

MARTIN KNIGHT
D100 DUNGEON
THE FORGOTTEN TOME OF CURIOUS RULES



GAME SHEETS

Version 1.0

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All game sheets from books 8.



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THE FORGOTTEN TOME SHEET

WEAPON PROFICIENCY							D10	SECRET PASSAGEWAY TABLE		
Sling	①②③④⑤⑥⑦⑧⑨⑩	Bow	①②③④⑤⑥⑦⑧⑨⑩	1	An ancient spell is activated by mistake, and the adventurer is cursed: Roll on table C-Curses.					
Catapult	①②③④⑤⑥⑦⑧⑨⑩	Axe	①②③④⑤⑥⑦⑧⑨⑩							
Baton	①②③④⑤⑥⑦⑧⑨⑩	Morning Star	①②③④⑤⑥⑦⑧⑨⑩	2-3	A wandering monster attacks the adventurer: Roll on the quest's encounter table.					
Stave	①②③④⑤⑥⑦⑧⑨⑩	Broadsword	①②③④⑤⑥⑦⑧⑨⑩							
Knife	①②③④⑤⑥⑦⑧⑨⑩	Pernach	①②③④⑤⑥⑦⑧⑨⑩	4-9	A secret passage is found: Add a secret passage in usual way.					
Club	①②③④⑤⑥⑦⑧⑨⑩	Military Fork	①②③④⑤⑥⑦⑧⑨⑩							
Quarterstaff	①②③④⑤⑥⑦⑧⑨⑩	Partisan	①②③④⑤⑥⑦⑧⑨⑩	10	An ancient spell is activated by mistake, and the adventurer is blessed: Roll on table B-Boosts.					
Throwing Knife	①②③④⑤⑥⑦⑧⑨⑩	Glaive	①②③④⑤⑥⑦⑧⑨⑩							
Dagger	①②③④⑤⑥⑦⑧⑨⑩	Halberd	①②③④⑤⑥⑦⑧⑨⑩	BUTCHERY ROLL (BR):						
Spiked Club	①②③④⑤⑥⑦⑧⑨⑩	Bill	①②③④⑤⑥⑦⑧⑨⑩	○ ○ ○ ○ ○ ○ ○ ○ ○ ○						
Hammer	①②③④⑤⑥⑦⑧⑨⑩	Two Handed Flail	①②③④⑤⑥⑦⑧⑨⑩	PRIMARY MANA POINTS:						
Throwing Spear	①②③④⑤⑥⑦⑧⑨⑩	Recurve Bow	①②③④⑤⑥⑦⑧⑨⑩	Current:						
Short Bow	①②③④⑤⑥⑦⑧⑨⑩	Maul	①②③④⑤⑥⑦⑧⑨⑩	TREASURED ITEMS						
War Pick	①②③④⑤⑥⑦⑧⑨⑩	War Scythe	①②③④⑤⑥⑦⑧⑨⑩	Prefix	Arm/ Shields	Weapons				
Short Sword	①②③④⑤⑥⑦⑧⑨⑩	Bardiche	①②③④⑤⑥⑦⑧⑨⑩	Finer	+100gp/+20gp	+300gp/+60gp				
Scimitar	①②③④⑤⑥⑦⑧⑨⑩	Long Sword	①②③④⑤⑥⑦⑧⑨⑩	Greater	+200gp/+40gp	+600gp/+120gp				
Rapier	①②③④⑤⑥⑦⑧⑨⑩	Battle Axe	①②③④⑤⑥⑦⑧⑨⑩	Superior	+300gp/+60gp	+900gp/+180gp				
Scythe	①②③④⑤⑥⑦⑧⑨⑩	Claymore	①②③④⑤⑥⑦⑧⑨⑩	Exceptional	+400gp/+80gp	+1200gp/+240gp				
Mace	①②③④⑤⑥⑦⑧⑨⑩	Crossbow	①②③④⑤⑥⑦⑧⑨⑩	YELLOW EVENTS TRACKER						
Throwing Axe	①②③④⑤⑥⑦⑧⑨⑩	War Hammer	①②③④⑤⑥⑦⑧⑨⑩	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩						
Chakram	①②③④⑤⑥⑦⑧⑨⑩	Arbalest	①②③④⑤⑥⑦⑧⑨⑩	HEROIC ITEM TRACKER						
Repeating Crossbow	①②③④⑤⑥⑦⑧⑨⑩	Long Bow	①②③④⑤⑥⑦⑧⑨⑩	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩						
