MARTIN KNIGHT
D100 DUNGEON
ERRATA FOR ALL D100 DUNGEON

D100 DUNGEON ERRATA V1.7

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D100 DUNGEON – ERRATA V1.7

ABOUT THE ERRATA

PRINTED BOOKS

The errata file has been compiled with the known issues found in the printed books for D100 Dungeon. Note that when the errata file is updated to a new version, the alterations have already been updated in the print on demand files. This means that when an order is placed for a print on demand book, the printed book you receive has already had any issues corrected and you will not need to use the errata. Note also that the PDFs of the printed books are automatically updated with each new version of this errata file too.

HOW TO USE THE ERRATA

Each entry in the errata gives you the version number and/or printing date of the product that needs updating. Check your products to see if they need the update. The first part of the information is a table detailing the update that needs to be applied. The updated part that needs to be modified may be shown in red. The second part has stickers/images you can print out.

It is recommended you carefully make the adjustments in your books with a black pen. However, you might prefer to print labels to attach over the text/tables. Print the page with the stickers to a high quality full size label sheet and print actual size to make sure that the labels fit. You will need to cut just inside the dotted lines. Note: some labels seem larger than is necessary, and have blank areas; this is deliberate and is intended to cover up text in the product that is no longer needed.

Please note: Some issues have not been highlighted for amendment. This is because they may be grammatical or alignment issues. However, when they become known, they are corrected in the documentation. These issues do not affect the rules and will not affect your games.

BOOK 1: D100 DUNGEON (Check All Versions)

PAGE	TABLE	DETAILS OF ERRATA
25	-	**-5/-10 Skill** - Roll 1d10 for a random skill and deduct the bonus shown from the skill even if it would score a negative value, for instance "-10 Skill" applied to a skill with a current bonus of +5 would give the skill a final bonus of -5 and this would deduct from the characteristic used for all tests using that skill.
31	A	Result 46-48 (Off Hand) TARGE SHIELD: Change fix cost to 25gp.
46	G (78)	**LOCKED CHEST** – Test: Dex -5 [S: Roll on table TA-10] [F: -1 pick, +1☺] *(Locks, Lucky)*
38	E	Result 83 Demon Lord: change [K] result to "Table P2/I/W+20/TB".
53	P	**HAND/PAW:** Add 15gp to GP box.
54	Q	Result 1-2 **DUNGEON TRAINING 1**: change [E:+50gp] to [S:+50gp]
57	S	**CONTROL:** Do not roll for the monster's reaction for the remainder of the combat, it will always attack.
58	TA	**BREW OF FINER DEF**: Drink to gain +2 Def on a Monsters next Damage roll.
58/59/60	TA/B/C	Add to the second row at the top of the tables after the "Treasure" text, the following: * When rolling during the "Search the Market" step, these results are re-rolled. Change the following results in the results columns by adding an asterix * <table><tr><th>TA</th><th>TB</th><th>TC</th></tr><tr><td>1-3*</td><td>4-6*</td><td>16-46*</td></tr><tr><td>16-46*</td><td>16-46*</td><td>47-49*</td></tr><tr><td>56-58*</td><td>62-64*</td><td>74-76*</td></tr><tr><td>83-85*</td><td>80-82*</td><td>80-82*</td></tr></table>

STICKERS

PAGE 25

Table A
25gp

Table E
Table P2/I/W+20/TB

Table P
15gp

Table G (78)
LOCKED CHEST – Test: Dex -5 [S: Roll on table TA-10] [F: -1 pick, +1☺] *(Locks, Lucky)*

Table Q
DUNGEON TRAINING 1   Enc mod:-40   [S:+50gp] [F:- ½gp]
Enter the dungeon and **Loot** 3 Parts from the Monsters there.

Table S
CONTROL: Do not roll for the monster's reaction for the remainder of the combat, it will always attack.

Table TA
BREW OF FINER DEF: Drink to gain +2 Def on a Monsters next Damage roll.

Table TA
* When rolling during the "Search the Market" step, these results are re-rolled.

Table TB	* When rolling during the "Search the Market" step, these results are re-rolled.

Table TC	* When rolling during the "Search the Market" step, these results are re-rolled.

