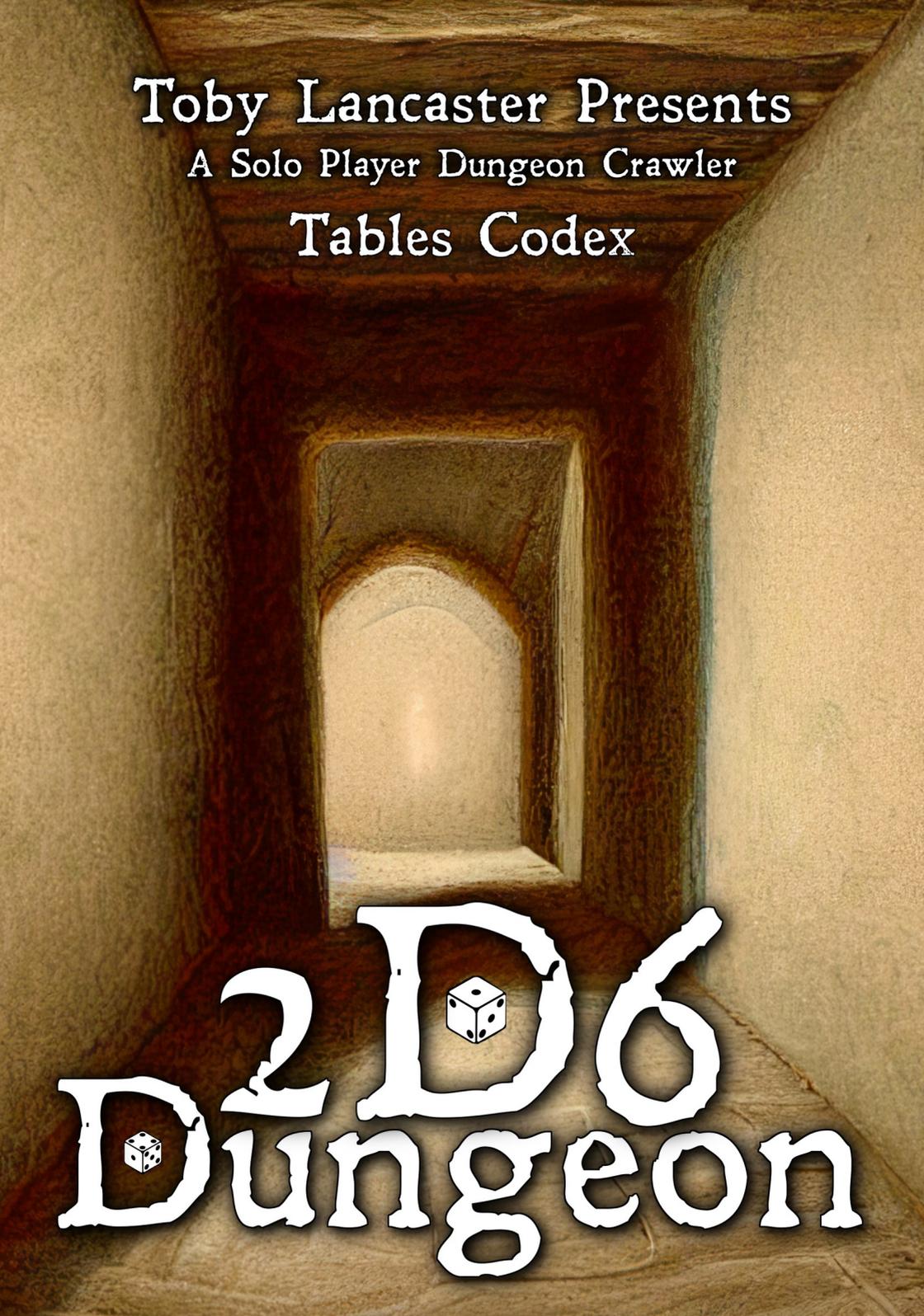


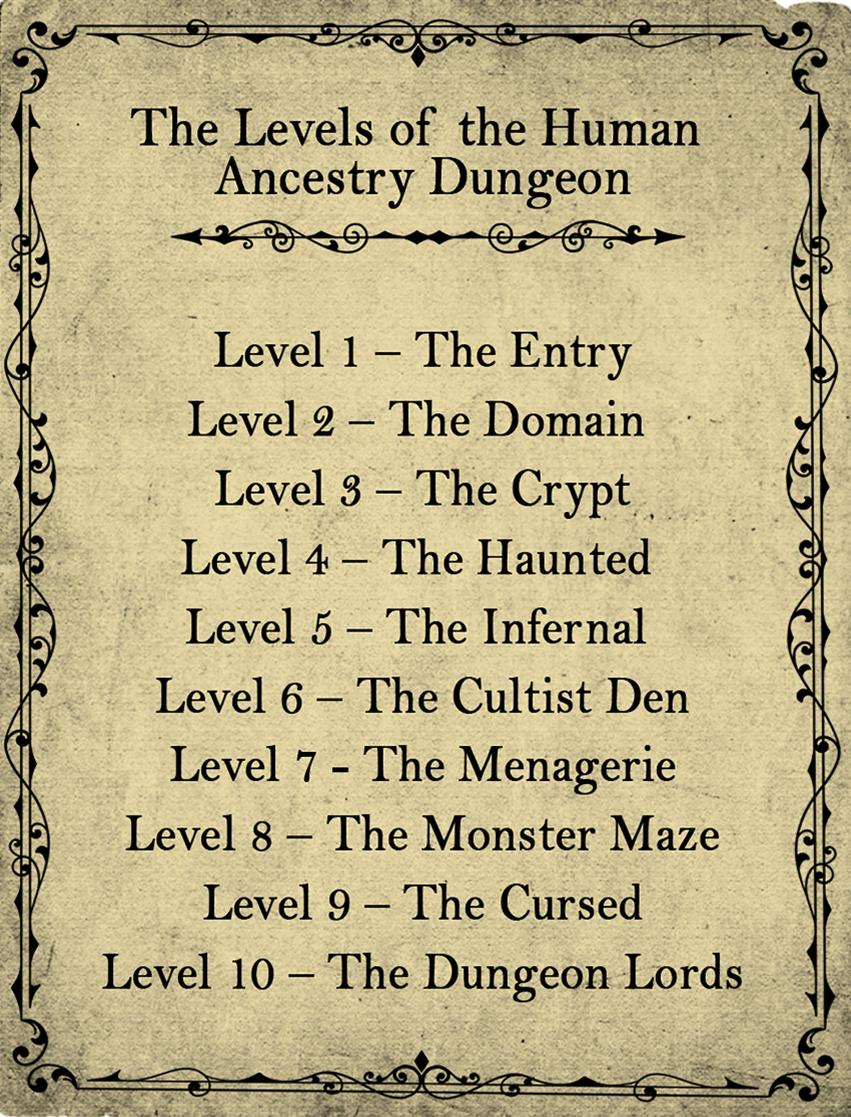
Toby Lancaster Presents

A Solo Player Dungeon Crawler

Tables Codex



2D6
D6
Dungeon



The Levels of the Human
Ancestry Dungeon



Level 1 – The Entry

Level 2 – The Domain

Level 3 – The Crypt

Level 4 – The Haunted

Level 5 – The Infernal

Level 6 – The Cultist Den

Level 7 - The Menagerie

Level 8 – The Monster Maze

Level 9 – The Cursed

Level 10 – The Dungeon Lords

2D6 Dungeon

Tables Codex

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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 set colour.

Generic tables that can apply to every level and serve as general reference are listed in yellow and start on page 5.

Random lists tables that list random selections of items and will be accessed throughout the game are listed in green starting on page 14.

Loot tables that list loot that can be found in game are listed in pink starting on page 18.

Level tables that are needed for individual levels are listed in a range of colours, separated into groups of two levels, starting on page 33.

Creature Cards are listed in page of four cards from page 101.

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.

Optional Tables

A selection of optional tables can be found at the back of the Tables Codex book on page 129.



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 ^{gc}
PADDLED TUNIC		-1 Damage	10 ^{gc}
QUILTED COAT		-1 Damage	11 ^{gc}
HIDE DOUBLET		-1 Damage	12 ^{gc}
BISHOP'S MANTLE		-1 Damage	18 ^{gc}
LONG LEATHER JACKET		-1 Damage	20 ^{gc}
LEATHER BREAST PLATE		-1 Damage	25 ^{gc}
LEATHER BRACERS		-1 Damage	26 ^{gc}
BRIGANDINE OVERCOAT		-1 Damage	30 ^{gc}
STUDDED BUCKLER		-1 Damage	34 ^{gc}
STEEL BUCKLER		-2 Damage	40 ^{gc}
WOODEN SHIELD		-2 Damage	42 ^{gc}
BANDED SHIELD		-2 Damage	45 ^{gc}
SHOULDER PLATELETS		-2 Damage	48 ^{gc}
MAIL COIF		-2 Damage	50 ^{gc}
METAL BRACERS		-2 Damage	55 ^{gc}
HELMET		-2 Damage	60 ^{gc}
WINGED HELMET		-2 Damage	75 ^{gc}
GREAT HELM		-3 Damage	95 ^{gc}
GAUNTLETS		-3 Damage	120 ^{gc}
LONG GAUNTLETS		-3 Damage	150 ^{gc}
SCALE JACKET		-3 Damage	200 ^{gc}
EXQUISITE SCALE JACKET		-3 Damage	280 ^{gc}
CHAINMAIL SHIRT		-3 Damage	320 ^{gc}
METAL BREAST PLATE		-3 Damage	440 ^{gc}
REINFORCED BANDED MAIL		-4 Damage	620 ^{gc}
FULL PLATE		-4 Damage	650 ^{gc}

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.	

FTC11 - 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.

GCT1 - 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 GC 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 ^{gc}
AMULET OF ICE RESISTANCE	Attacks and interrupts that use the word ICE do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 ^{gc}
AMULET OF POISON RESISTANCE	Attacks and interrupts that use the word POISON do not affect you.	PERMANENT WHILE IN YOUR POSSESSION	150 ^{gc}
BRACERS OF BLOCKING	One piece of armour you wear is enhanced with an extra -1 damage modifier.	PERMANENT WHILE IN YOUR POSSESSION	150 ^{gc}
EXPLOSIVE MARBLES	Small glass balls that explode when rolled into a room doing 2D6 +3 damage	1 CHARGE	25 ^{gc}
HEADBAND OF TAMING	Level 1 and 2 animals will not attack you and just wander off.	PERMANENT WHILE IN YOUR POSSESSION	60 ^{gc}
GAUNTLETS OF POWER	+1 Shift - Can not be combined with gauntlets or long gauntlets	PERMANENT WHILE IN YOUR POSSESSION	400 ^{gc}
GLOVES OF KNOCKING	Knocking on a locked door will unlock it.	D6 +2	35 ^{gc}
POWDER OF INVISIBILITY	Turns you invisible for a short time. Gain +2 Shift for one combat.	1 CHARGE	40 ^{gc}
RING OF BASENESS	+1 to Discipline and +1 to the Fail to Cast roll when using Primordial magic.	PERMANENT WHILE IN YOUR POSSESSION	40 ^{gc}
RING OF SENSES	+1 to Discipline and +1 to the Fail to Cast roll when using Faculty magic.	PERMANENT WHILE IN YOUR POSSESSION	40 ^{gc}
RING OF TELEKINESIS	+1 to Discipline and +1 to the Fail to Cast roll when using Psyche magic.	PERMANENT WHILE IN YOUR POSSESSION	40 ^{gc}
RING OF TRANSFORMATION	+1 to Discipline and +1 to the Fail to Cast roll when using Metamorph magic.	PERMANENT WHILE IN YOUR POSSESSION	40 ^{gc}
STAFF OF CLAWS	Cast at the beginning of a combat causes the enemy to miss their first turn.	D6+3	35 ^{gc}
WAND OF FIREBALLS	Casts the Fireball spell as described in the Magic Scroll Table.	D3+1	150 ^{gc}
WAND OF LIGHTNING	Casts the Lightning spell as described in the Magic Scroll Table.	D3+1	200 ^{gc}
WAND OF PARALYSIS	Casts the Paralysis spell as described in the Magic Scroll Table.	D3+1	100 ^{gc}
WAND OF SUNDER	Casts the Sunder spell as described in the Magic Scroll Table.	D3+1	150 ^{gc}

MAGIC POTIONS TABLE 1			
POTION OF	EFFECT MODIFIER	DURATION	COST
CONSTANCY	+1 Precision and +1 Discipline for 1 dungeon level	INSTANT	45 ^{gc}
DEXTEROUS ACTIONS	-2 Shift from your opponent's Shift Points for 1 whole combat	ONE COMBAT	100 ^{gc}
DIVINE SHIELD	-10 damage from each hit you take for 1 whole combat	ONE COMBAT	200 ^{gc}
DOMINATION	+2 Discipline for 1 dungeon level	INSTANT	50 ^{gc}
EXAMINATION	+2 to the treasure rolls in 1 room	INSTANT	10 ^{gc}
EXTRA HEALING	Heal up to 30 Health Points	INSTANT	28 ^{gc}
FIDELITY	+1 Precision for 1 dungeon level	INSTANT	8 ^{gc}
FINESSE	+2 Shift for 1 whole combat	ONE COMBAT	50 ^{gc}
FURTHER HEALTH	Gain 25 Health Points (can exceed baseline level)	INSTANT	40 ^{gc}
GAIN HEALTH	Gain 15 Health Points (can exceed baseline level)	INSTANT	25 ^{gc}
HEALING	Heal up to 10 Health Points	INSTANT	18 ^{gc}
MIGHTY STRENGTH	+2 damage per hit for 1 whole combat	ONE COMBAT	20 ^{gc}
PHASING	Phase through one locked door ignoring the locked status	INSTANT	4 ^{gc}
PROWESS	+1 Shift for 1 whole combat	ONE COMBAT	26 ^{gc}
RANCID BREATH	Do an extra 5 points of damage per round for 1 whole combat	ONE COMBAT	75 ^{gc}
REGENERATION	Heal up to 60 Health Points	INSTANT	80 ^{gc}
RESIST MAGIC	Ignore 1 successful enemy manoeuvre against you that is magic based	INSTANT	10 ^{gc}
SHIELD AURA	-1 Damage taken per round in 1 whole combat	ONE COMBAT	18 ^{gc}
SPEED BLAST	+2 free attacks at the start of 1 combat	ONE COMBAT	13 ^{gc}
STEADINESS	+2 Precision for 1 dungeon level	INSTANT	40 ^{gc}
STRENGTH	+1 damage per hit for 1 whole combat	ONE COMBAT	15 ^{gc}
WILLPOWER	+1 Discipline for 1 dungeon level	INSTANT	30 ^{gc}

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 _{gc}	+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 _{gc}	+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	25 _{gc}	-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 _{gc}	+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 _{gc}	-1	CAUSES 20 DAMAGE
FLAMING WEAPON	Flames erupt from the blade of your weapon and burn those you strike.	NEXT COMBAT	PRIMORDIAL		32 _{gc}	0	+3 DAMAGE FOR 1 COMBAT
FLEETING ACTION	You feel your pulse quicken and your movements become swift and precise.	NEXT COMBAT	FACULTY		10 _{gc}	-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 _{gc}	-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 _{gc}	-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 _{gc}	-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 _{gc}	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 _{gc}	-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 _{gc}	+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 _{gc}	+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 _{gc}	-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 _{gc}	-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 _{gc}	-1	+20 HEALTH POINTS
SWAMP LUNG	You watch as a torrent of swamp water pours from your foe's mouth.	INSTANT	PRIMORDIAL		25 _{gc}	-1	1 FREE SWING + 20 DAMAGE

POLT1 - 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.	

RFUT1 - 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 GOT1. 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 SCT4.
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		-1 Damage
PADDED TUNIC		-1 Damage
QUILTED COAT		-1 Damage
HIDE DOUBLET		-1 Damage

STARTING SCROLL TABLE 1	
SCROLL TYPE	MODIFIER
SCROLL OF BALANCE	+1 Discipline for 1 dungeon 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	2 ^{gc}	4 ^{gc}	10 ^{gc}
SAPPHIRE	Blue	4 ^{gc}	8 ^{gc}	20 ^{gc}
GARNET	Orange	8 ^{gc}	16 ^{gc}	40 ^{gc}
RUBY	Red	10 ^{gc}	24 ^{gc}	60 ^{gc}
EMERALD	Green	12 ^{gc}	32 ^{gc}	80 ^{gc}
DIAMOND	White	16 ^{gc}	40 ^{gc}	100 ^{gc}

VALUES OF MISCELLANEOUS ITEMS TABLE			
ITEM	COST	ITEM	COST
ROPE (LARGE ITEM)	1 ^{gc}	METAL TOOL HAMMER	5 ^{gc}
LEATHER STRAPS	10 ^{sc}	POT & TRIPOD (LARGE ITEM)	2 ^{gc}
NEEDLE AND THREAD	5 ^{sc}	POUCH, BOTTLE, CASKET	10 ^{cc}
STRONG GLUE	1 ^{sc}	GRAPPLING HOOK	4 ^{gc}
METAL PLATES (LARGE ITEM)	5 ^{gc}	1 RATION	1 ^{gc}

WEAPON MANOEUVRES TABLE 1

WEAPON LONGSWORD	WEAPON GREATAXE	WEAPON HEAVY MACE
Level 1 Manoeuvres (not level of adventurer)	Level 1 Manoeuvres (not level of adventurer)	Level 1 Manoeuvres (not level of adventurer)
▣▣▣ - DISGUISED SWOOP = D6 +2 damage	▣▣▣ - WEIGHTED CHARGE = D6 +3 damage	▣▣▣ - SOLID BELTING = D6 +2 damage
▣▣▣ - INCISIVE CUT = D6 +1 damage	▣▣▣ - LOW SWISH = D6 +1 damage	▣▣▣ - POMMEL THUMP = D6 +1 damage
▣▣▣ - THRUST = D6 damage	▣▣▣ - HACK = D6 damage	▣▣▣ - CARVING HIT = D6 +1 damage
▣▣▣ - SWING = D6 -1 damage	▣▣▣ - CARVE = D6 -1 damage	▣▣▣ - PUMMEL = D6 -1 damage
▣▣▣ - SLICE = D6 -1 damage	▣▣▣ - CHOP = D6 -1 damage	▣▣▣ - BLUDGEON = D6 damage
▣▣▣ - HACK = D6 -1 damage	▣▣▣ - CRACK = D6 -1 damage	▣▣▣ - BASH = D6 damage
▣▣▣ - STAB = D6 -1 damage	▣▣▣ - CLEAVE = D6 -1 damage	▣▣▣ - BAT = D6 -1 damage
▣▣▣ - CARVING BLOW = D6 damage	▣▣▣ - SHARP SLASH = D6 damage	▣▣▣ - SWINGING CLUB = D6 +1 damage
▣▣▣ - BITING STROKE = D6 +1 damage	▣▣▣ - DIRECT JAB = D6 +1 damage	▣▣▣ - SUDDEN WHOMP = D6 +1 damage
▣▣▣ - HEAVY SLASH = D6 +2 damage	▣▣▣ - INCISIVE HEFT = D6 +3 damage	▣▣▣ - DRUBBING = D6 +2 damage
Level 2 Manoeuvres (not level of adventurer)	Level 2 Manoeuvres (not level of adventurer)	Level 2 Manoeuvres (not level of adventurer)
▣▣▣ - SUNDER = D6 +6 damage	▣▣▣ - FLYING CLEFT = D6 +6 damage	▣▣▣ - BEAT DOWN = D6 +5 damage
▣▣▣ - VIOLENT CLEAVE = D6 +5 damage	▣▣▣ - BLADED BILLOW = D6 +5 damage	▣▣▣ - BLUNT THRASH = D6 +5 damage
▣▣▣ - SWOOPING SPIN = D6 +4 damage	▣▣▣ - DOUBLE HACK = D6 +4 damage	▣▣▣ - BATTER = D6 +4 damage
▣▣▣ - SIDWAYS SLICE = D6 +4 damage	▣▣▣ - HEW = D6 +4 damage	▣▣▣ - CLOBBER = D6 +4 damage
▣▣▣ - BRUTAL DRIVE = D6 +4 damage	▣▣▣ - SHEAR = D6 +4 damage	▣▣▣ - BLINDSIDE STROKE = D6 +4 damage
▣▣▣ - LUNGING THRUST = D6 +5 damage	▣▣▣ - REELING SLAM = D6 +4 damage	▣▣▣ - VIOLENT LAMBAST = D6 +5 damage
▣▣▣ - NIMBLE SWIPE = D6 +5 damage	▣▣▣ - GRAND ARC = D6 +6 damage	▣▣▣ - CLUBBING MAUL = D6 +5 damage
▣▣▣ - SHARP PUMMEL = D6 +7 damage	▣▣▣ - PULSATING CRUNCH = D6 +7 damage	▣▣▣ - DEADLY CRUSH = D6 +7 damage
Level 3 Manoeuvres (not level of adventurer)	Level 3 Manoeuvres (not level of adventurer)	Level 3 Manoeuvres (not level of adventurer)
▣▣▣ - THUNDEROUS BLOW = 2D6 +9 damage	▣▣▣ - FORKED AKIMBO = 2D6 +9 damage	▣▣▣ - WALLING SLUG = 2D6 +8 damage
▣▣▣ - TWISTING STAB = 2D6 +7 damage	▣▣▣ - INTENDED MANGLE = 2D6 +7 damage	▣▣▣ - BLISTERING SWING = 2D6 +6 damage
▣▣▣ - SPINNING SLASH = D6 +7 damage	▣▣▣ - OSCILLATING DIVE = D6 +6 damage	▣▣▣ - WILD MAUL = D6 +7 damage
▣▣▣ - REPEATED JAB = D6 +7 damage	▣▣▣ - VERTICAL FELL = D6 +6 damage	▣▣▣ - BUFFETING CUDGEL = D6 +7 damage
▣▣▣ - SAVAGE GLANCE = 2D6 +7 damage	▣▣▣ - STORMING BROIL = 2D6 +8 damage	▣▣▣ - PULSATING STRIKES = 2D6 +7 damage
▣▣▣ - FEROCIOUS STRIKE = 2D6 +9 damage	▣▣▣ - DIVARICATING STUN = 2D6 +9 damage	▣▣▣ - DIVINE BLOW = 2D6 +9 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	SCARLET ORIEVIATUS
6	ZOUIMEROUS LEAVES

ART2 - ARMOUR - RANDOM T2	
ROLL	ITEM
1	LEATHER BRESTAST 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

HAOIT1 - HALF AN ORNATE ITEM TABLE 1	
ROLL	ITEM
1	HALF A COPPER PENDANT WORTH D6 SC
2	HALF A COPPER PENDANT WORTH D6 SC
3	HALF A SILVER CROSS WORTH 2D6 GC
4	HALF A SILVER CROSS WORTH 2D6 GC
5	HALF A GOLD SYMBOL WORTH 4D6 GC
6	HALF A GOLD SYMBOL WORTH 4D6 GC

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

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

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

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

MR1 - MAGIC RING TABLE 1	
ROLL	ENCOUNTERED
1	Ring of Baseness
2	Ring of Baseness
3	Ring of Senses
4	Ring of Telekinesis
5	Ring of Transformation
6	Ring of Transformation

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

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 BLAST
6	POTION OF FINESSE

MA1 - MAGICAL AMULET TABLE 1	
ROLL	ENCOUNTERED
1	Amulet of Fire Resistance
2	Amulet of Fire Resistance
3	Amulet of Ice Resistance
4	Amulet of Ice Resistance
5	Amulet of Poison Resistance
6	Amulet of Poison Resistance

MW1 - MAGIC WAND TABLE 1	
ROLL	ENCOUNTERED
1	Wand of Fireballs
2	Wand of Fireballs
3	Wand of Lightning
4	Wand of Sunder
5	Wand of Paralysis
6	Wand of Paralysis

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

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

MI1 - MAGICAL ITEM TABLE 1	
ROLL	ENCOUNTERED
1	Bracers of Blocking
2	Explosive Marble
3	Headband of Taming
4	Gloves of Knocking
5	Powder of Invisibility
6	Staff of Claws

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

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

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

WRT1 - WRECKED ITEM TABLE 1	
ROLL	ITEM
1	SMASHED HAND MIRROR
2	SHATTERED EBONY STATUETTE
3	FUNGI ON STALE BREAD
4	RIPPED HEMP PATCH
5	A LARGE, CRUSHED BEETLE
6	A SPLIT DRAGON SCALE

WIT1 - WORSHIP ITEMS 1	
ROLL	ITEM
1	A BLUNT KNIFE
2	A BLACK BEETLE
3	SOME HUMAN TEETH
4	A WOODEN SYMBOL
5	A BLACK FEATHER
6	A SMALL FIGURINE

WIT2 - WORSHIP ITEMS 2	
ROLL	ITEM
1	A DRY MUSHROOM
2	A SCRAWLED NOTE
3	AN HOURGLASS
4	A VIAL OF ASH
5	A WISHBONE
6	AN EBONY BEAD

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 and a turnip at the bottom.
5	The sack is full of twigs and sticks, and caught up in it are some Kathoto Spines and an old carrot.
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 dried pumpkin seeds and a Lock Pick +2(3).
9	Among some random objects is a pouch containing 2D6 +10 SC, 4D6 +10 GC and a Potion of Phasing.
10	The sack contains a silk cloak and leather gloves worth 4D6 +30 SC, a throwing knife and a potion. Roll on POT1.
11	Some random jewellery has been shoved in the bag worth 3D6 +20 GC. Roll on HAOIT1.
12	Wrapped up in some cloth at the bottom of the bag is 2D6 +40 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 empty leather sacks, three in total, and two large potatoes.
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 +30 SC and a magic scroll. Roll on SCT1.
9	You tip out a collection of objects including a purse containing 2D6 +15 SC and a bracelet worth D6 +15 GC.
10	You peer inside the leather bag and see 3 goblies worth 6D6 +20 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 +10 GC, 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.	

BST1 - BODY SEARCH TABLE 1	
You search the body and find...	
2	The body stinks, and a cloud of spores erupts. Lose 1 HP.
3	The body bursts into flames destroying any loot. There is dark magic here.
4	You pat down the body but find nothing.
5	There is a snapped off sword blade in the creature's ribcage.
6	Attached to a belt is a wallet. Inside you find some Malako Leaves.
7	There is a golden chain around the corpses neck. It is worth 3D6 +10 GC.
8	Strapped to the creature's back is a throwing axe +3.
9	Rolled up in a cloth are some sticks of charcoal and a quill feather. There is also a pouch containing 4D6 +20 GC.
10	In a satchel at the creature's side is a vial of liquid. Roll on POT2. There is also 2D6 +10 GC in a pouch here.
11	You pat down the body and find a pouch. Inside is 2D6 +40 SC and 4D6 +30 GC.
12	On a cord around the creature's neck is a HQ Garnet set in a silver frame.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

BST2 - BODY SEARCH TABLE 2	
You search the body and find...	
2	Blood suddenly spurts from the body. Gain the bloodied status. There is nothing here.
3	The cloth disintegrates. You find nothing.
4	You rummage through the rags but find nothing.
5	On a shoulder strap is an old throwing knife -1.
6	A bag lays beside the body. Inside you find twigs, Dankoma Stems and Scarlet Orrievatus.
7	Strapped to the thigh of the creature, in a leather holster, are two throwing knives. There is also a pouch with 3D6 GC.
8	Around the creature's forearm is a silver bracelet worth 3D6 SC. It is set with a 2 large MQ Rubies.
9	Around the creature's waist is a silk sash worth 3D6 +30 GC. Hanging from it is a throwing axe +2.
10	There is a small pouch of MQ Gems. Roll on GMT1 x3.
11	There is a small packet of paper in an inside pocket. Inside is 3 doses of Powder of Invisibility.
12	Tucked inside a secret pocket you find a rune stone. Roll on RUNE2.
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 two old carrots and a beetroot.
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 which will make 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 cabbage.
8	The chest is small but full of coins including 4D6 +20 SC and 6D6 +20 CC as well as a Lock Pick +3 (2).
9	The chest is full of worthless goblets. One is set with D6 LQ pearls. At the bottom is a throwing dart and a parsnip.
10	Inside the box is a selection of papers. In amongst it is a scroll, roll on SCT1 and roll on HA01T1.
11	Shoved in the chest are some old boots, a cloak and a throwing axe. Beside it is a large pouch. Inside are 3D6 +5 GC.
12	There is a selection of coins stacked in the box. Including 5D6 +40 SC and 6D6 +20 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 are some slices of cheese, which is not enough for a 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 +10 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 +20 SC, a gold ring worth D6 GC and a throwing axe.
9	You tip out a collection of objects including a purse containing 2D6 +20 SC and a bracelet worth D6 +10 GC.
10	You flip the lid up and are amazed to see a sack of coins. 4D6 +20 GC, 2D6 +10 SC and roll on HA01T1.
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 +15 GC, a throwing knife, some dried meat and a piece of armour. Roll on ART2.
Notes: The modified ranges rule applies. Any items can be taken and used for Inventive Usage.	

CT3 - CHEST TABLE 3	
You spot a chest and open it. Inside you find the following...	
2	You flip the lid back and find a collection of worthless tin plates and goblets.
3	The chest contains a sack which you rummage through. Inside is a cheese and some bread. Gain 1 ration.
4	There is a small wooden case in the bottom. You flip it open and find a fine Lock Pick +3(3).
5	There are some uniforms here. You check them and find 2D6 GC and a turnip.
6	The chest is virtually empty apart from half a silver cross worth 2D6 SC wrapped in a cloth.
7	Inside you find a small, portable shrine to a god. roll on GOT1. You can make a correct offering for 1 FP.
8	The chest contains 2 empty potion vials, some Zoumerous Leaves, llios Petals and some cabbage leaves.
9	Some bottles have been smashed in this chest but two have survived. Roll on POT2 and POT3.
10	Wrapped in scraps of cloth and carefully placed in a chest is a piece of armour. Roll on ART3. Beneath this is a squash.
11	You open the chest and find 4 HQ gems of the same type sitting on a purple pillow. Roll on GMT1-2.
12	Lying at the bottom is a beautiful throwing axe +3. It has the Yips' Rune engraved on it (see RUNE1).
Notes: The modified ranges rule applies. Any items can be taken and used for Inventive Usage.	

CT4 - CHEST TABLE 4	
You spot a chest and open it. Inside you find the following...	
2	This chest has been looted. There is some sand and, strangely, a wish bone in the bottom.
3	There is a red shawl in the chest. Next to it is a needle and thread in a small box and a pouch of sunflower seeds.
4	In amongst some white feathers is half a copper pendant worth 2D6 SC and half a gold symbol worth 2D6 GC.
5	There is a length of rope in the chest alongside a fine looking Throwing Knife +2 and Lock Pick +4(2).
6	There is a huge gold plated urn inside the chest. It is a large item worth 4D6 +30 GC.
7	Inside is a wooden box that breaks apart as you flip it open and see two potions. Roll on POT2 and POT3.
8	A large bear skin is folded up inside the chest. It is worth 80 GC and a large item. There is also some dried meat here.
9	There are some wooden cups and a series of pouches containing 9D6 GC. There is also a rune stone. Roll on RUNE1.
10	The chest is full of paper. You rummage through it and find two scrolls. Roll on SCT3 and SCT4.
11	There are some rusty sword blades here, and in a box, wrapped in paper, is a rune stone. Roll on RUNE2.
12	There is an elegant piece of armour in the chest. Roll on ART3. It is also a Blazon piece of armour, see ENAT1.
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 HA0IT1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

PT3 - POUCH TABLE 3	
You spot a pouch and open it. Inside you find the following...	
2	The pouch comes apart when you open it. There was nothing inside.
3	Nothing. The pouch is empty.
4	There is a fine silver chain inside worth 2D6 + 5 GC.
5	There are some Dankoma Stems rolled up in a cloth. There is also 2D6 GC in the pouch.
6	Inside are some loose Scarlet Oriveatus leaves and sunflower seeds. There is also D6 +5 GC in the pouch.
7	The pouch is full of coins. You find 3D6 + 15 SC and 3D6 + 15 GC.
8	Tied in green twine is a Lock Pick +2(3) next to a collection of coins 2D6 + 5 GC.
9	Nestled into the pouch is a Potion of Extra Healing. There is also a gold nugget worth 10 GC in the pouch.
10	Folded up into a square is a Scroll of Sunder and a glass orb. There is also 2D6 + 5 GC in the pouch.
11	Wrapped in a square of silk is a rune stone. Roll on RUNE1.
12	Caught up in some cotton fluff is a Ring of Telekinesis.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

PT4 - POUCH TABLE 4	
You spot a pouch and open it. Inside you find the following...	
2	It turns out to be a dirty rag. There is nothing inside.
3	Nothing. The pouch is empty.
4	There is a gold ring inside worth 4D6 + 10 GC.
5	Inside are some loose Zoumerous leaves and Kathoto spines.
6	Wrapped up in paper are some Malako leaves and a ball of thread. There is also D6 + 10 GC in the pouch.
7	Inside, the pouch is full of coins. You find 4D6 + 20 SC and 4D6 + 20 GC.
8	Tucked inside the pouch is a Lock Pick +3(3) and a Scroll of Melt Metal.
9	Inside is a Potion of Might Strength and a packet with one dose of a Powder of Invisibility.
10	Caught up in some straw is a rune stone. Roll on RUNE2. There is also 2D6 + 10 GC in the pouch.
11	A Ring of Transformation is wrapped in a square of leather.
12	In a vial is a Potion of Domination and next to it a Ring of Senses.
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 Scarlet Orfevatus.
11	Inside the pouch is a symbol of a tree carved in horn and some Dankoma Stems, alongside 10 GC.
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 and Dankoma Stems.
9	Inside is a small wooden symbol embedded with 3 LQ pearls.
10	Inside is a high quality Lock Pick +3 (4) and 5D6 +30 SC.
11	Inside the pouch is a small glass bottle containing a Potion of Shield Aura and 3D6 +20 GC.
12	Carefully wrapped in cotton cloth are 2 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.	

RPT3 - RELIGIOUS POUCH TABLE 3	
You spot a pouch and open it. Inside you find the following...	
2	The pouch comes apart in your hands.
3	Nothing. The pouch is empty.
4	Inside are some small pebbles.
5	Tucked inside are some glass beads on a leather cord.
6	Curled up inside is a length of red ribbon. It appears stained in blood.
7	Wrapped in some hemp is some small, dried animal organs. They probably belonged to a mouse.
8	Inside the pouch are some Dankoma Stems and Scarlet Orievatus.
9	There are 2D6 +20 GC and 2 LQ Pearls in the pouch.
10	There is a large MQ garnet and a LQ sapphire in the pouch.
11	Tucked inside is a small ivory box. You flip it open and inside find some Powder of Invisibility.
12	Wound in twine is a small rune stone. Roll on RUNE1
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

RPT4 - RELIGIOUS POUCH TABLE 4	
You spot a pouch and open it. Inside you find the following...	
2	The empty pouch has a large hole in it.
3	Nothing. The pouch is empty.
4	Inside is a collection of worthless quartz.
5	Wrapped in some hemp is a wax seal showing a man in robe.
6	There is a square of cotton fabric inside the pouch, wrapped around some Kathoto Spines.
7	Inside the pouch is a religious symbol carved out of ebony.
8	On a silver chain worth 2D6 +20 SC are ten polished fangs.
9	Hidden in some down feathers is a glass orb and a wishbone. There are also 20 GC.
10	There is a large MQ ruby and 2 LQ emeralds in the pouch alongside 2D6 +30 GC.
11	At first you think there is nothing in the pouch and then you spot a special ring. Roll on MR1.
12	Inside the pouch is a polished rune stone. Roll on RUNE2.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

RATT1 - 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.	

RUNE1 - RUNE STONE TABLE 1	
ROLL	RUNE NAME AND DESCRIPTION
1	<p>MOYER'S PYRO RUNE Applied to a Throwing Weapon</p> <p>When you throw this and successfully hit the target it explodes into flames causing 5D6 damage to the target. This weapon cannot be recovered if exploded.</p>
2	<p>SUTHERLAND'S FOCUS RUNE Applied to a Melee Weapon</p> <p>When you roll a Primary 6 on a combat roll, before shifting, you get +1 Shift for the next round of combat as the rune focuses your mind.</p>
3	<p>BELL'S SONIC RUNE Applied to a Melee Weapon</p> <p>Once per combat you can use one of the Weapon's Manoeuvre dice sets as armour with a -5 damage modifier, as you send out a sonic blast deflecting the blow. This is used after the attacker has rolled.</p>
4	<p>SHROUD'S CURSE RUNE Applied to a Melee Weapon</p> <p>If you hit with your weapon and do 5 or more damage the enemy is cursed for the combat. They become dizzy and struggle to land a hit precisely. When defending against a hit by a successful manoeuvre from a cursed creature you may swap around any armour's primary and secondary die.</p>
5	<p>YIP'S RETURNING RUNE Applied to a Throwing Weapon</p> <p>When engraved on a throwing weapon it returns to the adventurer's hand if it causes damage on that attack, and can be thrown again in the same combat, giving 1 extra attack. You can only do this once per combat.</p>
6	<p>MOORE'S AURA RUNE Applied to a Melee Weapon</p> <p>When the adventurer is hit during combat, even if they are not damaged by the hit, they can heal 1 HP as the rune gives off a healing aura in response to the wielder's pain.</p>
NOTES: Roll on a D6 for this table.	

