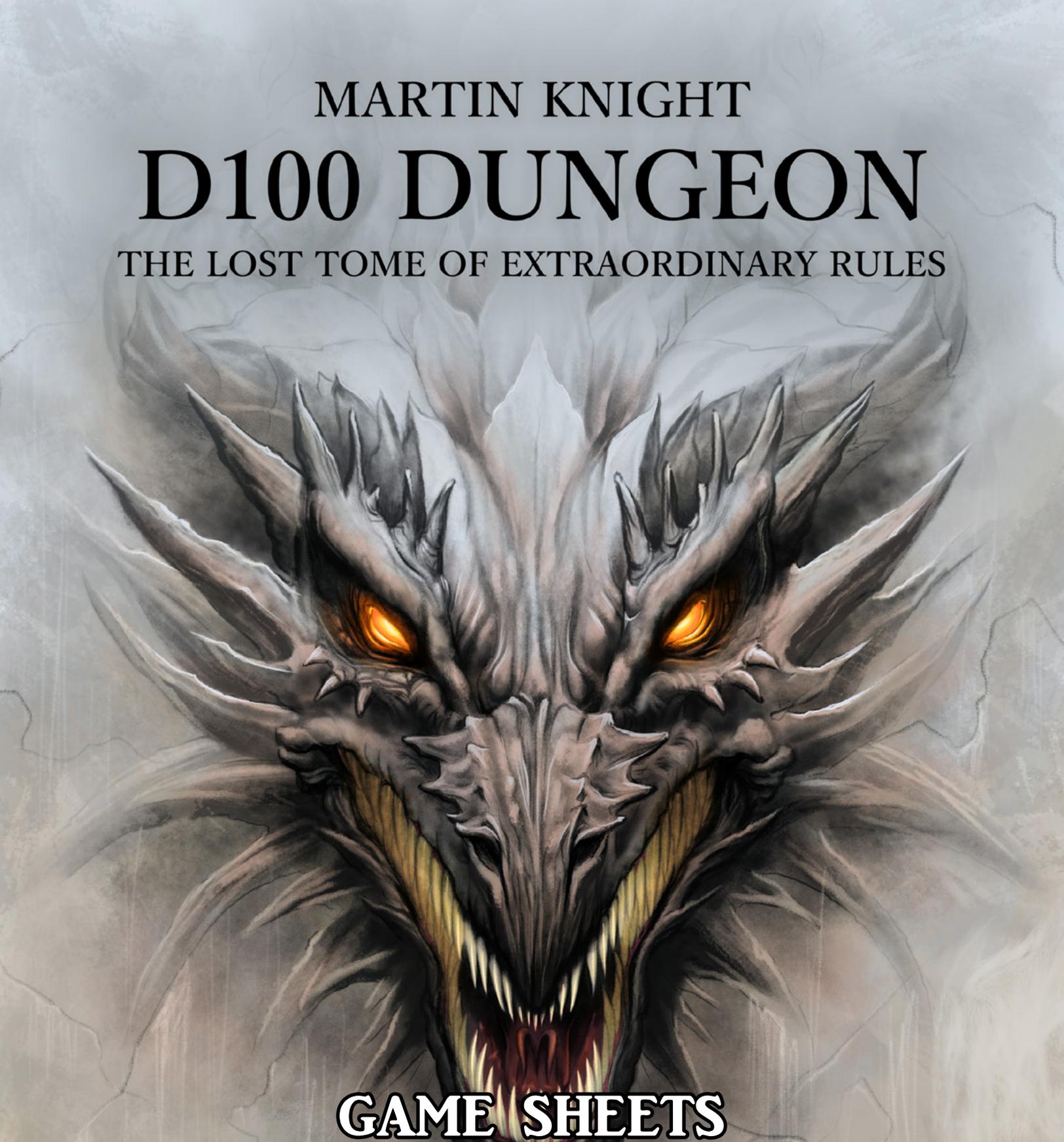


MARTIN KNIGHT  
**D100 DUNGEON**  
THE LOST TOME OF EXTRAORDINARY RULES



**GAME SHEETS**

Version 1.3

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All game sheets for The Lost Tome Of Extraordinary Rules Book 4.



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| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

| SCHEMATIC NAME |           | MOD | STANDARD MATERIALS |     |     |    | UPGRADED MATERIALS |     |    |     | VALUE |
|----------------|-----------|-----|--------------------|-----|-----|----|--------------------|-----|----|-----|-------|
|                |           |     |                    |     |     |    |                    |     |    |     |       |
| SLOT           | ITEM NAME |     | STR                | DEX | INT | HP | DMG                | DEF | GP | Fix | A/S   |
|                |           |     |                    |     |     |    |                    |     |    |     |       |