Lance	①②③④⑤⑥⑦⑧⑨⑩	Bastard Sword	①②③④⑤⑥⑦⑧⑨⑩	ACCOLADE TRACKER						
Spear	①②③④⑤⑥⑦⑧⑨⑩	Great Sword	①②③④⑤⑥⑦⑧⑨⑩	○ ARCHMAGE		○ PRODIGIOUS				
Half Maul	①②③④⑤⑥⑦⑧⑨⑩	Mighty Claymore	①②③④⑤⑥⑦⑧⑨⑩	○ EXPERT		○ SLAYER				
Falchion	①②③④⑤⑥⑦⑧⑨⑩	Deduct from adventurer's attack roll/add to monster's attack roll		○ PHILANTHROPIST		○ TOXOPHILITE				
MORE MONSTERS							AIMED ATTACKS			
Result	Monster	AV	Def	Dmg	HP	[K]	Monster Ability	Mod	Location	
0 to -6	Giant Lizard	25	1	-2	7	P2	Leap	-15	Head (+3 Dmg)	
-7 to -12	Zombie ☠	35	0	0	4	Nothing	Disease	-10	Back (+2 Dmg)	
-13 to -17	Goblin Peons	25	0	-2	4/3/2	A/W	Pack	-5	Torso (+1 Dmg)	
-18 to -22	Giant Beetles	10	2	-2	3/3/3/4/4	P1	Fly, Pack	-5	Arms (next round monster -1 Dmg)	
-23 to -26	Ice Sprite ❄	25	1	-1	6	P1	Freeze	-5	Hands (next round monster -5 AV)	
-27 to -30	Giant Mosquitoes	10	0	-1	3/3/3	P1	Fly, Pack, Poison	-15	Main (next round monster -15 AV)	
-31 to -33	Fire Sprite	20	0	0	6	P1	Fire	-10	Off (next round monster-10 AV)	
-34 to -36	Wisps ☁	5	0	0	2/2/1/1	Nothing	Fly, Pack, Phase	-10	Waist (next round monster -1 DEF)	
-37 to -39	Tangle Of Snakes	15	0	-3	1/1/2/2/2	Nothing	Pack, Poison	-5	Legs (-1 Dmg, reaction next round -1)	
101 to 103	Water Elemental	75	7	+4	55	P2/TC+10	Freeze, Large, Ethereal	-10	Feet (-1 Dmg, reaction next round -1)	
104 to 106	Earth Elemental	80	7	+5	45	P2/TC+10	Large, Ethereal, Slowed, Web	HONOUR POINTS ★		
107 to 108	Air Elemental	95	6	+5	40	P4/TC+10	Fly, Large, Lightning, Ethereal			
109 to 110	Storm Giant	80	7	+7	55	P2/TC+10	Fear, Large, Lightning, Stun	★	Spending Honour	
111 to 112	Shade Dragon 🐉	85	7	+8	45	P4/TC+15	Attacks 2, Ethereal, Fly, Fear, Large, Phase	5	Re-roll any attack roll	
113 to 114	Copper Dragon	80	6	+4	45	P4/TC+20	Attacks 2, Fly, Fear, Large, Poison, Slowed	4	Re-roll any damage die	
115 to 116	Brass Dragon	85	7	+5	50	P4/TC+20	Attacks 2, Fire, Fly, Fear, Large, Stun	3	Re-roll any location die	
117 to 118	Bronze Dragon	90	7	+5	50	P4/TC+20	Attacks 2, Fly, Fear, Large, Lightning	2	Re-roll any test (not an attack)	
119 to 120	Silver Dragon	90	8	+6	50	P4/TC+20	Attacks 2, Fly, Fear, freeze, Large, Petrify	1	Re-roll any result on a table	

