MARTIN KNIGHT

D100 DUNGEON

WORLD BUILDER

GAME SHEETS

Version 1.2

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All game sheets from books 6.

AVAILABLE FROM MK GAMES

D100 DUNGEON BOOKS (PRINT & PDF)

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

D100 DUNGEON BOOKS (PDF ONLY)

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

D100 DUNGEON ACCESSORIES

ACCESSORY 1. MAPPING GAME (ALSO PNP) Published 2018, 2021
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, 2024

D100 SPACE BOOKS (PRINT & PDF)

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

D100 SPACE ACCESSORIES

ACCESSORY 1. MAPPING GAME (ALSO PNP) Published 2022
ACCESSORY 2. TRACKER (ALSO PNP) - Published 2022
ACCESSORY 3. IMPLANTS AND PATCHES (ALSO PNP) - Published 2022

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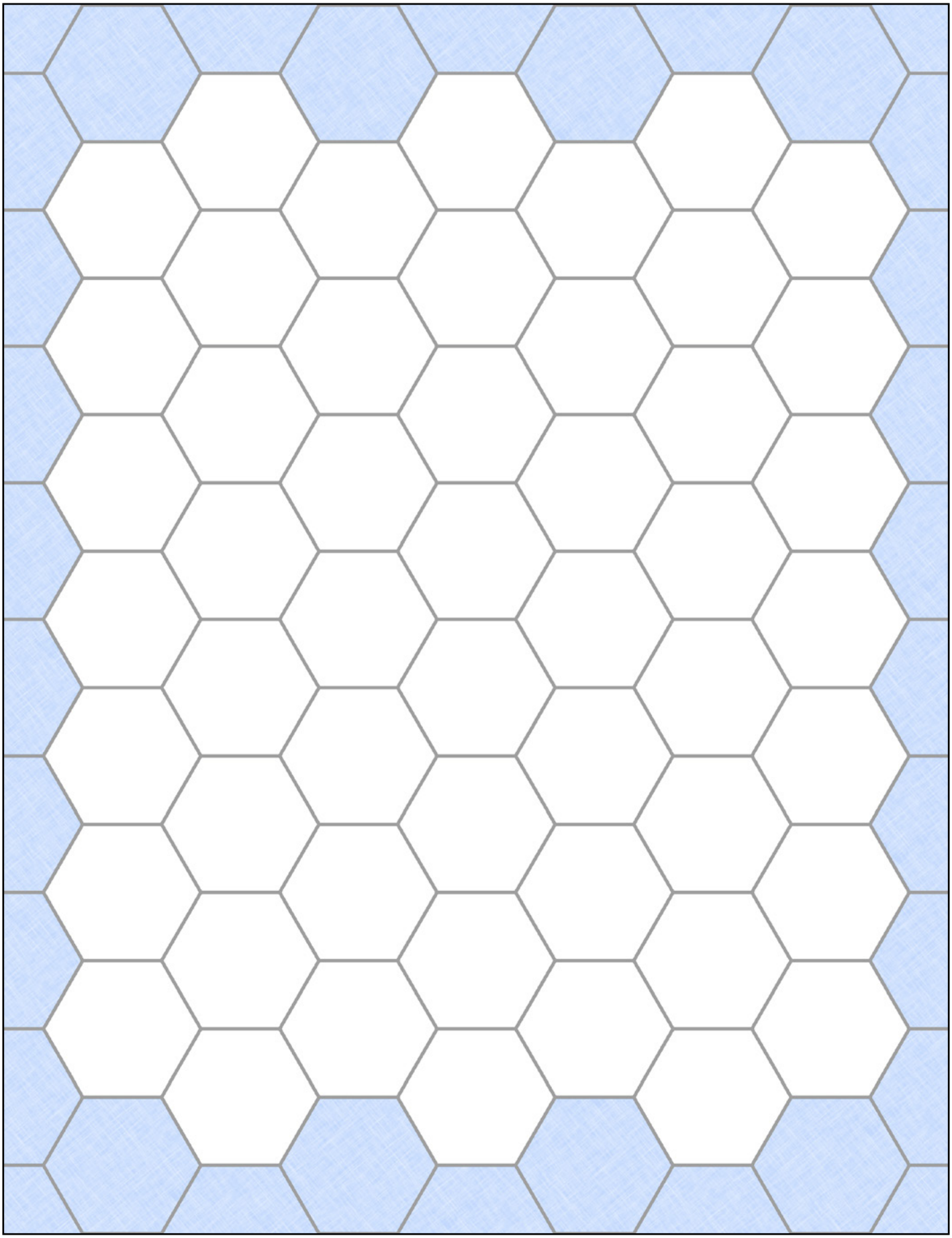