# COMBAT EXPERIENCE SHEET

|          | MONSTER              | LEVEL 10<br>EXPERIENCE TRACK                               | REACTION<br>MODIFIER                           | LEVEL 20<br>EXPERIENCE TRACK                               |  |
|----------|----------------------|--|--|--|--|
| <b>A</b> | APE KING & APES      | ○○○○○○○○○○<br><i>Charge</i> – Ignore Pack AV Bonus         | -2   | ○○○○○○○○○○<br><i>Largeless</i> - Ignore Large Result       |  |
|          | APELINGS             | ○○○○○○○○○○<br><i>Feint</i> – Adventurer +5 Attack          | +1   | ○○○○○○○○○○<br><i>Charge</i> – Ignore Pack AV Bonus         |  |
|          | ANIMATED GOLD STATUE | ○○○○○○○○○○<br><i>Largeless</i> - Ignore Large Result       | +0   | ○○○○○○○○○○<br><i>Impact</i> - Ignore Dazed Test            |  |
|          | ARACHNE              | ○○○○○○○○○○<br><i>Manoeuvre</i> – Ignore Leap Result        | -1   | ○○○○○○○○○○<br><i>Web Dodge</i> - Ignore Avoid Web Test     |  |
|          | ARACHNE HUNTER       | ○○○○○○○○○○<br><i>Manoeuvre</i> – Ignore Leap Result        | -1   | ○○○○○○○○○○<br><i>Web Dodge</i> - Ignore Avoid Web Test     |  |
|          | ARACHNE MASTER       | ○○○○○○○○○○<br><i>Manoeuvre</i> – Ignore Leap Result        | -2   | ○○○○○○○○○○<br><i>Tactics</i> - Adventurer +10 Attack       |  |
|          | ARACHNE MINIONS      | ○○○○○○○○○○<br><i>Manoeuvre</i> – Ignore Leap Result        | +0   | ○○○○○○○○○○<br><i>Web Dodge</i> - Ignore Avoid Web Test     |  |
|          | ARACHNE WITCH        | ○○○○○○○○○○<br><i>Disruption</i> - Ignore Dark Magic Result | -1   | ○○○○○○○○○○<br><i>Manoeuvre</i> – Ignore Leap Result        |  |
| <b>B</b> | BALGORE ☠            | ○○○○○○○○○○<br><i>Demon Slayer</i> – Adventurer +3 Dmg      | -3   | ○○○○○○○○○○<br><i>Stay Dead</i> – Roll again Resurrection   |  |
|          | BANSHEE ☠            | ○○○○○○○○○○<br><i>Holy Strength</i> - Ignore Fear Test      | -2   | ○○○○○○○○○○<br><i>Dodge</i> - Monster -2 Dmg                |  |
|          | BASILISK             | ○○○○○○○○○○<br><i>Resistant</i> - Ignore Poison Result      | +0   | ○○○○○○○○○○<br><i>Gaze Block</i> - Ignore Petrify Result    |  |
|          | BEAR                 | ○○○○○○○○○○<br><i>Dodge</i> – Monster Dmg -2                | +0   | ○○○○○○○○○○<br><i>Weakness</i> – Monster -2 DEF             |  |
|          | BEASTMAN             | ○○○○○○○○○○<br><i>Advantage</i> - Adventurer +2 Dmg         | +2   | ○○○○○○○○○○<br><i>Feint</i> – Adventurer +5 Attack          |  |
|          | BEASTMAN ARCHER      | ○○○○○○○○○○<br><i>Dodge</i> - Monster -2 Dmg                | +2   | ○○○○○○○○○○<br><i>Dodge</i> - Monster -2 Dmg                |  |
|          | BEASTMAN CHAMPION    | ○○○○○○○○○○<br><i>Feint</i> - Adventure +5 Attack           | -1   | ○○○○○○○○○○<br><i>Tactics</i> - Adventurer +10 Attack       |  |
|          | BEASTMEN PEONS       | ○○○○○○○○○○<br><i>Feint</i> - Adventure +5 Attack           | +2   | ○○○○○○○○○○<br><i>Charge</i> – Ignore Pack AV Bonus         |  |
|          | BEASTMAN WITCH       | ○○○○○○○○○○<br><i>Feint</i> - Adventure +5 Attack           | -1   | ○○○○○○○○○○<br><i>Disruption</i> - Ignore Dark Magic Result |  |
|          | BLACK DRAGON         | ○○○○○○○○○○<br><i>Courage</i> - Ignore Fear Test            | -2   | ○○○○○○○○○○<br><i>Disruption</i> - Ignore Dark Magic Result |  |
|          | BLOOD OOZES ☠        | ○○○○○○○○○○<br><i>Weakness</i> - Monster -2 DEF             | +0   | ○○○○○○○○○○<br><i>Advantage</i> - Adventurer +2 Dmg         |  |
|          | BLOOD WITCH ☠        | ○○○○○○○○○○<br><i>Courage</i> - Ignore Fear Test            | -1   | ○○○○○○○○○○<br><i>Disruption</i> - Ignore Dark Magic Result |  |
|          | BLUE DRAGON          | ○○○○○○○○○○<br><i>Courage</i> - Ignore Fear Test            | -2   | ○○○○○○○○○○<br><i>Evade Freeze</i> - Ignore Freeze Result   |  |
|          | <b>C</b>             | CENTAUR  | ○○○○○○○○○○<br><i>Weakness</i> - Monster -2 DEF | +2   | ○○○○○○○○○○<br><i>Advantage</i> - Adventurer +2 Dmg |

