

# MARTIN KNIGHT D100 DUNGEON

## WORLD BUILDER

# GAME SHEETS

Version 1.3

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All game sheets for World Builder Book 6.



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## D100 SPACE BOOKS

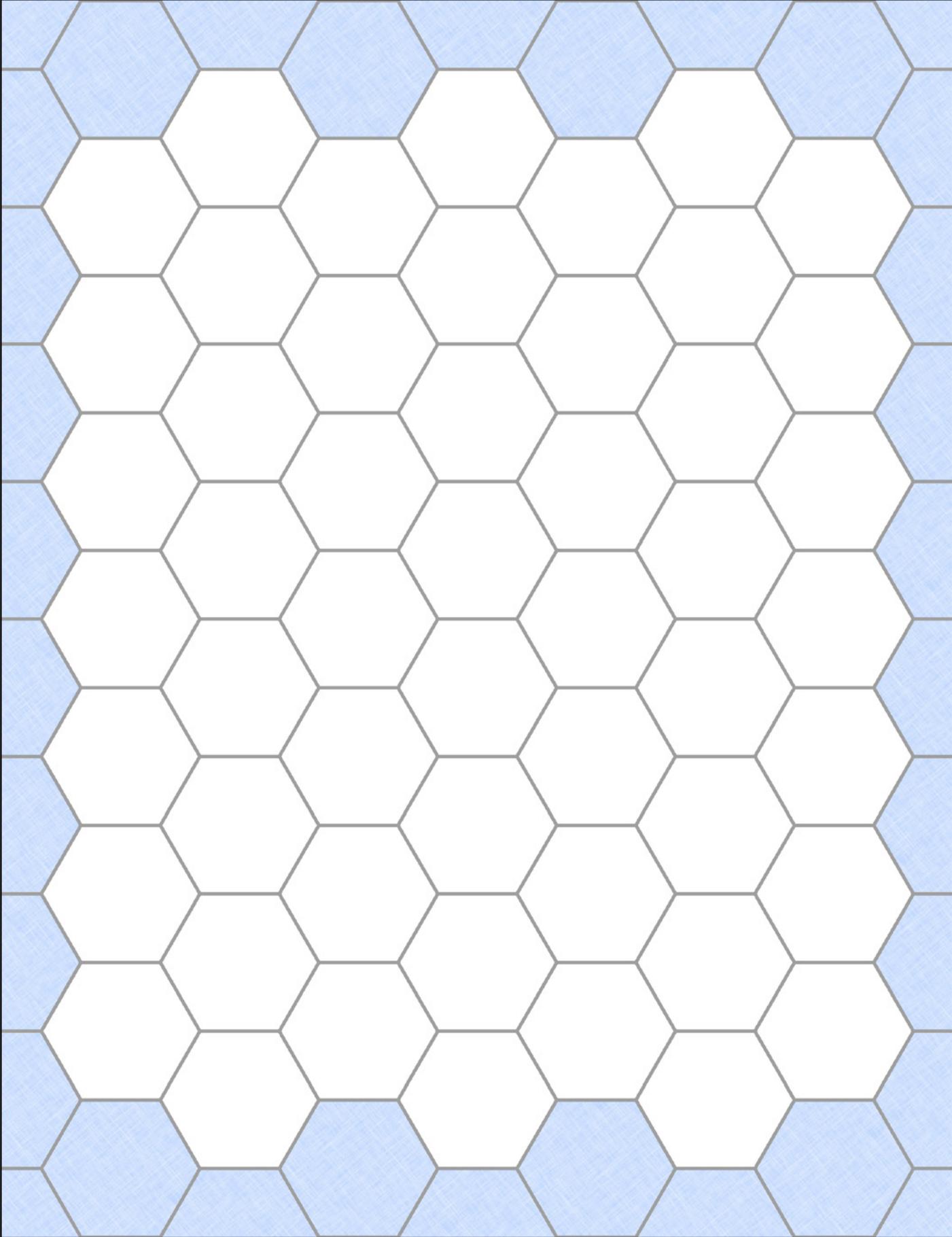
- BOOK 1. D100 SPACE - A Solo Adventure Game - Published 2022, 2024, 2025
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- ACCESSORY 1. MAPPING GAME - Published 2022
- ACCESSORY 2. TRACKER - Published 2022
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# WORLD BUILDER QUEST SHEET