Please note: Stickers are not supplied for the addition of asterix * on tables TA-TC and these should be marked in pen.

Table W – Result 49-50 (Half Maul) is one handed

Table W – Result 77-78 (Maul) is two handed

BOOK 1: D100 DUNGEON 2nd PRINTING (2021)

In the early part of the first release of the 2nd printing, a small handful of books were printed with table R missing on page 60. This has since been corrected and future prints now include the table. If you have one of the few books with the missing table, please print the table below and add it to your books under table Q.

STICKERS

R – RACE (D6)	Shade in all of the ✪ shown for the adventurer's race on the adventure sheet			R
D6	**Race**	**Primary Modifiers**		**Skill Bonus**
1-2	Dwarf	+5 STR	-5 INT	✪+5 Strong Skill
3-4	Elf	+5 DEX	-5 STR	✪+5 Dodge Skill
5-6	Human	+5 INT	-5 DEX	✪+5 Aware Skill

BOOK 2 THE ADVENTURER'S COMPANION 1ˢᵗ PRINTING (2018)

PAGE	TABLE	DETAILS OF ERRATA
12 & 74	EA	Result 53-55 Giant Wasps: Change monster ability to "*Pack, Stun, Fly*".
12 & 74	EA	Result 76 Siren: change [K] result to "Table I/W/TA+10".
42	-	YOUR QUEST: where it states "marked with a C" it should read "marked with a 💀"
47	FOREST	Result 46-50 Giant Wasps: Change monster ability to "*Pack, Stun, Fly*".
51	JUNGLE	Result 46-50 Giant Wasps: Change monster ability to "*Pack, Stun, Fly*".
69	QA	Results 53-56 and 57-60 need to be switched.

BOOK STICKERS

Table EA p12 & 74 · Table EA p12 & 74 · Table p47 & 51

Pack, Stun, Fly	Table I/W/TA+10	*Pack, Stun, Fly*
Pack, Stun, Fly	Table I/W/TA+10	*Pack, Stun, Fly*

P42 marked with a 💀

Page 69

53-56	**(N) A NEW ORE Enc Mod:+10 [S:+2800gp, +1 Rep] [F:-1 Rep, -1 Str]** A group returning from a mining expedition reported finding an unusual type of ore they have never seen before. However, before they could investigate and take samples, they were attacked by Monsters and forced to flee. You have accepted the job of entering the cave and searching for several pieces of the ore for further examination. Enter the Cave and **Collect** 3 **Objective Items.**
57-60	**(O) THE CHALLENGES OF KINGSPORT Enc Mod:+10 [S:+2800gp] [F:-1 Dex]** After the Breaking of the Seven Swords, during the war at Red Island, when the Seven Bearers of the Swords of Irontorn were defeated in battle along with each of their armies, the noble King Liabold ordered the Resurrection of the Seven, a contest to the death, to decide, who would become the new Bearers to the Swords of Irontorn. Anyone from the lands of Irontorn could enter, and after 30 days of games and challenges, seven great warriors emerged as the new Bearers to the Swords of Irontorn, and Prince Valibold, became their Keeper. The Swords and their Keeper returned to the Red Island one year after the original battle, and defeated the Beastmen invaders from the Western Shores. Once again the Red Island was back under Irontorn control and the great Red Aztopaz Crystal was safe from the forces of Dark Magic. The Castle of Kingsport nests in a sprawling bay, and its ground levels have always been a hub of activity. merchants from all shores can be found buying and selling treasures, goods, and exotic animals from all corners of the world. Once each year the lower cells of the dungeon is filled with all manner of vile beasts and monsters in preparation for the Resurrection Challenges, a 30 day tournament held to honour the original contest, in which the worst of Irontorns criminals are given the chance to fight for their life in the Arena. Those that survive are placed back in captivity and made ready for next years games. This year, after the cells were filled, an agent from the Bealmelth Kingdom (The Beastman Empire) was caught releasing monsters from their cells, and now they are – continues on the next page…

Page 70

57-60 Cont.	roaming freely in the lower dungeons of the castle and are in danger of escaping into the city. You are the first of a handful, that have agreed to enter the dungeons and eliminate the monsters before they find a way to escape Enter the Dungeon and Kill any 10 monsters, which must be before you have shaded the last 🕐 on the time track for the second time (i.e. 24 hours).

