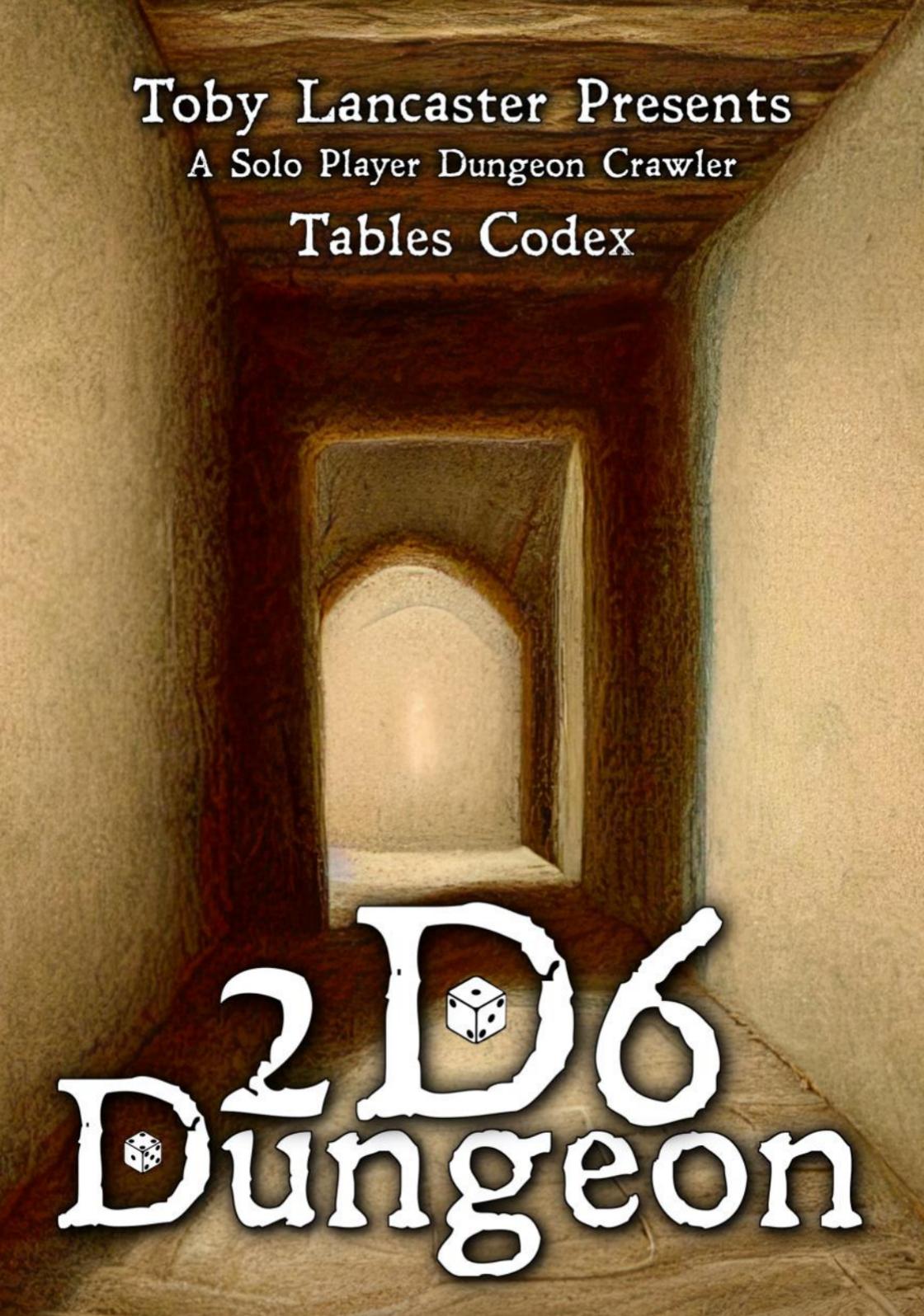


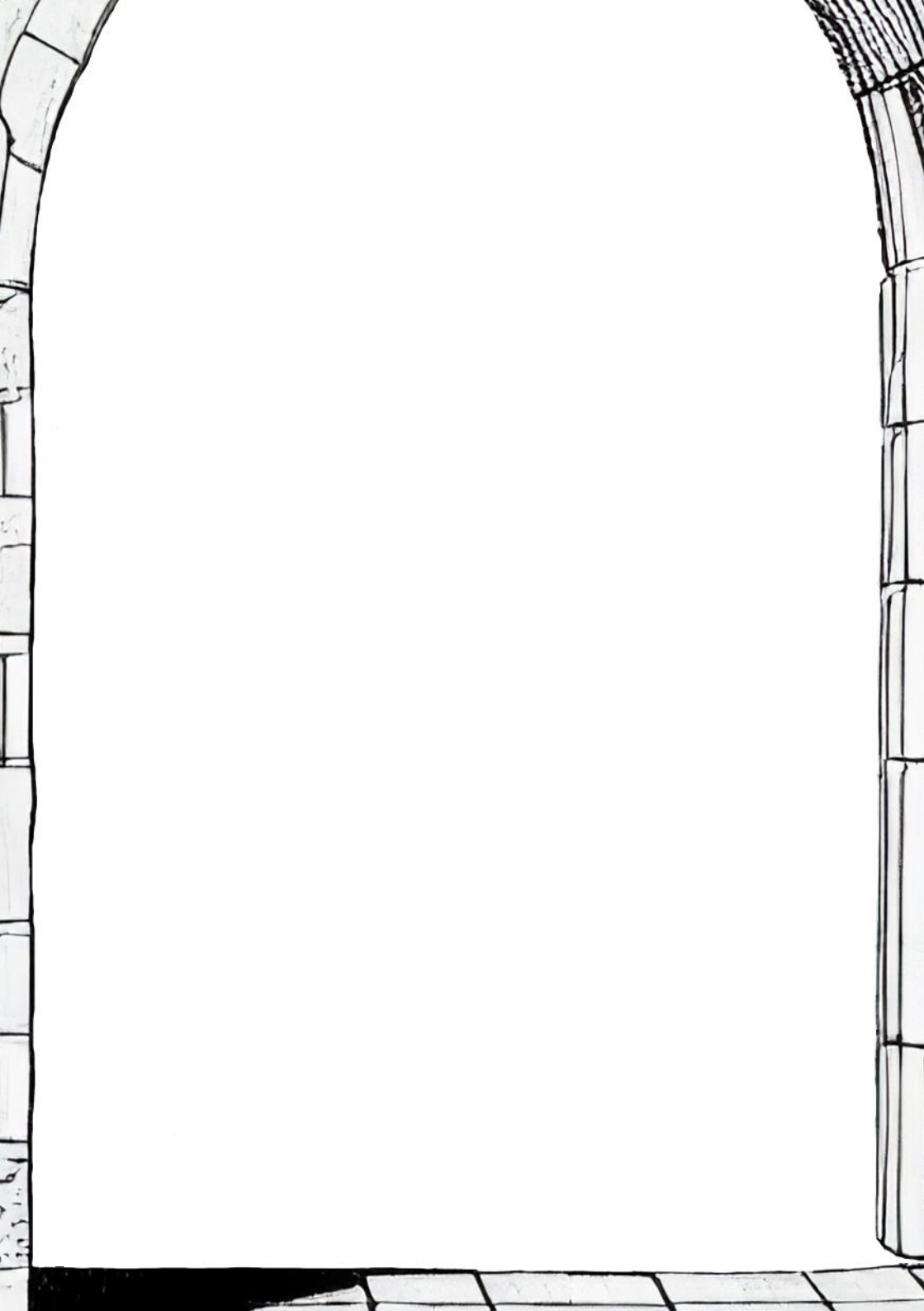
Toby Lancaster Presents

A Solo Player Dungeon Crawler

Tables Codex



2D6  
Dungeon



# 2D6 Dungeon

## Tables Codex

### Level 1 - Free Version

A roll and write, print and play, solo player,  
dungeon crawler game

Written and Designed by

**Toby Lancaster**

Play Testers

Steve Boulter, Victor Haerinck Jr., Scott Kirby, Paul Baker,  
Nick Moore, Tammy Dave, Frederico S. B. Mesquita, Tenten Kasak,  
James Marshall, Jess Wright, Michael Russell, Clive Sutherland,  
Michael Ladd, Kaleb Mayfield, Brian Moore, Tim Archer, Chris Brown,  
Kasla Anesh, Patrick Philippi, Bob Bell, Brett Moyer, Jonathan Mortimer  
Michael Frusti, Vincent Yip, Dave Yan, Curt Rustle, Ibah Mycin, Dimme,  
Doug, Orey Crounk, Loren, Dunbruha Jones, Leszek Cimala

# DR Games

[www.drgames.co.uk](http://www.drgames.co.uk)

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# The Tables Codex

To play 2D6 Dungeon you will need to refer to the tables in the Tables Codex. The tables are split up into four groups and their pages highlighted with a set colour.

Generic tables that can apply to every level and serve as general reference. Yellow.

Random lists tables that list random selections of items and will be accessed throughout the game. Green.

Loot tables that list loot that can be found in game. Pink.

Level tables that are needed for individual levels. Blue.

This is the **free version** of the Codex and contains tables for Level 1. The full version features 10 levels of the dungeon.

## The Modified Ranges Rule

Some tables do not account for higher or lower numbers after modifiers are applied. In these cases, the Modified Ranges Rule applies. This means that you roll a zero for example on a table and the nearest number is 1 you follow the result for the 1. Or if you roll a seven and the table only shows a six then you go with the six. No bonuses or penalties are applied for being out of the range of the table. Some tables, even though they require just one die to be rolled, will have a broader range of results, but this is taking into account the application of modifiers to the roll in this case. This allows for more extreme rolls to have a more specific consequence.

# Generic Tables

Tables that can apply to every level and serve as reference

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ARMOUR TABLE 1			
ARMOUR TYPE	DICE SET	MODIFIER	COST
JERKIN		-1 Damage	9 <sub>gc</sub>
PADDLED TUNIC		-1 Damage	10 <sub>gc</sub>
QUILTED COAT		-1 Damage	11 <sub>gc</sub>
HIDE DOUBLET		-1 Damage	12 <sub>gc</sub>
BISHOP'S MANTLE		-2 Damage	18 <sub>gc</sub>
LONG LEATHER JACKET		-2 Damage	20 <sub>gc</sub>
LEATHER BREAST PLATE		-2 Damage	25 <sub>gc</sub>
LEATHER BRACERS		-2 Damage	26 <sub>gc</sub>
BRIGANDINE OVERCOAT		-2 Damage	30 <sub>gc</sub>
STUDDED BUCKLER		-2 Damage	34 <sub>gc</sub>
STEEL BUCKLER		-2 Damage	40 <sub>gc</sub>
WOODEN SHIELD		-2 Damage	42 <sub>gc</sub>
BANDED SHIELD		-2 Damage	45 <sub>gc</sub>
SHOULDER PLATELETS		-2 Damage	48 <sub>gc</sub>
MAIL COIF		-2 Damage	50 <sub>gc</sub>
METAL BRACERS		-2 Damage	55 <sub>gc</sub>
HELMET		-2 Damage	60 <sub>gc</sub>
WINGED HELMET		-2 Damage	65 <sub>gc</sub>
GREAT HELM	+	-3 Damage	80 <sub>gc</sub>
GAUNTLETS	+	-3 Damage	90 <sub>gc</sub>
LONG GAUNTLETS	+	-3 Damage	95 <sub>gc</sub>
SCALE JACKET	+	-3 Damage	100 <sub>gc</sub>
EXQUISITE SCALE JACKET	+	-3 Damage	110 <sub>gc</sub>
CHAINMAIL SHIRT	+	-3 Damage	120 <sub>gc</sub>
METAL BREAST PLATE	+	-3 Damage	140 <sub>gc</sub>
REINFORCED BANDED MAIL	+	-4 Damage	220 <sub>gc</sub>
FULL PLATE	+	-4 Damage	250 <sub>gc</sub>

ENAT1 - ENCHANTED ARMOUR TABLE 1	
You feel a surge of power and watch as one piece of armour is enchanted.	
2	Fire Touched - Small flame symbols appear at the edges of the armour. -1 from any fire or heat damage taken.
3	Ice Touched - Small icicle symbols appear along the edges of the armour. -1 from any ice or cold damage taken.
4	Divine Armour - The piece of armour shimmers. Increase the damage modifier by 3. E.g., -1 becomes -4.
5	Fabled Armour - The piece of armour glows golden. Increase the damage modifier by 2. E.g., -1 becomes -3.
6	Blazon Armour - The piece of armour looks immaculate. Increase the damage modifier by 1. E.g., -1 becomes -2.
7	Gilded Armour - Gold lines form patterns across the armour. Its value is tripled.
8	Primordial Resistance. Leaves appear to decorate the armour piece. You are not affected by magic that uses the Primordial Orbit.
9	Faculty Resistance. The armour piece faintly glows blue. You are not affected by magic that uses the Faculty Orbit.
10	Metamorph Resistance. The armour piece appears smoother. You are not affected by magic that uses the Metamorph Orbit.
11	Psyche Resistance. The armour piece faintly glows yellow. You are not affected by magic that uses the Psyche Orbit.
12	Blessed Armour - An image of the god who gifted you, or of a random god, appears on the armour. Gain 1 permanent FP for that god.

