



MARTIN KNIGHT
D100 DUNGEON

A SOLO ADVENTURE GAME

MONSTER ABILITIES

Version 1.1

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All monster abilities from books 1-8.



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ALLIES: The monster has lesser monsters they call upon or summon during a fight. At the start of each combat round roll 1d6. If a 1 is rolled, an ally comes to the monsters aid, and you add /X to the end of its current HP value, with X being equal to the number shown after the monster's Allies ability.

Example: During combat with a monster with HP of "16/4" and an Allies 4, if a 1 was rolled at the start of the combat round, you would add /4 at the end of its HP value, giving it a new HP value of "16/4/4".

ATTACKS: The monster is able to attack more than once in a single round of combat. The number of times it gets to make an attack roll is equal to its Attacks rating. For each attack that scores a hit, roll a damage die and add them together for a total damage score, then roll for a hit location and apply its modifier (if any), finally apply the monsters Dmg modifier (if any).

BLOCK: The monster has the ability to block the adventurer's escape. Each escape attempt made by the adventurer is modified by the value shown. For instance, a monster with Block -20 would cause the adventurer to deduct -20 from their Dex value when making an Escape Combat test.

BOUND: The monster is more determined in combat and will attempt to escape less frequently. When the monster's reaction is rolled at the start of a combat round, the monster will only attempt to escape on a roll of 10, and all results of 8 and 9 that would cause a monster to escape, must be re-rolled.

DARK MAGIC: Spell Casters found in the dungeons have attuned themselves with Dark Magic. At the start of each combat round before step 1, roll 1d10 to see which magic spell they will use for the round.

1D10	Spell & Effect
1-2	Dark Strike: This round, if the monster attacks, it gains +20 AV.
3-4	Shadowy Cloak: This round the monster gains +4 DEF.
5-6	Evil Touch: This round the monster gains +2 DMG.
7-8	Drain Life: This round each HP the adventurer suffers will replenish the monster an equal number.
9-10	Death Bolt: The adventurer loses 2 HP.

DEATH TOUCH: Whilst encountering a monster with Death Touch, the adventurer suffers -2 DEF and all equipped armour that it hits has a rating of A0. Damage may still be deflected as normal.

DISEASE: When a monster scores a natural 1 on their damage dice, they infect the adventurer with disease and the player shades in one pip on the disease track of the adventurer sheet, even if the monster does not deal any damage during the combat round. When the time track is refreshed, the player must roll 1d10. If the result is equal to or less than the number of disease pips shaded the adventurer suffers HP equal to the number of shaded pips.

DOPPELGÄNGER: The monster transforms into an exact copy of the adventurer and has an AV equal to the adventurer's Str or Dex, depending on which was last used to attack the monster. If the adventurer has not yet made an attack during the combat then the monster's AV is determined by the adventurer's Str or Dex, by using the highest value of the two. The attack gains any bonuses for the adventurer's equipment and weapon, such as to Str, Dex or Dmg, but does not gain any bonuses the adventurer may have from the time track, or any potions or spells the adventurer has, or is using. When a hit is scored to the monster, the location is rolled normally and any damage bonuses for location are applied. Next, check to see if the adventurer is wearing any armour in the location hit. The monster will have the same armour too, except the monster is not able to deflect damage like the adventurer can. If any armour is present, its A value deducts from the damage scored. If the adventurer has a shield equipped, it has no effect for the monster. Note that if any equipment the adventurer is wearing at the start of the combat is destroyed, due to deflecting damage, it is not destroyed for the monster, who may continue to gain its benefit.

ETHEREAL: The monster has no substance, and normal weapons will simply pass through them. All attacks made against an ethereal monster must be with a legendary weapon or a form of spell (or scroll) in order to inflict any kind of damage.

FEAR: The monster may strike fear in any adventurer that it comes face to face with. At the start of each combat round the adventurer must make a fear test.

FEAR – Test: Int -10 [S: Attack as normal]
[F: Forfeit next attack, combat action] (*Bravery*)

FIRE: The monster, in addition to its normal attack, has some sort of fire attack that may strike an adventurer. Each time a natural 1 is rolled for its damage the adventurer may be set on fire by its attack and must make an avoid fire test.

AVOID FIRE – Test: Dex -5 [S: No effect]
[F:-2HP] (*Dodge*)

FLY: An Adventurer fighting a flying monster suffers -10 STR when making an attack roll. If using a ranged weapon (Dex) it has no effect.

FREEZE: The monster, in addition to its normal attack, has some sort of freeze attack that may strike an adventurer. Each time a natural 1 is rolled for its damage the adventurer may be frozen and must make an avoid freeze test.

AVOID FREEZE – Test: Dex [S: No effect]
[F: -1HP, -2 DEF in next combat round] (*Dodge*)

FRENZY: The monster at times during a combat may go into a maddening rage. When a natural roll of 1 has been scored on its damage dice, it gains another attack and the player repeats step 5 of combat. Note that if another 1 is scored on the damage die for the second attack, it will gain another free attack and so on.

