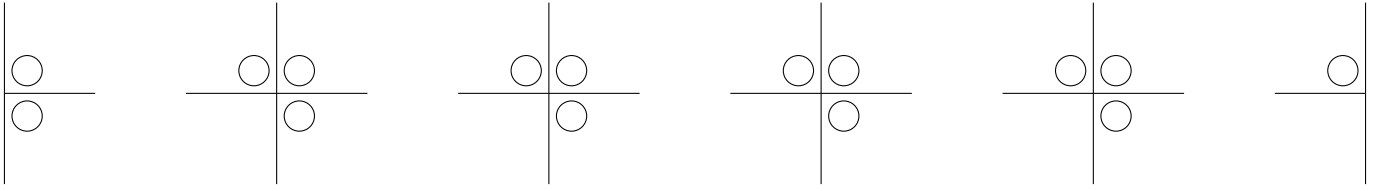
Diff	A	B	C	D
101	10	25	50	101
102	10	25	51	102
103	10	25	51	103
104	10	26	52	104
105	10	26	52	105
106	10	26	53	106
107	10	26	53	107
108	10	27	54	108
109	10	27	54	109
110	11	27	55	110
111	11	27	55	111
112	11	28	56	112
113	11	28	56	113
114	11	28	57	114
115	11	28	57	115
116	11	29	58	116
117	11	29	58	117
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
Bottom-left: searched

Bottom-right: interacted

⬇️ To sheet ___ ⬆️

Secret passage: ==S==
Solid rock: /////



⬆️ To sheet ___ ⬇️

⬆️ To sheet ___ ⬇️

Sheet # ___

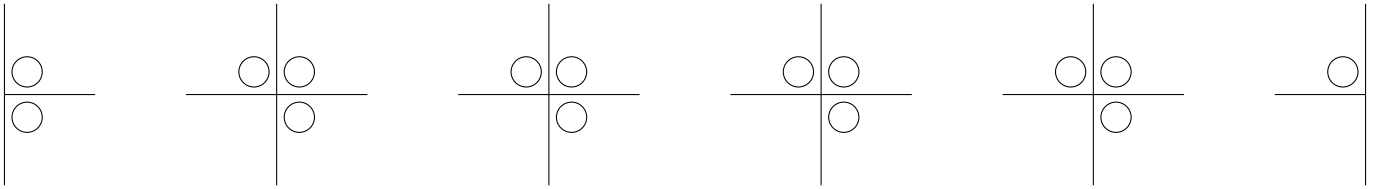
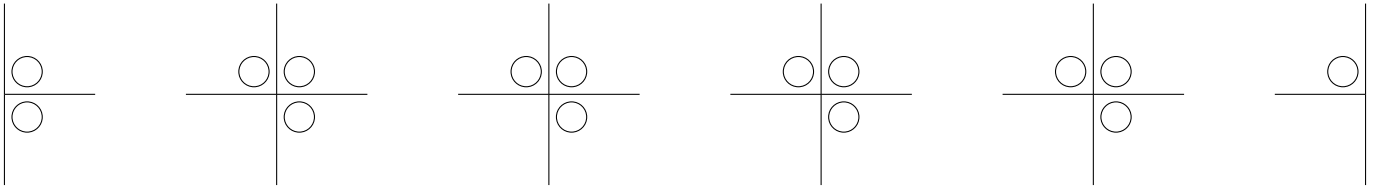
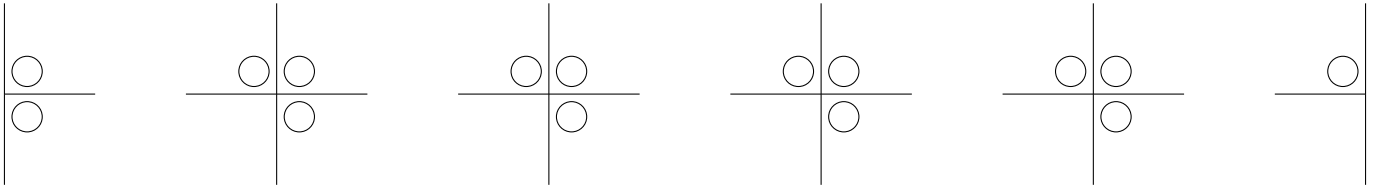
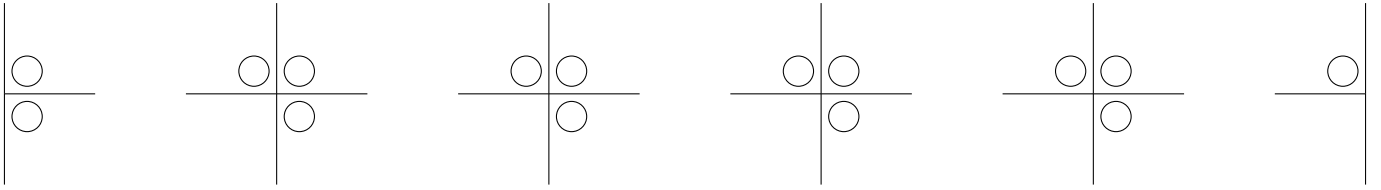
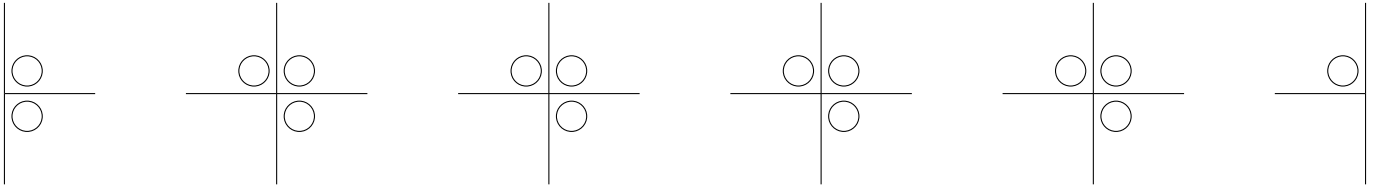
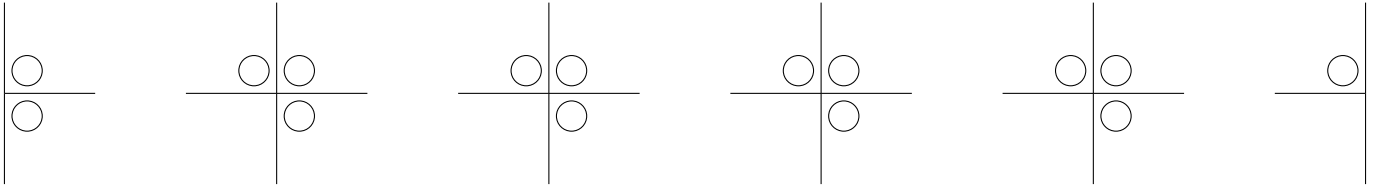
⬆️ To sheet ___ ⬇️

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Secret passage: ==S==
Solid rock: /////



⬆️ To sheet ___ ⬇️

⬆️ To sheet ___ ⬇️

Sheet # ___

⬆️ To sheet ___ ⬇️