RUNE2 - RUNE STONE TABLE 2	
ROLL	RUNE NAME AND DESCRIPTION
1	<p>WRIGHT'S WORD RUNE Applied to a Melee Weapon</p> <p>A word is engraved below the rune. When spoken during combat a blast of wind pushes the enemy back giving the adventurer a chance to either throw a weapon or drink a potion without losing a round. The combat then continues on. This can be used once per combat.</p>
2	<p>MARSHALL'S BITING RUNE Applied to a Throwing Weapon</p> <p>When a throwing weapon with this rune hits an enemy it does normal damage plus an electric shock for 2D6 damage. The weapon is subject to normal throwing weapon rules otherwise. If recovered it can be used again with the same effect.</p>
3	<p>KIRBY'S BALANCE RUNE Applied to a Melee Weapon</p> <p>This makes the weapon slightly more honed and balanced. Add 1 damage to one manoeuvre. This is transferable if that manoeuvre is ever swapped out.</p>
4	<p>VORTAK'S INFLUX RUNE Applied to a Melee Weapon</p> <p>A surge of power can be channelled through the rune to cause an extra 6 damage on one successfully executed manoeuvre. This can be used once per combat.</p>
5	<p>CIMALA'S SCREEN RUNE Applied to a Melee Weapon</p> <p>An aura extends around the wielder of this weapon. If successfully hit by any magical attack deduct an additional point of damage.</p>
6	<p>POTE'S REBOUND RUNE Applied to a Throwing Weapon</p> <p>A throwing weapon engraved with this rune hits twice, and on the second hit the creature's interrupt stats do not affect the damage roll. If recovered it can be used again with the same effect.</p>
NOTES: Roll on a D6 for this table.	

SECT1 - SECRET HATCH TABLE 1	
You slide the hatch open and....	
2	There is a dusty empty hole.
3	There are some splinters of wood and nothing more.
4	Inside are some shards of ebony, that were once a small statue.
5	There are two gold goblets here. Each worth 2D6 + 10 GC.
6	Inside is some cloth, which you unravel to reveal three throwing knives +1.
7	There is a small box of trinkets here. Inside is a glass orb, an acorn and a black feather.
8	Upon the ledge is a Potion of Extra Healing.
9	There is a small box. Inside are 2D6 LQ pearls sitting in some silk cloth.
10	There is a golden idol sitting in the centre of the hole. It is worth 4D6 +25 GC.
11	Inside are two dusty potions. Roll on POT2 and POT3.
12	Inside, placed on a small wooden block, is a rune stone. Roll on RUNE1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

SECT2 - SECRET HATCH TABLE 2	
You slide the hatch open and....	
2	There is an empty hollow. It has been robbed already.
3	You see two imprints in the dust where a couple of items once stood. It's empty.
4	For some reason there is a pile of sand here. Nothing more.
5	There are two half burnt candles in the hatch next to a MQ garnet.
6	There is a small, gold embossed book inside. It appears to be a religious text worth 2D6 +5 GC.
7	There is a silver candlestick here worth 8D6 SC. It is a large item.
8	There is a box here. Inside it are some items including a fang and a dragon scale.
9	Inside you find a cobweb covered Potion of Further Health.
10	There is some silver and gold jewellery shoved in here worth 10D6 SC and 2D6 +20 GC.
11	Placed in the centre, in a glass casket is a rune stone. Roll on RUNE2.
12	Inside is what appears to be a wand resting on a small pillow. Roll on MW1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

SLT1 - SARCOPHAGUS LOOT TABLE 1	
You peer in and search around to find....	
2	There are some withered rags and dusty cobwebs. There is nothing here.
3	Inside there is some decomposed wood laying in dirt and detritus.
4	The stone space is clean and rough. There is nothing here.
5	A rod of iron lays in the dirt. You don't know what it was used for. This is a large item.
6	There is a dusty old shield here. It is useless but the straps on the back are salvageable.
7	At the bottom of the space is an old vase. Inside are some gold bands worth 2D6 GC.
8	Laying along the base is an old cloak and stuffed inside are some Kathoto Spines.
9	There is a case in the stone grave, tucked to one side. Inside you find a scroll. Roll on SCT3.
10	Just laying at the foot of the sarcophagus is a rune stone. Roll on RUNE2.
11	There is a piece of well-preserved armour here. Roll on ART2.
12	As if fallen from the risen corpse an amulet lies in the sarcophagus. Roll on MA1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

SLT2 - SARCOPHAGUS LOOT TABLE 2	
You peer in and search around to find....	
2	The inside seems as if it has been cleaned out. You find nothing.
3	There is a pile of bones at the foot of the tomb.
4	The rats have somehow made their way in. Their droppings are all that remain.
5	There is a long red robe here, and a scroll in a pocket. Roll on SCT3.
6	In a small box, at the head of the sarcophagus, are some Dankoma Stems.
7	There is a pouch here full of coins, 3D6 GC and 4D6 SC.
8	Lying clear to see on the stone base is a necklace lined with 4 MQ gems, roll on GMT1-2.
9	Lying in amongst some bones and splinters is a rune stone. Roll on RUNE1.
10	A small stone statue of Nevazator is here. You can correctly make an offering and smash it for 1 FP.
11	Clenched in a bony fist is a rune stone. You prise the fingers open. Roll on RUNE2.
12	There is a discarded piece of armour here. It is surprisingly in good condition. Roll of ART3 -1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

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.	

URL1 - URN LOOT TABLE 1	
You look inside the urn and find...	
2	There is nothing inside the urn but dust.
3	The urn has never been used. It is clean and empty.
4	There are some fragments of bone rattling around the urn.
5	There is half a copper pendant worth D6 SC here.
6	There is some ash here which is clearly from the remains of a small creature. You find a small set of fangs.
7	Caught up in some old twigs are two leather straps.
8	There are four pieces of coal in the urn.
9	In amongst the burnt bone are some Ilios Petals and Dankoma Stems.
10	There is a small package at the bottom. Inside it are three throwing darts and a pouch with 3D6 +10 GC.
11	You rummage around and find a piece of jewellery worth 4D6 +20 GC.
12	Wrapped in a small leather pouch is a rune stone. Roll on RUNE1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

URL2 - URN LOOT TABLE 2	
You look inside the urn and find...	
2	You rummage in the urn but you find nothing.
3	There are the ashen remains of body in the urn.
4	The urn is full of just twigs and leaves.
5	There is half a silver cross worth 2D6 GC at the bottom.
6	There are some coins at the bottom including 4D6 SC and 5D6 +10 GC.
7	Someone has hidden a potion in the urn. It is wrapped in cloth. Roll on POT2.
8	There is a purse stashed in the bottom. Inside is some jewellery worth 4D6 +30 GC.
9	There is an offering in the urn. You pull out a gold dagger worth 5D6 +40 GC.
10	There is an object here, a tube made of bone and inside it are 2 scrolls. Roll on SCT2 twice.
11	You search through some straw and find at the bottom a rune stone. Roll on RUNE1.
12	Placed inside the ornately decorated urn is a magical item. You pull out a Staff of Claws. Unique, re-roll if rolled again.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for Inventive Usage.	

Level 1 & 2 Tables

The Level 1 Entry and the Level 2 Domain Levels are where the lower level humans live and work. It is also an area where loot, captives and resources from raids are kept. Expect to find living spaces, prisons, stores and hints of the Infernal Order.

Tables needed for level 1 and 2 of the dungeon.

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ENP1 - ENCOUNTER PRISONER TABLE 1	
There is a prisoner here...	
2	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.
3	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.
4	A shackled prisoner, long dead, hangs from his arms high up on the wall as if a warning of what's to come.
5	There is a cell here and inside a person chained up. You approach but see they are slumped forward and realise they are dead.
6	Bars across a section of the room form a cell. Inside is a slumped body and they have been dead for a while.
7	There is a bound prisoner here. They look emaciated and are close to death. If you give them a ration they survive. L1PR.
8	Inside a cage here is a wounded man. If you have some material to bandage the injury, he survives and can escape. L1PR.
9	A bound woman lays in the dirt. She wakes and looks terrified, the door is locked (lock-2). Pick the lock and she escapes. L1PR.
10	Shackled to a wall a thin man pleads to be freed and you comply. He runs back the way you came. L1PR.
11	A man is shackled to the wall here. He pleads for help. You smash the chain and he thanks you and escapes. L1PR.
12	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.	

ENP2 - ENCOUNTER PRISONER TABLE 2	
There is a prisoner here...	
2	There is a crouched woman here. You approach but her body vibrates, explodes and a black cloud engulfs you. Lose D6 HP.
3	There is a person here. Roll D6. 1-3= They are injured. If you have cloth, they survive L1PR. 4-6= A MUSTY BLOATER bursts free of the corpse.
4	The prisoner looks agitated. You can free them. Roll D6. 1-4= They attack you use ADEPT stats. 5-6= They escape L1PR.
5	Inside the small space is a curled up prisoner. You move closer and find that they are dead, their body scarred and beaten.
6	There is a body here, but they are long dead, their loose clothes hanging from the obviously skeletal form.
7	This poor soul has been beaten and lays sprawled across the cell. They are dead.
8	The prisoner has a deep gash. If you have some Malako Leaves you can save them (L1PR) otherwise they lapse into a coma and die.
9	If you can pick the lock here (lock-2) you can free the prisoner. They run off the way you came. L1PR.
10	The woman reaches for you asking for help. There is a key. You unlock and open the cell and she scampers away. L1PR.
11	An old man slowly rises, shackles on his legs. You smash them off and he thanks you as he limps away. L1PR.
12	There is a key on the wall here which you take and unlock cuffs on the prisoner who runs off. L1PR.
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
	WOODEN DOORS		REINFORCED DOORS
	WOODEN DOORS		CURTAINS
	METAL DOORS		ARCHWAYS
	ARCHWAYS		WOODEN DOORS
	REINFORCED DOORS		WOODEN DOORS
	PORTCULLISES		WOODEN DOORS
	WOODEN DOORS		ARCHWAYS
	WOODEN DOORS		REINFORCED DOORS
	WOODEN DOORS		WOODEN DOORS
	METAL DOORS		ARCHWAYS
	ARCHWAYS		WOODEN DOORS
	CURTAINS		WOODEN DOORS
	REINFORCED DOORS		METAL DOORS
	WOODEN DOORS		ARCHWAYS
	WOODEN DOORS		PORTCULLISES
	WOODEN DOORS		CURTAINS
	METAL DOORS		ARCHWAYS
	ARCHWAYS		WOODEN DOORS

EXT2 - EXIT TYPE TABLE 2			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
	WOODEN DOORS ALL LOCKED		REINFORCED DOORS
	REINFORCED DOORS		CURTAINS
	METAL DOORS		ARCHWAYS
	ARCHWAYS		WOODEN DOORS
	REINFORCED DOORS		METAL DOORS
	PORTCULLISES		WOODEN DOORS ALL LOCKED
	WOODEN DOORS ALL LOCKED		ARCHWAYS
	WOODEN DOORS		REINFORCED DOORS
	PORTCULLISES		WOODEN DOORS
	METAL DOORS		ARCHWAYS
	ARCHWAYS		WOODEN DOORS
	CURTAINS		WOODEN DOORS
	REINFORCED DOORS		METAL DOORS
	WOODEN DOORS		ARCHWAYS
	WOODEN DOORS		PORTCULLISES
	PORTCULLISES		CURTAINS
	METAL DOORS ALL LOCKED		REINFORCED DOORS
	WOODEN DOORS		WOODEN DOORS ALL LOCKED

IAUT1 - INTERRUPTIONS AND THE UNEXPECTED TABLE 1 - PART 1

ROLL	DESCRIPTION
1-1	There is a lever beside the far exit. If you decide to pull it, roll D6. 1= Nothing happens. 2-3= Any portcullises in adjoining rooms open, 6= The lever snaps. If you have suitable items and can fix it with Inventive Usage, roll again.
2-2	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 GOT1 to identify the god. Only small items may be placed in the pan as offerings and when correctly applied gain 1 FP.
3-3	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 ST11.
4-4	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.
5-5	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 30 XP and roll on CT1.
6-6	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.
7-7	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 S5T1. If you can place a related item to the symbol in the water it transforms into a LQ random gem. Roll on GMT1. One use only.
8-8	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 (4).
9-9	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.
10-10	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 GOT1 to identify the god and when one offering is correctly applied gain 1 FP.
11-11	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 GOT1 to identify the god. If you place this at a shrine or altar to that god you gain 2 FP for that god.
12-12	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.
13-13	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 +20 SC.
14-14	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 30 XP.
15-15	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.
16-16	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 3D6 GC.
17-17	There is a dropped silver disc here worth 3D6 +20 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.
18-18	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 GOT1 to identify the god and when offerings are correctly applied gain 1 FP.

IAUT1 - INTERRUPTIONS AND THE UNEXPECTED TABLE 1 - PART 2

ROLL	DESCRIPTION
1-4	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.
5-6	Mounted on a wall is a large wooden relief showing a god. Roll on GOT1 to identify the god. There are some hooks here on which to hang offerings. Only offerings that can be hung award 1 FP.
7-8	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.
9-10	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.
11-12	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 GMT1.
13-14	In the corner of the room there is a wooden panel showing a painting of a god. Roll on GOT1 to identify it. Beneath the panel is a place where offerings can be left, and when applied correctly gain 1 FP.
15-16	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. There is also a little dried meat.
17-18	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.
19-20	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.
21-22	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.
23-24	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. Inside the pack there are 4D6 SC in an old pouch.
25-26	A box on the wall opens out to show an ornate carved bone shrine. Roll on GOT1 to identify the god. There is a small ledge where you can place small offerings only. When correctly applied gain 1 FP.
27-28	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.
29-30	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. If you survive you find they were also carrying a bag. Roll on BT1.
31-32	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 30 XP and roll on POT2.
33-34	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.
35-36	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.
37-38	There is a statue of a god in the corner of the room. Roll on GOT1 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.
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.

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

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

L1W - LEVEL 1 WORKERS	
ROLL	ENCOUNTERED
1	THUG
2	LABOURER
3	ARTISAN
4	MEDIC
5	BLACKSMITH
6	ARTISAN AND MEDIC

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

L2R - LEVEL 2 TRAP TABLE	
You are caught by surprise...	
2	A series of darts shoot from the walls. Roll 2D6. If one die matches your armour you are saved. Otherwise lose D3 HP.
3	You stand on a slab that shifts. Roll D6 and add Precision. On a 4 or lower lose 2 HP as you twist your ankle.
4	A large stone ball swings down. Roll D6 and add your Shift. On a 5 or higher you manage to dodge it. Otherwise lose D3 HP.
5	A blade shoots from the wall and you dodge it, but tumble back. Lose 1 random item from your pack as it is crushed.
6	Gas pours from a vent. If you have under 5 large items you can skirt under the cloud or take D3 HP. No time to drop stuff.
7	The air smells toxic. If you are soaked you become overwhelmed as it clings to your wet clothes. Lose D3 HP.
8	A large stone falls from above. If you have the Heavy Mace you can smash it away. Otherwise lose D3 HP.
9	A swinging log comes down at you. If you have the Greataxe you can chop it in two. Otherwise lose D3 HP.
10	A spear shoots from the wall. If you have the Longsword you can deflect it. Otherwise lose D3 HP.
11	The room becomes suddenly cold. Lose 2 HP if you do not wear three pieces of armour or don't have cold resistance.
12	Lightning flashes from the ceiling. If you are wearing metal armour it conducts the electricity. Lose D6 HP. Your armour is unaffected.

Notes: Roll 2D6 for this table. If you successfully avoid a trap then gain 30 XP.

L2G - LEVEL 2 GUARDS	
ROLL	ENCOUNTERED
1	GUARD
2	GUARD
3	GUARD
4	MERCENARY
5	MERCENARY
6	BARIC KNIGHT

L2P - LEVEL 2 PATROLS	
ROLL	ENCOUNTERED
1	GUARD
2	GUARD
3	GUARD
4	DARK CLERIC
5	MERCENARY
6	MERCENARY

L2R - LEVEL 2 RELIGIOUS ENEMY	
ROLL	ENCOUNTERED
1	CULTIST
2	INFERNAL MONK
3	INFERNAL MONK
4	DARK CLERIC
5	MYSTIC
6	DARK CLERIC AND INFERNAL MONK

L2WO - LEVEL 2 WORKERS	
ROLL	ENCOUNTERED
1	ARTISAN
2	MEDIC
3	BLACKSMITH
4	ADEPT
5	ADEPT
6	BLACKSMITH 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 -1 and L1W0 -1. 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.

L2LR - LEVEL 2 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	GRAND HALL	There are evenly spaced pillars running along this large marble lined hall, with a round central burner with a metal grill. As you approach roll on L2TR.	ARCHWAYS	YES
4	CHURCH	This room is lined with pews and chairs. Behind an altar, working at a bench is a figure. Roll on L2R and face them. There is a pestle and mortar and some llios Petals.	WOODEN DOORS	YES
5	PENITENTIARY	The northeast corner is being used to hold captives. There are whips and knives on a 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	ARCHERY RANGE	There are two lanes here, that run the length of the room. At one end are two archery targets. A person is at one pulling out arrows. Roll on L2G-1 and face them.	WOODEN DOORS	YES
8	SPARRING CHAMBER	This is a training room, where there is a circle of sand in which a MERCENARY and a GUARD are sparring. They turn and attack. If you survive roll on BT2 +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 roll on CT2. After roll on L2TR.	ARCHWAYS	NO
10	WORK SPACE	One wall is lined with a worktop. On it are some small metal boxes and in one is a silver amulet worth 2D6 SC with two slots. If you have 2 gems you may roll on GCT1.	ARCHWAYS	NO
11	DORMITORY	Lining the walls are bunks and you count enough for twelve men, but most are empty. However, two are occupied. Roll on L1W and L1WO. They attack. After, roll on CT2.	WOODEN DOORS	YES
12	STUDY	Lined with bookshelves and desks, this huge study is occupied by two workers. Roll twice on L2WO-1. You must face them. If you survive roll on SCT2 and SCT3.	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	UNIQUE
1d6	EMPTY SPACE	This room is bare and seems to have been cleared out or forgotten about.	The room is quiet. You hear nothing.	ARCHWAYS	NO
1d6	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 RUPT1 +1.	WOODEN DOORS	NO
1d6	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	NO
1d6	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	YES
1d6	STORAGE AREA	Crates 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	NO
1d6	MEETING ROOM	Three simple chairs are tucked in around a makeshift wooden table.	Two people stand as you enter. Roll on L1M -1 and L1R -1. If you survive roll on CT1.	WOODEN DOORS	YES
1d6	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	YES
1d6	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 RUPT1 and then on IAUT1.	ARCHWAYS	NO
1d6	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	NO
1d6	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	YES
1d6	FIRE PIT ROOM	A large fire pit in the centre of the room is full of glowing embers and ash.	There's a MERCHANT sitting on a stool by the pit. They stand and attack. If you survive roll on CT1.	RANDOM	YES
1d6	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	YES
1d6	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	YES
1d6	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	YES
1d6	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	NO
1d6	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	YES
1d6	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	NO
1d6	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	NO

LEVEL 1 ROOMS - HUMAN ANCESTRY - THE ENTRY - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1d6	SMALL SHRINE	This room is bare apart from a small stone shrine set into the wall.	Roll on GOT1 to identify the shrine's god. When offerings are correctly applied gain 1FP.	RANDOM	NO
1d6	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	NO
1d6	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	YES
1d6	BARRACKS	You see two rows of bunks and some hammocks. There are people here talking.	Roll on LIM-1 twice. If you survive the fight roll on TCT1 as you find a tea chest in a corner.	WOODEN DOORS	NO
1d6	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	NO
1d6	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 LIW-1.	WOODEN DOORS	YES
1d6	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	YES
1d6	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 RATT1.	RANDOM	NO
1d6	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	NO
1d6	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	YES
1d6	ABATTOIR	Two large carcasses of unidentifiable animals hang from the ceiling to one side.	A butcher works away at one, turns and attacks, cleaver raised (use ARTISAN stats).	WOODEN DOORS	YES
1d6	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	NO
1d6	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	YES
1d6	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	NO
1d6	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	NO
1d6	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 Madura for 1FP.	CURTAINS	YES
1d6	EMPTY SPACE	This cold stone space is bare and seems to have no function.	There is nobody here or anything of interest.	ARCHWAYS	NO
1d6	STOVE ROOM	To one side is a hot stove, some chairs and a large, muddy, hemp rug and a clay tankard.	2 seated people jump up and attack. Roll on L1G-1 and LIM-1. After roll on TCT1+2.	WOODEN DOORS	NO

LEVEL 2 ROOMS - HUMAN ANCESTRY - THE DOMAIN - PART 1					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
••	EMPTY SPACE	This room is bare and seems to have been cleared out or forgotten about.	There is nothing in this space.	ARCHWAYS	NO
•••	FINE BEDROOM	A smart double bed is pushed up to a wall, with a cupboard to one side. The space is neat.	There is a locked chest here. The rough lock is -2. If you can open it gain 30 XP and roll on CT2.	WOODEN DOORS	NO
••••	GUARD POST	Two benches stand before a stone fireplace, with an armchair to one side.	There is a foe here. Roll on L2W0. If you survive roll on table 1AUT1.	WOODEN DOORS	NO
•••••	ARMOURY	A room lined with empty weapon racks with an anvil and hammer nearby. There are also nails.	The Armourer is here. Use BLACKSMITH stats. If you survive roll on ART2-1.	REINFORCED DOORS	YES
•••••	STORAGE AREA	The walls are lined with shelves, which are full of boxes and crates. There is also a sack.	Roll a D6. 1-3 = A random patrol comes by roll on L2P-1. If you survive roll on TCT1+2.	RANDOM	NO
••••••	OATH COURT	A line of pews face three tall chairs, and wood panelling lines the walls.	A lone BARRIC KNIGHT standing guard roars and attacks you. If you survive roll on RAT1+2.	WOODEN DOORS	YES
•••••	SCRIBES ROOM	Four tall desks stand in a square. Scrolls and quilts line their surfaces.	An agitated ADEPT rises and attacks. If you survive you find a scroll roll on SC72.	RANDOM	YES
•••••	FISHERY	There are two large tanks here, full of fish. A fishing spear leans against a wall.	You may choose to fish but become soaked. Gain 25 XP and 1 ration before you leave.	RANDOM	NO
•••••	HOLDING CELL	A wooden cell has been built into this chamber and has a small food hatch.	Roll a D6. 1-4 = The JAILOR is here. You must fight them. If you survive roll on ENP2.	REINFORCED DOORS	NO
•••••	WASH ROOM	Metal basins line two walls. One is full of soapy water. There are two rags on the side.	Roll a D6. 1-3 = A random patrol comes by roll on L2P. If you survive roll on TAT1.	ARCHWAYS	YES
•••••	VESTRY	A large dark wood cabinet stands open. Inside, on a shelf, is an ornate statue and a candle.	Roll on GOT1 to establish the god. You can make a correct offering to gain 1 FP. Then roll on L2TR.	WOODEN DOORS	YES
••••••	KENNEL	There are two wooden kennels here and a pole, attached to which, by a long lead, is a dog.	An ADEPT stands and releases the dog. Roll on L1D. After the dog face the ADEPT.	WOODEN DOORS	YES
•••••	RESTING LOUNGE	There are benches and armchairs lined along the walls here. The floor is littered with boots.	Roll a D6. 1-4 = MERCENARY is here resting. They rise from their chair. You must face them.	RANDOM	NO
•••••	BEAR CAGES	Upon the dirty floor are two tall cages. In one is a large BROWN BEAR. It roars, rattling the cage.	The cage door stands ajar and horrified you see it swing open. The BROWN BEAR attacks.	REINFORCED DOORS	YES
•••••	LOOT LOCK-UP	Bars and a locked gate section off a corner room. Inside you see two chests.	The gate has a lock +1. If you succeed roll on CT1 and CT2, then on L2TR after.	REINFORCED DOORS	NO
•••••	PRAYER ROOM	Curtains line the walls and a large mural shows a dark room with an animal skull on a stool.	Roll a D6. 1-4 = Roll on L2R as a figure emerges. If you survive search the room. Roll on RAT1+2.	CURTAINS	YES
•••••	THRONE ROOM	A massive stone throne sits on a raised platform. Wooden benches line the walls.	Sitting on the throne is an OVERLORD. The large figure rises and sneers. You must face them.	METAL DOORS	60% YES
••••••	DARK CHAMBER	There are some stools in a circle here. In the middle the light has strangely dimmed.	You sense this is a sacred space. You can make a correct sacrifice to intumesc for 1FP here.	RANDOM	NO

LEVEL 2 ROOMS - HUMAN ANCESTRY - THE DOMAIN - PART 2				
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	UNIQUE
1d6-1	ROUGH CHAMBER	This room has not been finished. Some of the walls appear rough and uneven.	Roll a D6. 1-3-A patrol comes by, roll on L2P. After roll on L2R.	ARCHWAYS NO
1d6-1	SMOKING CHAMBER	A number of chairs are scattered around this smoke filled room. You see a figure.	Roll on L2G. After you spot a glass orb on the fireplace mantel and a random item. Roll on MIT1	WOODEN DOORS NO
1d6-1	KITCHEN	This space has a series of counters, covered in pots, cutting boards and knives.	The chef is here. They attack on sight. Use ADEPT stats. After gain 1 ration and roll on IAUT1	WOODEN DOORS YES
1d6-1	HOLY CELL	Hanging in a cage is a blind man. He holds out a hand for his god and whispers to you. There is no one here, but the bath is full.	Roll on GOT1 to establish the god. You can give him a correct offering to gain 1FP.	ARCHWAYS YES
1d6-1	TILED BATH HOUSE	Behind a dirty curtain is a low, tiled bath. There is no one here, but the bath is full.	Someone turns up. Roll on L2G and face them. Ignore the enemies armour related interrupts.	WOODEN DOORS YES
1d6-1	CANTEEN	Three stools stand next to a stone bar on which is a barrel. On the wall is a horseshoe.	The barman attacks (use ADEPT stats) also face a patron. If you survive roll on L2G-1.	ARCHWAYS YES
1d6-1	GUARDHOUSE	There is a wrought iron cell here built into the wall. You can make out a form inside.	If you can successfully pick the lock roll on ENP2. If you fail to pick it roll on L2P as a patrol comes.	REINFORCED DOORS NO
1d6-1	MONUMENT	A wall monument showing a relief of a god rising up. Beneath is a recess to place items.	Roll on GOT1 to establish the god. A correctly placed offering will gain you 1FP.	CURTAINS NO
1d6-1	DARK CELL	A stone cell has been built into this dark space. Someone inside is screaming.	You can leave or roll on L2R. If you fight and win you find a prisoner in the cell. Roll on ENP2.	RANDOM NO
1d6-1	TRAINING ROOM	There is a cut up wooden pole covered in marks here. Wooden swords lay about.	A MERCENARY is practicing here. You must fight him. If you survive roll on IAUT1.	RANDOM YES
1d6-1	QUARTERMASTER'S OFFICE	At a cluttered desk, sits a gruff looking person. They are thumbing some documents.	They see you, shout and attack. Use ADEPT stats and roll on IAUT1 afterwards.	RANDOM YES
1d6-1	METAL WORKSHOP	Desks and shelves line one wall. There are hammers, strips of metal and an anvil.	A BLACKSMITH turns to face you. If you survive you find some items. Roll on MIT1 and MIT2.	ARCHWAYS NO
1d6-1	TREATMENT ROOM	There are shelves lined with jars and bottles. A wooden table stands in the centre.	You must face an APOTHECARY. If you survive you search the shelves. Roll on POT2 and POT3.	RANDOM YES
1d6-1	SPIKE CHAMBER	Large iron spikes line the walls and ceiling here and seem to serve no function.	A BARIC KNIGHT is training here. They turn and attack. There is a large chest here. Roll on CT2.	RANDOM YES
1d6-1	FLOODED CHAMBER	Part of this room has been sectioned off, for a dirty pool of water has formed. It stinks.	As you draw near a SPORAL RAPNEL rises up from the pool and attacks. After roll on IAUT1.	RANDOM YES
1d6-1	CHAPEL	There are some pews here and a selection of odd chairs and a wooden pulpit.	A DARK CLERIC stands behind the pulpit, points and attacks. If you survive roll on RAT1+2.	CURTAINS YES
1d6-1	EMPTY SPACE	This room has been left empty, the floor and walls have been cleaned.	There is nobody or anything here.	ARCHWAYS NO
1d6-1	SACRIFICIAL STAGE	A long ripped curtain hangs above a bloody stage upon which is a chopping block.	A MYSTIC emerges from behind a curtain and attacks. If you survive roll on RAT1+2 and ENP2.	WOODEN DOORS NO

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 -2 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 -2 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 -2 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 -2 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 -2 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 -2 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.

L2SR - LEVEL 2 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 HOLY PLACE	There is a small statue of Grakada here. A piece of muddy cloth is wrapped around it. There is a bowl into which you can make an offering. If placed correctly, check the god card, gain 1 FP.	YES
5	INTUNERIC ALTAR	There is a tall black altar to Intuneric here. It appears to be made of Onyx. There is a cleft in the stone into which you can make an offering. If placed correctly, check the god card, gain 1 FP.	YES
6	MADUVA SANCTUARY	There is a collection of bones lashed together in the form of Maduva here. A tray made of leg bones stands before it into which you can make a correct offering. Check the god card, gain 1 FP.	YES
7	MURATAYNIE FONT	There is a stone font to Murataynie here. The texture of the stone appears as if exposed muscle. You can make an offering into the font. If placed correctly, check the god card, gain 1 FP.	YES
8	NEVAZATOR SHRINE	There is a statue of Nevazator here, wearing a blind. He holds out a large hand onto which you can make a correct offering. Check the god card, gain 1 FP.	YES
9	RADACINA RELIQUARY	Nailed to the wall here is a collection of dry roots in the form of Radacina. Below is a ledge onto which you can make a correct offering. Check the god card, gain 1 FP.	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	MUSHROOM FARM	There is a small vat built into the wall here and it is full of earth. Growing in the soil are some mushrooms. They are edible. Roll D6. If you roll 3 or more it can count as a ration.	NO
12	WALL BANNER	On the wall are two crossed swords and a mace. You take a closer look and see they are for display only and useless. There are some cord, hemp 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.

Level 3 & 4 Tables

The Level 3 Crypt and the Level 4 Haunted Levels are where the dungeon dead are interned. The levels are mostly dusty stone chambers littered with sarcophagi and plagued by the wondering dead or those who dare to venture down for hidden treasure.

Tables needed for level 3 and 4 of the dungeon.

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EXT3 - EXIT TYPE TABLE 3			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
••••	WOODEN DOORS AND ONE STONE SLAB	••••	ARCHWAYS
••••	REINFORCED DOORS	••••	CURTAINS
••••	METAL DOORS	••••	ARCHWAYS AND ONE STONE SLAB
••••	ARCHWAYS	••••	WOODEN DOORS
••••	REINFORCED DOORS	••••	METAL DOORS
••••	PORTCULLISES	••••	WOODEN DOORS. ALL LOCKED
••••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••••	WOODEN DOORS	••••	REINFORCED DOORS
••••	PORTCULLISES	••••	WOODEN DOORS
••••	METAL DOORS	••••	ARCHWAYS
••••	ARCHWAYS	••••	ARCHWAYS
••••	ARCHWAYS AND ONE STONE SLAB	••••	WOODEN DOORS
••••	REINFORCED DOORS	••••	METAL DOORS
••••	WOODEN DOORS	••••	ARCHWAYS
••••	ARCHWAYS	••••	PORTCULLISES
••••	PORTCULLISES	••••	ALL STONE SLABS
••••	METAL DOORS. ALL LOCKED	••••	REINFORCED DOORS
••••	WOODEN DOORS	••••	WOODEN DOORS. ALL LOCKED

EXT4 - EXIT TYPE TABLE 4			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
••••	WOODEN DOORS AND ONE STONE SLAB	••••	METAL DOORS
••••	REINFORCED DOORS	••••	CURTAINS
••••	METAL DOORS AND ONE STONE SLAB	••••	ARCHWAYS AND ONE STONE SLAB
••••	REINFORCED DOORS	••••	WOODEN DOORS
••••	REINFORCED DOORS	••••	METAL DOORS
••••	PORTCULLISES	••••	WOODEN DOORS. ALL LOCKED
••••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••••	ARCHWAYS	••••	REINFORCED DOORS
••••	PORTCULLISES	••••	WOODEN DOORS
••••	METAL DOORS	••••	ARCHWAYS
••••	ARCHWAYS	••••	ARCHWAYS AND ONE STONE SLAB
••••	ARCHWAYS	••••	PORTCULLISES
••••	REINFORCED DOORS	••••	METAL DOORS
••••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••••	ARCHWAYS	••••	PORTCULLISES AND ONE STONE SLAB
••••	PORTCULLISES	••••	ALL STONE SLABS
••••	METAL DOORS. ALL LOCKED	••••	REINFORCED DOORS
••••	WOODEN DOORS	••••	WOODEN DOORS. ALL LOCKED

IAUTZ - INTERRUPTIONS AND THE UNEXPECTED TABLE 2 - PART 1

ROLL	DESCRIPTION
1	You notice a pressure pad in one of the stones on the floor. You can decide to stand on it. Roll D6. 1-2= A loud sound calls a patrol. Roll on L3P, 3-4= Any portcullises in the room opens. 5-6= Nothing happens, the mechanism must be broken.
2	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.
3	On the floor here in the dust is a piece of parchment. It reads "Victor has been bestowed an Amulet of Fire Resistance. Remember to take it." If you fight a ZOMBIE and survive, roll a D6. Rolling a 1-2 means you have found Victor. Add the amulet to your Character Sheet.
4	You begin to rummage through the room, but some of the stones are balanced precariously. One crashes to the ground drawing an undead creature into the room. Roll on L3UN.
5	You look up and see there are some chains hanging from the ceiling. From one on a hook hangs a body. If you have some way of reaching the form you can look it. Roll on BST1. Either way you realise the room has been trapped. Roll on L2TR.
6	There is an old stone urn here that has been pushed over and smashed across the floor. Roll a D6. 1-4= A GIANT RAT jumps from the rubble. You must fight and if you survive, roll on URL1. 5-6= You find nothing amongst the rubble.
7	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.
8	There is an old stone urn here that has been pushed over and smashed across the floor. Roll a D6. 1-4= A GIANT RAT jumps from the rubble. You must fight and if you survive, roll on URL1. 5-6= You find nothing amongst the rubble.
9	You push your way through the cobwebs and see a wall mounted tapestry which shows a group of warriors. The eyes of the largest figure seem to be two rubies. You pull it down and find that the gems are tightly woven into the material. If you have something with a sharp blade gain 2 MQ rubies.
10	There is the remains of a coffin pushed to one side. It has been smashed. The wood appears damp though and something is growing here. Roll D6. 1-3= Face a SPORAL RAPNEL as it bursts from behind the remains. 4-6= You find some sticky glue like substance.
11	As you look around the room you noticed, in the corner, a small shrine. It has been placed to one side and it is dedicated to a god, roll on G0T1. You can make a correct offering for 1 FP.
12	There is a makeshift grave here, where stones have been stacked on a dead adventurer. The body is relatively fresh but stinks. You search it and find there are some leather straps, a metal plate used for repairing armour and a Lock Pick +2(3).
13	You push through a screen of cobwebs and stumble across a basin full of murky water. It doesn't look safe to drink but it could be used for potion bombs or cleaning of blood.
14	There is metal disc here that you prise free. It is worth 50 SC, but you sense it might be magical as you notice it has three indentations. You can place three gems in these slots. If you do, roll on GCT1.
15	There is a box tucked to one side here. Inside are a collection of jars covered in cobwebs. They once had liquids in them, but dried residues are all that remain. Two are fine to use but the others are either cracked or broken.
16	A tomb stone on the wall has a family crest embossed in the centre. It is palm size and you prise it free. Add Crest Quest to your character sheet. If you fight a HEEDLESS you flash the crest. Roll D6. 1-2= The HEEDLESS grabs it and escapes the dungeon. Otherwise, the fight continues uninterrupted.
17	At first, you didn't realise that there is a concealed wall here. Behind it, you find a small chest. Make a precision check PC9(1). If you fail a blade shoots out and causes D6 damage. Inside are 2 pouches of coins. 5D6 +10 SC and 3D6 +10 GC.
18	There is a stone ledge here in one corner. On it stands a small sculpture of a god. Roll on G0T1. You can make a correct offering for 1 FP. There is only space for small items.

