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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

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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**

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			

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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