# COMBAT EXPERIENCE SHEET

| MONSTER                 | LEVEL 10<br>EXPERIENCE TRACK                               | REACTION<br>MODIFIER | LEVEL 20<br>EXPERIENCE TRACK                               |
|-------------------------|--|----------------------|--|
| CENTAUR CHAMPION        | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>           | -1                   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           |
| CERBERUS 🐉              | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2                   | ○○○○○○○○○○<br><i>Demon Slayer – Adventurer +3 Dmg</i>      |
| CHIMERA                 | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2                   | ○○○○○○○○○○<br><i>Nimble – Monster -1 Attacks</i>           |
| COCKATRICE              | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         | +0                   | ○○○○○○○○○○<br><i>Gaze Block – Ignore Petrify Result</i>    |
| CORRUPTED BEAR          | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       | +0                   | ○○○○○○○○○○<br><i>Impact - Ignore Dazed Test</i>            |
| CYCLOPS                 | ○○○○○○○○○○<br><i>Impact - Ignore Dazed Test</i>            | -2                   | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       |
| <b>D</b> DEMON 🐉        | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   | -2                   | ○○○○○○○○○○<br><i>Demon Slayer – Adventurer +3 Dmg</i>      |
| DEMON LORD 🐉            | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       | -2                   | ○○○○○○○○○○<br><i>Demon Slayer – Adventurer +3 Dmg</i>      |
| DEMON WITCH 🐉           | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   | -1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| DIRE WOLVES             | ○○○○○○○○○○<br><i>Manoeuvre – Ignore Leap Result</i>        | +0                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
| DOPPELGÄNGER            | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>       | +0                   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| DOOMSPEAKERS 🐉          | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> | -1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| DOOMWHISPERS 🐉          | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> | -1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| DOPPELGÄNGER            | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>       | +0                   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| DRAGONLINGS             | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   | -1                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
| <b>E</b> ECHIDNA 🐉      | ○○○○○○○○○○<br><i>Resistant - Ignore Poison Result</i>      | -2                   | ○○○○○○○○○○<br><i>Gaze Block – Ignore Petrify Result</i>    |
| EVIL WARLOCK            | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>       | -2                   | ○○○○○○○○○○<br><i>Disruption – Ignore Dark Magic Result</i> |
| <b>F</b> FIRE ELEMENTAL | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         | +0                   | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   |
| FIRE WYRM               | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   | -2                   | ○○○○○○○○○○<br><i>Nimble – Monster -1 Attacks</i>           |
| FISH PEOPLE             | ○○○○○○○○○○<br><i>Alert – Ignore Surprise</i>               | +2                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
| FOREGONE WITCH          | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> | -1                   | ○○○○○○○○○○<br><i>Evade Freeze - Ignore Freeze Result</i>   |

# COMBAT EXPERIENCE SHEET

**G**

| MONSTER            | LEVEL 10<br>EXPERIENCE TRACK                             | REACTION<br>MODIFIER | LEVEL 20<br>EXPERIENCE TRACK                           |
|--------------------|--|----------------------|--|
| FROST GIANT        | ○○○○○○○○○○<br><i>Evade Freeze - Ignore Freeze Result</i> | -1                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>     |
| FROST WYRM         | ○○○○○○○○○○<br><i>Evade Freeze - Ignore Freeze Result</i> | -2                   | ○○○○○○○○○○<br><i>Nimble – Monster -1 Attacks</i>       |
| GARGOYLE 🦇         | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>          | +0                   | ○○○○○○○○○○<br><i>Impact - Ignore Dazed Test</i>        |
| GHOST 👻            | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i>    | -2                   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>       |
| GHOUL 👁            | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i>    | -2                   | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>       |
| GIANT              | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>     | -2                   | ○○○○○○○○○○<br><i>Impact - Ignore Dazed Test</i>        |
| GIANT ANTS         | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>       | +0                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>     |
| GIANT APES         | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>       | -1                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>     |
| GIANT BATS         | ○○○○○○○○○○<br><i>Lure – Ignore Fly Penalty</i>           | +0                   | ○○○○○○○○○○<br><i>Alert – Ignore Surprise</i>           |
| GIANT BOAR         | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>         | +0                   | ○○○○○○○○○○<br><i>Weakness – Monster -1 DEF</i>         |
| GIANT CENTIPEDE    | ○○○○○○○○○○<br><i>Resistant - Ignore Poison Result</i>    | +0                   | ○○○○○○○○○○<br><i>Weakness – Monster -2 DEF</i>         |
| GIANT CRAB         | ○○○○○○○○○○<br><i>Dodge – Monster -2 Dmg</i>              | +0                   | ○○○○○○○○○○<br><i>Weakness – Monster -2 DEF</i>         |
| GIANT GATHERER APE | ○○○○○○○○○○<br><i>Weakness – Monster -2 DEF</i>           | +0                   | ○○○○○○○○○○<br><i>Dodge - Monster -2 Dmg</i>            |
| GIANT HUNTER APE   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>         | +0                   | ○○○○○○○○○○<br><i>Manoeuvre - Ignore Leap Result</i>    |
| GIANT MOTH         | ○○○○○○○○○○<br><i>Subterfuge - Monster -10 Attack</i>     | +0                   | ○○○○○○○○○○<br><i>Lure – Ignore Fly Penalty</i>         |
| GIANT OOZES        | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>     | +0                   | ○○○○○○○○○○<br><i>Web Dodge - Ignore Avoid Web Test</i> |
| GIANT RATS         | ○○○○○○○○○○<br><i>Protection – Ignore Disease Result</i>  | +0                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>     |
| GIANT ROC          | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>          | -2                   | ○○○○○○○○○○<br><i>Lure – Ignore Fly Penalty</i>         |
| GIANT SCORPION     | ○○○○○○○○○○<br><i>Manoeuvre - Ignore Leap Result</i>      | +0                   | ○○○○○○○○○○<br><i>Resistant - Ignore Poison Result</i>  |
| GIANT SNAKE        | ○○○○○○○○○○<br><i>Resistant - Ignore Poison Result</i>    | +0                   | ○○○○○○○○○○<br><i>Dodge - Monster -2 Dmg</i>            |
| GIANT SPIDER       | ○○○○○○○○○○<br><i>Weakness - Monster -2 DEF</i>           | +0                   | ○○○○○○○○○○<br><i>Web Dodge - Ignore Avoid Web Test</i> |