BOOK 2 THE ADVENTURER'S COMPANION 1ˢᵗ PRINTING (2018) & V1.1

| PAGE	TABLE	DETAILS OF ERRATA
19	RA	The D6 on the results column should be a D100.
20	-	Step 4 of the section to make a potion/aintment says: "if you happened to have rolled 1-5 on the potions/anointments table)" and it should read: "if you happened to have rolled 1-4 on the potions/anointments table)".

BOOK STICKER

P19 **D100**

P20 4 on the potions/anointments table).

BOOK 4 THE LOST TOME OF EXTRAORDINARY RULES 1ST PRINTING (2020)

PAGE	TABLE	DETAILS OF ERRATA
9	-	In the 1st paragraph on the 8th line after the SALVAGE test the "Aztopaz shards" Should read "Aztopaz crystals"
9	-	The **Salvage Experience** section has been updated.
11	-	In the 3rd paragraph on the 1st line the "Aztopaz shards" Should read "Aztopaz crystals"
35	FA	Result 93 on the 2nd line the "Add 2 Mystical Potion (FA-94)" should read "Add 2 Mystical Potion (FA-93)"

BOOK STICKERS

Page 9   Page 11   Page 35 table FA result 93

Aztopaz crystals   Aztopaz crystals   (FA-93)

Page 9
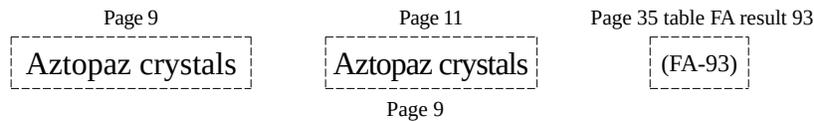
Salvage Experience - Each time the salvage test is made, if a natural 10 or less is rolled on the d100, the adventurer has learnt something from the test and the player may shade in 1 pip on the Artisan experience track, or 2 pips on the Salvage skill's experience track, just as they would for other characteristics and skills. However, if a natural roll of 05 or less is scored, as well as gaining the usual experience for rolling 10 or less, the adventurer manages to salvage some extra material, and the player doubles all of the materials shown on the relevant salvage table for the item.

ARTISAN TABLES

In the second printing of the Lost Tome of Extraordinary Rules the titles of the artisan tables have been numbered; it is suggested to leave them in the book as they appear. In the PDF 2. TABLES AND GAME SHEETS publication, they retain a reference to their original title to avoid confusion. If you with to make the changes, stickers are provided below.

INDEX

Page 9 2nd paragraph	Page 9 Example Salvage Test	Page 10 section 3.Crafting items. Fix over "tables XB-Crafting,"
X5 - Salvage Aztopaz	*X2 – Salvage Weapons*	X – Crafting tables,

Page 11 3rd paragraph, line 3 stick over XB-	Page 11 3rd paragraph, line 4 stick over XC	Page 12 section 4b.Buying Materials/Schematics stick both over XD
X6-X8	X9	X10 X10

Page 12 section 5.Schematics stick both over XE	Page 12 section 5.Schematics stick over "XB – CRAFTING tables,"	Page 12 section 5.Schematics 2nd paragraph stick over XC
X11	X6-X8 Crafting tables,	X9

Page 13 Example stick over XD	Page 13 Example stick both over XE	Page 13 Example stick X6 over XB and X9 over XC
X10	*X11* *X11*	X6 X9

Below are the heading bars for the updated tables, you can work out which is for which table from the upgraded index page.

X1 – SALVAGE ARMOUR	X1

X2 – SALVAGE WEAPONS	X2

X2 – SALVAGE WEAPONS	X2

X3 – SALVAGE ITEMS	X3

X4 – SALVAGE LEGENDARY RING/NECK	X4

X5 – SALVAGE AZTOPAZ	X5

X6 – CRAFTING ARMOUR	X6

BOOK 4 THE LOST TOME OF EXTRAORDINARY RULES
1ˢᵗ PRINTING (2020) & V1.1 PRINTING (2022)

