

Table 1. Locations limit

Length of game:	Epic (~4h)	Normal (~3h)	Short (~2.5h)
Level	Locations limit:	Locations limit:	Locations limit:
1	5	5	4
2	6	5	4
3	7	5	4

Table 2. Chamber with stairs

Level	Enemies	Reward	Chamber size and shape		
1	2xL1 + 1xL2 + 1xL3	10 points of healing AND 20 points of mana + current PM’s mana pool FOR buying spells – draw: 2 x 1 st column (12 in total) + 1 x 2 nd column (6 in total).			
			07-09	10-12	
			01-03	04-06	
2	2xL2 + 2xL3 + 1xL4	15 points of healing AND 30 points of mana + current PM’s mana pool FOR buying spells – draw: 2 x 2 nd column (12 in total) + 1 x 3 rd column (3 in total).			
			09-10	11-12	
			05-06	07-08	
			01-02	03-04	
3	2xL2 + 2xL3 + 2xL4 + 1xL5-L6	VICTORY!	09	10	11-12
			05	06-07	08
			01-02	03	04

Table 3. PM's party size

Current dungeon level:	Max. party size (PM + his INST. companions):
1	3
2	4
3	5

Table 4. The Dungeon's initiative phase

Violet D12	Orange D12	Attack spell (Optional)
01 – 03: No incantation this round 04 – 08: Incantation L1 09 – 12: Incantation L2 – L4	01 – 03: No enchantment this round 04 – 08: Enchantment L1 09 – 12: Enchantment L2 – L3	01 – 04 – Attack L1 05 – 10 – Attacks L2 11 – 12 – Attacks L3

Table 5. The Dungeon's deployment phase

SpawnPoint Mana Pool	SpawnPoint Activation – Roll 1D12:
<=6	1-8 – No / 9-12 – Yes (L1)
(6 , 12>	1-6 – No / 7-12 – Yes (L2, next L1)
>12	Activation (L3, next L2, next L1)

Table 6. The Dungeon's selection creatures/targets

Wounded creature at first, then according to the D12 roll:	
Violet D12 roll:	Selection of the creature according to casting cost:
01 – 06	choose the cheapest available creature

07 – 12	choose the most expensive available creature
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Table 7. Level 1 – chambers contents

Yellow D12 (chamber)	Found chamber type	Violet D12 (enemy creatures)	Orange D12 (treasures)
01-02	Empty room	01 – 03: Empty 04 – 06: 2xL1 07 – 09: 1xL1 + 1xL2 10 – 11: 2xL1 + 1xL2 12: 2xL1 + 2xL2	01 – 04: 2xL1 Incantation 05 – 08: 2xL1 Enchantment 09 – 12: 1xL1 Incantation + 1xL1 Enchantment
03-04	Guard room	01 – 03: 2xL1 04 – 05: 1xL1 + 1xL2 06 – 08: 2xL1 + 1xL2 09 – 11: 2xL1 + 2xL2 12: 3xL1 + 2xL2	01 – 04: 1xL1 Conjuraton + 1xL1 Equipment 05 – 08: 1xL1 Attack + 1xL1 Equipment 09 – 12: 1xL1 Conjuraton + 1xL1 Attack
05-06	Armory	01 – 04: 2xL1 05 – 08: 1xL1 + 1xL2 09 – 10: 2xL1 + 1xL2 11 – 12: 1xL1 + 2xL2	01 – 08: 1xL1 Equipment 09 – 10: 2xL1 Equipment + 1x(L2-L4) Incantation 11 – 12: 1x(L2-L3) Enchantment + 1xL2 Equipment
07-08	Prison cell	01 – 04: 2xL1 05 – 08: 1xL1 + 1L2 09 – 12: 2xL2	01 – 05: 1xL1 Creature (Inst.) 06 – 09: 1xL2 Creature (Inst.) 10 – 12: 1xL1 Creature (Inst.) + 1xL2 Creature (Inst.)
09-10	Vault	01 – 04: 1xL1 + 2xL2 05 – 08: 2xL1 + 2xL2 09 – 12: 2xL1 + 3xL2	01 – 04: 2xL1 Equipment + 1xL2 Equipment 05 – 08: 2xL1 Equipment + 1xL2 Attack 09 – 12: 1xL2 Conjuraton + 1xL2 Equipment
11-12	Crypt	01 – 04: 2xL1 + 1xL2 05 – 08: 3xL1 + 1xL2 09 – 12: 3xL1 + 2xL2	01 – 04: 1xL1 Equipment + 1x(L2-L4) Incantation 05 – 08: 1xL1 Equipment + 1x(L2-L3) Enchantment 09 – 12: 1x(L2-L4) Incantation+1x(L2-L3) Enchantment
If you rolled two or three same value on dice, add conjuration to the chamber according to the rolled value. If triple was rolled use L2 conjuration instead of L1: 01 – 08: 1xL1 Conjuraton, 09 – 12: 2xL1 Conjuraton			