# COMBAT EXPERIENCE SHEET

| MONSTER             | LEVEL 10<br>EXPERIENCE TRACK                               | REACTION<br>MODIFIER | LEVEL 20<br>EXPERIENCE TRACK                               |
|---------------------|--|----------------------|--|
| GIANT SPIDERS       | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           | +0                   | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         |
| GIANT VAMPIRE BAT 🦇 | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>             | -1                   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           |
| GIANT WASPS         | ○○○○○○○○○○<br><i>Weakness - Monster -1 DEF</i>             | +0                   | ○○○○○○○○○○<br><i>Tactics - Adventurer +10 Attack</i>       |
| GOATMAN             | ○○○○○○○○○○<br><i>Dodge - Monster -2 Dmg</i>                | +2                   | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>           |
| GOATMAN ARCHER      | ○○○○○○○○○○<br><i>Alert - Ignore Surprise</i>               | +2                   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| GOATMAN PRIEST      | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         | -1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| GOBLIN ARCHER       | ○○○○○○○○○○<br><i>Alert - Ignore Surprise</i>               | +2                   | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         |
| GOBLIN WARLOCK      | ○○○○○○○○○○<br><i>Dodge - Monster -2 Dmg</i>                | -1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| GOBLINOIDS          | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>           | +2                   | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         |
| GOBLINS             | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           | +2                   | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         |
| GOLDEN DRAGON       | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2                   | ○○○○○○○○○○<br><i>Dragon Slayer - Adventurer +4 Dmg</i>     |
| GREEN DRAGON        | ○○○○○○○○○○<br><i>Resistant - Ignore Poison Result</i>      | -2                   | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       |
| GRIFFON             | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2                   | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>             |
| <b>H</b> HARPY      | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>             | -2                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| HELL HOUNDS 🐾       | ○○○○○○○○○○<br><i>Manoeuvre - Ignore Leap Result</i>        | +0                   | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         |
| HOBGOBLINS          | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         | +2                   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           |
| HYDRA 🐉             | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   | -2                   | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       |
| <b>I</b> IMPS 🐉     | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         | +2                   | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   |
| <b>L</b> LAMIA 🐉    | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| LICH LORD 🦴         | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> | -2                   | ○○○○○○○○○○<br><i>Stay Dead - Roll again Resurrection</i>   |
| LIZARDMAN           | ○○○○○○○○○○<br><i>Tactics - Adventurer +10 Attack</i>       | +2                   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           |

