

HANDY SHEET

D10	Monsters Reaction
10	Monster will Escape
9	Monster damaged last Round it will Escape
8	Monster has less than Half HP it will Escape
7	Monster will Attack as normal
6	Monster will Attack as normal

D10	Monsters Reaction
5	Monster will Attack as normal
4	Monster will Attack as normal
3	Monster will Attack as normal
2	Monster has less than ½ its HP gains AV+5
1	Monster has less than ½ its HP gains AV+10

D10	Hit Location	Damage Mod
1	Head	+3
2	Back	+2
3	Torso	+1
4	Arms	-
5	Hands	-

D10	Hit Location	Damage Mod
6	Main Weapon	-
7	Off Weapon	-
8	Waist	Belt Check
9	Legs	-1
10	Feet	-1

COMBAT ROUNDS

- Roll on the Monster reaction chart to determine its action in the forthcoming round, then continue to step 2.
- The Adventurer may Block or Attack an Escaping Monster or let it go (remove Monster from the Combat Track). If the Monster isn't escaping they may Attempt to Escape themselves, attack or make a Combat Action (Change Equipped Items, Cast a Spell, or Use Belt Items).
- To Attack a Monster, roll 1d100 equal to or below Str (H) or Dex (R), depending on the weapon used to hit the Monster. If two weapons are equipped, either may be used, but not both. If a hit is scored go to step 4, otherwise go to step 5.
- Roll the damage die (1d6) and location die (1d10) together and apply any damage modifier for weapon and location hit, then deduct Monsters DEF value (if any). The remaining amount is the number of HP dealt to the Monster or Monsters.
- If the Monster attempted to escape and has remained, start a new Combat Round from Step 1, otherwise it will attack. Roll 1d100, and if the result is equal to or less than Monsters AV its a hit, so go to step 6, otherwise start new combat round from step 1.
- Roll the damage die (1d6) and location die (1d10) together and apply any damage modifier for the Monsters Dmg value and location hit, then deduct Adventurers Armour Value (A) for armour worn to location hit. The remaining amount is the number of HP dealt to the Adventurer, however, up to 2 points may be deflected to the damage track of any armour worn to the location hit and up to 4 points to a shield (if carried). In addition they may be permitted to shrug off extra damage if they have a Def value (See Defence Bonus). If the Monster survived or didn't escape, a new combat round begins.

ESCAPING

When an Adventurer escapes, they do not get an attack roll or Combat Action for this Combat Round and must pass an ESCAPE COMBAT test- **ESCAPE COMBAT** – Test: Dex -10 [S: Remove Monster, Add to Area] [F: -2HP, Step 5] (*Escape*)

When a Monster escapes, the player can allow it to escape, perform an attack or attack action or block its escape and pass a BLOCK ESCAPE test - **BLOCK ESCAPE** – Test: STR-10 [S: Monster Remains, Combat Step 4] [F: Remove Monster] (*Escape*)

TURNS

At any time during a turn, except in combat (see Combat), the player may equip or unequip items to and from Equipment Slots and their Backpack, but once a result on a table requires a Belt Check or targets an item, it is not permitted to adjust equipment.

- TIME TRACK** - Shade 1☹ on the time track, and if it triggers an effect you must deal with it immediately (see Time Track).
- EXITS** – Choose exit to move through, rotate Dungeon Sheet so that the exit is furthest away, and deal with any doors.
- AREA** – If area is already mapped, consult Dungeon Sheet for details. If the Area is blank, roll on Table M and add to the Dungeon Sheet.
- SEARCH** – (Optional) Search and roll on Table F applying modifier for current area and follow the instructions, add (S) to Dungeon Sheet and then start a new Turn. 🟡 (Yellow) +0, 🔴 (Red) +10, 🟢 (Green) +5, 🔵 (Blue) +20.

SPELLS AND SCROLLS

Cast Spells - Spell Book must be activated, Adventurer pays the cost (either lose HP or Str) and then performs the spell test.

CAST SPELL – Test: Int (+/- Spells Bonus) [S: Cast] [F: Roll on Table C - Curses] (*Magic, Lucky*)

Cast Scrolls - Pay cost (either lose HP/Str) and then perform the scroll test below, after test scroll is removed from the Adventure Sheet.

CAST SCROLL – Test: Int [S: Cast] [F: Roll on Table C - Curses] (*Magic, Lucky*)