



Version 2.2

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Errata for all D100 Dungeon books.

AVAILABLE FROM MK GAMES

D100 DUNGEON BOOKS

- BOOK 1. D100 DUNGEON A Solo Adventure Game Published 2018, 2021, 2022, 2024, 2025
- BOOK 2. THE ADVENTURER'S COMPANION Published 2018, 2022, 2024, 2025
- BOOK 3. THE DRAGON ARMOUR Published 2019, 2022, 2024, 2025
- BOOK 4. THE LOST TOME OF EXTRAORDINARY RULES Published 2020, 2022, 2024, 2025
- BOOK 5. THE DRAGONS RETURN Published 2022, 2024, 2025
- BOOK 6. WORLD BUILDER Published 2021, 2022, 2024, 2025
- BOOK 7. THE RUNE FORGE Published 2023, 2025
- BOOK 8. THE FORGOTTEN TOME OF CURIOUS RULES Published 2024, 2025

D100 DUNGEON BOOKS (PDF ONLY)

- PDF 1. THE WORLD OF TERRA Published 2019, 2021, 2023, 2025
- PDF 2. TABLES AND GAME SHEETS Published 2020, 2022, 2024, 2025

D100 DUNGEON ACCESSORIES

- ACCESSORY 1. MAPPING GAME Published 2018, 2021
- ACCESSORY 1.1 MAPPING GAME: Small Box Published 2025
- ACCESSORY 2. GAME SHEET PAD PACK Published 2018, 2021
- ACCESSORY 3. GAME TRACKER MAT Published 2019
- ACCESSORY 4. SPELL CARDS Published 2019, 2021
- ACCESSORY 5. DICE AND TABLE ROLLER APP Published 2019 Retired (no longer available)
- ACCESSORY 6. MAPPING GAME ADD-ON Published 2020
- ACCESSORY 7. MAPPING GAME EXTRA GOLD PACK Published 2020
- ACCESSORY 8. COMPUTER COMPANION Published 2020
- ACCESSORY 9. DRAGONS RETURN MONSTER CARDS Published 2021, 2024
- ACCESSORY 10. ARCANIST SPELL CARDS Published 2025
- ACCESSORY 11. WEATHER DICE Published 2025
- ACCESSORY 12. MONSTER ABILITY CARDS Published 2025
- ACCESSORY 13. THE LOST CARDS Published 2025
- ACCESSORY 14. THE WORLD BUILDER CARDS Published 2025
- ACCESSORY 15. THE FORGOTTEN CARDS Published 2025

D100 SPACE BOOKS

- BOOK 1. D100 SPACE A Solo Adventure Game Published 2022, 2024, 2025
- BOOK 2. GALAXY BUILDER Published 2024, 2025

D100 SPACE ACCESSORIES

- ACCESSORY 1. MAPPING GAME Published 2022
- ACCESSORY 2. TRACKER Published 2022
- ACCESSORY 3. IMPLANTS AND PATCHES Published 2022
- ACCESSORY 4. D100 SPACE CREDITS Published 2025

ABOUT THE ERRATA

In 2023 Book 7 *The Rune Forge* was released in a new style that had a two column layout instead of one. Prior to this book all releases for D100 Dungeon books had a traditional book layout. This prompted the other books in the series to be updated to the new style. Now all book updates and new titles for D100 Dungeon are being released with the two column layout. If your book is in the older style format and was published in 2022 or earlier, you will need to refer to the "D100 Dungeon Errata v1.6" file from: https://www.mkgames.co.uk/downloads. However, all books published from 2023 onwards, use this errata, so please read on.

PRINTED BOOKS

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

HOW TO USE THE ERRATA

Each entry in the errata gives you the version number and/or printing date of the product that needs updating. Check your products to see if they need the update. The first part of the information reports the error. The second part has stickers or images you can print out.

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

Please note: Not all amendments have been marked in this errata. This may be because they are typos or alignment issues that do not affect the rules or how you play the game. However, we have not ignored them and they are corrected in the next version and publication.