Notes: Roll 2D6. All effects are on one piece of armour, and once removed bonuses are no longer applied to the character. The magic lies in the armour. A piece of armour can have up to three different enchantments, but fire and ice can not be combined.

# FTCCT1 - FAILED TO CAST CORRECTLY TABLE 1

You hold the scroll out and try to cast it but something doesn't seem right.

**2** The scroll bursts into flames and you feel magical energy tear at your body, causing intense pain. Take 8 damage.

**3** Frost appears on the scroll as it cracks and breaks apart but the cold seeps down your arm. Take 4 damage.

**4** Blue current crackles across the scroll surface zapping your hand as it explodes. Take 2 damage.

**5** The words turn to green liquid, poisoning your hand, splashing across your skin, as the scroll melts. Take 1 damage.

**6** The scroll crumbles to ash producing a cloud of smoke, making you choke, alerting the enemy if present. The enemy attacks first.

**7** The scroll transforms into sand and runs through your fingers. No spell is cast.

**8** The runes of the scroll move and shift making it impossible to cast. It crumbles to the ground.

**9** Energy from the scroll erupts upwards and shoots down to impact your chest. Gain 1 Discipline for 1 dungeon level.

**10** Warmth washes from the scroll filling your body with energy. Gain 10 Health. +5 XP per level.

**11** The scroll begins to vibrate and a shaft of yellow energy hits 1 enemy doing 10 damage. +8 XP per level.

**12** Energy erupts through the scroll charging the air with power. Double the effect of the scroll. +12 XP per level.

Notes: All scrolls are destroyed due to the attempt of casting. Apart from rolling 12 the original scroll spells are not cast and only the effects as described happen.

# GC1 - GEM COMBINATION TABLE 1

You place the gems and the following happens...

**2** Slotted into place the gems begin to vibrate and explode in your face. They are destroyed. Lose 2 HP.

**3** You watch stunned as the gems evaporate, giving off a wisp of smoke that stings your eyes painfully. Lose 1 HP

**4** Now placed, the gems turn yellow and crack, as they ring loudly. Roll on L1P and fight the alerted foe.

**5** You carefully place the gems into the slots. They sit neatly but when you blink they disappear. Nothing further happens.

**6** Now in the slots, they begin to glow and you're shocked to see them melt, pool and spill over, to splash on the floor.

**7** You pop the gems into place but nothing happens. You remove them and keep the gems.

**8** Once in place cracks appear between the slots making it break apart. Nothing more happens. You keep the gems.

**9** As you load up the slots they meld into the object and it throbs with warmth. Restore all HP once and keep the object.

**10** Gems in place, silver forms around them and the item appears complete. Add 2D6 to the value.

**11** The item glows with the gems in place. Roll D6 and gain immunity to 1-2= Fire, 3-4= Ice, 5-6= Poison, while you have the item.

**12** Gems in place, blue magical energy swirls around the item giving it the power of a wand of lightning with D3 charges.

Notes: Roll 2D6 for this table. You will lose any gems placed unless otherwise stated. If gems remain intact you keep the item and the value of the gems increases by D6 GC, giving you a total value for the item.

MAGIC ITEMS TABLE 1			
MAGIC ITEM	EFFECT DESCRIPTION	CHARGES	COST
AMULET OF FIRE RESISTANCE	Attacks and interrupts that use the word FIRE do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 <sub>gc</sub>
AMULET OF ICE RESISTANCE	Attacks and interrupts that use the word ICE do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 <sub>gc</sub>
AMULET OF POISON RESISTANCE	Attacks and interrupts that use the word POISON do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 <sub>gc</sub>
BRACERS OF BLOCKING	One piece of armour you wear is enhanced with an extra -1 damage modifier.	PERMANENT WHILE IN YOUR POSSESSION	150 <sub>gc</sub>
EXPLOSIVE MARBLES	Small glass balls that explode when rolled into a room doing 2d6 +3 damage	1 CHARGE	15 <sub>gc</sub>
HEADBAND OF TAMING	Level 1 and 2 animals will not attack you and just wander off.	PERMANENT WHILE IN YOUR POSSESSION	60 <sub>gc</sub>
GAUNTLETS OF POWER	+1 Shift - Can not be combined with gauntlets or long gauntlets	PERMANENT WHILE IN YOUR POSSESSION	400 <sub>gc</sub>
GLOVES OF KNOCKING	Knocking on a locked door will unlock it.	D6 +2	35 <sub>gc</sub>
POWDER OF INVISIBILITY	Turns you invisible for a short time. Avoid 1 combat - mark foe as present on map.	D6 +1	40 <sub>gc</sub>
RING OF BASENESS	+1 to Discipline and +1 to the Fail to Cast roll when using Primordial magic.	PERMANENT WHILE IN YOUR POSSESSION	40 <sub>gc</sub>
RING OF SENSES	+1 to Discipline and +1 to the Fail to Cast roll when using Faculty magic.	PERMANENT WHILE IN YOUR POSSESSION	40 <sub>gc</sub>
RING OF TELEKINESIS	+1 to Discipline and +1 to the Fail to Cast roll when using Psyche magic.	PERMANENT WHILE IN YOUR POSSESSION	40 <sub>gc</sub>
RING OF TRANSFORMATION	+1 to Discipline and +1 to the Fail to Cast roll when using Metamorph magic.	PERMANENT WHILE IN YOUR POSSESSION	40 <sub>gc</sub>
STAFF OF CLAWS	Cast at the beginning of a combat causes the enemy to miss their first turn.	D6+3	32 <sub>gc</sub>
WAND OF FIREBALLS	Casts the Fireball spell as described in the Magic Scroll Table.	D3+1	150 <sub>gc</sub>
WAND OF LIGHTNING	Casts the Lightning spell as described in the Magic Scroll Table.	D3+1	200 <sub>gc</sub>
WAND OF PARALYSIS	Casts the Paralysis spell as described in the Magic Scroll Table.	D3+1	100 <sub>gc</sub>
WAND OF SUNDER	Casts the Sunder spell as described in the Magic Scroll Table.	D3+1	150 <sub>gc</sub>

MAGIC POTIONS TABLE 1			
POTION OF	EFFECT MODIFIER	DURATION	COST
CONSTANCY	+1 Precision and +1 Discipline for 1 dungeon level	INSTANT	18 <sub>gc</sub>
DOMINATION	+2 Discipline for 1 dungeon level	INSTANT	50 <sub>gc</sub>
EXAMINATION	+2 to the treasure rolls in 1 room	INSTANT	10 <sub>gc</sub>
EXTRA HEALING	Heal up to 30 Health Points	INSTANT	28 <sub>gc</sub>
FIDELITY	+1 Precision for 1 dungeon level	INSTANT	6 <sub>gc</sub>
FINESSE	+2 Shift for 1 entire combat	ONE COMBAT	20 <sub>gc</sub>
FURTHER HEALTH	Gain 20 Health Points (can exceed baseline level)	INSTANT	50 <sub>gc</sub>
GAIN HEALTH	Gain 10 Health Points (can exceed baseline level)	INSTANT	32 <sub>gc</sub>
HEALING	Heal up to 10 Health Points	INSTANT	18 <sub>gc</sub>
MIGHTY STRENGTH	+2 damage per hit for 1 entire combat	ONE COMBAT	20 <sub>gc</sub>
PHASING	Phase through one locked door ignoring the locked status	INSTANT	2 <sub>gc</sub>
PROWESS	+1 Shift for 1 entire combat	ONE COMBAT	26 <sub>gc</sub>
RESIST MAGIC	Ignore 1 successful enemy manoeuvre against you that is magic based	INSTANT	10 <sub>gc</sub>
SHIELD AURA	-1 Damage taken per round in 1 entire combat	ONE COMBAT	18 <sub>gc</sub>
SPEED	+2 free swings at the start of 1 entire combat	ONE COMBAT	13 <sub>gc</sub>
STEADINESS	+2 Precision for 1 dungeon level	INSTANT	40 <sub>gc</sub>
STRENGTH	+1 damage per hit for 1 entire combat	ONE COMBAT	15 <sub>gc</sub>
WILLPOWER	+1 Discipline for 1 dungeon level	INSTANT	30 <sub>gc</sub>

MAGIC SCROLL TABLE 1

SCROLL OF	EFFECT DESCRIPTION	DURATION	ORBIT	DISPEL DS	COST	FAIL	MODIFIER/EFFECT
BALANCE	You sense an inner stability and become aware of magic flowing through the air.	UNTIL USED	FACULTY	NONE	15 <sub>gc</sub>	+1	+1 DISCIPLINE FOR 1 DUNGEON LEVEL
BRUTE FORCE	Your muscles tighten and bulge and you feel strength coursing through your body.	NEXT COMBAT	METAMORPH	NONE	17 <sub>gc</sub>	+2	+2 DAMAGE FOR 1 COMBAT
DEEP FOCUS	You feel connected to the streams of magic energy and control them with ease.	UNTIL USED	FACULTY	NONE	10 <sub>gc</sub>	-1	+2 DISCIPLINE FOR 1 DUNGEON LEVEL
DISTRACT	You enter the enemy's mind and turn their thoughts against their companion.	INSTANT	PSYCHE	NONE	30 <sub>gc</sub>	+1	IF YOU FACE 2 FOES 1 LEAVES
FIREBALL	You blast a ball of fire from your open palm, at your enemy, who bursts into flames.	INSTANT	PRIMORDIAL		20 <sub>gc</sub>	-1	CAUSES 20 DAMAGE
FLAMING WEAPON	Flames erupt from the blade of your weapon and burn those you strike.	NEXT COMBAT	PRIMORDIAL		32 <sub>gc</sub>	0	+3 DAMAGE FOR 1 COMBAT
FLEETING ACTION	You feel your pulse quicken and your movements become swift and precise.	NEXT COMBAT	FACULTY		10 <sub>gc</sub>	-1	+2 SHIFT FOR 1 COMBAT
INSIGHTFUL COMBAT	The world slows and details seem clearer as you study your opponent's movements.	NEXT COMBAT	PSYCHE	NONE	70 <sub>gc</sub>	-2	+20 PERCENT XP FROM 1 COMBAT
INVISIBILITY	You glance down to see your body has disappeared and that you have vanished.	NEXT COMBAT	METAMORPH		21 <sub>gc</sub>	-1	AVOID 1 COMBAT AND ROOM CONTENTS
LIGHTNING STRIKE	A fork of blue lightning explodes from your chest to strike your foe with unholy force.	INSTANT	PRIMORDIAL		50 <sub>gc</sub>	-3	1 STRIKE OF 50 DAMAGE
MELT METAL	You concentrate on the metal and watch it melt into a soft dripping gloop.	INSTANT	METAMORPH	NONE	18 <sub>gc</sub>	0	DESTROY 1 LOCK OR INTERRUPT ARMOUR
MENTAL WHIP	You reach out a thought into their mind and it transforms to become a barbed lash.	INSTANT	PSYCHE	NONE	20 <sub>gc</sub>	-1	1 STRIKE OF 10 DAMAGE
PARALYSIS	You clench your fist and focus on one foe and they freeze to the spot motionless.	INSTANT	PSYCHE	NONE	22 <sub>gc</sub>	+1	+3 FREE SWINGS IN 1 COMBAT
REFLEXES	Warmth floods your body making you feel at ease and unexpectedly flexible.	NEXT COMBAT	FACULTY	NONE	10 <sub>gc</sub>	+2	+1 SHIFT FOR 1 COMBAT
STEADY HAND	You sense your movements as if magnified allowing you to steady yourself.	UNTIL USED	FACULTY	NONE	13 <sub>gc</sub>	-1	+1 PRECISION FOR 1 DUNGEON LEVEL
SUNDER	There is a loud crack and the ceiling above your foe collapses inwards on them.	INSTANT	METAMORPH		30 <sub>gc</sub>	-1	1 STRIKE OF 20 DAMAGE TO ALL FOES
SURGING HEALTH	You watch as your wounds close and heal and renewed vigour surges through you.	INSTANT	METAMORPH		55 <sub>gc</sub>	-1	+20 HEALTH POINTS
SWAMP LUNG	You watch as a torrent of swamp water pours from your foe's mouth.	INSTANT	PRIMORDIAL		25 <sub>gc</sub>	-1	1 FREE SWING + 20 DAMAGE