HERB BAG SHEET

Number of Bags		Each Herb Bag can hold a maximum of 100 herbs						Total Herbs	
Qty	WEED	Qty	ROOT	Qty	MOSS	Qty	BARK	Qty	FLOWER
	Blackweed		Giantsroot		Blinkmoss		Deathbark		Dragonflower
	Copperweed		Pearlroot		Darkmoss		Drybark		Driftflower
	Crabweed		Pixieroot		Fairymoss		Everbark		Dustflower
	Elvenweed		Sandroot		Firemoss		Faebark		Entflower
	Grubweed		Shaderoot		Follymoss		Felbark		Hagsflower
	Gumweed		Shankroot		Kingsmoss		Mindbark		Mageflower
	Nightweed		Smokeroot		Runemoss		Padbark		Plagueflower
	Pipeweeds		Swineroot		Sundermoss		Scarbark		Scrubflower
	Rainweed		Tongueroot		Whelpmoss		Swiftbark		Sedgeflower
	Thistleweed		Wetroot		Wildmoss		Witchbark		Stormflower
	Total number of weeds		Total number of roots		Total number of moss		Total number of barks		Total number of flowers

LEARNT RECIPES AND THEIR HERBS	NOTES
<input type="checkbox"/> ANTI-VENOM RUB (50GP) Nightweed, Sandroot, Fairymoss	
<input type="checkbox"/> ANTI-VENOM BALM (100GP) Nightweed, Sandroot, Fairymoss, Everbark	
<input type="checkbox"/> ANTI-VENOM SALVE (200GP) Nightweed, Sandroot, Fairymoss, Everbark, Hagsflower	
<input type="checkbox"/> DEXTERITY DRAM (50GP) Thistleweed, Wetroot, Sundermoss	
<input type="checkbox"/> DEXTERITY DRINK (100GP) Thistleweed, Wetroot, Sundermoss, Swiftbark	
<input type="checkbox"/> DEXTERITY FLASK (200GP) Thistleweed, Wetroot, Sundermoss, Swiftbark, Sedgeflower	
<input type="checkbox"/> DODGE DRAM (50GP) Gumweed, Swineroot, Follymoss,	
<input type="checkbox"/> DODGE DRINK (100GP) Gumweed, Swineroot, Follymoss, Witchbark	
<input type="checkbox"/> DODGE FLASK (200GP) Gumweed, Swineroot, Follymoss, Witchbark, Stormflower	
<input type="checkbox"/> HEALING RUB (50GP) Elvenweed, Smokeroot, Wildmoss	
<input type="checkbox"/> HEALING BALM (100GP) Elvenweed, Smokeroot, Wildmoss, Felbark	
<input type="checkbox"/> HEALING SALVE (200GP) Elvenweed, Smokeroot, Wildmoss, Felbark, Dustflower	
<input type="checkbox"/> INTELLIGENCE DRAM (50GP) Rainweed, Tongueroot, Kingsmoss	
<input type="checkbox"/> INTELLIGENCE DRINK (100GP) Rainweed, Tongueroot, Kingsmoss, Mindbark	
<input type="checkbox"/> INTELLIGENCE FLASK (200GP) Rainweed, Tongueroot, Kingsmoss, Mindbark, Driftflower	
<input type="checkbox"/> MIGHTY DRAM (50GP) Grubweed, Shaderoot, Firemoss	
<input type="checkbox"/> MIGHTY DRINK (100GP) Grubweed, Shaderoot, Firemoss, Faebark	
<input type="checkbox"/> MIGHTY FLASK (200GP) Grubweed, Shaderoot, Firemoss, Faebark, Dragonflower	
<input type="checkbox"/> MOUNT TREAT (50GP) Copperweed, Pearlroot, Blinkmoss	
<input type="checkbox"/> MOUNT BAR (100GP) Copperweed, Pearlroot, Blinkmoss, Padbark	
<input type="checkbox"/> MOUNT CAKE (200GP) Copperweed, Pearlroot, Blinkmoss, Padbark, Scrubflower	
<input type="checkbox"/> SICKNESS RUB (50GP) Crabweed, Pixieroot, Darkmoss	
<input type="checkbox"/> SICKNESS BALM (100GP) Crabweed, Pixieroot, Darkmoss, Drybark	
<input type="checkbox"/> SICKNESS SALVE (200GP) Crabweed, Pixieroot, Darkmoss, Drybark, Plagueflower	
<input type="checkbox"/> STRENGTH DRAM (50GP) Pipeweeds, Giantsroot, Runemoss	
<input type="checkbox"/> STRENGTH DRINK (100GP) Pipeweeds, Giantsroot, Runemoss, Scarbark	
<input type="checkbox"/> STRENGTH FLASK (200GP) Pipeweeds, Giantsroot, Runemoss, Scarbark, Entflower	
<input type="checkbox"/> VITALITY DRAM (50GP) Blackweed, Shankroot, Whelpmoss	
<input type="checkbox"/> VITALITY DRINK (100GP) Blackweed, Shankroot, Whelpmoss, Deathbark	
<input type="checkbox"/> VITALITY FLASK (200GP) Blackweed, Shankroot, Whelpmoss, Deathbark, Mageflower	
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HERB COLLECTING - Test Int -HM [S: Gain 1d3+2,+/- 🐾 herbs] [F: 35% chance of a random event] (*Aware, Survival*)

