

QUICK REFERENCE



Skill Test - Roll a D6 or D10 where specified

Skill level or below = Pass	Above skill level, 6 or 10 = Fail
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Line of Sight - Roll a D6

1, 2 or 3 = Can be seen	4, 5 or 6 = Cannot be seen
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Furniture Line of Sight

 YES = Can see past	 NO = Cannot see past
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Search for Treasure - Roll a D6

1-5 = No treasure	6 = 1 Treasure card
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Search Furniture

Refer to the furniture card

Search for Secret Passage - Roll a D6

1-5 = No secret passage	6 = 1 Secret passage
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Search Minion Monster - Roll a D6

1-5 = No treasure	6 = 1 Treasure card
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Search Boss Monster

1 Treasure card

Resting - Roll a D6

1 or 2 = Heal +D3 Wounds, +1 Ailment or +1 Ability Use
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3 or 4 = Nothing	5 or 6 = 1 Minion Monster
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D4 Doors - Roll a D4

1 = 1	2 = 2	3 = 3	4 = 0
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D6 Doors - Roll a D6

1 = 1	2 = 2	3 = 3	4 = 4	5 = 5	6 = 0
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Door Type - Roll a D6

1-5 = Closed door	6 = Locked door
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Force Locked Door - Roll a D6

1-5 = Locked door	6 = Open door
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D4 Furniture - Roll a D4

1 = 1	2 = 2	3 = 3	4 = 0
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D2 Monsters - Roll a D6

1, 2 or 3 = 1 Boss	4, 5 or 6 = Roll D4 Monsters
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D4 Monsters - Roll a D4

1 = 1	2 = 2	3 = 3	4 = 0
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D6 Monsters - Roll a D6

1 = 1	2 = 2	3 = 3	4 = 4	5 = 1 Boss	6 = 0
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D2 Dice - Roll a D6

1, 2 or 3 = 1	4, 5 or 6 = 2
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D3 Dice - Roll a D6

1 or 2 = 1	3 or 4 = 2	5 or 6 = 3
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