

MARTIN KNIGHT D100 DUNGEON

A SOLO ADVENTURE GAME

GAME SHEETS

Version 3.5

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All game sheets for D100 Dungeon Book 1.



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HANDY SHEET

Monster's Reaction Table	
D10	The monster's reaction this round
1	The monster attacks. If it has less than ½ its HP it gains AV+10.
2	The monster attacks. If it has less than ½ its HP it gains AV+5.
3-7	The monster will attack.
8	If the monster has less than half its HP it will attempt to escape, otherwise it attacks.
9	If the monster was damaged last round it will attempt to escape, otherwise it attacks.
10	The monster will attempt to escape

COMBAT ROUNDS

- Roll 1d10 on the "Monster Reaction" table to determine its action in the forthcoming round, then continue to step 2.
- The player determines their course of action and this will greatly depend on the monster's reaction. If the monster's reaction is to escape, the adventurer may attempt to "Block the Escape", or choose to simply let it go, and the player removes the monster from the combat track. Alternatively, they may take a wild swing hoping to finish it off before it escapes. If the monster is going to attack, the adventurer may decide they will try and escape themselves (see Escaping), make an attack (go to Step 3), or choose to perform a combat action (See Combat Actions).
- To attack a monster, the player rolls 1d100 and must score equal to, or below the adventurer's adjusted Str, or Dex value; which is used depends on the weapon being used. Hand Weapons (H) use Str, whilst Ranged Weapons (R) use Dex to hit the Monster. If the character has two weapons equipped, either may be used to attack, but not both. If the result scores a hit go to step 4, otherwise go to step 5.
- Roll both the damage die (1d6) and the location die (1d10) together and apply the damage modifier to the damage die for the location rolled (see the Hit Location table) and the adventurer's DMG modifier (if any), then deduct the monsters DEF value from the modified damage dice. The remaining amount is the number of HP that are dealt to the monster, or monsters if encountering more than one (see Monster Ability - Pack).
- If the monster attempted to escape and has remained, start a new combat round from Step 1, otherwise it will make an attack. Roll 1d100 equal to, or less than the monsters Attack Value (AV), and if the result scores a hit go to step 6, otherwise start a new combat round from step 1.
- Roll both the damage die (1d6) and the location die (1d10) together and apply the damage modifier to the damage dice for the location rolled (see the Hit Location table), add the monsters DMG modifier (if any), then if the adventurer has any armour equipped to the location struck, the Armour (A) value is deducted. The remaining amount is the number of HP that is dealt to the adventurer. However, some damage may also be deflected to armour worn at the location struck, or to a shield if carried in the adventurer's off weapon (see Damage Deflection). If the adventurer has a Defence (Def) bonus they may also be able to shrug off some more damage (See Defence Bonus). If the monster survived start a new combat round from step 1.

Hit Location Table		
D10	Location Struck	Damage Mod
1	Head	+3
2	Back	+2
3	Torso	+1
4	Arms	-
5	Hands	-
6	Main Weapon	-
7	Off Weapon	-
8	Waist	Adventurer Belt Check
9	Legs	-1
10	Feet	-1

ESCAPING

When the adventurer escapes they do not get an attack roll, or a combat action and must pass the ESCAPE COMBAT test below.

ESCAPE COMBAT – Test: Dex -10 [S: Remove monster, add to area] [F: -2HP, step 5] (*Escape*)

When the monster escapes, the adventurer can let it go, attack, take a combat action, or block its escape by passing the BLOCK ESCAPE test below.

BLOCK ESCAPE – Test: STR -10 [S: Monster remains, combat step 4] [F: Remove monster] (*Escape*)

TURNS

Anytime during a turn (except in combat) the adventurer may equip, or unequip items to and from equipment slots and the backpack. However, once a result from a table requires a belt check, or targets an item, it is not permitted to adjust equipment.