# COMBAT EXPERIENCE SHEET

|                 | <b>MONSTER</b>         | <b>LEVEL 10<br/>EXPERIENCE TRACK</b>                     | <b>REACTION<br/>MODIFIER</b>                               | <b>LEVEL 20<br/>EXPERIENCE TRACK</b>                       |
|-----------------|------------------------|--|--|--|
|                 | LIZARDMAN ROCK SLINGER | ○○○○○○○○○○<br><i>Alert – Ignore Surprise</i>             | +2   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| <b>M</b>        | MANTICORE              | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>          | -2   | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       |
|                 | MEDUSA 🐉               | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>          | -2   | ○○○○○○○○○○<br><i>Gaze Block - Ignore Petrify Result</i>    |
|                 | MINOTAUR               | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>          | -2   | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       |
|                 | MOUNTAIN LIONS         | ○○○○○○○○○○<br><i>Manoeuvre - Ignore Leap Result</i>      | +0   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
|                 | MUMMY 🧛                | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i>    | -2   | ○○○○○○○○○○<br><i>Protection - Ignore Disease Result</i>    |
|                 | <b>N</b>               | NECROMANCER  | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> | -2   |
| NEMEAN LIONS    |                        | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>       | +0   | ○○○○○○○○○○<br><i>Manoeuvre - Ignore Leap Result</i>        |
| <b>O</b>        | OGRE                   | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>          | -2   | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       |
|                 | ORC                    | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>         | +1   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
|                 | ORC ARCHER             | ○○○○○○○○○○<br><i>Weakness - Monster -2 DEF</i>           | +1   | ○○○○○○○○○○<br><i>Alert – Ignore Surprise</i>               |
|                 | ORC CHAMPION           | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>         | -2   | ○○○○○○○○○○<br><i>Tactics - Adventurer +10 Attack</i>       |
|                 | ORC PEONS              | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>         | +2   | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>           |
|                 | ORC SHAMAN             | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>         | -1   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
|                 | ORC WARLOCK            | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>       | -2   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
|                 | <b>P</b>               | PHOENIX  | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2   |
| PIRATE SPIRIT 🧛 |                        | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i>    | +0   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| <b>R</b>        | RATMAN CHAMPION        | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>         | -1   | ○○○○○○○○○○<br><i>Protection - Ignore Disease Result</i>    |
|                 | RATMEN                 | ○○○○○○○○○○<br><i>Protection - Ignore Disease Result</i>  | +2   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
|                 | RED DRAGON             | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i> | -2   | ○○○○○○○○○○<br><i>Dragon Slayer – Adventurer +4 Dmg</i>     |

# COMBAT EXPERIENCE SHEET

| MONSTER                     | LEVEL 10<br>EXPERIENCE TRACK                          | REACTION<br>MODIFIER | LEVEL 20<br>EXPERIENCE TRACK                               |
|-----------------------------|---|----------------------|--|
| REVEN. DWARF CHAMPION ☠️    | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>      | +0                   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| REVENANT DWARF ☠️           | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i> | +0                   | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           |
| REVENANT ELF ARCHER ☠️      | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i> | +0                   | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>           |
| REVENANT ELF CHAMPION ☠️    | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>      | +0                   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| <b>S</b> SHADE ☠️           | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i> | -2                   | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         |
| SIREN 🐉                     | ○○○○○○○○○○<br><i>Tactics - Adventurer +10 Attack</i>  | -2                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| SKELETON ☠️                 | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i> | +0                   | ○○○○○○○○○○<br><i>Dodge - Monster -2 Dmg</i>                |
| SKELETON DRAGON ☠️          | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i> | -2                   | ○○○○○○○○○○<br><i>Dragon Slayer - Adventurer +4 Dmg</i>     |
| SKELETON SPIDERS ☠️         | ○○○○○○○○○○<br><i>Alert - Ignore Surprise</i>          | +0                   | ○○○○○○○○○○<br><i>Web Dodge - Ignore Avoid Web Test</i>     |
| SPHINX                      | ○○○○○○○○○○<br><i>Weakness - Monster -2 DEF</i>        | -2                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| SPIDER QUEEN                | ○○○○○○○○○○<br><i>Weakness - Monster -2 DEF</i>        | -1                   | ○○○○○○○○○○<br><i>Web Dodge - Ignore Avoid Web Test</i>     |
| SPINDRA (SPIDER GODDESS)    | ○○○○○○○○○○<br><i>Tactics - Adventurer +10 Attack</i>  | -3                   | ○○○○○○○○○○<br><i>Stay Dead - Roll again Resurrection</i>   |
| STONE GOLEM                 | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>  | +0                   | ○○○○○○○○○○<br><i>Impact - Ignore Dazed Test</i>            |
| SUCCUBUS 🐉                  | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>        | -1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| SUCCUBUS MINION 🐉           | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>        | +1                   | ○○○○○○○○○○<br><i>Disruption - Ignore Dark Magic Result</i> |
| <b>T</b> TAINTED GIANT ANTS | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>    | +0                   | ○○○○○○○○○○<br><i>Charge - Ignore Pack AV Bonus</i>         |
| TAINTED GIANT BATS          | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>        | +0                   | ○○○○○○○○○○<br><i>Alert - Ignore Surprise</i>               |
| TAINTED GIANT CENTIPEDE     | ○○○○○○○○○○<br><i>Resistant - Ignore Poison Result</i> | +0                   | ○○○○○○○○○○<br><i>Weakness - Monster -1 DEF</i>             |
| TAINTED GIANT MOTH          | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>      | +0                   | ○○○○○○○○○○<br><i>Lure - Ignore Fly Penalty</i>             |
| TAINTED GIANT OOZES         | ○○○○○○○○○○<br><i>Feint - Adventure +5 Attack</i>      | +0                   | ○○○○○○○○○○<br><i>Web Dodge - Ignore Avoid Web Test</i>     |