✓	CODE	#	DETAILS	Q¢	P¢	H¢	RV	[S]	[F]	ENC
	Q1:									
	Q2:									
	Q3:									
	Q4:									
	Q5:									
	Q6:									
	Q7:									
	Q8:									
	Q9:									
	Q10:									
	Q11:									
	Q12:									
	Q13:									
	Q14:									
	Q15:									
	Q16:									
	Q17:									
	Q18:									
	Q19:									
	Q20:									
	Q21:									
	Q22:									
	Q23:									
	Q24:									
	Q25:									

Monsters that appear on the encounter tables with a  symbol are demons; monsters that appear with a  symbol are undead. If a monster is shown with a  symbol it is upgraded to an elite monster and gains +10 HP and will ignore all escape reaction results it rolls during combat (do not re-roll them).

**CALENDAR** Adventurer's Name: YEAR:

**(1) JANUARY** **(2) FEBRUARY** **(3) MARCH**

WINTER 🐾 -2 WINTER 🐾 -1 SPRING 🐾 0

Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
				1 R ☉	2	3 ☉	1 R ☉	2	3 ☉	4	5	6	7			1 R ☉	2	3 ☉	4	5
4	5	6	7	8	9	10 ☿	8	9	10 ☿	11 ●	12	13	14	6	7	8	9	10 ☿	11 ●	12
11 ●	12	13	14	15	16 S	17	15	16 S	17	18	19 ☾	20 ☿	21	13	14	15	16 S	17	18	19 ☾
18	19 ☾	20 ☿	21	22	23	24	22	23	24	25	26 ☽	27	28	20 ☿	21	22	23	24	25	26 ☽
25	26 ☽	27	28	29	30 ☿	31	29	30 ☿						27	28	29	30 ☿			

**(4) APRIL** **(5) MAY** **(6) JUNE**

SPRING 🐾 0 SPRING 🐾 +1 SUMMER 🐾 +1

Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
				1 R ☉	2	3 ☉	1 R ☉	2	3 ☉	4	5	6	7			1 R ☉	2	3 ☉	4	5
4	5	6	7	8	9	10 ☿	8	9	10 ☿	11 ●	12	13	14	6	7	8	9	10 ☿	11 ●	12
11 ●	12	13	14	15	16 S	17	15	16 S	17	18	19 ☾	20 ☿	21	13	14	15	16 S	17	18	19 ☾
18	19 ☾	20 ☿	21	22	23	24	22	23	24	25	26 ☽	27	28	20 ☿	21	22	23	24	25	26 ☽
25	26 ☽	27	28	29	30 ☿	31	29	30 ☿						27	28	29	30 ☿			

**(7) JULY** **(8) AUGUST** **(9) SEPTEMBER**

SUMMER 🐾 +1 SUMMER 🐾 +2 AUTUMN 🐾 +2

Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
				1 R ☉	2	3 ☉	1 R ☉	2	3 ☉	4	5	6	7			1 R ☉	2	3 ☉	4	5
4	5	6	7	8	9	10 ☿	8	9	10 ☿	11 ●	12	13	14	6	7	8	9	10 ☿	11 ●	12
11 ●	12	13	14	15	16 S	17	15	16 S	17	18	19 ☾	20 ☿	21	13	14	15	16 S	17	18	19 ☾
18	19 ☾	20 ☿	21	22	23	24	22	23	24	25	26 ☽	27	28	20 ☿	21	22	23	24	25	26 ☽
25	26 ☽	27	28	29	30 ☿	31	29	30 ☿						27	28	29	30 ☿			

**(10) OCTOBER** **(11) NOVEMBER** **(12) DECEMBER**

AUTUMN 🐾 +1 AUTUMN 🐾 0 WINTER 🐾 -1

Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
				1 R ☉	2	3 ☉	1 R ☉	2	3 ☉	4	5	6	7			1 R ☉	2	3 ☉	4	5
4	5	6	7	8	9	10 ☿	8	9	10 ☿	11 ●	12	13	14	6	7	8	9	10 ☿	11 ●	12
11 ●	12	13	14	15	16 S	17	15	16 S	17	18	19 ☾	20 ☿	21	13	14	15	16 S	17	18	19 ☾
18	19 ☾	20 ☿	21	22	23	24	22	23	24	25	26 ☽	27	28	20 ☿	21	22	23	24	25	26 ☽
25	26 ☽	27	28	29	30 ☿	31	29	30 ☿						27	28	29	30 ☿*			