HERBALISM - Test Int -10 [S: Item made] [F: Item is not made and herbs are ruined] (*Survival*)

PROPERTY SHEET (INCREASED PRICES)

SMALL ROOM			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			8,000gp	40gp			20 Pts			10gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-3													□□□□□
4-6													□□□□□
7-9													□□□□□
10													□□□□□
APARTMENT			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			16,000gp	50gp			30 Pts			20gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-3													□□□□□
4-6													□□□□□
7-8													□□□□□
9													□□□□□
10													□□□□□
SMALL HOME			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			32,000gp	60gp			40 Pts			30gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3-4													□□□□□
5-6													□□□□□
7-8													□□□□□
9													□□□□□
10													□□□□□
MEDIUM HOME			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			64,000gp	70gp			50 Pts			40gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3-4													□□□□□
5-6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

LARGE HOME			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			128,000gp	80gp			60 Pts			50gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3-4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□
MANOR HOME			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			256,000gp	90gp			70 Pts			60gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1-2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□
SMALL CASTLE			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED <input type="checkbox"/>			512,000gp	10gp			80 Pts			70gp per 10 Pts			
1d10	QTY	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S	DAMAGE
1													□□□□□
2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

THE FORGOTTEN TOME ADVENTURE SHEET

NAME:				HERO PATH:				RACE:				M:		-20 Dark							
REP:		FATE:		LIFE:		LAWLESS (LP):		GUILD <input type="checkbox"/>		DUEL WIELD <input type="checkbox"/>		GOLD:		ENC:							
Characteristic		Primary	Adjusted	Total	Experience Track				Abilities unlock at 50				QUEST LOG								
Strength (Str)					★○○○○○○○○○○○○○				MIGHTY BLOW <input type="checkbox"/>				Completed:		Failed:						
Dexterity (Dex)					★○○○○○○○○○○○○○				PERFECT AIM <input type="checkbox"/>				Current Quest (Table/Number):								
Intelligence (Int)					★○○○○○○○○○○○○○				SPELL CASTER <input type="checkbox"/>				Current Objectives Met:								
Health Points (HP)					Current:								Curses:								
Mana Points (MP)					Current:																
Roll D10	DMG Mod	Location		EQUIPPED ITEMS				STR	DEX	IINT	HP	MP	DMG	DEF	GP	FIX	A/S	Item found, roll 1d6 1-2=■ 3-4=■ 5-6=■■■			
1	+3	Head																	□□□□□☒		
2	+2	Back																	□□□□□☒		
3	+1	Torso																	□□□□□☒		
4	-	Arms																	□□□□□☒		
5	-	Hands																	□□□□□☒		
6	👤	Main																	□□□□□☒		
7	👤	Off																	□□□□□☒		
8	BC	Waist																	□□□□□☒		
9	-1	Legs																	□□□□□☒		
10	-1	Feet																	□□□□□☒		
Escape Combat		Neck																	Oil (max 20):		
		Ring																	Food (max 10):		
Block Combat		Ring																	Picks (max 15):		
Damage deflected to shield shades ½ a pip				Totals											1D10	BELT SLOTS					
1D6+1D10	SKILLS		Bonus	Experience Track			1D10	Level	Bonus	SPELL BOOK				Cost	1-2						
2	Agility			★○○○○○○○○○○○○○			1		+20						3-4						
3	Aware			★○○○○○○○○○○○○○			2		+15						5-6						
4	Bravery			★○○○○○○○○○○○○○			3	50+	+10						7-8						
5	Dodge			★○○○○○○○○○○○○○			4		+5						9-10						
6	Escape			★○○○○○○○○○○○○○			5		+0						KEYS		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩				
7	Locks			★○○○○○○○○○○○○○			6	60+	-0						LEVERS		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩				
8	Lucky			★○○○○○○○○○○○○○			7	70+	-5						POISON		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩				
9	Magic			★○○○○○○○○○○○○○			8	80+	-10						DISEASE		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩				
10	Strong			★○○○○○○○○○○○○○			9	90+	-15						Pouch <input type="checkbox"/> Quiver <input type="checkbox"/> Bandolier <input type="checkbox"/>						
11	Traps			★○○○○○○○○○○○○○			10	100+	-20					1	Smooth Stones (+5 Dex) (3gp/5) P:						
12	Fishing			★○○○○○○○○○○○○○			BEAST:			Level:	Bonus:		2	Lead Shot (+1 Dmg) (3gp/5) P:							
13	Haggle			★○○○○○○○○○○○○○			GP:	○○○○○○○○○○○○○		Coop ✓/✗ <input type="checkbox"/>	HP:		3	Bodkin Arrow (-3 Def) (5gp/5) Q:							
14	Hunting			★○○○○○○○○○○○○○			Abilities:			(CURRENT HP)		4	Broadhead (+2 Dmg) (5gp/5) Q:								
15	Riding			★○○○○○○○○○○○○○			MARTIAL ARTISTRY				5	Bolt (+5 Dex, -1 Def) (8gp/5) B:									
16	Survival			★○○○○○○○○○○○○○			MA:	○○○○○○○○○○○○○		Weapon:	Grade:		6	Quarrel (-1 Def, +2 Dmg) (8gp/5) B:							
WITCHERY EFFECTS				TIME TRACK MODIFIER				🕒		🕒 4		🕒		🕒 5		🕒		🕒 6		🕒*	
								🕒		🕒		🕒		🕒		🕒		🕒		🕒	

