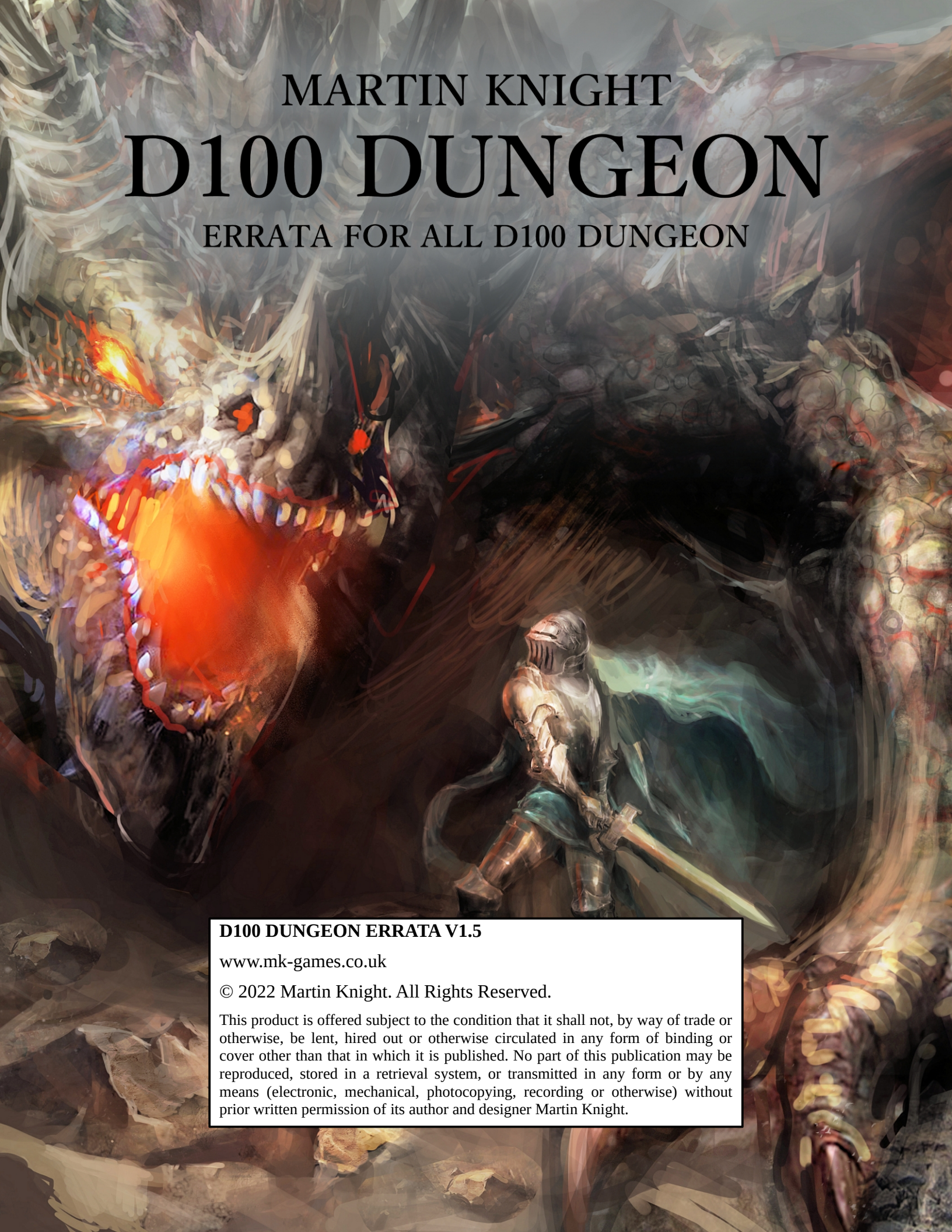

MARTIN KNIGHT

D100 DUNGEON

ERRATA FOR ALL D100 DUNGEON

D100 DUNGEON ERRATA V1.5

www.mk-games.co.uk

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AVAILABLE FOR D100 DUNGEON

D100 DUNGEON BOOKS (PRINT & PDF)

BOOK 1. D100 DUNGEON – A Solo Adventure Game - Published 2018, 2021, 2022

BOOK 2. THE ADVENTURER'S COMPANION - Published 2018, 2022

BOOK 3. THE DRAGON ARMOUR – Adventure Book One - Published 2019, 2022

BOOK 4. THE LOST TOME OF EXTRAORDINARY RULES - Published 2020, 2022

BOOK 5. THE DRAGONS RETURN - Published 2021, 2022

BOOK 6. WORLD BUILDER - Published 2021, 2022

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PDF 2. TABLES AND GAME SHEETS - Published 2020, 2021

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ACCESSORY 2. GAME SHEET PAD PACK - Published 2018, 2021

