Raiders in the Ruins of Kanthe

A Solitaire Tabletop Rogue-like Fantasy Experience

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Introduction

Ages ago, the magnificent cities of imperial Kanthe dotted the landscape. Kanthe was the most advanced culture of the world, the greatest builders in stone, the makers of the best arms and armor, the most educated civilization. Civilized Kanthe discovered how to manipulate magical forces and bred specialists in sorcery, alchemy, conjuration, and enchantment.

But Kanthe felt threatened by barbarians. Its people, wanting to feel secure and feeling that mere walls were not enough, began building elaborate underground fortifications, tunneling deep into the earth, protecting their dungeons with clever traps, some of them magical. There were even some who built portals of endless generation which spewed forth strange beasts to prowl and protect.

Ironically, it didn't protect them. A massive earthquake in the region leveled the magnificent cities above ground and sealed many of the entrances to the underground. The survivors, thinking that the gods were angered, fled the land and later founded the Nine and Thirty Kingdoms, a pale shadow of ancient Kanthe, but still the envy of the barbarians.

For another irony is that many barbarians, far from wanting to destroy the remnants of civilization, want instead to share in its wealth, become civilized themselves. Kingdom folk are prejudiced, however, and rarely accept strange newcomers as equals. But kingdom folk also envy the knowledge of lost Kanthe and wish to regain it. Too fearful to return to the ruined cities or descend into the underground, they are grateful for any outlander rogue willing to risk the dangers and reclaim the treasures of Kanthe.

Outlander rogue. That means you.

Raiders in the Ruins of Kanthe is a solitaire dungeon crawl game. In it, you pit your wits against arcane mysteries, hidden traps, strange new beasts, and other denizens. It's designed to allow you to choose what kind of adventure you want to experience while still keeping the elements of surprise and discovery.

You need:

- *Ten-Sided Dice*: in two different colors. One color is for you, the other is for the opposition. You need at least ten of each. They will be referred to in the rules as **Challenge Dice** and **Opposition Dice**.
- *Six-Sided Dice*: the kind with pips or spots instead of numbers. You need ten of these, too. They can be all one color, or any color. They will be referred to in the rules as **Map Dice**.
- *A Box or Lid*: something to roll the six-sided dice in. You should draw two diagonal lines from corner to corner in the bottom of the box or lid to divide it into four triangular areas. This will be referred to in the rules as the **Map Box**.
- *Pencils*: to write with, of course. You might want a light-blue colored pencil to assist in mapping, but it's not necessary.
- *Index Cards*: or scratch paper, but index cards look nicer. These are for your character, major opponents, important dungeon features, and magical items.
- *Full Sheets of Paper*: for mapping the dungeon. They don't have to be graph paper, because the map won't be to any scale. It's more of a flow chart.
- *Design Sheets*: from this book, which you can copy or print in any way that's convenient. You'll need one copy of the **Arcane Discovery** sheet, at least one copy of the **Domain Design** sheet, and 1-10 copies of the **Level Design** sheet.
- *This Book*: not just for refreshing your memory on the rules. There will be times when a design sheet will direct you to a page in the book based on a die roll.

There are five phases to exploring each area: **Mapping**, **Discovery**, **Generation**, **Encounter**, and **Reward**. Set-up before play begins also has phases: **Mapping Set-Up**, **Discovery Setup**, and **Generation Set-Up**.

Mapping

Every dungeon has to have a map. In this game, the skeletal map is created randomly, then fleshed in with a combination of simple choices (you get to pick some things like location of main exits) and successful skill use (searching for secret doors potential creates a new area.)

First, let's cover mapping terminology. The dungeon is divided into nine Levels (depth below ground; the ground itself is Level 0.) Each Level requires at least one sheet of paper, maybe more; each sheet for a level is called a Section. The main dungeon is also called a Domain; although it won't be covered in this edition, it's possible to have the dungeon branch out into other Domains.
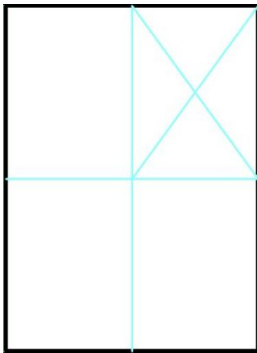
Each sheet of paper can be divided into four rectangular quadrants (upper left corner, upper right corner, lower left, and lower right.) Each of these quadrants is called an Area in the game. You will map out each Area as you explore it. You may want to use a light blue colored pencil to divide the map into quadrants with a horizontal and vertical line, then divide each quadrant with two intersecting diagonal guidelines connecting the corners of the quadrant. This is optional, however, and you may find that you can map more quickly by just eyeballing it.

