MARTIN KNIGHT

D100 DUNGEON

THE FORGOTTEN TOME OF CURIOUS RULES

GAME SHEETS

Version 1.4

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All game sheets for The Forgotten Tome Of Curious Rules Book 8.

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THE FORGOTTEN TOME SHEET

WEAPON PROFICIENCY

Sling	①②③④⑤⑥⑦⑧⑨⑩	Bow	①②③④⑤⑥⑦⑧⑨⑩
Catapult	①②③④⑤⑥⑦⑧⑨⑩	Axe	①②③④⑤⑥⑦⑧⑨⑩
Baton	①②③④⑤⑥⑦⑧⑨⑩	Morning Star	①②③④⑤⑥⑦⑧⑨⑩
Stave	①②③④⑤⑥⑦⑧⑨⑩	Broadsword	①②③④⑤⑥⑦⑧⑨⑩
Knife	①②③④⑤⑥⑦⑧⑨⑩	Pernach	①②③④⑤⑥⑦⑧⑨⑩
Club	①②③④⑤⑥⑦⑧⑨⑩	Military Fork	①②③④⑤⑥⑦⑧⑨⑩
Quarterstaff	①②③④⑤⑥⑦⑧⑨⑩	Partisan	①②③④⑤⑥⑦⑧⑨⑩
Throwing Knife	①②③④⑤⑥⑦⑧⑨⑩	Glaive	①②③④⑤⑥⑦⑧⑨⑩
Dagger	①②③④⑤⑥⑦⑧⑨⑩	Halberd	①②③④⑤⑥⑦⑧⑨⑩
Spiked Club	①②③④⑤⑥⑦⑧⑨⑩	Bill	①②③④⑤⑥⑦⑧⑨⑩
Hammer	①②③④⑤⑥⑦⑧⑨⑩	Two Handed Flail	①②③④⑤⑥⑦⑧⑨⑩
Throwing Spear	①②③④⑤⑥⑦⑧⑨⑩	Recurve Bow	①②③④⑤⑥⑦⑧⑨⑩
Short Bow	①②③④⑤⑥⑦⑧⑨⑩	Maul	①②③④⑤⑥⑦⑧⑨⑩
War Pick	①②③④⑤⑥⑦⑧⑨⑩	War Scythe	①②③④⑤⑥⑦⑧⑨⑩
Short Sword	①②③④⑤⑥⑦⑧⑨⑩	Bardiche	①②③④⑤⑥⑦⑧⑨⑩
Scimitar	①②③④⑤⑥⑦⑧⑨⑩	Long Sword	①②③④⑤⑥⑦⑧⑨⑩
Rapier	①②③④⑤⑥⑦⑧⑨⑩	Battle Axe	①②③④⑤⑥⑦⑧⑨⑩
Scythe	①②③④⑤⑥⑦⑧⑨⑩	Claymore	①②③④⑤⑥⑦⑧⑨⑩
Mace	①②③④⑤⑥⑦⑧⑨⑩	Crossbow	①②③④⑤⑥⑦⑧⑨⑩
Throwing Axe	①②③④⑤⑥⑦⑧⑨⑩	War Hammer	①②③④⑤⑥⑦⑧⑨⑩
Chakram	①②③④⑤⑥⑦⑧⑨⑩	Arbalest	①②③④⑤⑥⑦⑧⑨⑩
Repeating Crossbow	①②③④⑤⑥⑦⑧⑨⑩	Long Bow	①②③④⑤⑥⑦⑧⑨⑩
Lance	①②③④⑤⑥⑦⑧⑨⑩	Bastard Sword	①②③④⑤⑥⑦⑧⑨⑩
Spear	①②③④⑤⑥⑦⑧⑨⑩	Great Sword	①②③④⑤⑥⑦⑧⑨⑩
Half Maul	①②③④⑤⑥⑦⑧⑨⑩	Mighty Claymore	①②③④⑤⑥⑦⑧⑨⑩
Falchion	①②③④⑤⑥⑦⑧⑨⑩	Deduct from adventurer's attack roll/add to monster's attack roll	

D10	SECRET PASSAGEWAY TABLE
1	An ancient spell is activated by mistake, and the adventurer is cursed: Roll on table C-Curses.
2-3	A wandering monster attacks the adventurer: Roll on the quest's encounter table.
4-9	A secret passage is found: Add a secret passage in usual way.
10	An ancient spell is activated by mistake, and the adventurer is blessed: Roll on table B-Boosts.

