

MARTIN KNIGHT
D100 DUNGEON
THE LOST TOME OF EXTRAORDINARY RULES

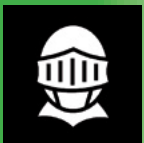
GAME SHEETS

Version 1.2

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All game sheets from books 4.



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SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
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SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

SCHEMATIC NAME		MOD	STANDARD MATERIALS				UPGRADED MATERIALS				VALUE
SLOT	ITEM NAME		STR	DEX	INT	HP	DMG	DEF	GP	Fix	A/S

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
A	APE KING & APES	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	-2	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result
	APELINGS	○○○○○○○○○○ <i>Feint</i> – Adventurer +5 Attack	+1	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	ANIMATED GOLD STATUE	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	+0	○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test
	ARACHNE	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	-1	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
	ARACHNE HUNTER	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	-1	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
	ARACHNE MASTER	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	-2	○○○○○○○○○○ <i>Tactics</i> - Adventurer +10 Attack
	ARACHNE MINIONS	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	+0	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
	ARACHNE WITCH	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	-1	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result
B	BALGORE 🐉	○○○○○○○○○○ <i>Demon Slayer</i> – Adventurer +3 Dmg	-3	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
	BANSHEE 🧛	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Dodge</i> - Monster -2 Dmg
	BASILISK	○○○○○○○○○○ <i>Resistant</i> - Ignore Poison Result	+0	○○○○○○○○○○ <i>Gaze Block</i> - Ignore Petrify Result
	BEAR	○○○○○○○○○○ <i>Dodge</i> – Monster Dmg -2	+0	○○○○○○○○○○ <i>Weakness</i> – Monster -2 DEF
	BEASTMAN	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	+2	○○○○○○○○○○ <i>Feint</i> – Adventurer +5 Attack
	BEASTMAN ARCHER	○○○○○○○○○○ <i>Dodge</i> - Monster -2 Dmg	+2	○○○○○○○○○○ <i>Dodge</i> - Monster -2 Dmg
	BEASTMAN CHAMPION	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	-1	○○○○○○○○○○ <i>Tactics</i> - Adventurer +10 Attack
	BEASTMEN PEONS	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	BEASTMAN WITCH	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	BLACK DRAGON	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	BLOOD OOZES 🦋	○○○○○○○○○○ <i>Weakness</i> - Monster -2 DEF	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
	BLOOD WITCH 🧛	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	BLUE DRAGON	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Evade Freeze</i> - Ignore Freeze Result
C	CENTAUR	○○○○○○○○○○ <i>Weakness</i> - Monster -2 DEF	+2	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
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COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
	CENTAUR CHAMPION	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	-1	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
	CERBERUS 🐉	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Demon Slayer</i> – Adventurer +3 Dmg
	CHIMERA	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks
	COCKATRICE	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	+0	○○○○○○○○○○ <i>Gaze Block</i> – Ignore Petrify Result
	CORRUPTED BEAR	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	+0	○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test
	CYCLOPS	○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test	-2	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result
D	DEMON 🐉	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○○○○○○○○○○ <i>Demon Slayer</i> – Adventurer +3 Dmg
	DEMON LORD 🐉	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Demon Slayer</i> – Adventurer +3 Dmg
	DEMON WITCH 🐉	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	DIRE WOLVES	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	DOPPELGÄNGER	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
	DOOMSPEAKERS 🐉	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	DOOMWHISPERS 🐉	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	DOPPELGÄNGER	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
	DRAGONLINGS	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-1	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
E	ECHIDNA 🐉	○○○○○○○○○○ <i>Resistant</i> - Ignore Poison Result	-2	○○○○○○○○○○ <i>Gaze Block</i> – Ignore Petrify Result
	EVIL WARLOCK	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack	-2	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
F	FIRE ELEMENTAL	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+0	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test
	FIRE WYRM	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks
	FISH PEOPLE	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	FOREGONE WITCH	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	-1	○○○○○○○○○○ <i>Evade Freeze</i> - Ignore Freeze Result
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COMBAT EXPERIENCE SHEET

MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
FROST GIANT	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>	-1	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
FROST WYRM	○○○○○○○○○○ <i>Evade Freeze - Ignore Freeze Result</i>	-2	○○○○○○○○○○ <i>Nimble – Monster -1 Attacks</i>
GARGOYLE 🦎	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	+0	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
GHOST 👻	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>
GHOUL 🧛	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>
GIANT	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>	-2	○○○○○○○○○○ <i>Impact - Ignore Dazed Test</i>
GIANT ANTS	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	+0	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
GIANT APES	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>	-1	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
GIANT BATS	○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>	+0	○○○○○○○○○○ <i>Alert – Ignore Surprise</i>
GIANT BOAR	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○ <i>Weakness – Monster -1 DEF</i>
GIANT CENTIPEDE	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Weakness – Monster -2 DEF</i>
GIANT CRAB	○○○○○○○○○○ <i>Dodge – Monster -2 Dmg</i>	+0	○○○○○○○○○○ <i>Weakness – Monster -2 DEF</i>
GIANT GATHERER APE	○○○○○○○○○○ <i>Weakness – Monster -2 DEF</i>	+0	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
GIANT HUNTER APE	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+0	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>
GIANT MOTH	○○○○○○○○○○ <i>Subterfuge - Monster -10 Attack</i>	+0	○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>
GIANT OOZES	○○○○○○○○○○ <i>Tactics – Adventurer +10 Attack</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>
GIANT RATS	○○○○○○○○○○ <i>Protection – Ignore Disease Result</i>	+0	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
GIANT ROC	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Lure – Ignore Fly Penalty</i>
GIANT SCORPION	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>
GIANT SNAKE	○○○○○○○○○○ <i>Resistant - Ignore Poison Result</i>	+0	○○○○○○○○○○ <i>Dodge - Monster -2 Dmg</i>
GIANT SPIDER	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	+0	○○○○○○○○○○ <i>Web Dodge - Ignore Avoid Web Test</i>

COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
	GIANT SPIDERS	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	GIANT VAMPIRE BAT 🦇	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-1	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
	GIANT WASPS	○○○○○○○○○○ <i>Weakness</i> - Monster -1 DEF	+0	○○○○○○○○○○ <i>Tactics</i> - Adventurer +10 Attack
	GOATMAN	○○○○○○○○○○ <i>Dodge</i> - Monster -2 Dmg	+2	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack
	GOATMAN ARCHER	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	+2	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
	GOATMAN PRIEST	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	GOBLIN ARCHER	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	GOBLIN WARLOCK	○○○○○○○○○○ <i>Dodge</i> - Monster -2 Dmg	-1	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	GOBLINOIDS	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	GOBLINS	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+2	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	GOLDEN DRAGON	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Dragon Slayer</i> – Adventurer +4 Dmg
	GREEN DRAGON	○○○○○○○○○○ <i>Resistant</i> - Ignore Poison Result	-2	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result
	GRIFFON	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty
H	HARPY	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-2	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	HELL HOUNDS 🐺	○○○○○○○○○○ <i>Manoeuvre</i> - Ignore Leap Result	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	HOBGOBLINS	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+2	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
	HYDRA 🐉	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result
I	IMPS 🐉	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+2	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test
L	LAMIA 🐉	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result
	LICH LORD 🧛	○○○○○○○○○○ <i>Disruption</i> - Ignore Dark Magic Result	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
	LIZARDMAN	○○○○○○○○○○ <i>Tactics</i> - Adventurer +10 Attack	+2	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
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COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
	LIZARDMAN ROCK SLINGER	○○○○○○○○○○ <i>Alert – Ignore Surprise</i>	+2	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
M	MANTICORE	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
	MEDUSA 🐉	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Gaze Block - Ignore Petrify Result</i>
	MINOTAUR	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
	MOUNTAIN LIONS	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>	+0	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
	MUMMY 🧛	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>
N	NECROMANCER	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>	-2	○○○○○○○○○○ <i>Stay Dead – Roll again Resurrection</i>
	NEMEAN LIONS	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>	+0	○○○○○○○○○○ <i>Manoeuvre - Ignore Leap Result</i>
O	OGRE	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Largeless - Ignore Large Result</i>
	ORC	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	+1	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
	ORC ARCHER	○○○○○○○○○○ <i>Weakness - Monster -2 DEF</i>	+1	○○○○○○○○○○ <i>Alert – Ignore Surprise</i>
	ORC CHAMPION	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	-2	○○○○○○○○○○ <i>Tactics - Adventurer +10 Attack</i>
	ORC PEONS	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	+2	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>
	ORC SHAMAN	○○○○○○○○○○ <i>Counter - Monster -5 Attack</i>	-1	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
	ORC WARLOCK	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>	-2	○○○○○○○○○○ <i>Disruption - Ignore Dark Magic Result</i>
P	PHOENIX	○○○○○○○○○○ <i>Courage - Ignore Fear Test</i>	-2	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>
	PIRATE SPIRIT 🧛	○○○○○○○○○○ <i>Holy Strength - Ignore Fear Test</i>	+0	○○○○○○○○○○ <i>Advantage - Adventurer +2 Dmg</i>
R	RATMAN CHAMPION	○○○○○○○○○○ <i>Feint - Adventure +5 Attack</i>	-1	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>
	RATMEN	○○○○○○○○○○ <i>Protection - Ignore Disease Result</i>	+2	○○○○○○○○○○ <i>Charge – Ignore Pack AV Bonus</i>
	RED DRAGON	○○○○○○○○○○ <i>Evade Fire - Ignore Avoid Fire Test</i>	-2	○○○○○○○○○○ <i>Dragon Slayer – Adventurer +4 Dmg</i>
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COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
	REVEN. DWARF CHAMPION 🧟	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
	REVENANT DWARF 🧟	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	+0	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack
	REVENANT ELF ARCHER 🧟	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	+0	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack
	REVENANT ELF CHAMPION 🧟	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+0	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
S	SHADE 🧟	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg
	SIREN 🧟	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack	-2	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
	SKELETON 🧟	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	+0	○○○○○○○○○○ <i>Dodge</i> – Monster -2 Dmg
	SKELETON DRAGON 🧟	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Dragon Slayer</i> – Adventurer +4 Dmg
	SKELETON SPIDERS 🧟	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise	+0	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
	SPHINX	○○○○○○○○○○ <i>Weakness</i> – Monster -2 DEF	-2	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
	SPIDER QUEEN	○○○○○○○○○○ <i>Weakness</i> – Monster -2 DEF	-1	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
	SPINDRA (SPIDER GODDESS)	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack	-3	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
	STONE GOLEM	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	+0	○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test
	SUCCUBUS 🧟	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-1	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
	SUCCUBUS MINION 🧟	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	+1	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
T	TAINTED GIANT ANTS	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	TAINTED GIANT BATS	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	+0	○○○○○○○○○○ <i>Alert</i> – Ignore Surprise
	TAINTED GIANT CENTIPEDE	○○○○○○○○○○ <i>Resistant</i> - Ignore Poison Result	+0	○○○○○○○○○○ <i>Weakness</i> - Monster -1 DEF
	TAINTED GIANT MOTH	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+0	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty
	TAINTED GIANT Oozes	○○○○○○○○○○ <i>Feint</i> - Adventure +5 Attack	+0	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
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COMBAT EXPERIENCE SHEET

