

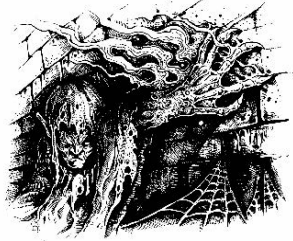
Treasure table (d6)	
0 or less	No treasure found
1	d6 gold pieces
2	2d6 gold pieces
3	A scroll with a random spell
4	One gem worth 2d6 x 5 gold pieces
5	One item of jewelry worth 3d6 x 10 gold pieces
6 or more	One random magic item from the Magic Treasure table below.

Magic Treasure table (d6)	
1	Wand of Sleep: allows user to cast Sleep spell 3 times before its energy is depleted. Only wizards and elves may use it. Add the user's level to determine the spell roll, as you would do for a Sleep spell cast by that character.
2	Ring of Teleportation: allows user to automatically pass a Defense roll by moving that character out of the room. That character may not take part in the current combat, but rejoins the party as soon as the combat is over. After one use, the ring loses its powers and becomes a simple golden ring worth 1d6+1 gold pieces.
3	Fools Gold. These magical (but fake) gold pieces will let the user automatically bribe the next monster that asks for a bribe. No matter what the monster asks, the gold will appear enough to satisfy his greed. This is a one-use magic item.
4	Magic Weapon. Gives +1 to its user's Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1 crushing light hand weapon, 2 slashing light hand weapon, 3 crushing hand weapon, 4-5 slashing hand weapon, 6 bow.
5	Potion of Healing: Can be swallowed at any moment, healing all lost life to a single character. This does not require an action. This is a one-use magic item, usable by all classes except barbarians.
6	Fireball Staff: This staff allows its user to cast Fireball spell twice, then its powers are depleted. Only wizards may use it. Add the user's level to determine the spell roll, as you would do for a Fireball spell cast by that character.

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Vermin table (d6)	
1	3d6 rats level 1, no treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to an infected wound. Reactions (d6): 1-3 flee, 4-6 fight
2	3d6 vampire bats , level 1, no treasure. Spells are cast at -1 due to their distracting shrieking. Reactions (d6): 1-3 flee, 4-6 fight
3	2d6 goblin swarmlings , level 3, treasure -1, morale -1 Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (5 gp x goblin), 5-6 fight.
4	D6 giant centipedes , level 3, no treasure. Any character wounded by a giant centipede must save versus level 2 poison or lose 1 additional life. Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
5	D6 vampire frogs , level 4, treasure -1. Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
6	2d6 skeletal rats , level 3 undead, no treasure. Crushing weapon attacks are at +1 against skeletal rats, but they cannot be attacked by bows and slings. Reactions (d6): 1-2 flee, 3-6 fight

Vermin are a sub-class of minions. Defeating them gives no XP roll.



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Minions table (d6)	
1	D6+2 skeletons or d6 zombies (50% chance of each). Level 3 undead. No treasure. Crushing weapons attack Skeletons at +1. Arrows are at -1 against both skeletons and zombies. Skeletons and zombies never test morale. Reactions: always fight to the death.
2	d6+3 goblins. Level 3, treasure -1. Goblins have a 1 in 6 chance of gaining surprise, thus acting before the party. If they do act before the party, roll d6 on their reactions table below. Reactions (d6): 1 flee if outnumbered, 2-3 bribe (5 gp per goblin), 4-6 fight.
3	d6 hobgoblins. Level 4, Treasure +1. Reactions (d6): 1 flee if outnumbered, 2-3 bribe (10 gp per hobgoblin), 4-5 fight, 6 fight to the death.
4	D6+1 orcs. Level 4. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1. They never have magic items in their treasure: treat any rolled magic as d6 x 6 gold pieces instead. Reactions (d6): 1-2 bribe (10 gp per orc), 3-5 fight, 6 fight to the death.
5	d3 trolls. Level 5, Treasure: normal. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll a die for every killed troll on its next turn. On a 5 or 6, the troll will come back to life and continue to fight. Reactions (d6): 1-2 fight, 3-6 fight to the death. If a dwarf is present in the party, trolls will automatically fight to the death.
6	2d6 Fungi Folk. Level 3, Treasure: normal. Any character taking damage from the fungi folk must save versus level 3 poison or lose 1 life. Halflings add their level on this save. Reactions (d6): 1-2 ask for bribe (d6 gp per fungus), 3-6 fight.