\* Apply the modifiers to the following primary characteristics before beginning a new year: -1 STR, -1 DEX, AND +2 INT.  
 R Make a fatigue check and roll for an event -10. ☉ Pay for guild (if applicable), or lose guild status. S Roll for an event +10.  
 ☿ On these days make a disease and poison test. ● At the end of the day roll 1d100, if the result is 5 or less see the WEREWOLF event.

<p><b>QUEST TIME TRACK</b></p> <p>📅 1 📅 1 📅 1 📅 1 📅 1 📅 1 📅 1</p> <p>During a quest spend 1 AP (not rations) and suffer 1 fatigue each time is shaded. After the quest reset the track.</p>	<p><b>RATIONS</b></p> <p>○○○○○○○○○○○○○○○○</p> <p>○○○○○○○○○○○○○○○○</p> <p>○○○○○○○○○○○○○○○○</p> <p>Max 30</p>	<p><b>FATIGUE</b></p> <p>① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩</p> <p>Fatigue Check: If you roll equal to, or less than your current fatigue you suffer -1d3 HP, then remove 1 point of fatigue.</p>
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# MOUNT SHEET

<input type="checkbox"/> 1	NAME:	TYPE:	MALNUTRITION □□□□□□	Rations (Max 30)
----------------------------	-------	-------	------------------------	------------------

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1	<input type="checkbox"/>											□□□□□
2	<input type="checkbox"/>											□□□□□
3	<input type="checkbox"/>											□□□□□
4	<input type="checkbox"/>											□□□□□

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1	<input type="checkbox"/>			1	<input type="checkbox"/>		
2	<input type="checkbox"/>			2	<input type="checkbox"/>		
3	<input type="checkbox"/>			3	<input type="checkbox"/>		
4	<input type="checkbox"/>			4	<input type="checkbox"/>		



<input type="checkbox"/> 2	NAME:	TYPE:	MALNUTRITION □□□□□□	Rations (Max 30)
----------------------------	-------	-------	------------------------	------------------

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1	<input type="checkbox"/>											□□□□□
2	<input type="checkbox"/>											□□□□□
3	<input type="checkbox"/>											□□□□□
4	<input type="checkbox"/>											□□□□□

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1	<input type="checkbox"/>			1	<input type="checkbox"/>		
2	<input type="checkbox"/>			2	<input type="checkbox"/>		
3	<input type="checkbox"/>			3	<input type="checkbox"/>		
4	<input type="checkbox"/>			4	<input type="checkbox"/>		



<input type="checkbox"/> 3	NAME:	TYPE:	MALNUTRITION □□□□□□	Rations (Max 30)
----------------------------	-------	-------	------------------------	------------------

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1	<input type="checkbox"/>											□□□□□
2	<input type="checkbox"/>											□□□□□
3	<input type="checkbox"/>											□□□□□
4	<input type="checkbox"/>											□□□□□

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1	<input type="checkbox"/>			1	<input type="checkbox"/>		
2	<input type="checkbox"/>			2	<input type="checkbox"/>		
3	<input type="checkbox"/>			3	<input type="checkbox"/>		
4	<input type="checkbox"/>			4	<input type="checkbox"/>		

**RIDING** – Test Dex -RP [S: Move action -3 AP] [F: Move action -2 AP, falls off -1d6 HP] (*Riding*)

# MOUNT SHEET

<input type="checkbox"/> 4	NAME:	TYPE:	MALNUTRITION □□□□□□	Rations (Max 30)
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NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 <input type="checkbox"/>												□□□□□
2 <input type="checkbox"/>												□□□□□
3 <input type="checkbox"/>												□□□□□
4 <input type="checkbox"/>												□□□□□

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 <input type="checkbox"/>				1 <input type="checkbox"/>			
2 <input type="checkbox"/>				2 <input type="checkbox"/>			
3 <input type="checkbox"/>				3 <input type="checkbox"/>			
4 <input type="checkbox"/>				4 <input type="checkbox"/>			