PAGE	TABLE	DETAILS OF ERRATA
8	-	The Example of the Hunting Dog has a BEAST BONUS OF +2 and not +3.
11	-	Change "lever," to "level,".The last sentence of the paragraph below the TRAINING test should read: After the beast has gained its new level, the player makes all the adjustment to the beast section on the adventure sheet.
47	SA1	Result 51-60 Potion of Grow. Add at the end of the spell text the following: The Alchemist's Grow Potion effect does not stack.
47	SA1	Result 71-80 Arcane Poison. Add at the end of the spell text the following: The Alchemist's Arcane Poison effect does not stack.
54	SA5	Result 61-70 The top line should read (Other than a Magic Mastery Spell) and not (Other than a Magic Master Spell)
102	Harpy	Change the Harpy result *Resistant - Ignore Poison Result* to *Disruption - Ignore Dark Magic Result*

BOOK STICKERS

Page 8   Page 11   Page 47 Result 51-60 Potion of Grow   Page 54   Page 102

BEAST BONUS
+2

level,

The Alchemist's Grow Potion effect does not stack.

Mastery Spell),

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Disruption - Ignore Dark Magic Result

Use Sticker on bottom of table on page 47 result 61-70

71-80	**ARCANE POISON:** When cast successfully, the alchemist has created an "Alchemist's Arcane Poison" that can be applied to a weapon. The weapon initially gains a +6 DMG modifier; but each time it scores a hit on a monster, some of the arcane poison is transferred and its power is reduced. Therefore, after each successful hit with the weapon, the damage modifier is reduced by 1 point. (i.e. the first successful attack, the weapon has +6 DMG, on the second successful attack it has +5, and so on). The Alchemist's Arcane Poison effect does not stack.	Empty Vial & Venom from a Cobra	-7 HP

BOOK 5 THE DRAGONS RETURN 1st PRINTING (2021)

PAGE	TABLE	DETAILS OF ERRATA
34	The Dragons Gate	Result 71-75 Siren: change [K] result to "Table I/W/TA+10".
P94	-	Under Grading In Martial Artistry, 4th Line the "but is 4 increments" should read "but is 6 increments"
P96	Armed Martial...	Shadow Dance, Shadow Walk and Pin, have been removed from the Armed Martial Mastery Moves and Strikes Table.

BOOK STICKERS

Table page 34   Page 94

Table I/W/TA+10   but is 6

Stick the label below over "Shadow Dance" on the Armed Martial Mastery Moves and Strike Table on P96 and line up the tables lines. Cut just inside the dotted lines making sure to leave the white expanse at the bottom.

Body Strike	-5 MA	Do not roll the location die, attack always hits Torso for +2 Dmg.
Blocking Blow	-5 MA	Monster suffers -5 to its AV.
Pinning Strike	-5 MA	The monsters next reaction roll is made with a -2 modifier.
Ability Dodge	-5 MA	If your attack is successful, you may cancel any one of the monster's abilities during this or the next combat round.

BOOK 5 THE DRAGONS RETURN 1st PRINTING (2021) and 2nd PRINTING (2022) V1.1

PAGE	TABLE	DETAILS OF ERRATA
P102	Spindra The Spider Goddess	Spindra has a *Block -20* ability.
P109	Demon Lord	The Demon Lord has a P2 Kill reward.
P110	Spindra The Spider Goddess	Spindra has a *Block -20* ability.
P118	Example	The example needs to be updated. *… Terry adds +15 to his MA value, but his damage bonus is now +4 (+3 from the Katana and +1 from the Tanto).* *Should read* *… Terry adds +15 to his MA value, but his damage bonus is now +3 (+2 from the Katana and +1 from the Tanto).*

BOOK STICKERS

P102 Spindra's Abilities

Allies 7, Block -20, Dark Magic, Fear, Large, Leap, Poison, Regeneration, Resurrection, Shrill, Surprise, Web

P110 Spindra's Abilities

Allies 7, Block -20, Dark Magic, Fear, Large, Leap, Poison, Regeneration, Resurrection, Shrill, Surprise, Web

P109 Demon Lord's K reward

P2/I/W+20/TB

P118 Example

Example: Terry equips a Katana to his main hand and a Tanto to his off hand. Out of the two weapons equipped the Katana has the higher of the two MA bonuses and so Terry adds +15 to his MA value, but his damage bonus is now +3 (+2 from the Katana and +1 from the Tanto).