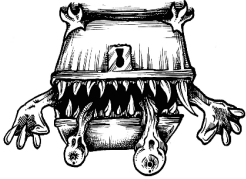
Keep a tally of how many minion encounters you have. Surviving 10 encounters with minions gives you one XP roll at -1.

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Special Events Table (d6)

1	A host passes through the party. All characters must save versus level 4 fear or lose 1 life. A cleric adds his level to this roll.
2	Wandering monsters attack the party. Roll d6: 1-3 roll on the vermin table, 4 roll on the minions table, 5 roll on the weird monsters table, 6 roll on the boss table. Roll on the boss table. Roll on the boss monster table, 6 roll on the boss table. Roll on the minions table, 5 roll on the boss monster table, 6 roll on the boss table.
3	A lady in white appears and asks the party to complete a quest. If you accept, roll on the Quest table. If you refuse, she disappears. Ignore any further appearances of the lady in white in the game.
4	Trap! Roll on the trap table.
5	Gold pieces per life healed. You may heal as many life points as you can gold pieces per life healed. You can meet the healer only once per game. If you meet him a second time, treat this result as a trap.
6	Wandering monster has a chance of being the final boss.

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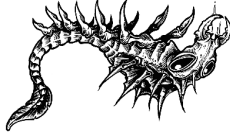


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Epic Rewards table (d6)	
1	The Book of Skales. The party is given the spell book that belonged to the legendary wizard Skales. This counts as one scroll of each of the six spells. You may read up the pages and distribute the six spells among one character. The book is old and fragile, and it is destroyed if it is rolled 4 or 5 on the minions table, 5 on the vermin table, 6 on the boss table. Roll on the boss monster table, 6 on the boss table.
2	The Gold of Kerkak Darr. The party is given the location of the treasure that belonged to a dwarf. As soon as the party searches a room and generates at least one clue, they may use that clue to find a hidden chest containing 500 gold pieces.
3	Enchanted weapon. One of the party's weapons is enchanted and can now roll two dice for its attack rolls, choosing the best result. The weapon can also hit monsters who are hit only by magic. The enchantment lasts until the end of the adventure.
4	Shield of Warning. One of the party's shields is now enchanted and counts as protection even if the user is surprised by wandering monsters or if the party is being from a combat. If the party has no shield, they will be given one. The shield of warning is permanent, and will last through a campaign. It can be sold for 200 gold pieces.
5	Arrow of Slaying. The party is given an arrow that will automatically inflict 3 wounds upon a monster. Roll on the Boss table to determine which monster is affected by the arrow. The arrow may be used only by a character with a bow. It strikes automatically against its designated monster target. Once used, the arrow breaks. If unused, an arrow of slaying may be sold for 3d6 x 15 gold pieces.
6	Holy Symbol of healing. The party is given a holy symbol that may be used only by a cleric. The cleric will make all healing rolls at +2 until he dies. When the cleric dies, the body of the slain cleric are delivered to the church. If the symbol and the body of the slain cleric are delivered to the church, an attempt to resurrect that cleric will be paid by the church. If unused, the holy symbol can be sold for 700 gold pieces.

Each epic reward can happen only once per campaign. Mark the reward when it is rolled. If it is rolled again, reroll until a different reward is selected.