Table 8. Level 1 – chamber's size and shape

D12	Size and shape			D12	Size and shape			D12	Size and shape		
01				04-06				11-12			
	07-12				07-09	10-12					
	01-06				01-03	04-06			01-03	04-06	
02				07-08		10-12					
	05-08	09-12				07-09					
	01-04				01-03	04-06					
03				09-10		10-12					
						04-06	07-09				
	01-04	05-08	09-12			01-03					

Table 9. Level 2 – chambers contents

Yellow D12 (chamber)	Found chamber type	Violet D12 (enemy creatures)	Orange D12 (treasures)
01-02	Kitchen	01 – 03: 3xL1 04 – 06: 2xL1 + 2xL2 07 – 09: 2xL2 + 1xL3 10 – 12: 2xL2 + 2xL3	01 – 03: 05 points of mana/heal 04 – 07: 08 points of mana/heal 08 – 12: 15 points of mana/heal
03-04	Workshop	01 – 03: 1xL1 + 2xL2 04 – 06: 2xL1 + 1xL2 + 1xL3 07 – 09: 2xL2 + 2xL3 10 – 12: 1xL1 + 2xL2 + 2xL3	01 – 04: 1xL1 equipment 05 – 08: 1xL1 equipment + 1xL2 equipment 09 – 12: 2xL1 equipment + 2xL2 equipment
05-06	Zoo	01 – 04: 4xL1 05 – 08: 3xL1 + 1xL2 09 – 12: 2xL1 + 2xL2 + 1xL3	01 – 03: 1xL2 creature (inst.) 04 – 06: 1xL3 creature (inst.) 07 – 10: 1xL2 creature (inst.) + 1xL3 creature (ins.) 11 – 12: 2xL3 creature (inst.)
07-08	Conjuration room	01 – 04: 2xL2 + 1xL3 05 – 08: 2xL2 + 2xL3 09 – 10: 3xL2 + 2xL3 11 – 12: 2xL2 + 3xL3	01 – 03: 1xL2 creature 04 – 06: 1xL3 creature 07 – 09: 1xL2 creature + 1xL2 conjuration 10 – 12: 1xL3 creature + 1x(L3-L6) conjuration
09-10	Laboratory	01 – 04: 1xL1 + 2xL2 + 1xL3 05 – 08: 1xL1 + 2xL2 + 2xL3 09 – 12: 1xL1 + 3xL2 + 2xL3	01 – 03: 2xL1 Inc. + 1x(L2-L3) Ench. 04 – 06: 1x(L2-L4) Inc. + 2x(L2-L3) Ench. 07 – 09: 1xL1 Inc. + 1xL1 Ench. + 1xL2 Attack 10 – 12: 1x(L2-L3) Ench. + 1xL3 Attack + 1xL2 Conj.
11-12	Tomb	01 – 04: 2xL2 + 2xL3 05 – 07: 3xL2 + 2xL3 08 – 10: 2xL2 + 3xL3 11 – 12: 3xL2 + 3xL3	01 – 04: 1xL2 Creature + 1xL3 Creature + 1xL1 Eq. 05 – 08: 2xL3 Creature + 1xL2 Equipment 09 – 12: 1xL4 Creature + 2xL2 Equipment
If you rolled two or three same value on dice, add conjuration to the chamber according to the rolled value. If triple was rolled use L2 instead of L1 and use L3-L6 conjuration instead of L2: 01 – 08: 1xL2 Conjuration, 09 – 12: 1xL1 Conjuration + 1xL2 Conjuration			

Table 10. Level 2 – chamber's size and shape

D12	Size and shape			D12	Size and shape		
01-02	09-10	11-12		07-08		10-12	
	05-06	07-08				06-07	08-09
	01-02	03-04			01-03	04-05	
03-04	08-09	10-12		09-10	06-07		
	04-05	06-07			04-05	08-09	10-12
	01-03				01-03		
05-06		10-12		11-12		08-09	10-12
	04-05	06-07	08-09			06-07	
		01-03			01-03	04-05	