POL11 - PORTCULLIS LEVER TABLE 1	
You have a look around for a lever...	
2	The portcullis is unstable and when you rattle it, it falls forward and catches you, but remains closed. Lose 2 HP.
3	There is a lever, but when you pull down it splinters in your hand before it can open the portcullis. It is useless.
4	There is no lever here. You must wait for someone to come if you wish to proceed in this direction.
5	There is a lever just the other side of the portcullis. If you use an item to trigger it the item is lost. The portcullis rises.
6	A lever next to the portcullis works and opens all the portcullises in the room.
7	There is a lever next to the portcullis, which you pull and it opens all of them in the room.
8	Inside a hole in the wall is a switch. You press it and all the portcullises clatter up into the ceiling.
9	There is a lever next to the portcullis but it has been snapped off and lays on the floor. Attach it to open the portcullis.
10	The lever has gone but the mechanism is exposed. You could open it with a Precision check PC9 (1).
11	As you approach the portcullis it flies open and you must face an enemy. Roll on Patrol Table for the level e.g. L1P.
12	As you approach the portcullis you step on a pressure plate, and it rattles upwards. You can proceed unhindered.
Notes: Roll 2d6 for this table. If you can find no way of lifting the portcullis then you can not proceed and must wait for someone to come.	

RFU11 - RECOVERY FROM UNCONSCIOUSNESS TABLE 1	
Will you wake again?	
2	Blackness...your adventure is over.
3	Someone kicks your leg. You wake as a guard stabs a knife into your ribs. Your adventure is over.
4	The last thing you feel is your body convulsing. Your adventure is over.
5	You wake momentarily but then lapse into an eternal sleep. Your adventure is over.
6	You wake with your heart pounding, having slept for some time. You have 2 HP.
7	You wake a few moments later in a right state, but you have made a remarkable recovery. You have 3 HP.
8	You rise in a drowsy condition. You have been out cold for a short time but have recovered. You have 2 HP.
9	Lapsing in and out of consciousness you are fading. If you have malko leaves you save yourself on 1 HP or you die.
10	You wake but find that all the items in your backpack including treasure have been taken. You have 1 HP.
11	You wake and find you are bleeding. If you have some cloth, you survive on 1 HP; otherwise you perish.
12	A distant voice wishes you life. Gain 2 favour points for a god who is determined by a roll on G0T1. You wake with 5 HP.
Notes: Roll 2D6 for this table. This table is only rolled on if your character is reduced to zero HP by something other than combat, for example injury from a trap.	

# ST11 - STOLEN ITEM TABLE 1

You search the body and find the following...

**2** Slipped into this person's hose is a wand of paralysis. Quite some find! A unique find.

**3** On closer inspection you find a large HQ garnet attached to the back of this person's belt buckle.

**4** Sewn into the lining of this person's gloves, as if large knuckles, are 4 LQ Pearls.

**5** Tucked inside this person's boot is a small parchment. Gain a scroll of Melt Metal.

**6** A stone in this person's pocket shows a rune. It feels warm in your hand. Roll on G0T1 and gain 1 FP for that god.

**7** There is a pouch of gold sewn into the inner lining of this person's tunic. Gain D6 gold +3.

**8** A small vial is concealed in this person's clothing. Gain a Potion of Healing.

**9** A gold brooch has been carefully tucked into a small internal pocket. It is worth 2D6 GC +2.

**10** Tucked into this person's hair is a long silver pin worth 2D6 SC. At the end is a MQ diamond.

**11** Tucked into this person's belt is a scroll. It looks ornate and rare. Roll on SC14.

**12** Pushed into a slot on the back of their boot is a plain looking wooden ring. It is a magical Ring of Baseness. A unique find.

Notes: Roll 2D6 for this table. Items on 2 and 12 are unique one time rolls for this table. If you roll them again then your roll defaults to 7 meaning you will find a pouch of gold instead.

# STARTING ARMOUR TABLE 1

ARMOUR TYPE	DICE SET	MODIFIER
JERKIN	2d6	-1 Damage
PADDLED TUNIC	2d6	-1 Damage
QUILTED COAT	2d6	-1 Damage
HIDE DOUBLET	2d6	-1 Damage

# STARTING SCROLL TABLE 1

SCROLL TYPE	MODIFIER
SCROLL OF BALANCE	+1 Discipline for 1 dunegon level
SCROLL OF MENTAL WHIP	1 strike of 10 damage
SCROLL OF REFLEXES	+1 Shift for 1 combat
SCROLL OF MELT METAL	Destroy 1 lock or piece of armour

# VALUES OF GEMS TABLE

GEM TYPE	COLOUR	LOW QUALITY	MID QUALITY	HIGH QUALITY
PEARL	Opaque	2gc	4gc	10gc
SAPPHIRE	Blue	4gc	8gc	20gc
GARNET	Orange	8gc	16gc	40gc
RUBY	Red	10gc	24gc	60gc
EMERALD	Green	12gc	32gc	80gc
DIAMOND	White	16gc	40gc	100gc

# VALUES OF MISCELLANEOUS ITEMS TABLE

ITEM	COST	ITEM	COST
ROPE (LARGE ITEM)	1gc	METAL TOOL HAMMER	5gc
LEATHER STRAPS	10gc	POT & TRIPOD (LARGE ITEM)	2gc
NEEDLE AND THREAD	5gc	POUCH, BOTTLE, CASKET	10gc
STRONG GLUE	1gc	GRAPPLING HOOK	4gc
METAL PLATES (LARGE ITEM)	5gc	1 RATION	1gc

WEAPON MANOEUVRES TABLE 1			
WEAPON	LONGSWORD	WEAPON	GREATAXE
Level 1 Manoeuvres (not level of adventurer)			
	Level 1 Manoeuvres (not level of adventurer)		Level 1 Manoeuvres (not level of adventurer)
	DISGUISED SWOOP = D6 +1 damage		SOLID BELTING = D6 +1 damage
	INCISIVE CUT = D6 damage		POMMEL THUMP = D6 damage
	THRUST = D6 -1 damage		CARVING HIT = D6 damage
	SWING = D6 -2 damage		PUMMEL = D6 -2 damage
	SLICE = D6 -2 damage		BLUDGEON = D6 -1 damage
	HACK = D6 -2 damage		BASH = D6 -1 damage
	STAB = D6 -2 damage		BAT = D6 -2 damage
	CARVING BLOW = D6 -1 damage		SWINGING CLUB = D6 damage
	BITING STROKE = D6 damage		SUDDEN WHOMP = D6 damage
	HEAVY SLASH = D6 +1 damage		DRUBBING = D6 +1 damage
Level 2 Manoeuvres (not level of adventurer)			
	SUNDER = D6 +5 damage		BEAT DOWN = D6 +4 damage
	VIOLENT CLEAVE = D6 +4 damage		BLUNT THRASH = D6 +4 damage
	SWOOPING SPIN = D6 +3 damage		BATTER = D6 +3 damage
	SIDEWAYS SLICE = D6 +3 damage		CLOBBER = D6 +3 damage
	BRUTAL DRIVE = D6 +3 damage		BLINDSIDE STROKE = D6 +3 damage
	LUNGING THRUST = D6 +4 damage		VIOLENT LAMBAST = D6 +4 damage
	NIMBLE SWIPE = D6 +4 damage		CLUBBING MAUL = D6 +4 damage
	SHARP PUMMEL = D6 +6 damage		DEADLY CRUSH = D6 +6 damage
Level 3 Manoeuvres (not level of adventurer)			
	THUNDEROUS BLOW = 2D6 +7 damage		WAILING SLUG = 2D6 +6 damage
	TWISTING STAB = 2D6 +5 damage		BLUSTERING SWING = 2D6 +4 damage
	SPINNING SLASH = D6 +5 damage		WILD MAUL = D6 +4 damage
	REPEATED JAB = D6 +5 damage		BUFFETING CUDGEL = D6 +5 damage
	SAVAGE GLANCE = 2D6 +5 damage		PULSATING STRIKES = 2D6 +5 damage
	FEROCIOUS STRIKE = 2D6 +7 damage		DIVINE BLOW = 2D6 +8 damage

# Random Lists Tables

Tables that list random selections of items.

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ART1 - ARMOUR - RANDOM T1	
ROLL	ITEM
1	JERKIN
2	PADDED TUNIC
3	QUILTED COAT
4	HIDE DOUBLET
5	BISHOPS MANTLE
6	LONG LEATHER JACKET

ART4 - ARMOUR - RANDOM T4	
ROLL	ITEM
1	GREAT HELM
2	GAUNTLETS
3	LONG GAUNTLETS
4	SCALE JACKET
5	EXQUISITE SCALE JACKET
6	CHAINMAIL SHIRT

GOT1 - GOD T1	
ROLL	GOD
1	GRAKADA THE CORE
2	INTUNERIC THE MURK
3	MADUVA THE ROT
4	MURATAYNIE THE PULP
5	NEVAZATOR THE BLIND
6	RADACINA THE REDIX

HST1 - HERBS T1	
ROLL	HERB
1	KATHOTO SPINES
2	DANKOMA STEMS
3	ILIOS PETALS
4	MALAKO LEAVES
5	SCARLETT ORIEVATUS
6	ZOUMEROUS LEAVES

ART2 - ARMOUR - RANDOM T2	
ROLL	ITEM
1	LEATHER BREAST PLATE
2	LEATHER BRACERS
3	BRIGANDINE OVERCOAT
4	HIDE DOUBLET
5	STUDDED BUCKLER
6	WOODEN SHIELD

ECT1 - EMPTY CONTAINER T1	
ROLL	ITEM
1	VIAL WITH STOPPER
2	SMALL BOTTLE
3	LEATHER POUCH
4	SMALL METAL BOX
5	SMALL BONE TUBE
6	SMALL WOODEN CASKET

HAOT1 - HALF AN ORNATE ITEM TABLE 1	
ROLL	ITEM
1	HALF A COPPER PENDANT WORTH D6 SC
2	HALF A COPPER PENDANT WORTH D6 SC

MIT1 - METAL ITEM T1	
ROLL	ITEM
1	AN IRON BAR
2	A METAL HAMMER
3	SOME METAL TONGS
4	A METAL BUCKET
5	HANDFUL OF NAILS
6	A FORGED BLADE

ART3 - ARMOUR - RANDOM T3	
ROLL	ITEM
1	BANDED SHIELD
2	SHOULDER PLATELETS
3	MAIL COIF
4	METAL BRACERS
5	HELMET
6	WINGED HELMET

GMT1 - GEM T1	
ROLL	GEM
1	PEARL
2	SAPPHIRE
3	GARNET
4	RUBY
5	EMERALD
6	DIAMOND

MIT2 - METAL ITEM T2	
ROLL	ITEM
1	TWISTED PIECE OF PLATE
2	METAL RIM OF A BARREL
3	A METAL CHAIN
4	SOME BALL BEARINGS
5	POMMEL OF A DAGGER
6	SNAPPED SWORD BLADE

SCT3 - SCROLLS T3	
ROLL	ITEM
1	SCROLL OF DISTRACT
2	SCROLL OF SWAMP LUNG
3	SCROLL OF SUNDER
4	SCROLL OF SUNDER
5	SCROLL OF SURGING HEALTH
6	SCROLL OF SURGING HEALTH

POT4 - POTIONS T4	
ROLL	ITEM
1	FURTHER HEALING
2	FURTHER HEALING
3	POTION OF STEADINESS
4	POTION OF STEADINESS
5	POTION OF DOMINATION
6	POTION OF DOMINATION

POT1 - POTIONS T1	
ROLL	ITEM
1	POTION OF HEALING
2	POTION OF HEALING
3	POTION OF PHASING
4	POTION OF EXAMINATION
5	POTION OF STRENGTH
6	POTION OF SHIELD AURA