IAUT2 - INTERRUPTIONS AND THE UNEXPECTED TABLE 2 - PART 2

ROLL	DESCRIPTION
1-2	Part of this room is sectioned off with an iron grill. You glance in and see a person inside. They are near death, but notice you and reach up for your help. You prise the grill free and roll a D6. 1-2= The prisoner is a BANISHED and they attack you. 3-6= You liberate one prisoner.
3-4	There is a wooden box here that you dust down and open. Inside find a quartz pendant worth 4D6 +20 GC. It has two indentations where gems can be placed. If you want to do so roll on GCT1.
5-6	You notice a large stone relief of a face above you on one of the walls. You can inspect it further. If you do, roll a D6. 1-4= A torrent of water erupts from the mouth and soaks you. 5-6= You spot a large HQ pearl embedded in its forehead. You're able to pop it free and add it to your treasure.
7-8	The stone chamber feels colder than the others. You decide to move on quickly. Before you can escape a spectral form emerges from a wall mounted sarcophagus, and drifts towards you. You must face a GHOST of what appears to be an old noble. Their face twists with anger. If you survive, roll on SLT2.
9-10	To one side is a narrow altar, set against the wall, hidden in the shadows. It's only small and was clearly used to sacrifice small animals. There are a couple of miniature bones and a black feather on the ledge.
11-12	There is a woman in the corner cowering. She explains she is looking for the ghost of her mother and gives you an amulet and runs off. Gain the Ancestor Quest. When you next meet a GHOST roll a D6. 1-2= It is her. The amulet and ghost evaporate. Otherwise, the combat continues as normal.
13-14	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, and a Lock Pick +1(4).
15-16	There is a body on the ground here. It has no loot, but there is a piece of paper that describes a secret compartment. Add Secret Quest to your character sheet. If you find a hatch in a tomb, roll a D6. 1-3= You find a secret compartment at the back. In it is a pouch containing 50 GC. Discard the parchment.
17-18	You begin your search and to your horror, look up and see a chunk of rock on a chain, swinging toward you. Roll a 2D6 and add your shift. On a 10 or more you managed to dodge. Otherwise take D6 damage +2.
19-20	As you make your way across the space you hear a mechanical sound and metal spikes shoot up from below. You try and jump back. Roll a D6 and add your shift. On an 8 or more you managed to avoid them. Otherwise take D6 damage.
21-22	The minute you step into the room some of the floor tiles fall away, leaving large gaps. You have to jump from one stone to the next. Make a Precision Check Pz8(1). If you pass you make it to a safe ledge. Failure means you take D3 +1 damage as you catch your ankle. The floor flips to its normal state.
23-24	Strangely, this room seems to be a shroud of dark mist. You stumble around feeling with your hands. Roll a D6. 1-2= You find an urn. Roll on URL1. 3-4= You find nothing. 5-6= Your hands feel something moist and sticky and pull away in disgust. A ZOMBIE emerges from the dark. You must fight it.
25-26	There is a box lying on the floor in the corner. It opens and you find inside a bottle of port and some dried vegetables. They must have been left here by one of the original crypt workers. Gain 1 ration.
27-28	You must have been making too much noise for there is a shout and in bursts a foe. Roll on L3P and face the enemy. If you survive you find a chest in the room. Roll on CT2.
29-30	This part of the room is covered in cobwebs and filth. You push on with your search and find the remains of a rolled up rug. Hidden inside is a and a Lock Pick +3(3).
31-32	At some point in the distant past, this section of the room has been used to store crates. You bust some open and find good quality stone held in place with leather straps and short wooden rods.
33-34	You look up and see a ledge. On it is a metal vase with some dried flowers. It is out of reach. If you are able to salvage it you find that it is finely made and worth 6D6 GC. If you do, roll a D6 and add your shift. On a 7 or less the vase clonks you on the head making you lose 1 HP.
35-36	You come across the bloody remains of a zombie. Clearly there has been a fight in the space. You can search the body. Roll a D6 and add your Precision. On a 4 or less you become bloodied. Roll on BST1.

L3P - LEVEL 3 PATROL		L4UN - LEVEL 4 UNDEAD	
ROLL	ENCOUNTERED	ROLL	ENCOUNTERED
1	BANISHED	1	SKELETON WARRIOR
2	BANISHED	2	ZOMBIE
3	THE VANISHED	3	MUMMY
4	AMAUROTIC	4	MUMMY
5	HEEDLESS	5	ASHEN FEXT
6	TOMB RAIDER	6	FARAVIATA

L3UN - LEVEL 3 UNDEAD	
ROLL	ENCOUNTERED
1	SKELETON WARRIOR
2	SKELETON WARRIOR
3	ZOMBIE
4	ZOMBIE
5	MUMMY
6	ASHEN FEXT

L4P - LEVEL 4 PATROL	
ROLL	ENCOUNTERED
1	THE VANISHED
2	AMAUROTIC
3	HEEDLESS
4	TOMB RAIDER
5	OFLIT
6	UNDER TROLL

L3LR - LEVEL 3 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	GRAND HALL	There are evenly spaced pillars running along this large marble lined hall, with a round central burner with a metal grill. As you approach roll on L2TR.	ARCHWAYS	YES
4	CHURCH	This room is lined with pews and chairs. Behind an altar, working at a bench is a figure. Roll on L2R and face them. There is a pestle and mortar and some Ilios Petals.	WOODEN DOORS	YES
5	STONE GARRISON	Rows of stone warriors lined up here as if read for a battle. As you enter the General comes to life and attacks. Use STONE MAIDEN stats. If you survive, roll on CT3.	REINFORCED DOORS	YES
6	PRESERVING ROOM	Curtains separate this room into a number of spaces. Behind one is a metal table. On it lies two bodies. Their eyes flick open. Face 2 ZOMBIES. If you survive, roll on POT4.	WOODEN DOORS	NO
7	PILLARED HALL	A number of pillars run the length of this dusty space. There is a metal burner here, that hasn't been lit for a long while but contains wood. Roll on IAUT2.	ARCHWAYS	NO
8	COLUMBARIUM	Several coffin-shaped compartments are set into the wall here. There is banging coming from one. If you open it roll on L3UN. If you survive, roll on CT3.	REINFORCED DOORS	NO
9	MAUSOLEUM	This clearly important space features statues, urns and tombs. Out of a big urn bursts D3 + 1 GIANT RATS. If you survive, roll on SLT2 and URL2.	REINFORCED DOORS	YES
10	VANISHED DEN	A corner of this room has been sectioned off with wooden coffins. Behind it is a light. You step back as two VANISHED appear and attack. If you survive, roll on CT2+2.	ARCHWAYS	NO
11	CRYPT	There are six ornate stone Sarcophagi here. If you check a Sarcophagus roll on SLT2. For every one you check roll on L3P and face a patrol.	WOODEN DOORS	YES
12	FLOODED AREA	There are some pools of water in one corner of this space. As if sensing your presence, a SPORAL RAPNEL rises out of the pool and its tentacles shoot towards you.	WOODEN DOORS	NO

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

L4LR - LEVEL 4 LARGE ROOMS (32 SQUARES OR LARGER)

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

ROLL	ROOM TYPE	DESCRIPTION	EXITS	UNIQUE
2	PLINTH ROOM	There is a large plinth in this space. If you place 5 large items on it it depresses and reveals a secret hatch. Roll on SECT1.	WOODEN DOORS	NO
3	GRAND HALL	There are evenly spaced pillars running along this large marble lined hall, with a round central burner with a metal grill. A figure looms from the dark. Roll on L4UN.	ARCHWAYS	NO
4	SLAG MOUNDS	This is obviously a space where the ore and slag were dumped during construction, for a series of tall mounds fill the space. Roll on IAUT2.	WOODEN DOORS	YES
5	PAPER NESTS	Giant paper nests hang here. The insects are long dead, but out of one of the nests bursts a GIANT RAT and attacks. If you survive, roll on IAUT2.	REINFORCED DOORS	YES
6	UNDERGROUND STREAM	There is a river here that the construction must have revealed. If you use the water, roll on L4UN as a patrol comes.	WOODEN DOORS	NO
7	PILLARED HALL	A number of pillars run the length of this dusty space. There is a metal burner here, that hasn't been lit for a long while but contains wood. Roll on IAUT2.	ARCHWAYS	NO
8	COLUMBARIUM	Several coffin-shaped compartments are set into the wall here. There is banging coming from one. If you open it roll on L3UN. If you survive, roll on CT3+2.	REINFORCED DOORS	NO
9	TWO STATUES	Two statues of long forgotten priests stand either side of the doorway. If you are bloodied one comes alive and attacks. Use STONE MAIDEN stats.	REINFORCED DOORS	YES
10	DARK POOL	There is a circular pool here with raised edges. It seems to be full of ink. You may gather some if you have a correct container.	ARCHWAYS	YES
11	CRYPT	There are six ornate stone Sarcophagi here. If you check a Sarcophagus roll on SLT2. For every one you check face a patrol. If you survive, roll on L4P.	WOODEN DOORS	NO
12	FLOODED AREA	There are some pools of water in one corner of this space. As if sensing your presence, a soaked ZOMBIE rises out of the pool and lumbers towards you.	WOODEN DOORS	NO

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

LEVEL 3 ROOMS - HUMAN ANCESTRY - THE CRYPT - PART 1				
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	UNIQUE
1-1	STONE TOMB	There is a simple stone sarcophagus in this space. The surface is rough with no markings.	Roll a D6. 1-3= The lid falls away and a corpse sits up. Roll on L3UN. If you survive, roll on SLT1.	ARCHWAYS NO
1-2	GATED TOMB	In the centre of this room is an iron gate and fence. Within is a smart looking stone tomb.	The gate is locked (lock -1). Set into the side of the tomb is a hatch. Roll on SECT1.	RANDOM NO
1-3	COBWEB AREA	This space is rough and looks as if they were going to turn it into a tomb but it is empty.	There is some shuffling. Roll a D6. 1-3= Face 2 HUGE SPIDERS. 4-6= Face a GIANT RAT.	RANDOM NO
1-4	WATER SHRINE	There is a basin with a decorative spout shaped like a god. Roll on GOT1. It is full of water.	You can make an offering to the god here and gain 1 FP if applied correctly, then roll on IAUT2.	RANDOM YES
1-5	STATUE GALLERY	A selection of stone statues here stand in a circle. One appears to have a hatch in the base.	You may search it. Roll a D6. 1-2= The statue turns into a STONE MAIDEN. 3-6= Roll on SECT1.	RANDOM YES
1-6	URN STORE	The room is lined with stone ledges on which are cremation urns and pots full of dead flowers.	If you search the urns, roll on URL1 then roll D6. 1-3= One smashes alerting a patrol. Roll on L3P.	WOODEN DOORS YES
1-7	RECESSED CHAMBER	In an alcove there is a statue of a young woman, hands raised, and roots wrapping her form.	You can make an offering to Radacina here for 1FP. Then roll on IAUT2.	ARCHWAYS YES
1-8	COLD CRYPT	This room feels colder. A coffin stands to one side. A white ambience creeps into the space.	You must face a GHOST. If you survive, you can search the coffin. Roll on SLI1.	WOODEN DOORS NO
1-9	COFFIN ROOM	This musty space is filled with wooden coffins. Some are smashed. All is silent.	You can search them. Roll D6. 1-2= A ZOMBIE rises up 3-4= You find nothing 5-6= Roll on SLT1	WOODEN DOORS NO
1-10	SARCOPHAGUS ROOM	There is a large lavish Sarcophagus here, with ornate trimming. Clearly its owner was wealthy.	You can push the lid. Inside is an undead that you must face. Roll on L3UN and then SLI2+2.	REINFORCED DOORS YES
1-11	GLASS TOMB	In the centre of this room is glass case that displays a skeleton. On its finger is a ring.	If you smash the glass roll on L3P as you have attracted a patrol. If you survive, roll on MR1.	WOODEN DOORS YES
1-12	MIASMA ROOM	This space is full of yellow smoke. From within you hear a low moaning noise but can't see in.	You must fight the MUMMY inside. Roll a D6. 1-2= The mummy does +4 damage on it first hit.	WOODEN DOORS NO
1-13	DAMP SPACE	There is some water dripping from the ceiling. The floor is wet and mushrooms have taken hold.	You may pick one, but as you do roll D6. On 1-4 you breathe in poisonous spores -3 HP.	ARCHWAYS NO
1-14	CORNER CAGE	Pressure plates litter the floor.	Make a PC8(2) or you accidentally stand on one, the cage opens and you must fight the foe.	REINFORCED DOORS YES
1-15	OLD MORGUE	Two long abandoned metal tables, covered in webs, stand before you. On one is a dried body.	In its hand is a scroll. You may take it but as you do the body rises. Roll on L3UN and then SCT3.	REINFORCED DOORS YES
1-16	WRECKED SPACE	Three stone tombs have been smashed to pieces here. Chunks of stone litter the floor.	You stumble through the room. Make a Precision check PC6(2) or lose 2 HP. Then roll on IAUT2.	RANDOM NO
1-17	HEADSTONE STORE	Lines of headstones have been placed along the walls, stacked for storage. One is smashed.	There are some boxes of stone here with some leather cord as well. Roll on IAUT2.	WOODEN DOORS YES
1-18	GRANITE TEMPLE	Standing in the centre of this room is a self-contained miniature temple of white granite.	You look around the structure. Make a Precision check PC9(1). If you pass roll on SECT1.	RANDOM YES

LEVEL 3 ROOMS - HUMAN ANCESTRY - THE CRYPT - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1d6	JADE HALL	Four, creamy green jade pillars seem to support this dark and dusty space.	As soon as you step in, a ZOMBIE looms from the shadows and attacks. Then roll on IAUT2.	ARCHWAYS	YES
1d6	ANCIENT EFFIGY	A long time ago, in this plain room, someone erected a grisly effigy to the god Maduwa.	You may make a correct offering to Maduwa to gain 1FP. Then roll on L2TR.	ARCHWAYS	YES
1d6	CHARNEL HOUSE	This space has a series of metal poles sticking out of the walls. One suddenly bursts at you.	Make a Precision check PC8(1). If you fail you are caught, lose D3 +1 HP. Then roll on IAUT2.	REINFORCED DOORS	YES
1d6	DUSTY DEN	This space is empty, the stone walls covered in dust. Piles of rubbish have gathered.	Someone sits in the shadows. Roll a D6. 1-3= Fight a BANISHED 4-6= Fight an AMAUROTIC.	RANDOM	NO
1d6	FAMILY TOMB	This chamber is lined with alcoves in which appear to be urns with family name plaques.	If you search them, roll on URL1 but then roll a D6. 1-3= A patrol turns up. Roll on L3P.	ARCHWAYS	NO
1d6	SKULL CHAMBER	The walls here are filled with skulls that are stacked up high. One blinks at you.	An undead bursts free. Roll a D6. 1-2= A ZOMBIE. 3-5= A SKELETON WARRIOR, 6= AN ASHEN FEXT.	ARCHWAYS	YES
1d6	PILLARED SPACE	This gloomy space is full of long shadows cast by two large central pillars and curving arches.	Wandering out of the shadow comes a MUMMY. You must fight it. If you survive roll on IAUT2.	ARCHWAYS	NO
1d6	ROOT CHAMBER	From the ceiling and walls run many thick roots. They have pushed through and formed a circle.	If applied correctly you can make an offering to Radacina for 1 FP into the root nest.	WOODEN DOORS	YES
1d6	STONE ALTAR	In the centre is a large stone altar. On it is an old candle stick, below it a dried pool of blood.	It is dedicated to a god, roll on GOT1. You can make a correct offering for 1 FP. Roll on IAUT2.	WOODEN DOORS	YES
1d6	FALLEN STATUE	This was once a tomb to a lost warrior whose statue now lies in pieces across the floor.	You search the chamber but there is nothing more in this room. Roll on IAUT2.	WOODEN DOORS	NO
1d6	TILED CHAMBER	This dusty space is lined with what were once glossy tiles, that also run into a sunken bath.	As you approach the bath it magically fills with water. If needed you can wash. Roll on IAUT2.	RANDOM	YES
1d6	FONT ROOM	In the centre of this dark space is a stone font. Standing at it is a priest, as if baptising a child.	There is no child, this is a ZOMBIE priest, drawn to repeat their past actions. You must fight it.	WOODEN DOORS	YES
1d6	MASS GRAVE	Stacked here is a grim pile of skeletons, that have been dumped in this temporary dirty space.	As you approach one of the skeletons it shakes itself free. You must fight a SKELETON WARRIOR.	WOODEN DOORS	NO
1d6	MOSAIC TOMB	This space was once beautiful and shows a large mosaic showing an underwater scene.	Kneeling at a large chest is a TOMB RAIDER. They turn and draw their cutliss. Roll on CT3.	RANDOM	YES
1d6	SLAB STORE	This appears to be a place for storing slabs of stone. Six large examples lean against one wall.	There is also a workbench with an old chisel and hammer and dusty wood chippings. Roll on IAUT2.	ARCHWAYS	YES
1d6	SACRIFICE CHAMBER	There is a bloody block of stone on a wooden platform. To one side is a mummified head.	The head has golden teeth worth 3D6 GC. If you take them the head rises as a GHOST and attacks	RANDOM	YES
1d6	PIT ROOM	The floor here has collapsed and created a pit. It's not deep but if you fall in it would hurt.	There are some boxes of stone here with some leather cord as well. Roll on IAUT2.	RANDOM	NO
1d6	TABLE ROOM	There is a large stone table in this space with a large chest beneath it. But something is off.	In this room is a trap, roll on L2TR and then if you survive roll on CT3.	RANDOM	NO

LEVEL 4 ROOMS - HUMAN ANCESTRY - THE HAUNTED - PART 1

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1-4	ORNATE TOMB	There is an ornate stone sarcophagus in this space. The surface is covered in runes.	Roll a D6. 1-4= The lid falls away and a corpse sits up. Roll on L4UN. If you survive, roll on SLT2. The gate is locked (lock +1). Set into the side of the tomb is a hatch. Roll on SECT2.	ARCHWAYS	NO
1-4	FENCED TOMB	In the centre of this room is a painted wooden fence. Within is a smart looking stone tomb.	You can make an offering to the god here and the tomb is a hatch. Roll on SECT2.	RANDOM	NO
1-4	COLLAPSED CHAMBER	Part of the stone ceiling here has collapsed. The room is passable but looks precarious.	To pass through this room roll a D6 and add your Discipline. On a 4 or lower, you slip. Lose 3 HP.	RANDOM	NO
1-4	FOUNTAIN SHRINE	There is a basin with a decorative spout shaped like a god. Roll on GOT1. It is full of water.	You can make an offering to the god here and gain 1 FP if applied correctly, then roll on IAUT2.	RANDOM	YES
1-4	FALLEN SARCOPHAGUS	A large creature has been here and pushed over a stone sarcophagus and smashed a pillar.	You can do a search. Roll D6. 1-3= A STONE MAIDEN bursts free. 4-6= Treasure. Roll on SLT2.	WOODEN DOORS	NO
1-4	URN STORE	The room is lined with stone ledges on which are cremation urns and pots full of dead flowers.	If you search the urns, roll on URL2 then roll D6. 1-4= One smashes alerting a patrol. Roll on L4P.	WOODEN DOORS	YES
1-4	RAIDED TOMB	A foul smell hits you as you enter and you see a large white bear eating a rotting TOMB RAIDER.	Fight the UNDEAD BEAR. After roll on BST2, BT2 and +4D6 GC as you search the TOMB RAIDER.	RANDOM	YES
1-4	FROZEN GRAVE	This room feels freezing. A coffin stands to one side. A white ambience creeps into the space.	You must face a GHOST. If you survive, you can search the coffin. Roll on SLT2.	WOODEN DOORS	NO
1-4	COFFIN DUMP	This musty space is filled with wooden coffins. Some are smashed. All is silent.	You can search them. Roll D6. 1-3= A FARAVIATA bursts free 4-6= Roll on SLT1 +1.	WOODEN DOORS	NO
1-4	GRAKADA MONUMENT	There is a mound of earth here and sticking out of it you see the carved face of an old woman.	This is a sacred place to Grakada. You may apply 2 different offerings correctly, each for 1 FP.	REINFORCED DOORS	YES
1-4	UNDER TROLL'S LAIR	Large stones have been stacked forming an internal chamber with a gaping, dark entrance.	An UNDER TROLL clambers free. You must fight it. If you survive, you find a chest inside. Roll on CT4.	WOODEN DOORS	YES
1-4	FOG ROOM	This space is full of black smoke. From within you hear a low moaning noise but can't see in.	You must fight the MUMMY inside. Roll a D6. 1-4= The mummy does +4 damage on it first hit.	WOODEN DOORS	NO
1-4	FREEZING CHAMBER	The sarcophagus here is frozen solid, ice coating the stone tomb. Icicles hang from the ceiling.	You can chip away at it. Inside a FARAVIATA waits. If you survive, then roll on SLT2.	REINFORCED DOORS	NO
1-4	DOME CAGE	There is a OFILT in a cage here. Pressure plates litter the floor and are hard to avoid.	Make a PC8(2) or you accidentally stand on one, the cage rises and you must fight the foe.	REINFORCED DOORS	YES
1-4	CHAIN ALLEY	A series of long chains hang from the ceiling. You will have to push through them to leave.	A body hangs from one of the chains. You can loot it. If so, roll on BST1 -2. After roll on IAUT2.	RANDOM	YES
1-4	WRECKED SPACE	Three stone tombs have been smashed to pieces here. Chunks of stone litter the floor.	You stumble through the room. Make a Precision check PC8(2) or lose 3 HP. Then roll on IAUT2.	RANDOM	NO
1-4	BOUND BODIES	Lines of bound mummified bodies fill this space, as if a series of tombs have been emptied here.	If you search the bodies, roll on BST1 +2 but a patrol comes. Roll on L4P.	WOODEN DOORS	YES
1-4	MARBLE TEMPLE	Set to one side is a self-contained miniature temple of pink marble, with four pillars.	You look around the structure. Make a Precision check PC9(1). If you pass roll on SECT2.	RANDOM	YES

LEVEL 4 ROOMS - HUMAN ANCESTRY - THE HAUNTED - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1d6	SLATE HALL	Four, slate pillars seem to support this dark and dusty space. Large slate tiles line the floor.	As soon as you step in, a BANSHEE rushes from the shadows and attacks. Then roll on IAUTZ.	ARCHWAYS	YES
1d6	TWISTED EFFIGY	A long time ago, in this plain room, someone erected a grisly effigy to the god Murataynie.	You may make a correct offering to Murataynie to gain 1FP. Then roll on LZTR.	ARCHWAYS	YES
1d6	BLUE AURA	There is a blue aura here that fills the room with a mystical light. A statue stands in the centre.	You can touch the statue. Roll a D6. 1-2 = A GHOST emerges and attacks. 3-6 = Heal 6 HP.	WOODEN DOORS	YES
1d6	CAVE IN	The ceiling has collapsed into this room, crushing a sarcophagus, with slabs of stone.	If there are any exits, they are completely blocked, as if a dead end. You find nothing here.	RANDOM	NO
1d6	SMART TOMB	This chamber is lined with alcoves in which appear to be urns with nobles' name plaques.	If you search them, roll on URL2 but then roll a D6. 1-4 = A patrol turns up. Roll on L4P.	ARCHWAYS	NO
1d6	MAGIC CHAMBER	Something bizarre has happened to this room. The stone walls appear warped and twisted.	You feel there is magic here you can tap into. You may charge up 1 scroll allowing you to use it twice	ARCHWAYS	YES
1d6	PILLAR SPACE	This gloomy space is full of long shadows cast by one large central pillar and curving arches.	There is a burner here that could be used for a fire. After roll on IAUTZ.	ARCHWAYS	NO
1d6	FLOODED SPACE	The corner of this room is flooded and appears quite deep. An undead is floating in the water.	Your presence stirs the creature. Roll on L4UN and face the undead climbing out of the pool.	REINFORCED DOORS	YES
1d6	METAL ALTAR	In the centre is a large metal altar. On it is an ancient symbol, below it some crushed petals.	It is dedicated to a god, roll on GOT1. You can make a correct offering for 1 FP. Roll on IAUTZ.	WOODEN DOORS	YES
1d6	ZORDIAN DEN	This space is full of straw and branches, as if a matting, topped with animal bloody carcasses.	A low growl alerts you and you turn to see a ZORDIAN SHADE. If you survive, roll on CT4 +2.	REINFORCED DOORS	60% YES
1d6	WARRIOR'S TOMB	This is the tomb of an ancient warrior. Stone swords cross the front of a red sarcophagus.	The lid slides open and up stands a warrior in fur, but now a FARAVIATA. If you survive, roll on SLTZ.	RANDOM	YES
1d6	MONK'S TOMB	A large stone cross is mounted on a standing sarcophagus, surrounded by spent candles.	As you step closer a GHOST bursts from the tomb. You fight it. If you survive, roll on RAIT1.	WOODEN DOORS	YES
1d6	IRON CELLS	There are three iron cells here. They are locked (lock -1). In each is a CT2 chest and an undead.	Roll on L4UN for each trapped undead. Each lock that you open you face that undead for the chest.	METAL DOORS	YES
1d6	MOSAIC TOMB	A large mosaic showing a battle scene.	Kneeling at a large chest is a TOMB RAIDER. They turn and draw their cutliss. Roll on CT3.	RANDOM	YES
1d6	MURATAYNIE SHRINE	There is a large statue of a beast with many animal faces, twisted muscles and torn flesh.	This is a sacred place to Murataynie. You may apply 2 different offerings correctly, each for 1 FP.	ARCHWAYS	YES
1d6	SCRATCHED WORDS	There are words scratched all over the walls and as you look the words FEAR ME appear.	A rock flies from the shadows. Roll a D6 and add your Discipline. On 4 or lower it hits. Lose 2 HP.	RANDOM	YES
1d6	EMPTY ROOM	Long shadows are cast across this empty space. You hear a moaning in the distance.	There is nothing here, but you feel a chill go down your spine.	RANDOM	NO
1d6	CRACKED TABLE	There is a crumpled stone table here that has been broken in two. There is some fur upon it.	In this room is a trap, roll on L2TR and then if you survive roll on CT4.	RANDOM	NO

L3SR - LEVEL 3 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	BROKEN STONE	There is nothing here but some crushed stone and rock.	NO
3	WEBS	This small space is full of webs, dust and not much else.	NO
4	STONE SHELF	There is a stone shelf on the wall here. On it are the remains of a number of red candles.	NO
5	URN SPACE	In the centre here is an urn on a pedestal. If you search it roll on URL1 -2 and then roll on L3P as a patrol comes along.	NO
6	SMALL SHRINE	Set into the wall here is an ornate shrine to a god. Roll on GOT1. You can make an offering and gain 1 FP if applied correctly.	YES
7	ALARMED STATUE	The statue emits a high pitch noise. Roll a D6 and subtract your Discipline. 1-3= You are able to focus and smash it, 4-6= Your head pounds. Lose D3 HP and continue on.	YES
8	STONE SLAB	One of the exits here, if any, is blocked by a stone slab. Randomly establish which one.	YES
9	LANTERN	There is a lantern here hanging from a hook. There is oil in the lamp font and it is removable, but a large item. It can be lit and thrown for 2D6 damage at the start of a combat.	YES
10	SKELETON	There is an ancient skeleton here, slumped against the wall. It has been stripped of armour and loot. Only a tattered, hemp gambeson remains.	NO
11	BASIN	There is a basin set into the wall. As you approach it fills with water from a spout. It looks clean.	NO
12	IDOL	There is a golden idol worth 3D6 GC here on a plinth. You can try and swap it out with a bag of seed or sand. Make a Precision Check PC9(1). Failure sees a dart shoot from a hole. Lose D6 HP.	YES

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

L4SR - LEVEL 4 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	CRUMBLIED WALL	The wall here has partially crumbled leaving a pile of rocks on the floor.	NO
3	WATER GLOBE	Floating next to the wall is a globe of water, that is held by a magical force. You look closer and probe it. You can drink, wash or gather water here.	NO
4	STONE SHELF	There is a stone shelf on the wall here. On it are the remains of a number of red candles and a bowl of small animal bones.	NO
5	URN ROOM	In the centre here is an urn on a pedestal. If you search it roll on URL2 -2 and then roll on LAP as a patrol comes along.	NO
6	SMALL SHRINE	Set into the wall here is an ornate shrine to a god. Roll on GOT1. You can make an offering and gain 1 FP if applied correctly.	YES
7	GAS STATUE	The statue releases a cloud of gas as you approach. Roll a D6 and deduct your Shift. 1-3= You are able to dodge the cloud, 4-6= The gas engulfs your head. Lose D6 HP and continue on.	YES
8	STONE SLAB	One of the exits here, if any, is blocked by a stone slab. Randomly establish which one.	NO
9	METAL LANTERN	There is a lantern here hanging from a hook. There is oil in the lamp font and it is removable, but a large item. It can be lit and thrown for 2D6 damage at the start of a combat.	YES
10	METAL BOX	There is a metal box, with a coin slot, attached to the wall. The lock is old but strong (lock +2). If you manage to pick it, you find 3D6 SC and 3D6 GC.	NO
11	STONE KEY	There is a large stone key engraved into the wall here. This space has been lined with metal. All exits, if any, are metal doors. One is smashed open.	NO
12	WALL MONUMENT	There is a marble tablet on the wall here. It is carved with an ancient language you cannot read.	NO

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

Level 5 & 6 Tables

The Level 5 Infernal and the Level 6 Cultist Den Levels are the home of the Infernal Order. This is where they live and practice their dark sacrificial arts. You can expect to find shrines, cells, places of worship and evidence of magical studies.

Tables needed for level 5 and 6 of the dungeon.

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New Rules for Level 6

A Room Sequence

The exits column has been expanded from level 6 onwards to EXIT/NEXT. It can now feature an exit type and a room name, indicating a Room Sequence. Because of the nature of the dungeon as you go deeper dominant powers take over a series of spaces that they use for their own maniacal purposes. This means that a sequence of rooms will have a theme. When an exit type has a room name beneath it that is the room you will encounter next, if you move forward from here, not if you retreat back to a different room though. So, for example if you roll the Dark Pool, then proceeding forward to an unexplored, connected room, it will be the Piranha Nets and then after this the Seaweed Statue.

If you come back to a room, that has a room in the Next Room column, and you have not moved forward from there before and decide to do so, you must still encounter the room in the Next Room column. This triggers the Room Sequence.

These rooms are unique. You may roll a room from a Room Sequence out of order. If so, change that rolled room for the first in the correlating Room Sequence. For example, if you rolled Piranha Nets then you encounter the Dark Pool. Sometimes you will have

left a Room Sequence incomplete, say rolling a Dark Pool but not progressing to the Piranha Nets. If you then roll up any of that Room Sequence, when rolling for room type for a new unconnected room, ignore the result and roll again. Once a Room Sequence has been started it cannot be finished elsewhere in the dungeon. The final room in a Room Sequence has the word FINAL in the Next Room column so that you can identify it as the final room in a sequence.

To summarise: There are Room Sequences from level 6 onwards which must be completed together. If you roll any of the rooms in the sequence, start with the first one. The area of the dungeon where they are started is where they will be finished. Rooms in Room Sequences are unique and share a theme. You do not have to complete a Room Sequence once started and can backtrack.

If you roll a small room as the next room ignore the sequence and continue it when you next roll a normal or large room. If you roll a normal or large room, make it part of the specific Room Sequence.

If you do not have enough space left on the map complete what you can of the Room Sequence, even if it is only 1 room, before the final room where you will find the stairs down and potentially face the level boss.

IAUT3 - INTERRUPTIONS AND THE UNEXPECTED TABLE 3 - PART 1

ROLL	DESCRIPTION
• □	Above you a series of ropes have been rigged up which support a small platform that hangs out of reach. You can just about make out a small Iron Chest. If you have a throwing axe you can throw it. Roll 2D6 and add your Shift. 2-7= You use the throwing axe. 8-12= You snap the rope and roll on CT3 +2.
• □	There are large religious symbols painted on the walls here and they appear to have been used in a ritual, a pool of blood indicating a sacrifice. There are a few items in the blood. Roll a D6. 1= Just clotted blood. 2-3= Some splintered bone. 4= A gold ring worth 4D6 GC. 5-6= Some iron shackles.
• □	You glance up as the sound of rattling chains draws your attention. A network of linked chains swings down towards you. Roll 2D6 and add your Precision. On 8 or below you are unable to avoid them and they slap against your body painfully. Lose 4 HP.
• □	There appears to be an uneven stone in the wall here. You touch it and find it can be removed. Behind it is a leather wrapped package. You take it out and unwrap it. Roll a D6 to find out what is inside. 1-2= Some cheese and bread. Gain 1 Ration. 3-4= A necklace worth 5D6 GC. 5-6= A potion. Roll on POT3.
• □	In the corner of this room is a free-standing wall. You see behind it a burn has been placed and it is lit. On a bench before it sits an OLDFANG PILLARIST who is toasting some meat on a stick. He turns and sees you and attacks. If you survive, roll on BT2 +2.
• □	There is a workbench to one side here. You rummage through the drawers and find some random items. Roll on ART1, MIT1, ECT1 and HA0IT1. Roll 2D6 and add your Discipline. On a 9 or above you find a secret compartment, roll on SECT2. 8 or below and a patrol comes. Roll on LSP.
• □	Over to one side is a rack that is full of scrolls. Standing at it is a figure. They turn as they hear you approach. It is a GREY ANCHORITE who appears to be sorting the scrolls. If you survive, you search the rack and find most are useless but there is one magic scroll. Roll on SCT2.
• □	Thrown into a corner is a strange box. It has three compartments with symbols carved in each: a feather, a hammer and a ring. Add Winged Helmet Quest. If you place all these items in the box, they magically transform into a Gilded Winged Helmet worth twice as much as listed. One use only.
• □	You pause as you hear the sound of chanting. It is coming from deep in the dungeon and sends a shiver down your spine. To your left you see a fist sized hole in the wall and realise the sound is coming from there. You look in and see the conduit plummets downwards into the dark.
• □	To one side is a small black altar. On it are several red candles, all lit and giving off oil smoke. On the backboard is a painting of the god Intureric. You may place a correct offering on the altar and gain 1 FP. Also there are two items here. Roll on WIT1 and WIT2.
• □	One of the corners is curtained off. You hear some scraping behind it before it is whipped back and a EFFLUX CREAR appears, wildly attacking. If you survive you see they had been working on some old weapons. One is a Throwing Dagger with Pota's Rebound Rune engraved upon it.
• □	You brace yourself as you hear a whoosh. To your left a large spear shoots from a hole in the stone wall. There is no time to move out of the way. If you have the Longsword you bring it up quickly and deflect the spear, otherwise you take 6 HP damage.
• □	At the back in the shadows is a cage. Inside is a bedraggled young woman. The cage is locked (lock +2). She wakes as you approach and whispers for mercy. If you pick the lock liberate 1 prisoner, L1PR. If you return to this space to liberate the woman you find she is gone and you never see her again.
• □	As you enter this space you see a white and ginger cat leap down from a ledge and run from the room. You go over and inspect what the cat was looking at and find a tipped over lidless jar with some dried chicken meat, but not enough to make a ration. Also roll on WIT2.
• □	A quick short burst of wind alerts you to some movement to your right. You turn to see a screen of darts shooting towards you. If you have a shield of any type you quickly crouch behind it and take no damage. Otherwise, even if you have metal armour the darts hit the gaps and cause 4 HP damage.
• □	A temporary ceremonial canopy has been setup here. From it hang beads and red thread. Below it, on the ground, are two leather cushions facing each other. As you move past it you knock a bell that was concealed in the canopy. Roll a D6. 1-4= A patrol is alerted and appear. Roll on LSP.
• □	On the floor here are two, wide rimmed, brass bowls. Both are full of water. They appear to have been used for washing feet as there is a pair of sandals next to them. You step back as from the shadows steps a shoeless RAPTURED SHIMBAY. You must fight them.
• □	The corner of this room has been changed into a workshop. A clay puppet lays on a table and a ball of string rests against the grisly toy. As you approach you are shocked to see the puppet rise and change into a red robed PUPPETEER, breaking the illusion. You must fight them.