- TIME TRACK:** Shade 1☉ on the time track, if it triggers an effect you must deal with it immediately (see Time Track).
- EXITS:** Choose an exit to move through, rotate the dungeon sheet so that the exit is furthest away and then deal with any doors.
- AREA:** If the area is already mapped consult dungeon sheet for details; otherwise roll on table M and add the area to the dungeon sheet.
- SEARCH:** (Optional) Search by rolling on table F and applying the modifier for the current area. Then follow the instructions and add (S) to bottom left corner of the area on the dungeon sheet. ■ (Yellow) +0, ■ (Red) +10, ■ (Green) +5, ■ (Blue) +20

CASTING SPELLS

The spell book must be activated, the adventurer pays its cost (either HP, or Str) and perform the CAST SPELL test below.

CAST SPELL – Test: Int (+/- Spells Bonus) [S: Cast] [F: Roll on table C - Curses] (*Magic, Lucky*)

CASTING SCROLLS

The adventurer pays its cost (either HP, or Str) and perform the CAST SCROLL test below. Then the scroll is removed.

CAST SCROLL – Test: Int [S: Cast] [F: Roll on table C - Curses] (*Magic, Lucky*)

MONSTER ABILITIES SHEET

ATTACKS

The monster is able to attack more than once in a single round of combat. The number of times it gets to make an attack roll is equal to its Attacks rating. For each attack that scores a hit, roll a damage die and add them together for a total damage score, then roll for a hit location and apply its modifier (if any), finally apply the monster's Dmg modifier (if any).

DARK MAGIC

Spell Casters found in the dungeons have attuned themselves with Dark Magic. At the start of each combat round before step 1, roll 1d10 to see which magic spell they will use for the round.

1D10	Spell	Description
1-2	Dark Strike	If the monster attacks this combat round, it gains +20 AV.
3-4	Shadowy Cloak	For this combat round the monster gains +4 DEF.
5-6	Evil Touch	For this combat round the monster gains +2 DMG.
7-8	Drain Life	This combat round each HP the adventurer loses restores an equal number to the monster.
9-0	Death Bolt	The adventurer loses 2 HP.

DEATH TOUCH

Whilst encountering a monster with Death Touch, the adventurer suffers -2 DEF and all equipped armour that it hits has a rating of A0. Damage may still be deflected as normal.

DISEASE

When a monster scores a natural 1 on their damage dice, they infect the adventurer with disease and the player shades in one pip on the disease track on the adventurer sheet, even if the monster does not deal any damage during the combat round. When the time track is refreshed, the player must roll 1d10. If the result is equal to, or less than the number of disease pips shaded the adventurer suffers HP equal to the number of shaded pips.

ETHEREAL

The monster has no substance, and normal weapons will simply pass through them. All attacks made against an ethereal monster must be with a legendary weapon or a form of spell (or scroll) in order to inflict any kind of damage.

FEAR

The monster may strike fear in any adventurer that it comes face to face with. At the start of each combat round the adventurer must make a fear test.

FEAR – Test: Int -10 [S: Attack as normal] [F: Forfeit next attack, combat action] (*Bravery*)

FIRE

The monster, in addition to its normal attack, has some sort of fire attack that may strike an adventurer. Each time a natural 1 is rolled for its damage the adventurer may be set on fire by its attack and must make an avoid fire test.

AVOID FIRE – Test: Dex -5 [S: No effect] [F: -2HP] (*Dodge*)

FLY

An adventurer fighting a flying monster suffers -10 STR when making an attack roll. If using a ranged weapon (Dex) it has no effect.

FREEZE

The monster, in addition to its normal attack, has some sort of freeze attack that may strike an adventurer. Each time a natural 1 is rolled for its damage the adventurer may be frozen and must make an avoid freeze test.

AVOID FREEZE – Test: Dex [S: No effect] [F: -1HP, -2 DEF in next combat round] (*Dodge*)

LARGE

The monster is exceptionally large and will often deal more damage when it hits an adventurer than smaller monsters. Therefore, damage die results of 1 or 2 gain +2 dmg.

PACK

At the start of each combat round each monster still alive beyond the first adds +5 to its AV. For instance, if an encounter has 4 monsters still alive they get AV+15 when they attack. When an adventurer deals a pack damage, its HP is depleted in the order from left to right and any surplus damage spills over to the next and so on. For instance, if an adventurer faces a pack with HP 3/2/2 and has just dealt 4 damage, the left most pack monster is defeated and the second receives 1 point of damage and will have the following HP remaining 0/1/2.

