

Equipment

Money may be used to bribe monsters, to pay the services of healers and alchemists, to buy weapons and other equipment, or even to resurrect a dead friend.

Buying Equipment

Equipment may be bought before the game, or between games. Here is a list of items a character can buy, and their price in gold pieces (gp):

Bandage	5 gp
Blessing spell	100 gp
Bow	15 gp
Hand weapon	6 gp
Heavy armor	30 gp
Holy water vial	30 gp
Lantern	4 gp
Light armor	10 gp
Light hand weapon	5 gp
Potion of healing	100 gp
Resurrection ritual	1000 gp
Rope	4 gp
Shield	5 gp
Sling	4 gp
Two-handed weapon	15 gp

You may move gold pieces between characters at any time during the game, but not during a combat. After all, they are friends. They may decide to pool their resources to make sure that the group's best fighter buys the best weapon they can afford, or a blessing spell so that a colleague turned to stone by a medusa gets back into action.

Bandages: Each character can apply bandages once per adventure, healing one lost life. The effect of bandages is cumulative with magical healing from potions or spells. Bandages may not be applied during combat.

Blessing spell: The characters pay the local church to cast a Blessing spell, to remove a game condition such as being cursed or turned to stone from a party member.

Bow: This lets a character perform a single attack before the monsters can act EVEN when the monsters act before the party. Then the bow may no longer be used as the monsters and the characters are assumed to be in close combat. The bow user will need to spend a turn to put away the bow and draw another weapon.

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Holy Water Vial: Holy water is purified water created by high-level

weaver dies.

another character if the original

you not reassign it to it.

armor is designed to fit one wearer,

character on his save rolls. Heavy

wearer of the same species (a

reassign light armor to another

original wearer dies, you may

ignore this bonus. When the

monsters will ignore this bonus.

Defense rolls. Certain attacks from

armor adds +2 to the wearer's

Heavy Armor: A suit of heavy

armor adds +2 to the wearer's

crushing or a slashing weapon.

Choose whether you want a

also decide to carry more than one

bearer is killed, another character-

two-handed weapon, if the lantern-

may not use a bow, a shield, or a

one hand to carry the lantern and

damaged. A character can buy

character. That character must use

to a lantern, and assign it to a

quiver of 12 arrows. All the

Lantern: A party must have at least

The character begins the game with

many arrows, at the cost of 6 gp per

Light armor: Light armor adds +1

to the wearer's Defense rolls.

Certain attacks from monsters

ignore this bonus. When the

armor adds +2 to the wearer's

Defense rolls. Certain attacks from

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Light armor: Light armor adds +1

to the wearer's Defense rolls.

Certain attacks from monsters will

ignore the shield bonus.

Sling: This weapon works like a

bow, but at -1, bullets from a sling

are treated as crushing weapons.

Two-handed weapon: This

Examples:

• Slashing light hand weapons:

Examples:

• Slashing hand weapons: sword,

axe, rapier, sabre, spear.

• Slashing two handed weapons:

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• Slashing two handed weapons:

Spells

There are six basic spells in the game. Blessing can be cast by wizards and clerics. All the other spells may be cast only by wizards and elves. Casting a spell is an action equivalent to attacking in combat. Spells may be cast during a melee. A spell-caster may attack as normal OR cast a spell, not both. The Escape spell may be cast instead of making a Defense roll. It is the only spell that may be cast during the monsters' turn.

Blessing: This spell removes a curse from a character. A curse is a game effect gained by stepping into a cursed room. Blessing will also remove other conditions, such as being turned to stone by a medusa.

Fireball: This spell works like an Attack roll. The wizard adds his level to the roll. Fireball does not affect dragons (but it does affect zombie dragons). If used against minions, the Fireball slays a number of creatures equal to the wizard's die roll minus the level of the minions. A minimum of one creature is always slain.

Example: A level 1 wizard casts a fireball at a group of goblins (level 3 minions). The

wizard rolls a 5+1= 6 in total, so (6-3)= 3 goblins are killed.

Lightning Bolt: This spell works like an Attack roll. The wizards adds his level to the roll. Against a group of minions, the spell will kill just one if it hits. Against a boss, it inflicts 2 life points if it hits.

Sleep: This spell works like an Attack roll. It does not affect undead or dragons. The wizard adds his level to the roll. Sleep will defeat one boss or d6 + 1 minions if it hits. Monsters put to sleep count as slain.