ERRATA FOR BOOK 4 THE LOST TOME OF EXTRAORDINARY RULES V1.2

Page 57: The Hunter Hero path should be +0 for agility and not +5.

O Dex, O+10 Aware, O+0 Agility

Page 70: The D100 results on table Y Should begin with 1-10 and not 01/10/24.

1-10

Page 82: The first 3 HP values for Necromancer should be Underlined. In the example the first 3 HP values should be underlined.

Encounter	AV	Def	Dmg	HP	[K]	Abilities
Necromancer And		4	±2	-2 5/5/5/25	[x3: A+15/W+15]	Fear, Dark Magic,
Skeletons @	55	4	+2	<u>5/5/5</u> /25	[x1: I/W+20/TB]	Pack

Example: At the end of a combat round, the monster's HP are "0/0/4/25"; because 2 of the monster's underlined HP have been reduced to 0, the player must roll 1d10 for each. The player roll a 1, and a 6. The necromancer resurrects one of the fallen skeletons, and the player changes the monster's HP to "5/0/4/25".

Page 83: The first 3 HP values for Demon Lord And His Minions should be Underlined. In the example the first 3 HP values should be underlined.

Encounter	AV	Def	Dmg	HP	[K]	Abilities
Demon Lord And His Minions ∛	50	3	+2	<u>4/4/4</u> /9/8/29	[Imps: x3 P2/I/W+5] [Demon x2: P2/I/W+15] [Demon Lord x1: P2/I/W+20/TB]	Fire, Fear, Large, Pack

Example: At the end of a combat round, the monster's HP are "0/0/3/9/8/29"; because 2 of the monster's underlined HP have been reduced to 0, the player must roll 1d10 for each. The player roll a 1, and a 6. The demon lord summons one imps to replace one that has fallen, and the player changes the monster's HP to "4/0/3/9/8/29".

Page 102: Th Small Castle upkeep should be 100gp and not 10gp.

UPKEEP COST

ERRATA FOR BOOK 5 THE DRAGONS RETURN V1.2

Page 48: Quest 11's encounter table's should have the title "Outcast's Tunnels & Velkshar City" and not "Cave Of The Fish People".

OUTCAST'S TUNNELS & VELKSHAR CITY

ERRATA FOR BOOK 6 WORLD BUILDER V1.3

Page 42: The SM modifiers should read: Spring +5, Summer +10, Autumn -5, Winter -10.

JUNGLE FEVER

The adventurer has been subjected to a parasite and is infected. Test PARASITE below. You must apply a season modifier (SM) to the test depending on the current time of year: Spring +5, Summer +10, Autumn -5, Winter -10. Only make the test once.

JUNGLE FEVER

The adventurer has been subjected to a parasite and is infected. Test PARASITE below. You must apply a season modifier (SM) to the test depending on the current time of year: Spring +5, Summer +10, Autumn -5, Winter -10. Only make the test once.

Page 58 & 59: The Vampire and Werewolf monster should have skull icons.

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Vampire 🌚	Werewolf 💩	:
:	:	•

ERRATA FOR BOOK 7 THE RUNE FORGE V1.0

Pages 17: Giant Rats should be Passageway Giant Rats.

Passageway Giant Rats

Pages 37, 44, and 53: Vakanar should have a demon symbol.

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•				
: VAKANAD A	:	VAKANAD 53	:	VAKANAD 55 :
: VAINAINAIN		VAINAINAIN 🚱	:	VAINAINAIN 🚱 :
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Page 60: Monster 1 should be Passageway Giant Rats and Monster 2 should be Allied Giant Rats.

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Allied Giant Rats

ERRATA FOR BOOK 8 THE FORGOTTEN TOME OF CURIOUS RULES V1.1

Page 25: The Herbalism Book - Mighty Drink should provide a bonus of +2 Dmg and Mighty Flask should provide a bonus of +3 Dmg.

+2 Dmg +3 Dmg