During Mapping Set-Up, select how many Levels you are going to explore, how many Sections may be possible per Level, and how dense the Areas on each Level will be. This is mostly a matter of how much time you want to spend. If you want a quick half-hour game, just do the ruins and one dungeon level, or even skip the ruins. If you want to play a few hours, chose 2-4 Levels and maybe 3-4 Sections per Level. If you plan on coming back to the same dungeon several times and want it to last a couple weeks, go for 7-9 Levels and many Sections per Level. Make sure you have enough full sheets of paper to map that much dungeon. Record the number of Levels, average number of Sections per Level, and maximum number of rooms per Area on the Domain design sheet.

The Map Box is also divided by two intersecting diagonal guidelines. When exploring each area, where the Map Dice land in the box shows you where rooms, corridors and features are in the area. Which values you roll shows you which rooms, corridors and features will be in the area.

I recommend standard six-sided dice with pips or spots because the arrangement of the spots will resemble what should be placed. The spots arranged in squares (four, five and six) are rooms; the spots arranged in diagonals (two and three) are corridors.
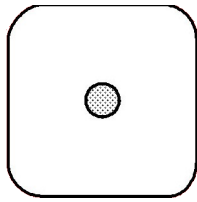
A value of 1 indicates a movable hazard in the area. You don't move to it, it moves towards you. This is either a wandering creature or an environmental danger.
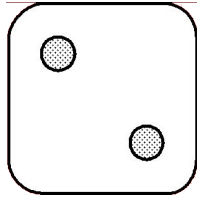
A value of 2 indicates a simple corridor. This is other than the standard corridors entering or exiting the room. It may be accessible through a secret door or other portal.
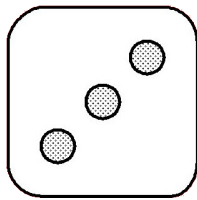
A value of 3 indicates a corridor with some kind of stationary hazard. This could be a sentry or guardpost of some kind, or a trap or hazard.
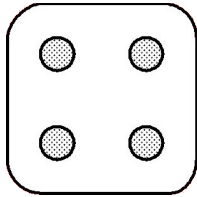
A value of 4 indicates a simple room. It may have occupants. It will have at least one entrance and possibly an exit. You can search for other exits (secret doors.)
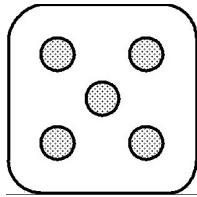
A value of 5 indicates a room with a feature, possibly a trap, but it may be a special function room or have an unusual item of interest.
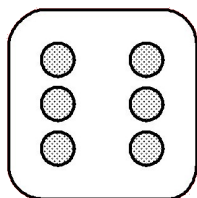
A value of 6 indicates a room with additional entrances besides the two standard entrances. These are always doors, gates, or something other than an open doorway.

Try a quick Mapping run. Put a square in the center of a sheet of paper and draw four small stubs of corridor from each corner. This is the starting room. Pick one of the corridors and roll dice for the Area it is in; you roll as many dice as the maximum number of rooms per Area. Look for the values **4**, **5** and **6** first; draw rooms on the map in the location the dice landed, using the diagonal guidelines. Connect the corridor from the starting room to the closest room in that Area. Connect it in turn to one other room, then connect the next room in the same way, until each room has been connected.

Now add the doors to rooms with the value 6. Each room should have one or two exits on separate walls at this point. Add two doors on two blank walls in each "6" room. Don't draw connecting corridors yet; during a game, there may be a dead end corridor or a small room behind the door.

Now look for any values of **2** or **3** and add extra corridors. If a 2 or a 3 lands between two rooms, add an extra corridor connecting those rooms. If it lands between two corridors you have already drawn, or between a corridor and a room, connect the two with a branching corridor. If a 2 or a 3 lands between a room or corridor and one edge of the Area, the corridor connects to another Area, possibly on another sheet (another Section.) If the corridor is a type 3 corridor, draw a little circle on it at the midway point.

Count up the number of dice with a value of **1**. Draw that many tiny circles in a blank corner of that area. Don't worry about interpreting Mobile Hazards for your trial runs, since you need to set up the list of features (in the Generation Set-Up phase) before adding features to 1, 3 and 5 locations. However, during the game, every time you encounter a Mobile Hazard, you can cross off one circle.