SCT4 - SCROLLS T4	
ROLL	ITEM
1	SCROLL OF SURGING HEALTH
2	SCROLL OF INVISIBILITY
3	SCROLL OF LIGHTNING STRIKE
4	SCROLL OF LIGHTNING STRIKE
5	SCROLL OF INSIGHTFUL COMBAT
6	SCROLL OF INSIGHTFUL COMBAT

SCT1 - SCROLLS T1	
ROLL	ITEM
1	SCROLL OF BALANCE
2	SCROLL OF REFLEXES
3	SCROLL OF BRUTE FORCE
4	SCROLL OF MELT METAL
5	SCROLL OF MENTAL WHIP
6	SCROLL OF PARALYSIS

POT2 - POTIONS T2	
ROLL	ITEM
1	POTION OF EXTRA HEALING
2	POTION OF EXTRA HEALING
3	POTION OF RESIST MAGIC
4	POTION OF GAIN HEALTH
5	POTION OF SPEED
6	POTION OF FINESSE

SST1 - SYMBOL SELECTION T1	
ROLL	ITEM
1	A WHEAT SHEAF
2	A GRAZING ANIMAL
3	BALL OF THREAD
4	A TREE
5	A ROCK
6	A HAMMER

SCT2 - SCROLLS T2	
ROLL	ITEM
1	SCROLL OF STEADY HAND
2	SCROLL OF INVISIBILITY
3	SCROLL OF FLAMING WEAPON
4	SCROLL OF FIREBALL
5	SCROLL OF SWAMP LUNG
6	SCROLL OF DISTRACT

POT3 - POTIONS T3	
ROLL	ITEM
1	POTION OF FINESSE
2	POTION OF GAIN HEALTH
3	POTION OF GAIN HEALTH
4	POTION OF CONSTANCY
5	POTION OF WILLPOWER
6	POTION OF WILLPOWER

# Loot Tables

Tables that list loot which can be found in game.

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BT1 - BAG TABLE 1	
You spot a bag and open it. Inside you find the following...	
2	At the bottom of the rough sack are a few old earth encrusted potatoes.
3	Inside the leather bag are a few scraps of metal and two lumps of coal.
4	The bag stinks when you open it and find a dead rabbit at the bottom.
5	The sack is full of twigs and sticks, and caught up in it are some Kathoto Spines.
6	There are three broken old metal tools in the bag along with a Lock Pick +1 (3).
7	At the bottom of the bag, carefully wrapped in leather, is some cheese. Gain 1 ration.
8	There is a length of rope in the sack, some old seed and a Lock Pick +2 (3).
9	Among some random objects is a pouch containing 2D6+3 SC, 4D6+20 CC and a Potion of Phasing.
10	The sack contains a silk cloak and leather gloves worth 4D6+3 SC, a throwing knife and a potion. Roll on POT1.
11	Some random jewellery has been shoved in the bag worth 3D6+2 GC. Roll on HA0IT1.
12	Wrapped up in some cloth at the bottom of the bag is 2D6+4 GC, 2 throwing darts and a piece of armour. Roll on ART1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

BT2 - BAG TABLE 2	
You spot a bag and open it. Inside you find the following...	
2	You turn the bag upside down and a mound of seed pours out.
3	There seems to be nothing but firewood in the bag.
4	Inside the bag are 3 broken and twisted metal armour sections. These are large items.
5	Inside the sack are more leather sacks, three in total, and all are empty.
6	There are four short wooden stakes in the bag and tucked underneath is a Lock Pick +1 (3) and a throwing axe.
7	At the bottom of the sack is a set of shackles, a metal box containing 2D6+10 SC and some Malako Leaves.
8	Inside the hemp bag in an old shirt is a silver buckle worth 3D6+10 SC and a magic scroll. Roll on SCT1.
9	You tip out a collection of objects including a purse containing 2D6+5 SC and a bracelet worth D6+5 GC.
10	You peer inside the leather bag and see 3 goblots worth 6d6+10 SC, a throwing dart and a potion. Roll on POT1+1.
11	Caught up in a length of material is a silver necklace worth 3D6 SC, set with D6+1 MQ garnets.
12	This seems to be the valuables from a raid including D6 MQ pearls, D3+1 LQ rubies and D3 LQ emeralds.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

CT1 - CHEST TABLE 1	
You spot a chest and open it. Inside you find the following...	
2	You lift the lid and find the box empty, apart from some broken stone.
3	The lid slides to one side and inside you see some inedible mouldy old carrots and beets.
4	The box is full of twisted pieces of metal and a split bone.
5	The chest contains a sack full of firewood, some of which is tied with thread.
6	Wrapped in paper is a selection of dried fish. Gain 1 ration. There is also a Lock Pick +2 (4).
7	The chest contains a clutter of medical objects including two bandages, a Potion of Healing and a throwing dart.
8	The chest is small but full of coins including 4D6+5 SC and 6D6+20 CC as well as a Lock Pick +3 (2).
9	The chest is full of worthless goblets and plates. One is set with 2D6 LQ pearls. At the bottom are 3 throwing darts.
10	Inside the box is a selection of papers. In amongst it is a scroll roll on SCT1 and roll on HAOIT1.
11	Shoved in the chest are some old boots, a cloak and a throwing axe. Beside it is a large pouch. Inside are 3D6+2 GC.
12	There is a selection of coins stacked in the box. Including 5D6+4 SC and 6D6-4 GC and D6 LQ rubies.
Notes: The modified ranges rule applies. Any items can be taken and used for Inventive Usage.	

CT2 - CHEST TABLE 2	
You spot a chest and open it. Inside you find the following...	
2	The container is full of earth and stone.
3	The box contains an empty leather sack and a scattering of sunflower seeds.
4	Inside the chest, wrapped in a cloth is a large cheese. Gain 1 ration.
5	There are six metal hooked spikes and a length of rope inside the chest and a Lock Pick +1 (4).
6	A selection of worthless wooden bowls fill the chest. At the bottom is a casket full of 2D6+5 SC.
7	The chest is full of folded uniforms. At the bottom is a piece of armour roll on ART1.
8	You open the lid and see a mix of loot items. Among it you find 2D6+5 SC, a gold ring worth D6 GC and a throwing axe.
9	You tip out a collection of objects including a purse containing 2D6+10 SC and a bracelet worth D6+5 GC.
10	You flip the lid up and are amazed to see a sack of coins. 4D6+4 GC, 2D6+2 SC and roll on HAOIT1.
11	There are a range of loot objects in the chest, including 2 throwing knives and a potion. Roll on POT1.
12	This chest is full of loot. Gain 1 ration, 4d6+2 GC, a throwing knife and a piece of armour. Roll on ART2.
Notes: The modified ranges rule applies. Any items can be taken and used for Inventive Usage.	

PT1 - POUCH TABLE 1	
You spot a pouch and open it. Inside you find the following...	
2	Nothing. But it is damp and when you sniff your fingers, they smell unpleasant.
3	Nothing. The pouch is empty.
4	Nothing. The pouch is empty.
5	There are some dried pumpkin seeds in the pouch.
6	There are D6 SC inside the pouch.
7	A few coins rattle in the pouch. Gain 4D6 CC and 2D6 SC.
8	There are some Malako Leaves inside.
9	There are some coins in the pouch. Gain D6+2 SC and D6 GC.
10	There are some Zoumerous Leaves and two LQ gems. Roll twice on GMT1 -2.
11	Inside is a golden buckle worth D6+2 GC and a potion. Roll on POT2.
12	The pouch is crammed with coins. You count 2D6 SC and D6+3 GC.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

PT2 - POUCH TABLE 2	
You spot a pouch and open it. Inside you find the following...	
2	Nothing. In fact, there is a hole in the bottom making it useless.
3	Nothing. The pouch is empty.
4	Nothing. The pouch is empty.
5	There are 2D6+5 SC coins in the pouch.
6	There are some Scarlet Orievatus Leaves inside.
7	A few coins rattle in the pouch. Gain 3D6 SC and 2D6 GC.
8	Tucked inside is a Lock Pick +2 (2) and some Malako Leaves.
9	Wrapped in a piece of cloth inside are some Malako Leaves and Ilios petals.
10	There are some loose coins, 2D6 GC and a random gem. Roll D3. 1= A MQ sapphire, 2= A MQ garnet, 3= A MQ ruby.
11	Inside is a potion, roll on POT3 and some herbs roll on HST1.
12	In the pouch are D3 HQ pearls and half a broken ornate item. Roll on table HAOIT1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

RPT1 - RELIGIOUS POUCH TABLE 1	
You spot a pouch and open it. Inside you find the following...	
2	Inside is a dried-out eyeball. You cannot imagine why.
3	Nothing. The pouch is empty.
4	Nothing. The pouch is empty.
5	Inside the pouch is a vial of black ink.
6	Inside the pouch are some human teeth.
7	Inside the pouch is a small book within which is some scrawled writing that you cannot read.
8	There are some smooth pebbles in the pouch, mixed in with some Kathoto Spines.
9	Nestled inside the pouch is a Potion of Constancy.
10	There is a necklace inside made of ebony beads and a small capsule containing Scarlett Orievatus.
11	Inside the pouch is a symbol of a tree carved in horn and some Dankoma Stems.
12	You pull out a small silver cross and as it touches your skin you feel warm. Heal up to base HP. One time use only.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

RPT2 - RELIGIOUS POUCH TABLE 2	
You spot a pouch and open it. Inside you find the following...	
2	Nothing and the material unravels as you open it, making it useless.
3	Nothing. The pouch is empty.
4	Nothing. The pouch is empty.
5	Inside the pouch is a small ebony bead.
6	Inside the pouch is a ball of thread and needle.
7	Inside the pouch are some acorns which have been carved with small tree symbols.
8	There are some Ilios Petals.
9	Inside is a small wooden symbol embedded with three LQ pearls.
10	Inside is a high quality Lock Pick +3 (4) and 5D6 SC.
11	Inside the pouch is a small glass bottle containing a Potion of Shield Aura and 3D6+2 GC.
12	Carefully wrapped in cotton cloth are two Explosive Marbles. They must be kept wrapped.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

RAIT1 - RELIGIOUS ARTIFACTS TREASURE TABLE 1	
You conduct a search and...	
2	All you find is dust and splinters of soft wood.
3	There is an old, small crude wooden cross here.
4	Some rats have chewed up a stack of books, but they have left a wrapping of Dankoma Stems.
5	You find a religious manuscript that has seen better days. There is also a Lock Pick +1(3).
6	Someone has left a bottle of wine and bread here. Gain 1 ration.
7	There are five good quality leather cords here, which were possibly used for binding books.
8	There is a fine ceremonial silk robe here worth 2D6 SC, a Potion of Fidelity and an empty pouch.
9	There is a small ornate casket here which you slowly open and find a pouch with D6 GC inside.
10	Inside a small cabinet in the corner you find a slim silver rod worth 5D6 SC and a small empty box.
11	You spot a concealed compartment along the edge +15 XP. Inside is a pouch with D6 LQ sapphires
12	There is an ornate golden cross tucked away here worth 2D6+4 GC laying next to a Scroll of Deep Focus.
Notes: Roll 2D6 for this table.	

RUPT1 - RUBBISH PILE TABLE 1	
You search the random pile of rubbish and find...	
2	There is nothing to see here.
3	You rummage through the pile but it's covered in some sticky substance so is of no use.
4	Whatever was here is now a burnt pile of ash.
5	The pile is full of burnt scrap and broken objects none of which can be salvaged.
6	There are some small, twisted bits of metal in the scrap and rubbish.
7	There is a length of twine and some leather straps in the pile.
8	You realise this is the remains of a fire with a few coals scattered in amongst the debris.
9	On closer inspection this is the burnt remains of an animal and there are fragments of bone.
10	This pile seems to consist of mainly oak leaves and at the bottom is an acorn.
11	Caught up in the rubbish are some strips of material.
12	There is a fungal bloom underneath the rubbish. Growing on this is a purple mushroom.
Notes: Roll 2D6 for this table. Items found here can be used for Inventive Usage or for offerings to gods in the right situation or simply be discarded.	