IAUT3 - INTERRUPTIONS AND THE UNEXPECTED TABLE 3 - PART 2

ROLL DESCRIPTION

	Part of the wall here has crumbled to the ground forming a pile. Someone has begun repairing the damage with lime mortar and some of the fallen stone is stacked. There is a tea chest here you can search. If you do roll on ICT1 and then roll a D6. 1-2- Stones tumble down. Lose 2 HP.
	There is a grating noise, and you look up to see a chunk of stone on a chain swinging towards you. If you have the Heavy Mace, you can bat it aside. Otherwise, you lose 6 HP as the stone bashes into you because it is too late to move.
	There is a relief of Nevazator as a blind man carved into the wall here. He has his eyes gouged out, his mouth agape and hand outstretched. You can place a correct, small offering to Nevazator in his hand and gain 1 FP.
	Some additional benches have been placed in the corner here. Two figures sit on them, arguing. Roll twice on L5WO -1. Because they are engaged, they do not notice you, giving you an extra attack. You see a stone vase to the right and throw it at them. One takes D6 +4 Damage, then you attack as normal.
	After a search you find a hatch in the wall. Above it is a symbol. Roll on SST1. If you can place an item that is related to this symbol in the hatch it closes and opens again. In the place of the item is a random MTQ gem. Roll on GMT1. This only works once.
	You sense a magical echo here and fall back against the wall as a spectral procession of robe figures shimmers to life and marches through the space. You realise this is something that happened long ago, that they carry the body of an INFERNAL CARDINAL above their heads. Then it is gone.
	On the wall here is a large marble slab stone. It is finely cut and detailed human skulls have been sculpted around the edges. Engraved into it is a strange language you cannot read. You may touch the stone once. Roll a D6. 1-3- You lose 2 HP. 4-6- You gain 4 HP.
	There is a sliding noise and a stone panel opens and a log rockets out towards you. If you have the Greataxe you swing it and split the log down the middle making it drop away in two pieces. Otherwise, take D6 damage as it smashed into your torso.
	You can see now that one of the exit doorways has a magical barrier in it instead of what is listed on the room description. Randomly determine which and change it on your map. If you pass through this barrier one large item you carry is destroyed. You choose. If you return this way the same happens.
	You stare up mesmerised by a large mural of a swamp. You feel a surge of primordial knowledge and a vision of a dark swamp fills your mind. Add Swamp Vision Quest to your Character Sheet. If you face and defeat a BASAL INITIATE roll a D6. 1-3- You find on them a Scroll of Swamp Lung.
	At the back of the room you hear a chain rattle and then a call for help. You find a man chained to the wall. There is a lock (lock +4) on the chain. If you can pick it then liberate 1 prisoner, L1PP. If you fail you can not break the chain. If your return to this space all you find is a severed hand.
	This room has a built in closet and inside on a bar hang three red robes. There are some sandals on the floor. The material is worn and no good for bandages anything. You can search them. Roll a D6 if you do. 1-2- You pull your hand free and it is covered in red leeches. Lose 2 HP. 3-6- Roll on PT1.
	You notice some chalk drawings on a wall. It shows the mechanism of a trap. Write Trap Quest on your Character Sheet. For the next trap you come across roll a D6. 1-3- You recognise this trap from the drawing and it has no affect, gain 300 XP. Cross off the quest whether successful or not.
	There is a large glass case here. It is too large to carry and is locked (lock +3). Inside is a rune stone on a plinth. If you smash the glass a patrol comes. Roll on L5P. If you pick the lock, you open the case and roll on RUNE1.
	Above you see a large pig's bladder stretched out just below the ceiling. It is catching drips from a leak and it is bulging full of water. You also spot the silhouette of a pouch in the water. If you have something sharp you can burst the bladder and grab the pouch but you become soaked. Roll on PT2.
	There are 2 practice batons here. One is snapped and you grasp it. As you do so you receive a vision and see two people sparring. Add Brawler Quest. For the next VUDELIAN BRAWLER you face roll a D6. 1-4- You Kick them hard in the leg where your vision showed they were injured, causing 2D6 Damage.
	Once in the space you know that one of the exit doorways has a magical barrier in it instead of what is listed on the room description. Randomly determine which and change it on your map. If you pass through this barrier lose 2 HP. If you return this way the same happens.
	Laying on a workbench, to one side, is a partially butchered dead deer. It appears as if its heart has been removed. But as you draw closer it springs up and you see its head is mutated and experimented on. Use ZOMBIE stats. It attacks. If you survive, you search the workbench. Roll on RAIT1.

L5P - LEVEL 5 PATROL	
ROLL	ENCOUNTERED
1	OLDFANG PILLARIST
2	RED GUARD
3	RED GUARD
4	VUDELIAN BRAWLER
5	EFFLUX CREAM
6	RAPTURED SIMBAY

L6P - LEVEL 6 PATROL	
ROLL	ENCOUNTERED
1	RED GUARD
2	VUDELIAN BRAWLER
3	VUDELIAN BRAWLER
4	EFFLUX CREAM
5	RAPTURED SIMBAY
6	MORDEEL AXIOM

L5M - LEVEL 5 MARTIAL	
ROLL	ENCOUNTERED
1	SHADOW BLADE
2	SHADOW BLADE
3	OLDFANG PILLARIST
4	RED GUARD
5	RED GUARD
6	VUDELIAN BRAWLER

L5WO - LEVEL 5 WORKERS	
ROLL	ENCOUNTERED
1	GREY ANCHORITE
2	GREY ANCHORITE
3	BASAL INITIATE
4	BASAL INITIATE
5	AFFLICTED
6	AFFLICTED

L5LR - LEVEL 5 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	ENCLAVE	This space seems more natural, with stalagmites and rubble. To one side is a chained UNDER TROLL. They swing into a rage and rip their chains from the wall. You must fight.	WOODEN DOORS	YES
3	DEVINE HALL	This space is lined with pillars and expansive murals fill the walls. If you have more than 4 FP for any god you feel inspired and gain another FP as a result.	ARCHWAYS	NO
4	HARBORAGE	This room has some armchairs in a corner and a large hemp rug. A RED GUARD rises from one of the chairs and attacks. If you survive, roll on CT3.	WOODEN DOORS	NO
5	SHELTER	This space is lined with rough beds. An OLD FANG PILLARIST figure sees you and rises. They appear injured. -5 from their HP and fight.	WOODEN DOORS	YES
6	CLOISTER	Curtains separate this room into a number of spaces. Behind one is a metal table. On it lies two bodies. Their eyes flick open. Face 2 ZOMBIES. If you survive, roll on POT4.	ARCHWAYS	YES
7	SANCTORIUM	At one end of the sanctuary two pillars frame an ornate altar. On it stands a gold chalice worth 4D6 GC. If you take it Roll a D6. 1-2= An alarm sounds. Roll on L5P.	ARCHWAYS	YES
8	GLOOMY HALL	This space is filled with some kind of smog and there are spikes in the floor. Pass a Precision Check PC8(2) or you are caught by a spike. Lose D3 HP. Roll on IAUT3.	ARCHWAYS	NO
9	EXPIATORY	Dominating this room is a finely detailed, spired temple. You may look inside. Roll a D6. 1-3= A SHADOW BLADE emerges. 4-6= You find a bag of 4D6 GC.	REINFORCED DOORS	YES
10	STATUE AISLE	An aisle of statues runs down the centre of this room. Roll a D6 and add your Discipline. On a 5 or higher you spot a secret hatch in a base. Roll on SECT2.	ARCHWAYS	YES
11	UNDERCROFT	Wide arches span a waterfall that cascades down a central channel. If you use the water. Roll a D6 and add your Discipline. 1-3= You fall in and become soaked.	WOODEN DOORS	YES
12	VAULT	There is a sectioned off stone chamber in this space. It is locked (lock +4) and seems very secure. If you crack the lock then you find 2 chests. Roll on CT3 and CT4 -2.	METAL DOORS	YES

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

L6L1 - LEVEL 6 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	CHANTRY	Curtains line the walls. In the corner a tough old CONVERTED PRIEST mumbles at a cross. He see you and advances, a dagger in his hand. Use BASAL INITIATE stats.	ARCHWAYS	YES
3	DEVINE HALL	This space is lined with pillars and expansive murals fill the walls. If you have more than 4 FP for any god you feel inspired and gain another FP as a result.	ARCHWAYS	NO
4	HARBORAGE	This room has some armchairs in a corner and a large hemp rug. A RED GUARD rises from one of the chairs and attacks. If you survive, roll on CT3.	WOODEN DOORS	NO
5	VESTRY	At the top of this pew lined space is an altar to a god. Roll on GOT1 and if you make the correct offering at the altar, you gain 1 FP.	WOODEN DOORS	YES
6	STONE WORKSHOP	Workbenches fill this space. There are 2 chisels, a bowl of water, plenty of stone and a few incomplete gargoye heads. Roll on IAUT3.	ARCHWAYS	NO
7	TRAINING ROOM	Ropes are stretched across this room at head height. You have to duck to move through. You look up and see a SHADOW BLADE. You must fight.	ARCHWAYS	YES
8	GLOOMY VESTIBULE	This space is filled with some kind of smog and there are spikes in the floor. Pass a Precision Check PC8(2) or you are caught by a spike. Lose D3 HP. Roll on IAUT3.	ARCHWAYS	NO
9	CEREMONIAL HALL	This abandoned space has been vandalized. Chairs and altar have been smashed. In the rubble lies an injured Initiate. If you have bandages, he survives. L1PR.	REINFORCED DOORS	YES
10	CRYPT	Two ornate sarcophagi occupy this space. As you enter, the air turns dark and two ghosts rise from them. Fight 2 GHOSTS. After you find a chest. Roll on CT3 +2.	ARCHWAYS	YES
11	KITCHEN	This is a large well equipped space. Most of the equipment is useless and old, but you do find a pot, two turnips, and some Illios Petals. Roll on IAUT3.	WOODEN DOORS	YES
12	WORSHIP HALL	A large statue of the Infernal Cardinal stands in the centre. 2 AFFLICTED kneel before it, holding their hands aloft. You must fight them. If you survive roll on RATT1 +3.	METAL DOORS	YES

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

LEVEL 5 ROOMS - HUMAN ANCESTRY - THE INFERNAL - PART 1					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1-2	DARK SENSE	The space is lined with a black stone supported by dark pillars. Light doesn't penetrate the room.	Roll a D6 and add your Discipline. On a 6 or lower the dark magic scolds your skin. Lose 4 HP.	ARCHWAYS	NO
1-2	CANDLE CHAMBER	There are hundreds of lit candles filling this empty space. Shadows flicker across the walls.	The oily smoke that fills this space makes you feel drowsy. Lose 2 Discipline for the next 2 rooms.	RANDOM	NO
1-2	HEX PAINTING	There is a circle of blood painted on the centre of the floor. Inside are a series of lines and slapes.	Above the hex is a caged BANSHEE. As you enter the cage drops and opens. Fight the BANSHEE.	RANDOM	YES
1-2	PEW-LINED CHAMBER	There are two rows of pews here facing a lectern standing on a platform, at the head of the room.	There is a person cleaning the pews. Roll on L5WO You must face them. If you survive roll on IAUT3.	WOODEN DOORS	YES
1-2	ARCANE WORKSHOP	There are a number of desks and workbenches in this space. Symbols have been carved into them.	Bent over one is a GREY ANCHORITE. You must fight. There are some items. Roll on WIT1, WIT2 and SCT12	WOODEN DOORS	YES
1-2	SPECIMEN STORE	Lots of shelving in this space. On these are many dubious jars, holding small animals and organs.	None of these specimens seem useful, but there are 3 usable jars with clear liquid. Roll on IAUT3.	WOODEN DOORS	YES
1-2	BLACK VOID	Set into the ground is a void. It is bottomless, the edges are in flux and it is pulling at you.	It seems hungry. You can't resist. You must drop 1 large object into it, then it closes and you escape.	METAL DOORS	YES
1-2	VEIN CHAMBER	There is a tall glass case here. It has a door with a silver handle. Veins of silver run through the glass.	If you enter roll a D6. 1-3= Heal 2D6 HP. 4-6= 1 piece of armour is enchanted, roll on ENAT1.	WOODEN DOORS	YES
1-2	LIQUID VATS	Set into the ground in each corner, is a metal vat of stinking dark liquid. They are full of acid.	You back away as 2 ZOMBIES emerge. You must fight them.	REINFORCED DOORS	YES
1-2	IRON CELLS	There are two large Iron cells here. In one is a scared looking man. His cell is locked (lock =2).	If you pick the lock L1PR. Otherwise the prisoner's screams for help attract a patrol. Roll on L5P.	REINFORCED DOORS	YES
1-2	STONE LEDGES	There is a series of bed sized ledges around the room. They appear hard and uncomfortable.	A RED GUARD rises from a ledge. They have been sleeping and wear no armour, as they attack.	RANDOM	NO
1-2	MATERIALS ROOM	To one side of this room is a workbench. On it is a pot of charcoal and a pouch of Kathio Spines.	Roll a D6. 1-2= There is nobody here. 3-6= A GREY ANCHORITE is working here and turns and attacks.	WOODEN DOORS	NO
1-2	DISPLACEMENT CHAMBER	The air here appears to be vibrating. You cannot approach a pile of wavering stones in the centre.	If you have a throwing weapon you may use it to disrupt the pile, otherwise lose 4 HP while in here.	REINFORCED DOORS	YES
1-2	AFFLICTED SANCTUARY	There are a number of beds behind curtains here. There is also a basin, full of water, in the corner.	As you enter two figures appear from behind the curtains. Fight 2 AFFLICTED. After roll on RAT11.	CURTAINS	YES
1-2	WORSHIP SPACE	There is an altar here and a small statue standing on it. A collection of stools are gathered around.	It is dedicated to a god, roll on GOT1. You can make a correct offering for 1 FP. Roll on IAUT3.	ARCHWAYS	YES
1-2	METAMORPHIC ADJUNCT	There is a stone frame on the wall here. Inside is a magical mass of suspended, churning earth.	You may touch it. Roll a D6. 1-2= Lose any sand, or ash you carry. 3-6= Heal D6 HP. Roll on IAUT3.	RANDOM	YES
1-2	FACULTY PIT	A small sunken pit lined with padded leather shows signs of chalk. There are 2 wooden batons.	Suddenly from behind you are pushed into the pit and must fight a VUDELIAN BRAWLER at -1 Shift.	ARCHWAYS	YES
1-2	PSYCHE GLASSHOUSE	There is a dome of glass in the middle of the room. It has an archway and 4 pillows are placed within.	There is a figure meditating in the space. It is an EFFLUX GREAR. They jump up and attack.	RANDOM	YES

LEVEL 5 ROOMS - HUMAN ANCESTRY - THE INFERNAL - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1d6	PRIMORDIAL HALL	There are four pillars in this space. Vines grow around them and fill the space. The air is humid.	A MORDEEL AXIOM slowly walks from the shadows. You must face this challenging foe.	ARCHWAYS	YES
1d6	EFFIGY HALL	To one side is an effigy made of animal limbs, chains and strips of fur. The floor is slippery.	If you go near the effigy, pass a Precision Check PC7(L) or slip over. Lose D3 HP. Roll on IAUT3.	ARCHWAYS	NO
1d6	BLOODED BLOCK	Standing in the centre of this empty space is a bloody tree stump. Near it is a tooth and gristle.	You approach distracted by the grim sight in front of you and so do not notice the trap. Roll on L2TR.	RANDOM	YES
1d6	BONE ARCADE	This room has been lined with bones. All are set into rock and cannot be removed. The air is warm.	You spot a bone disc with three slots and pick it up. You may apply three identical gems. Roll on GCT11.	RANDOM	YES
1d6	BLACK CANDLES	There are four, lit, large black candles in tall iron candle sticks here. They give off a toxic aroma.	Make a Precision Check PC8(1). If you fail, you're dazed by the smell and a patrol comes. Roll on L5P.	WOODEN DOORS	NO
1d6	DARK MIST	This space is full of a dark mist of an unknown origin. It is damp as if water fills the air.	If you pass through here you become soaked. If you come back through this space it has cleared up.	RANDOM	YES
1d6	SLIME WALLS	There are some parchments on the floor here and some scorch marks. The walls are covered in slime	A bolt of slime shoots at you. Roll a D6 + Discipline Below 6 and it hits, melting a piece of armour.	RANDOM	YES
1d6	PERCHED GARGOYLES	Gargoyles line the upper level of this room. There is a chest in the far corner. It is locked (lock +3).	Two Gargoyles detach and attack. Use STONE MAIDEN stats. If you pick the lock roll on CT3 +3.	REINFORCED DOORS	NO
1d6	STONE CIRCLE	There are seven stones carefully placed in a circle here. In the centre is a small rune stone.	If you take the rune stone, blue bolts erupt from the stones and hit you. Lose 12 HP. Roll on RUNE2.	WOODEN DOORS	YES
1d6	HANGING SKELETONS	Suspended from the ceiling are 2 skeletons. They are out of reach. A table covered in blood is here.	You can see some of the bodies have scraps of cloth, leather straps and chains. Roll on IAUT3.	REINFORCED DOORS	YES
1d6	FIRE TEMPLE	There is a small freestanding temple carved as if fire runs up its walls. Inside you can see a figure.	Someone is praying. Roll a D6. 1-3= A BASAL INITIATE. 4-6= OLDFANG PILLARIST. You must fight.	RANDOM	YES
1d6	LEAD SHRINE	There is a dark metal shrine here. It is formed into the shape of a great wave. On it is a metal tray.	You can power up 1. Primordial scroll here. Place it on the tray. The scroll now does double damage.	RANDOM	YES
1d6	HIGH ALTAR	Towering over you is a beautiful shrine. A robed figure, knelt before it, is chanting. They attack.	You must fight the MORDEEL AXIOM. If you survive, you find a golden goblet on the altar worth 6D6 GC.	CURTAINS	YES
1d6	STONE PLATFORM	A square platform has been built into this space. Atop are two chairs and a table, with a red cloth.	There are tea chests at the back. If you search roll on TCT1 x3 but a patrol comes. Roll on L4P.	WOODEN DOORS	YES
1d6	FIRE SCULPTURE	There is a sculpture of a robed man here made of red marble. Blue flames flick across its surface.	You look around the structure. Make a Precision check PC9(1). If you pass roll on SECT2. Lose 2 HP.	RANDOM	YES
1d6	RED TOMB	There are two finely sculpted sarcophagi in this room. They stand in the centre of the room.	You can force them open. If you do, face two FARAVAJATA and if you survive, roll on S1T2 x2.	RANDOM	YES
1d6	HEATED CHAMBER	There is a large circular brazier here. The embers in it are warm. It needs some kindling to relight it.	If you light it roll a D6. 1-2= A patrol comes. 3-6= You find some dried meat and eat it. Gain 2 HP.	WOODEN DOORS	NO
1d6	BOILING POOL	Set into the floor here is a bubbling pool that looks to be magically heated as you see no source.	The water is boiling. If you have any vegetables, you may turn them into 1 ration. Then roll on IAUT3.	RANDOM	NO

LEVEL 6 ROOMS - HUMAN ANCESTRY - THE CULTIST DEN - PART 1					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
••	VORTEX CHANNEL	As you enter a vortex surrounds you and you feel the presence of the gods in this dark domain.	They look to favour you. You may move 2 FP from one row to another row in your Favour table.	ARCHWAYS	YES
••	DARK POOL - 1a	You stand at the edge of a dark Primordial pool. The floor is sunken and lined with black tiles.	There is no escaping the water. You become soaked if you move forward. The pool continues through.	ARCHWAYS PIRANHA NETS	YES
••	PIRANHA NETS - 1b	You wade into this room and some poles are standing in the water. You see nets are attached.	Make a Precision Check PC(10) to avoid the nets or release piranha's. Lose 4 HP while you kill them.	ARCHWAYS SEAWEED STATUE	YES
••	SEAWEED STATUE - 1c	Kneel down at a statue of a woman made of seaweed are two robed figures. They attack.	You must fight a BASAL INITIATE and a MORDEEL AXIOM. If you survive, roll on CT4 +2 and RUNE1.	ARCHWAYS FINAL	YES
••	WOODEN PODS	Built into this room are four wooden pods that serve as sleeping compartments for the Order.	As you approach, out of one pod stumbles a tired VUDELIAN BRAWLER (-1 Shift). You must fight.	WOODEN DOORS	NO
••	LONE PEDESTAL	There is a pedestal here, a RED GUARD standing atop as if waiting. They see you and jump down.	You must face them. If you survive, you examine the pedestal and find a hatch. Roll on SECT1.	WOODEN DOORS	NO
••	SPIKE PIT	A beam spans a spike filled pit. Cross this to reach an island upon which is a rune stone on a pedestal.	Make a Precision Check PC(10/2) or fall and take 2D6 damage. If you make it across, roll on RUNE2.	METAL DOORS	YES
••	BURNING SHRINE	Black flames seem to be burning a slate shrine. You see it is dedicated to Grakada.	You can place a correct offering and gain a FP but it will burn your hands. If you do lose 6 HP.	METAL DOORS	YES
••	CEREMONIAL CHAMBER	This room is lined with coloured tiles and ornate wooden chairs. An alarm goes up as you enter.	A massive fireball shoots towards you. You dive and avoid it, but crush 1 random large item. Roll on IAUT3	REINFORCED DOORS	YES
••	PRISON PIT	Set into the ground here is a trap door with bars. You look in to see 2 prisoners who beg for help.	The padlock is prominent so you can smash it if you have a Heavy Mace or heavy item. L2 PR.	REINFORCED DOORS	YES
••	WORKSPACE	There are three tables and some chairs here. On one table is a knife and breadboard, but no bread.	Roll a D6. 1-3= A patrol comes. Roll on L6P and it finds you here and attacks. If you survive, roll on IAUT3.	RANDOM	NO
••	BLOODED WALL	Someone from the Order has painted the wall in blood, and into it marked symbols of the Muratayme.	You can place a correct offering and form a symbol to gain a FP, but you will become bloodied.	WOODEN DOORS	YES
••	SAND ROOM - 2a	The floor of this space is completely covered in sand. There are broken sticks scattered around.	Some sand is stained with blood. Make a successful Precision Check PC8 (1) to avoid being bloodied.	ARCHWAYS SUSPENDED ROPES	YES
••	SUSPENDED ROPES - 2b	The sand continues. Above hang some thick ropes. You can reach one and see above it a tied up bag.	If you climb roll a D6. 1-3= The bag bursts covering you in blood. Tick 4 Bloodied boxes. +6= Roll on B7Z.	CURTAINS GIANT GONG	YES
••	GIANT GONG - 2c	There is a huge brass gong here and 2 people are busy polishing it. They see you, shout and attack.	You must fight a SHADOW BLADE and a VUDELIAN BRAWLER. If you survive, roll on CT3 +2 and RUNE2	CURTAINS FINAL	YES
••	HIGH COUNCIL	Six highbacked, black, wooded chairs face each other in this shadowed council chamber.	Suddenly a robed figure appears over each chair, but they shimmer and disappear. Roll on IAUT3.	METAL DOORS	YES
••	MATERIALS STORE	There are some wooden bins here all filled with broken tiles, stones, dried leaves or a range of soils	If you search you find a box containing 2 herbs roll on HST1 twice, but a patrol comes. Roll on L6P.	WOODEN DOORS	NO
••	RUNE PRISON	As you enter you see a bound man on the floor, his body painted with runes, panic in his wide eyes.	A BASAL INITIATE stands over him and seem to be chanting. They turn and attack. If you survive L1PR.	REINFORCED DOORS	YES

LEVEL 6 ROOMS - HUMAN ANCESTRY - THE CULTIST DEN - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
1d6	DRY ROOM - 3a	Translucent flames lick up the wall surfaces of this empty space. The hot air probes your body and mind.	If you have water in a flask it dries up. Roll a D6 for each potion you carry. On a 1-2= It dries up too.	ARCHWAYS BURNING ORB	YES
1d6	BURNING ORB - 3b	The flames still cover the walls here. In the centre is a giant orb of blue flame. Inside you see a chest.	You can reach inside and pull the chest out. If you do, roll a D6 1-3= You burn your hand lose 10 HP.	ARCHWAYS MANIKIN WORKSHOP	YES
1d6	MANIKIN WORKSHOP - 3c	Magical flames surrounded this room. In the centre is a tall manikin. 2 people seem to be working on it.	You must fight a PUPPETEER and an EFFLUX CREAR. If you survive, roll on CT3 +3 and RUNE1	CURTAINS FINAL	YES
1d6	SHIFTING STATUE	The air is thick with an earthy smell. You see a statue that is warping from one creature to the next.	Roll a D6. If you settle as a 1-2= UNDER TROLL 3-4= OFLIT. 5-6= ZORDIAN SHADE. You must fight.	RANDOM	YES
1d6	ALCHEMY ROOM	There are workbenches here upon which are some glass jars, stirring sticks and boxes of earth.	You can examine further. Roll a D6. 1-4= Nothing. 5-6= You find some Malako leaves. Roll on IAUT3.	WOODEN DOORS	NO
1d6	BLACK PORTAL	A massive circle of swirling black cloud hangs in the centre of the room. Beneath it is a pool of blood.	As you enter you feel a rush of cold air and a large red SUMMONED PLAYER appears. You must fight!	WOODEN DOORS 40%	YES
1d6	SHIFTING WALLS - 4a	The stone on the walls here is all warped and rippled	Roll a D6 and add your Shift. On a 6 or higher you avoid being bashed. Otherwise take D6 damage.	ARCHWAYS LOOPING OBJECT	YES
1d6	LOOPING OBJECT - 4b	On a table is a warping object. You see it change every split second as if trapped in a loop.	You can try to grab it. Roll a D6. 1-2= A knife. Lose 3 HP. 3-4= A stone. 5-6= A gold bar worth 3D6 GC	ARCHWAYS WARPING MOUND	YES
1d6	WARPING MOUND - 4c	Within this space is a large mound of fluid rock. 2 figures seem to be controlling it with their minds.	You must fight an AFFLICTED and RAPTURED SHIMBAY. If you survive, roll on CT4 and RUNE2.	ARCHWAYS FINAL	YES
1d6	CARTOGRAPHY CHAMBER	On a large table here is a map of Coradine. It is imprecise but is clearly used to plan raids.	An OLDFANG PILLARIST is pouring over it with a steel tool but he then notices you and attacks.	REINFORCED DOORS	YES
1d6	DARK PRACTICE	There is a metal table here and on it a body. Their skin has been painted red; their teeth removed.	Just being here drains you. There is a dark magic at work. Lose 2 HP now and 2 HP if you come back.	METAL DOORS	YES
1d6	RITE CHAMBER - 5a	There are two tables here. On one, there are 2 material sashes and a wooden cup full of red wine	Two GREY ANCHORITES are preparing the space. You must fight them both. If you survive, roll on RATT1.	ARCHWAYS LEARNING HALL	YES
1d6	LEARNING HALL - 5b	There are 6 lecterns here. On each is an open book. You do not understand the language.	If you read on, Roll a D6 and add your Discipline. On a 6 or higher you find a scroll. Roll on SCT3.	ARCHWAYS SCHOLAR'S STUDY	YES
1d6	SCHOLAR'S STUDY - 5c	This space is full of desks and bookcases. There are scrolls, quills and lit candles everywhere.	A robbed SCHOLAR rises from a desk in outrage. Use MORDEEL AXIOM stats. If you survive, roll on SCT4.	ARCHWAYS FINAL	YES
1d6	PANELLED ROOM	The walls have been lined with wooden panelling. Into this words and lines have been carved.	It looks as if someone has been writing some crazy scripture, but you cannot read it. Roll on IAUT3.	RANDOM	NO
1d6	INFERNAL SANCTUM	Four orbs float above a cloud of black fog. Lightning crackles from each hitting the fog.	Arms raised an INFERNAL CARDINAL floats into sight. A bolt of energy hits you. Lose 5 HP and fight.	METAL DOORS 80%	YES
1d6	CONNECTING CELLS	There are 2 cells here connected by a tunnel. A wall comes down to separate the cells if needed.	There is an old woman in the cell. It is locked (lock +3). If you hear her she blesses you. Gain 8 HP. LIPR.	METAL DOORS	YES
1d6	DRYING ROOM	Hanging here are at least 30 animal hides. blood covers the floor. They are too wet and heavy to take	You find a workbench upon which is a sharp knife and a bowl of water with a cloth. Roll on IAUT3.	RANDOM	NO

L5SR - LEVEL 5 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	RESTING PLACE	There is a stone bench here upon which is a fur. This looks to be worth about 5D6 SC and is a large item.	NO
3	SCRATCHES	The walls here are lined with scratches. They look like they have been left here by huge claws. Roll a D6. 1-2= There is a large severed paw on the floor.	YES
4	GROTTO	This small space has been turned into a type of grotto. Shells line the walls and there is a lit candle set into one. It casts pink light around the room. There is a chest here. Roll on CT3 +1.	YES
5	OSSUARY ALARM	The walls here are lined with bones. As you enter a pendulum swings down and strikes them with a gong. Roll a D6. 1-3= A patrol comes. Roll on L5P.	NO
6	DEPRESSION	In one corner of this space is a depression in the stone. It seems to have been left here and water is naturally gathering in it.	NO
7	OFFERING BOX	There is a small wooden box here. You can smash it open but lose 1 random FP. Inside you find 3D6 GC and 2 items. Roll on WIT1 and WIT2.	NO
8	GOD CARVING	There is a carving of a god here. Roll on GOT1. If you have something flammable and it is the correct offering, you can burn it and gain 1 FP.	YES
9	RELIGIOUS BOOK	On a pedestal here is a large book. It is too heavy to take but tucked in the pages is a scroll. Roll a D6. 1-3= It is unreatable, 4-6= It's a magic scroll. Roll on SCT2.	YES
10	SYMBOL	Painted on the wall here is a symbol used by the Infernal Order. You step closer but the paint is cursed blood and you choke on the fumes. Lose 2 HP.	NO
11	GUARD POST	You turn the corner and see a RED GUARD standing to attention in the space. He sees you and attacks. There is also a sack here. Roll on BT2 +2.	NO
12	QUICK STORE	There are some jars on a shelf here. In one are some beetles and in another you find some Malako leaves that must have been left for the patrolling guards to use.	YES

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

L6SR - LEVEL 6 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	RESTING PLACE	There is a stone bench here upon which is a fur. This looks to be worth about 5D6 SC and is a large item.	NO
3	STANDING STONE	There is a single standing stone in this space. It is smooth from being touched. If you touch it and have 4 or more Grakada FP heal 4 HP. OTU. MRA.	YES
4	HANGING BONE	There is a hanging femur here attached to a cord that runs to the ceiling. If you touch it and have 4 or more Maduva FP heal 4 HP. OTU. MRA.	YES
5	STRETCHED HIDE	Against the wall here is a stretched bear hide that appears worn. If you touch it and have 4 or more Grakada FP gain 4 HP. OTU. MRA.	YES
6	EMPTY SPACE	This space is devoid of anything interesting. It is empty.	NO
7	OFFERING BOX	There is a small wooden box here. You can smash it open but lose 1 random FP. Inside you find two items. Roll on WIT1 and WIT2.	NO
8	ALARM	You walk into this space and immediately you see a bell above you start ringing, your presence triggering a magical alarm. Face a patrol. Roll on LGP.	NO
9	BLACK ORB	There is floating orb here that seems to be full of swirling ink. If you touch it and have 4 or more Intuneric FP gain 4 HP. OTU. MRA.	YES
10	EYEBALLS JAR	In a sealed jar here on a ledge are two eyeballs as if they are a relic. If you touch it and have 4 or more Nevazator FP gain 4 HP. OTU. MRA.	YES
11	ROOT WALL	Roots appear to have pushed through the wall here. Some are smooth. If you touch it and have 4 or more Radacina FP gain 4 HP. OTU. MRA.	YES
12	GUARD POST	You turn the corner and see a RED GUARD standing to attention in the space. He sees you and attacks.	NO

Notes: Roll 2D6 for this table. If you roll a unique room that already exists on this level then re-roll. OTU in this table means One Time Use; it can only be used once. MRA in this table means the concerned item is considered a Minor Religious Artifact.

Level 7 & 8 Tables

The Level 7 Menagerie and the Level 8 Monster Maze Levels are where the larger creatures and monsters lurk. Some are managed, having been trapped, caged and brought down and others have lived in the depths before the dungeon was built.

Tables needed for level 7 and 8 of the dungeon.

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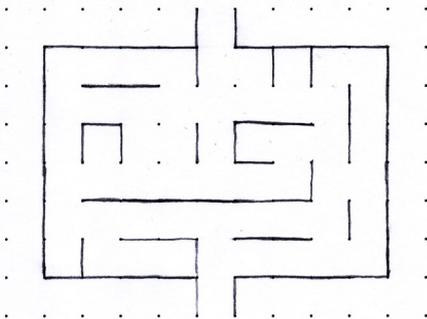
New Rules for Level 8

Smaller Rooms and More Corridors

When exploring Level 8 deduct 2 from both dice. So, for example if you roll 4 and a 4 then the modified result will be 2 and 2. One is the lowest number it can be modified to. If a 3 and 2 is rolled the modified result would be 1 and 1. This will result in more corridors and small rooms. **Do not deduct 2 from the dice when rolling the second time after rolling doubles on the first roll.**

Large Rooms

When you encounter a large room with level 8 it is dealt with very differently. You do not roll on a large rooms table. Instead calculate the exits and then within the area of the large room draw in a series of walls so that it looks like a mini maze. Then roll on the table L8MO for you find an object in the maze.



Fleeing Level 8 Monsters

On this level, and only this level, you can flee from Level 8 Monsters due to the fact they are self-contained within their own Room Sequence. They also do not alert the hierarchy of the dungeon to your presence, trapped as they are in the depths of the dungeon. To flee from a Monster, you leave the combat and the room during your round, without hitting the monster. They get a free attack as you escape. You must then remain in that monster's Room Sequence; the previous three rooms. Within this space you can carry out any action and some of these may be healing or making potion bombs, but once you have completed these activities the monster appears and you continue the fight. The Monster has the same remaining HP as when you finished fighting it before. You cannot go beyond the monster's Room Sequence for if you try the creature catches you and attacks, so this process of fleeing is a temporary fix for an inevitable conclusion to the fight, but it can buy you time and give you further options.

When fleeing, once for each room you return to, in the monster's Room Sequence, you can conduct a desperate search, roll on L8DS.

EX7 - EXIT TYPE TABLE 7			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
••	WOODEN DOORS. ALL LOCKED	••••	METAL DOORS
••	REINFORCED DOORS	••••	WOODEN DOORS. ALL LOCKED
••	METAL DOORS	••••	PORTCULLISES
••	REINFORCED DOORS. ALL LOCKED	••••	WOODEN DOORS
••	REINFORCED DOORS	••••	METAL DOORS
••	PORTCULLISES	••••	WOODEN DOORS. ALL LOCKED
••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••	ARCHWAYS	••••	REINFORCED DOORS
••	PORTCULLISES	••••	WOODEN DOORS
••	METAL DOORS	••••	REINFORCED DOORS. ALL LOCKED
••	ARCHWAYS	••••	ARCHWAYS
••	REINFORCED DOORS	••••	WOODEN DOORS. ALL LOCKED
••	ARCHWAYS	••••	METAL DOORS
••	ARCHWAYS	••••	PORTCULLISES
••	REINFORCED DOORS	••••	METAL DOORS
••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••	ARCHWAYS	••••	WOODEN DOORS. ALL LOCKED
••	PORTCULLISES	••••	REINFORCED DOORS
••	METAL DOORS. ALL LOCKED	••••	WOODEN DOORS. ALL LOCKED
••	WOODEN DOORS	••••	WOODEN DOORS. ALL LOCKED

EX78 - EXIT TYPE TABLE 8			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
••	ARCHWAYS	••••	REINFORCED DOORS. ALL LOCKED
••	REINFORCED DOORS	••••	ARCHWAYS
••	CURTAINS	••••	PORTCULLISES
••	REINFORCED DOORS	••••	ARCHWAYS
••	ARCHWAYS	••••	METAL DOORS
••	PORTCULLISES	••••	ARCHWAYS
••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••	ARCHWAYS	••••	REINFORCED DOORS
••	CURTAINS	••••	ARCHWAYS
••	METAL DOORS. ALL LOCKED	••••	ARCHWAYS
••	ARCHWAYS	••••	WOODEN DOORS. ALL LOCKED
••	ARCHWAYS	••••	PORTCULLISES
••	REINFORCED DOORS	••••	METAL DOORS
••	WOODEN DOORS. ALL LOCKED	••••	ARCHWAYS
••	ARCHWAYS	••••	REINFORCED DOORS. ALL LOCKED
••	ARCHWAYS	••••	ARCHWAYS
••	ARCHWAYS	••••	REINFORCED DOORS
••	WOODEN DOORS	••••	ARCHWAYS

IAUT4 - INTERRUPTIONS AND THE UNEXPECTED TABLE 4 - PART 1

ROLL	DESCRIPTION
1-4	There is an old, mangled chest here. It is open. You rummage through and find some random items. Roll on MIT1, ECT1 and WRT1. A lizard jumps out as you search. Roll a D6 and add Shift. On a 3 or higher, you grab it and break its neck. Otherwise, you take 2 HP from the bite, then dispose of it.
5-6	To one side is a free-standing wall. You see behind it a table and on it a large cleaver. It rises as if in an invisible hand and flies towards you. Roll 2D6. If it matches one of your armour dice sets then your armour deflects it and you take no damage. You can use your shift points. Otherwise lose 8 HP.
7-8	On the wall here is a wide brass gong. It is dented and split on one edge. It appears to be unfinished on the rear. Engraved to the back are some symbols. You can strike the gong once. If you do, roll a D6. 1-3= two GHOSTS appear and attack. 4-6= The sound reverberates and heals 10 HP.
9-10	At the back in the shadows is a crumpled cage. Inside is a human corpse. You prise it apart and find a note on hemp on the body. If you have an incomplete people related quest from previous levels mark it complete for this is a note explaining their demise.
11-12	You sense a magical echo here and fall back against the wall as a spectral image of a large portal appears. Beneath it is THE KEEPER and he is pushing three large SCUTTLE COWS through the magical doorway. You know they are destined for the surface. The image blinks and is gone.
13-14	You glance to your right and see a massive ethereal lion's head swoop down on you. Roll 2D6 and add your Discipline. On 8 or above you close your eyes and banish the spectral demon. Otherwise, fear runs down your spine and you feel its jaws rake your body. Lose 8 HP.
15-16	Under a blanket here are three iron cages serving as a vault or safe. Inside each is a chest. They are locked (lock +3). For each one you open roll on C13. If you open all three a patrol comes. Roll on the level patrol table.
17-18	You brace yourself as you hear a grinding noise. From above falls a large stone from a hole in the ceiling. There is no time to move out of the way. If you have the Heavy Mace, you bring it up quickly and deflect the block, otherwise you take 6 HP damage.
19-20	There is an amber glass case here. It glows orange. It is too large to carry and is locked (lock +3). Inside is a rune stone on a plinth. If you smash the amber a patrol comes. Roll on the level patrol table. If you pick the lock, you open the case and roll on RUNE2. There are beetles caught in the amber.
21-22	To one side is a small, shattered altar. On it are some broken pots. There is a small statue of Nevazator still in tacked embossed into the backboard. You may place a correct offering on the altar and gain 1 FP. Also, there is an item here. Roll on WRT1.
23-24	There is a makeshift grave here, where stones have been stacked on a dead adventurer. The body is ancient and mummified. You search it and find there are some ebony beads and a broken item. Roll on WRT1.
25-26	A canopy has been erected here. It is covered in dust and cobwebs. On it is the rough symbol of a beast. From it hang beads and red thread. As you move past it you knock a large bell that was concealed in the canopy. Roll a D6. 1-4= A patrol is alerted and appear. Roll on the level patrol table.
27-28	Part of the ceiling here has fallen in forming a large pile. Behind the collapse there are 2 old tea chests you can search. If you do roll on TCT1 twice and then roll a D6. 1-3= Stones tumble down. Lose 6 HP. 4-5= Nothing further happens, 6= A VIBRALECT burst free and attacks.
29-30	High above you is a large cage and in it are the remains of a dog. It wears a golden collar. The cage is supported by a rope. If you have a throwing axe you can throw it. Roll 2D6 and add your Shift. 2-9= You fail to cut the rope. 10-12= You cut the rope and salvage the gold collar worth 5D6 +3 GC.
31-32	The corner of this room was once used as a stone workshop. A mound of stone has been chiselled and worked into blocks. Behind it covers a scrawny man. He begs for mercy. You can't imagine how he got this deep in. You point out the way to an exit shaft and he escapes. L1PR.
33-34	Hidden in cobwebs is a box. You see the symbol of an eye on one side. It is locked and you cannot break into it. Add Cyclops Box Quest. When in the presence of a CYCLOPS the box ticks. You can then use a round of combat to throw it at the CYCLOPS and cause 3D6 +6 damage, otherwise it stops.
35-36	You push your way through the cobwebs and see a wall mounted sculpture which shows the face of a Griffin. Its mouth is a gape. You hear a swishing sound when you approach and a stream of clear water pours from the mouth into a stone trough.
37-38	There is a swinging noise, and you look down to see a trapdoor open. If you have the Longsword, you jab it into the wooden wall of the pit, cling on, stop your fall and climb out. Otherwise, you lose 8 HP, fall 10 feet and then slowly climb out.