BUTCHERY ROLL (BR):

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

PRIMARY MANA POINTS:

Current:

TREASURED ITEMS

Prefix	Arm/ Shields	Weapons
Finer	+100gp/+20gp	+300gp/+60gp
Greater	+200gp/+40gp	+600gp/+120gp
Superior	+300gp/+60gp	+900gp/+180gp
Exceptional	+400gp/+80gp	+1200gp/+240gp

YELLOW EVENTS TRACKER

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

HEROIC ITEM TRACKER

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

ACCOLADE TRACKER

○ **ARCHMAGE** ○ **PRODIGIOUS**

○ **EXPERT** ○ **SLAYER**

○ **PHILANTHROPIST** ○ **TOXOPHILITE**

MORE MONSTERS

Result	Monster	AV	Def	Dmg	HP	[K]	Monster Ability
0 to -6	Giant Lizard	25	1	-2	7	P2	*Leap*
-7 to -12	Zombie	35	0	+0	4	Nothing	*Disease*
-13 to -17	Goblin Peons	25	0	-2	4/3/2	A/W	*Pack*
-18 to -22	Giant Beetles	10	2	-2	3/3/3/4/4	P1	*Fly, Pack*
-23 to -26	Ice Sprite	25	1	-1	6	P1	*Freeze*
-27 to -30	Giant Mosquitoes	10	0	-1	3/3/3	P1	*Fly, Pack, Poison*
-31 to -33	Fire Sprite	20	0	+0	6	P1	*Fire*
-34 to -36	Wisps	5	0	+0	2/2/2/1/1	Nothing	*Fly, Pack, Phase*
-37 to -39	Tangle Of Snakes	15	0	-3	1/1/2/2/2	Nothing	*Pack, Poison*
101 to 103	Water Elemental	75	7	+4	55	P2/TC+10	*Freeze, Large, Ethereal*
104 to 106	Earth Elemental	80	7	+5	45	P2/TC+10	*Large, Ethereal, Slowed, Web*
107 to 108	Air Elemental	95	6	+5	40	P4/TC+10	*Fly, Large, Lightning, Ethereal*
109 to 110	Storm Giant	80	7	+7	55	P2/TC+10	*Fear, Large, Lightning, Stun*
111 to 112	Shade Dragon	85	7	+8	45	P4/TC+15	*Attacks 2, Ethereal, Fly, Fear, Large, Phase*
113 to 114	Copper Dragon	80	6	+4	45	P4/TC+20	*Attacks 2, Fly, Fear, Large, Poison, Slowed*
115 to 116	Brass Dragon	85	7	+5	50	P4/TC+20	*Attacks 2, Fire, Fly, Fear, Large, Stun*
117 to 118	Bronze Dragon	90	7	+5	50	P4/TC+20	*Attacks 2, Fly, Fear, Large, Lightning*
119 to 120	Silver Dragon	90	8	+6	50	P4/TC+20	*Attacks 2, Fly, Fear, freeze, Large, Petrify*

AIMED ATTACKS

Mod	Location
-15	Head (+3 Dmg)
-10	Back (+2 Dmg)
-5	Torso (+1 Dmg)
-5	Arms (next round monster -1 Dmg)
-5	Hands (next round monster -5 AV)
-15	Main (next round monster -15 AV)
-10	Off (next round monster-10 AV)
-10	Waist (next round monster -1 DEF)
-5	Legs (-1 Dmg, reaction next round -1)
-10	Feet (-1 Dmg, reaction next round -1)

HONOUR POINTS ★

★	Spending Honour
5	Re-roll any attack roll
4	Re-roll any damage die
3	Re-roll any location die
2	Re-roll any test (not an attack)
1	Re-roll any result on a table

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HERB BAG SHEET

Number of Bags		Each Herb Bag can hold a maximum of 100 herbs	Total Herbs	

Qty	WEED	Qty	ROOT	Qty	MOSS	Qty	BARK	Qty	FLOWER
	Blackweed		Giantsroot		Blinkmoss		Deathbark		Dragonflower
	Copperweed		Pearlroot		Darkmoss		Drybark		Driftflower
	Crabweed		Pixieroot		Fairymoss		Everbark		Dustflower
	Elvenweed		Sandroot		Firemoss		Faebark		Entflower
	Grubweed		Shaderoot		Follymoss		Felbark		Hagsflower
	Gumweed		Shankroot		Kingsmoss		Mindbark		Mageflower
	Nightweed		Smokeroot		Runemoss		Padbark		Plagueflower
	Pipeweed		Swineroot		Sundermoss		Scarbark		Scrubflower
	Rainweed		Tongueroot		Whelpmoss		Swiftbark		Sedgeflower
	Thistleweed		Wetroot		Wildmoss		Witchbark		Stormflower
	Total number of weeds		Total number of roots		Total number of moss		Total number of barks		Total number of flowers