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WORLD BUILDER QUEST SHEET

✓	CODE	#	DETAILS	Q¢	P¢	H¢	RV	[S]	[F]	ENC
	Q1:									
	Q2:									
	Q3:									
	Q4:									
	Q5:									
	Q6:									
	Q7:									
	Q8:									
	Q9:									
	Q10:									
	Q11:									
	Q12:									
	Q13:									
	Q14:									
	Q15:									
	Q16:									
	Q17:									
	Q18:									
	Q19:									
	Q20:									
	Q21:									
	Q22:									
	Q23:									
	Q24:									
	Q25:									

Monsters that appear on the encounter tables with a 😈 symbol are demons; monsters that appear with a 💀 symbol are undead. If a monster is shown with a ↟ symbol it is upgraded to an elite monster and gains +10 HP and will ignore all escape reaction results it rolls during combat (do not re-roll them).

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CALENDAR

Adventurer's Name:

YEAR:

(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 ☐ 1

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

RATIONS

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

Max 30

FATIGUE

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

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

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MOUNT SHEET

☐ 1	NAME:	TYPE:	MALNUTRITION ☐☐☐☐☐☐	Rations (Max 30)	

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 ☐												☐☐☐☐☐
2 ☐												☐☐☐☐☐
3 ☐												☐☐☐☐☐
4 ☐												☐☐☐☐☐

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 ☐				1 ☐			
2 ☐				2 ☐			
3 ☐				3 ☐			
4 ☐				4 ☐			

☐ 2	NAME:	TYPE:	MALNUTRITION ☐☐☐☐☐☐	Rations (Max 30)	

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 ☐												☐☐☐☐☐
2 ☐												☐☐☐☐☐
3 ☐												☐☐☐☐☐
4 ☐												☐☐☐☐☐

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 ☐				1 ☐			
2 ☐				2 ☐			
3 ☐				3 ☐			
4 ☐				4 ☐			

☐ 3	NAME:	TYPE:	MALNUTRITION ☐☐☐☐☐☐	Rations (Max 30)	

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 ☐												☐☐☐☐☐
2 ☐												☐☐☐☐☐
3 ☐												☐☐☐☐☐
4 ☐												☐☐☐☐☐

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 ☐				1 ☐			
2 ☐				2 ☐			
3 ☐				3 ☐			
4 ☐				4 ☐			

RIDING – Test Dex -RP [S: Move action -3 AP] [F: Move action -2 AP, falls off -1d6 HP] (*Riding*)

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MOUNT SHEET

☐ 4	NAME:	TYPE:	MALNUTRITION ☐☐☐☐☐☐	Rations (Max 30)	

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 ☐												☐☐☐☐☐
2 ☐												☐☐☐☐☐
3 ☐												☐☐☐☐☐
4 ☐												☐☐☐☐☐

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 ☐				1 ☐			
2 ☐				2 ☐			
3 ☐				3 ☐			
4 ☐				4 ☐			

☐ 5	NAME:	TYPE:	MALNUTRITION ☐☐☐☐☐☐	Rations (Max 30)	

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 ☐												☐☐☐☐☐
2 ☐												☐☐☐☐☐
3 ☐												☐☐☐☐☐
4 ☐												☐☐☐☐☐

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 ☐				1 ☐			
2 ☐				2 ☐			
3 ☐				3 ☐			
4 ☐				4 ☐			

☐ 6	NAME:	TYPE:	MALNUTRITION ☐☐☐☐☐☐	Rations (Max 30)	

NOTES:

BAG	SLOT	ITEM	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Damage
1 ☐												☐☐☐☐☐
2 ☐												☐☐☐☐☐
3 ☐												☐☐☐☐☐
4 ☐												☐☐☐☐☐

BAG	QTY	ITEM	GP Each	BAG	QTY	ITEM	GP Each
1 ☐				1 ☐			
2 ☐				2 ☐			
3 ☐				3 ☐			
4 ☐				4 ☐			

RIDING – Test Dex -RP [S: Move action -3 AP] [F: Move action -2 AP, falls off -1d6 HP] (*Riding*)

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WORLD BUILDER ADVENTURE SHEET