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Quest table (d6)	
1	Bring me his head! The creature asks the party to kill a boss monster. Roll on the boss table to determine who. The next time the party meets a boss in a room, the boss of rolling a 4, you may use the boss from the quest. Killing the boss and bringing its head to the creature's room completes the quest.
2	Bring me gold! To complete the quest, the party must bring d6 x 50 worth of treasure to this room. If they already have that amount available, the amount required to complete the quest is doubled.
3	I want him alive! As 1, above, but the party must subdue the boss, tie him up with a rope, and take him to the creature's room to complete the quest. To subdue a monster, you must either use the Sleep spell or fight with 1- on all attack rolls (striking with the flat of the blade or trying to knock out the boss instead of killing him).
4	Bring me that! Roll on the magic items table to determine what the object is. Every time the party kills its boss, there is a 1 in 6 chance that the quest, the party must bring the object in the room where the quest begins. If the monster dies, the quest is complete.
5	Let peace be your way! To complete the quest, the party must complete at least three encounters in the adventure in a non-violent way. This includes reactions such as bribing, getting help from monsters, performing a quest, or defeating a monster with the sleep spell and then tying him up with a rope.
6	Slay all the monsters! To complete the quest, all the dungeon rooms must be laid out and all the occupants slain, with the exception of the creature who sent the party on this quest. As soon as these conditions are met, the party can claim their reward.

When a quest is completed, roll on the Epic Rewards table.

Boss table (d6)	
1	Mummy. Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be fought by the party. Mummies are attacked at +2 by the Fireball spell. Mummies never test morale. Reactions: always fight.
2	Orc Brute. Level 5, 5 life points, 2 attacks, treasure +1 but may not lose any magic items, treat as 2d6 x d6 gold pieces instead. Reactions (d6): 1 bribe (50 gp), 2-5 fight, 6 fight to the death.
3	Ogre. Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage. Reactions (d6): 1 bribe (30 gp), 2-3 fight, 4-6 fight to the death.
4	Medusa. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save. Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3-5 fight, 6 fight to the death.
5	Chaos Lord. Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1-3 no powers, 4 evil eye (characters must roll 4+ or be at -1 on all defense rolls until the chaos lord is slain), 5 energy drain (any character taking a wound from the chaos lord must roll 4+ or lose 1 level), 6 hellfire blast (before combat, all character must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a Clue (see p. 55) Reactions (d6): 1 flee if outnumbered, 2 fight, 3-6 fight to the death.
6	Small Dragon. Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6, on a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds ½ level, rounded down). If the dragon does not breathe, he bites 2 random characters. Small dragons are never met as random monsters. Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2-3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4-5 fight, 6 quest.

Defeating a boss gives one XP roll.

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Wild Monster Table (d6)

1	Minotaur. Level 5, 4 life points, 2 attacks, normal treasure. Due to the power of its bull-rush charge, the creature takes no damage but loses his armor, shield, main weapon, or 3d6 gp, in this order.
2	Iron Eater. Level 3, 4 life, 3 attacks, no treasure. Defense rolls against the iron eater do not enjoy bonus from heavy armor (shield and all light armor count). If the monster hits, the character takes no damage but loses his armor, shield, main weapon, or 3d6 gp, in this order.
3	Reactions (d6): 1 flee, 2-3 bribe (d6 gp) to distract the creature; you may, not fool the creature with false gold; 4-5 fight.
4	Chimera. Level 6, 6 life points, 3 attacks, normal treasure. On every of the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire instead of performing its multiple attacks. All characters must save versus level 4 fire or lose 1 life.
5	Giant Spider. Level 5, 3 life, 2 attacks, 2 treasure rolls. Characters taking a wound must save versus level 3 poison or lose an additional life. Due to the spider's webbing, the party may not withdraw from this fight unless they cast a Fireball spell to burn the webs.
6	 Invisible Gremling. The party surrenders objects from any of your characters in this order of preference: magic items, scrolls, weapons, gems, coins (in bundles of 10 gp each). If the gremling steal all of your equipment, they will leave a thank you message that counts as a clue (see p.55) The gremling have no combat stats because it is impossible to fight them. Encountering them gives no XP roll.

Weird monsters are equivalent to bosses. Defeating a weird monster gives one XP roll.