IAUT4 - INTERRUPTIONS AND THE UNEXPECTED TABLE 4 - PART 2

ROLL	DESCRIPTION
1-1	There is a relief of Intimeric, a carving of a swirling black head, embossed on the wall here. The face seems to swim even though it is stone. This is a special shrine. If you can add an offering correctly gain 1 FP. If you make a second different offering correctly roll on L7B1.
2-2	On a ledge here is a strange box. It has three compartments with symbols carved in each: a claw, an eyeball and some fur. Add Metal Bracers Quest. If you place all these items in the box, they magically transform into a Fur Lined Metal Bracers worth three times as much as listed. One use only.
3-3	A roaring noise, and yellow light to your left alerts you of the danger as a ball of flame rolls towards you from a hole in the wall. If you have a shield of any type, you quickly crouch behind it and only lose 2 HP. Fire resistance also works. Otherwise, the fire causes 2D6 damage.
4-4	After a search you find a hatch in the wall. Above it is a symbol. Roll on S5T1. If you can place two different items that is related to this symbol in the hatch it closes and opens again. In the place of the item are 3 random MQ gems. Roll on GMT1 three times. This only works once.
5-5	Over to one side is a large round shield. It is damaged and useless, but as you lift it you see an arm attached to the back. It has been ripped from a poor warrior. Roll a D6. 1-3= There is nothing more here. 4-5= Around the wrist is a gold torque worth 6D6 GC. 6= A ring is on a finger. Roll on MR1.
6-6	You can see now that one of the exit doorways has a magical barrier in it instead of what is listed on the room description. Randomly determine which and change it on your map. If you pass through this barrier one potion you carry is destroyed. You choose. If you return this way the same happens.
7-7	You pause as a translucent image of four men holding taught chains magically appears. Between them is a massive Earth Croc, each chain is lashed to the beast as they try and control it. It is resisting. You feel as if you are there, can smell the sweat. Then the image is gone and you are alone.
8-8	Hanging down from the ceiling here is a cage, which is locked (lock +4). If you can pick the lock roll on C74 +2. If you return here the chest is higher and out of reach. If you can climb on something you would be able to reach it.
9-9	There is a large painting of a Minotaur on the wall here. There is a dead goat on the floor before it and a soaked item is caught in the blood. Roll a D6. 1-3= It's a silver and gold dagger worth 5D6 GC. 4-5= 2 HQ Rubies. 6= Pote's Rebound Rune. If you take it, you become bloodied.
0-0	Strangely this room seems to be a shroud of spectral mist. You stumble around feeling with your hands. Roll a D6. 1-2= You find an urn. Roll on URL2 +2, 3-4= You find nothing. 5-6= A GHOST drifts from the mist and attacks. You must fight it.
1-1	Some movement catches your attention and you see a white and ginger cat scamper from a hole in the wall and hurry out of the room. You can't catch it. You check the hole and find a dead black bird. There are a few black leathers caught up in the bloody remains.
2-2	From above you a tree trunk falls through a sliding hatch. If you have the Greataxe you swing it in a big arc and split the log in half making it drop away in two pieces. Otherwise, lose 8 HP as it smashed into your shoulder.
3-3	You stare up, mesmerised by a large fluxing statue of a Cyclops. You feel a surge of metamorphic knowledge and a vision of a collapsing chasm fills your mind. Add Chasm Vision Quest. If you face and defeat a CYCLOPS roll a D6. 1-3= You find on them a Scroll of Sunder.
4-4	At the back of the room you hear a chain rattle and then a call for help. You find a woman chained to the wall. There is a lock (lock +2) on the chain. If you can pick it then liberate 1 prisoner, L1PR. If you fail you cannot break the chain. If you return to this space all you find is a severed foot in a shackle.
5-5	It is clear now that one of the exit doorways has a magical barrier in it instead of what is listed on the room description. Randomly determine which and change it on your map. If you pass through this barrier one random scroll you carry is destroyed. If you return this way the same happens.
6-6	You notice some charcoal drawings on a wall. It shows the mechanism of a cage. Add Cage Quest. For the next locked cage you come across roll a D6. 1-3= You recognise this mechanism and you can open it without picking it, gain 400 XP. Cross off the quest whether successful or not.
7-7	Part of this room is sectioned off with an iron grill. Inside are some old pickaxes. This space hasn't been entered for decades. You try the door but it is rusted shut. Beyond you see a sack in the room. If you have a length of metal, your weapon does not count, you can prise it open. Roll on BT1.
8-8	You notice a pressure pad in one of the stones on the floor. If you decide to stand on it, roll D6. 1-2= A loud sound calls a patrol. Roll on the level patrol table, 3-4= Any portcullises in the room open. 5-6= Nothing happens, the mechanism must be broken.

L7P - LEVEL 7 PATROL	
ROLL	ENCOUNTERED
1	MURIND
2	ASCUNDE
3	TERRA MAGNA
4	MORTLEY FLY
5	SCUTTLE COW
6	TWO ASCUNDE

L8P - LEVEL 8 PATROL	
ROLL	ENCOUNTERED
1	MORTLEY FLY
2	MORTLEY FLY
3	SCALE HOUND
4	SCALE HOUND
5	SCUTTLE COW
6	SCUTTLE COW

L7BT - BLESSED BY THE GODS TABLE	
You feel energy surge through your body...	
2	Some of the fear and anxiety of being deep in the dungeon lifts from your shoulders. You feel safer. The next trap you face misfires having no effect.
3	You glance down and see your weapon glowing. In the next combat you gain +2 damage when you hit your opponent.
4	A sense of déjà vu comes over you, as if you have been here before. When rolling for the next room you can choose, not including unique rooms.
5	Energy surges through your body and settles behind your eyes. When you face your next foe, lightning shoots from your eyes doing 20 damage.
6	You look down and see scales forming on your skin. In the next combat you -2 damage from any caused to you by your opponent.
7	A wave of soothing heat washes over you. Gain 4 HP (including beyond baseline) and if you have bloodied or soaked status, remove it.
8	A cool breeze washes over your skin and seems to have healing properties. Gain 10 HP (including beyond baseline).
9	You stumble backwards as an invisible force grabs your forehead and forces a thought into your brain. Next time you loot a chest +3 to the roll.
10	You feel as if your senses are more attuned, your head clear. In your next combat the enemy does not gain shift bonuses from the fatigue die.
11	Your arms become warm and tense. In the next combat you can cast two fireballs at your enemy at any time, each causing 2D6 +2 damage.
12	You feel invigorated and powerful all of a sudden. In the next combat when you take damage transfer it to your enemy as well.
Notes: Roll 2D6 for this table. Make a note of the effect on your Character Sheet.	

L7LR - LEVEL 7 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 TEMPLE	There is a large stone temple here to Murataymie. It reaches to the ceiling, and the air is rich with energy. If you apply a correct offering, you gain 1 FP and roll on L7BT.	REINFORCED DOORS	YES
3	BREEDING CHAMBER	This large space has two separate pens and each is lined with straw. Something ferrets in the gloom. Two dirty ASCUNDE emerge and attack.	WOODEN DOORS	NO
4	BUTCHER HALL	There is a large blood stained table here. On the floor are piles of offal. To one side are some stretched hides and boxes of meat. Roll on table IAUT4.	WOODEN DOORS	YES
5	PORTAL ROOM	There is a large swirling portal up high here. You cannot reach it. Suddenly an EARTH CROC falls from the void. You must fight.	METAL DOORS	YES
6	NECROPSY CHAMBER	Around the walls are stone ledges. On these are a range of animals, all of which have had an autopsy. Roll on IAUT4.	REINFORCED DOORS	YES
7	ROOT CHAINS	Growing from the wall here are ten sets of glowing root chains. Attached to some are 3 Prisoners. You can spend 1 Radacine FP to L1PR.	REINFORCED DOORS	YES
8	JELLYFISH HOUSE	A water fill glass vat stands here. Inside are large bobbing jelly fish. Roll a D6. 4 or lower and you are hypnotised. A noise wakens you. Face a patrol. Roll on L7P.	ARCHWAYS	YES
9	METHANE CLOUD	There is a toxic cloud here. You can crawl beneath it if you have 5 or less large items otherwise take 5 HP damage.	REINFORCED DOORS	YES
10	SKELETON GALLERY	A large skeleton of a SCALE HOUND is on display here. But as you enter your presence brings it to life. Fight it. The creature has +10 HP.	ARCHWAYS	YES
11	DARK CHASM	This room is shroud in darkness but you sense something breathing. All of a sudden two BROWN BEARS rush forward. You must fight.	ARCHWAYS	NO
12	BEEHIVES	Many beehives stand in this room. Roll a D6 and add your Discipline. On a 6 or lower the bees attack and you take 4 damage, otherwise you find some honey, gain 1 Ration.	METAL DOORS	YES

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

L8DS - LEVEL 8 DESPERATE SEARCH	
You return to the room and desperately search...	
2	You scrape around and in the dust you find a fallen torch, next to a pile of ash.
3	You pull back a stone where the wall seems damp and find some fungi.
4	Caught up in the dust is a ripped piece of hemp.
5	In one corner are some lumps of charcoal.
6	Caught up in a large spider's web is a small black feather.
7	You come across some splinters of wood and a piece of metal.
8	Tucked in a cavity is a bottle full of water.
9	Under a loose stone is a crushed skeleton of small mammal. You can salvage its fangs.
10	You find the remains of some old beetles on some splintered wood.
11	Tucked into a slot in the wall is a Throwing Knife +3.
12	Hidden under some stones is a fine Throwing Axe +4.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

L8MO - LEVEL 8 MAZE OBJECT	
The passage ways lead to something in the centre...	
2	You find nothing, the passages are empty.
3	You come to an empty plinth.
4	Standing on a plinth there is a vial of ink.
5	Hanging on the wall is a bag. Roll on BT1.
6	In the centre of the corridors is a glass dome, under which is a red rose.
7	On one wall is a sconce with a lit torch. Ash litters the floor.
8	Sitting on a shelf, on a small pillow, is a piece of silver jewellery worth 2D6 GC.
9	Hanging on a hook at the centre is a cloak and on it a piece of golden jewellery worth 3D6 GC.
10	There is a shrine here and next to it an old cabinet. Roll on RATT1 +2.
11	There is a statue of a Minotaur here and around its neck is an amulet. Roll on MIA1.
12	Mounted on a wall here is a gold embossed wooden box. Inside is a wand. Roll on MW1.
Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.	

L8TR - LEVEL 8 TRAP TABLE

There is a sound or a movement and...

- | | |
|-----------|--|
| 2 | The stones seem to shift beneath your feet and thrust you upwards. Roll a D6 and add your shift. On a 6 or below you hurt your ankle. Lose 6 HP. |
| 3 | The wall to your right suddenly swings towards you. If you carry more than 5 large objects it catches you and causes 2D6 Damage. |
| 4 | A wave of magical energy pushes from the wall and hits you hard. There was no way to avoid it. Lose HP equal to double your Discipline. |
| 5 | A low mist fills the room for a minute and then evaporates. If you can't climb onto something to avoid it lose 4 HP as it stings your skin. |
| 6 | A trap door shifts and a spike trap flips up. Roll a D6 and add your Discipline. On a 7 or below you take 2D6 damage as it catches you. |
| 7 | The floor opens beneath you. Roll a D6 and add your Shift points. On a 7 you tumble in, failing to grip the edge, and lose 2D6 HP. |
| 8 | You hear a clicking noise. If there are any doors in this room, they are now locked with locks +2. |
| 9 | Portcullises slam down to shatter the doors and fill the doorways in this room. |
| 10 | Large spikes thrust up from the floor. Lose 4 HP. Roll a D6 and add your Shift Points. On a 7 or lower lose an extra 4 HP. |
| 11 | Magical gas quickly fills the air. A random potion you carry is neutralised becoming nothing but water. |
| 12 | The air becomes suddenly hot. Lose 4 HP. You also lose a random scroll as it bursts into flames. |

Notes: Roll 2D6. The modified ranges rule applies. Any items you find can be taken and used for inventive usage.

LEVEL 7 ROOMS - HUMAN ANCESTRY - THE MENAGERIE - PART 1					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
•••	NEVAZATOR STATUE	Standing tall is a statue of a beggar with a wrap around his eyes. He reaches out to the darkness.	This is a sacred place. If you can apply 2 offerings correctly, gain 1 Nevazator FP and roll on L7BT.	ARCHWAYS	YES
•••	CAGE TRAP	In the centre of the room is a large cage attached to a rope. Inside are 3 barking WAR HOUNDS.	Roll a D6 and add your Precision. 6 or lower you trip a wire and the cage rise. You must fight.	RANDOM	NO
•••	MORT PITS	The ground here has been opened and partially eaten bodies, now rotten, have been thrown in.	If you move through this room lose 2 HP for the smell is toxic and makes you sick.	RANDOM	YES
•••	EMPTY POOL	This space has an inbuilt tile lined pool that appears to be empty. There are words on the wall.	On closer inspection the words have been crossed out. You can not read them. Roll on IAU4.	WOODEN DOORS	YES
•••	COCOON HATCHERY - 1a	A number of slick cocoons cling to the ceiling here Puss covers the ground where some have burst.	Make a PC8(2) or you slip and fall. Beneath the puss the stones are rough. Lose 8 HP.	ARCHWAYS FLYDEN	YES
•••	FLY DEN - 1b	The space stinks of meat. In the middle is a large carcass and on it feeds a MORTLEY FLY.	You must fight the creature. If you survive, you search the room and find a chest. Roll on C13 +1.	ARCHWAYS FINAL	YES
•••	SHADOWY OFFICE	To one side is a leather topped table, a chair and a chest. On a wall are some symbols and snakes.	Behind the desk sits the PEN TAMER. They slam a fist down and attack. If you survive, roll on C14.	METAL DOORS	50% YES
•••	DARK CELL	There is an inbuilt cell here. At the back is a chest, but in front of it is a large insect. It's unlocked.	You can open it and fight the SCUTTLE COW. If you survive, roll on C13 +2.	WOODEN DOORS	NO
•••	LOW PENS	There are some low pens here. When you look in and see they are full of harmless lizards.	There is a table to one side with a chopping block and meat cleaver. Roll on IAU4.	WOODEN DOORS	NO
•••	TROPHY ROOM	Mounted on the walls here are a range of trophy heads of large animals. Heavy furs line the floor.	The furs are too heavy to take. If you file off a set of horns a patrol comes. Roll on L7P.	REINFORCED DOORS	YES
•••	EARTHEN CHAMBER - 2a	This space has been lined with earth. As you step through the space small creatures bite at you.	Make a PC9 3 times. For every one you fail lose 3 HP as the small cross manage to bite you.	ARCHWAYS SHALLOW POOL	YES
•••	SHALLOW POOL - 2b	Set into a muddy floor devoid of stone, is a pool. As soon as you enter an EARTH CROC surfaces.	You must fight the beast. If you survive, you search and find the body of a past victim. Roll on BST2 +2.	ARCHWAYS FINAL	YES
•••	RADACINA NEST	There is a large nest made of many intertwining roots. It is ancient and has a magical aura.	This is a sacred place. If you can apply 2 offerings correctly, gain 1 Radacina FP and roll on L7BT.	REINFORCED DOORS	YES
•••	FOOD BOXES	Large wooden boxes full of animal feed, line one side of this room. On a shelf, out of reach, is a bag.	If you can climb the wall you open the sack. Roll a D6. 1-2= A Potato 3-4= A Carrot 5-6= Nothing.	CURTAINS	NO
•••	REST SPACE	This room has a central fire pit and some benches and beds, with furs, scattered around.	A TERRA MAGNA rises from a seat and attacks. If you survive, you find a chest. Roll on C12 +2.	ARCHWAYS	NO
•••	PARROT AVIARY	The corners of this room have been built into parrot cages. They squawk as you approach.	Hanging on one wall are two plucked and roasted parrots. Gain 1 Ration. Then roll on IAU4.	WOODEN DOORS	YES
•••	LITTERED SPACE - 3a	This room is filled with all types of trash and a range of rotten old logs, none of which are useful.	A small grips you. Roll a D6 and add your Discipline on a 5 or below you're overwhelmed. Lose 8 HP.	ARCHWAYS SCRAP MOUND	YES
•••	SCRAP MOUND - 3b	In the centre of this room is a large mound of rotten matter. From it bursts a huge VIBRALECT.	You must fight this insect. If you survive, you search and find 2 pouches. Roll on PT3 and PT4.	ARCHWAYS FINAL	YES

LEVEL 7 ROOMS - HUMAN ANCESTRY - THE MENAGERIE - PART 2					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
1d6	MEDIC POINT	On a bench is a box full of bandages. They are too dirty to use but there is something more here.	Roll a D6. You also find 1-3 = A Potion of Healing 4-5 = A Potion of Extra Healing. Then roll on IAUT4.	ARCHWAYS	YES
1d6	TERMITE MOUND	In the centre of this room is a large termite mound to the side are ten jars on a wooden table.	You can collect the termites, which are edible, in a jar. If you do, lose 2 HP. Roll on IAUT4.	WOODEN DOORS	NO
1d6	DIRTY SPACE	Covering in the dark are 2 dirty looking figures. They see you and scream before attacking.	You must fight the ASCUNDE. If you survive, roll on the Table IAUT4.	RANDOM	NO
1d6	STONE FALL	This room appears empty. But as you step in an alarm sounds and stones begin to fall from above.	Roll a D6 and add your Shift points. On a 6 or below you are stamined by a stone. Lose 8 HP.	RANDOM	NO
1d6	HOLDING PEN	There is an iron barred pen here. Inside you see a large SCUTTLE COW that is injured with -10 HP.	You can fight the beast to get to a large chest at the back. If you survive, roll on C14 + 1.	WOODEN DOORS	NO
1d6	SHARD PASSAGE - 4a	A corridor of sharp branches and spikes has been assembled here. They are hard to avoid.	Make a PC9(2) or you get tagged and spiked as you try and slip through. Lose 8 HP.	ARCHWAYS	YES
1d6	WOODEN BOARDS - 4b	Floorboards have been laid here. Suddenly they rise up and a SCUTTLE COW bursts free.	You must fight the insect. If you survive, you find beneath the boards a large sack. Roll on BT2 +2.	ARCHWAYS FINAL	YES
1d6	CARCASS HOUSE	Carcasses hang from the ceiling. The smell is intense. Someone stands at one, cutting meat.	It is a VUDELIAN BRAWLER come for dry rations. You must fight. If you survive gain 1 Ration.	REINFORCED DOORS	YES
1d6	EMPTY CELL	In this space is a large inbuilt cage, door open. Inside is a bed of straw and animal faeces.	You can search the straw. Roll a D6, add your Discipline. 7 or higher you find a Lock Pick +2 (1).	REINFORCED DOORS	YES
1d6	MADUVA CONSTRUCT	Piled high is a mound of bones. It is lashed with leather cord. Skulls top the creation.	This is a sacred place. If you can apply 2 offerings correctly, gain 1 Maduva FP and roll on L7BT.	RANDOM	YES
1d6	PREP ROOM	There is a long table here. On it is a backpack, a length of rope, a knife, and some dry mushrooms.	Two TERRA MAGNA are packing the bag. You must fight them. If you survive, roll on IAUT4.	RANDOM	YES
1d6	FUR LOUNGE	This space is full of animal hides. Reclining on this mound of furs is THE KEEPER. They rise slowly.	You must fight this imposing enemy. If you survive, you find two chests. Roll on CT3 and CT4.	RANDOM	75% YES
1d6	EXTRACTION ROOM	This space has a table and chair to one side. On it are three thin metal probes and two bottles.	The bottles contain water, and the tools seem to be for fine work. Roll on IAUT4.	WOODEN DOORS	NO
1d6	HANGING CAGES - 5a	There are several empty cages here. Some hang precariously from the ceiling above you.	As you enter, they begin to fall. Roll a D6. On a 5 or below one strikes you causing 5 damage.	ARCHWAYS MESSY DEN	YES
1d6	MESSY DEN - 5b	This room is littered with bones and dirt. In one corner a SCALE HOUND laps water from a barrel.	You must fight the animal. If you survive, you find a concealed hatch. Roll on SECT2 +2.	ARCHWAYS FINAL	YES
1d6	WIRE CAGES	This room is lined with wire cages for small animals. In some are chickens. A few are dead.	As soon as you enter the chickens begin to make a racket causing a patrol to come. Roll on L7P.	RANDOM	NO
1d6	QUARANTINE CAGES	There are two cages here. In one is a ravaged man with a large swelling at his throat. His eyes widen.	The cage opens. Roll a D6. 1-4 = L1PR. 5-6 = As the man runs off his neck bulges and he explodes.	REINFORCED DOORS	NO
1d6	WORSHIP PLINTH	Two MURIND sit cross legged on a raised stone platform in a deep chant until you enter.	The skeletal figures jump down and attack. If you survive, roll on IAUT4.	RANDOM	NO

LEVEL 8 ROOMS - HUMAN ANCESTRY - THE MONSTER MAZE - PART 1

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
1d	STONE THRONE	In this room is an old stone throne. It is covered in dust and cobwebs, a rusty sword leans against it.	The sword levitates and flies at you. Roll a D6 and add your Shift. 7 or lower and lose 6 HP.	ARCHWAYS	YES
1d	DUSTY HALL	This room is nothing but an empty, dusty hall. There are many footprints in the dust.	You examine them closer and see that many imprints indicate running and some are hooves.	ARCHWAYS	NO
1d	CRUSHED WARRIOR	Laying on the floor, crushed by a block of stone is an old warrior. His armour is buckled and rusted.	You search them and find a broken item. Roll on L8TR.	RANDOM	YES
1d	STONE SHRINE	Behind some rubble you find a lost old shrine to Nevazator, carved with an old man holding a stick.	You can reinvigorate this shrine with a correct offering and please the god, gaining 2 FP.	WOODEN DOORS	YES
1d	DUSTY ROCKS	There are stacks of rocks where which have fallen down from the walls. It's a cluttered, dirty space.	You have a quick look but realise there is little to be seen. Roll on IAUT4.	ARCHWAYS	NO
1d	OLD CASE	There is an old case in the middle of this empty room. It is very sturdy and made of heavy wood.	You slide open the drawer and inside find a set of teeth and a set of fangs. Roll on IAUT4.	RANDOM	YES
1d	CEILING CARVINGS - 1a	Above you are many eyes carved into the ceiling. One in the centre is large and seems to swirl.	Roll a D6 and add your Discipline. 7 or below you feel dizzy and collapse crushing 1 random potion.	ARCHWAYS	YES
1d	EYEBALL VISION - 1b	In the middle of this room is a large flickering illusion of an eyeball. It turns to you and blinks.	It telepathically lifts a random scroll from your pack and casts it on you. It then disappears.	ARCHWAYS	YES
1d	SACRIFICE ROOM - 1c	The floor here is scratched with symbols and old books lay open. Candle sticks drip with wax.	You search through and find a black feature, a vial of water and some dried fungi. Roll on IAUT4.	ARCHWAYS	YES
1d	CYCLOPS STUDY - 1d	A figure sits at a desk that is covered in paper. They look up and you see 1 eye. It is the CYCLOPS.	You must fight them. If you survive, in the desk are two pouches. Roll on PT3 and PT4.	WOODEN DOORS	YES
1d	HIGH ARCHES	Decorative arches span this space. On one is a light torch in a sconce. At the back is a basin.	In the basin is a mound of stinking animal feed, which is inedible for humans. Roll on IAUT4.	ARCHWAYS	NO
1d	GIANT URN	Standing on a plinth is a giant, empty stone urn. It has four monstrous heads carved into it.	You recognise the Minotaur and the Cyclops but the other two are a mystery. Roll on L8TR.	ARCHWAYS	YES
1d	WOODEN IDOL	Beneath some cobwebs you find a tall, root wood idol. You stand it up and see it is Radacina.	You can reinvigorate this idol with a correct offering and please the god, gaining 2 FP.	CURTAINS	YES
1d	CLOUDY SPACE	Dust has risen here to create clouds of white particles. You sense something is off though.	You stumble through and realise you have triggered something. Roll on L8TR.	CURTAINS	NO
1d	ORNATE STATUES - 2a	There are four ornate statues here, one in each corner. They depict a man with a bull's head.	One turns and throws a discus. Roll a D6 and add your Shift. 6 or below it hits you. Lose D6 +3 HP.	ARCHWAYS	YES
1d	DECORATIVE COLUMNS - 2b	This space is lined with fine columns. They are closely spaced to create a kind of miniature maze.	Your path narrows as you see a spear shoot at you. Pass a PC10(1) to sidestep it or lose 8 HP.	DECORATIVE COLUMNS	YES
1d	BULL STATUE - 2c	There is a large bull statue in the centre. It has a golden ring through its nose worth 4D6 GC.	If you take it roll a D6. 3 or above the bull comes alive and attacks. Use EARTH CROC stats.	BULL STATUE	YES
1d	MINOTAUR HALL - 2d	In the middle of this shadowy, dust bowl of a room is a crouching figure. The MINOTAUR slowly rises.	It charges you and attacks first. If you survive you find a chest at the rear of the room. Roll on CT4 +2.	ARCHWAYS	YES
1d				METAL DOORS	YES
1d				FINAL	FINAL

LEVEL 8 ROOMS - HUMAN ANCESTRY - THE MONSTER MAZE - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
1d6	LEATHER MURAL	Rolled up to one side is a leather canvas. You lay it out and see a bloody image of Murataynie.	You can re-hang this image, and with a correct offering please the god, gaining 2 FP.	ARCHWAYS	YES
1d6	BALANCED ROCK	Above you a large slab seems to quiver with any movement below. It is precariously balanced.	If you move through, roll a D6 and add your Discipline. On a 7 or below it tumbles. Lose 10 HP.	WOODEN DOORS	NO
1d6	STONE MONUMENT	Stones have been stacked on an old statue of Grakada in the corner here. You pull some aside.	You can reincarnate this old statue with a correct offering and please the god, gaining 2 FP.	RANDOM	YES
1d6	STONE MASKS	Running along the wall here are stone masks that seem to show a humanoid lizard creature's face.	You cannot remove the masks, but they seem to stare into your soul. Roll on IAUT4.	RANDOM	YES
1d6	FALLEN COLUMN	This room is littered with chipped stone and a large column has fallen in its centre.	There is a fountain in the corner which trickles into a stone bowl. Roll on IAUT4.	WOODEN DOORS	YES
1d6	COLD STONE - 3a	The walls here appear to have frost on them. There is a magical source of cool air tunnelling in.	If you do not have anything to wrap yourself in lose 4 HP and then roll on L8TR.	ARCHWAYS ICE BRIDGE	YES
1d6	ICE BRIDGE - 3b	An ice bridge spans a pit here. It is not deep but is lined with short spikes. You must cross to proceed.	Roll 2D6 and add your Shift. 10 or below, you slip and your foot dangles catching a spike. Lose 5 HP.	ARCHWAYS ICICLE CAVE	YES
1d6	ICICLE CAVE - 3c	Dripping water has formed icicles making it feel cave like. A frozen warrior stands in the centre.	It comes alive. Use TERRA MAGNA stats. If you survive, you spot 2 bags roll on BT2 +2 twice.	ARCHWAYS INTERNAL SNOW	YES
1d6	INTERNAL SNOW - 3d	Somehow it is snowing in this room, which forms large mounds. From one bursts an INGHETY.	The beast charges you. You must fight it. If you survive, you find 2 bodies. Roll on B5T2 +1 twice.	ARCHWAYS FINAL	YES
1d6	HEAD SCULPT	Carved into the stone here is the relief of a Cyclops. Set into the beady eye is a HQ Emerald.	If you have a knife or sharp piece of metal you can prise it free. If you do a patrol comes. Roll on L8P.	RANDOM	YES
1d6	WALL SCULPTURE	Behind some broken planks you find a seam of coal has been carved into an image of Intumeric.	You can reinvigorate this sculpture with a correct offering and please the god, gaining 2 FP.	RANDOM	YES
1d6	GREEN SLIME - 4a	This room feels more humid than the rest of the dungeon. There is some green slime on the walls.	It also covers the floor. Roll a D6 and add your Precision. On a 7 or lower you slip over. Lose 4 HP.	ARCHWAYS SEAWEEED COLUMNS	YES
1d6	SEAWEEED COLUMNS - 4b	There are numerous columns here carved into seaweed forms. The light shimmers green.	You see something darting around and feel some movement. Nothing feels right. Roll on L8TR.	ARCHWAYS ROUNDED GLYPHS	YES
1d6	ROUNDED GLYPHS - 4c	The walls here are carved with rough glyphs that look like frogs and lizards. They are embossed.	The air is ripe with the smell of swamp gas. If you have a cloth mask lose 2HP. Otherwise lose 8 HP.	ARCHWAYS KINGS LAIR	YES
1d6	KINGS LAIR - 4d	There is a shallow pool here and rising from it is the LIZARD KING. It snarls and attacks.	You must fight the beast. If you survive, you search around and find a small chest. Roll on CT3 +3.	ARCHWAYS FINAL	YES
1d6	ELEGANT SPACE	This room is lined with good stone and despite being dark and grimy you can tell it was refined.	It is featureless, but when you brush off one panel you see the painting of a beast. Roll on IAUT4.	RANDOM	NO
1d6	BONE PUPPET	Beneath some dirt, in a corner is a bone puppet of Madura. There is a peg to hang it from.	You can reinvigorate this toy with a correct offering and please the god, gaining 2 FP.	RANDOM	NO
1d6	DUMPED OBJECTS	This space is a jumble of dusty items all broken and useless, including planks, statues and bricks.	You carefully move through the space but as you do so you hear something trigger. Roll on L8TR.	RANDOM	NO

L7SR - LEVEL 7 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	BOWL	As you enter a white and ginger cat runs off. However, it's too quick to catch. In a bowl on the floor is some cooked chicken.	YES
3	TOOL SLOT	Set into the wall here are a spade and pitchfork. They are held in place by a leather strap and bone toggle.	NO
4	GALLERY	There are a range of rough paintings on the wall here. All show beasts and creatures on a broad plane. There is nothing more here.	NO
5	GUARD POST	Sitting on a low stool is a RED GUARD. They jump up and attack. If you survive, you find a bottle of water next to the stool.	NO
6	ALCOVE	There is a large mound of animal dung here that has been shoved into a corner. It stinks. There is nothing else here.	NO
7	SOILED SPACE	There is a small wooden box here. You can smash it open but lose 1 random FP. Inside you find two items. Roll on WIT1 and WIT2.	NO
8	BURNER	A low iron burner stands on its own. Inside the wood has burnt down, but is still warm. There are some glowing embers.	NO
9	HOLE	A dark hole set into the wall here serves as a hiding spot for an ASCUNDE who jumps out and attacks as you approach.	NO
10	DIRTY SPACE	There is a scattering of dried animal faeces here and what appears to be some kind of gloopy liquid. This space smells like animals.	NO
11	PULSING WALL	One of the walls here is undulating with Metamorphic magic. If sensed it rushes through you as you approach. Gain 4 HP. One time use.	YES
12	WHIPPING CHAIN	Hanging from above is a swaying chain. It lashes at you, as if magically enchanted. Roll a D6 whenever you come through here. 3 or below, it hits and you lose 2 HP.	NO

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

L8SR - LEVEL 8 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	STONES	There are some fallen blocks of stone here.	NO
3	LEDGE	There is a stone ledge here and on it are some scattered shards of pottery.	NO
4	SYMBOL	There is a large hand drawn symbol of a Maze on the wall here. In the room is a sketch of an ominous looking Minotaur.	NO
5	SCONCE	There is a torch sat in a sconce, attached to the wall here. It sheds a flickering orange light across the small space.	NO
6	ARROW	Someone has scrawled an arrow on the wall here. It points to the left.	NO
7	PLAIN SPACE	This room is empty and simply a connecting space with stone lined walls.	NO
8	RED STONE	The usual grey walls here have been replaced with a red stone which gives off a mild warming heat.	NO
9	BASIN	There is a blue and white tiled stone basin in the wall here. It is full of clear water.	NO
10	BAT CAVE	There is a small hole in the wall here and as you look in you see a cave and a flurry of bats burst free to escape back along the passage.	NO
11	CEREMONIAL STONE	There is a large stone mounted on the wall here. Scrawled on it is some alien writing that you do not understand.	YES
12	INTERNAL ARCH	There is a stone arch spanning this space. It seems more decorative than a supporting structure.	NO

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

Level 9 & 10 Tables

The Level 9 Cursed and the Level 10 Dungeon Lords Levels are dark and twisted by terrible curses, thrust upon lost souls by angry gods, and controlled by the powerful Dungeon Lords. If the lords were to fall the dungeon would collapse and victory would be yours.

Tables needed for level 9 and 10 of the dungeon.

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New Rules for Level 10

New Minimum Level Size

The minimum map size for level 10 is 25x25 squares. This is up from 20x20 squares for the previous levels.

Room Sizes

There is no Large Rooms Table for level 10, although you can roll large rooms, they are just dealt with differently. If you roll a large room, it triggers the Dungeon Lords sequence or continues it on if you have already started it. The first room in the Dungeon Lord sequence is the Blood Pool.

When exploring Level 10 add 2 to both dice. So, for example if you roll 4 and a 4 then the modified result will be 6 and 6. If you roll a 1 on either dice do not add 2. This means that your dungeon exploration still has corridors but also larger rooms. If a 3 and 1 is rolled the modified result would be 5 and 1. This will result in more corridors. **Do not add 2 to the dice when rolling the second time after rolling doubles on the first roll.**

The Dungeon Lord Rooms

When a large room is rolled it triggers the Dungeon Lord sequence. The Dungeon Lord sequence is as follows:

Blood Pool, Metal Chamber, Swamp Room and then High Throne. The last Dungeon Lord room revealed, the High Throne, is the last room of the Dungeon. You have become a Legend, as long as you defeat the Nether Lord and loot their body. Upon their death a portal opens and through this you can return to the village.