NAME:				HERO PATH:	☐ GUILD	RACE:	☼ -20 Dark
REP:	FATE:	LIFE:	LAWLESS (LP):	GOLD:		ENCOUNTER MOD:	

Characteristic	Primary	Adjusted	Total	Experience Track	Unlocks the Abilities below at 50
STRENGTH (STR)				✪○○○○○○○○○○○◖	MIGHTY BLOW ☐ During combat damage rolls of 6 roll again and add to the roll
DEXTERITY (Dex)				✪○○○○○○○○○○○◖	PERFECT AIM ☐ Roll again for hit location and choose either result
INTELLIGENCE (Int)				✪○○○○○○○○○○○◖	SPELL CASTER ☐ The adventurer can now use spells from the spell book
HEALTH POINTS (HP)				Current HP:	

Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	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 COM.		Neck											
		Ring											
BLOCK COM.		Ring											
		Damage deflected to shield shades ½ a pip	Totals										

1D10	BELT SLOTS
1-2	
3-4	
5-6	
7-8	
9-10	

1D6+ 1D10	SKILLS	Bonus	Experience Track
2	Agility		✪○○○○○○○○○○◖
3	Aware		✪○○○○○○○○○○◖
4	Bravery		✪○○○○○○○○○○◖
5	Dodge		✪○○○○○○○○○○◖
6	Escape		✪○○○○○○○○○○◖
7	Locks		✪○○○○○○○○○○◖
8	Lucky		✪○○○○○○○○○○◖
9	Magic		✪○○○○○○○○○○◖
10	Strong		✪○○○○○○○○○○◖
11	Traps		✪○○○○○○○○○○◖
12	Fishing		✪○○○○○○○○○○◖
13	Haggle		✪○○○○○○○○○○◖
14	Hunting		✪○○○○○○○○○○◖
15	Riding		✪○○○○○○○○○○◖
16	Survival		✪○○○○○○○○○○◖

1D10	Level	Bonus	SPELLBOOK	Cost
1		+20		
2		+15		
3	50+	+10		
4		+5		
5		+0		
6	60	-0		
7	70	-5		
8	80	-10		
9	90	-15		
10	100	-20		

BEAST: Level: Bonus:

GP: ○○○○○○○○○○◖ Coop ✓/✗ ☐ HP: (CURRENT HP)

Abilities:

MARTIAL ARTISTRY

MA: ○○○○○○○○○○◖ Weapon: Grade:

KEYS	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
LEVERS	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
POISON	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
DISEASE	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
OIL	○○○○○ ○○○○○ ○○○○○ ○○○○○
FOOD	○○○○○ ○○○○○
PICKS	○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

QUEST LOG

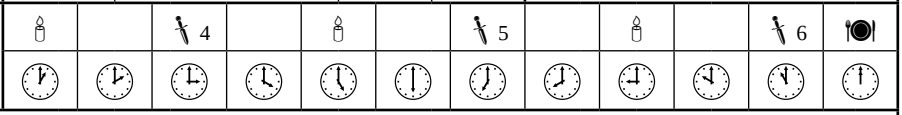
Completed: Failed:

Current Quest (Table/Number):

Current Quest's Details:

WITCHERY EFFECTS

TIME TRACK MODIFIER



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BACKPACK For Items With Damage Tracks

1D10	Slot	ITEM	STR	DEX	INT	HP	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			

Quantity Box Maximum Of 10 Each

QUEST LOG (Table Q)

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

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

N S E W	N S E W	N S E W	N S E W	N S E W
☐☐☐☐ CQ:1	☐☐☐☐ CQ:5	☐☐☐☐ CQ:9	☐☐☐☐ CQ:13	☐☐☐☐ 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	N S E W	N S E W	N S E W	N S E W
☐☐☐☐ SQ:A	☐☐☐☐ SQ:F	☐☐☐☐ SQ:K	☐☐☐☐ SQ:P	☐☐☐☐ 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

☐ ADV BK: 1	☐ ADV BK: 2	☐ ADV BK: 3	☐ ADV BK: 4	☐ ADV BK: 5

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

HEX SHEETS: CURRENT HEX:

EXTRA QUESTS (TABLES QE-QI)

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

NOTES:

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WORLD BUILDER ACTIONS

The "World Builder Game" is played by spending Action Points (AP), with the overall goal to locate and complete 25 quests on each world builder sheet. The actions below can be performed in any order.

REST (2 AP) - The adventurer rests and recovers; remove 1 point of fatigue.