BACKPACK For Items With Damage Tracks

1D10	Slot	ITEM	STR	DEX	IINT	HP	MP	DMG	DEF	GP	FIX	A/S	Damage
1													□□□□□
2													□□□□□
3													□□□□□
4													□□□□□
5													□□□□□
6													□□□□□
7													□□□□□
8													□□□□□
9													□□□□□
10													□□□□□

BACKPACK For Items Without Damage Tracks

1D6+ 1D10	QTY	ITEM	GP Each
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			

QUEST LOG (Table Q)

<input type="checkbox"/> Q:1-2	<input type="checkbox"/> Q:21-22	<input type="checkbox"/> Q:41-42	<input type="checkbox"/> Q:61-62	<input type="checkbox"/> Q:81-82
<input type="checkbox"/> Q:3-4	<input type="checkbox"/> Q:23-24	<input type="checkbox"/> Q:43-44	<input type="checkbox"/> Q:63-64	<input type="checkbox"/> Q:83-84
<input type="checkbox"/> Q:5-6	<input type="checkbox"/> Q:25-26	<input type="checkbox"/> Q:45-46	<input type="checkbox"/> Q:65-66	<input type="checkbox"/> Q:85-86
<input type="checkbox"/> Q:7-8	<input type="checkbox"/> Q:27-28	<input type="checkbox"/> Q:47-48	<input type="checkbox"/> Q:67-68	<input type="checkbox"/> Q:87-88
<input type="checkbox"/> Q:9-10	<input type="checkbox"/> Q:29-30	<input type="checkbox"/> Q:49-50	<input type="checkbox"/> Q:69-70	<input type="checkbox"/> Q:89-90
<input type="checkbox"/> Q:11-12	<input type="checkbox"/> Q:31-32	<input type="checkbox"/> Q:51-52	<input type="checkbox"/> Q:71-72	<input type="checkbox"/> Q:91-92
<input type="checkbox"/> Q:13-14	<input type="checkbox"/> Q:33-34	<input type="checkbox"/> Q:53-54	<input type="checkbox"/> Q:73-74	<input type="checkbox"/> Q:93-94
<input type="checkbox"/> Q:15-16	<input type="checkbox"/> Q:35-36	<input type="checkbox"/> Q:55-56	<input type="checkbox"/> Q:75-76	<input type="checkbox"/> Q:95-96
<input type="checkbox"/> Q:17-18	<input type="checkbox"/> Q:37-38	<input type="checkbox"/> Q:57-58	<input type="checkbox"/> Q:77-78	<input type="checkbox"/> Q:97-98
<input type="checkbox"/> Q:19-20	<input type="checkbox"/> Q:39-40	<input type="checkbox"/> Q:59-60	<input type="checkbox"/> Q:79-80	<input type="checkbox"/> Q:99-100