The Lord's Pendants

One of the treasures you find upon the Nether Lord's body is the Lord's Pendants. These are valuable items of solid gold and worth 200gc, but are also evidence of your success. You show these at the town as the crowds applaud your success.



EXT9 - EXIT TYPE TABLE 9			
ROLL	EXIT TYPE	ROLL	
1-1	WOODEN DOORS. ALL LOCKED	2-2	METAL DOORS
1-2	REINFORCED DOORS	2-3	WOODEN DOORS. ALL LOCKED
1-3	METAL DOORS	2-4	PORTCULLISES
1-4	REINFORCED DOORS. ALL LOCKED	2-5	WOODEN DOORS
1-5	REINFORCED DOORS	2-6	METAL DOORS
1-6	PORTCULLISES	2-7	WOODEN DOORS. ALL LOCKED
1-7	WOODEN DOORS. ALL LOCKED	2-8	ARCHWAYS
1-8	ARCHWAYS	2-9	REINFORCED DOORS
1-9	PORTCULLISES	2-10	WOODEN DOORS
1-10	METAL DOORS	2-11	REINFORCED DOORS. ALL LOCKED
1-11	ARCHWAYS	2-12	METAL DOORS
1-12	ARCHWAYS	2-13	PORTCULLISES
1-13	REINFORCED DOORS	2-14	METAL DOORS
1-14	WOODEN DOORS. ALL LOCKED	2-15	ARCHWAYS
1-15	ARCHWAYS	2-16	WOODEN DOORS. ALL LOCKED
1-16	PORTCULLISES	2-17	REINFORCED DOORS
1-17	METAL DOORS. ALL LOCKED	2-18	WOODEN DOORS. ALL LOCKED
1-18	WOODEN DOORS	2-19	WOODEN DOORS. ALL LOCKED

EXT10 - EXIT TYPE TABLE 10			
ROLL	EXIT TYPE	ROLL	EXIT TYPE
1-1	ARCHWAYS	2-2	METAL DOORS
1-2	REINFORCED DOORS	2-3	ARCHWAYS
1-3	WOODEN DOORS	2-4	WOODEN DOORS
1-4	REINFORCED DOORS	2-5	ARCHWAYS
1-5	ARCHWAYS	2-6	METAL DOORS
1-6	WOODEN DOORS	2-7	ARCHWAYS
1-7	METAL DOORS	2-8	ARCHWAYS
1-8	ARCHWAYS	2-9	REINFORCED DOORS
1-9	WOODEN DOORS	2-10	ARCHWAYS
1-10	REINFORCED DOORS	2-11	ARCHWAYS
1-11	ARCHWAYS	2-12	WOODEN DOORS
1-12	ARCHWAYS	2-13	REINFORCED DOORS
1-13	REINFORCED DOORS	2-14	METAL DOORS
1-14	METAL DOORS	2-15	ARCHWAYS
1-15	ARCHWAYS	2-16	WOODEN DOORS
1-16	ARCHWAYS	2-17	ARCHWAYS
1-17	ARCHWAYS	2-18	REINFORCED DOORS
1-18	WOODEN DOORS	2-19	WOODEN DOORS

L9P - LEVEL 9 PATROL	
ROLL	ENCOUNTERED
1	NIGHT UMBRA
2	NIGHT UMBRA
3	HAXA
4	DEFECTUS
5	DEFECTUS
6	SHUDDER FASA

L10P - LEVEL 10 PATROL	
ROLL	ENCOUNTERED
1	NIGHT UMBRA
2	HAXA
3	HAXA
4	DEFECTUS
5	SHUDDER FASA
6	SHUDDER FASA

L10ST - SPECIAL TREASURE TABLE	
You search the body and find...	
2	Wrapped in silk is a wonderful item, the Gauntlets of Power. Also, there is a pouch containing 4D6 GC.
3	In a small sack are the Bracers of Blocking. Also, there is a pouch containing 2D6 GC.
4	Wrapped in a piece of paper is an Amulet of Fire Resistance. Also, there is a pouch containing 3D6 GC.
5	Rolled in some paper is a Potion of Dexterous Actions. Also, there is a pouch containing 3D6 GC.
6	In a bone box is a Potion of Regeneration. Also, there is a pouch containing 2D6 GC.
7	Wrapped in square of hemp are 4 Explosive Marbles in a pouch. Also, there is a pouch containing 2D6 GC.
8	Carefully wrapped in some cotton is Potion of Divine Shield. Also, there is a pouch containing 2D6 GC.
9	In a leather box is a Potion of Rancid Breath. Also, there is a pouch containing 3D6 GC.
10	Caught up in some twine is a Ring of Transformation. Also, there is a pouch containing 3D6 GC.
11	Tucked in a leather case is a Wand of Fireballs. Also, there is a pouch containing 4D6 GC.
12	Tied by a leather cord to their pack is a Wand of Lightning. Also, there is a pouch containing 4D6 GC.
Notes: Roll 2D6 for this table. Make a note of the items on your Character Sheet.	

L9LR - LEVEL 9 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	OLD INFIRMARY	This room is lined with single beds and hammocks. It is long abandoned. Dust covers everything. A ZOMBIE and a SKELETON rise up and lope towards you. You must fight.	REINFORCED DOORS	YES
3	HANGING WEEDS	There are many wet weeds hanging from the ceiling here. Beneath in the moisture and slime is a HAXA. She sees you and screams in anger. You must fight.	WOODEN DOORS	NO
4	ANCIENT TOMB	There is an old stone tomb here. Upon it sits a DEFECTUS. They grab their blades and attack, anger filling their eyes. You must fight. If you survive, roll on SLT2.	WOODEN DOORS	YES
5	STUFFED TROPHY	Mounted on a pedestal is a large stuffed EARTH CROC. As you approach, it re-animates and jumps down. You must fight it. As it is undead add 10 to its HP.	METAL DOORS	YES
6	STONE HALL	This space has been cleaned out a long time ago. There are traces of blood but mainly only dust remains. There is something else though. Roll on IAUT4.	ARCHWAYS	NO
7	SMASHED STATUE	A large statue of a robed figure stands in the center. It has been smashed. On closer inspection you see that inside the torso hollow is a scroll. Roll on SCT4.	ARCHWAYS	YES
8	ANCIENT VAULT	There is a sectioned off stone chamber in this space. It is securely locked (lock +4). If you crack the lock then you find a chest. Roll on CT4.	REINFORCED DOORS	YES
9	GLOOMY HALL	This space is filled with a thick smog and there are spikes in the floor. Pass a Precision Check PC8(2) or catch a spike. Lose D6 HP. Roll on IAUT4.	ARCHWAYS	NO
10	DARK DEN	This space is filled with tall dark pillars. From the darkness a NIGHT UMBRA emerges and attacks. If you survive you find a chest. Roll on CT4.	ARCHWAYS	YES
11	CRACKED STONE	The walls here are lined with cracks. In the corner is a SHUDDER FASA. They rise, visibly shaking and attack. If you survive there is a bag here. Roll on BT2.	ARCHWAYS	YES
12	INSECT HIVES	Many insect hives stand in this room. Roll a D6 and add your Discipline. On a 6 or lower the swarm attacks. Lose 8 HP. Otherwise you find edible insects.	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 9 ROOMS - HUMAN ANCESTRY - THE CURSED - PART 1

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1-4	SCARRED CHAMBER	The stone here has been scarred and gouged, the long slashes deep and numerous in the dark stone.	There are no objects of interest in this space. You feel a sense of foreboding though. Roll on IAUT4.	ARCHWAYS	NO
1-4	RED PILLARS	Two stone pillars have toppled into this space and shattered. Upon the stone a red fungus has grown.	The space is foul and you quickly rush through, but are stopped by a patrol. Roll on L9P.	RANDOM	NO
1-4	INFECTED ROOM	This room is devoid of furniture. The walls seem to be covered in a nodules or boils. They throb.	The space is foul and you quickly rush through, but are stopped by a patrol. Roll on L9P.	RANDOM	NO
1-4	UMBRA NEST	This room is full of scraps of wood and tumbled down stone. There is an area that is cleared.	Sitting in the space is a NIGHT UMBRA. It slowly stands and spreads its wings. You must fight.	RANDOM	YES
1-4	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	You feel around the walls for exits but you cannot explore the room itself. You continue onwards.	WOODEN DOORS	NO
1-4	MUD HOLE	The stones have been stripped back at one of the walls here, and inside the earth a statue forms.	This is a sacred shrine to Grakada. If you can make 2 correct offerings, receive 2 FP and roll on L7BT.	WOODEN DOORS	YES
1-4	ROTTING CARCASS	Bent over the rotting body of a huge bison are two skeletal figures. They jerk upwards as you enter.	They lunge towards you with the prospect of fresh meat. You must fight two MURIND.	RANDOM	NO
1-4	CHARRED WALLS	All the walls and floor here are charred and black. There was once a great fire in this space.	There is some charcoal and ash here. The smell of burning wood is strong. Roll on IAUT4.	METAL DOORS	NO
1-4	LAVA SANCTUM	Steam rises from boiling rocks and there is a trough of lava down the centre of the floor.	Emerging from the steam is the RUBIGUND. You must fight. If you survive, then roll on CT4+2.	WOODEN DOORS	75% YES
1-4	BLOOD FOUNTAIN	In the centre of this room is a small stone fountain that bubbles blood into a narrow basin.	This is a sacred shrine to Murataymie. If you can make 2 correct offerings, +2 FP and roll on L7BT.	REINFORCED DOORS	YES
1-4	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	You feel around the walls for exits but you cannot explore the room itself. You continue onwards.	WOODEN DOORS	NO
1-4	CREEPING FUNGUS	A mass of red fungus is creeping along the walls here. The room has been cleared of furniture.	You can take some of the fungus. If you do roll a D6 and add your Discipline. 8 or lower lose 6 HP.	WOODEN DOORS	NO
1-4	POCKED BODIES	Three corpses hang from three central pillars. They are long dead. Their bodies are pock covered.	These poor people are long dead, but as you enter you hear a noise. Roll on L8TR.	REINFORCED DOORS	NO
1-4	CONCEALED ARCH	This room appears empty at first but then you notice a concealed stone arch. You peer inside.	You see an old DEFFECTUS at a table, polishing a blade. They turn to you and stand. You must fight.	REINFORCED DOORS	YES
1-4	SCRAWLED WALLS	The walls here are covered in black and blood red symbols that you cannot read.	They have been scrawled with some ferocity. Beneath one are some piles of ash. Roll on IAUT4.	RANDOM	NO
1-4	TENDRIL CEILING	When you enter this room thick tendrils lash down from the ceiling at you. You try to dodge them.	Roll a D66. If you roll a double 4, you can use your Shift points and escape. Otherwise lose 10 HP.	RANDOM	YES
1-4	GREEN CHAMBER	This room is covered in green glass tiles, a light behind some creating a green aura in the space.	Sitting in the corner, examining a gemstone, is a JADE DIVINER. They turn to you. You must fight.	WOODEN DOORS	50% YES
1-4	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	Suddenly out of the mist lurch two ZOMBIES. You must fight them before moving on.	ARCHWAYS	YES

LEVEL 9 ROOMS - HUMAN ANCESTRY - THE CURSED - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
1d6	PITCH HOLE	There is a hole in the wall here. You cannot see inside as it is pitch black and swirling with energy.	This is a sacred shrine to Intuneric. If you make 2 correct offerings, receive 2 FP and roll on L7BT.	ARCHWAYS	YES
1d6	HUDDLE SPACE	As you enter this barren space that has been scattered with sand and hay you see three figures.	They turn to you and attack. Face three AFFLICTED. If you survive, you find some dried insects.	RANDOM	YES
1d6	TWISTED BRANCHES	A mass of branches has been heaped into one corner. They're covered with moss and twigs.	There's movement beneath the hide and two ASCUNDE emerge. You must fight the pair.	ARCHWAYS	NO
1d6	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	You feel around the walls for exits but you cannot explore the room itself. You continue onwards.	RANDOM	NO
1d6	SWAMP POOL	A circular pool is set into the floor here. It is full of swamp water and weeds. There is movement.	The haggard form of a HAXA rises from the pool, dripping wet and draped in algae. They attack.	METAL DOORS	YES
1d6	HANGING ROOTS	Above, thousands of roots penetrate the ceiling. Tied into these are wooden idols and symbols.	This is a sacred shrine to Radacina. If you make 2 correct offerings, receive 2 FP and roll on L7BT.	WOODEN DOORS	YES
1d6	GAS BOX	This room is lined with tables, on which are some wooden boxes. All are empty except the last one.	Gas seeps out. Roll a D6 and add your Discipline. 5 or below you breathe it in. Lose 8 HP.	RANDOM	YES
1d6	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	You feel around the walls for exits but you cannot explore the room itself. You continue onwards.	WOODEN DOORS	YES
1d6	BROKEN CHAMBER	This space is full of broken pots and items of furniture, as if the room has been ransacked.	Standing to one side is a SHUDDER FASA. They turn to you, shaking uncontrollably and attack.	WOODEN DOORS	YES
1d6	GIANT BONE	Embedded, standing upright in the middle of the floor is a giant bone that is carved with symbols.	This is a sacred shrine to Maduva. If you can make 2 correct offerings, receive 2 FP and roll on L7BT.	REINFORCED DOORS	YES
1d6	OLD WORKSHOP	There are two tables and some chairs here. On one table is a rusted knife. It is long abandoned.	Roll a D6. 1-4 = A patrol comes. Roll on L9P and you must fight. If you survive, roll on IAUT4.	WOODEN DOORS	YES
1d6	SCALE WALLS	The walls here are covered in red scales. They radiate heat. There are some small piles of ash.	This space is warm, you feel thirsty. You notice a log fire in the corner. If you use the fire lose 5 HP.	WOODEN DOORS	NO
1d6	SWARM CLOUD	A swarm of insects drops down on you from the ceiling. The room is empty so there is no cover.	If you wear plate, chainmail or scale armour you struggle to avoid them. Lose 5 HP. Roll on IAUT4.	REINFORCED DOORS	YES
1d6	MAGICAL RECESS	There is a recess in the wall here. You look into it and your vision goes. You step back, it returns.	This is a sacred shrine to Nevazator. If you make 2 correct offerings, receive 2 FP and roll on L7BT.	REINFORCED DOORS	YES
1d6	TRUSSED MAN	There is an old man chained up here (lock +2). He whispers but you do not understand him.	If you can free him, he touches your head and realise you have been blessed. Gain 8 HP. L1PR.	RANDOM	YES
1d6	STONE TRAP	You step into the room straight on to a pressure pad. A large slab swings toward you from a wall.	Roll a D6 and add your Shift points. On a 7 or below you are slammed by a stone. Lose 10 HP.	RANDOM	YES
1d6	PLAGUE PIT	You are shocked to see a cesspit. In it floats three bodies. The smell is horrid. Lose 2 HP as it is toxic.	As you approach, the bodies rise as ZOMBIES. You must fight all three before moving on.	METAL DOORS	YES
1d6	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	You feel around the walls for exits but you cannot explore the room itself. You continue onwards.	WOODEN DOORS	NO

LEVEL 10 ROOMS - HUMAN ANCESTRY - THE DUNGEON LORDS - PART 1					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
1d6	GREY MIST	This space is full of a grey mist that blurs your vision. You get a sense that the room is empty.	You feel around the walls for exits but you cannot explore the room itself. You continue onwards.	RANDOM	NO
1d6	BLOOD MOASIC	The wall here is covered with a large mosaic. It shows a robbed figure standing in a pool of blood.	The stone is also red and the light crimson from one burning torch. There is nothing else here.	RANDOM	YES
1d6	PORTAL DOORWAY	One random exit doorway in this empty room has a magical barrier in it, instead of what is listed.	If you pass through this barrier, at any time, you lose 5 HP. Note it on the map with a star.	RANDOM	NO
1d6	DARK SPACE	The light seems to have been sucked from this space. You struggle to see into the dark corners.	You pause and listen but you hear nothing. This space feels as if it is cursed. You move on.	RANDOM	NO
1d6	DOOM CARVINGS	The stone panels around the walls show scenes of devastation. Mighty figures are pictured.	You can pick out the legendary four lords as they lead armies across the surface, your home.	WOODEN DOORS	NO
1d6	BLOOD VASES	There are a number of vases lined up on a shelf, each full of congealed blood as if recently filled.	One is empty, splashes of blood on the floor. The smell here is grim and you quickly move on.	WOODEN DOORS	NO
1d6	BROKEN TOMB	In the middle here is a stone sarcophagus around which is an iron fence. It looks to be empty.	On closer inspection you find the lid has fallen in. An impact from above caused it to shatter.	REINFORCED DOORS	YES
1d6	SPIKED HEADS	This room appears to be a warning. Several human heads have been mounted on spikes.	There is nothing else here, but as you go to leave you hear a noise. Roll on L8TR.	WOODEN DOORS	NO
1d6	DARK STUDY	There is a large fur rug between two leather chairs here and a bookcase behind them.	Nearby is a lit candle, and you use it to inspect the books. You find a scroll tucked in. Roll on SCT3.	WOODEN DOORS	NO
1d6	SCRAP METAL	There are piles of scrap metal in this space. All of it is too large to take, although there is wire.	Some of it has been formed into a sculpture of a beast with curving horns.	REINFORCED DOORS	YES
1d6	METAL LOCKERS	There are four metal lockers here (locks +3). There is nothing else in this space.	If you can pick the locks you find 2 types of herbs in each one. For each locker roll twice on HST1.	REINFORCED DOORS	YES
1d6	PREP ROOM	The walls here have been lined with fine stone and appear well maintained. There is a table here.	Empty potion bottles and rolls of blank scrolls cover the table. There is also a black feather quill.	WOODEN DOORS	YES
1d6	OFFERING SPACE	There are shelves all around the wall here with, what look like, offerings spaced out on them.	You examine them. Most are rotten foods. There are some mushrooms and Zoumerous leaves.	REINFORCED DOORS	NO
1d6	RED STATUE	Standing tall here is a statue of a red warrior. They wear a crown with two red spikes at the ears.	There is a hatch in the base of the statue. Roll a D6. 1-3= It is empty 4-6= Roll on SECT2.	REINFORCED DOORS	YES
1d6	FALLEN WARRIOR	The scene of a fight is laid out before you. The body of a warrior lays on its side in a pool of blood.	The victor is nowhere to be seen. You search the body and find a potion in their pack. Roll on PT4.	RANDOM	YES
1d6	REPLICATING ORB	Floating about you is a massive orb of blue energy, of a magical origin which you have recognised.	You can throw one item into this sphere and a duplicate will fall in the room. One time use.	RANDOM	YES
1d6	PORTAL DOORWAY	One random exit doorway in this empty room has a magical barrier in it instead of what is listed.	If you pass through this barrier, at any time, you lose 5 HP. Note it on the map with a star.	RANDOM	YES
1d6	BLOOD POOL - 1a	In the centre of this room is a large pool of blood. The walls also run with blood. The air is thick.	As you enter the BLOOD LORD rises from the pool, dripping with blood. You must fight.	ARCHWAYS METAL CHAMBER	YES

LEVEL 10 ROOMS - HUMAN ANCESTRY - THE DUNGEON LORDS - PART 2

ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS/NEXT	UNIQUE
1d	METAL CHAMBER - 1b	This room has been lined with metal. Some of the panels glow red, the room is hot and oppressive.	Standing in the centre, between two pillars is the FERRIC LORD. You must fight.	ARCHWAYS SWAMP ROOM	YES
1d	SWAMP ROOM - 1c	This space is damp and covered in moss, fungi and sludge. Hair tangles hang from above.	Pushing back the detritus the MIRE LORD appears. They attack. You must defend yourself.	RANDOM HIGH THRONE	YES
1d	HIGH THRONE - 1d	A tall, spired throne, made of black glass, occupies much of the far side of this refined room.	The NETHER LORD rises, golden magic weaving shapes between their hands. You must fight!	FINAL ROOM	YES
1d	MURAL SITE	There is a large painting of a swamp that extends around the walls here. It is very unsettling.	You feel faint. Roll a D6. Add your Discipline. 7 or lower, lose 5 HP. Keep rolling until you roll hit 8+.	RANDOM	YES
1d	ELEGANT HALL	This space has been dressed with an elegant, creamy sandstone. The floor is finely laid.	A tall candleabra stands in the centre of room. All the candles are lit. Light flickers around the space.	METAL DOORS	NO
1d	GLASS ORBS	Numerous glass orbs hang above you out of reach. As you enter, they begin to fall and smash.	Roll a D6 and add your Shift. 7 or below and you are caught by one. You lose 10 HP.	WOODEN DOORS	YES
1d	MAGICAL PORTAL	You have found a portal back to the town. You sense it's only temporary for it seems to shimmer.	You can go back to town one additional time using the portal. Treat it as if using a ventilation shaft.	RANDOM	YES
1d	METAL STATUE	Standing tall here is a statue of a muscular beast. They wear a crown with two curving horns.	There is a hatch in the base of the statue. Roll a D6. 1-3= It's empty 4-6= Roll on SECT2.	WOODEN DOORS	YES
1d	PORTAL DOORWAY	One random exit doorway in this empty room has a magical barrier in it instead of what is listed.	If you pass through this barrier, at any time, you lose 5 HP. Note if on the map with a star.	WOODEN DOORS	NO
1d	TIDE PATTERN	This empty room is lined with neat square stones. There is a range of black and red stones.	You stand back and see these are forming huge wave patterns. A rising red tide.	ARCHWAYS	YES
1d	BOGGY AREA	The stone in this room has been taken up and the floor is boggy and muddy, the air damp.	Insects crawl through the mire and you see worms and slugs. A thick earthy smell fills the air.	WOODEN DOORS	YES
1d	ABANDONED LIBRARY	This room is lined with tall bookcases but they are all empty. There is a pile of paper on a table.	The writing on the parchments talks about mundane dungeon issues. Roll on IAUT4.	WOODEN DOORS	YES
1d	SPEAR WALL	There are wooden walls in this empty space. One is lined with spikes. As you enter it swings inwards.	You jump aside. Roll a D6, add your Discipline. 8 or below and you are caught. Lose 8 HP.	REINFORCED DOORS	YES
1d	WOODEN CHIMES	Hanging in groups across this space are wooden chimes carved with runes. On the floor is a stick.	If you play the chimes, gain 15 HP through magic resonance. But a patrol comes. Roll on L10P.	REINFORCED DOORS	YES
1d	TALL STATUE	There is a massive statue of a robed figure here carved in black slate. The edges are smooth.	It appears as if this statue has been carved by magic. You place your hand on it. Gain 5 HP.	RANDOM	YES
1d	MEETING SPACE	There is a wooden throne surrounded by 8 chairs here forming a circle. There is nobody here.	You examine the throne. Roll a D6. 1-3= You find nothing. 4-6= You find a hatch. Roll on SECT2.	RANDOM	YES
1d	ANCIENT RUINES	There are a number of free standing walls here. On them are scrawled a range of runes.	It appears as if someone has been experimenting with rune magic. There is a lump of charcoal here.	WOODEN DOORS	YES
1d	SKELETON ANNEX	There is a sectioned off annex here. You peer inside and see five skeletons chained to the wall.	The bodies look like they have been experimented on. There is a set of keys here and an old rag.	RANDOM	YES

L9SR - LEVEL 9 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	PUS WALL	The wall here is covered in poison pus. You can gather it. If added to Shrapnel Burst Potion Bombs it does an extra 5 damage. You lose 4 HP if you gather it.	NO
3	WATER FOUNTAIN	Built into the wall here is a fountain with a trickle of water running into a stone basin. To your surprise the water is clear.	NO
4	TORCH	The torch on the wall here is lit and casts long shadows beyond the space.	NO
5	CORPSE	There is an old corpse here that appears mummified. There is a pouch. If you take it Roll on PT3 but you kick up some toxic spore and lose 2D6 HP.	NO
6	HACKED WALLS	The good stone here has been hacked at with some large blade. Chips of stone litter the floor. In amongst it you find two broken claws.	NO
7	WOOD BURNER	A low iron burner stands on its own. Inside it is cold and hasn't been used for a long time. There is some ash and charcoal inside.	NO
8	HEAP	There is a heap of stone and splintered wood here, pushed to one side. Otherwise, this dusty space is empty.	NO
9	HUMAN TEETH	Embedded into a mud packed wall are human teeth. You can prise a few free, but many are too impacted and cannot be removed.	NO
10	NOTICE	There is a large piece of canvas paper nailed to the wall here. You cannot read the words for they are in a different language. The black ink is faded.	NO
11	SMASHED BOTTLES	On the floor here are the remains of about seven smashed potion bottles. Two though are intact and contain cloudy water which is fine for making potions.	NO
12	DEAD CROW	There is a dead crow hung up here as if a warning. Not much remains, in fact it is largely skeletal. However, you are able to salvage 2 black feathers.	NO

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

L10SR - LEVEL 10 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	GOLD IDOL	There is a golden idol worth 6D6 +80 GC here on a plinth. You can try and swap it out with a pouch of seed or sand. Make a precision check PC9(1). Failure sees a dart shoot from a hole. Lose 8 HP.	YES
3	OIL LANTERN	There is a lantern here hanging from a hook. There is oil in the lamp font and it is removable, but a large item. It can be lit and thrown for 2D6 damage at the start of a combat.	NO
4	SECURE BOX	There is a metal box, with a coin slot, attached to the wall. The lock is old but strong (lock +2). If you manage to pick the lock, you find 3D6 GC and a MQ Gem. Roll on GMT1.	NO
5	SACRED BOOK	On a pedestal here is a large book. It is too heavy to take but tucked in the pages is a scroll. Roll a D6. 1-3= It is unreadable. 4-6= It's a magic scroll. Roll on SCT4.	NO
6	SHELF STORE	There are some jars on a shelf here. In one are some beetles and in another you find some herbs, roll on HST1, that must have been left for the Dungeon Lords to use.	NO
7	WOOD BURNER	A low iron burner stands on its own. Inside it is cold and hasn't been used for a long time. There is some ash and charcoal inside.	NO
8	BLOOD SYMBOL	Painted on the wall here is a symbol that represents one of the Dungeon Lords. You feel it resonating a dark energy. You begin to choke and back away. Lose 8 HP.	NO
9	FANG WALL	Embedded into a mud packed wall are animal fangs. You can prise a few free, but many are too impacted and cannot be removed.	NO
10	OFFERING BOX	There is a small wooden box here. You can smash it open but lose 1 random FP. Inside you find two items, roll on WIT1 and WIT2 and 2D6 +20 GC.	NO
11	SMASHED BOTTLES	On the floor here are the remains of about seven smashed potion bottles. Two though are intact and contain cloudy water which is fine for making potions.	NO
12	BLACK ORB	There is a floating orb here that seems to be full of swirling ink. If you touch it gain 12 HP. This can be used once and is considered a Minor Religious Artifact.	YES

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 128, which can also be printed as well.
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.

NAME	APOTHECARY				L1
HP	12	XP	35	SH	+1
TREASURE	Roll on POT1				
INTERRUPT	Blinding Smoke on Primary 1s and 4s -2 damage Glowing Shield on Secondary 2s -2 damage				
MANOEUVRES					
	- FIRE BOMB = D6 -2 damage				
	- GAS CLOUD = D6 -2 + special - you may not attack next turn				
<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.		

NAME	ARTISAN				L1
HP	3	XP	5	SH	+1
TREASURE	Roll on PT1 -2				
+ 2D6 SC					
INTERRUPT	Deflect on Secondary 1s -2 damage Distract on Secondary 6s - 1 damage				
MANOEUVRES					
	- JAB = D6 -3 damage				
<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.		

LEVEL 1 - CREATURE CARDS

NAME	BLACKSMITH				L1
HP	6	XP	9	SH	+1
TREASURE	Roll on MIT1 and PT1				
INTERRUPT	Crossed Arms on Secondary 3s and 6s -2 damage				
MANOEUVRES					
	- HAMMER BLOW = D6 -1 damage				
<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.		

NAME	CRAZED PREACHER				L1
HP	4	XP	5	SH	+1
TREASURE	Roll on RPT1				
INTERRUPT	Bible Block on Primary 4s -2 damage				
MANOEUVRES					
	- WILD SCRATCH = D6 -3 damage				
<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.		

NAME	CULTIST	L1			
HP	5	XP	6	SH	+1
TREASURE	Roll on RPT1				
INTERRUPT	Robe Swoop on Secondary 4s				
-1 damage					
MANOEUVRES					
- PUNCH = D6 -2 damage					
<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>					
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.		

NAME	DARK CLERIC	L1			
HP	12	XP	28	SH	+1
TREASURE	Roll on RPT2				
+10 GC					
INTERRUPT	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.					
MANOEUVRES					
- NECROTIC PROD = D6 -1 damage					
- STAFF BASH = D6 -2 damage					
<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>					
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.		

NAME	FUNGAL GEIST	L1			
HP	5	XP	6	SH	+1
TREASURE	D3 Geist				
Mushrooms.					
INTERRUPT	Rubbery hide on Secondary 4s				
-2 damage					
MANOEUVRES					
- MYCELIUM LASH = D6 -3 damage					
<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>					
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.		

NAME	GIANT HORNED ANACONDA	L1			
HP	15	XP	30	SH	+1
TREASURE	None				
INTERRUPT	Scale block on Secondary 2s				
and 5s -2 damage					
MANOEUVRES					
- SMOTHER = D6 -2 damage + special attack - miss next round (once per combat).					
- HORN JAB = D6 -2 damage					
<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>					
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.		

NAME	GUARD	L1					
HP	7	XP	13	SH	+1		
TREASURE	Roll on PT1 -1						
INTERRUPT	Shield Block on Secondary 3s and 5s -1 damage						
MANOEUVRES							
	- STAB = D6 -3 damage						
	- SWIPE = D6 -2 damage						
<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>							
	MISHAP ATTACK ROLL				PRIME ATTACK ROLL		
<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>				

NAME	GUARD DOG	L1					
HP	6	XP	8	SH	+1		
TREASURE	None						
INTERRUPT	Body barge on Secondary 4s -2 damage						
MANOEUVRES							
	- BITE = D6 -2 damage						
<p><i>A trained guard dog, appears vicious but has little experience fighting.</i></p>							
	MISHAP ATTACK ROLL				PRIME ATTACK ROLL		
<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>				

NAME	HUGE INFECTED RAT	L1					
HP	5	XP	9	SH	+1		
TREASURE	None						
INTERRUPT	Pounce on Secondary 1s and 6s -1 damage						
MANOEUVRES							
	- INFECTED BITE = D6 -3 damage + special - next two turns lose 1 HP						
	- SLASH = D6 -2 damage						
<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>							
	MISHAP ATTACK ROLL				PRIME ATTACK ROLL		
<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>				

NAME	HUGE RAT	L1					
HP	3	XP	2	SH	+1		
TREASURE	A rat tail without becoming bloodied.						
INTERRUPT	None						
MANOEUVRES							
	- BITE = D6 -4 damage						
<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>							
	MISHAP ATTACK ROLL				PRIME ATTACK ROLL		
<p>The rat attacks but slips and rolls on its back. You bring down your boot and crush its head, killing it.</p>			<p>The rat pounces and lands on your face. It bites you before you brush it off. Lose 1 HP.</p>				

NAME	HUGE SPIDER				L1	
HP	2	XP	2	SH	+1	
TREASURE	None					
INTERRUPT	None					
MANOEUVRES						
 - 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.					

NAME	INFERNAL MONK				L1	
HP	6	XP	15	SH	+1	
TREASURE	Roll on RPT1+1					
INTERRUPT	Heat Wave on Primary 2s and 5s -1 damage					
MANOEUVRES						
 - 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.					

NAME	JAILOR				L1	
HP	6	XP	10	SH	+1	
TREASURE	Roll on PT1 +1					
INTERRUPT	Barge on Secondary 2s -2 damage					
MANOEUVRES						
 - 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.					

NAME	LABOURER				L1	
HP	4	XP	5	SH	+1	
TREASURE	Roll on PT1 -2					
INTERRUPT	Shove on Primary 2s -2 damage					
MANOEUVRES						
 - 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.					

NAME	MEDIC				L1	H
HP	4	XP	5	SH	+1	
TREASURE	Roll on PT1 -2					
+ Malako Leaves						
INTERRUPT	Nimble Move on Primary 3s and 4s -1 damage					
MANOEUVRES						
🎲 - 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.			

NAME	MERCHANT				L1	H
HP	5	XP	6	SH	+1	
TREASURE	A wallet with					
D6 GC and D6 SC						
INTERRUPT	Divert Blow on Primary 2s and 5s -1 damage					
MANOEUVRES						
🎲 - 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.			

NAME	MUSTY BLOATER				L1	F
HP	9	XP	12	SH	+1	
TREASURE	D6 spores					
INTERRUPT	Blinding Spore Cloud on Primary 3s, 4s and 5s -1 damage					
MANOEUVRES						
🎲 - 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.			

NAME	SCARLET COBRA				L1	A
HP	3	XP	6	SH	+1	
TREASURE	No treasure					
INTERRUPT	Darts Aside on Primary 2s and 3s -1 damage					
MANOEUVRES						
🎲 - BITE = D6 -3 damage + special attack - poisoned - lose 1 HP per round for 2 rounds.						
<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.			

NAME	SCOUT				L1
HP	5	XP	9	SH	+1
TREASURE	Roll on PT1				
INTERRUPT	Swift Jump on Primary 1s and 6s -2 damage				
MANOEUVRES					
- JAB	= D6 -3 damage				
- QUICK CHARGE	= D6 -2 damage				
<i>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.</i>					
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 loses an arrow. Take D3 damage.				

NAME	SHARD ROCK PYTHON				L1
HP	10	XP	18	SH	+1
TREASURE	None				
INTERRUPT	Deflect on Primary 1s -2 damage				
MANOEUVRES					
- STRANGLE	= D6 -1 damage + special attack - when you attack next round you do one less damage.				
<i>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.</i>					
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.				

NAME	SLIMY GORGER				L1
HP	10	XP	16	SH	+1
TREASURE	Sticky glue like substance (need container)				
INTERRUPT	Gelatinous Body on Secondary 2s and 6s -2 damage				
MANOEUVRES					
- STICKY SUCTION	= D6 -1 damage + special attack - you may not use one random piece of armour this turn.				
<i>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.</i>					
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.				

NAME	THUG				L1
HP	3	XP	6	SH	+1
TREASURE	None				
INTERRUPT	Forearm block on Secondary 4s -1 damage				
MANOEUVRES					
- PUNCH	= D6 -3 damage				
<i>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.</i>					
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.				

NAME	VETERAN				L1
HP	10	XP	30	SH	+1
TREASURE	Roll on PT1 +1				
and an extra D6 GC					
INTERRUPT	Parry on Primary 3s and 4s -2 damage				
Armour deflection on Secondary 5s and 6s -1 damage					
MANOEUVRES					
- CRUSHING BLOW = D6 -1 damage					
- 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>					
MISHAP ATTACK ROLL			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.		

NAME	WAR HOUND				L1
HP	10	XP	25	SH	+1
TREASURE	A spiked collar.				
INTERRUPT	Raised Legs on Primary 5s and 6s -2 damage				
MANOEUVRES					
- BITE = D6 -1 damage					
- 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>					
MISHAP ATTACK ROLL			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.		

NAME	WARRIOR				L1
HP	9	XP	22	SH	+1
TREASURE	Roll on PT1				
INTERRUPT	Bracer block on Primary 4s -1 damage				
Dodge on Secondary 3s -1 damage					
MANOEUVRES					
- FLURRY = D6 -3 damage					
- 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>					
MISHAP ATTACK ROLL			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.		

NAME	WORK DOG				L1
HP	4	XP	4	SH	+1
TREASURE	None				
INTERRUPT	Side Swipe on Secondary 2s -2 damage				
MANOEUVRES					
- 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>					
MISHAP ATTACK ROLL			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.		

NAME	ADEPT				L2
HP	10	XP	70	SH	+2
TREASURE	Roll on PT2+2				
and POT3					
INTERRUPT	Quick Block on Secondary 2s and 5s -2 damage				
MANOEUVRES					
	- STAFF THRUST = D6 -1 damage				
<p><i>Adepts are the trusted managers of the dungeon, organising the staff and operations. They paint red slashes on their faces, wear grey robes and carry short staves.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Adept seems to be strained and falls back. You gain +1 Shift on the next attack.			They pull a small vial free and throw it. It strikes and you seem to slow down. -1 Shift for the next round.		

NAME	AMAUROTIC				L2
HP	14	XP	44	SH	+1
TREASURE	Roll on PT1				
INTERRUPT	Sonic Block on Primary 1s, 2s and 6s -1 damage				
MANOEUVRES					
	- TWISTING PROD = D6 damage				
<p><i>Blinded and insane the Amaurotic have a heightened sense of hearing. Guided by Nevazor they wander down to the crypt levels to avoid the persecution of domain guards.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Amaurotic catches the wall with their staff, jarring their wrist, losing 3 HP.			They shoot their staff forward through your guard striking your chest. Lose 3 HP		

LEVEL 2 - CREATURE CARDS

NAME	BANISHED				L2
HP	9	XP	34	SH	+1
TREASURE	Roll on BST1 -2				
INTERRUPT	Scurry Away on Secondary 1s, 4s, 5s and 6s -1 damage				
MANOEUVRES					
	- WILD SCRATCH = D6 -1 damage				
<p><i>Banished from the Domain level to the crypt levels, for heinous crimes, these tortured beings are renowned grisly cannibals, desperate but unable to escape the domain of the dead.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
They cower away from your attack suddenly scared, shrinking back. You +2 Shift in the next round.			The Banished dives to the ground, grabs your leg and sink in their teeth. Lose 2 HP.		