SCOUT (2 AP) - Choose adjacent hex and generate it (see Generating a Hex); then check for an event (% is the current terrain's pop + mods for settlements, roads and rivers.

FORAGE (1 AP x3) - Forage for food and test one of the following:

HARVESTING - Test Int -FP [S: Gain rations +ç] [F: Poisoned, shade 1d3 poison pips] (*Aware*, *Survival*)

TRAPPING - Test Dex -FP [S: Gain rations +ç] [F: Attacked by PREY MONSTER*] (*Traps*, *Hunting*)

HUNTING - Test Str -FP [S: Gain rations +ç] [F: Attacked by PREY MONSTER*] (*Agility*, *Hunting*)

Monster	AV	Def	Dmg	HP	[K]	Abilities
*PREY MONSTER	30	0	-1	10	Gain half rations +🐾	*Surprise*

FISHING (1 AP x3) – Using a fishing rod and line (bait optional), and if current hex is a sea hex, or contains a river, test the following:

FISHING - Test Dex -FP [S: Gain rations] [F: Line breaks, shade 1 pip damage] (*Fishing*)

QUEST/SIDE QUEST (VARIABLE AP) - In hex with quest begin quest phase. Each 🍽 shaded on time track, shade 1 ⬚ on the quest time track; each 🛈 shaded on quest time track, check off 1 day on calender and suffer 1 fatigue. After quest, remove shading from quest time track. Also, remove shading if last 🛈 on the quest time track is shaded, and quest is still ongoing. Also record number of times quest time track is reset; for purposes of leaving mounts. At end of quest, determine results of mounts left, and any events triggered on the calender in the order they are triggered.

CART (1 AP x1) - When not in sea or entering sea, flag down passing cart. Find population for current hex on (WB) T for hex, and roll 1d100. If result higher, event is triggered (see Events). Otherwise, a cart is located; immediately take move action, and reduce cost by 3 AP, if cart fee is paid. Cart fee is 1d10 + 1d6 +10 gold pieces. May haggle the price by testing the following:

HAGGLE – Test Int [S: Remove d6, or d10 from price] [F: Highest die is doubled] (*Haggle*)

RIDE (1 AP x1) - When not in sea or entering sea, and own a mount, ride out of current hex. Choose a mount, and test RIDING, below. After test, immediately take move action at the reduced action point cost determined by success, or failure of test.

RIDING – Test Dex -RP [S: Move -3 AP] [F: Move -2 AP, falls off -1d3 HP] (*Riding*)

MOVE (VARIABLE AP x1) - Move to any generated adjacent hex. If not generated, first take scout action (see scout action). AP cost to move is based on current hex, see table (WB) T – Terrain. Moving from hex with road, and travelling in its direction -2AP, this negates the river rule. Moving from hex with river, and not travelling in its direction +2AP. Leaving a sea hex pay 60gp or suffer SWIM event. All move actions cost a minimum of 1 AP regardless of modifiers.

LAY OF THE LAND (1 AP x1) - Choose any non-adjacent hex not yet generated, and attempt to generate it. Find current hex on (WB) T, and modify population percentage by -5% for each hex between current and target hex. Then roll 1d100, and if equal, or less, generate the hex (see Generating a Hex). Otherwise, event triggered (see Events).

NEWS OF QUESTS (1 AP x1) - Choose generated hex that does not have quest. Find current hex on (WB) T, and modify population percentage by -5% for each hex between current and target hex. Then roll 1d100, and if equal, or less, generate a quest (see Generating a Quest). Otherwise, event triggered (see Events).

MAKE A CAMP (2 AP x1) - When not in sea hex, make camp by placing a "▲" camp site symbol in current hex.

CAMPS/SETTLEMENT (1 AP x1) - When in hex containing camp ▲, village ♦, town ●, or city ■; perform modified "Before Your Next Quest" phase (see Settlements). May not repeat this action at same settlement unless returned to hex.