TAT1 - TABLE - TABLE 1	
There is a table here and on it you find the following...	
2	Some black sludge is smeared on the surface. You have no idea what left it here.
3	The table is covered in scratches.
4	The table is bare.
5	There is an empty sack on the table.
6	An empty pouch is here.
7	On the table is a coil of rope.
8	There is a small broken god idol here. Roll on GOT1. Pass a Precision Check PC10(2) to fix it to gain 1 FP.
9	There is a parchment here on which is some writing you cannot read.
10	There is a piece of armour here that is broken, roll on ART2. It is missing its leather strap fasteners.
11	Four people once sat here. Their empty tin plates remain. Next to one is a silver fork worth 5 SC.
12	There is some poisonous mold here. If you apply it to your weapon do 1 extra damage per round for 1 combat.
Notes: Roll 2D6 for this table.	

TCT1 - TEA CHEST TABLE 1	
There is a tea chest here and in it you find the following...	
2	You reach in and catch your hand on the splintered wood. Lose 1 HP. It is empty.
3	The tea chest is empty.
4	There is a smell of tea in the chest but nothing more.
5	There is a small empty casket in the bottom.
6	At the bottom is a small bag of tea leaves, a carved horn cup and an acorn.
7	There is a scrunched up cloak worth 3D6 SC at the bottom of the box. Underneath it is a throwing axe.
8	The box is full of wood shavings, but beneath this are some random metal items roll MIT1 and MIT2.
9	Some rubbish has been thrown into the box. In it you find some leather cord and some black feathers.
10	There are 2 twisted metal bars at the bottom and a pouch of seed next to a Lock Pick +1(3).
11	There is a ruined pack at the bottom of the box. When you look inside you find a throwing dart and a potion. Roll on POT2.
12	Wrapped in some paper at the bottom of the box is a dead crow. Around its leg is an ornate gold ring worth D6 GC.
Notes: Roll 2D6 for this table.	

# Level 1 Tables

Tables needed for level 1 of the dungeon.

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ENP1 - ENCOUNTER PRISONER TABLE 1	
There is a prisoner here...	
<b>2</b>	Lying face down is a man. He is motionless so you cut the binds on his hands, but he turns and attacks. Face an INFERNAL MONK.
<b>3</b>	A sickly man is chained to a wall. He begs to be released and you do so, but he is crazed and attacks. Face a LABOURER with no loot.
<b>4</b>	A shackled prisoner, long dead, hangs from his arms high up on the wall as if a warning of what's to come.
<b>5</b>	There is a cell here and inside a person chained up. You approach but see they are slumped forward and realise they are dead.
<b>6</b>	Bars across a section of the room form a cell. Inside is a slumped body and they have been dead for a while.
<b>7</b>	There is a bound prisoner here. They look emaciated and are close to death. If you give them a ration they survive. L1PR.
<b>8</b>	Inside a cage here is a wounded man. If you have some material to bandage the injury, he survives and can escape. L1PR.
<b>9</b>	A woman has been bound and lays in the dirt. She wakes and looks terrified, the door is locked. Pick the lock and she escapes. L1PR.
<b>10</b>	Shackled to a wall a thin man pleads to be freed and you comply. He runs back the way you came. L1PR
<b>11</b>	A man is shackled to the wall here. He pleads for help. You smash the chain and he thanks you and escapes. L1PR.
<b>12</b>	Two prisoners are trapped in the cell here. You grab the key from the far wall and free them. L2PR.
Notes: Roll 2D6 for this table. Liberate 1 prisoner and liberate 2 prisoners are shortened to L1PR and L2PR.	

EXT1 - EXIT TYPE TABLE 1			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
1-4	WOODEN DOORS	5-8	REINFORCED DOORS
9-12	WOODEN DOORS	13-16	CURTAINS
17-20	METAL DOORS	21-24	ARCHWAYS
25-28	ARCHWAYS	29-32	WOODEN DOORS
33-36	REINFORCED DOORS	37-40	WOODEN DOORS
41-44	PORTCULLISES	45-48	WOODEN DOORS
49-52	WOODEN DOORS	53-56	ARCHWAYS
57-60	WOODEN DOORS	61-64	REINFORCED DOORS
65-68	WOODEN DOORS	69-72	WOODEN DOORS
73-76	METAL DOORS	77-80	ARCHWAYS
81-84	ARCHWAYS	85-88	WOODEN DOORS
89-92	CURTAINS	93-96	WOODEN DOORS
97-100	REINFORCED DOORS	101-104	METAL DOORS
105-108	WOODEN DOORS	109-112	ARCHWAYS
113-116	WOODEN DOORS	117-120	PORTCULLISES
121-124	WOODEN DOORS	125-128	CURTAINS
129-132	METAL DOORS	133-136	ARCHWAYS
137-140	ARCHWAYS	141-144	WOODEN DOORS

IAUT1 - INTERRUPTIONS AND THE UNEXPECTED TABLE 1 - PART 1

ROLL	DESCRIPTION
	There is a lever beside the far exit. If you decide to pull it roll D6. 1= Nothing happens. 2-3= Any portcullises in the room open, 4-5= All portcullises in adjoining rooms open, 6= The lever snaps. If you have suitable items and can fix it with Inventive Usage, roll again.
	At the back of the room is a recess and inside is a small shrine with a miniature statue of a god standing before an offering pan. Roll on G0T1 to identify the god. Only small items may be placed in the pan as offerings and when correctly applied gain 1 FP.
	Tucked into a crack in the wall is a small piece of paper that reads 'the guard Amis stole it' (Quest for Amis). If you fight a GUARD roll a D6. 1-3= It's not him, 4-6= It is Amis so you take extra care when searching his body if you win the fight, roll on SHT1.
	You cross the room but stagger as the floor falls away from beneath you. You grab for the ledge. Roll 2D6 and add your Precision. On a 7 or higher you grab hold and climb free. On a 6 or lower you fall in and lose 3 health points and then climb out.
	There is a box set into the wall here with a makeshift panel door. It is closed and has a rough lock -3. It can be opened with Lock Picks, but not removed from its housing or smashed open. If opened gain 20 XP and roll on CT1.
	You begin rummaging through the room when suddenly in barges an unexpected visitor. Roll on L1P and face the enemy. They were carrying something, roll on BT1-2.
	Something that has caught your eye is a stone basin in the corner of the room. It is full of clear water. Above it is a symbol. Roll on SST1. If you can place a related item to the symbol in the water it transforms into a LQ random gem. Roll on GET1. One use only.
	There is a crack in the wall here and inside is a rolled up piece of cloth. It is tricky to remove, so make a precision check PC10(2) to avoid pushing it deeper. If successful, you unravel the cloth and find a Lock Pick +2 (3).
	Without realising it you stand on a pressure plate in the middle of the room. If there are any portcullises here, they rise into the ceiling. Otherwise, the next portcullis you encounter is raised, as a distant sound rattles through the dungeon.
	Hidden behind a screen at the back is a wooden shrine with a relief carving of a god. There is a slot below the image where a small offering can be placed. Roll on G0T1 to identify the god and when one offering is correctly applied gain 1 FP.
	Thrown into a corner is a rag. You hold it up and see the shadowy outline of a god traced on it and realise this is a holy shroud (Holy Shroud Quest). Roll on G0T1 to identify the god. If you place this at a shrine or altar to that god you gain 2 FP for that god.
	There is a narrow hole here and you put your hand in to take out a pendant. It has three hollow recesses that appear to have once held gems. You may place three gems in the pendant and roll on GCT1. There may be risks involved.
	There is a chest here which you notice has a trap mechanism. You can try to disarm it. Roll 2D6 and add your Precision. If you roll an 8 or higher you succeed and take no damage. On a 7 or lower a blade slices your hand. Lose 2 health points. Inside is a vial of ink and 4D6 SC.
	There are some metal objects in a drawer here. One of them is half of an ornate broken item. Roll on HAOIT1 (Ornate Item Quest). If you should find another half of the same item then triple its value, as it magically welds together when connected, and gain 20 XP.
	You pull back a crate and find someone has carved out a concealed hollow in the wall. You need to work free two metal bars that prevent access to the hole. Make a Precision check PC8(2) or you give up. If successful gain 20 XP and inside is a bag. Roll on BT1.
	On a ledge high up is a golden statue. You can climb for it. If so, you must remain focused. Roll 2D6 and add your Discipline. On a 9 or higher you reach and grab it. On an 8 or lower you fall and lose 1 HP. You can keep trying. The idol is worth 2D6-1 GC.
	There is a dropped silver disc here worth 3D6 SC. It has three indentations where gems can be placed. If you have none now you may try later but if you do place three gems in these slots roll on GCT1. There may be risks involved.
	After a careful search you find a concealed door and behind it is a small altar to a god, an image of whom is carved on the wall. There is slot for small items. Roll on G0T1 to identify the god and when offerings are correctly applied gain 1 FP.

# IAUT1 - INTERRUPTIONS AND THE UNEXPECTED TABLE 1 - PART 2

ROLL	DESCRIPTION
1d6	There is a lever on the wall here. If you pull it roll D6. 1-2= A pit opens up beneath you and you fall in, lose 2 HP. 3-4= A pit opens up in the next room and you avoid any enemies if any are found there. 5-6= A compartment opens and reveals a box. Roll on CT1.
1d6	Mounted on a wall is a large wooden relief showing a god. Roll on G0T1 to identify the god. There are some hooks here on which to hang offerings. Only offerings that can be hung award 1 FP.
1d6	Hidden to one side is a body you recognise as a warden from your town. His blue arm band is gone. Add Warden Revenge Quest. If you encounter a GUARD roll D6. 1-3= The GUARD wears a blue arm band and you swing into a rage +1 Shift. Once found, cross off quest and take the band.
1d6	You do not notice at first, but when you glance up you see a bag slung over a beam. It is out of reach, but if you have some way of pulling it down through Inventive Usage, then inside you find a couple of items. Roll on POT2 and SCT1.
1d6	There is an old rough stone, water filled, basin set in the wall here. Above it is a symbol. Roll on SST1. If you can place a related item in the water it transforms into a MQ random gem. Roll on L1G.
1d6	In the corner of the room there is a wooden panel showing a painting of a god. Roll on G0T1 to identify it. Beneath the panel is a place where offerings can be left, and when applied correctly gain 1 FP.
1d6	You spot a stone in the wall that appears out of place. You take a closer look and find it is loose. Behind it is half a cheese wrapped in some cloth. Gain 1 ration.
1d6	There is a chalk board here that reads 'Krelas the Cleric is delivering the package today' (Krelas Quest). If you encounter a Dark Cleric roll D6. 1-3= The cleric is Krelas and if you defeat him, you find a package containing a piece of armour on his person. Roll on ART2.
1d6	There are some crates in the corner of the room. One is carefully balanced and looks valuable. Make a Precision Check PC9(2) or it tumbles and smashes its contents. If successful gain 20 XP and inside is a Potion of Resist Magic and a Potion of Speed.
1d6	A woman runs into the room and says, "Help me, they have my father." (Father Quest) You explain that it is better that you find him and she leaves. If you release a male prisoner roll D6 1-3= He is her father. Gain 10 GC when you calculate liberated prisoners.
1d6	There are several stacked backpacks here that look like raid spoils. As you approach you hold your nose as something is off and the place seems a mess. As if sensing your presence, a HUGE RAT jumps out of the pile and you must fight. There is nothing of worth in the packs.
1d6	A box on the wall opens out to show an ornate carved bone shrine. Roll on G0T1 to identify the god. There is a small ledge where you can place small offerings only. When correctly applied gain 1 FP.
1d6	You check a space behind a counter and accidentally stand on a pressure plate. A cloud of gas billows forth. Roll 2D6 and add your Precision. If the total is 7 or under then the cloud engulfs you and you lose 3 HP.
1d6	You must have been making too much noise for there is a shout and in bursts a foe. Roll on L1P +1 and face the enemy.
1d6	You notice beneath your feet a loose stone and when you lift it you find a concealed compartment. It looks just big enough to house a potion in a glass bottle. The metal lid may become jammed though, make a precision check PC8(1). If successful gain 20 XP and roll on POT2.
1d6	Tucked to one side is a body. It has been looted apart from a slip of paper with a header that reads 'Contract' and below 'collect me 5 rats tails' (Rat Tails Quest). If you collect 5 rat tails you can return this to the exterminator back at the town and collect 5 GC.
1d6	There is a tall cabinet standing to one side. Its doors are thick and heavy and as you pull it open it tips over. Roll 2D6 and add your discipline. If you roll over 7 you avoid the falling cabinet. Otherwise it bashes into you and you lose 2 HP.
1d6	There is a statue of a god in the corner of the room. Roll on G0T1 to identify it. Beneath the god is a place where offerings can be left and when applied correctly gain 1 FP. There is also a small pouch and casket here. Both are empty.