NAME	BARIC KNIGHT				L2
HP	18	XP	88	SH	+2
TREASURE	Roll on PT2+2				
+3D6 GC					
INTERRUPT	Shoulder Guards on Primary 1s -2 damage Helm on Secondary 1s -1 damage				
Banded Chestplate on Secondary 2s and 3s -2 damage					
MANOEUVRES					
	- CURVING SLASH = D6 damage				
	- PRECISE STAB = D6 -1 damage				
<p><i>Part of the Baric Order, the well armoured Baric Knights, are a group of trained warriors who serve the Overlord and follow an oath to protect the subterranean world from that which is above.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
Slowed by their armour the knight stumbles and does not attack this turn as they gain their balance.			A mighty blow comes down from the Knight's blade, destroying one random piece of armour(not plate).		

NAME	BROWN BEAR				L2
HP	14	XP	52	SH	+1
TREASURE	A set of fangs				
without becoming bloodied					
INTERRUPT	Paw Swipe on Primary 3s -2 damage				
MANOEUVRES					
	- RIGHT CLAWS = D6 damage				
	- LEFT CLAWS = D6 damage				
<i>Often hunted and trapped these aggressive creatures are used in terrible bear baiting events in the dungeon. They are trained to attack anyone but their master.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The bear throws its body forward, stumbles and you catch it with your weapon causing D6 damage.			The bear lands on top of you and bites your shoulder causing D6 damage. You roll free.		

NAME	GIANT RAT				L2
HP	7	XP	12	SH	+1
TREASURE	A rat tail				
without becoming bloodied					
INTERRUPT	Jump Away on Secondary 4s -1 damage				
MANOEUVRES					
	- VICIOUS SCRATCH = D3 -1 damage				
	- BITE = D6 -3 damage				
<i>The rats in the crypt levels have been affected by the grim soup of magic and toxins that pollute the many dark places. Lusting for fresh meat they attack when they see you enter.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The rat dives forward but misses and slides across the space. You lash out and do 3 HP damage.			The rat jumps and swings a clawed paw, catching your chin, drawing blood. You lose 2 HP.		

NAME	HEEDLESS				L2
HP	13	XP	48	SH	+2
TREASURE	Roll on PT2+1				
+2D6 GC					
INTERRUPT	Leather Armour on Secondary 1s, 2s, 5s and 6s -2 damage				
MANOEUVRES					
	- BATON STRIKE = D6 +1 damage				
<i>Heedless are hardy folk who spend time in the crypt levels of the dungeon searching for loved ones or lost treasure, avoiding the undead and sleeping in empty sarcophagi.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
Their baton slips from their hand. Gain an extra attack while they recover it from the ground.			The Heedless swings into a frenzy, gaining +2 Shift and +2 damage on their next attack.		

NAME	MERCENARY				L2
HP	15	XP	45	SH	+1
TREASURE	Roll on PT2 +1				
+3D6 SC					
INTERRUPT	Breastplate on Primary 2s and 5s -2 damage				
MANOEUVRES					
	- SWORD SWIPE = D6 -2 damage				
	- SAVAGE BLOW = D6 damage				
<i>These well armoured, hired hands have embedded themselves in the running of the dungeon, but remain independent. They are skilled warriors and know it.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
Too confident, their attack is casual allowing you to swipe their side causing D3 damage.			Quick with their sword the Mercenary spins and pushes forward quickly with a jab. Lose D3 HP.		

NAME	MYSTIC				L2	H
HP	9	XP	74	SH	+1	
TREASURE	Roll on PT2 -1 and POT3					
INTERRUPT	Ethereal Body on Secondary 2s, 3s, 4s and 5s -1 damage					
						MANOEUVRES
 - LIFE DRAIN	= D6 +1 damage					
 - SWIRLING WHIP	= D6 -2 damage					
<i>One of Intuneric's servants, the Mystic, draws upon the unseen and the darkness. They seem to shimmer as if phasing in and out of reality and can cast whips of smoke from their hands.</i>						
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL					
The Mystic falls to their knees and screams. They are prone and you swing hard causing D6 damage.			A swirling mass of black smoke churns around the mystic, forms a spear and strikes you. Lose D6 HP.			

NAME	OVERLORD				L2	H
HP	21	XP	130	SH	+2	
TREASURE	Roll on PT2 +3 +3D6 GC					
INTERRUPT	Padded Robes on Primary 2s -1 damage Forearm Block on Secondary 4s and 5s -2 damage					
						MANOEUVRES
 - TWO FIST SLAM	= D6 damage					
 - BEAR HUG	= D6 -2 damage + special attack - 1 random potion is destroyed (once per combat)					
<i>The Overlord runs the top two levels of the dungeon, the Baric Knights carrying out duties on their behalf. The Overlord is a tough adversary, who is never afraid to get their hands dirty.</i>						
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL					
The Overlord stumbles on a piece of furniture, their great bulk a hinderance so cannot attack this turn.			The Overlord manages to grip your elbow with their massive hand and twists it. Take D6 damage.			

NAME	SKELETON WARRIOR				L2	U
HP	10	XP	40	SH	+1	
TREASURE	Roll on BST1					
INTERRUPT	Body Void on Primary 3s and 4s -1 damage					
						MANOEUVRES
 - SWORD THRUST	= D6 -1 damage					
 - DUSTY BOOT	= D6 -3 damage					
<i>The skeleton rises up its the black eye sockets empty voids. This animated warrior is held together by a dark magic and their singular purpose is to kill the living. It advances.</i>						
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL					
The armour on the skeleton makes it top heavy and it trips. You kick it hard for D3 damage.			The skeleton peels off a chunk of armour, flings it fast and high and it hits you. Lose D3 HP.			

NAME	SPORAL RAPNEL				L2	F
HP	15	XP	50	SH	+1	
TREASURE	Handful of spores					
INTERRUPT	Spore Screen on Primary 3s -1 damage Tough Hide on Secondary 1s and 6s -2 damage					
						MANOEUVRES
 - SPORE PROJECTILE	= D6 -1 damage					
 - HEAD BASH	= D6 -1 damage					
<i>From a pulsing mass of fungi rises a large head, as if a giant sunflower. It has a central mouth, throbbing with red spores, surrounded by green tentacles. It rattles as if a snake and attacks.</i>						
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL					
Part of the Sporal Rapnel base rips free as it tries to swing, causing it D6 damage as it writhes.			The head of the creature pulls back vibrating as a mass of spores shoots free to blast you. Lose D6 HP.			

NAME	THE VANISHED				L2
HP	12	XP	30	SH	+1
TREASURE	Roll on PT2-2				
					
INTERRUPT	Dark Aura on Secondary 4s and 6s -2 damage Head Mask on Primary 1s -1 damage				
MANOEUVRES					
	- DAGGER STAB = D3 damage				
	- SIDE KICK = D6 -3 damage				
<p><i>The Vanished are rumoured to be the wayward souls who have disappeared from the surface and end up corrupted by the same dark magic that animates the dead. They hide in the shadows.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
<p>Black puss bursts from under its mask, making it fall back screaming and miss the next round.</p>			<p>The Vanished reaches down, grabs a stone and throws it, glancing your head. Lose 2 HP.</p>		

NAME	ZOMBIE				L2
HP	12	XP	38	SH	+1
TREASURE	Roll on BST1				
					
INTERRUPT	Lifeless Corpse on Secondary 1s, 2s and 6s -1 damage				
MANOEUVRES					
	- CLAWED HAND = D6 +2 damage				
<p><i>The zombie turns in your direction, the flesh loose on its face, a blank terror suspended in the white globes that are its eyes. It moans and lopes towards you.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
<p>A large chunk of the creature's arm falls away as it swings causing it D6 damage.</p>			<p>The creature stumbles and throws its weight at you, knocking you aside. Lose 2 HP.</p>		

NAME	AFFLICTED				L3
HP	15	XP	85	SH	+1
TREASURE	Roll on PT2				
INTERRUPT	Tough Skin on Primary 1s, 2s, 5s and 6s -1 damage				
MANOEUVRES					
	- SPLINTERED NAILS = D3 +1 damage				
	- BONY KNUCKLE = D3 +3 damage				
<i>Sometimes experimenting with Metamorphic magic can warp the body as well as the mind resulting in the Afflicted. No threat to the Order they attack those who they do not recognise.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
Their crazed attack leaves them open allowing you to strike low and cause 2D6 damage to an exposed leg.			The Afflicted pulls a sharp bone from their hose and flicks it at you. It sticks in your shoulder. Lose 4 HP.		

NAME	ASHEN FEXT				L3
HP	18	XP	130	SH	+2
TREASURE	No Treasure				
INTERRUPT	Tough Hide on Primary 3s, 4s and 5s -2 damage				
MANOEUVRES					
	- BLUNTED BLADE = D6 -1 damage				
	- EXTENDED JAW = D3 +1 damage				
<i>Ashen Souls are undead touched by Maduva yet their bodies are preserved and filled with metamorphic energy as they flux between death and life, the imbalance driving them insane.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The creature seems paralysed. Their Interrupt stats have no effect in the next round of combat.			The Fext raises a vibrating hand forming a circular shield. You lose 2 Shift in the next round of combat.		

LEVEL 3 - CREATURE CARDS

NAME	BASAL INITIATE				L3
HP	15	XP	75	SH	+1
TREASURE	Roll on PT2 +1				
INTERRUPT	Side Step on Primary 3s and 5s -2 damage Heat Shield on Secondary 4s -3 damage				
MANOEUVRES					
	- FIRE GLOBE = D6 damage				
	- LEATHER WHIP = D3 +1 damage				
<i>The Basal Initiates were once Infernal Monks who have been drawn into the study of Primordial magic. They have one goal in the maniacal studies and that is to become a Mordeel Axiom.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The initiate tries to draw upon their magic but fails giving you a chance to throw a weapon.			The initiate clicks their fingers and fire bursts from the ground all around you. Lose 2D6 HP.		

NAME	FARAVIATA				L3
HP	21	XP	120	SH	+2
TREASURE	Roll on BST2+2				
INTERRUPT	Sudden Swoop Secondary 1s and 3s -2 damage				
MANOEUVRES					
	- FREEZING CLAWS = D6 +1 damage				
	- LOCKED STARE = D3 damage + special attack - Next round deduct 1 shift				
<i>The Faraviata are warped humans who have been drained of life through infernal worship. Yet they return to reinhabit their previous bodies and are now animalian, bestial, hungry for blood.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The creature grabs up a rat and sinks in its fangs. Chance presented you swipe doing D6 damage.			The Faraviata leaps forward past your guard and sinks its teeth into your neck. Lose D6 HP.		

NAME	GHOST				L3
HP	15	XP	85	SH	+2
TREASURE	No Treasure				
INTERRUPT	Static Fusion on Primary 2s and 3s -2 damage Phased Arm on Secondary 6's -2 damage				
					MANOEUVRES
- SPECTRAL TOUCH = D6 -1 damage					
- COLD BLAST = D6 -2 damage					
<i>Ghosts appear in the form of their past life surround by white astral energies, that channels their ferocity into the world. They viciously want revenge on all the living.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
They rise up in the air and seem to be trying to stabilise their aura. They lose the next turn.			The ghost raises its glowing hands and fires a bolt of energy at you. Lose 3 HP.		

NAME	GREY ANCHORITE				L3
HP	13	XP	60	SH	+1
TREASURE	Roll on RPT2				
INTERRUPT	Wild Dodge on Primary 1s and 6s -2 damage				
					MANOEUVRES
- BRIGHT FLASH = D3 damage					
- QUICK PUNCH = D3 +1 damage					
<i>Although Grey Anchorites do many of the chores in the Infernal levels they are also aspirational and have a wild fervour. But they lack the talent to progress and will often remain in the grey.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
They become tangled in their grey robes and miss the next round of combat as they free themselves.			They cast a screen of sparks that wash across you, stinging as they touch your skin. Lose D6 +1 HP.		

NAME	MUMMY				L3
HP	15	XP	90	SH	+2
TREASURE	Roll on BST2				
INTERRUPT	Senseless Body on Primary 1s, and 6s -3 damage				
					MANOEUVRES
- SAVAGE BASH = D6 damage					
- BODY BARREL = D6 -2 damage					
<i>Many of the bodies in the crypt have been embalmed and, now risen, roam the dark halls as rigid mummies. It turns and senses you, the dry corpse visible beneath the strips of cloth.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
One of the pieces of cloth becomes tangled and it trips, hitting its head on a ledge. It loses 3 HP.			The mummy seems less affected by your weapon. You have -2 damage on your next hit.		

NAME	OLDFANG PILLARIST				L3
HP	24	XP	95	SH	+2
TREASURE	Roll on PT2 +1 and POT2				
INTERRUPT	Breast Plate on Primary 5s and 6s -2 damage Forearm Block on Secondary 2s -1 damage				
					MANOEUVRES
- HEAVY SWING = D6 +2 damage					
- GLANCING BLOW = D3 +1 damage					
<i>Once Red Guard the Oldfangs have taken on the role of command as time takes its toll. But they are still as tough as always and formidable opponents, despite being somewhat slower.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The Oldfang pauses and seems to rest against the wall. They miss the next turn.			The Oldfang unexpectedly twists and their swing arcs down towards you. You can not avoid it. Lose 2D3 HP.		

NAME	PUPPETEER				L3
HP	16	XP	110	SH	+1
TREASURE	Roll on PT2 +2				
+ a golden ring worth 2D6					
INTERRUPT	Control Movement on Primary				
2s, 3s and 4s -1 damage + special defense					
- the Puppeteer controls your next attack					
reducing the damage by 2. MANOEUVRES					
- DARK MIMIC = D6 damage					
<i>Puppeteers work for the Infernal Order recruiting and bringing in new blood to the dungeon. They manipulate the Psyche Orbit and control those who they deem unworthy.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
They seem to focus on you but you feel nothing, their magic fails. You charge them causing D6 damage.			You sense the magic grip you and you turn and smash your head into the wall. Lose D6 HP.		

NAME	SHADOW BLADE				L3
HP	12	XP	95	SH	+1
TREASURE	Roll on PT2				
+2D6 GC					
INTERRUPT	Dodge Backwards on Primary				
1s and 6s -2 damage + special defense - the					
Shadow Blade lashes out as they dodge back					
and catches you. Lose 1 HP. MANOEUVRES					
- DAGGER STAB = D6 -1 damage					
- CARTWHEEL KICK = D3 +1 damage					
<i>Some thieves and brigands are chosen by the Infernal Order and are trained to draw upon the Faculty Orbit. They use this magic to hone their dexterous skills and serve as spies and assassins.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The Shadow Blade turns and throws their dagger but it sticks in the wall. They miss the next turn.			They punch you and a blade shoots from their wrist unexpectedly, cutting you deeply. Lose D3 +2 HP.		

NAME	STONE MAIDEN				L3
HP	30	XP	90	SH	+1
TREASURE	No Treasure				
INTERRUPT	Stone Skin on Primary 3s, 4s				
and 5s -2 damage					
MANOEUVRES					
- STONE FIST = D6 damage					
<i>Stone Maidens are favoured by Grakada and were once women sacrificed by the Infernal Monks and placed in tombs, only to reappear with stoney skin and a lust for the blood.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
The Maiden becomes slowed and stonelike. They lose 1 shift for the next round.			The Maiden fires two shards from her open palm. Both hit. Lose D3 and D3 HP.		

NAME	TOMB RAIDER				L3
HP	20	XP	70	SH	+1
TREASURE	Roll on BST2				
and BT2 +2 and +2D6 GC					
INTERRUPT	Low Duck on Primary 4s				
and 5s -2 damage Forearm Block on					
Secondary 1s and 2s -1 damage					
MANOEUVRES					
- CUTLASS SLASH = D6 damage					
- GRIP TWIST = D3 damage					
<i>There are a few people who dare to venture into the crypts in search of treasure. They are more than happy to recover the treasure from those who get in their way. They draw a knife and attack.</i>					
MISHAP ATTACK ROLL			PRIME ATTACK ROLL		
Hampered by their booty the Tomb Raider loses 1 Shift for the next round of combat.			They pull out a spiked chain and flick it at you. It loops around and lashes your arm. Lose 2 HP.		

NAME		UNDEAD BEAR		L3 	
HP	25	XP	85	SH	+2
TREASURE		No Treasure			
					
INTERRUPT		Senseless Hide on Primary 2s, and 6s -1 damage			
MANOEUVRES					
 - SAVAGE CLAWS = D6 damage					
 - BODY BARGE = D3 +2 damage					
<i>Bears that escape the baiters flee into the crypts only to be fed on by the Faraviata and once drained of blood are reanimated as undead bears, their fur bleached white by death.</i>					
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL		
The undead bear tries to barge you but slips and tumbles to the ground, missing the next round.			Long claws snap the straps on a piece of your armour. It must be repaired before it can be used again.		

NAME	BANSHEE				L4
HP	28	XP	190	SH	+2
TREASURE	Roll on BST2+2				
					
INTERRUPT	Resonating Barrier on Primary				
1s, 2s and 6s -2 damage					
MANOEUVRES					
	- PITCHED SCREAM = D6 damage				
	- VIBRO PUNCH = D3 +1 damage +				
special attack - Shock -1 Shift next round					
<i>Banshees are twisted by the Orbit of Psyche. They are beings who tormented by their own voices are sent away into the depths where they cannot disturb those in the domain above.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Banshee seems tormented, grabbing their head, giving you an extra attack next round.			The Banshee opens her mouth and screams. The sonic wave hits you. Lose 4 HP.		

NAME	OFILIT				L4
HP	32	XP	210	SH	+2
TREASURE	Roll on BST2+1				
+ a torque worth 3D6 GC					
					
INTERRUPT	Padded Shoulder on Primary				
5s -2 damage Swinging Forearm on					
Secondary 3s and 6s -1 damage					
MANOEUVRES					
	- GRATING CLAWS = D6 +2 damage				
	- CRUSHING GRIP = D3 +2 damage				
<i>Ofilit are ancient giants of the old world, returned to the deep caves as undead beings, only to find the dungeon in its place. They wander the tunnels confused, aggressively seeking their lost home.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Ofilit wildly swings its fist against the wall, and some stone comes down on it causing 2D3 damage.			The Ofilit charges, its oddly domed skull striking you hard in the chest, wounding you, causing 2D3 damage.		

LEVEL 4 - CREATURE CARDS

NAME	UNDER TROLL				L4
HP	40	XP	250	SH	+2
TREASURE	Roll on BT1 +3				
and BT2 +3					
					
INTERRUPT	Tough Skin on Secondary 1s,				
2s, 3s, 4s and 6s -1 damage					
MANOEUVRES					
	- MIGHTY FIST = D6 +1 damage				
	- ROCK THROW = D3 damage + special				
attack - 1 random, carried large item is lost					
<i>When the dungeon was being made a number of ancient Under Trolls were discovered and trapped. Later these angry creatures escaped into the lower levels and now hunt for fresh meat.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Troll is blinded by a flash of light. A big target, you lunge in and strike it hard for D6 damage.			The Troll grips your arm and twists it. Now in pain, you lose 1 shift for the next two combat rounds.		

NAME	RED GUARD				L4
HP	32	XP	160	SH	+2
TREASURE	Roll on PT2				
					
INTERRUPT	Plate Armour on Primary 2s, 3s				
and 5s -2 damage					
MANOEUVRES					
	- SWORD THRUST = D6 +1 damage				
	- QUICK SLASH = D3 +3 damage				
<i>The Red Guard are elite warriors raised from childhood and trained by the Infernal Order. They are taught to guard the lower levels and serve the Mordeel and the Infernal Cardinal.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Red Guard stumbles and misses their swing. You are able to counter and cause D6 damage.			The Red Guard pulls a dagger and flings it at you and it slices past your face. Lose D6 +2 HP.		

NAME		ZORDIAN SHADE		L4 	
HP	50	XP	300	SH	+2
TREASURE		Roll on BT1 +3			
		and BT2 +3			
INTERRUPT		Agile Leap on Primary 1s, 2s, and 6s -1 damage			
		Muscular Frame on Secondary 1s and 2s -2 damage			
		MANOEUVRES			
		CLAWS SLASH = D6 +2 damage			
		GAS ROAR = D3 damage + special			
		attack - next combat round -1 Shift.			
<i>Zordian Shades are possessed corpses of a species of extinct lion, scourged by primordial magic. They hate humans and seek revenge for the persecution they suffered in life. It roars!</i>					
		MISHAP ATTACK ROLL			
				PRIME ATTACK ROLL	
It seems to want to destroy a piece of furniture in its rage and misses the next round.		The Zordian Shade braces and jumps high across the room, to land on top of you. Lose D6 HP.			



NAME	ASCUNDE				L5
HP	32	XP	350	SH	+2
TREASURE	No Treasure				
INTERRUPT	Jump Backwards on Primary				
2s and 3s -3 damage		Bone Spikes on			
Secondary 1s and 6s -1 damage					
					MANOEUVRES
	- SPIKED FIST = D6 +4 damage				
	- SAVAGE BITE = D3 +1 damage +				
special attack - Bleed - lose 4 HP next round					
<i>The Ascunde are desperate beings who scavenge meat from the carcasses used to feed the beasts on level 7. They are left to hide in the shadows as they often clean and store the bones from sight.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Ascunde backs away waving its arms, cowering from the fight. You gain an extra attack next round.			The Ascunde slashes both hands down upon your shoulders. Causing 8 damage.		

NAME	EFFLUX CREAR				L5
HP	28	XP	500	SH	+2
TREASURE	Roll on RPT4				
INTERRUPT	Psychic Shield on Primary 4s				
and 5s -2 damage		Sudden Fear on			
Secondary 6s -3 damage					
					MANOEUVRES
	- MENTAL BLAST = D6 +4 damage				
	- STATIC SHARD = D6 +3 damage				
<i>When the Efflux Crear are not absorbing themselves in pure Psyche energy they are often employed to probe people's minds for the Infernal Order's Suppression Council.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Efflux Crear seems to lose concentration, for a moment. They lose 2 Shift points on the next attack.			A wave of fire erupts from the temple of the Efflux Crear, engulfing you. Lose 2D6 HP.		

LEVEL 5 - CREATURE CARDS

NAME	MORDEEL AXIOM				L5
HP	50	XP	650	SH	+2
TREASURE	Roll on RPT4				
INTERRUPT	Primordial Barrier on Primary				
5s and 6s -4 damage		Fire Screen on			
Secondary 3s and 4s -2 damage					
					MANOEUVRES
	- FIRE STORM = D3 +4 damage				
	- METEOR HAIL = D6 +3 damage				
<i>These much feared figures are warped by the Primordial Orbit. Consumed and reshaped by this base magic they seek to further their influence and lead many of the sacrificial ceremonies.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Mordeel launches a storm of fire but you are able to duck into cover so take no damage this turn.			You stagger backwards as black liquid erupts from your mouth. You fight to breathe. Lose 2D6 HP.		

NAME	MURIND				L5
HP	28	XP	300	SH	+2
TREASURE	No Treasure				
INTERRUPT	Leathery Skin on Primary 3s, 4s				
5s and 6s -3 damage					
					MANOEUVRES
	- FLAYING CLAWS = D6 +5 damage				
	- SAVAGE BITE = D6				
<i>Like the Ascunde the Murind exist on scraps and leftovers, but they have been touched by Maduva and now exist near to death, gifted tough skin and kept alive in a state of grim rapture by their deity.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Murind raises its arms and screams dropping its guard, allowing you to swing and do 2D6 damage.			The Murind raises a hand and a stream of black tar shoots forth. It strikes you causing 2D6 damage.		

NAME RAPTURED SHIMBAY		L5	
HP 40	XP 500	SH +2	
TREASURE Roll on RPT4			
INTERRUPT Ethereal Shield on Primary 2s and 6s -3 damage Quick Sway on Secondary 2s and 3s -2 damage			
MANOEUVRES			
- TRANSFORMED HAND = D6 +4 damage			
- ENERGY BLAST = D6 +3 damage			
<i>A few Infernal Monks focus their study on the Metamorph Sphere. Many die unable to control this powerful magic or worse become Afflicted. A few though show aptitude and become Shimbay.</i>			
MISHAP ATTACK ROLL		PRIME ATTACK ROLL	
The Shimbay pauses and raises its hands as it draws energy from the air. You strike for 2D3 damage.		It points at your arm. If you have hand or arm armour it melts off your arm and is destroyed.	

NAME TERRA MAGNA		L5	
HP 30	XP 450	SH +2	
TREASURE Roll on PT2 +1			
INTERRUPT Plate Armour on Primary 1s, 4s and 6s -3 damage			
MANOEUVRES			
- MORNINGSTAR BASH = D6 +4 damage			
- SIDE KICK = D3 +3 damage			
<i>Sent out by The Keeper the Terra Magna scout out creatures for the Menagerie. They are experienced trackers and worthy fighters. When they find their prey they return and seek out the Pen Tamer.</i>			
MISHAP ATTACK ROLL		PRIME ATTACK ROLL	
They swing towards you but the weapon flies from their hand. Allowing you to jab them for D6 +4 Damage.		You look down and flinch as a trap clamps around your foot. Lose 2D6 HP as you quickly free yourself.	

LEVEL 5 - CREATURE CARDS

NAME VUDELIAN BRAWLER		L5	
HP 35	XP 450	SH +2	
TREASURE Roll on PT2 +2			
+ 2D6 GC			
INTERRUPT Forearm Block on Primary 2s and 3s -2 damage Leather Straps on Secondary 4s and 6s -1 damage			
MANOEUVRES			
- SLAM = D6 +3 damage			
- MIGHTY BLOW = D3 +4 damage			
<i>The Infernal Order bribe wrestlers and fighters with the promise of power and then use magic from the Faculty Orbit to sculpt these beings into muscular thugs who serve to guard their sanctum.</i>			
MISHAP ATTACK ROLL		PRIME ATTACK ROLL	
Bulky and slow the brawler swings but misses and you are able to land a quick kick doing D6 damage.		The brawler manages to lock its arms around you and squeezes. Lose D6 HP before you break free.	

NAME	EARTH CROC				L6 
HP	65	XP	850	SH	+3
TREASURE	Four teeth				
INTERRUPT	Scaly Hide on Primary 1s, 2s, 5s and 6s -3 damage				
MANOEUVRES					
	- CRUSHING BITE = 2D6 +1 damage				
	- TAIL SWING = 2D3 +4 damage				
<i>Earth Crocs dig deep burrows into soft earth where they settle into cold underground pools. They are then captured at the order of The Keeper to be released into city sewers and water supplies.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Earth Croc barrels into a pillar and slides away, causing no damage this round and missing next.			The Earth Croc clamps its teeth around your body breaking one piece of random armour (not plate).		

NAME	INFERNAL CARDINAL				L6 
HP	50	XP	950	SH	+2
TREASURE	Roll on RPT4,				
SCT2 and SCT3					
INTERRUPT	Pyre Shield on Primary 1s, 2s and 4s -3 damage Floating Embers on Secondary 2s, 3s and 4s -2 damage				
MANOEUVRES					
	- BLADE CLEAVE = 2D6 +1 damage				
	- LASH OF FLAME = D6 +5 damage				
<i>The Infernal Cardinal rules levels 5 and 6 of the dungeon. These dark humanoids have mastered the many orbits of magic but twisted it into an infernal haze of power that is all consuming.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The cardinal seems to burn with flame but is unable to aim this powerful weapon. It misses the next round.			The cardinal reaches out, clenches its fist and you feel intense heat flood your body. Lose 2D6 HP.		

LEVEL 6 - CREATURE CARDS

NAME	MORTLEY FLY				L6 
HP	45	XP	750	SH	+2
TREASURE	No Treasure				
INTERRUPT	Quick Hover on Primary 1s, 2s and 6s -4 damage				
MANOEUVRES					
	- MOUTH JAB = 2D6 +1 damage				
	- REDEYE AURA = 2D6 + special attack				
- Runes cannot be used against the fly now					
<i>Through the manipulation of Primordial magic the Mordeel Axiom are able to breed these foul beasts from mutated maggots that they nurture in their morgue pits. They emerge as huge flying insects.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Mortley Fly rises up but its wings catch the ceiling and it falls, clattering into the floor, losing 2D6 HP.			The Mortley Fly rises above you and vomits a hot acid that burns your skin. Lose 2D6 +5 HP.		

NAME	SCALE HOUND				L6 
HP	50	XP	800	SH	+2
TREASURE	A set of fangs				
without becoming bloodied					
INTERRUPT	Tough Skin on Primary 2s, 4s and 6s -3 damage				
MANOEUVRES					
	- HEAVY BARGE = 2D6 +2 damage				
	- CRAZED MAULING = 3D3 +2 damage				
<i>Scale Hounds are the result of the experiments with Metamorphic magic. They are lizards and dogs blended and transformed into large powerful beasts by Raptured Shimbays.</i>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
The Scale Hound seems to shimmer, a dog and then lizard appear, writhing then join, causing 2D6 damage.			The beast rears and rakes you with his paws, long broken claws tearing at you. Take 2D6 damage.		

NAME	SCUTTLE COW				L6
HP	50	XP	850	SH	+2
TREASURE	No Treasure				
INTERRUPT	Scuttle Barge on Primary 3s, and 5s -3 damage Hard Carapace on Secondary 4s, 5s and 6s -2 damage				
MANOEUVRES					
	- SHARP MANDIBLES = 2D6 +3 damage				
	- MANY KICKS = 2D6 +1 damage				
<p><i>Scuttle Cows were found deep in the earth by the Terra Magnus. Through selective breeding and Infernal rituals they grow larger and are released upon the surface when numbers peaked.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
<p>The beast is almost too large for the space. It struggles to attack and misses the next turn.</p>			<p>The Scuttle Cow turns and rolls into you. You cannot avoid it as it knocks you down. Lose D6 +4 HP.</p>		

NAME	SUMMONED FLAYER				L6
HP	55	XP	900	SH	+2
TREASURE	2 HQ rubies				
plucked from its temple					
INTERRUPT	Scaly Hide on Primary 3s, 4s and 6s -3 damage Wiry Body on Secondary 1s, 2s and 3s -2 damage				
MANOEUVRES					
	- TENTACLE LASH = 2D6 damage				
	- SAVAGE BITE = D3 +5 damage				
<p><i>Rituals carried out by the Infernal Order can result in summoning swirling clouds of primordial magic. Overtime these grow and seethe until from within this dark portal a Flayer might emerge.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
<p>The Flayer lashes its long tentacles at you but becomes entangled. You strike causing D6 damage.</p>			<p>The Flayer grips you and spews black smoke into your eyes. On the next round you have no Shift.</p>		

LEVEL 6 - CREATURE CARDS

NAME	VIBRALECT				L6
HP	60	XP	950	SH	+3
TREASURE	No Treasure				
INTERRUPT	Carapace Strips on Primary 1s, and 6s -2 damage Whipping Arms on Secondary 3s and 4s -3 damage				
MANOEUVRES					
	- MULTI LASH = 2D3 +3 damage				
	- ELECTRIC ZAP = 2D6 + special attack				
- Deduct 1 HP per round - cumulative					
<p><i>Charged with electrical energy from the Faculty Orbit of magic, these giant insects have burrowed upwards from deep down, lured by the Pen Tamer who's scent driven concoctions act as bait.</i></p>					
	MISHAP ATTACK ROLL			PRIME ATTACK ROLL	
<p>The Vibralect seems to fizz as the electric energy cuts out. It cannot use its ELECTRIC ZAP for 2 rounds.</p>			<p>Bolts of lightning erupt from the creature's antennae and strike your limbs. Lose 2D6 +6 HP.</p>		

NAME	DEFECTUS	L7
HP	70	XP 1350
SH	+3	
TREASURE	Roll on BST2	
+4D6 GC		
INTERRUPT	Leather Plate on 2s, and 4s	
-3 damage Push Aside on Secondary 3s		
4s and 5s -4 damage		
MANOEUVRES		
	- QUICK THRUST = 2D6 + 6 damage	
	- MIGHTY CLEAVE = 2D6 + 8 damage	
<p><i>The Defectus once sought the legendary status, longing to be a hero, but they fell short. Their bitterness drove them in the darkness where their skills afforded them a place amongst the lost.</i></p>		
	MISHAP ATTACK ROLL	
The Defectus puts both hands on their sword and looks out of breath. They miss their next round.		
The Defectus spins, throwing their weight forward their blade clips you. Lose 2D6 + 10 HP.		PRIME ATTACK ROLL

NAME	HAXA	L7
HP	60	XP 1200
SH	+3	
TREASURE	Some herbs in a pouch roll on HST1	
INTERRUPT	Dark Shimmer on 1s, 3s	
4s and 6s -3 damage Sudden Mist on Secondary 2s and 3s -3 damage		
MANOEUVRES		
	- BLACK BOLT = 2D6 + 5 damage	
	- RAKING CLAWS = 2D6 + 4 damage	
<p><i>The Haxa have been twisted by Primordial magic which they channel and use to sustain their life force. They can unleash this when threatened or when they wish to disappear into the darkness.</i></p>		
	MISHAP ATTACK ROLL	
The Haxa wildly flays at you and stumbles forward. You counter, its side exposed causing 2D6 + 2 damage.		
The Haxa clenches their fists and a dark wave projects outwards to wash over you. Lose 10 HP.		PRIME ATTACK ROLL

LEVEL 7 - CREATURE CARDS

NAME	NIGHT UMBRA	L7
HP	60	XP 1050
SH	+3	
TREASURE	Ebony bead necklace	
INTERRUPT	Ebony Skin on Primary 1s, 4s and 6s -3 damage Wing Swoop on Secondary 3s and 5s -4 damage	
MANOEUVRES		
	- WING BASH = 2D6 + 3 damage	
	- EBONY FIST = 2D6 + 2 damage	
<p><i>Cursed by Intuneric the Night Umbra are thieves of holy relics transformed into gargoyle like statues. They cannot fly or talk, and are trapped in a shell of ebony to only be released by death.</i></p>		
	MISHAP ATTACK ROLL	
The Umbra catches their heavy wings and cannot attack next turn as a result. It also loses 6 HP.		
The Umbra brings its wings down in a crossing fashion, to slash you twice. Take D6 + 3 and D3 + 4 damage.		PRIME ATTACK ROLL

NAME	PEN TAMER	L7
HP	60	XP 1650
SH	+3	
TREASURE	Roll on PT3 and a pouch of 4D6 GC	
INTERRUPT	Spiked Armour on Primary 3s, 4s and 5s -3 damage Palm Block on Secondary 1s, 2s and 5s -3 damage	
MANOEUVRES		
	- HEAVY PUNCH = 2D6 + 4 damage	
	- CHAIN LASH = 2D6 + 3 damage	
<p><i>The Pen Tamer is second only to The Keeper. They manage the cells and cages, organise feeding and bond with the creatures. They have a power over beasts that is gifted by Murataynie.</i></p>		
	MISHAP ATTACK ROLL	
The Pen Tamer is slow and they swing but lose their momentum and you can counter for 2D6 damage.		
The Pen Tamer grips your shoulders and pulls hard, tearing at your chest muscles. Lose 2D6 + 3 HP.		PRIME ATTACK ROLL

NAME	SHUDDER FASA				L7	
HP	65	XP	1250	SH	+3	
TREASURE	Roll on BST2					
						
						MANOEUVRES
	- CLAMPING BITE = 2D6 +5 damage					
	- SHUDDER GRIP = 2D6 +2 damage +					
special attack - Drain -2 HP next turn						
<i>Scarred and torn by faculty magic the Shudder Fasa lurk in the depths of the dungeon. Their bodies are sustained by the faculty magic but shake violently as if torn between realms.</i>						
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL			
Taken by a wild shaking the creature falls backwards and crawls away. It does not attack next turn.			The Shudder Fasa grips your shoulders and faculty magic shudders through you. Lose 12 HP.			

NAME	THE KEEPER				L7	
HP	65	XP	1850	SH	+3	
TREASURE	Roll on PT3 +2 and PT4					
						
						MANOEUVRES
	- DOUBLE SLAP = 2D6 +7 damage					
	- HEFTY CLUB = 2D6 +4 damage					
<i>The Keeper runs Level 7. These tough beings rule through fear and revel in unleashing their beasts upon the surface world. They are brutal but covered in old wounds from handling the animals.</i>						
 MISHAP ATTACK ROLL			 PRIME ATTACK ROLL			
The Keeper raises a mighty arm but an old claw wound opens and splits, gushing blood. They lose 2D6 HP.			The Keeper laughs as they break through to place a huge hand on your throat and squeeze. Lose 3D6 HP.			