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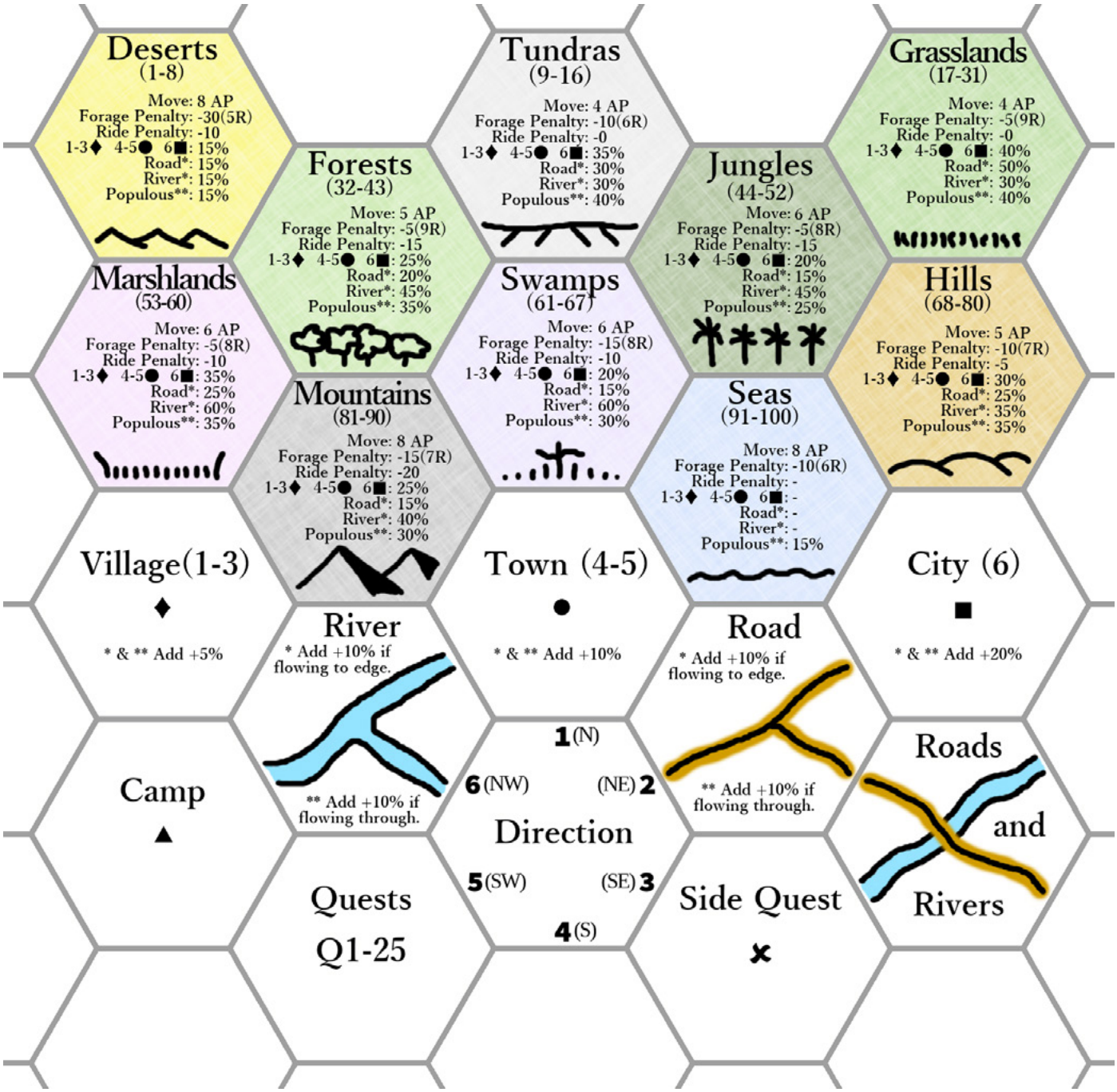
MAP KEY



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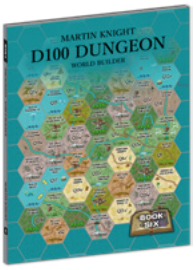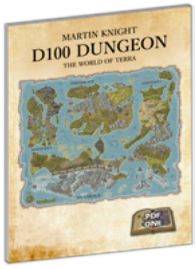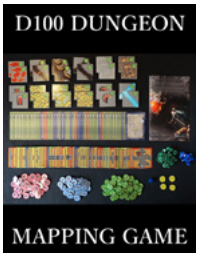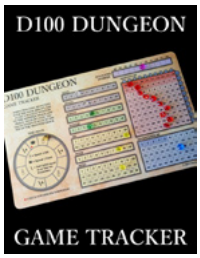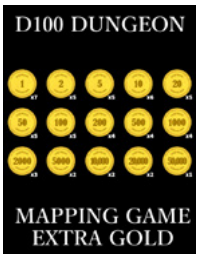
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