PHASE

The monster can phase in and out of reality making it a hard target to strike. The adventurer suffers -10 to their Str or Dex whilst attacking a monster with the Phase ability.

POISON

When a monster scores a natural 1 on their damage die, they infect the adventurer with poison and the player shades in one pip on the poison track on the adventure sheet, even if the monster does not deal any damage during the combat round. When the time track is refreshed the player must roll 1d10. If the result is equal to or less than the number of poison pips shaded, the adventurer suffers HP equal to, the number of shaded pips and the player then removes 1 pip from their poison track.

REGENERATE

The monster has the ability to restore lost HP. Each time it roll a natural 1 on the damage die it will restore 2 lost HP.

RESURRECTION

When the monster is killed it may resurrect and come back to life. After killing a monster with Resurrection and before it has been looted, roll 1d10. If a 1 is rolled it immediately returns to life with full HP and the adventurer must once again attempt to kill it.

STUN

The monster's attack may cause an adventurer to be stunned. Each time the monster deals damage to the adventurer, they must make a dazed test.

DAZED – Test: STR-15 [S: No effect] [F: Forfeit next attack, combat action, escape] (*Dodge*)

SURPRISE

The monster may surprise the adventurer when it first appears. Before the first round of combat begins make a surprise test. If the test fails, the monster makes an immediate attack roll against the adventurer.

SURPRISE – Test Int-10 [S: No effect] [F: Monster gains a free attack] (*Aware*)

WEB

At the end of each combat round in which the monster is still alive, the adventurer makes an avoid web test to determine if they will get an attack, or make a combat action in the next combat round.

AVOID WEB – Test: Dex +20 [S: Attack as normal] [F: Forfeit next attack, combat action, escape] (*Dodge*)

D100 DUNGEON ADVENTURE SHEET

NAME:			HERO PATH:				RACE:				-20 Dark
REP:	FATE:	LIFE:	GOLD PIECES:				ENCOUNTER MODIFIER:				

		Primary	Adjusted	Experience Track				Unlocks the Abilities below at 50			
STRENGTH (Str)				★○○○○○○○○○○○○○○○				MIGHTY BLOW <input type="checkbox"/> During combat damage rolls of 6 roll again and add to the roll			
DEXTERITY (Dex)				★○○○○○○○○○○○○○○○				PERFECT AIM <input type="checkbox"/> Roll again for hit location and choose either result			
INTELLIGENCE (Int)				★○○○○○○○○○○○○○○○				SPELL CASTER <input type="checkbox"/> The adventurer can now use spells from the spell book			

Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Item found, roll 1d6 1-2=■ 3-4=■■ 5-6=■■■
1	+3	Head										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
2	+2	Back										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
3	+1	Torso										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
4	-	Arms										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
5	-	Hands										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
6		Main											□ □ □ □ □ <input checked="" type="checkbox"/>
7		Off										S:	□ □ □ □ □ <input checked="" type="checkbox"/>
8	BC	Waist										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
9	-1	Legs										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
10	-1	Feet										A:	□ □ □ □ □ <input checked="" type="checkbox"/>
		Neck										Oil:	○○○○○○○○○○ ○○○○○○○○○○
		Ring										Food:	○○○○○○○○○○
		Ring										Picks:	○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○
Damage deflected to shield shades ½ a pip			TOTALS										

BELT SLOTS			1-2		3-4			5-6			7-9			9-10		
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	1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6	7	8	9	10
KEYS	○	○	○	○	○	○	○	○	○	○	POISON	○	○	○	○	○	○	○	○	○	
LEVER	○	○	○	○	○	○	○	○	○	○	DISEASE	○	○	○	○	○	○	○	○	○	