<input type="checkbox"/> 5	NAME:	TYPE:	MALNUTRITION □□□□□□	Rations (Max 30)
----------------------------	-------	-------	------------------------	------------------

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 <input type="checkbox"/>												□□□□□
2 <input type="checkbox"/>												□□□□□
3 <input type="checkbox"/>												□□□□□
4 <input type="checkbox"/>												□□□□□

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 <input type="checkbox"/>				1 <input type="checkbox"/>			
2 <input type="checkbox"/>				2 <input type="checkbox"/>			
3 <input type="checkbox"/>				3 <input type="checkbox"/>			
4 <input type="checkbox"/>				4 <input type="checkbox"/>			

<input type="checkbox"/> 6	NAME:	TYPE:	MALNUTRITION □□□□□□	Rations (Max 30)
----------------------------	-------	-------	------------------------	------------------

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 <input type="checkbox"/>												□□□□□
2 <input type="checkbox"/>												□□□□□
3 <input type="checkbox"/>												□□□□□
4 <input type="checkbox"/>												□□□□□

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 <input type="checkbox"/>				1 <input type="checkbox"/>			
2 <input type="checkbox"/>				2 <input type="checkbox"/>			
3 <input type="checkbox"/>				3 <input type="checkbox"/>			
4 <input type="checkbox"/>				4 <input type="checkbox"/>			

**RIDING** – Test Dex -RP [S: Move action -3 AP] [F: Move action -2 AP, falls off -1d6 HP] (*Riding*)



**BACKPACK** For Items With Damage Tracks

1D10	Slot	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1												□□□□□
2												□□□□□
3												□□□□□
4												□□□□□
5												□□□□□
6												□□□□□
7												□□□□□
8												□□□□□
9												□□□□□
10												□□□□□

**BACKPACK** For Items Without Damage Tracks

1D6+1D10	QTY	ITEM	GP Each
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			

**QUEST LOG** (Table Q)

<input type="checkbox"/> Q:1-2	<input type="checkbox"/> Q:21-22	<input type="checkbox"/> Q:41-42	<input type="checkbox"/> Q:61-62	<input type="checkbox"/> Q:81-82
<input type="checkbox"/> Q:3-4	<input type="checkbox"/> Q:23-24	<input type="checkbox"/> Q:43-44	<input type="checkbox"/> Q:63-64	<input type="checkbox"/> Q:83-84
<input type="checkbox"/> Q:5-6	<input type="checkbox"/> Q:25-26	<input type="checkbox"/> Q:45-46	<input type="checkbox"/> Q:65-66	<input type="checkbox"/> Q:85-86
<input type="checkbox"/> Q:7-8	<input type="checkbox"/> Q:27-28	<input type="checkbox"/> Q:47-48	<input type="checkbox"/> Q:67-68	<input type="checkbox"/> Q:87-88
<input type="checkbox"/> Q:9-10	<input type="checkbox"/> Q:29-30	<input type="checkbox"/> Q:49-50	<input type="checkbox"/> Q:69-70	<input type="checkbox"/> Q:89-90
<input type="checkbox"/> Q:11-12	<input type="checkbox"/> Q:31-32	<input type="checkbox"/> Q:51-52	<input type="checkbox"/> Q:71-72	<input type="checkbox"/> Q:91-92
<input type="checkbox"/> Q:13-14	<input type="checkbox"/> Q:33-34	<input type="checkbox"/> Q:53-54	<input type="checkbox"/> Q:73-74	<input type="checkbox"/> Q:93-94
<input type="checkbox"/> Q:15-16	<input type="checkbox"/> Q:35-36	<input type="checkbox"/> Q:55-56	<input type="checkbox"/> Q:75-76	<input type="checkbox"/> Q:95-96
<input type="checkbox"/> Q:17-18	<input type="checkbox"/> Q:37-38	<input type="checkbox"/> Q:57-58	<input type="checkbox"/> Q:77-78	<input type="checkbox"/> Q:97-98
<input type="checkbox"/> Q:19-20	<input type="checkbox"/> Q:39-40	<input type="checkbox"/> Q:59-60	<input type="checkbox"/> Q:79-80	<input type="checkbox"/> Q:99-100