Table 11. Level 3 – chambers contents

Yellow D12 (chamber)	Found chamber type	Violet D12 (enemy creatures)	Orange D12 (treasures)
01-02	Bedroom	01 – 04: 2xL2 + 2xL3 05 – 08: 2xL2 + 1xL3 + 1xL4 09 – 10: 1xL2 + 2xL3 + 1xL4 11 – 12: 2xL2 + 2xL3 + 1xL4	01 – 03: 15 pts. of mana/heal 04 – 06: 10 pts. of mana/heal + 1xL1 Equipment 07 – 09: 05 pts. of mana/heal + 1xL3 Creature(ins.) 10 – 12: 1xL2 equipment + 1xL3 Creature (ins.)
03-04	Banquet room	01 – 06: 2xL1 + 2xL2 + 1xL3 07 – 10: 1xL1 + 2xL2 + 1xL3 + 1xL4 11 – 12: 2xL2 + 1xL3 + 2xL4	01 – 04: 08 pts. of mana/heal + 1xL1 Conjunction 05 – 08: 12 pts. of mana/heal + 1xL2 Conjunction 09 – 12: 15 pts. of mana/heal + 1x(L3-L6) Conj.
05-06	Audience chamber	01 – 03: 2xL2 + 1xL3 + 1xL4 04 – 06: 2xL3 + 2xL4 07 – 09: 3xL3 + 2xL4 10 – 12: 2xL3 + 3xL4	01 – 04: 2xL1 Enchantment 05 – 06: 2xL1 Enchantment + 1xL1 Conjunction 07 – 09: 1xL1 Ench. + 1xL2 Ench. + 1xL2 Conj. 10 – 12: 2xL2 Enchantments + 1xL2 Conjunction
07-08	Library	01 – 04: 2xL2 + 3xL3 05 – 08: 1xL2 + 3xL3 + 1xL4 09 – 12: 3xL3 + 2xL4	01 – 04: 1xL1 Attack + 1xL2 Attack 05 – 08: 1xL2 Attack + 1xL3 Creature 09 – 12: 1xL3 Creature + 1xL4 Creature
09-10	Chapel	01 – 06: 3xL3 + 1xL4 07 – 09: 3xL3 + 2xL4 10 – 12: 3xL3 + 3xL4	01 – 03: 1xL1 Enchantment + 1xL1 Incantation 04 – 06: 2xL1 Enchantment + 2xL1 Incantation 07 – 08: 1x(L2-L3) Ench. + 1x(L2-L4) Inc. 09 – 10: 2x(L2-L3) Ench. + 2x(L2-L4) Inc. + 1xL1 Eq. 11 – 12: 2x(L2-L3) Ench. + 2x(L2-L4) Inc. + 1xL2 Eq.
11-12	Trophy room	01 – 04: 2xL2 + 2xL3 + 1xL4 05 – 07: 1xL2 + 2xL3 + 2xL4 08 – 10: 3xL2 + 2xL3 + 1xL4 11 – 12: 2xL2 + 2xL3 + 2xL4	01 – 04: 1xL3 Creature + 1xL3 Attack 05 – 08: 1xL3 Creature + 1x(L3-L6) Conjunction 09 – 12: 1xL4 Creature + (1x(L3-L6) Conjunction OR 1xL3 Attack)
If you rolled two or three same value on dice, add conjunction to the chamber according to the rolled value. If triple was rolled use L2 instead of L1 and use L3-L6 conjunction instead of L2: 01 – 08: 1xL2 Conjunction, 09 – 12: 1xL1 Conjunction + 1xL2 Conjunction			

Table 12. Level 3 – chamber's size and shape

D12	Size and shape			D12	Size and shape		
01-02	09	10	11-12	07-08		07-08	
	05	06-07	08		03-04	05-06	09-10
	01-02	03	04		01-02		11-12
03-04	08-09	10	11-12	09-10	09-10		11-12
	06		07		05	06-07	08
	01-02	03	04-05		01-02		03-04
05-06	09	10-11	12	11-12	09-10		11-12
	04-05	06	07-08		07		08
	01	02-03			01-02	03-04	05-06