

Potions

1,2	Healing: subtracts 1D6 from adventurer's wounds
3	Poison: inflicts 1D3 wounds to adventurer
4	Strength: adds a 1D6 combat bonus for all weapons during next/current combat sequence
5	Charm Person: takes control of one Evil Hero, Wizard, Thief, Ogre, or Goblin
6	Charm Monster: take control of one monster except a person as listed above

Medallions

1,2	Neutralise Poison: immunity to poisoned potions, fountains and traps
3	Potion Appraisal: identify potions without tasting
4	Oratory: +2 in each negotiation
5	Dexterity: +2 combat bonus for bow and throwing dagger
6	Strangling: inflicts 2D6 wounds on adventurer

Magic Items

1	Weapon
2	Armour
3	Potion
4	Spice
5	Medallion
6	Ring

Spells 1

1 C	Blast: inflicts 2 wounds on one opponent in first row
3 C	Charm: wizard takes control over a monster
1 C	Explosion: inflicts 1 wound each on all monsters and adventurers
2	Heal: subtracts 1D6 from adventurer's wounds
2 C	Lightning: inflicts 1D6 +2 wounds on opponent
1	Lock: permanently locks door

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Rings

1	Resistance +1: increase magic resistance up to a limit of 5
2	Resistance +2: increase magic resistance up to a limit of 5
3	Sleep: wizard can cast this spell (once per game)
4	Neutralise: wizard can cast this spell (once per game)
5	Heal: wizard can cast this spell (once per game)
6	Blast: wizard can cast this spell (once per game)

Spices

1	Mustard: subtracts 1D6 from adventurer's wounds
2	Sesame: automatic detrap, use before Thief attempt
3	Spinach: adds a combat bonus for all weapons during the next combat sequence
4	Red Pepper: inflicts 1D6 wounds on opponent (instead of weapon attack)
5	Cloves: permanently locks door
6	Cannabis: allows 2 attacks on the same monster

Spells 2

1	Mage Armour: protects from next 1D3 non-magic wounds
1	Neutralise Poison: reverts any poison damage for one adventurer
1	Oratory: +4 in a negotiation
2 C	Sleep: removes one monster from a combat round
2	Strength: adds a 1D6 combat bonus for all weapons during next/current combat sequence
3	Stone-to-Flesh: reverts the Medusa effect

Magic Weapons

1	Sword
2	Hammer
3	Axe
4	Bow
5	Dagger
6	Throwing Dagger

Traps

1	Arrow: inflicts wounds like in bow combat
2	Poison Arrow: like arrow, plus 1D2 wounds from poison
3	Poison Gas: inflicts 1D3 wounds
4	Explosion: inflicts one wound on each party member
5	Flaming Oil: inflicts one wound
6	Roll Twice: suffer two traps, possibly another Roll Twice

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Statues

1,2	Becomes Gargoyle: statue turns into living monster joining combat
3	Produces Potion: reveals a hidden potion
4,5	Gems: reveals 2 gems
6	No effect

Trap Doors

1,2	Room: another standard room without doors
3	Type J Treasure: a treasure in a potentially trapped chest
4,5	Trap: the door is trapped with nothing behind
6	No effect

Armour Effect

1-3	+1 Wounds Bonus
4,5	+2 Wounds Bonus
6	Roll Twice

Weapons Effect

1-3	+1 Combat Bonus
4,5	+2 Combat Bonus
6	Roll Twice

Fountains

1,2	Poison: inflicts 1D3 wounds on the adventurer
3	Potion: applies 1 dose on the adventurer, and provides one to take away
4,5	Alcohol: -2 combat bonus for the rest of the game
6	No effect

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Monster Weapons

Evil Hero	+1D6 Sword
Evil Thief	Sword
Evil Wizard	Dagger
Goblin	Dagger, Bow
Orc	Sword, Bow

Exploration

1	Room is trapped
1-3	Room has Monsters
1	Wandering Monsters present
1-3	Treasure is trapped

Negotiations

< 6	Failure
6-8	Agreement
> 8	Cow

Gems

Dice	Value		Dice	Value
2	1		8	35
3	5		9	50
4	10		10	75
5	15		11	100
6	20		12	150
7	25			

Monster Characteristics

Name, Negotiation, Treasure Type, Magic Resistance, Special Power

Alligator	4	E	1	-
Cronk	9	H	1	Stench
Evil Hero	5	J/C	2	-
Evil Thief	2	I/C	1	-
Evil Wizard	3	J/C	5	Lightning
Gargoyle	4	G	3	-
Giant Ant	4	D/A	1	-
Giant Spider	4	E/A	1	-
Goblin	0	H/B	1	-
Hellhound	4	E/C	2	Fire Breath

Medusa	5	G	2	Flesh to Stone
Mummy	7	G	3	-
Ogre	2	I/C	2	-
Orc	0	H/B	1	-
Skeleton	9	F/A	1	-
Troll	4	J	3	Regenerate
Vampire	4	J	4	Charm
Vampire Bat	4	A	1	-
Werewolf	9	I/C	3	-

Combat Results

	Dagger	Throwing Dagger	Bow	Sword, Axe, Hammer,	Monsters
1-3	0	0	0	0	0
4	0	0	0	1	0
5	1	0	1	1	0
6-9	1	1	1	1	1
10	1	1	1	2	1
11	2	1	2	2	1
12	2	2	2	2	2
13	2	2	2	3	2
14	3	2	3	3	2
15	3	3	3	4	3
16	4	3	4	4	3
17+	4	4	4	4	4

Room Monsters

	1	2	3	4	5	6
1	Evil Hero	Evil Wizrd	Evil Thief	Gargoyle	Hellhound	Gnt Spider
	1D6 Orcs	1D3 Ogres	1D6 Skeltns	1D6 Goblins	1D3 Cronks	1D6 Bats
3	2 Trolls	Werewolf	Mummy	Skeleton	Medusa	Giant Ant
4	Werewolf	Alligator	Ogre	Vampire	Troll	Goblin
5	Orc	Cronk	Evil Hero	Evil Wizrd	Mummy	Vampire
6	Hellhound	Gargoyle	Evil Thief	2 Gnt Ants	Medusa	Gnt Spider

Wandering Monsters

	1,2	3,4	5,6
1	Evil Hero	2 Ogres	Giant Spider
2	Evil Wizard	Werewolf	1D3 Goblins
3	Evil Thief	Hellhound	Goblin
4	Orc	Skeleton	Troll
5	1D3 Orcs	1D3 Skeletons	Giant Ant
6	Ogre	Giant Ant	Hellhound

Treasure Types

Type	Bezants	Gems	Magic Items
A	0 : 00	0 : 00	0 : 00
B	5 : 1D6	0 : 00	0 : 00
C	6 : 3D6	0 : 00	1 : 01
D	1 : 3D6	1 : 1D3	0 : 00
E	2 : 1D6 x 10	2 : 1D6	2 : 01
F	6 : 1D6 x 4	3 : 1D3	1 : 01
G	6 : 3D6 x 5	3 : 1D6	2 : 01
H	6 : 2D6	1 : 1D3	1 : 01
I*	6 : 1D6 x 5	2 : 1D6	2 : 01
J*	6 : 1D6x20	2 : 1D6	3 : 1D3

*may be trapped