LEARNT RECIPES AND THEIR HERBS

- ☐ ANTI-VENOM RUB (50GP) Nightweed, Sandroot, Fairymoss
- ☐ ANTI-VENOM BALM (100GP) Nightweed, Sandroot, Fairymoss, Everbark
- ☐ ANTI-VENOM SALVE (200GP) Nightweed, Sandroot, Fairymoss, Everbark, Hagsflower
- ☐ DEXTERITY DRAM (50GP) Thistleweed, Wetroot, Sundermoss
- ☐ DEXTERITY DRINK (100GP) Thistleweed, Wetroot, Sundermoss, Swiftbark
- ☐ DEXTERITY FLASK (200GP) Thistleweed, Wetroot, Sundermoss, Swiftbark, Sedgeflower
- ☐ DODGE DRAM (50GP) Gumweed, Swineroot, Follymoss,
- ☐ DODGE DRINK (100GP) Gumweed, Swineroot, Follymoss, Witchbark
- ☐ DODGE FLASK (200GP) Gumweed, Swineroot, Follymoss, Witchbark, Stormflower
- ☐ HEALING RUB (50GP) Elvenweed, Smokeroot, Wildmoss
- ☐ HEALING BALM (100GP) Elvenweed, Smokeroot, Wildmoss, Felbark
- ☐ HEALING SALVE (200GP) Elvenweed, Smokeroot, Wildmoss, Felbark, Dustflower
- ☐ INTELLIGENCE DRAM (50GP) Rainweed, Tongueroot, Kingsmoss
- ☐ INTELLIGENCE DRINK (100GP) Rainweed, Tongueroot, Kingsmoss, Mindbark
- ☐ INTELLIGENCE FLASK (200GP) Rainweed, Tongueroot, Kingsmoss, Mindbark, Driftflower
- ☐ MIGHTY DRAM (50GP) Grubweed, Shaderoot, Firemoss
- ☐ MIGHTY DRINK (100GP) Grubweed, Shaderoot, Firemoss, Faebark
- ☐ MIGHTY FLASK (200GP) Grubweed, Shaderoot, Firemoss, Faebark, Dragonflower
- ☐ MOUNT TREAT (50GP) Copperweed, Pearlroot, Blinkmoss
- ☐ MOUNT BAR (100GP) Copperweed, Pearlroot, Blinkmoss, Padbark
- ☐ MOUNT CAKE (200GP) Copperweed, Pearlroot, Blinkmoss, Padbark, Scrubflower
- ☐ SICKNESS RUB (50GP) Crabweed, Pixieroot, Darkmoss
- ☐ SICKNESS BALM (100GP) Crabweed, Pixieroot, Darkmoss, Drybark
- ☐ SICKNESS SALVE (200GP) Crabweed, Pixieroot, Darkmoss, Drybark, Plagueflower
- ☐ STRENGTH DRAM (50GP) Pipeweed, Giantsroot, Runemoss
- ☐ STRENGTH DRINK (100GP) Pipeweed, Giantsroot, Runemoss, Scarbark
- ☐ STRENGTH FLASK (200GP) Pipeweed, Giantsroot, Runemoss, Scarbark, Entflower
- ☐ VITALITY DRAM (50GP) Blackweed, Shankroot, Whelpmoss
- ☐ VITALITY DRINK (100GP) Blackweed, Shankroot, Whelpmoss, Deathbark
- ☐ VITALITY FLASK (200GP) Blackweed, Shankroot, Whelpmoss, Deathbark, Mageflower

NOTES

HERB COLLECTING - Test Int -HM [S: Gain 1d3+2,+/- 🐾 herbs] [F: 35% chance of a random event] (*Aware, Survival*)

HERBALISM - Test Int -10 [S: Item made] [F: Item is not made and herbs are ruined] (*Survival*)

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PROPERTY SHEET (INCREASED PRICES)

SMALL ROOM			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			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 ☐			16,000gp	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 ☐			32,000gp	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 ☐			64,000gp	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													☐☐☐☐☐

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LARGE HOME			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			128,000gp	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 ☐			256,000gp	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 ☐			512,000gp	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													☐☐☐☐☐

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THE FORGOTTEN TOME ADVENTURE SHEET

NAME:	HERO PATH:	RACE:	M:
REP:	FATE:	LIFE:	LAWLESS (LP):

GUILD ☐ DUAL WIELD ☐ GOLD: ENC: -20 Dark

Characteristic	Primary	Adjusted	Total	Experience Track	Abilities unlock at 50
Strength (Str)				✪○○○○○○○○○○◖	MIGHTY BLOW ☐
Dexterity (Dex)				✪○○○○○○○○○○◖	PERFECT AIM ☐
Intelligence (Int)				✪○○○○○○○○○○◖	SPELL CASTER ☐
Health Points (HP)				Current:	
Mana Points (MP)				Current:	