CAMPAIGN QUESTS N=Northreach S=Southreach E=Eastpoint W=Westpoint

N S E W □□□□ CQ:1	N S E W □□□□ CQ:5	N S E W □□□□ CQ:9	N S E W □□□□ CQ:13	N S E W □□□□ CQ:17
□□□□ CQ:2	□□□□ CQ:6	□□□□ CQ:10	□□□□ CQ:14	□□□□ CQ:18
□□□□ CQ:3	□□□□ CQ:7	□□□□ CQ:11	□□□□ CQ:15	□□□□ CQ:19
□□□□ CQ:4	□□□□ CQ:8	□□□□ CQ:12	□□□□ CQ:16	□□□□ CQ:20

SIDE QUESTS N=Northreach S=Southreach E=Eastpoint W=Westpoint

N S E W □□□□ SQ:A	N S E W □□□□ SQ:F	N S E W □□□□ SQ:K	N S E W □□□□ SQ:P	N S E W □□□□ SQ:U
□□□□ SQ:B	□□□□ SQ:G	□□□□ SQ:L	□□□□ SQ:Q	□□□□ SQ:V
□□□□ SQ:C	□□□□ SQ:H	□□□□ SQ:M	□□□□ SQ:R	□□□□ SQ:W
□□□□ SQ:D	□□□□ SQ:I	□□□□ SQ:N	□□□□ SQ:S	□□□□ SQ:X
□□□□ SQ:E	□□□□ SQ:J	□□□□ SQ:O	□□□□ SQ:T	□□□□ SQ:Y

ADVENTURE BOOKS

Quantity Box Maximum Of 10 Each	<input type="checkbox"/> ADV BK: 1	<input type="checkbox"/> ADV BK: 2	<input type="checkbox"/> ADV BK: 3	<input type="checkbox"/> ADV BK: 4	<input type="checkbox"/> ADV BK: 5
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EMPIRE BUILDING INVESTMENTS

TRADE	FINANCE	HOLDINGS	WARS
1 SHARE = 100 GP	1 SHARE = 300 GP	SHARE = 500 GP	1 SHARE = 1000 GP
○○○○○ 1 PIP = 20 GP	○○○○○ 1 PIP = 60 GP	○○○○○ 1 PIP = 100 GP	○○○○○ 1 PIP = 200 GP

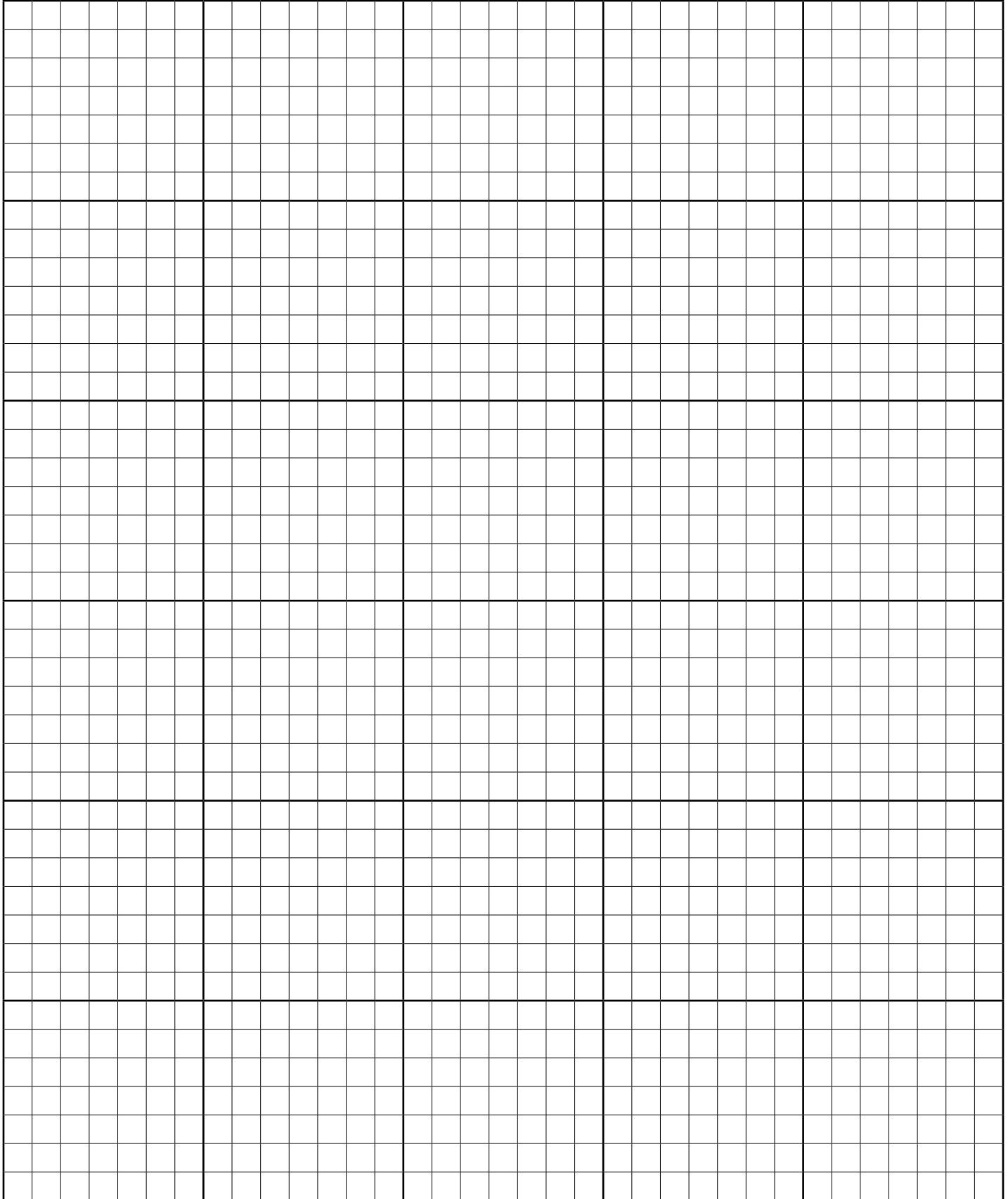
EXTRA QUESTS (TABLES QE-QI)