**CAMPAIGN QUESTS** N=Northreach S=Southreach E=Eastpoint W=Westpoint

N S E W □□□□ CQ:1	N S E W □□□□ CQ:5	N S E W □□□□ CQ:9	N S E W □□□□ CQ:13	N S E W □□□□ CQ:17
□□□□ CQ:2	□□□□ CQ:6	□□□□ CQ:10	□□□□ CQ:14	□□□□ CQ:18
□□□□ CQ:3	□□□□ CQ:7	□□□□ CQ:11	□□□□ CQ:15	□□□□ CQ:19
□□□□ CQ:4	□□□□ CQ:8	□□□□ CQ:12	□□□□ CQ:16	□□□□ CQ:20

**SIDE QUESTS** N=Northreach S=Southreach E=Eastpoint W=Westpoint

N S E W □□□□ SQ:A	N S E W □□□□ SQ:F	N S E W □□□□ SQ:K	N S E W □□□□ SQ:P	N S E W □□□□ SQ:U
□□□□ SQ:B	□□□□ SQ:G	□□□□ SQ:L	□□□□ SQ:Q	□□□□ SQ:V
□□□□ SQ:C	□□□□ SQ:H	□□□□ SQ:M	□□□□ SQ:R	□□□□ SQ:W
□□□□ SQ:D	□□□□ SQ:I	□□□□ SQ:N	□□□□ SQ:S	□□□□ SQ:X
□□□□ SQ:E	□□□□ SQ:J	□□□□ SQ:O	□□□□ SQ:T	□□□□ SQ:Y

**ADVENTURE BOOKS**

Quantity Box Maximum Of 10 Each	<input type="checkbox"/> ADV BK: 1	<input type="checkbox"/> ADV BK: 2	<input type="checkbox"/> ADV BK: 3	<input type="checkbox"/> ADV BK: 4	<input type="checkbox"/> ADV BK: 5
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**EMPIRE BUILDING INVESTMENTS**

TRADE	FINANCE	HOLDINGS	WARS
1 SHARE = 100 GP	1 SHARE = 300 GP	SHARE = 500 GP	1 SHARE = 1000 GP
○○○○○ 1 PIP = 20 GP	○○○○○ 1 PIP = 60 GP	○○○○○ 1 PIP = 100 GP	○○○○○ 1 PIP = 200 GP

**EXTRA QUESTS** (TABLES QE-QI)

<input type="checkbox"/> QE:1-10	<input type="checkbox"/> QF:1-10	<input type="checkbox"/> Q:G1-10	<input type="checkbox"/> QH:1-10	<input type="checkbox"/> QI:1-10
<input type="checkbox"/> QE:11-20	<input type="checkbox"/> QF:11-20	<input type="checkbox"/> Q:G11-20	<input type="checkbox"/> QH:11-20	<input type="checkbox"/> QI:11-20
<input type="checkbox"/> QE:21-30	<input type="checkbox"/> QF:21-30	<input type="checkbox"/> Q:G21-30	<input type="checkbox"/> QH:21-30	<input type="checkbox"/> QI:21-30
<input type="checkbox"/> QE:31-40	<input type="checkbox"/> QF:31-40	<input type="checkbox"/> Q:G31-40	<input type="checkbox"/> QH:31-40	<input type="checkbox"/> QI:31-40
<input type="checkbox"/> QE:41-50	<input type="checkbox"/> QF:41-50	<input type="checkbox"/> Q:G41-50	<input type="checkbox"/> QH:41-50	<input type="checkbox"/> QI:41-50
<input type="checkbox"/> QE:51-60	<input type="checkbox"/> QF:51-60	<input type="checkbox"/> Q:G51-60	<input type="checkbox"/> QH:51-60	<input type="checkbox"/> QI:51-60
<input type="checkbox"/> QE:61-70	<input type="checkbox"/> QF:61-70	<input type="checkbox"/> Q:G61-70	<input type="checkbox"/> QH:61-70	<input type="checkbox"/> QI:61-70
<input type="checkbox"/> QE:71-80	<input type="checkbox"/> QF:71-80	<input type="checkbox"/> Q:G71-80	<input type="checkbox"/> QH:71-80	<input type="checkbox"/> QI:71-80
<input type="checkbox"/> QE:81-90	<input type="checkbox"/> QF:81-90	<input type="checkbox"/> Q:G81-90	<input type="checkbox"/> QH:81-90	<input type="checkbox"/> QI:81-90
<input type="checkbox"/> QE:91-100	<input type="checkbox"/> QF:91-100	<input type="checkbox"/> Q:G91-100	<input type="checkbox"/> QH:91-100	<input type="checkbox"/> QI:91-100

HEX SHEETS:	CURRENT HEX:
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NOTES:

# WORLD BUILDER ACTIONS

The “World Builder Game” is played by spending Action Points (AP), with the overall goal to locate and complete 25 quests on each world builder sheet. The actions below can be performed in any order.