Escape: The wizard disappears from his current location an reappears in the first room of the game. This spell may be cast in lieu of making a Defense roll, or it may be cast normally in the party's turn. It works automatically.

Protect: This spell gives +1 to a single character's Defense rolls for the whole duration of a battle.

Random Spell Table (d6)	
1	Blessing
2	Fireball
3	Lightning bolt
4	Sleep
5	Escape
6	Protect

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Crushing or Slashing?

When you choose a weapon for a

character, choose whether it deals

crushing or slashing damage.

Crushing weapons are blunt

trauma weapons that are better

at crushing or slashing damage.

No character may drink more than

one portion of healing per

adventure.

Resurrection spell: This is bought

to resurrect a dead party member.

Rope: This may be necessary to tie

wizard's staff.

Shield: This gives a +1 to the user's

Defense rolls. This bonus does not

apply when the character is being

surprised by wandering monsters.

Sling: This weapon works like a

bow, but at -1, bullets from a sling

are treated as crushing weapons.

Two-handed weapon: This

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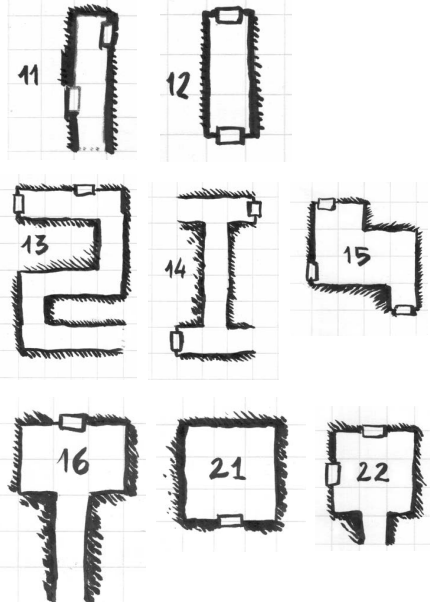
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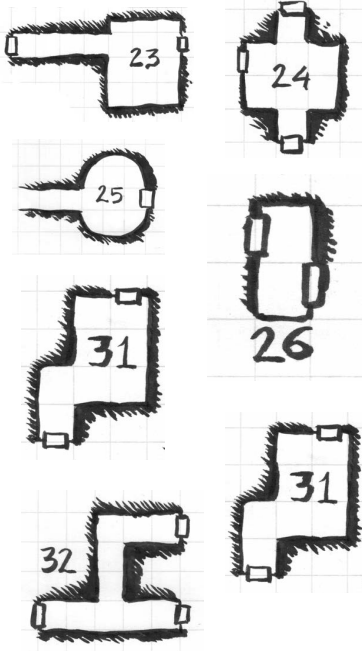
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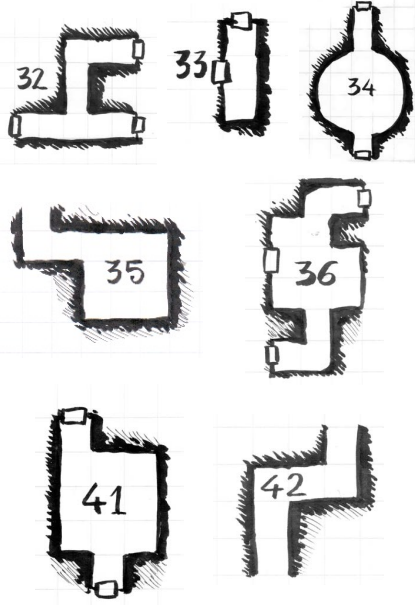
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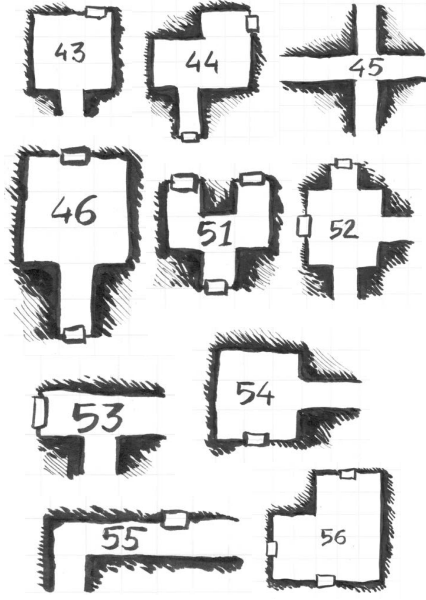
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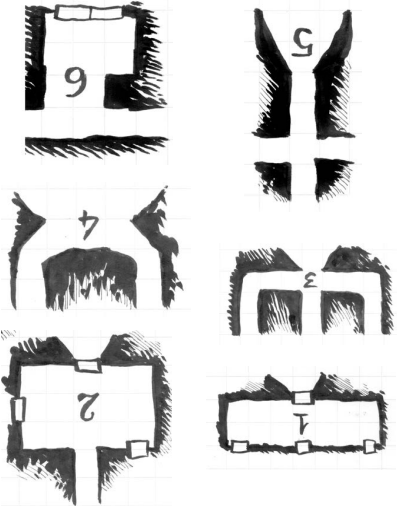