D10	SKILLS	Bonus	Experience Track	Level	Bonus	SPELL BOOK	Cost	HEALTH POINTS (HP)						
1	Agility		★○○○○○○○○○○○○○	50+	+20			PRIMARY		QUEST OBJECTIVES: TIME TRACK MOD:				
2	Aware		★○○○○○○○○○○○○○		+15			ADJUSTED						
3	Bravery		★○○○○○○○○○○○○○		+10									
4	Dodge		★○○○○○○○○○○○○○	60+	+5						4			
5	Escape		★○○○○○○○○○○○○○		+0									
6	Locks		★○○○○○○○○○○○○○	70+	-0									
7	Lucky		★○○○○○○○○○○○○○		-5					5				6
8	Magic		★○○○○○○○○○○○○○	80+	-10									
9	Strong		★○○○○○○○○○○○○○		-15									
10	Traps		★○○○○○○○○○○○○○	100	-20									

BACKPACK FOR ITEMS WITH DAMAGE TRACKS

SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
											□ □ □ □ □
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BACKPACK FOR ITEMS WITHOUT DAMAGE TRACKS

EMPIRE BUILDING INVESTMENTS

QTY	ITEM	GP EACH	TRADE	FINANCE	HOLDINGS	WARS
			1 Share = 100gp ○○○○○	1 Share = 300gp ○○○○○	1 Share = 500gp ○○○○○	1 Share = 1000gp ○○○○○
			1 Pip = 20gp	1 Pip = 60gp	1 Pip = 100gp	1 Pip = 200gp
QUEST LOG						
COMPLETED:					FAILED:	
CURRENT QUEST:						
QUEST DETAILS:						
QUEST TRACKER						
			<input type="checkbox"/> 1-2	<input type="checkbox"/> 21-22	<input type="checkbox"/> 41-42	<input type="checkbox"/> 61-62
			<input type="checkbox"/> 3-4	<input type="checkbox"/> 23-24	<input type="checkbox"/> 43-44	<input type="checkbox"/> 63-64
			<input type="checkbox"/> 5-6	<input type="checkbox"/> 25-26	<input type="checkbox"/> 45-46	<input type="checkbox"/> 65-66
			<input type="checkbox"/> 7-8	<input type="checkbox"/> 27-28	<input type="checkbox"/> 47-48	<input type="checkbox"/> 67-68
			<input type="checkbox"/> 9-10	<input type="checkbox"/> 29-30	<input type="checkbox"/> 49-50	<input type="checkbox"/> 69-70
			<input type="checkbox"/> 11-12	<input type="checkbox"/> 31-32	<input type="checkbox"/> 51-52	<input type="checkbox"/> 71-72
			<input type="checkbox"/> 13-14	<input type="checkbox"/> 33-34	<input type="checkbox"/> 53-54	<input type="checkbox"/> 73-74
			<input type="checkbox"/> 15-16	<input type="checkbox"/> 35-36	<input type="checkbox"/> 55-56	<input type="checkbox"/> 75-76
			<input type="checkbox"/> 17-18	<input type="checkbox"/> 37-38	<input type="checkbox"/> 57-58	<input type="checkbox"/> 77-78
			<input type="checkbox"/> 19-20	<input type="checkbox"/> 39-40	<input type="checkbox"/> 59-60	<input type="checkbox"/> 79-80
					<input type="checkbox"/> 81-82	<input type="checkbox"/> 83-84
					<input type="checkbox"/> 85-86	<input type="checkbox"/> 87-88
					<input type="checkbox"/> 89-90	<input type="checkbox"/> 91-92
					<input type="checkbox"/> 93-94	<input type="checkbox"/> 95-96
					<input type="checkbox"/> 97-98	<input type="checkbox"/> 99-100
QUANTITY BOX MAXIMUM OF 10 OF EACH ITEM						

NOTES

D100 DUNGEON COMBAT TRACK

Add each monster to the track, if the adventurer, or the monster escapes remove the monster from the track (leave only defeated monster on the track). when a monster is defeated and a reward is listed, immediately gain the reward.

ENCOUNTER	AV	DEF	DMG	HEALTH POINTS	[K]	ABILITIES	REWARD
							+100GP
							+5 SKILL
							+1 PRIMARY STR
							+1 PRIMARY DEX
							+1 PRIMARY INT
							+1 PRIMARY HP
							+1 REP
							+1 FATE
							+1 LIFE

D100 DUNGEON SHEET (With Entrance)