LARGE: The monster is exceptionally large and will often deal more damage when it hits an adventurer than smaller monsters. Therefore, damage die results of 1 or 2 gain +2 dmg.

LEAP: The monster is very agile in combat and will often pounce to attack. When a natural roll of 1 has been scored on its damage dice, the monster has pounced, causing some extra damage. The player rolls the damage die again for the monster, and adds it to the monster's damage total. Note that if another 1 is rolled, the player rolls again for extra damage and so on.

LIGHTNING: The monster in addition to its normal attack, has some sort of lightning attack that may strike the adventurer. Each time a natural 1 is rolled for its damage the adventurer may be struck by lightning and must make the avoid lightning test below.

AVOID LIGHTNING – Test: Dex [S: No effect]
[F: -1d6 HP] (*Dodge*)

PACK: At the start of each combat round each monster still alive beyond the first adds +5 to its AV. For instance, if an encounter has 4 monsters still alive they get AV+15 when they attack. When an adventurer deals a pack damage, its HP is depleted in the order from left to right and any surplus damage spills over to the next and so on. For instance, if an Adventurer faces a pack with HP 3/2/2 and has just dealt 4 damage, the left most pack monster is defeated and the second receives 1 point of damage and will have the following HP remaining 0/1/2.

PETRIFY: The monster has the ability to turn an adventurer into a solid stone statue from which there is no return. If the monster rolls a natural 1 on its damage die, the adventurer must make an avoid petrify test. If the test fails, the adventurer can use a life point or a resurrection effect to negate being turned to stone. Otherwise they will make a nice life-sized ornament for the monster's lair and their adventure is now over.

AVOID PETRIFY – Test: Int +20 [S: No effect]
[F: Turned to stone] (*Aware, Lucky*)

PHASE: The monster can phase in and out of reality making it a hard target to strike. The character suffers -10 to their Str or Dex whilst attacking a monster with the Phase ability.

POISON: When a monster scores a natural 1 on their damage die, they infect the adventurer with poison and the player shades in one pip on the poison track of the adventure Sheet, even if the monster does not deal any damage during the combat round. When the time track is refreshed the player must roll 1d10. If the result is equal to or less than the number of poison pips shaded, the adventurer suffers HP equal to the number of shaded pips and the player then removes 1 pip from their poison track.

REASSEMBLE: When the monster has been killed it will reassemble itself into a number of smaller counterparts, which will attack at the start of the next combat round. Therefore,

when the main monster's HP are reduced to 0 or less, roll 1d6. This is the number of smaller monsters that have reassembled. The smaller monsters do not have any of the main monster's abilities, but do gain the *Pack* ability, and each have a HP value equal to the monster's *Reassemble* value (i.e. if you rolled 4 and the *Reassemble* value is 3, the small monsters will have a HP value of 3/3/3). The smaller monster's AV, Def, and Dmg values match that of the main monster, and only when all of the small monsters have been killed will the adventurer receive the main monster's [K] reward.

REGENERATE: The monster has the ability to restore lost HP. Each time it roll a natural 1 on the damage die it will restore 2 lost HP.

RESURRECTION: When the monster is killed it may resurrect and come back to life. After killing a monster with Resurrection and before it has been looted, roll 1d10. If a 1 is rolled it immediately returns to life with full HP and the adventurer must once again attempt to kill it.

SHRILL: The monster has some kind of acoustic attack that causes pain. In most cases this will be a sheik or shrill, and the adventurer must test shrill before the monster's reaction roll each combat round.

SHRILL – Test: Int [S: No effect]
[F: -1HP] (*Aware, Lucky*)

SLOWED: The monster in addition to its normal attack, has a type of ability to slow down the adventurer. It may be a form of breathe attack, or some kind of spell etc. Each time a natural 1 is rolled for its damage, the adventurer's next test is slowed and they suffer a -20 modifier to whichever characteristic is used (either Str, Dex, or Int). If combat ends before the slowed test is made, the slowed effect comes to an end.

STUN: The monsters attack may cause an adventurer to become stunned. Each time the monster deals damage to the adventurer, they must make a dazed test.

DAZED – Test: STR-15 [S: No effect]
[F: Forfeit next attack, combat action, escape] (*Dodge*)

SURPRISE: The monster may surprise the adventurer when it first appears. Before the first round of combat begins make a surprise test. If the test fails, the monster makes an immediate attack roll against the adventurer.

SURPRISE – Test Int-10 [S: No effect]
[F: Monster gains a free attack] (*Aware*)

WEB: At the end of each combat round in which the monster is still alive, the adventurer makes an avoid web test to determine if they will get an attack, or make a combat action in the next combat round.

AVOID WEB – Test: Dex +20 [S: Attack as normal]
[F: Forfeit attack, combat action, escape] (*Dodge*)

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