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new arrivals bring him a tribute of food 1 Abandoned Basement: A trap door in the ceiling of this empty room leads to the abandoned building above 2 The Court Room: The room is cast in shadow A stuffed dummy sits in a throne on a raised dais, and the bugbear lurks in the shadows If entrants do not present a

ADVANCED DUNGEONS & DRAGONS - Free

Movement, Food, Shelter: Details pertaining to movement rates, obtaining food and shelter, random encounters, and other necessary information are included in the appropriate encounter sections Time : The DM must keep careful track of game time once the PCs enter Aulicus' lair or Dungeon Level 1

Vision Travel Combat - Dungeon Master Assistance

Short Rest 1 hour Can spend Hit dice Long Rest 8 hours Restores all HP, all spell slots and half total Hit Dice (min 1 HD) Food and Water Food 1 lb of food per day Half that counts as half a day of starvation Can go 3 + Con mod days without food Each extra day is +1 exhaustion Water 1 gal of water a day (2 if in a hot environment)

THEMED DUNGEON GENERATOR - watermark.dmsguild.com

a 1 on a 1D6 remains a good default, but increase the die type to limit the number of traps (such as rolling 1 on a 1D10 or 1D12), or increase the range for a deadlier dungeon (rolling 1-3 on a 1D6) To make figuring percentages of trap frequency easy, use 1D10, with each number equivalent to

a ...

About The Dungeons

Please contact the Manager of the Dungeon if further information is needed Rides Engineering / Maintenance Adheres to HSG 65 and Fairground and Amusement Parks - Guidance on Safe Practices HSG 175 Food Safety and Hygiene The food units operate in accordance with the Food Safety Act 1990 and are regularly inspected by the local

One Page Dungeon Level Template - City of Brass

(well leads to 1) Wandering Monsters 2-3 1d6 Dollfolk 4-5 1d6 Forsaken 6-7 Titch (if not encountered, see 17) hairless, white thing is ravenous, on a 1 in 20 it breaks the chain trying to reach food, 1 in 6 if on one of the wooden bridges Its chain can be heard scraping in the track from far away One Page Dungeon Level Template Author

tsr9097 - BSOLO - Ghost of Lion Castle

this adventure stop only if you throw food (1 ration) After you have thrown the food or treasure, roll 1d6 On a 1, 2, or 3, the monster stops and marvels at its gift" Consider the stopped creature as a "defeated" monster You Cannot take its treasure, however On a roll ...

Dungeon Master's Guide Errata - thetrove.net

Dungeon Master's Guide Errata This document corrects and clarifies text in the fifth edition Dungeon Master's Guide The changes appear in recent printings of the book, starting with the third printing A few more changes "The dose can be delivered in food or a

Advanced Dungeons & Dragons® - Orbis RPG

reprint, and we've reprinted both the Player's Handbook and Dungeon Master Guide more than 10 times since 1989!) So what has changed? Obviously, the books look different We were awfully proud of them when they were released in 1989, but the world doesn't stand still for anyone We decided that after six years, it was time for a new look

dungeons of fate - Amazon S3

Dungeon Locations! 1 A network of natural caves beneath an ancient hollowed-out tree! 2 A long-forgotten cellar beneath an inn! 3 A field of ruin in the corpse of a massive dragon! 4 A mad wizards trapped dungeon! 5 Festering sewers beneath the city! 6 A fortress carved from a stone mountain! 7 A haunted catacombs in a mound carved like

The Underground Year-Round Greenhouse

The Underground Year-Round Greenhouse 3 A Step-by-Step Guide to Building an Underground Year-Round Greenhouse Chapter 1 Introduction: Nowadays people are becoming interested in growing their own food to guarantee fresh, safe, and healthy food Most people enjoy garden-fresh food, but ...

Pyramid #3/106: Dungeon Fantasy Roleplaying Game II

PYRAMID MAGAZINE 2 AUGUST 2017 CONTENTS The Dungeon Fantasy Roleplaying Game is almost here, and what could be better than that? Well, how about more? This issue of Pyramid is devoted to getting ready for the big "reveal," with new monsters, gear, traps, and more that you can use as soon as you have the full game

Pyramid #3/60: Dungeon Fantasy III - warehouse23.com

more to dungeon fantasy Sean Punch, designer of the GURPS Dungeon Fantasy line, examines the spells from GURPS Magic in light of Dungeon Fantasy to bring you Wizardry Refined Bards and wizards now have a one-stop tool for choosing spells, including notes on forbidden lore, revised

spells, and adjusted prerequisites There were four of us

EYE OF THE BEHOLDER LEVEL MAPS - Fighting Fantasy

[] Button Q1 From Pit O1 X1 To Level 1 (X2) X7 Up to X6 ↯ Lever R Runes X2 To Level 3 (X1) 0 Pressure Pad R1 Dagger Runes X3 Down to X4

Throughout this level, you should find carvings in walls that look like straight lines If you press them, the dialogue box will say "What an odd carving to place here" Put one dagger in each of the five