



4

You feel strength coursing through your body and you are full of energy.



3

You are as tough as ever, but just a little tired.



2

You are feeling drained; your muscles are sore and your arms are weak.



1

You are breathing heavily with fatigue; every movement requires great effort.



0

Your body is completely exhausted and you can barely move. You can not use a sword until you recover.



1

Bronze Sword

A common, heavyweight shortsword. The blade is a dark copper color, moderately sharp, and slightly notched. The grip is wrapped in leather strips. Adequate for fighting.



2

Steel Sword

A medium-weight longsword, often used by soldiers. The blade is dark gray and finely sharpened. A quality, well-balanced weapon.



3

Adamant Sword

A two-handed broadsword. Made of reinforced silver, strong enough to shatter rocks on impact. Precious stones are embedded in the hilt. The weapon of an honored knight.



4

Solar Sword

A mysterious weapon with runes etched along the blade, warm to the touch, and a faint yellow glow in dark rooms. Unbelievably light weight, yet effortlessly cleaves through metal.



4

Your reflexes are swift, your vision is keen, and your hands are steady.



3

You are capable and skilled, but your reflexes are a bit slow.



2

There is a slight tremor in your hands and your accuracy is inconsistent.



1

You are feeling sluggish and your vision is blurry.



0

Your movements are awkward and you have lost all coordination. You can not use a bow until you recover.



1

Wooden Bow

A small bow made of a light, flexible wood and strung with horsehair. Easy to use; shoots arrows a moderate distance.



2

Iron Bow

A crossbow made from hardwood, reinforced with iron, and strung with hemp. Launches arrows a great distance with additional force.



3

Golden Bow

A golden longbow, perfectly balanced, and strung with silk. Shoots arrows that travel faster than sight.



4

Lunar Bow

Made from an unknown dark blue metal; flexible and cool to the touch. Strung with a metallic thread. Amplifies the power of each shot; arrows pierce any material they hit.



4

Your mind is clear, your thoughts are focused, and your will is strong.



3

Your mental powers are still sharp, but you are slightly distracted.



2

Your wits are dulled and your memory is hazy.



1

You are feeling confused and disoriented.



0

Your mind is completely clouded and you have lost all concentration and focus. You can not use a staff until you recover.



1

Stone Staff

A staff made of gnarled wood from a cedar tree. Thin branches at the top naturally spiral around a gray stone sparkling with minerals. Focuses mental and spiritual power to cast spells.



2

Jade Staff

Straight and polished, made from marblewood. Claws carved into the top securely grip a sphere of green jade. Greatly enhances focus and magnifies the force of spells.



3

Crystal Staff

Carved from white birch and covered in arcane symbols. A metallic clasp at the top holds a clear, icosahedron-shaped crystal, sparkling with reserves of mystical energy.



4

Meteor Staff

A staff made of metal with a glimmering meteorite welded to the top. Vibrating with energy, spells cast are enhanced with power from astral sources.



0

You have no sword;
there is no way
to attack
using your strength.



0

You have no bow;
there is no way
to attack
using your dexterity.



0

You have no staff;
there is no way
to attack
using your intelligence.



A sword lies
on the floor
on the far side
of the room.



You spot a bow
and a quiver
full of arrows
in the distance.



Across the room,
you see a staff
leaning against
the wall.



A magical gem
sparkles in the
background.



0

You have not yet
collected any of the
magical gems.



1

The magical gem
that you carry
enhances your
combat skills.



0

You are ready to venture forth...



1

With great courage, you walk towards whatever lies ahead...



2

Full of determination and hope, you stride along the path to the next room...



3

Resolved to complete your quest, you press on...



4

Taking a deep breath, you continue on your journey...



5

Bracing yourself, you keep moving forward...



6

As was inevitable, a dragon has discovered you...



2

With two magical gems in your possession, your combat skills are greatly improved.



3

Now that you have collected all three magical gems, no evil forces dare challenge you.



Mist Specter

Almost completely transparent; makes a screeching, wailing sound that causes a feeling of dread and despair.



Frostbite Specter

Shimmers with ice crystals; blows painfully frigid air that will freeze anything or anyone.



Plague Specter

A writhing mass of dense black smoke; spews noxious fumes that are fatal to breathe.



Rancid Slime

A muddy brown gelatinous creature that smells like sewage; oozes a substance that sticks to anything that touches it.



Toxic Slime

Yellowish-green with a pungent chemical smell; makes squelching sounds and leaves trails of poisonous mucus as it slowly slides around the ground.