BOOK 6: THE WORLD BUILDER 1st PRINTING (2021)

PAGE	TABLE	DETAILS OF ERRATA
P14	-	The last 2 lines of the Calendar paragraph should read: divided into 12 months of 30 and 31 days and shows the 4 yearly seasons of winter, summer, autumn and spring. The entire D100 Dungeon year is therefore made up of 364 days.
P15	-	RELIGIOUS DAYS Icon has changed from ✟ to **R** and SATANIC DAYS Icon has changed from ✿ to **S**
P40	-	The CHANGE event needs the Icon in rule 1. updating from ✟ to **R**
P76	(WB) Q	Quest 41 "**STOLEN FOOD: Collect 25 Stolen Food (10gp each)**" should read "**STOLEN FOOD: Collect 25 Stolen Food (10gp each) (Hand In)**"
P87	(WB) SQ	Result 4: The 7th line, the text "4-6 (Demon E78)" should read "5-6 (Demon E78)"
P87	(WB) SQ	Result 5: The 7th line, the text "4-6 (Demon E78)" should read "5-6 (Demon E78)"
P88	(WB) SQ	Result 8: The 7th line, the text "4-6 (Demon E78)" should read "5-6 (Demon E78)"
P88	(WB) SQ	Result 9: The 7th line, the text "4-6 (Demon E78)" should read "5-6 (Demon E78)"
P97	-	The Calender sheet has been fully updated.

BOOK STICKERS

Page 14

divided into 12 months of 30 and 31 days and shows the 4 yearly seasons of winter, summer, autumn and spring. The entire D100 Dungeon year is therefore made up of 364 days.

P15	P15	P40	P87 Table SQ result 4	P87 Table SQ result 5	P88 Table SQ result 8	P88 Table SQ result 9
R	**S**	(**R**)	5-6 (Demon E78)	5-6 (Skeleton E72)	5-6 (Demon E78)	5-6 (Skeleton E72)

Page 76

STOLEN FOOD: Collect 25 Stolen Food (10gp each) (Hand In). Each monster that is killed gain 1d3 Stolen Food. Food results from table I are now Stolen Food – A band of monsters are leaving their dungeon to steal food from the locals. A **[PERSON]** has offered a reward to steal back the food before winter.

BOOK 6: THE WORLD BUILDER 1st PRINTING (2021) & V1.1 & V1.2

PAGE	TABLE	DETAILS OF ERRATA
103	-	Change the scout action from: then roll for an event on table (WB) E – Events to: then check for an event.

BOOK STICKERS

Page 103

then check for an event.

CALENDAR YEAR:

WORLD BUILDER
ADVENTURER'S NAME:

(1) JANUARY
WINTER 🐾 -2

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

(2) FEBRUARY
WINTER 🐾 -1

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

(3) MARCH
SPRING 🐾 0

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

(4) APRIL
SPRING 🐾 0

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

(5) MAY
SPRING 🐾 +1

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

(6) JUNE
SUMMER 🐾 +1

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

(7) JULY
SUMMER 🐾 +1

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

(8) AUGUST
SUMMER 🐾 +2

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

(9) SEPTEMBER
AUTUMN 🐾 +2

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

(10) OCTOBER
AUTUMN 🐾 +1

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

(11) NOVEMBER
AUTUMN 🐾 0

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

(12) DECEMBER
WINTER 🐾 -1

Mo	Tu	We	Th	Fr	Sa	Su
		1 R ⏾	2	3 ◑	4	5
6	7	8	9	10 ☠	11 ●	12
13	14	15	16 S	17	18	19 ◑
20 ☠	21	22	23	24	25	26 ○
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.

QUEST TIME TRACK

📅1 📅1 📅1 📅1 📅1 📅1 📅1

During a quest spend 1 AP (not rations) and suffer 1 fatigue each time 📅 is shaded. After the quest reset the track.

RATIONS

○○○○○○○○○○
○○○○○○○○○○
○○○○○○○○○○
Max 30

FATIGUE

1	2	3	4	5	6	7	8	9	10
○	○	○	○	○	○	○	○	○	○

Fatigue Check: If you roll equal to, or less than your current fatigue you suffer -1d3 HP, then remove 1 point of fatigue.