**REST (2 AP)** - The adventurer rests and recovers; remove 1 point of fatigue.

**SCOUT (2 AP)** - Choose adjacent hex and generate it (see Generating a Hex); then check for an event (% is the current terrain’s pop + mods for settlements, roads and rivers).

**FORAGE (1 AP x3)** - Forage for food and test one of the following:

- HARVESTING** - Test Int -FP [S: Gain rations +ç] [F: Poisoned, shade 1d3 poison pips] (*Aware, Survival*)
- TRAPPING** - Test Dex -FP [S: Gain rations +ç] [F: Attacked by PREY MONSTER\*] (*Traps, Hunting*)
- HUNTING** - Test Str -FP [S: Gain rations +ç] [F: Attacked by PREY MONSTER\*] (*Agility, Hunting*)

Monster	AV	Def	Dmg	HP	[K]	Abilities
*PREY MONSTER	30	0	-1	10	Gain half rations +	<i>Surprise</i>

**FISHING (1 AP x3)** – Using a fishing rod and line (bait optional), and if current hex is a sea hex, or contains a river, test the following:

**FISHING** - Test Dex -FP [S: Gain rations] [F: Line breaks, shade 1 pip damage] (*Fishing*)

**QUEST/SIDE QUEST (VARIABLE AP)** - In hex with quest begin quest phase. Each shaded on time track, shade 1 on the quest time track; each shaded on quest time track, check off 1 day on calendar and suffer 1 fatigue. After quest, remove shading from quest time track. Also, remove shading if last on the quest time track is shaded, and quest is still ongoing. Also record number of times quest time track is reset; for purposes of leaving mounts. At end of quest, determine results of mounts left, and any events triggered on the calendar in the order they are triggered.

**CART (1 AP x1)** - When not in sea or entering sea, flag down passing cart. Find population for current hex on (WB) T for hex, and roll 1d100. If result higher, event is triggered (see Events). Otherwise, a cart is located; immediately take move action, and reduce cost by 3 AP, if cart fee is paid. Cart fee is 1d10 + 1d6 +10 gold pieces. May haggle the price by testing the following:

**HAGGLE** – Test Int [S: Remove d6, or d10 from price] [F: Highest die is doubled] (*Haggle*)

**RIDE (1 AP x1)** - When not in sea or entering sea, and own a mount, ride out of current hex. Choose a mount, and test RIDING, below. After test, immediately take move action at the reduced action point cost determined by success, or failure of test.

**RIDING** – Test Dex -RP [S: Move -3 AP] [F: Move -2 AP, falls off -1d3 HP] (*Riding*)

**MOVE (VARIABLE AP x1)** - Move to any generated adjacent hex. If not generated, first take scout action (see scout action). AP cost to move is based on current hex, see table (WB) T – Terrain. Moving from hex with road, and travelling in its direction -2AP, this negates the river rule. Moving from hex with river, and not travelling in its direction +2AP. Leaving a sea hex pay 60gp or suffer SWIM event. All move actions cost a minimum of 1 AP regardless of modifiers.