LEVEL 7 - CREATURE CARDS

NAME	CYCLOPS	L8
HP	70	XP 2700 SH +3
TREASURE	A Ring of Telekinesis	
INTERRUPT	Magic Aura on Primary 1s, 5s and 6s -3 damage Float Upwards on Secondary 5s and 6s -4 damage	
	MANOEUVRES	
	- BRAIN SLASH = 2D6 + 7 damage	
	- LOCKED TRANCE = 2D6 + 2 damage + special attack - Locked -2 Shift next round	
<i>The Cyclops is a magical being elevated from the base rituals of the Infernal Order and gifted the one sight, beyond sight, by Nevazator. Their eyes are taken and a magical eye grows in their place.</i>		
	MISHAP ATTACK ROLL	
	PRIME ATTACK ROLL	
The Cyclops hesitates, puts a hand to its head and grimaces, unable to tap its power. It loses 2D6 HP.		A black aura rises above the Cyclops. Black bolts shoot from it striking your body. Lose 2D6 + 8 HP.

NAME	INGHETY	L8
HP	82	XP 2800 SH +3
TREASURE	No Treasure	
INTERRUPT	Rough Fur on Primary 2s, 3s and 6s -4 damage Broad Swipe on Secondary 1s, 5s and 6s -3 damage	
	MANOEUVRES	
	- SAVAGE BITE = 2D6 + 6 damage	
	- FREEZING BREATH = 2D6 + 4 damage	
<i>The Inghety is a beast that comes from a frozen region of the Lace Mountains and was trapped and released into the dungeon. It is ravenously hungry and awaits its victims in its cold halls.</i>		
	MISHAP ATTACK ROLL	
	PRIME ATTACK ROLL	
The Inghety grabs up some furniture and crushes it in it's jaws, missing its next round as it postures.		The beast brings down a terrifying hand of jagged claws that you cannot escape. Lose 2D6 + 10 HP.

LEVEL 8 - CREATURE CARDS

NAME	LIZARD KING	L8
HP	70	XP 2650 SH +3
TREASURE	No Treasure	
INTERRUPT	Scale Skin on Primary 3s, 4s and 5s -4 damage Leap Backwards on Secondary 2s, 4s and 5s -4 damage	
	MANOEUVRES	
	- HAND CHOP = 2D6 + 7 damage	
	- TAIL LASH = 2D6 + 6 damage	
<i>The Lizard King is the largest of the humanoid lizards and is appointed its title because of this. It was found on one of the few lake islands on the surface, captured and released into level 8.</i>		
	MISHAP ATTACK ROLL	
	PRIME ATTACK ROLL	
The beast's large body is caught up as it moves in for a swipe. You counter with a jab for 2D6 damage.		The beast jumps up high and spins, pummelling you with its tail, two and three times. Lose 3D6 + 3 HP.

NAME	MINOTAUR	L8
HP	90	XP 3000 SH +3
TREASURE	No Treasure	
INTERRUPT	Muscular Form on Primary 1s, 3s and 5s -5 damage Horn Swing on Secondary 1s, 3s and 5s -4 damage	
	MANOEUVRES	
	- HOOF KICK = 2D6 + 8 damage	
	- HORN CHARGE = 2D6 + 3 damage + special attack - Winded -2 Shift next round	
<i>The Minotaur is a creature of myth. Rumour has it that the original dungeon builders captured it in an ancient maze. It is fearless and powerful and will defend its territory with its life.</i>		
	MISHAP ATTACK ROLL	
	PRIME ATTACK ROLL	
The Minotaur charges low and catches its horns. It's exposed so you swing to cut it for 3D6 damage.		The beast flips you into the air. One random armour piece falls off. It cannot be used again in this combat.

NAME					JADE DIVINER					L9					
HP	95	XP	3200	SH	+3										
TREASURE		Roll on L10ST													
+ 2 HQ Emeralds															
INTERRUPT		Shimmer Shield on Primary 1s, 2s, 3s and 5s -5 damage													
		Horn Swing on Secondary 1s, 3s and 5s -4 damage													
						MANOEUVRES									
		EMERALD SHARD = 2D6 +8 damage													
		GREEN LIGHTNING = 2D6 +6 damage +													
special attack - Shock -1 Shift next round															
<i>The Jade Diviner, once of the Order, has been cursed by Maduva for their lust for gems. Their eyes are taken and replaced with emeralds and in the same action they are gifted strange powers.</i>															
				MISHAP ATTACK ROLL								PRIME ATTACK ROLL			
For a moment their eyes go black and their magical sight vanishes. You lunge and cause 3D6 damage.						Two bolts of green fire from the Jade Diviner's eyes and strike you in the chest. Lose 15 HP.									

NAME					RUBICUND					L9					
HP	95	XP	3400	SH	+3										
TREASURE		Roll on L10ST													
INTERRUPT		Red Scales on Primary 1s, 2s, 3s and 6s -4 damage													
		High Kick on Secondary 1s and 5s -6 damage													
						MANOEUVRES									
		HEAT BLADE = 2D6 +5 damage													
		LAVA BURST = 2D6 +10 damage													
<i>Rubicund are cursed by Murataynie for torturing their worshippers. Their skin is covered in red scales that are hot to the touch. Their blood is warped into lava giving them magical abilities.</i>															
				MISHAP ATTACK ROLL								PRIME ATTACK ROLL			
The Rubicund appears to writhe in pain, and glow red. They do not attack next round and lose 20 HP.						The Rubicund glows red and a wave of heat washes over you destroying two of your potions. You choose.									

LEVEL 9 - CREATURE CARDS

NAME	BLOOD LORD	L10 (H)
HP	100	XP 4000
SH	+4	
TREASURE	Roll on L10ST	
INTERRUPT	Red Haze on Primary 1s, 2s, 3s, 4s, 5s and 6s -7 damage	
MANOEUVRES	 - BURNING VEINS = 3D6 +5 damage  - BLOOD WHIP = 3D6 +6 damage	
<p><i>The Blood Lord draws their power from the very presence of blood. Channelling Murataynie and metamorphic magic they help transform the fiends in the dungeon into more powerful beasts.</i></p>		
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL	
The Blood Lord raises a hand and you feel burning inside as they slowly close their fist. Lose 20 HP.	They scream with outrage as they misjudge your movement allowing you to counter. They lose 3D6 HP.	

NAME	FERRIC LORD	L10 (M)
HP	110	XP 5000
SH	+4	
TREASURE	Roll on L10ST	
INTERRUPT	Iron Skin Primary 1s, 2s, 3s, 5s and 6s -8 damage	
MANOEUVRES	 - IRON HAMMER = 3D6 +8 damage  - MIGHTY KICK = 3D6 +9 damage	
<p><i>The Ferric Lord is an iron statue animated by faculty magic. Sculpted in the form of Grakada's son it was accidentally brought to life by the god when her son was executed for war crimes.</i></p>		
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL	
The Ferric Lord pulls a long metal spear from his back and throws it at you. Take 3D6 +12 damage.	The Ferric Lord raises its hands and out of the dark above lightning strikes it. It loses 3D6 +5 HP.	

LEVEL 10 - CREATURE CARDS

NAME	MIRE LORD	L10 (M)
HP	120	XP 6000
SH	+4	
TREASURE	Roll on L10ST	
INTERRUPT	Swirling Shield Primary 1s, 2s, 4s and 6s -10 damage	
MANOEUVRES	 - GIANT CLAWS = 3D6 +7 damage  - CRUSHING EMBRACE = 3D6 +10 damage	
<p><i>The Mire Lord lived in the ground long before the dungeon was built. They are made of sludgy, grey matter imbued with primordial magic, blessed by Grakada, a looming horror of the swamp and bog.</i></p>		
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL	
The Mire Lord projects a vision into your head. You cannot move. It strikes you with force. Lose 20 HP.	The Mire Lord draws back and the earth swirls up around it. They do not attack next round.	

NAME	NETHER LORD	L10 (H)
HP	130	XP 7000
SH	+4	
TREASURE	Roll on L10ST	
+ The Lord Pendants		
INTERRUPT	Phasing Form 1s, 2s, 3s, 4s, 5s and 6s -10 damage	
MANOEUVRES	 - GOLDEN TENDRILS = 3D6 +10 damage  - EXPLOSIVE ORBS = 3D6 +12 damage	
<p><i>The Nether Lord is the master of the dungeon. They are beings who have learned to balance the four orbits of magic, so that they stand in the centre, and can channel uninhibited power.</i></p>		
 MISHAP ATTACK ROLL	 PRIME ATTACK ROLL	
The Nether Lord draws sparking globes from the darkness. They burn your skin. Lose 25 HP.	The Nether Lord simply laughs at your efforts allowing you a free attack. You try to hit them again.	

2D6



DUNGEON

CREATURE CARDS

2D6



DUNGEON

CREATURE CARDS

2D6



DUNGEON

CREATURE CARDS

2D6



DUNGEON

CREATURE CARDS

Optional Tables

Several useful tables follow that were stretch goals in the original campaign. These pose options for particular situations such as encountering a dead end or discovering a secret compartment in a chest. They are not compulsory to the core rules but are official optional tables that can add more narrative, fun and loot! It is recommended not to overuse these as there are limited entries and it may become repetitive to do so. Throwing one or two in per level would work nicely. Each table has a short description of when they might be used in the game. These are guidelines but feel free to use them as you want.

It is recommended to use these tables for levels 1 to 5 but they can be used at deeper levels.

The rare items tables were also created through a collaborative stream with supporters of the project on the 4th July 2023 at our Youtube channel (Search Toby Lancaster). We would like to thank all those who attended and James, Jonny, Kasak, Jim, Todd, Scott, Javier, Wade and Dragon for their imaginative contributions.

AIT - ADVENTURER INFECTED TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: You fight an undead. At the end of the combat, to increase difficulty, you can choose to roll on this table. Roll 2D6 for this table.	
2	Your vision has become hazy and you feel sick. Your skin has turned a grey colour. While you recover you lose 10 HP.
3	You feel a scratch on your neck. It begins to swell, you topple over and vomit. You must eat and rest. Lose 6 HP.
4	You feel unwell after the encounter. Lose a 1 HP per level of Adventurer.
5	You glance down at your arm where you were touched and see a green swelling you have to lance. Lose 4 HP.
6	You feel slightly hot after the encounter and begin to sweat. Rest up and eat something. Lose 2 HP and 1 ration.
7	You check for scratches. If you have some water, you clean up. Otherwise you do a rush job and lose 4 HP.
8	You look over your hands in case of scratches and find nothing.
9	You examine where you took a few knocks and find there is nothing to worry about.
10	Your body feels itchy after the encounter but this soon subsides with no ill effects.
11	It's not as bad as you thought. Gain 2 HP.
12	Strangely you feel invigorated after the encounter as if a god has blessed you for the deed. Gain 10 HP.

ANDT - ADVENTURER NEAR DEATH TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: You are on 1 or 2 HP, not during combat though. This table is very much about recovery rather than death and gives you more of a fighting chance when up against it. Roll 2D6 for this table.	
2	There is nothing you can do, your wounds are serious. You are near death.
3	If you have some rags and sticks you can splint your wound and heal 1 HP.
4	You take a few moments to dab the wound, but you are very sore. Heal 1 HP.
5	You spend a bit of time tending to the wound and are able to stop the bleeding. Heal 2 HP.
6	You are able to hurriedly pull together enough clean fabric to patch up some of your wounds. Heal 4 HP.
7	Grakada looks upon you with pity. You may spend 1 Grakada FP to heal 2 HP. You can spend as many FP as you have.
8	Intuneric looks upon you with pity. You may spend 1 Intuneric FP to heal 2 HP. You can spend as many FP as you have.
9	Nevazator looks upon you with pity. You may spend 1 Nevazator FP to heal 2 HP. You can spend as many FP as you have.
10	Murataynie looks down on you. You may spend 1 Murataynie FP to heal 2 HP. You can spend as many FP as you have.
11	Maduva looks upon you with pity. You may spend 1 Maduva FP to heal 2 HP. You can spend as many FP as you have.
12	Ratadacina looks upon you with pity. You may spend 1 Ratadacina FP to heal 2 HP. You can spend as many FP as you have.

CIET - CAVE-IN EVENT TABLE	
ROLL	DESCRIPTION AND EFFECT
	Can be applied when: There are any signs of damage to the room you just entered. This will be in the room description. Encounter anything in the room space first and then roll for the cave-in. Roll 2D6 for this table.
2	You are stunned to sense shaking and see the walls collapse in. You take a pummelling. Lose 10 HP.
3	An ominous sound greets you as you explore the room. Rubble tumbles down on your back. Lose 2 large items and 4 HP.
4	You raise your arms as rocks tumble in. If you have a shield, it affords you some protection. Lose 2 HP. Otherwise lose 8 HP.
5	The ceiling is bowing. You see it topple and drop. Roll a D6 and add your shift. 8 or below you're caught, lose 6 HP.
6	One of the walls buckles pulling some of the ceiling down. Roll a D6 and add your shift. 7 or lower it catches you, lose 4 HP.
7	The ceiling here seems to shift and then collapses inwards. You jump back and avoid the rock and earth.
8	The ceiling above you moans and a thick timber snaps to burst through catching you slightly. Lose 2 HP.
9	You jump aside as the walls and ceiling collapse inwards trapping you. Lose 1 ration or 4 HP as you dig yourself free.
10	Dust bellows upwards and you rush out of the way as loose rubble falls to litter the floor. You find one exit is blocked.
11	The ceiling shifts and collapses, but it slowly crumbles and you're able to avoid it, sustaining no injury.
12	The wall topples over, pulling rubble down. Afterwards you find a concealed compartment in the wall. Roll on SECT1.

CIRT - CAVE-IN RESCUE TABLE	
ROLL	DESCRIPTION AND EFFECT
	Can be applied when: You find a dead end room and there has been no creature encountered in the space. Encounter the room before rolling. Roll 2D6 for this table.
2	Someone's trapped in the rubble and go to help. As soon as you do they burst free and attack. Roll on the level patrol table
3	You approach slowly and see an enemy scrambling free. Roll on the level patrol table and defend yourself. They have -5 HP.
4	You spot an arm and shift a load of rocks, but it's a guard and with their last action they slice you with a knife. Lose 4 HP.
5	You quickly start moving stones when you spot a foot. The person beneath is near death. There is nothing you can do.
6	A supporting strut has toppled over, bringing stone down. You think you spot some clothing but it turns out to be nothing.
7	There is a massive mound of rubble here. You see a foot sticking out but when you check it is just a boot.
8	Half a wall has fallen in here. You are surprised to hear a noise coming from within but after a search you find nothing.
9	You uncover a person who is long dead. You search them and find some Ilios Petals and Kathoto Spines in a pouch.
10	There is a person trapped here. They are badly injured. If you have some bandages they survive and escape. L1PR.
11	There is a person trapped here. You shift some of the larger rocks and they break free and thank you. L1PR.
12	Rock and rubble has come down from the ceiling. Trapped beneath are 2 forms. You manage to free them. L2PR.

CLST - CLOSET SPACES TABLE

Can be applied when: There is a 2x2 space on the map next to a room. This 2x2 space must be completely surrounded and considered a void on the map. Draw a 2x2 room adjoining the room. It is a closet large enough to walk into. Roll 2D6 for this table.

ROLL	DESCRIPTION AND EFFECT
2	The closet doors burst open. Roll on the patrol table for the level. They were waiting to surprise you and they attack first.
3	You open the doors to this empty space to a thwip. Roll a D6 and add your Shift. On a 6 or lower the dart hits you. Lose 4 HP.
4	You open the doors to a grim sight. A man hangs there and is long dead. There is nothing more in the space.
5	You open the doors and a dog burst out and escapes. You find in the room 2 mud caked potatoes.
6	Brushing back the dust you find the door. Inside on shelving is a collection of jars. In one are some pickled onions.
7	You open the double doors and find a dusty space full of cobwebs. There is nothing here.
8	You spot a door in the wall. Inside are some stacked boxes. All are empty apart from one, which holds a length of rope.
9	The space is cluttered. In amongst it you find 2 gobelets worth 20 SC each and an empty potion bottle.
10	This is a storage space of some kind. On a shelf is some wrapped cheese. Gain 1 ration and a potion. Roll on POT2.
11	You force the closet doors open and are surprised to find a chest in the room. Roll on CT2.
12	You open the door and are surprised to see two people bound and gagged. You free them and they escape. L2PR.

CDPT - CREATURE DRINKS A POTION

Can be applied when: An enemy you are fighting has lost half their HP. They miss a round of combat as they drink the potion. Only humanoid enemies can drink potions. Roll 2D6 for this table.

ROLL	DESCRIPTION AND EFFECT
2	The combatant drinks a potion and breathes fire at you. You duck back but take 2D6 damage.
3	The combatant drinks a potion and shoots ice shards at you. You dodge but take D6 +3 damage.
4	Your enemy pulls out a yellow potion and quaffs it healing 20 HP.
5	Your enemy pulls out a green potion and quaffs it healing 10 HP.
6	Your foe draws a potion and drinks it. They become a blur and gain an extra attack.
7	Your enemy whips out a vial and drinks the blue liquid. It gains +1 to damage for this combat.
8	Your foe pulls out a potion and drinks it. They seem to glow. They take 2 less damage per hit for the rest of the combat.
9	Your enemy draws a potion, drinks and smashes it. You can tell magic will not affect them.
10	Your foe quaffs a clear potion and takes up a more balanced posture. They +1 Shift for the rest of the combat.
11	The combatant drinks a potion and chokes. It must have been poorly mixed. They lose 3 HP.
12	Your foe takes out a small vial, screams in triumph and swallows it down. They shudder and collapse dead.

CNDT - CREATURE NEAR DEATH TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: A humanoid creature has been reduced to zero HP (not a negative total) and is dying. At this moment they whisper something. This table opens quests. Roll 2D6 for this table.	
2	"The missing crown". They talk about a hatch in a statue. Add Hatch quest. Next time you find a hatch roll D6. 1-2= You find a golden crown worth 50 GC instead of the table result. if you fail you may try two more times.
3	"Karo betrayed me". They talk of a human who betrayed them. Add Karo quest. When you next fight a human. Roll a D6. 1-2= It is Karo. They lose a Shift point as you have been told their weaknesses.
4	"Mind the trap". They seem repentant and talk about a stone trap. Add Stone Trap quest. If you encounter a trap that uses stone you recognise the layout as they described it and can avoid it with no consequences.
5	"I believe in Grakada". They hand you a symbol of the god as they die. Add Grakada's Symbol Quest. Next time you are able to make an offering to Grakada you offer up the symbol, receive 3 FP and complete the quest.
6	"I believe in Intumeric". They hand you a symbol of the god as they die. Add Intumeric's Symbol Quest. Next time you are able to make an offering to Intumeric you offer up the symbol, receive 3 FP and complete the quest.
7	"I believe in Nevazator". They hand you a symbol of the god as they die. Add Nevazator's Symbol Quest. Next time you are able to make an offering to Nevazator you offer up the symbol, receive 3 FP and complete the quest.
8	"I believe in Maduva". They hand you a symbol of the god as they die. Add Maduva's Symbol Quest. Next time you are able to make an offering to Maduva you offer up the symbol, receive 3 FP and complete the quest.
9	"I believe in Murataynie". They hand you a symbol of the god as they die. Add Murataynie's Symbol Quest. Next time you can make an offering to Murataynie you offer up the symbol, receive 3 FP and complete the quest.
10	"I believe in Radacina". They hand you a symbol of the god as they die. Add Radacina's Symbol Quest. Next time you are able to make an offering to Radacina you offer up the symbol, receive 3 FP and complete the quest.
11	"Add this to it". They seem repentant and pass you a strange herb. Add Extra Ingredient Quest. If you find a potion of healing you can add this ingredient to it and heal a further 15 HP to complete the quest.
12	"Please rescue Gren". They talk about a prisoner, give you a key. If you find a prisoner who is locked up roll a D6. 1-3= You have found Gren and can open the lock. You explain their captor repented. 1.L.P.R.

CRET - CREATURE RETREAT TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: The creature you are facing has only 1 or 2 Health Points and it is their turn to hit. At that point the enemy performs an action that can either benefit it or hinder it and even result in its death. Roll 2D6 for this table.	
2	The creature ducks, rolls and escapes your reach. As they do another creature of the same type enters the room. Fight both.
3	The creature dodges and backs out of reach. It grabs a vase and throws it at your head. Take D6 +4 damage.
4	The creature pulls back and you kill it with a jab but not before it slashes back. Take D6 +2 damage.
5	The creature releases a potion bomb. There is a burst of fire and you take D6 damage. The fight continues on.
6	The creature shows signs of wanting to escape but changes their mind and the fight continues as they attack again.
7	The creature tries to run but you shove it and gain an extra attack. The fight continues.
8	The creature is weaken, pulling away slightly. It misses its next attack.
9	The creature tries to pull back from the fight but you push forward and attack again. They miss a round.
10	The creature passes out from the pain allowing you to finish it off with one final blow.
11	The creature is terrified, flinching in pain, appearing panicked, allowing you to strike it dead.
12	The creature pulls away and stumbles backwards, falling as it does, allowing you to finish it off.

DEET - DEAD END EVENT TABLE

Can be applied when: You roll a dead end corridor that is five squares or longer and have the encounter at the end of the passage. It is not a room and you do not always have to roll on this table. Roll 2D6 for this table.

ROLL	DESCRIPTION AND EFFECT
2	You reach the dead end and see why it was abandoned. The ceiling has fallen in and as you go to leave more tumbles down. Lose 10 HP.
3	At the end of the passage is a figure leaning against the wall. Roll on the level patrol table and face them.
4	There is a lantern hanging from the wall here. There are some picks leaning to one side. The tunnel is incomplete.
5	There are supporting beams here that have come down. You back away this area is clearly unsafe.
6	There is a small metal burner at the end of the corridor, with a stool beside it. The lit wood casts long shadows.
7	At first you think there is something there, some rubble obscuring your view, but on closer inspection it's nothing.
8	The end has been made into a cell. It is a drawn woman. The lock looks strong (+3 lock). If you can pick it you liberate 1 prisoner.
9	You notice the corridor slopes down and a pool of clear water has formed at the end. There are some fish in it. Gain 1 ration.
10	There is a body at the end. Some poor old adventurer has expired. You search his body and find some Scarlet Orrevatus leaves.
11	The end of the passage has been made into a storage area. You search 3 crates and find some items. Roll on WIT1, MIT2 and ART2.
12	Some loot has been stashed at the end of the corridor. There is a tea chest and a chest. Roll on TCT1 and CT1.

DPQT - DEAD PRISONER QUESTS TABLE

Can be applied when: You come across a dead prisoner either through rolling on a table or in the description of the room. There is a note on the body. Encounter anything in the room space first and then roll 2D6 for this table.

ROLL	DESCRIPTION AND EFFECT
2	The note mentions a magic user and a secret wand. Add Secret Wand quest. If you come across an enemy who uses magic and survive, roll a D6. 1-2= You find a secret wand on the person. Roll on MW1. Otherwise, you keep looking.
3	The note talks of a lost relative. There is a dagger with a crest. Add Crest quest. The next time you search a Sarcophagus roll a D6. 1-3= You have found their relative and are able to return the dagger. Gain 2 FP of your chosen god. Or keep checking.
4	The note talks of lost treasure in a lost room. Add Lost Room quest. If you have a void on the map with no entrance roll a D6. 1= You spot the hidden outline of a door. You open it and inside find a chest. Roll on CT4. Otherwise keep looking.
5	The note talks of a herb stash. Add Herb Stash quest. When you encounter a Hall of any type roll a D6. 1-2= You discovered a loose stone and behind it a bag containing two herbs. Roll twice on HST1. Otherwise, you keep checking.
6	On the piece of paper is a diagram of a trap. Add Trap Diagram quest. When you encounter a trap that involves spears you recognise the layout from the paper and pass unscathed. The quest is completed.
7	On the note is a rune drawn on a hooded figure. Add Robbed Rune quest. If you face a robbed figure in a combat, you crush the paper, drawing on the runes power and do an extra 10 damage on the first successful hit. It's then completed.
8	The note talks of some stolen jewellery. Add Jewellery Stash quest. When you come across a fountain roll a D6. 1-3= You find a hidden ledge underneath and on it a collection of jewellery worth 5D6 GC. Otherwise, you can keep checking.
9	The note talks jealously of a Huxter and a ruby. Add Ruby Quest. Next time you defeat someone of the Infernal Order roll a D6. 1-2= You have found Huxter. He has a pendant hidden in his clothing. In it is a HQ Ruby. Otherwise, keep on searching.
10	The note shows some words translated into your language. Add Translation quest. The next time you find some text you cannot read you compare the note. Roll a D6. 1-3= Means you understand some of it. Gain 1 Discipline this level.
11	The note is attached to half a scroll. Add Half Scroll quest. If you face a magic user of level 4 or above and survive roll a D6. 1-3= They have the other half. You can combine them. Roll on SCT4 to find out what it is. Otherwise keep looking.
12	The parchment shows three runes. Add Three Rune quest. These are magical runes and if placed on an altar and blood is poured over them, they will enchant one piece of armour. You will become bloodied during and after the ritual. Roll on ENAT1.

FVT - FORCED VISION TABLE

Can be applied when: You face a creature who appears to have some form of mental or psychic power. You can see this via their attacks or description. Roll on this table if they are near death, viewing it as a way for them to recover. This makes the fight harder.

ROLL	DESCRIPTION AND EFFECT
2	The creature forces a terrible vision of blood and death into your mind, that ripples through your body. Lose 10 HP.
3	The enemy forces an illusion of flashing lightning into your brain and you tumble back and you lose 7 HP.
4	A vision of a crowd of people appears before you, confusing you. From it runs the enemy who strikes you for 5 HP damage.
5	Grey clouds surround your vision making it difficult to see and your head spins. Lose 2 HP and miss the next round.
6	The creature projects a vision into your brain that makes you see double. You do 5 points less damage with your next hit.
7	Blackness fills your vision as your enemy forces your mind into a dark place. You have -2 Shift on your next attack.
8	The creature forces the image of a huge bear into your mind and you cower away. It fades and you miss the next round.
9	The creature tries to project the image of a spear flying at you but it fades before it hits you and you continue the fight.
10	The creature attempts to force an image of your death into your head but you look on with disbelief and continue the fight.
11	The foe tries to make itself invisible to your mind but you see through the mental camouflage and deliver the killing blow.
12	The enemy tries to inject your mind with sharp pain but you are able to rebound it back on them delivering the killing blow.

GINT - GOD INTERVENTION TABLE

Can be applied when: You have received the killing blow from an enemy or you have failed your Recovery from Unconsciousness roll. This is a last ditch attempt to save your adventurer. The god reaches down to help or looks on with pity. Roll 2D6 for this table.

ROLL	DESCRIPTION AND EFFECT
2	As you stumble backwards, blood pouring from your wound, you look up and see the anger of Murataymie as a great beast appears and consumes you.
3	You collapse to your knees and look up to see the air full of Madava's bones, all of which are beating out a death toll. They come tumbling down and crush you and your enemy.
4	The pain runs through your body as you feel death near. You look around, your foe before you and there is Intuneric, a swirling black mass who consumes you both.
5	For a second a divine power looks on but then there is nothing but death.
6	As the killing blow strikes you feel a surge of power and the damage you sustained from the blood is transferred to your enemy instead, saving you from death.
7	As you feel unconsciousness surround you see the glimmer of a flickering light. A divine power gifts you one more chance and you stand ready for another round. Gain 10 HP.
8	Blood smashes your face as the hit lands true. However, you do not die and instead see the vision of a robbed figure before you touching your head. You stand again with 15 HP.
9	As you take the killing blow you welcome death. Instead, a god reaches down and restarts your heart. You have 15 HP and as you stand your foe is struck by an electric bolt and loses 10 HP.
10	You feel the steel rob you of your life and for a second coldness grips you, but from the ground roots rise up and animate you as Radacina bids you fight on with half your HP restored. +2 FP.
11	As you take the last blow, you feel unconsciousness overtake you and, in the darkness, you see Nevazator guiding you to the light. You wake, roll and rise with half your HP restored. +2 FP.
12	You fall on your side, the pain intense as the ground shifts and sucks you down. Within you hear Grakada's whisper and you are then released to rise, rejuvenated with half your HP restored. +2 FP.

HCCT - HIDDEN CHEST COMPARTMENT TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: You loot a chest and it is empty. Perhaps the loot has been hidden in a secret compartment potentially. Roll 2D6 for this table.	
2	You find the compartment and quickly open it. But a snake shoots out and bites your hand before slithering off. Lose 6 HP.
3	As you slide open the secret compartment a gas is released and you fall back avoiding most of it but lose 4 HP.
4	You smack your palm on the bottom of the chest and find it hollow. Alas, you flip the panel and it is empty.
5	You are able to prise open a panel and find some old but edible chunks of cheese, but not enough for a ration.
6	You pull up a fake bottom and inside find some cluttered objects including a potion bottle, some twine and a glass orb.
7	You tap the side and a panel flips open. Inside is a pouch containing some Dankomas Stems and Illios petals.
8	You knock twice on the side of the chest and a door opens. Inside someone has stashed a pouch. Roll on PT2.
9	It is clear to see there is a panel at the bottom, and you carefully open it. Inside is a bag. Roll on BT2.
10	It takes a while but you eventually manage to slide back a panel. In it wrapped in silk are 2 LQ gems. Roll twice on GMT1.
11	Concealed in the lid is a small compartment. You force it open and find inside a potion wrapped in cotton. Roll on POT2.
12	You flip up an ebony panel to reveal a velvet lined compartment. Resting on the soft material is a Staff of Claws.

INPT - INNATE POWER TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: You face a humanoid enemy who is losing too easily. They have had some bad rolls or suffered a mighty injury. At this point they dig deep and call upon some innate power that is totally unexpected. Roll 2D6 for this table.	
2	The creature for a second writhes as it mutters something and suddenly a lightning bolt shoots from its hands. Lose 20 HP.
3	Heat prickles the air. Your enemy appears to glow as a fireball erupts from their palm. Lose 10 HP.
4	On the next successful hit the creature electrocutes you for an extra 5 damage.
5	The creature seems to shudder as armour plates appear across its skin. -2 extra damage from any hits on the foe.
6	A green glow surrounds the enemy and they gain 10 HP as they heal.
7	The creature summons up some hidden speed, lunges forward and gains an extra attack.
8	They pull back, hold a hand to their head and heal themselves for 15 HP. They miss a round of combat also.
9	Their arms appear double jointed. Next time they miss an attack roll they can roll again.
10	The creature's arms splay wide as a large tentacle rips open its chest killing them. It lashes you and falls limp. Lose 5 HP.
11	The creature seems to try and control a surge of power and in an instant is covered in ice, frozen to death.
12	Out of nowhere, as if possessed by a higher power, the creature rises off the ground and explodes.

MUCT - MUSHROOM CONSUMPTION TABLE	
ROLL	DESCRIPTION AND EFFECT
Can be applied when: You find a mushroom through searching a space or it is turned up as some loot. Not all mushrooms are the same and can have different effects, good or bad. Roll 2D6 for this table.	
2	The magic in the mushroom does not sit well. Madness fills your mind. You destroy all your potions before you recover.
3	The mushroom tastes foul and makes you feel sick instantly. It was a mistake. Lose 10 HP.
4	Eating the mushroom is pleasurable but soon after you feel sick and vomit. Lose 5 HP.
5	You consume the mushroom and feel dizzy. Next combat -1 shift. It wears off after.
6	It tastes nice but soon you regret eating it and feel sick. Lose 2 HP.
7	The mushroom seems to have no effect at all.
8	You chew on the rubbery mushroom and it releases a warming sensation. Gain 2 HP.
9	The mushroom is tasty and unexpectedly fills you up. You do not need to eat a ration when you go down to the next level.
10	Surprised you see the room grow bigger and feel elated. Energy pulses through you. Gain 20 HP.
11	You feel electricity charge through you once it is eaten. In the next combat do an extra 5 damage per successful hit.
12	You feel a deep knowledge wash over you. This was a sacred food. Roll on G0T1 and gain 2 FP for that god.

RMRT - RARE MEDICAL REMEDIES TABLE	
A selection of additional rare medical remedies that can be added to the game if more options are wanted. Each has a description and then an ingredients list.	
1	Oil of repair - Restores one damaged piece of armour to a new condition. INGREDIENTS: 1) Water 2) Fat from an animal 3) Hemp 4) Thread 5) Potion of Finesse 6) Kathoto Spines 7) Dankoma Stems
2	Blinding Ointment - A remedy that is used against an enemy. When thrown in their eyes it blinds them for three rounds of a combat. The enemy is -3 Shift. INGREDIENTS: 1) Crushed Beetles 2) Sand 3) Scarlet Orievatus Leaves 4) Kathoto Spines
3	Golden Elixir - Restores all your Health Points and 10 HP above the base line. INGREDIENTS: 1) Water 2) Ilios Petals 3) Dankoma Stems 4) Zoumerous Leaves 5) Scarlet Orievatus 6) Kathoto Spines 7) Malako Leaves
4	Callus Doll - Anointed with the owner's blood, will absorb 20 damage or one fatal attack. INGREDIENTS: 1) Cloth 2) Thread 3) Straw 4) Small sharp piece of metal 5) Your blood 6) Kathoto Spines 7) Zoumerous Leaves
5	Radiant Seaweed - You feel gills growing on your neck. If there is water in the room and you are wet you gain +2 Shift on your first turn of combat. You lose the gills when you become dry. INGREDIENTS: 1) Water 2) A plant found growing in water 3) Potion of Finesse 4) Zoumerous Leaves
6	Paste of Slow Healing - Once applied it heals D6 HP per room for 3 rooms. INGREDIENTS: 1) Animal Fat 2) Ilios Petals 3) Scarlet Orievatus 4) Malako Leaves

RAPT - RARE POTIONS TABLE & RAST - RARE SCROLLS TABLE	
Use these potions and scrolls as you like and when you wish. They are optional.	
ROLL	DESCRIPTION AND EFFECT
1	Potion of Full Health - Restores all your Health Points.
2	Potion of Ethereal Visage - You become hard to hit as your body becomes partially translucent. The enemy -1 Shift Point for 1 whole combat.
3	Potion of Giant Size - You grow to double your height and cause double damage for one combat.
4	Potion of Astral Projection - You have an out of body experience and gain +1 to any searches in the next room. You can also open one locked door.
5	Potion of Whirlwind - you get two attacks per round for 1 whole combat.
6	Potion of Mirror Image - Projects 5 images of yourself for the combat. The enemy must roll a 1 on a D6, as a separate roll, as well as making a successful hit roll if they roll a 1. Lasts for 2 rounds.
1	Scroll of Shrinking - Targets a limb on the enemy, shrinking it, causing 10 HP, nullifying any related interrupt.
2	Scroll of Thieving Trait - Steal a Manoeuvre from an enemy for one combat. You lose it once the combat is over. The foe cannot use it during combat.
3	Scroll of the Fake God - You take on the visage of a god and the enemy bows low allowing you to strike causing 3D6 damage.
4	Scroll of Sudden Blast - A burning wind does 15 HP damage to all enemies in the room.
5	Scroll of Life Leach - Steal 10 HP from your enemy and add it to your own.
6	Scroll of Animate - If there is a statue in the room it comes to life and attacks the foe, swinging once before crumbling, causing 3D6 damage.

SERT - SECRET ROOMS TABLE	
Can be applied when: Like the Closet Spaces table the space for the room must be completely surrounded and considered a void on the map that cannot be accessed. Generate the dead end room as normal, on a new exit for the room. Roll 2D6 for this table.	
ROLL	DESCRIPTION AND EFFECT
2	Secret Sanctum - As soon as you open the door you feel terrible heat wash over you. There are three INFERNAL MONKS here who turn and attack.
3	Secret Resting Post - Resting on a stool by a burner is a humanoid. They stand when they see you. Roll on the level patrol. You must fight.
4	Secret Laboratory - As you enter you disturb two APOTHECARIES working at a table. You must fight them. If you survive, roll on POT2 and POT3.
5	Secret Crypt - There is a sarcophagus here. If you open it roll on L4UN and fight the undead. If you survive, roll on SLT2.
6	Secret Shrine. There is a small stone universal shrine here. It is a holy place and if you call the favour of the gods here you -1 from the roll.
7	Secret Pantry - Someone has taken the time to conceal a pantry with shelving. It is abandoned but on one shelf are some pickles. Gain 1 ration.
8	Secret Storage - There are some crates in this room. They are covered in dust. Roll on TCT1 twice.
9	Secret Quarters - You slowly open the door and find a simple bed and a cupboard. You search the space. Roll on BT2 and TAT1.
10	Secret Portal - There a churning portal here that can take you back to town once. You may return to town an additional time on this level.
11	Secret Library - The walls are lined with books and scrolls. You rummage through them and find two unusual scrolls. Roll on SCT3 and SCT4.
12	Secret Vault - Standing on its own in the centre of this room is a large iron chest. It is locked (+4 lock). If you can pick the lock roll on CT4 +3.

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To play 2D6 Dungeon you will need to refer to the tables in this book. It is known as the Tables Codex. It serves to inject narrative into the story and bring the adventures to life. The tables are split up into four groups and their pages highlighted. It is not recommended to simply read through the tables here in, but that the player should only read the entries that their adventure prompts.