L1A - LEVEL 1 ANIMALS	
ROLL	ENCOUNTERED
1	HUGE SPIDER
2	HUGE RAT
3	HUGE INFECTED RAT
4	WORK DOG
5	GUARD DOG
6	SHARD ROCK PYTHON

L1D - LEVEL 1 DOGS	
ROLL	ENCOUNTERED
1	WORK DOG
2	WORK DOG
3	GUARD DOG
4	GUARD DOG
5	WAR HOUND
6	WAR HOUND AND WORK DOG

L1M - LEVEL 1 MARTIAL	
ROLL	ENCOUNTERED
1	SCOUT
2	GUARD
3	WARRIOR
4	WARRIOR
5	VETERAN
6	VETERAN AND GUARD

L1S - LEVEL 1 SNAKES	
ROLL	ENCOUNTERED
1	SCARLET COBRA
2	SCARLET COBRA
3	SHARD ROCK PYTHON
4	SHARD ROCK PYTHON
5	GIANT HORNED ANACONDA
6	GIANT HORNED ANACONDA

L1CE - LEVEL 1 CRATE ENCOUNTERS	
ROLL	ENCOUNTER
1	A SLIMY GORGER drops from the ceiling, gaining advantage and attacks first
2	A LABOURER napping out of sight, wakes with a start and attacks.

L1F - LEVEL 1 FUNGAL	
ROLL	ENCOUNTERED
1	FUNGAL GEIST
2	FUNGAL GEIST
3	MUSTY BLOATER
4	MUSTY BLOATER
5	SLIMY GORGER
6	SLIMY GORGER

L1P - LEVEL 1 PATROLS	
ROLL	ENCOUNTERED
1	LABOURER
2	CRAZED PREACHER
3	GUARD
4	GUARD
5	GUARD
6	GUARD AND GUARD DOG

L1W - LEVEL 1 WARDENS	
ROLL	ENCOUNTERED
1	THUG
2	THUG
3	JAILOR
4	JAILOR
5	JAILOR
6	JAILOR AND GUARD

3	There's a hole in a crate and a HUGE RAT jumps out from inside and attacks.
4	A crate topples over and you ready yourself, but no one is here and you find nothing.
5	A vase has fallen out of a crate and smashed. Around it are some lilies petals.
6	A leather bag has been hidden here behind a crate. Inside is a Potion of Healing.

L1G - LEVEL 1 GUARDS	
ROLL	ENCOUNTERED
1	THUG
2	THUG
3	GUARD
4	GUARD
5	GUARD
6	GUARD AND WARRIOR

L1R - LEVEL 1 RELIGIOUS ENEMY	
ROLL	ENCOUNTERED
1	CRAZED PREACHER
2	CULTIST
3	CULTIST
4	INFERNAL MONK
5	DARK CLERIC
6	CULTIST AND CRAZED PREACHER

L1WO - LEVEL 1 WORKERS	
ROLL	ENCOUNTERED
1	THUG
2	LABOURER
3	ARTISAN
4	MEDIC
5	BLACKSMITH
6	ARTISAN AND MEDIC

# L1LR - LEVEL 1 LARGE ROOMS (32 SQUARES OR LARGER)

This space is larger than the average room being 32 squares or larger...

ROLL	ROOM TYPE	DESCRIPTION	EXITS	UNIQUE
2	STONE WORKSHOP	This large space has rough walls and piles of stone laying everywhere. There are the remains of a large stone statue that has been smashed. There is no one here.	WOODEN DOORS	NO
3	MARBLE HALL	There are evenly spaced pillars running along this large marble lined hall, with a round central burner and a metal grill. If you have some wood, you could start a fire.	ARCHWAYS	YES
4	OLD MESS HALL	This room was once a mess hall. Some benches and tables are pushed to one side. Other chairs are stacked around the edges of the room. Roll on LAUT1.	WOODEN DOORS	YES
5	PENITENTIARY	The northeast corner is being used to hold captives. There are whips and knives on table. The floor is covered in bloodied straw. Fight a JAILOR and then roll on ENP1.	REINFORCED DOORS	YES
6	FOUNTAIN ROOM	In the centre is an ornate fountain bubbling with clear water. It is dedicated to a god and carved in their form. Roll on GOT1. You can make an offering for 1 FP.	ARCHWAYS	NO
7	TEMPLE	Dark murals line the walls. Empty pews form two lines, chandeliers loaded with lit candles hang above. Behind a pulpit stands a figure who attacks. Roll on L1R -1.	ARCHWAYS	YES
8	SPARRING CHAMBER	This is a training room, where there is a circle of sand in which a WARRIOR and a SCOUT are sparring. They turn and attack. If you survive roll on BT1 +2.	WOODEN DOORS	NO
9	CRATE STORE	This space is used for storage and crates scatter the space, creating hidden spaces. There is a noise so roll on L1CE, then on MIT2, CT1-2 and BT2-1.	ARCHWAYS	NO
10	SLATE SHRINE	A large slate monolith stands in the centre. Hanging from it is a gold amulet worth 2D6 GC and it has 4 slots. If you have 4 gems you may roll on GCT1.	ARCHWAYS	YES
11	DORMITORY	Lining the walls are bunks and you count enough for twelve men, but most are empty. But, two are occupied. Roll on L1W and L1WO. They attack. After, roll on CT2.	WOODEN DOORS	YES
12	LIBRARY	Lined with bookshelves, this huge library is protected by two GUARDS. There are also tables covered in scrolls. If you survive roll on SCT1 and SCT2.	WOODEN DOORS	YES

Notes: Roll 2D6 for this table. If you roll a unique room that already exists on this level then re-roll.

LEVEL 1 ROOMS - HUMAN ANCESTRY - THE ENTRY - PART 1				
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS
	EMPTY SPACE	This room is bare and seems to have been cleared out or forgotten about.	The room is quiet. You hear nothing.	ARCHWAYS
	ABANDONED GUARD POST	There is a dusty table here upon which sits a dry tankard and an empty wooden bowl.	Beneath the table is a pile of rubbish. roll on table RUP1 +1.	WOODEN DOORS
	GUARD POST	A small burner provides warmth for two chairs around a low table. It is lit and casts shadows.	There is someone here. Roll on L1G. If you survive roll on table IAUT1.	REINFORCED DOORS
	MASON'S WORKSHOP	Large blocks of stone scatter the space, iron tools and an old hammer lay around.	Roll a D6. 1-4= An ARTISAN is here. You must fight them. If you survive roll on TCT1.	RANDOM
	STORAGE AREA	Grates are piled high, creating hidden spaces. Sacks and baskets lean to one side.	Roll a D6. 1-3= A random patrol comes by roll on L1G -1. If you survive roll on TCT1 -1.	ARCHWAYS
	MEETING ROOM	Three simple chairs are tucked in around a makeshift wooden table.	Two people stand as you enter. Roll on L1M and L1R. If you survive roll on CT1.	WOODEN DOORS
	BLACKSMITHS	There is an anvil on a block, a glowing furnace and walls lined with worn tools.	There is someone here. You must fight the BLACKSMITH. If you survive roll on MIT1.	WOODEN DOORS
	SCUFFED UP SPACE	There is a pile of rubbish here and the floor is covered in scuff marks.	You can check the rubbish pile. Roll on table RUP1 and then on IAUT1.	ARCHWAYS
	HOLDING CELL	An iron barred cell where prisoners are kept is in one corner, a broken chain on the floor.	Roll a D6. 1-4= The JAILOR is here. You must fight them. If you survive roll on ENP1.	REINFORCED DOORS
	WASH ROOM	There are basins set in worktops here and buckets of soapy water. It is damp here.	Roll a D6. 1-3= A fungal creature emerges. Roll on L1F. If you survive roll on TAT1.	RANDOM
	FIRE PIT ROOM	A large fire pit in the centre of the room is full of glowing embers and ash.	There is a GUARD sitting on a stool by the fire. They stand and attack. If you survive roll on CT1.	RANDOM
	KENNEL	Kennels line one wall and the floor is littered with bones, water bowls and straw.	A GUARD handler stands and releases a dog. Roll on L1D and then face the GUARD after.	WOODEN DOORS
	SNAKE PIT	A dusty bowl set into the floor is home to an angry looking snake. It rises up towards you.	To open the chest in the pit you must face a snake roll on L1S. If you survive roll on CT2 -2.	RANDOM
	WEAPON DUMP	Some crates and barrels hold a range of broken and busted weapons.	You begin to search the space. First roll on IAUT1 and then on MIT2.	WOODEN DOORS
	SHACKLE ROOM	Shackles and chains hang from the stone walls, and a cage stands in one corner.	A form moves from the darkness. Roll on table L1W0. If you survive roll on ENP1.	REINFORCED DOORS
	PRAYER ROOM	To one side is a wall mounted symbol above a small altar and cushion.	Roll a D6. 1-4= Roll on L1R. After you search the room and if you survive roll on RAT1.	CURTAINS
	EMPTY SPACE	This room has been left empty, the floor swept clean and the walls washed.	The space is silent. There is nobody here.	ARCHWAYS
	INDOOR CAMP	In a corner two chairs are placed at a burner. The room is warm. On a shelf is a ball of twine.	Someone is sitting by the burner. They attack. Roll on L1W -1. If you survive roll on IAUT1.	WOODEN DOORS

LEVEL 1 ROOMS - HUMAN ANCESTRY - THE ENTRY - PART 2				
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS
	SMALL SHRINE	This room is bare apart from a small stone shrine set into the wall.	Roll on G0T1 to identify the shrine's god. When offerings are correctly applied gain 1 FP.	RANDOM
	ABANDONED GUARD POST	There is a dusty table here upon which sits a dry pewter tankard and an empty bowl.	There is something on the rough table. Roll on table TAT1.	WOODEN DOORS
	POOL ROOM	The only feature in this room is a large, tiled bathing pool set into the floor.	In the pool is a chest. If you jump in for it you acquire the soaked status. Roll on CT1.	WOODEN DOORS
	BARRACKS	You see two rows of bunks and some hammocks. There are people here talking.	Roll on L1M-1 twice. If you survive the fight roll on TCT1 as you find a tea chest in a corner.	WOODEN DOORS
	STORAGE AREA	Empty boxes and tea chests fill this space. There are also sacks and bags.	Roll a D6. 1-4 = A random patrol comes by roll on LIP-1. If you survive roll on BT1.	ARCHWAYS
	CANTEEN	Three rough tables, a few chairs and stools stand next to a wooden bar.	The barman yells and attacks (use LABOURER stats). Also face a patron. Roll on L1W.	WOODEN DOORS
	MORGUE	A stone chamber has been added here. The floor is bloody. Inside lays a corpse on a slab.	There is an ARTISAN here who you must fight. If you survive you find some herbs. Roll on HST1.	WOODEN DOORS
	SLEEPING QUARTERS	Behind two curtains, one on each side, are neat wooden framed beds.	Someone jumps up. Roll on L1R. You see a religious carving atop a cupboard. Roll on RAT1.	RANDOM
	HOLDING CELL	Part of this room has been sectioned off with wooden bars to create a cell.	Roll D6. 1-4 = There is a prisoner here. Roll on ENP1. After roll on IAUT1.	REINFORCED DOORS
	TRAINING ROOM	There is a bashed up mannequin and a pole covered in cut marks here.	A WARRIOR is practicing here, slashing at the pole. You must fight them. After roll on IAUT1.	RANDOM
	ABATTOIR	Two large carcasses of unidentified animals hang from the ceiling to one side.	A butcher works away at one, turns and attacks, cleaver raised (use ARTISAN stats).	WOODEN DOORS
	DUMP	This space has been used to dump rubbish and stone, piles of which fill two corners.	You can rummage through the rubbish. Roll on RUPT1 and then on IAUT1.	ARCHWAYS
	APOTHECARY	A table is covered in jars and bottles. Scrolls full of script are tacked to the walls.	You must face the APOTHECARY. If you survive search the table. Roll on POT1 and POT2.	RANDOM
	DAMP SPACE	There is a leak dripping down from above so the space is abandoned and wet.	Fight a fungal creature living here. Roll a D6. 1-3 = MUSTY BLOATER. 4-6 = FUNGAL GEIST.	WOODEN DOORS
	JAIL	There are some metal bars set into the stone floor forming two dirty prison cells.	A JAILOR jumps up. You must face them. If you survive roll on ENP1-2.	REINFORCED DOORS
	CHAPEL	Set high on some shelves are burning candles above a large wooden statue.	A DARK CLERIC stands and attacks. After you can make an offering to MADUVA for 1 FP.	CURTAINS
	EMPTY SPACE	This cold stone space is bare and seems to have no function.	There is nobody here or anything of interest.	ARCHWAYS
	STOVE ROOM	To one side is a hot stove, some chairs and a large, muddy, hemp rug and a clay tankard.	Two seated people jump up attack. Roll on L1G-1 and L1M-1. After roll on TCT1-2.	WOODEN DOORS

# L1SR - LEVEL 1 SMALL ROOMS (6 SQUARES OR SMALLER)

This space is too small to be a normal room but it is not a corridor. All exits are archways.