<input type="checkbox"/> QE:1-10	<input type="checkbox"/> QF:1-10	<input type="checkbox"/> Q:G1-10	<input type="checkbox"/> QH:1-10	<input type="checkbox"/> QI:1-10
<input type="checkbox"/> QE:11-20	<input type="checkbox"/> QF:11-20	<input type="checkbox"/> Q:G11-20	<input type="checkbox"/> QH:11-20	<input type="checkbox"/> QI:11-20
<input type="checkbox"/> QE:21-30	<input type="checkbox"/> QF:21-30	<input type="checkbox"/> Q:G21-30	<input type="checkbox"/> QH:21-30	<input type="checkbox"/> QI:21-30
<input type="checkbox"/> QE:31-40	<input type="checkbox"/> QF:31-40	<input type="checkbox"/> Q:G31-40	<input type="checkbox"/> QH:31-40	<input type="checkbox"/> QI:31-40
<input type="checkbox"/> QE:41-50	<input type="checkbox"/> QF:41-50	<input type="checkbox"/> Q:G41-50	<input type="checkbox"/> QH:41-50	<input type="checkbox"/> QI:41-50
<input type="checkbox"/> QE:51-60	<input type="checkbox"/> QF:51-60	<input type="checkbox"/> Q:G51-60	<input type="checkbox"/> QH:51-60	<input type="checkbox"/> QI:51-60
<input type="checkbox"/> QE:61-70	<input type="checkbox"/> QF:61-70	<input type="checkbox"/> Q:G61-70	<input type="checkbox"/> QH:61-70	<input type="checkbox"/> QI:61-70
<input type="checkbox"/> QE:71-80	<input type="checkbox"/> QF:71-80	<input type="checkbox"/> Q:G71-80	<input type="checkbox"/> QH:71-80	<input type="checkbox"/> QI:71-80
<input type="checkbox"/> QE:81-90	<input type="checkbox"/> QF:81-90	<input type="checkbox"/> Q:G81-90	<input type="checkbox"/> QH:81-90	<input type="checkbox"/> QI:81-90
<input type="checkbox"/> QE:91-100	<input type="checkbox"/> QF:91-100	<input type="checkbox"/> Q:G91-100	<input type="checkbox"/> QH:91-100	<input type="checkbox"/> QI:91-100

HEX SHEETS: CURRENT HEX:

NOTES:

D100 DUNGEON COMPLEX SHEET



THE MK GAMES RANGE