	MONSTER	LEVEL 10 EXPERIENCE TRACK	REACTION MODIFIER	LEVEL 20 EXPERIENCE TRACK
	TAINTED GIANT RATS	○○○○○○○○○○ <i>Protection</i> – Ignore Disease Result	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	TAINTED GIANT SPIDER	○○○○○○○○○○ <i>Weakness</i> - Monster -1 DEF	+0	○○○○○○○○○○ <i>Web Dodge</i> - Ignore Avoid Web Test
	TITAN	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Impact</i> - Ignore Dazed Test
	TRICKSTERS 🐉	○○○○○○○○○○ <i>Counter</i> - Monster -5 Attack	+2	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result
	TROLL	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Troll Slayer</i> - Adventurer +2 Dmg
	TROLLINGS	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus	+0	○○○○○○○○○○ <i>Troll Slayer</i> - Adventurer +2 Dmg
V	VALKYRIES	○○○○○○○○○○ <i>Lure</i> – Ignore Fly Penalty	-1	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack
	VAMPIRE 🧛	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
	VAMPIRE LORD 🧛	○○○○○○○○○○ <i>Disruption</i> – Ignore Dark Magic Result	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
W	WENDIGO 🐉	○○○○○○○○○○ <i>Courage</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack
	WEREWOLVES 🐺	○○○○○○○○○○ <i>Manoeuvre</i> – Ignore Leap Result	-1	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
	WHITE DRAGON	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Dragon Slayer</i> – Adventurer +4 Dmg
	WIGHT 🧛	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Stay Dead</i> – Roll again Resurrection
	WRAITH 🧛	○○○○○○○○○○ <i>Holy Strength</i> - Ignore Fear Test	-2	○○○○○○○○○○ <i>Tactics</i> – Adventurer +10 Attack
	WYRM	○○○○○○○○○○ <i>Largeless</i> - Ignore Large Result	-2	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks
	WYVERN	○○○○○○○○○○ <i>Evade Fire</i> - Ignore Avoid Fire Test	-2	○○○○○○○○○○ <i>Nimble</i> – Monster -1 Attacks
Z	ZOMBIE MASTER 🧛	○○○○○○○○○○ <i>Advantage</i> - Adventurer +2 Dmg	-1	○○○○○○○○○○ <i>Protection</i> – Ignore Disease Result
	ZOMBIES 🧛	○○○○○○○○○○ <i>Protection</i> – Ignore Disease Result	+0	○○○○○○○○○○ <i>Charge</i> – Ignore Pack AV Bonus
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ARCANIST SPELL BOOK						(Int 60+) ☐	
1d10	Level	Bonus	SPELLS	INGREDIENT	Cost	Upkeep	
1	60+	+20					
2		+15					
3		+10					
4		+5					
5		+0					
6	70+	-0					
7	80+	-5					
8	90+	-10					
9	100	-15					
10	110	-20					
ONLY SPELLS THAT BELONG TO THE ADVENTURER’S ORDER OF MAGIC CAN BE ADDED. SPELLS FROM TABLE S ARE ADDED TO THE SPELL BOOK ON THE FRONT OF THE ADVENTURE SHEET							
NUMBER OF TIMES ARCANE LAW HAS BEEN BROKEN							
INGREDIENT’S BAG						(1000gp) ☐	
1d10	QTY	INGREDIENT				GP Each	
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS							
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BAG OF SUMMONING												
ITEMS WITH DAMAGE TRACKS ONLY												
1d10	SLOT	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	DAMAGE
1												□□□□□
2												□□□□□
3												□□□□□
4												□□□□□
5												□□□□□
6												□□□□□
7												□□□□□
8												□□□□□
9												□□□□□
10												□□□□□
ITEMS WITHOUT DAMAGE TRACKS ONLY												
1d6+ 1d10	QTY	ITEM										GP EACH
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
QUANTITY BOX MAXIMUM OF 10 OF EACH ITEMS												
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PROPERTY SHEET													
SMALL ROOM			BUY/SELL VALUE	UPKEEP COST			BASE SECURITY			EXTRA SECURITY			CURRENT SECURITY
OWNED ☐			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 ☐			10,000gp	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 ☐			12,000gp	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 ☐			14,000gp	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													☐ ☐ ☐ ☐ ☐
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SPECIAL BLUE COUNTERS FOR THE MAPPING GAME

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The tokens featured here are for use with the mapping game when you're using the Special Blues rules found in *The Lost Tome of Extraordinary Rules*.

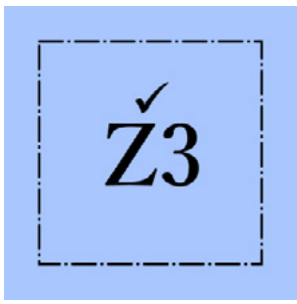
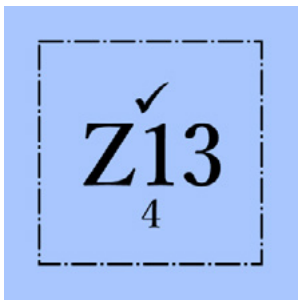
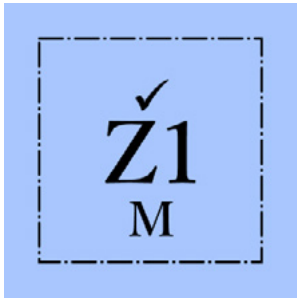
USING THE SPECIAL BLUE TOKENS