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Roll d6 to determine which is the entrance to your dungeon. Draw it at the center of the lower edge of your sheet. Then choose a door and roll d66 on the following two pages to generate a room.

Any room that is only one square wide is a corridor. Any room that is 2 or more squares wide is a room. This has a bearing in the game, as corridors are more likely to be empty.

Entrance Rooms

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1 Fountain: All wounded characters recover 1 Life the first time they encounter a fountain in an adventure; further fountains have no effect.

2 Blessed Temple: A character or your choice gains a +1 on Attack against undead monsters or demons. As soon as the character kills at least one undead or demon, the bonus is gone.

3 Armory: All characters can change their weapons if they want, within the limits of the weapons allowed to their character type. For example, a Warrior who was using a sword and shield may discard his shield and take a two-handed weapon, or exchange his sword for a mace.

4 Cursed Altar: As you enter the room, an eerie glow emanates from a sinister altar. A random character is cursed and has -1 on his Defense rolls. To break the curse, the character must either slay a boss monster alone, or enter a Blessed Temple (see 2, above), or have a Blessing spell cast on himself by a cleric.

5 Stature: you may leave the statue alone or touch it. If you touch it, roll d6. On a 1-3, the statue awakens and attacks your party (level 4 boss with 6 life points, immune to all spells; if you defeat it, you find 5d6 x 10 gold pieces inside). On a 4-6, the statue breaks, and you find 3d6 x 10 gold pieces inside.

6 Puzzle Room: the room contains a puzzle box. Its level is d6. You may leave it alone or try to solve it. For every failed attempt, the character trying to solve it loses 1 life. Wizards and rogues add their level to their puzzle-solving roll. If the puzzle is solved, the box opens; make a Treasure roll to determine its contents.

Special Feature Table (d6)

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Room Contents Table (2d6)

2 **Treasure found:** roll on the Treasure table.

3 **Treasure protected by a trap:** Roll on the Traps table and on the Treasure table.

4 If corridor, empty. Otherwise, roll on the **Special Events** table.

5 Empty, but roll on the **Special Feature** table.

6 Roll on the **Vermis** table.

7 Roll on the **Minions** table.

8 If corridor, empty. Otherwise, roll on the **Minions** table.

9 Empty.

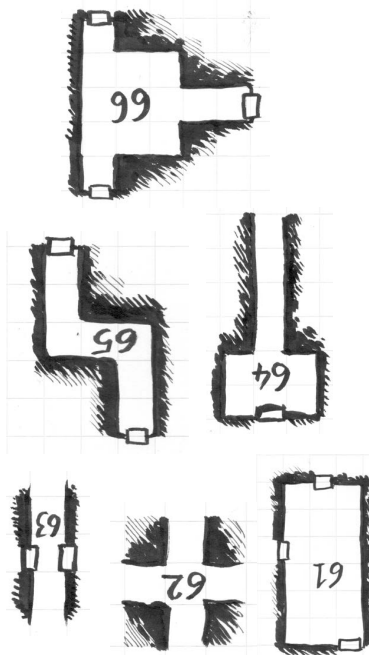
10 If corridor, empty. Otherwise, roll on **Weird Monsters** table.

11 Roll on the **Boss** table. Then roll d6. Add +1 for every boss or weird monster that you have encountered so far in the game; if your total is 6+, or if the dungeon layout is complete, this is the final boss.

12 Empty if corridor. Otherwise, the room is a **small dragon's lair** (see the Boss table for dragon rules). The small dragon counts as a boss and may be the final boss.

When a room or corridor is empty, maybe it just appears so... You may search an empty room to determine whether there is something hidden. You might get lucky and find hidden treasures, or even clues to the darkest secrets of the dungeon. Rules for exploration are on p. 53. However, searching is a dangerous activity. The characters slow down, remove their helmets to see better, sheathe their weapons to inspect things, and their constant tapping on walls and floors may attract unwanted attention.