# COMBAT EXPERIENCE SHEET

| MONSTER                  | LEVEL 10<br>EXPERIENCE TRACK                               | REACTION<br>MODIFIER | LEVEL 20<br>EXPERIENCE TRACK                               |
|--------------------------|--|----------------------|--|
| TAINED GIANT RATS        | ○○○○○○○○○○<br><i>Protection – Ignore Disease Result</i>    | +0                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
| TAINED GIANT SPIDER      | ○○○○○○○○○○<br><i>Weakness - Monster -1 DEF</i>             | +0                   | ○○○○○○○○○○<br><i>Web Dodge - Ignore Avoid Web Test</i>     |
| TITAN                    | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       | -2                   | ○○○○○○○○○○<br><i>Impact - Ignore Dazed Test</i>            |
| TRICKSTERS 🦊             | ○○○○○○○○○○<br><i>Counter - Monster -5 Attack</i>           | +2                   | ○○○○○○○○○○<br><i>Disruption – Ignore Dark Magic Result</i> |
| TROLL                    | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       | -2                   | ○○○○○○○○○○<br><i>Troll Slayer - Adventurer +2 Dmg</i>      |
| TROLLINGS                | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         | +0                   | ○○○○○○○○○○<br><i>Troll Slayer - Adventurer +2 Dmg</i>      |
| <b>V</b> VALKYRIES       | ○○○○○○○○○○<br><i>Lure – Ignore Fly Penalty</i>             | -1                   | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>       |
| VAMPIRE 🧛                | ○○○○○○○○○○<br><i>Disruption – Ignore Dark Magic Result</i> | -2                   | ○○○○○○○○○○<br><i>Stay Dead – Roll again Resurrection</i>   |
| VAMPIRE LORD 🧛           | ○○○○○○○○○○<br><i>Disruption – Ignore Dark Magic Result</i> | -2                   | ○○○○○○○○○○<br><i>Stay Dead – Roll again Resurrection</i>   |
| <b>W</b> WENDIGO 🦊       | ○○○○○○○○○○<br><i>Courage - Ignore Fear Test</i>            | -2                   | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>       |
| WEREWOLVES 🧛             | ○○○○○○○○○○<br><i>Manoeuvre – Ignore Leap Result</i>        | -1                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |
| WHITE DRAGON             | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       | -2                   | ○○○○○○○○○○<br><i>Dragon Slayer – Adventurer +4 Dmg</i>     |
| WIGHT 🧛                  | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i>      | -2                   | ○○○○○○○○○○<br><i>Stay Dead – Roll again Resurrection</i>   |
| WRAITH 🧛                 | ○○○○○○○○○○<br><i>Holy Strength - Ignore Fear Test</i>      | -2                   | ○○○○○○○○○○<br><i>Tactics – Adventurer +10 Attack</i>       |
| WYRM                     | ○○○○○○○○○○<br><i>Largeless - Ignore Large Result</i>       | -2                   | ○○○○○○○○○○<br><i>Nimble – Monster -1 Attacks</i>           |
| WYVERN                   | ○○○○○○○○○○<br><i>Evade Fire - Ignore Avoid Fire Test</i>   | -2                   | ○○○○○○○○○○<br><i>Nimble – Monster -1 Attacks</i>           |
| <b>Z</b> ZOMBIE MASTER 🧛 | ○○○○○○○○○○<br><i>Advantage - Adventurer +2 Dmg</i>         | -1                   | ○○○○○○○○○○<br><i>Protection – Ignore Disease Result</i>    |
| ZOMBIES 🧛                | ○○○○○○○○○○<br><i>Protection – Ignore Disease Result</i>    | +0                   | ○○○○○○○○○○<br><i>Charge – Ignore Pack AV Bonus</i>         |

# ARCANIST SPELL BOOK

(Int 60+)

| 1d10 | Level | Bonus | SPELLS | INGREDIENT | Cost | Upkeep |
|------|-------|-------|--------|------------|------|--------|
| 1    | 60+   | +20   |        |            |      |        |
| 2    |       | +15   |        |            |      |        |
| 3    |       | +10   |        |            |      |        |
| 4    |       | +5    |        |            |      |        |
| 5    |       | +0    |        |            |      |        |
| 6    | 70+   | -0    |        |            |      |        |
| 7    | 80+   | -5    |        |            |      |        |
| 8    | 90+   | -10   |        |            |      |        |
| 9    | 100   | -15   |        |            |      |        |
| 10   | 110   | -20   |        |            |      |        |

ONLY SPELLS THAT BELONG TO THE ADVENTURER'S ORDER OF MAGIC CAN BE ADDED. SPELLS FROM TABLE S ARE ADDED TO THE SPELL BOOK ON THE FRONT OF THE ADVENTURE SHEET

|  |  |
|--|--|
| <b>NUMBER OF TIMES ARCANIC LAW HAS BEEN BROKEN</b> |  |
|--|--|

## INGREDIENT'S BAG

(1000gp)

| 1d10 | QTY | INGREDIENT | GP Each |
|------|-----|------------|---------|
| 1    |     |            |         |
| 2    |     |            |         |
| 3    |     |            |         |
| 4    |     |            |         |
| 5    |     |            |         |
| 6    |     |            |         |
| 7    |     |            |         |
| 8    |     |            |         |
| 9    |     |            |         |
| 10   |     |            |         |

QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS

# BAG OF SUMMONING

## ITEMS WITH DAMAGE TRACKS ONLY

| 1d10 | SLOT | ITEMS | STR | DEX | INT | HP | DMG | DEF | GP | FIX | A/S | DAMAGE |
|------|------|-------|-----|-----|-----|----|-----|-----|----|-----|-----|--------|
| 1    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 2    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 3    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 4    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 5    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 6    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 7    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 8    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 9    |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |
| 10   |      |       |     |     |     |    |     |     |    |     |     | □□□□□  |

## ITEMS WITHOUT DAMAGE TRACKS ONLY

| 1d6+<br>1d10 | QTY | ITEM | GPEACH |
|--------------|-----|------|--------|
| 2            |     |      |        |
| 3            |     |      |        |
| 4            |     |      |        |
| 5            |     |      |        |
| 6            |     |      |        |
| 7            |     |      |        |
| 8            |     |      |        |
| 9            |     |      |        |
| 10           |     |      |        |
| 11           |     |      |        |
| 12           |     |      |        |
| 13           |     |      |        |
| 14           |     |      |        |
| 15           |     |      |        |
| 16           |     |      |        |

QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS

# PROPERTY SHEET

| SMALL ROOM                     |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
|--------------------------------|-----|------|----------------|-------------|-----|-----|---------------|-----|-----|-----------------|-----|-----|------------------|
| OWNED <input type="checkbox"/> |     |      | 8,000gp        | 40gp        |     |     | 20 Pts        |     |     | 10gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1-3                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 4-6                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7-9                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| APARTMENT                      |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
| OWNED <input type="checkbox"/> |     |      | 10,000gp       | 50gp        |     |     | 30 Pts        |     |     | 20gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1-3                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 4-6                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7-8                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 9                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| SMALL HOME                     |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
| OWNED <input type="checkbox"/> |     |      | 12,000gp       | 60gp        |     |     | 40 Pts        |     |     | 30gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1-2                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 3-4                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 5-6                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7-8                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 9                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| MEDIUM HOME                    |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
| OWNED <input type="checkbox"/> |     |      | 14,000gp       | 70gp        |     |     | 50 Pts        |     |     | 40gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1-2                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 3-4                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 5-6                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 8                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 9                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |

| LARGE HOME                     |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
|--------------------------------|-----|------|----------------|-------------|-----|-----|---------------|-----|-----|-----------------|-----|-----|------------------|
| OWNED <input type="checkbox"/> |     |      | 16,000gp       | 80gp        |     |     | 60 Pts        |     |     | 50gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1-2                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 3-4                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 5                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 6                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 8                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 9                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| MANOR HOME                     |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
| OWNED <input type="checkbox"/> |     |      | 18,000gp       | 90gp        |     |     | 70 Pts        |     |     | 60gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1-2                            |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 3                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 4                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 5                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 6                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 8                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 9                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| SMALL CASTLE                   |     |      | BUY/SELL VALUE | UPKEEP COST |     |     | BASE SECURITY |     |     | EXTRA SECURITY  |     |     | CURRENT SECURITY |
| OWNED <input type="checkbox"/> |     |      | 20,000gp       | 10gp        |     |     | 80 Pts        |     |     | 70gp per 10 Pts |     |     |                  |
| 1d10                           | QTY | SLOT | ITEM           | STR         | DEX | INT | HP            | DMG | DEF | GP              | Fix | A/S | DAMAGE           |
| 1                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 2                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 3                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 4                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 5                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 6                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 7                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 8                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 9                              |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |
| 10                             |     |      |                |             |     |     |               |     |     |                 |     |     | □□□□□            |

# SPECIAL BLUE COUNTERS FOR THE MAPPING GAME

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The tokens featured here are for use with the mapping game when you're using the Special Blues rules found in *The Lost Tome of Extraordinary Rules*.

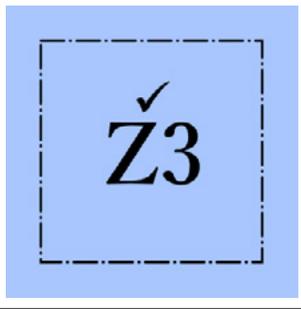
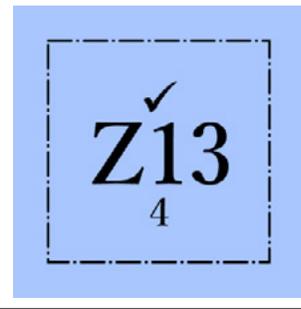
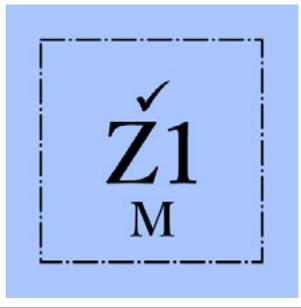
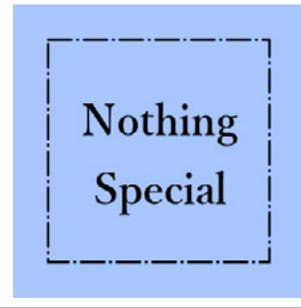
## USING THE SPECIAL BLUE TOKENS

After the setup of the mapping game has been performed, and before a quest has begun, mix the Special Blue Counters together face down to create the Special Blue Pool. Place beside the pool, the Special Blue Discard Counter with the -2 side face up (and the -3 side face down). Whenever the adventurer finds themselves in a blue area, the player is given the option to either follow the standard rules for a blue area (as explained in the main D100 Dungeon rulebook), or roll on table Z – Special Blues (as explained in the Lost Tome of Extraordinary Rules). If they choose to roll on table Z-Special Blues, they instead draw a counter from the Special Blue Pool, and place it face up in the centre of the current area (on the map card).

