

GM'S REFERENCE SHEET

PASSAGES

Room Doors: if the Heroes open a previously-unopened door in a room, there is an even chance that there will be a passage or a room beyond it. Roll a dice - evens mean it's a passage, odds a room.

Passage Doors: all doors from passages lead into rooms.

PASSAGE LENGTH TABLE	
D12	Passage Length
1-2	1 Section
3-8	2 Sections
9-12	3 Sections

PASSAGE FEATURES TABLE			
2D12	Feature	2D12	Feature
2-4	Wandering Monsters	20-21	2 Doors
5-15	Nothing	22-24	Wandering Monsters
16-19	1 Door		

PASSAGE END TABLE			
2D12	Passage End	2D12	Passage End
2-3	T-Junction	15-17	Left Turn
4-8	Dead End	18-19	Stairs Down
9-11	Right Turn	20-22	Stairs Out
12-14	T-Junction	23-24	T-Junction

ROOMS

ROOM TYPE TABLE		
D12	Room Type	Room Section
1-6	Normal	Small
7-8	Hazard	Small
9-10	Lair	Large
11-12	Quest	Large

ROOM DOORS TABLE	
D12	Number of Doors
1-4	None
5-8	1 Door
9-12	2 Doors

HAZARD TABLE			
D12	Hazard	D12	Hazard
1	Wandering Monster	7	Mushrooms
2	Non-Player Character	8	Grate
3	Chasm	9	Pool
4	Statue	10	Magic Circle
5	Rats or Bats	11	Trapdoor
6	Mould	12	Throne

SECRET DOORS AND HIDDEN TREASURE

SECRET DOORS TABLE	
D12	Result
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2-6	There is no secret door in this wall section.
7-12	The Hero finds a secret door and may place it wherever he likes in the section of wall he was searching.

HIDDEN TREASURE TABLE	
2D12	Result
2-6	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
7-16	There is no hidden treasure in this room.
17-23	The Hero finds a cache of hidden treasure - roll a dice and multiply the score by five to find the value of the treasure in gold crowns.
24	The Hero finds a hidden magical treasure - roll two dice and consult the <i>Magic Treasure Table</i> in the <i>Treasure</i> section.

TRAPS AND TREASURE

TRAPS TABLE				
Room or Passage	Chest	Trap	Spot Chance	Disarm Chance
1		Pit Trap	5	None
2	1	Crossfire	8	6
3		Portcullis	6	11
	2	Poison Dart	9	8
4		Blocks	7	11
5	3	Gas	10	7
6	4	Mantrap	7	6
	5	Spike	6	7
	6	Shock	8	11
7	7	Magic	9	7
8	8	Fireball	8	9
	9	Mindstealer	6	10
	10	Guillotine	6	8
9-12	11-12	Alarm	7	7



TREASURE CHESTS TABLE	
D12	Result
1	Treasure map
2	6 arrows and 20 gold crowns
3	10 feet of rope and 30 gold crowns
4	2 flasks of Greek Fire
5	50 gold crowns
6	100 gold crowns
7	150 gold crowns
8	Screech Bug and 50 gold crowns
9	Rat Poison and 50 gold crowns
10	200 gold crowns
11	1 potion (see below) and 50 gold crowns
12	Magic treasure (roll two dice and consult the <i>Magic Treasure Table</i>)