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Room Content

As soon as your party or even a single character steps into a room or corridor, roll 2d6 on the Room Content table below.

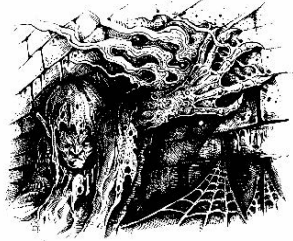
Treasure table (d6)	
0 or less	No treasure found
1	d6 gold pieces
2	2d6 gold pieces
3	A scroll with a random spell
4	One gem worth 2d6 x 5 gold pieces
5	One item of jewelry worth 3d6 x 10 gold pieces
6 or more	One random magic item from the Magic Treasure table below.

Magic Treasure table (d6)	
	Wand of Sleep: allows user to cast Sleep spell 3 times before its energy is depleted. Only wizards and elves may use it. Add the user's level to determine the spell roll, as you would do for a Sleep spell cast by that character.
1	Ring of Teleportation: allows user to automatically pass a Defense roll by moving that character out of the room. That character may not take part in the current combat, but rejoins the party as soon as the combat is over. After one use, the ring loses its powers and becomes a simple golden ring worth 1d6+1 gold pieces.
2	Fools Gold. These magical (but fake) gold pieces will let the user automatically bribe the next monster that asks for a bribe. No matter what the monster asks, the gold will appear enough to satisfy his greed. This is a one-use magic item.
3	Magic Weapon. Gives +1 to its user's Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1 crushing light hand weapon, 2 slashing light hand weapon, 3 crushing hand weapon, 4-5 slashing hand weapon, 6 bow.
4	Potion of Healing: Can be swallowed at any moment, healing all lost life to a single character. This does not require an action. This is a one-use magic item, usable by all classes except barbarians.
5	Fireball Staff: This staff allows its user to cast Fireball spell twice, then its powers are depleted. Only wizards may use it. Add the user's level to determine the spell roll, as you would do for a Fireball spell cast by that character.
6	

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Vermin table (d6)	
1	3d6 rats level 1, no treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to an infected wound. Reactions (d6): 1-3 flee, 4-6 fight
2	3d6 vampire bats , level 1, no treasure. Spells are cast at -1 due to their distracting shrieking. Reactions (d6): 1-3 flee, 4-6 fight
3	2d6 goblin swarmlings , level 3, treasure -1, morale -1 Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (5 gp x goblin), 5-6 fight.
4	D6 giant centipedes , level 3, no treasure. Any character wounded by a giant centipede must save versus level 2 poison or lose 1 additional life. Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
5	D6 vampire frogs , level 4, treasure -1. Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
6	2d6 skeletal rats , level 3 undead, no treasure. Crushing weapon attacks are at +1 against skeletal rats, but they cannot be attacked by bows and slings. Reactions (d6): 1-2 flee, 3-6 fight

Vermin are a sub-class of minions. Defeating them gives no XP roll.



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Minions table (d6)	
1	D6+2 skeletons or d6 zombies (50% chance of each) , Level 3 undead. No treasure. Crushing weapons attack Skeletons at +1. Arrows are at -1 against both skeletons and zombies. Skeletons and zombies never test morale. Reactions: always fight to the death.
2	d6+3 goblins , Level 3, treasure -1. Goblins have a 1 in 6 chance of gaining surprise, thus acting before the party. If they do act before the party, roll d6 on their reactions table below. Reactions (d6): 1 flee if outnumbered, 2-3 bribe (5 gp per goblin), 4-6 fight.
3	d6 hobgoblins , Level 4, Treasure +1. Reactions (d6): 1 flee if outnumbered, 2-3 bribe (10 gp per hobgoblin), 4-5 fight, 6 fight to the death.
4	D6+1 orcs , Level 4. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1. They never have magic items in their treasure: treat any rolled magic as d6 x 6 gold pieces instead. Reactions (d6): 1-2 bribe (10 gp per orc), 3-5 fight, 6 fight to the death.
5	d3 trolls , Level 5, Treasure: normal. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll a die for every killed troll on its next turn. On a 5 or 6, the troll will come back to life and continue to fight. Reactions (d6): 1-2 fight, 3-6 fight to the death. If a dwarf is present in the party, trolls will automatically fight to the death.
6	2d6 Fungi Folk , Level 3, Treasure: normal. Any character taking damage from the fungi folk must save versus level 3 poison or lose 1 life. Halflings add their level on this save. Reactions (d6): 1-2 ask for bribe (d6 gp per fungus), 3-6 fight.