QUEST LOG

Completed: Failed:

Current Quest (Table/Number):

Current Objectives Met:

Curses:

Roll D10	DMG Mod	Location	EQUIPPED ITEMS	STR	DEX	INT	HP	MP	DMG	DEF	GP	FIX	A/S	Item found, roll 1d6 1-2=■ 3-4=■■ 5-6=■■■
1	+3	Head												☐☐☐☐☐☒
2	+2	Back												☐☐☐☐☐☒
3	+1	Torso												☐☐☐☐☐☒
4	-	Arms												☐☐☐☐☐☒
5	-	Hands												☐☐☐☐☐☒
6	✋	Main												☐☐☐☐☐☒
7	✋	Off												☐☐☐☐☐☒
8	BC	Waist												☐☐☐☐☐☒
9	-1	Legs												☐☐☐☐☐☒
10	-1	Feet												☐☐☐☐☐☒
Escape Combat		Neck												
		Ring												
Block Combat		Ring												
		Damage deflected to shield shades ½ a pip	Totals											

Oil (max 20):

Food (max 10):

Picks (max 15):

1D10	BELT SLOTS
1-2	
3-4	
5-6	
7-8	
9-10	

1D6+ 1D10	SKILLS	Bonus	Experience Track
2	Agility		✪○○○○○○○○○○◖
3	Aware		✪○○○○○○○○○○◖
4	Bravery		✪○○○○○○○○○○◖
5	Dodge		✪○○○○○○○○○○◖
6	Escape		✪○○○○○○○○○○◖
7	Locks		✪○○○○○○○○○○◖
8	Lucky		✪○○○○○○○○○○◖
9	Magic		✪○○○○○○○○○○◖
10	Strong		✪○○○○○○○○○○◖
11	Traps		✪○○○○○○○○○○◖
12	Fishing		✪○○○○○○○○○○◖
13	Haggle		✪○○○○○○○○○○◖
14	Hunting		✪○○○○○○○○○○◖
15	Riding		✪○○○○○○○○○○◖
16	Survival		✪○○○○○○○○○○◖

1D10	Level	Bonus	SPELL BOOK	Cost
1	50+	+20		
2		+15		
3		+10		
4		+5		
5		+0		
6	60+	-0		
7	70+	-5		
8	80+	-10		
9	90+	-15		
10	100+	-20		

BEAST: Level: Bonus:

GP: ○○○○○○○○○○◖ Coop ✓/✕ ☐ HP: (CURRENT HP)

Abilities:

MARTIAL ARTISTRY

MA: ○○○○○○○○○○◖ Weapon: Grade:

KEYS	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
LEVERS	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
POISON	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
DISEASE	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

Pouch ☐ Quiver ☐ Bandolier ☐

1	Smooth Stones (+5 Dex) (3gp/5)	P:
2	Lead Shot (+1 Dmg) (3gp/5)	P:
3	Bodkin Arrow (-3 Def) (5gp/5)	Q:
4	Broadhead (+2 Dmg) (5gp/5)	Q:
5	Bolt (+5 Dex, -1 Def) (8gp/5)	B:
6	Quarrel (-1 Def, +2 Dmg) (8gp/5)	B:

WITCHERY EFFECTS

TIME TRACK
MODIFIER

🕯 4 🕯 5 🕯 6 🍽*

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* Make a Poison and Disease Check

BACKPACK For Items With Damage Tracks

1D10	Slot	ITEM	STR	DEX	INT	HP	MP	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			

Quantity Box Maximum Of 10 Each

QUEST LOG (Table Q)

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

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

N S E W	N S E W	N S E W	N S E W	N S E W
☐☐☐☐ CQ:1	☐☐☐☐ CQ:5	☐☐☐☐ CQ:9	☐☐☐☐ CQ:13	☐☐☐☐ 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	N S E W	N S E W	N S E W	N S E W
☐☐☐☐ SQ:A	☐☐☐☐ SQ:F	☐☐☐☐ SQ:K	☐☐☐☐ SQ:P	☐☐☐☐ 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

☐ ADV BK: 1	☐ ADV BK: 2	☐ ADV BK: 3	☐ ADV BK: 4	☐ ADV BK: 5

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

HEX SHEETS: CURRENT HEX:

EXTRA QUESTS (TABLES QE-QI)

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

NOTES:

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D100 DUNGEON COMPLEX SHEET

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THE D100 DUNGEON RANGE