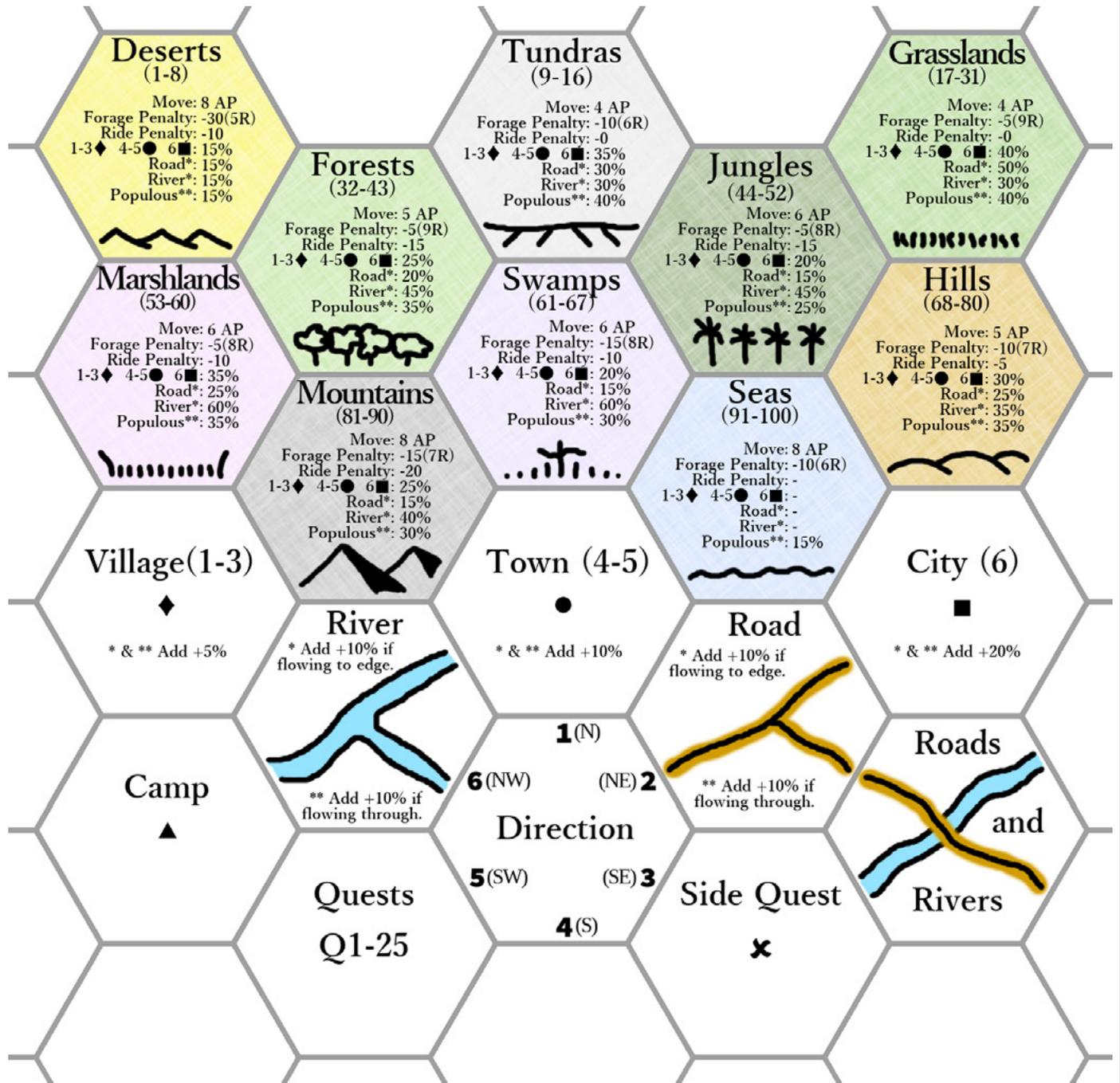
**LAY OF THE LAND (1 AP x1)** - Choose any non-adjacent hex not yet generated, and attempt to generate it. Find current hex on (WB) T, and modify population percentage by -5% for each hex between current and target hex. Then roll 1d100, and if equal, or less, generate the hex (see Generating a Hex). Otherwise, event triggered (see Events).

**NEWS OF QUESTS (1 AP x1)** - Choose generated hex that does not have quest. Find current hex on (WB) T, and modify population percentage by -5% for each hex between current and target hex. Then roll 1d100, and if equal, or less, generate a quest (see Generating a Quest). Otherwise, event triggered (see Events).

**MAKE A CAMP (2 AP x1)** - When not in sea hex, make camp by placing a “▲” camp site symbol in current hex.

**CAMPS/SETTLEMENT (1 AP x1)** - When in hex containing camp ▲, village ◆, town ●, or city ■; perform modified “Before Your Next Quest” phase (see Settlements). May not repeat this action at same settlement unless returned to hex.

# MAP KEY



# THE D100 DUNGEON RANGE