Keep a tally of how many minion encounters you have. Surviving 10 encounters with minions gives you one XP roll at -1.

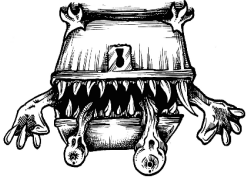
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Boss table (d6)	
1	Mummy , Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be fought by the party. Mummies are attacked at +2 by the Fireball spell. Mummies never test morale. Reactions: always fight.
2	Orc Brute , Level 5, 5 life points, 2 attacks, treasure +1 but may not lose any magic items, treat as 2d6 x d6 gold pieces instead. Reactions (d6): 1 bribe (50 gp), 2-5 fight, 6 fight to the death.
3	Ogre , Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage. Reactions (d6): 1 bribe (30 gp), 2-3 fight, 4-6 fight to the death.
4	Medusa , Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save. Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3-5 fight, 6 fight to the death.
5	Chaos Lord , Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1-3 no powers, 4 evil eye (characters must roll 4+ or be at -1 on all defense rolls until the chaos lord is slain), 5 energy drain (any character taking a wound from the chaos lord must roll 4+ or lose 1 life point), 6 hellfire blast (before combat, all character must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a Clue (see p. 55) Reactions (d6): 1 flee if outnumbered, 2 fight, 3-6 fight to the death.
6	Small Dragon , Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6, on a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds ½ level, rounded down). If the dragon does not breathe, he bites 2 random characters. Small dragons are never met as random monsters. Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2-3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4-5 fight, 6 quest.

Defeating a boss gives one XP roll.

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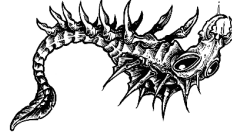
Special Events Treasure table (d6)	
1	A host passes through the party. All characters must save versus level 4 fear or lose 1 life. A cleric adds his level to this roll.
2	Wandering monsters attack the party. Roll d6: 1-3 roll on the vermin table, 4 roll on the minions table, 5 roll on the weird monsters table, 6 a wandering monster and ask the party to complete a quest. If you are a wizard, the monster appears and asks the party to complete a quest. If you are a cleric, the monster appears and asks the party to complete a quest. If you are a fighter, the monster appears and asks the party to complete a quest. If you are a thief, the monster appears and asks the party to complete a quest. If you are a priest, the monster appears and asks the party to complete a quest. If you are a paladin, the monster appears and asks the party to complete a quest. If you are a ranger, the monster appears and asks the party to complete a quest. If you are a druid, the monster appears and asks the party to complete a quest. If you are a sorcerer, the monster appears and asks the party to complete a quest. If you are a wizard, the monster appears and asks the party to complete a quest. If you are a cleric, the monster appears and asks the party to complete a quest. If you are a fighter, the monster appears and asks the party to complete a quest. If you are a thief, the monster appears and asks the party to complete a quest. If you are a priest, the monster appears and asks the party to complete a quest. If you are a paladin, the monster appears and asks the party to complete a quest. If you are a ranger, the monster appears and asks the party to complete a quest. If you are a druid, the monster appears and asks the party to complete a quest. If you are a sorcerer, the monster appears and asks the party to complete a quest.
3	Tipi roll on the traps table.
4	Wandering healer . He will heal your party in the game.
5	Wandering healer . You may heal as many life points as you can gold pieces per life healed. You may heal as many life points as you can gold pieces per life healed. You may heal as many life points as you can gold pieces per life healed. You may heal as many life points as you can gold pieces per life healed.
6	Wandering alchemist . He will sell you up to one potion of healing per party member (30 gold pieces each) or a single dose of healing per party member (30 gold pieces each). The potion of healing will heal all lost life points to a single character, and can be swallowed at any moment during the game as a free action. The blade poison lets you envelop a single arrow or slashing weapon (not a crushing weapon). That weapon will have a +1 on Attack against the first enemy you fight. Poison will work on undead monsters, demons, blobs, automations, or living statues.
	You can meet a wandering alchemist only once per game. If you meet him again, treat this result as a trap.