After the setup of the mapping game has been performed, and before a quest has begun, mix the Special Blue Counters together face down to create the Special Blue Pool. Place beside the pool, the Special Blue Discard Counter with the -2 side face up (and the -3 side face down). Whenever the adventurer finds themselves in a blue area, the player is given the option to either follow the standard rules for a blue area (as explained in the main D100 Dungeon rulebook), or roll on table Z – Special Blues (as explained in the Lost Tome of Extraordinary Rules). If they choose to roll on table Z-Special Blues, they instead draw a counter from the Special Blue Pool, and place it face up in the centre of the current area (on the map card).

The special blue areas generated by the pool can each be interacted with by following their instructions found on table Z-Special Blues. If the player is instructed to tick a special blue area as completed, they immediately follow the steps detailed below.

1. Return the completed special blue counter to the Special Blue Pool.
2. Search the Special Blue Pool, and remove all 5 Nothing Special Counters, and place them to one side.
3. Remove a number of counters from the Special Blue Pool equal to the value shown by the Special Blue Discard Counter (either -2, or -3). You must remove the lowest value counters from the pool (i.e. start with Z1, and Z3). These counters are removed from the game. However, keep them near by so you can reference their values should you need to remove more counters later in the game (i.e. if Z3 was the last counter removed from the game, the next time a counter is removed it will be Z5 and so on).
4. Flip the Special Blue Discard Counter.
5. Return the 5 nothing Special Counters to the Special Blue Pool, and mix together.

There are four different types of special blue counters used, and each is handled slightly differently. Below are the four type of counters.

	
Interactive	Tracked
	
Combat	Nothing

Interactive Special Blue Counters are looked up using the reference number shown on the counter on Table Z-Special Blues when it is first placed in the area, and each time the adventurer returns to the area. The table entry provides details of how the special blue feature is used.

Tracked Special Blue Counters are also interactive special blue counters that follow the same rules (see above), and also need to be tracked. The result on table Z-Special Blues for these type of entries require the player to manage a number of successes, and make a note on the dungeon sheet. Instead, when required, place a blue door crystal on the counter to keep track. When 4 have been added, the special blue feature is completed.

Combat Special Blue Counters are also interactive special blue counters that follow the same rules (see above), and they also have a combat encounter. The “M” is there to remind you that monsters are lingering in the area should you return.

Nothing Special Blue Counters when drawn show that on this occasion the blue area is not special, and represents a rolled result of 91-100 on table Z-Special Blues. The player simply returns the counter to the pool and continues with their turn.

Z [✓] 1 M	Z [✓] 3	Z [✓] 5	Z [✓] 7	Z [✓] 9 M	Z [✓] 11
Z [✓] 13 4	Z [✓] 15	Z [✓] 17	Z [✓] 19 M	Z [✓] 21	Z [✓] 23 4
Z [✓] 25 4	Z [✓] 27 M	Z [✓] 29	Z [✓] 31	Z [✓] 33	Z [✓] 35
Z [✓] 37 4	Z [✓] 39 M	Z [✓] 41 M	Z [✓] 43	Z [✓] 45	Z [✓] 47
Z [✓] 49 M	Z [✓] 51	Z [✓] 53 4	Z [✓] 55	Z [✓] 57	Z [✓] 59 M
Z [✓] 61	Z [✓] 63	Z [✓] 65 M	Z [✓] 67	Z [✓] 69	Z [✓] 71
Z [✓] 73 4	Z [✓] 75	Z [✓] 77	Z [✓] 79 M	Z [✓] 81	Z [✓] 83 M
Z [✓] 85	Z [✓] 87	Z [✓] 89 M	Nothing Special	Nothing Special	Nothing Special
Nothing Special	Nothing Special	-2			

COUNTERS FRONT (CUT INSIDE THE DOTTED LINES)

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Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
Z	Z	Z	Z	Z	Z
			-3	Z	Z

THE MK GAMES RANGE