ACCESSORY 3. GAME TRACKER MAT (ALSO PNP) - Published 2019

ACCESSORY 4. SPELL CARDS (ALSO PNP) - Published 2019, 2021

ACCESSORY 5. DICE AND TABLE ROLLER APP (ANDROID) - Published 2019

ACCESSORY 6. MAPPING GAME ADD-ON (ALSO PNP) - Published 2020

ACCESSORY 7. MAPPING GAME EXTRA GOLD PACK - Published 2020

ACCESSORY 8. COMPUTER COMPANION (OS WINDOWS 10) - Published 2020

ACCESSORY 9. DRAGONS RETURN MONSTER CARDS (ALSO PNP) - Published 2021

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D100 DUNGEON – ERRATA V1.5

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BOOK 1: D100 DUNGEON (Check All Versions)

If you have the first printed book of D100 Dungeon, the following details should be amended in your printed books. The text in red details which is to be modified. The second printed book has already been updated and you do not need to do anything further.

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

STICKERS

It is recommended to carefully make the adjustments in your book with a black pen. However, some players might prefer to print labels that attach over the text in their books. Print this page to a high quality full size label sheet and print actual size to make sure that the labels fit your books. Cut inside the dotted lines.

PAGE 25

-5/-10 Skill - Roll 1d10 for a random skill and deduct the bonus shown from the skill even if it would score a negative value, for instance "-10 Skill" applied to a skill with a current bonus of +5 would give the skill a final bonus of -5 and this would deduct from the characteristic used for all tests using that skill.

Table A: 25gp

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

Table P: 15gp

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

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

Table S	**CONTROL:** Do not roll for the monster's reaction for the remainder of the combat, it will always attack.
Table TA	**BREW OF FINER DEF**: Drink to gain +2 Def on a Monsters next Damage roll.
Table TA	* When rolling during the "Search the Market" step, these results are re-rolled.
Table TB	* When rolling during the "Search the Market" step, these results are re-rolled.
Table TC	* When rolling during the "Search the Market" step, these results are re-rolled.

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

BOOK 1: D100 DUNGEON 2nd PRINTING (2021)

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

R – RACE (D6) Shade in all of the ✪ shown for the adventurer's race on the adventure sheet R

D6	Race	Primary Modifiers		Skill Bonus
1-2	Dwarf	+5 STR	-5 INT	✪+5 Strong Skill
3-4	Elf	+5 DEX	-5 STR	✪+5 Dodge Skill
5-6	Human	+5 INT	-5 DEX	✪+5 Aware Skill

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

The following details should be amended in your printed books. The text in red details which is to be modified.

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

BOOK STICKERS

It is recommended to carefully make the adjustments in your book with a black pen. However, some players might prefer to print labels and attach over the text in their books. Print this page to a high quality full size label sheet and print actual size to make sure that the labels fit your books.

Table EA p12 & 74

Pack, Stun, Fly

Pack, Stun, Fly

Table EA p12 & 74

Table I/W/TA+10

Table I/W/TA+10

Table p47 & 51

Pack, Stun, Fly

Pack, Stun, Fly

P42 marked with a ☠

Page 69

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

Page 70

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

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

The following details should be amended in your printed books. The text in red details which is to be modified.

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

BOOK STICKERS

It is recommended to carefully make the adjustments in your book with a black pen. However, some players might prefer to print labels and attach over the text in their books. Print this page to a high quality full size label sheet and print actual size to make sure that the labels fit your books.

Page 9

Aztopaz crystals

Page 11

Aztopaz crystals

Page 35 table FA result 93

(FA-93)

Page 9

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

ARTISAN TABLES

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

INDEX

X1 – SALVAGE ARMOUR……..…..…... 57
X2 – SALVAGE WEAPONS……...……...…...58
X3 – SALVAGE ITEMS……...…….……59
X4 – SALVAGE LEGENDARY RING/NECK……..59
X5 – SALVAGE AZTOPAZ……...… 60
X6 – CRAFTING ARMOUR……..... 62
X7 – CRAFTING WEAPONS……...……..… 60
X8 – CRAFTING LEGENDARY
RING/NECKLACE…….…….……. 61
X9 – CRAFTING WITH CRYSTALS…….……..…… 63
X10 – CONTACTS……...……...……63
X11 – SCHEMATICS……...……...……64

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

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

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

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

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

X1 – SALVAGE ARMOUR	X1
X2 – SALVAGE WEAPONS	X2
X2 – SALVAGE WEAPONS	X2
X3 – SALVAGE ITEMS	X3
X4 – SALVAGE LEGENDARY RING/NECK	X4
X5 – SALVAGE AZTOPAZ	X5
X6 – CRAFTING ARMOUR	X6

X7 – CRAFTING WEAPONS X7

X7 – CRAFTING WEAPONS X7

X8 – CRAFTING LEGENDARY RING/NECKLACE X8

X9 – CRAFTING WITH CRYSTALS X9

X10 – CONTACTS X10

X10 – CONTACTS X10

X11 – SCHEMATICS X11

BOOK 5 THE DRAGONS RETURN 1st PRINTING (2021)

The following details should be amended in your printed books. The text in red details which is to be modified.