Acidic Slime

Dark orange with swirls of black and a sulfurous odor; drips corrosive globs of acid that smoke and sizzle as they burn holes in the ground.



Decaying Skeleton

Bones are covered with dark patches of rot; walks with an unsteady, shuffling gait; swings a rusty dagger with quick, jerky movements.



Warrior Skeleton

Bones are thick and draped with fragments of cloth and armor; movements are nimble and fluid; wields a spiked club.



Obsidian Skeleton

Bones have been transmuted into black stone; steady and powerful; carries a double-headed axe.



0

Armored Dragon

Dark scales, hard as steel, serve as a coat of armor for this slow moving, hard hitting dragon.



1

Flame Dragon

Heat radiates from the red scales covering the body of this flying, fire-breathing dragon.



2

Voltaic Dragon

The air tingles with electricity as sparks fly between the brass scales of this dragon; its eyes glow with malice and its muscles tense for combat.



Room Description



Item



1 dot		Sword
2 dots		Bow
3 dots		Staff



Attack



1 dot	automatic hit
2 dots	if roll number is less or equal to ability + gems: hit
3 dots	otherwise: miss
4 dots	automatic miss



Monster



1 dot		Specter
2 dots		Slime
3 dots		Skeleton
4 dots		no monster: recover all abilities +1
5 dots		Dragon



Monster Health



Flee



1 dot		strength
2 dots		dexterity
3 dots		intelligence
4 dots		sword
5 dots		bow
6 dots		staff



0

With no health remaining, the monster slowly dissolves into dark smoke, which then slowly rises and fades away.



1

Clearly weak, one hit should bring the monster to an end...



2

The monster only has a small amount of health.



3

With ample health, the monster has plenty of fight in it.



4

While the monster has this much health, the fight could go either way.



5

A monster with this much health is a formidable opponent.



6

The monster has great endurance; you will need skill, power, and luck to defeat it.



Turn Reference



add 1 to room counter



reveal room description



roll for monster encounter (room counter = 6: dragon)



monster health = roll value + gems (dragon: health = 6)



roll for item (dragon: item = gem)



attack or flee



End Conditions



Victory
All three gems collected

Defeat
All three abilities at 0



A cavern full of natural rock formations, including columns that reach from floor to ceiling. A few bats hang from the highest areas, sleeping fitfully.



A large, open space, with boulders of many sizes and shades of brown, arranged in piles along the walls.



An irregularly shaped area, with an uneven floor, oddly sloped walls, and a low ceiling, creating a confused and claustrophobic feeling.



A bright area, lit by sunlight shining down through a shaft in the ceiling. The air smells slightly fresher here.



Water steadily drips from a few stalactites and collects in a large puddle in a corner, giving off a musty smell. The dripping sound echoes off the walls.



The air is humid and smells of wet earth. In the dampest areas, patches of moss and clusters of tiny mushrooms grow sporadically.



A rotten smell fills the air; a swarm of flies buzz around the decaying remains of a large animal in a corner.



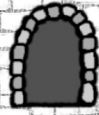
Dark stones line the walls. The air is unnaturally cold, sounds are dampened, and torchlight seems to shine less brightly here.



Natural vents in the floor periodically release bursts of white gas that rise and form a cloud that obscures the ceiling. The air is difficult to breathe.



A large, straight corridor, sloping downwards, with small rocks scattered about. The air is hot and smells of sulfur.



A cavern with a narrow stone path that runs from one end to the other; chasms on either side are unfathomably deep.



A large, curved corridor with a dusty, well-worn path running along the center. A few flickering torches cast dancing shadows on the walls.



The air is slightly warm and smells of burnt wood. In a corner are the smoldering remains from a pile of charred tree branches.



Shelves and alcoves are carved into the stone walls. The floor is littered with splintered wood from smashed crates and clay fragments from broken pots.



The walls sparkle faintly with veins of mineral deposits. A large section of wall has been gouged out; beneath it lies a small pile of ore and a broken pickaxe.



In the center of this area lies a deep pit, covered by a metal grate. At the bottom of the pit lie unidentifiable skeletal remains.



The walls are covered in black scorch marks; in some places, the stone has melted and reformed into smooth, glassy surfaces. The smell of charcoal lingers in the air.



A circular cavern, with runes carved into the walls and torches at regular intervals. In the center is a waist-high platform, carved from dark stone and covered in stains.