ACCESSORY 4: SPELL CARDS

The spell "Control" has now been updated, please use this card to replace the one from a previous version. If you use card sleeves it can easily be printed and tucked in front of the old card; otherwise, you may like to print to an adhesive label and stick over the old card, or remake it entirely. In a future release for D100 Dungeon, from The Game Crafter this card will be supplied and can be swapped out.

CONTROL

CASTING COST: -4 HP

Do not roll for the monster's reaction for the remainder of the combat, it will always attack.

You enter the monster's mind and take control. Amongst all of its scrambled thoughts you implant a command it understands.

COMBAT SPELL

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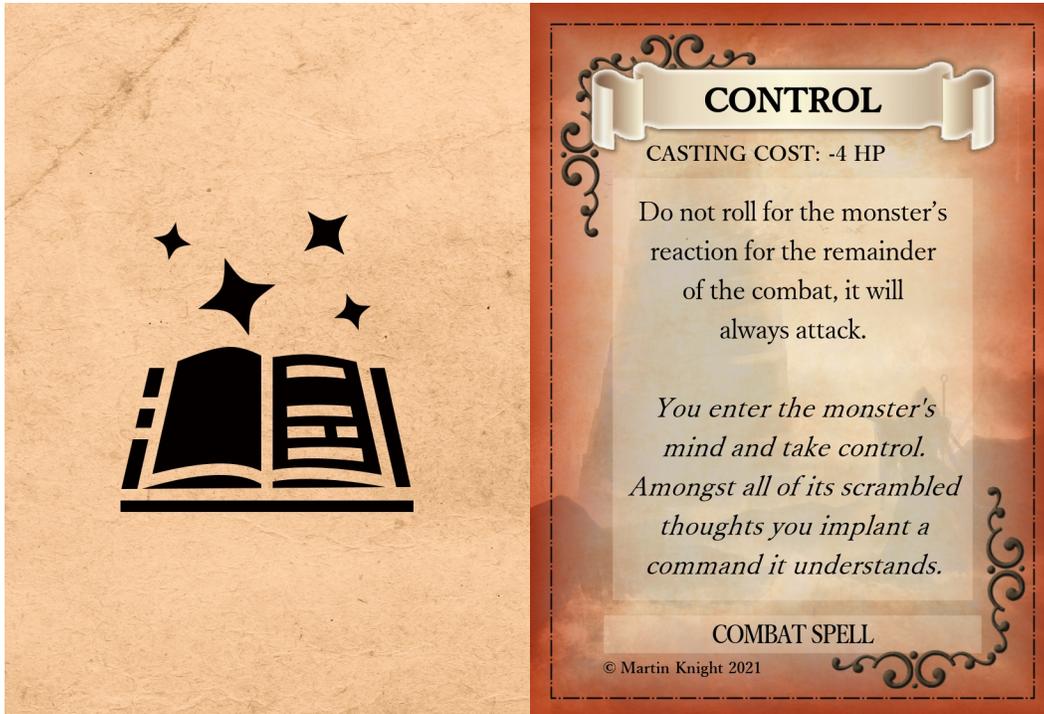
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ACCESSORY 9: DRAGONS RETURN MONSTER CARDS

The monster "Spindra" has been updated with the *block* monster ability of -20. Please use this card to replace the one from a previous version. If you use card sleeves it can easily be printed and tucked in front of the old card; otherwise, you may like to print to an adhesive label and stick over the old card, or remake it entirely. In a future release for D100 Dungeon, from The Game Crafter this card will be supplied and can be swapped out.

SPINDRA	50	SPINDRA	50
AV: 90		AV: 90	
DEF: 6		DEF: 6	
DMG: +7		DMG: +7	
HP: 50		HP: 50	
K: TC+20, Heart of Spindra (5000gp)		K: TC+20, Heart of Spindra (5000gp)	
Monster Abilities		*Monster Abilities*	
Allies 7, Block -20, Dark Magic, Fear, Large, Leap, Poison, Regeneration, Resurrection, Shrill, Surprise, Web		*Allies 7, Block -20, Dark Magic, Fear, Large, Leap, Poison, Regeneration, Resurrection, Shrill, Surprise, Web*	
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