The special blue areas generated by the pool can each be interacted with by following their instructions found on table Z-Special Blues. If the player is instructed to tick a special blue area as completed, they immediately follow the steps detailed below.

1. Return the completed special blue counter to the Special Blue Pool.
2. Search the Special Blue Pool, and remove all 5 Nothing Special Counters, and place them to one side.
3. Remove a number of counters from the Special Blue Pool equal to the value shown by the Special Blue Discard Counter (either -2, or -3). You must remove the lowest value counters from the pool (i.e. start with Z1, and Z3). These counters are removed from the game. However, keep them near by so you can reference their values should you need to remove more counters later in the game (i.e. if Z3 was the last counter removed from the game, the next time a counter is removed it will be Z5 and so on).
4. Flip the Special Blue Discard Counter.
5. Return the 5 nothing Special Counters to the Special Blue Pool, and mix together.

There are four different types of special blue counters used, and each is handled slightly differently. Below are the four type of counters.

|  |   |
|--|---|
|  |  |
| Interactive  | Tracked   |
|  |  |
| Combat   | Nothing   |

**Interactive Special Blue Counters** are looked up using the reference number shown on the counter on Table Z-Special Blues when it is first placed in the area, and each time the adventurer returns to the area. The table entry provides details of how the special blue feature is used.

**Tracked Special Blue Counters** are also interactive special blue counters that follow the same rules (see above), and also need to be tracked. The result on table Z-Special Blues for these type of entries require the player to manage a number of successes, and make a note on the dungeon sheet. Instead, when required, place a blue door crystal on the counter to keep track. When 4 have been added, the special blue feature is completed.

**Combat Special Blue Counters** are also interactive special blue counters that follow the same rules (see above), and they also have a combat encounter. The “M” is there to remind you that monsters are lingering in the area should you return.

**Nothing Special Blue Counters** when drawn show that on this occasion the blue area is not special, and represents a rolled result of 91-100 on table Z-Special Blues. The player simply returns the counter to the pool and continues with their turn.

|                        |                        |                        |                        |                       |                        |
|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|
| Z <sup>✓</sup> 1<br>M  | Z <sup>✓</sup> 3       | Z <sup>✓</sup> 5       | Z <sup>✓</sup> 7       | Z <sup>✓</sup> 9<br>M | Z <sup>✓</sup> 11      |
| Z <sup>✓</sup> 13<br>4 | Z <sup>✓</sup> 15      | Z <sup>✓</sup> 17      | Z <sup>✓</sup> 19<br>M | Z <sup>✓</sup> 21     | Z <sup>✓</sup> 23<br>4 |
| Z <sup>✓</sup> 25<br>4 | Z <sup>✓</sup> 27<br>M | Z <sup>✓</sup> 29      | Z <sup>✓</sup> 31      | Z <sup>✓</sup> 33     | Z <sup>✓</sup> 35      |
| Z <sup>✓</sup> 37<br>4 | Z <sup>✓</sup> 39<br>M | Z <sup>✓</sup> 41<br>M | Z <sup>✓</sup> 43      | Z <sup>✓</sup> 45     | Z <sup>✓</sup> 47      |
| Z <sup>✓</sup> 49<br>M | Z <sup>✓</sup> 51      | Z <sup>✓</sup> 53<br>4 | Z <sup>✓</sup> 55      | Z <sup>✓</sup> 57     | Z <sup>✓</sup> 59<br>M |
| Z <sup>✓</sup> 61      | Z <sup>✓</sup> 63      | Z <sup>✓</sup> 65<br>M | Z <sup>✓</sup> 67      | Z <sup>✓</sup> 69     | Z <sup>✓</sup> 71      |
| Z <sup>✓</sup> 73<br>4 | Z <sup>✓</sup> 75      | Z <sup>✓</sup> 77      | Z <sup>✓</sup> 79<br>M | Z <sup>✓</sup> 81     | Z <sup>✓</sup> 83<br>M |
| Z <sup>✓</sup> 85      | Z <sup>✓</sup> 87      | Z <sup>✓</sup> 89<br>M | Nothing<br>Special     | Nothing<br>Special    | Nothing<br>Special     |
| Nothing<br>Special     | Nothing<br>Special     | -2                     |                        |                       |                        |

COUNTERS FRONT (CUT INSIDE THE DOTTED LINES)

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Z Z Z Z Z Z

Z Z Z Z Z Z

Z Z Z Z Z Z

Z Z Z Z Z Z

Z Z Z Z Z Z

Z Z Z Z Z Z

Z Z Z Z Z Z

Z Z Z Z Z Z

-3 Z Z

COUNTERS BACK

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# THE D100 DUNGEON RANGE