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Epic Rewards table (d6)	
1	The Book of Skales. The party is given the spell book that belonged to the legendary wizard Skales. This counts as one scroll of each of the six spells. You may read up to two pages and distribute the six spells among your party members. The book is old and fragile, and it is destroyed if it is used for more than 100 pages. The book may be used for more than 100 pages if it is used for more than 100 pages.
2	The Gold of Kerkak Darr. The party is given the location of the treasure that belonged to a dwarf. As soon as the party searches a room and generates at least one clue, they may use that clue to find a hidden chest containing 500 gold pieces.
3	Enchanted weapon. One of the party's weapons is enchanted and can now roll two dice for its attack rolls, choosing the best result. The weapon can also hit monsters who are hit only by magic. The enchantment lasts until the end of the adventure.
4	Shield of Warning. One of the party's shields is now enchanted and counts as protection even if the user is surprised by wandering monsters or if the party is being fought in combat. If the party has no shield, they will be given one. The shield of warning is permanent, and will last throughout a campaign. It can be sold for 200 gold pieces.
5	Arrow of Slaying. The party is given an arrow that will automatically inflict 3 wounds upon a monster. Roll on the Boss table to determine which monster is affected by the arrow. The arrow may be used only by a character with a bow. It strikes automatically against its designated monster target. Once used, the arrow breaks. If unused, an arrow of slaying may be sold for 3d6 x 15 gold pieces.
6	Holy Symbol of Healing. The party is given a holy symbol that may be used only by a cleric. The cleric will make all healing rolls at +2 until the cleric dies. When the cleric dies, the body of the slain cleric are delivered to the church. If the symbol and the body of the slain cleric are delivered to the church, an attempt to resurrect that cleric will be paid by the church. If unused, the holy symbol can be sold for 700 gold pieces.

Each epic reward can happen only once per campaign. Mark the reward when it is rolled. If it is rolled again, reroll until a different reward is selected.

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Quest table (d6)	
1	Bring me his head! The creature asks the party to kill a boss monster. Roll on the boss table to determine who. The next time the party meets a boss in a room, the boss of rolling 1d6 you may use the boss from the quest. Killing the boss and bringing its head to the creature's room completes the quest.
2	Bring me gold! To complete the quest, the party must bring d6 x 50 worth of treasure to this room. If they already have that amount available, the amount required to complete the quest is doubled.
3	I want him alive! As 1, above, but the party must subdue the boss, the fight with a rope, and take him to the creature's room to complete the quest. To subdue a monster, you must either use the Sleep spell or knock out the boss instead of killing him).
4	Bring me that! Roll on the magic items table to determine what the object is. Every time the party kills its boss, there is a 1 in 6 chance that the quest, the party must bring the object in the room where the quest completed at least three encounters in the adventure in a non violent way. This includes reactions such as bribing, getting help from monsters, performing a quest, or defeating a monster with the sleep spell and then tying him up with a rope.
5	Let peace be your way! To complete the quest, the party must complete at least three encounters in the adventure in a non violent way. This includes reactions such as bribing, getting help from monsters, performing a quest, or defeating a monster with the sleep spell and then tying him up with a rope.
6	Slay all the monsters! To complete the quest, all the dungeon rooms must be laid out and all the occupants slain, with the exception of the creature who sent the party on this quest. As soon as these conditions are met, the party can claim their reward.

When a quest is completed, roll on the Epic Rewards table.

Wild Monster Table (d6)	
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Minotaur, Level 5, 4 life points, 2 attacks, normal treasure. Due to the power of its bull-rush charge, the creature takes no damage but

Iron Eater, Level 3, 4 life points, no treasure. Defense rolls against the monster are at -1. Minotaurs have halflings (usually, they love to eat them).

Chimera, Level 6, 6 life points, 3 attacks, normal treasure. On every of the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire instead of performing its multiple attacks. All characters must save versus level 4 fire or lose 1 life.

Colobites, Level 5, 1 bribe (50 gp), 2-6 fight.

Giant Spider, Level 5, 3 life, 2 attacks, 2 treasure rolls. Characters taking the beginning of the battle must save versus a level 4 gaze attack or lose 1 life.

5 to the spider's webbing, the party may not withdraw from this fight unless they cast a Fireball spell to burn the webs.

Reactions: always fight.

6 bottom's weapons, gems, coins (in bundles of 10 gp each). If the goblins steal all of your equipment, they will leave a thank you message that reads as a clue (see p.55) The goblins have no combat stats because it is impossible to fight them. Encountering them gives no XP roll.

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