ROLL	ROOM TYPE	DESCRIPTION	UNIQUE
2	EMPTY SPACE	There is nothing in this small space.	NO
3	STRANGE TEXT	This narrow room connects the corridors and has no furniture. On the wall though is some illegible text.	NO
4	GRAKADA MURAL	There is a large mural of GRAKADA here. Her old face smiles at you. If you call for her favour here -1 to the roll. There is no space to make offerings.	YES
5	INTUNERIC MOSAIC	There is a large mosaic of INTUNERIC here, a swirling black visage. If you call for his favour here -1 to the roll. There is no space to make offerings.	YES
6	MADUVA STATUE	There is a rough statue of MADUVA here. Its form is twisted sinew. If you call for its favour here -1 to the roll. There is no space to make offerings.	YES
7	MURATAYNIE EFFIGY	There is a grisly effigy of MURATAYNIE here. It smells of rotting flesh. If you call for its favour here -1 to the roll. There is no space to make offerings.	YES
8	NEVAZATOR DOLL	There is a rope doll of NEVAZATOR hanging here, limp and symbolic. If you call for his favour here -1 to the roll. There is no space to make offerings.	YES
9	RADACINA TAPESTRY	There is a beautiful tapestry of RADACINA here, high out of reach. If you call for her favour here -1 to the roll. There is no space to make offerings.	YES
10	HEATED SPACE	There is a small burner here, that is lit. The space is warm, flickering shadows cast across the space. If you dry yourself roll on L1P. There is nothing else in the room.	NO
11	WALL SHRINE	In the wall is a small shrine at which you can make an offering, as it has a ledge to place items. It is dedicated to a god, roll on GOT1. Gain 1 FP if applied correctly.	NO
12	BANNER ARMS	On the wall are two crossed spears and a shield. You take a closer look and see they are for display only and useless. There are some cord and metal strips though.	NO

Notes: Roll 2D6 for this table. If you roll a unique room that already exists on this level then re-roll.

# Bestiary




The following tables are designed as Creature Cards. These can be referenced here or printed out and made into cards for easy access. You will need to have access to these cards throughout the game.





The Creature Cards are in alphabetical order for easy reference.

To make these cards into physical cards there are three easy steps.

You will need transparent card sleeves.

1. Print and cut the cards out. The backs of the cards are on page 41, which will need to be printed 8 times.
2. Slide them into the sleeves. 1 front and 1 back for each sleeve.
3. Place a piece of tougher card (e.g. a playing or CCG card) between the front and back of printed and cut Creature Cards to give them rigidity.

<b>NAME</b>	APOTHECARY				<b>L1 H</b>
<b>HP</b>	12	<b>XP</b>	35	<b>SH</b>	+1
<b>TREASURE</b>	Roll on POT1				
					
<b>INTERRUPT</b>	Blinding Smoke on Primary 1s and 4s -2 damage   Glowing Shield on Secondary 2s -2 damage				
<b>MANOEUVRES</b>					
<div>  - FIRE BOMB = D6 -2 damage         </div> <div>  - GAS CLOUD = D6 -2 + special - you may not attack next turn         </div>					
<i>The apothecary wears breeches and a leather tunic which they open to reveal a collection of vials. Pulling one free they throw it at you as they attack.</i>					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
One of the vials smashes at your feet but nothing happens. You gain an extra attack.			They retrieve a larger bottle and throw it. Flames burst up around you. Lose D6 HP.		

<b>NAME</b>	ARTISAN				<b>L1 H</b>
<b>HP</b>	3	<b>XP</b>	5	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1 -2				
					
+ 2D6 SC					
<b>INTERRUPT</b>	Deflect on Secondary 1s -2 damage   Distract on Secondary 6s - 1 damage				
<b>MANOEUVRES</b>					
<div>  - JAB = D6 -3 damage         </div>					
<i>A skilled worker who has spent many years learning their art. They are not a fighter but are well coordinated and wear sturdy leather work clothes. They will defend their home.</i>					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
They grab up a length of wood, but it is brittle and crumbles in their hand. Gain an extra attack.			The artisan pulls a handful of nails from a pocket and throws them in your face. Take 2 damage.		

<b>NAME</b>	BLACKSMITH				<b>L1 H</b>
<b>HP</b>	6	<b>XP</b>	9	<b>SH</b>	+1
<b>TREASURE</b>	Roll on MIT1 and PT1				
					
<b>INTERRUPT</b>	Crossed Arms on Secondary 3s and 6s -2 damage				
<b>MANOEUVRES</b>					
<div>  - HAMMER BLOW = D6 -1 damage         </div>					
<i>A hardy artisan, wearing a heavy leather apron, used to hammering metal so they are strong and resistant.</i>					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
As the blacksmith attacks They catch their hammer in their apron. You kick out and cause D3 damage.			The blacksmith pulls out a large hook and throws it at you. It catches your arm. Lose D3 HP.		

<b>NAME</b>	CRAZED PREACHER				<b>L1 H</b>
<b>HP</b>	4	<b>XP</b>	5	<b>SH</b>	+1
<b>TREASURE</b>	Roll on RPT1				
					
<b>INTERRUPT</b>	Bible Block on Primary 4s -2 damage				
<b>MANOEUVRES</b>					
<div>  - WILD SCRATCH = D6 -3 damage         </div>					
<i>Spreading their vile words in amongst the inhabitants of the dungeon, these crazed robed preachers are full of fury. They scream and rush towards you.</i>					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
The wild preacher becomes caught up in their robes and misses a round of combat.			They jump forward and somehow latch on to you and are able to perform WILD SCRATCH twice.		

<b>NAME</b>	<b>CULTIST</b>				<b>L1 H</b>
<b>HP</b>	5	<b>XP</b>	6	<b>SH</b>	+1
<b>TREASURE</b>	Roll on RPT1				
					
<b>INTERRUPT</b>	Robe Swoop on Secondary 4s				
-1 damage					
<b>MANOEUVRES</b>					
🎲 - PUNCH = D6 -2 damage					
<p><i>Serving the religious leaders in the dungeon these worshippers are twisted by hate and set to evil tasks. They wear red robes and face paint, their eyes bulging as they attack.</i></p>					
🎲 MISHAP ATTACK ROLL			🎲 PRIME ATTACK ROLL		
The Cultist pulls a dagger and throws it but it falls at your feet. You throw it back for 2 damage.			They pull a long chain and fling it at you and wraps around you arm causing 1 damage.		

<b>NAME</b>	<b>DARK CLERIC</b>				<b>L1 H</b>
<b>HP</b>	11	<b>XP</b>	25	<b>SH</b>	+1
<b>TREASURE</b>	Roll on RPT2				
					
<b>INTERRUPT</b>	Dark Magic Haze on Secondary				
1s, 2s and 3s - the Dark Cleric heals 1 point of damage if injured and gains one point if not.					
<b>MANOEUVRES</b>					
🎲 - NECROTIC PROD = D6 -1 damage					
🎲 - STAFF BASH = D6 -3 damage					
<p><i>These brooding magic wielders worship MADUVA and harness the power of the dead, turning it upon their enemies. They wear textured grey and black cloaks and padded armour.</i></p>					
🎲 MISHAP ATTACK ROLL			🎲 PRIME ATTACK ROLL		
The cleric swings his staff but misses and slips from their hands. Gain 1 extra attack.			The air turns cold as the cleric raises their staff. You feel a chill run through you. Lose 2 HP.		

<b>NAME</b>	<b>FUNGAL GEIST</b>				<b>L1 F</b>
<b>HP</b>	5	<b>XP</b>	6	<b>SH</b>	+1
<b>TREASURE</b>	D3 Geist				
Mushrooms.					
					
<b>INTERRUPT</b>	Rubbery hide on Secondary 4s				
-2 damage					
<b>MANOEUVRES</b>					
🎲 - MYCELIUM LASH = D6 -3 damage					
<p><i>A squat fungal humanoid, part mushroom part unknown beast. Their appearance can be varied, but they usually have a wide textured cap and small mushrooms sometimes cover their torso.</i></p>					
🎲 MISHAP ATTACK ROLL			🎲 PRIME ATTACK ROLL		
The geist attempts a volley of kicks all of which fall short allowing you to prod it hard causing 2 damage.			The geist raises its cap revealing narrow gills from which it fires a series of darts. Lose D3 HP.		

<b>NAME</b>	<b>GIANT HORNED ANACONDA</b>				<b>L1 A</b>
<b>HP</b>	15	<b>XP</b>	30	<b>SH</b>	+1
<b>TREASURE</b>	None				
					
<b>INTERRUPT</b>	Scale block on Secondary 2s				
and 5s -2 damage					
<b>MANOEUVRES</b>					
🎲 - SMOTHER = D6 -2 damage + special attack - miss next round (once per combat).					
🎲 - HORN JAB = D6 -2 damage					
<p><i>A large brown snake with rock like horned ridges, it uses to attack aggressors. They live in rocky environments often near dungeons or caves, where their appearance is perfect camouflage.</i></p>					
🎲 MISHAP ATTACK ROLL			🎲 PRIME ATTACK ROLL		
The snake snaps back and tries to bash you with its head, but instead smashes the wall for D3 damage.			The snake rises high on its tail and swoops down performing a successful HORN JAB.		

<b>NAME</b>	GUARD DOG				<b>L1 A</b>
<b>HP</b>	6	<b>XP</b>	8	<b>SH</b>	+1
<b>TREASURE</b>	None				
					
<b>INTERRUPT</b>	Body barge on Secondary 4s -2 damage				
<b>MANOEUVRES</b>					
<div>  - BITE = D6 -2 damage         </div>					
<p><i>A trained guard dog, appears vicious but has little experience fighting.</i></p>					
<div>  MISHAP ATTACK ROLL         </div>			<div>  PRIME ATTACK ROLL         </div>		
<p>The dog skids as it lunges and you are able to get in an extra attack with +1 damage.</p>			<p>The dog thrusts forward and clamps its jaws around your arm causing D3 damage.</p>		


<b>NAME</b>	GUARD				<b>L1 H</b>
<b>HP</b>	7	<b>XP</b>	13	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1 -1				
					
<b>INTERRUPT</b>	Shield Block on Secondary 3s and 5s -1 damage				
<b>MANOEUVRES</b>					
<div>  - STAB = D6 -3 damage         </div>					
<div>  - SWIPE = D6 -2 damage         </div>					
<p><i>A trained guard wearing light armour who has some basic skills in combat. They have duties within the dungeon and can be seen on patrols and at guard posts.</i></p>					
<div>  MISHAP ATTACK ROLL         </div>			<div>  PRIME ATTACK ROLL         </div>		
<p>The guard lunges carelessly, opens his side and you elbow them hard causing 1 damage.</p>			<p>With an unexpected move the guard disarms you. Lose 1 turn as you grab it back up off the ground.</p>		

<b>NAME</b>	HUGE INFECTED RAT				<b>L1 A</b>
<b>HP</b>	5	<b>XP</b>	9	<b>SH</b>	+1
<b>TREASURE</b>	None				
					
<b>INTERRUPT</b>	Pounce on Secondary 1s and 6s -1 damage				
<b>MANOEUVRES</b>					
<div>  - INFECTED BITE = D6 -3 damage + special - next two turns lose 1 HP         </div>					
<div>  - SLASH = D6 -2 damage         </div>					
<p><i>A large grim looking rodent covered in pus-filled blisters that appears to be in a rabid state. Its red eyes bulge as it screeches and attacks.</i></p>					
<div>  MISHAP ATTACK ROLL         </div>			<div>  PRIME ATTACK ROLL         </div>		
<p>The creature is sickly and seems to cough and spits blood causing it D3 damage.</p>			<p>The rat evades your defence and scurries up your leg and bites your neck using INFECTED BITE.</p>		

<b>NAME</b>	HUGE RAT				<b>L1 C</b>
<b>HP</b>	3	<b>XP</b>	2	<b>SH</b>	+1
<b>TREASURE</b>	A rat tail				
					
<b>INTERRUPT</b>	None				
<b>MANOEUVRES</b>					
<div>  - BITE = D6 -4 damage         </div>					
<p><i>Not a giant but bigger than a normal rat that will savagely attack anything, even larger creatures, when hungry. They are always hungry.</i></p>					
<div>  MISHAP ATTACK ROLL         </div>			<div>  PRIME ATTACK ROLL         </div>		
<p>The rat attacks but slips and rolls on its back. You bring down your boot and crush its head.</p>			<p>The rat pounces and lands on your face. It bites you before you brush it off. Lose 1 HP.</p>		

<b>NAME</b>	HUGE SPIDER				<b>L1</b>
<b>HP</b>	2	<b>XP</b>	2	<b>SH</b>	+1
<b>TREASURE</b>	None				
<b>INTERRUPT</b>	None				
					
<b>MANOEUVRES</b>					
- FANG PUNCTURE = D6 -3 damage					
<i>Not a giant but bigger than a normal spider with a tough carapace and enlarged fangs. It will attack if something breaks its web.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The spider falls as its web breaks and you spin and slice it in two, killing it instantly.			The spider jumps, spins a web, and pings onto your back where it sinks in its fangs. Lose 1 HP.		