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

BOOK STICKERS

It is recommended to carefully make the adjustments in your book with a black pen. However, some players might prefer to print labels and attach over the text in their books. Print this page to a high quality full size label sheet and print actual size to make sure that the labels fit your books.

Table page 34

Table I/W/TA+10

Page 94

but is 6

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

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

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

The following details should be amended in your printed books. The text in red details which is to be modified.

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

BOOK STICKERS

It is recommended to carefully make the adjustments in your book with a black pen. However, some players might prefer to print labels and attach over the text in their books. Print this page to a high quality full size label sheet and print actual size to make sure that the labels fit your books.

Page 14

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

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

Page 76

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

CALENDAR

YEAR:

WORLD BUILDER

ADVENTURER'S NAME:

(1) JANUARY

WINTER 🐾 -2

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

(2) FEBRUARY

WINTER 🐾 -1

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

(3) MARCH

SPRING 🐾 0

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

(4) APRIL

SPRING 🐾 0

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

(5) MAY

SPRING 🐾 +1

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

(6) JUNE

SUMMER 🐾 +1

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

(7) JULY

SUMMER 🐾 +1

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

(8) AUGUST

SUMMER 🐾 +2

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

(9) SEPTEMBER

AUTUMN 🐾 +2

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

(10) OCTOBER

AUTUMN 🐾 +1

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

(11) NOVEMBER

AUTUMN 🐾 0

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

(12) DECEMBER

WINTER 🐾 -1

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

* Apply the modifiers to the following primary characteristics before beginning a new year: -1 STR, -1 DEX, AND +2 INT.
R Make a fatigue check and roll for an event -10. ⏱ Pay for guild (if applicable), or lose guild status. S Roll for an event +10.
☠ On these days make a disease and poison test. ● At the end of the day roll 1d100, if the result is 5 or less see the WEREWOLF event.

QUEST TIME TRACK

☐ 1 ☐ 1 ☐ 1 ☐ 1 ☐ 1 ☐ 1

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

RATIONS

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Max 30

FATIGUE

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

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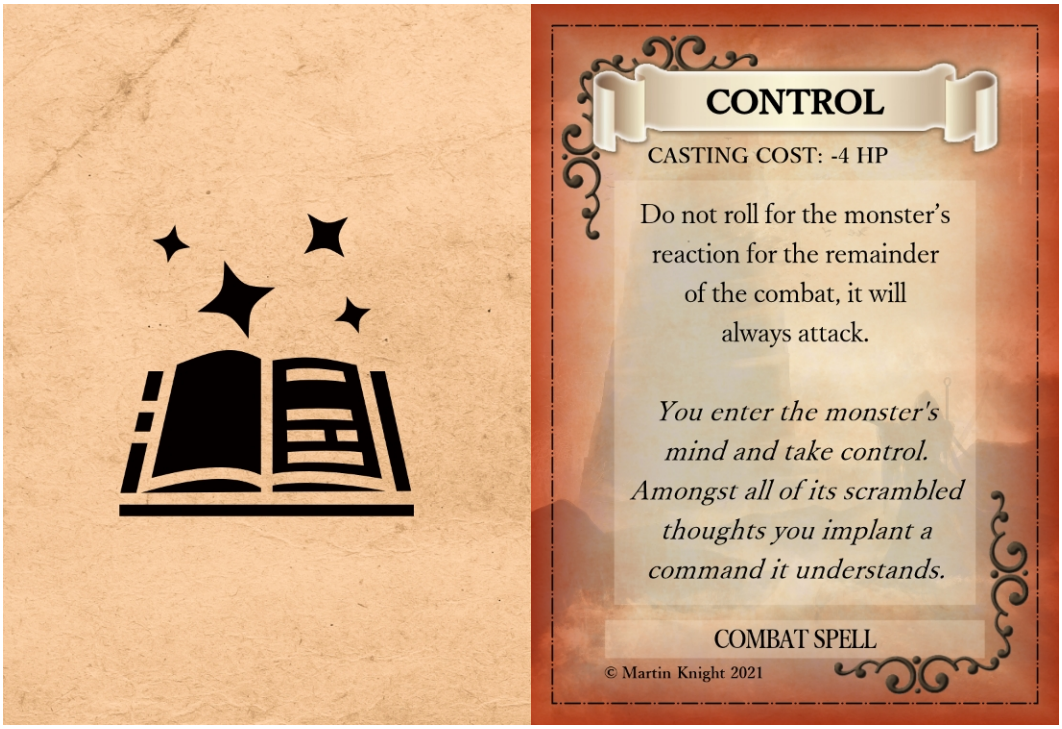
Fatigue Check: If you roll equal to, or less than your current fatigue you suffer -1d3 HP, then remove 1 point of fatigue.

ACCESSORY 4: SPELL CARDS

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



Glue and fold before cutting on the dotted line.