<b>NAME</b>	INFERNAL MONK				<b>L1</b>
<b>HP</b>	6	<b>XP</b>	15	<b>SH</b>	+1
<b>TREASURE</b>	Roll on RPT1+1				
<b>INTERRUPT</b>	Heat Wave on Primary 2s and 5s -1 damage				
					
<b>MANOEUVRES</b>					
- MACE BASH = D6 -2 damage					
- FIRE WHIP = D6 -1 damage					
<i>Dressed in red leather bands and black clothes the bald monk can call upon Grakada to summon fire that extends from their arm as an infernal whip. It lashes towards you as they attack.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
Their whip lashes the air and flings back in their face causing them 2 damage.			A second fire whip appears on their other hand and together they strike you. Lose 3 HP.		

<b>NAME</b>	JAILOR				<b>L1</b>
<b>HP</b>	6	<b>XP</b>	10	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1 +1				
<b>INTERRUPT</b>	Barge on Secondary 2s -2 damage				
					
<b>MANOEUVRES</b>					
- SHARP KICK = D6 -2 damage					
- PUNCH = D6 -3 damage					
<i>Being a jailor has made them tough but their skill in combat is limited. As they come forward wrapping a chain around their knuckles, a mad look in their eyes.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The jailor swings but appears tired and falls back on their haunches giving you an extra attack.			With a whip of their fist the chain shoots out and lashes your knuckles. Lose 1 HP if not wearing gloves.		







<b>NAME</b>	LABOURER				<b>L1</b>
<b>HP</b>	4	<b>XP</b>	5	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1 -2				
<b>INTERRUPT</b>	Shove on Primary 2s -2 damage				
					
<b>MANOEUVRES</b>					
- UPPERCUT = D6 -3 damage					
<i>Poorly equipped and unarmed, this labourer offers little challenge, but they have learned patience and do a range of jobs around the dungeon which they will fiercely defend.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The labourer flays wildly and loses their balance. You quickly counter gaining an extra attack.			The labourer barrels past your defence swinging wildly and a punch lands. Take 1 damage.		

<b>NAME</b>	<b>MEDIC</b>				<b>L1</b>
<b>HP</b>	4	<b>XP</b>	5	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1 -2				
+ Malako Leaves					
<b>INTERRUPT</b>	Nimble Move on Primary 3s and 4s -1 damage				
<b>MANOEUVRES</b>					
- STAB = D6 -2 damage					
<i>The nearest thing the dungeon has to a herbalist and medic who looks after the injured but has very little skill. From a bloody apron they pull out a short knife and attack.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
There must be blood on the medic's shoes for they lose their footing and fall. Gain 1 extra attack.			The medic whips the apron free, throws it over your head and stabs you causing 2 damage.		


<b>NAME</b>	<b>MERCHANT</b>				<b>L1</b>
<b>HP</b>	5	<b>XP</b>	6	<b>SH</b>	+1
<b>TREASURE</b>	A wallet with				
D6 GC and D6 SC					
<b>INTERRUPT</b>	Divert Blow on Primary 2s and 5s -1 damage				
<b>MANOEUVRES</b>					
- QUICK SLASH = D6 -2 damage					
<i>Dressed in fine clothes the merchant manages trade in the dungeon and makes a profit doing so. They pull out a curved sword and prepare to defend their position.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
They try a flurry of complex swings, trip and slash their own leg. They take one damage.			The merchant throws a potion at you that explodes. It causes D3 damage.		

<b>NAME</b>	<b>MUSTY BLOATER</b>				<b>L1</b>
<b>HP</b>	9	<b>XP</b>	12	<b>SH</b>	+1
<b>TREASURE</b>	D6 spores				
<b>INTERRUPT</b>	Blinding Spore Cloud on Primary 3s, 4s and 5s -1 damage				
<b>MANOEUVRES</b>					
- SPORE SPRAY = D6 -2 damage					
<i>Animated by primordial magic these swollen fungi shoot hot spores at their victims. They lumber forward, rising up and swelling, from what appears to be flat mould or mildew.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The creature seems to lose some of its swell and shrinks for a moment. It misses a round of combat.			Suddenly the Bloater swells, the pressure shooting out a shower of spores. Lose D3 HP.		

<b>NAME</b>	<b>SCARLET COBRA</b>				<b>L1</b>
<b>HP</b>	3	<b>XP</b>	6	<b>SH</b>	+1
<b>TREASURE</b>	No treasure				
<b>INTERRUPT</b>	Darts aside on Primary 2s and 3s -1 damage				
<b>MANOEUVRES</b>					
- BITE = D6 -3 damage + special attack - poisoned - lose 1 HP per turn for 4 turns.					
<i>A poisonous black snake with scarlet red banding. Lives in deep burrows sometimes finding its way down through cracks in the walls and ceiling of the dungeon.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The snake shoots out its head in an attempted bite, but misses and you're able to slash it for D3 damage.			The cobra corners coils and whips forward past your defence successfully biting you, see BITE attack.		

<b>NAME</b>	SCOUT				<b>L1</b> 
<b>HP</b>	5	<b>XP</b>	9	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1				
					
<b>INTERRUPT</b>	Swift Jump on Primary 1s and 6s -2 damage				
<b>MANOEUVRES</b>					
 - JAB = D6 -3 damage					
 - QUICK CHARGE = D6 -2 damage					
Usually out of the dungeon scouting the area they strive to avoid combat but are not afraid of a fight. Dressed in green and agile on their feet they thrust the point of a dagger towards you.					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
The scout tries to grab your weapon but instead twists their wrist and takes 1 damage.			The scout leaps back, pulls out a short bow and looses an arrow. Take D3 damage.		

<b>NAME</b>	SHARD ROCK PYTHON				<b>L1</b> 
<b>HP</b>	10	<b>XP</b>	18	<b>SH</b>	+1
<b>TREASURE</b>	None				
					
<b>INTERRUPT</b>	Deflect on Primary 1s -2 damage				
<b>MANOEUVRES</b>					
 - STRANGLE = D6 -1 damage + special attack - when you attack next round you do one less damage.					
A heavy snake, with textured rough skin that is a grey rock colour. It wraps around its victims and strangles the life out of them.					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
The snake's slow attack allows you to bash it on the head as it tries to move in closer causing D6 damage.			The python corners you, wraps it's bulk around your leg causing lose D6 HP.		

<b>NAME</b>	SLIMY GORGER				<b>L1</b> 
<b>HP</b>	10	<b>XP</b>	16	<b>SH</b>	+1
<b>TREASURE</b>	Sticky glue like substance (need container)				
					
<b>INTERRUPT</b>	Gelatinous Body on Secondary 2s and 6s -2 damage				
<b>MANOEUVRES</b>					
 - STICKY SUCTION = D6 -1 damage + special attack - you may not use one random piece of armour this turn.					
A dark green slime animated by primordial magic, that lives in wet and cold abandoned spaces. It can rear up and attack with its stretchy gelatinous body.					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
The slime rises, but cannot take an attacking form and misses a round of combat.			The slime billows out into a wide sheet of green that engulfs you. You struggle free but lose 2 HP.		

<b>NAME</b>	THUG				<b>L1</b> 
<b>HP</b>	3	<b>XP</b>	6	<b>SH</b>	+1
<b>TREASURE</b>	None				
					
<b>INTERRUPT</b>	Forearm block on Secondary 4s -1 damage				
<b>MANOEUVRES</b>					
 - PUNCH = D6 -3 damage					
This rough looking brute has few skills and little training and is often deployed as muscle to do unsavoury jobs. They shout abuse as they attack swinging their fists.					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
The thug tries a combo of swing and uppercut but misses and topples over. Gain 1 extra attack.			The thug manages to grip you and eyes wide they headbutt you hard, take D3 damage.		

<b>NAME</b>	<b>VETERAN</b>				<b>L1 H</b>
<b>HP</b>	10	<b>XP</b>	30	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1 +1				
and an extra D6 GC					
<b>INTERRUPT</b>	Parry on Primary 3s and 4s -2 damage				
Armour deflection on Secondary 5s and 6s -1 damage					
<b>MANOEUVRES</b>					
[D6] - CRUSHING BLOW = D6 -1 damage					
[D6] - THRUST = D6 -3 damage					
<p><i>A strong and experienced old fighter, who used to be a soldier, and knows how to handle themselves. They appear grizzled and slow but can parry efficiently. They sneer as they attack.</i></p>					
[D6] MISHAP ATTACK ROLL			[D6] PRIME ATTACK ROLL		
The old veteran stumbles and falls. Gain 2 extra hits as he tries to rise.			Out of nowhere the veteran twists and performs a successful CRUSHING BLOW.		

<b>NAME</b>	<b>WAR HOUND</b>				<b>L1 A</b>
<b>HP</b>	10	<b>XP</b>	25	<b>SH</b>	+1
<b>TREASURE</b>	A spiked collar.				
<b>INTERRUPT</b>	Raised Legs on Primary 5s and 6s -2 damage				
<b>MANOEUVRES</b>					
[D6] - BITE = D6 -1 damage					
[D6] - SPIKE CHARGE = D6 -2 damage					
<p><i>A vicious dog trained to fight. Wears a spiked collar it uses in its charge attack.</i></p>					
[D6] MISHAP ATTACK ROLL			[D6] PRIME ATTACK ROLL		
The dog seems keen on simply barking in an attempt to scare you and misses the next round.			The dog barrels into you dragging its spiked collar down your thigh causing D6 damage.		

<b>NAME</b>	<b>WARRIOR</b>				<b>L1 H</b>
<b>HP</b>	9	<b>XP</b>	22	<b>SH</b>	+1
<b>TREASURE</b>	Roll on PT1				
<b>INTERRUPT</b>	Bracer block on Primary 4s -1 damage				
Dodge on Secondary 3s -1 damage					
<b>MANOEUVRES</b>					
[D6] - FLURRY = D6 -3 damage					
[D6] - SLASH = D6 -2 damage					
<p><i>A capable warrior trained in the art of combat. They move quickly and appear well equipped. They wear thick metal bracers which they can use to block attacks.</i></p>					
[D6] MISHAP ATTACK ROLL			[D6] PRIME ATTACK ROLL		
The warrior swings but loses his balance and you kick them hard in the ribs causing D3 damage.			The warrior pulls a small dagger from his boot and flicks it at you. It glances off your cheek. Lose 1 HP.		

<b>NAME</b>	<b>WORK DOG</b>				<b>L1 A</b>
<b>HP</b>	4	<b>XP</b>	4	<b>SH</b>	+1
<b>TREASURE</b>	None				
<b>INTERRUPT</b>	Side Swipe on Secondary 2s -2 damage				
<b>MANOEUVRES</b>					
[D6] - BITE = D6 -3 damage					
<p><i>A working dog with a need to defend its owner, and although not trained to fight still has a savage bite.</i></p>					
[D6] MISHAP ATTACK ROLL			[D6] PRIME ATTACK ROLL		
The dog flinches and slips as it comes forward afraid of your attack. It hits the wall taking 1 damage.			The dog wrestles through your defence and slashes you with a paw. Lose 1 HP.		

2D6



DUNGEON

CREATURE CARDS

2D6



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