Discovery

The purpose of the Discovery phase is surprise and detail. During Discovery Set-Up, you record lists of descriptive words or phrases that you would like to crop up in this dungeon. Some of these words will be combined with similar word lists created during Generation Set-Up to create unique monsters for the dungeon. The words will also be used when discovering arcane mysteries during play. When first found, you will not know what, if anything, a magical item will do. Clever investigation will allow you to discover its true abilities.

In Discovery Set-Up, start with the Domain design sheet and record ten words each for the following lists of words:

- Colors: Used for gems and potions. Can be any color desired, but here are the suggestions: Red, Orange, Yellow, Green, Blue, Indigo, Purple, Brown, Black, White, Silver, Gold.
- Changes: Used for altering animals. These are physical descriptors of animal parts or features you can add to or remove from a base creature. Suggestions: Arms, Beak, Claws, Eyes, Fangs, Feathers, Fur, Hooves, Horns, Legs, Scales, Shell, Stinger, Tail, Wings.
- Qualities: These are visible or olfactory qualities for liquids (like potions.) Suggestions: Bubbly, Fizzy, Foamy, Glowing, Icy, Lemony, Lumpy, Pungent, Sour, Sparkling, Speckled, Steaming, Swirly.
- Motifs: These are visual details that can be carved, engraved or sculpted on statues, wands, rings, and the like. Suggestions: Bat's Head, Bumps, Boar's Head, Claw, Eagle's Head, Eye, Lion's Head, Snakes, Spikes, Spirals, Tentacles, Vines, Webs.

Now, switch to the Arcane Discovery design sheet. It has two sections that look like this:
:

BDJKPTVZ	Word	Color	Change	Essence
❑❑❑❑❑❑❑❑	__ALYA			0
❑❑❑❑❑❑❑❑	__EMYA			1

BDJKPTVZ	Word	Quality	Motif	Action
❑❑❑❑❑❑❑❑	__ULVO			0 Move
❑❑❑❑❑❑❑❑	__OMVO			1 Create

The Action column is already filled in. The Essence column needs to be filled in with magical "elements", such as Earth, Air, Fire, and Water. The Colors, Changes, Qualities and Motifs will remain blank until you discover which Colors are linked to which Essences and which Qualities are linked to which Actions during play.

The first letter of each arcane word will also remain blank. Arcane words are used to name magic scrolls, each of which will have an Essence word ending in -ya and an Action word ending in -vo, such as "Janya Denvo" or "Borya Kulvo". When you try to use an unidentified scroll, you roll five Opposition Dice. You need two sets of matching numbers for each word on the scrolls. Example: rolling 3, 1, 4, 1, 3 gives you two matches, 1 and 3. If you have already identified one of the words on the scroll (say, it's a scroll of Janya Dulvo and you have identified a scroll of Borya Dulvo earlier as "Move Earth",) then you only need one set of matching numbers, because you already know what the word "Denvo" means. If you don't get any matches, check off one letter in the first column for each unidentified word. If you get one match but needed two, you get to pick one word to identify; check off the letter for the other word. If you identify one or two words, fill in an unused letter (from the BDJKPTVZ column) in the blank in front of the word. You do not need to roll if both words are either identified or have only one checkbox left.

So how do scrolls work? All arcane effects have four parts: Method, Action, Essence and Form. Method is the carrier for the magical effect (how it reaches the target.) Action is what the magical effect does (create, move, shape, control, and so on.) Essence is the magical substance of the effect (Air, Earth, Fire, Ice, Water and other "elementals".) Form is the shape the magical substance takes (wall, ray, circle.)

Scrolls are actually not full-sized scrolls but small squares of parchment with magical symbols written on them by a sorcerer. They are rolled up, sealed with wax, and two magical words of power in the ancient language of Kanthe are written on the outside, to identify the scroll. They can be held in one hand, or several could be stuffed in a coin pouch. To use a scroll, hold it in front of you, read the words aloud, and break the seal

with your thumb. It immediately crumbles to dust and invokes its magical effect. Thus, the Method is "speak" and the Form is "sound". Anyone who hears the words is affected. Who can hear it depends on how the words are spoken:

- Whispered: one specific target standing next to you
- Normal Voice: everyone standing next to you.
- Shouted: everyone in the room, including yourself.

The first word, ending in "-ya", governs the Essence, while the second word, ending in "-vo", governs the Action. Jalya Demvo might be a scroll of Create Fire... or it might not do anything, if the first letters are wrong.

Other magic items are discovered in a similar way. When you find an arcane item, you Generate its description, usually with words from two different Domain Design lists. You could find a red serpentine wand, a yellow bubbly potion, or a green spikey ring. Write each unique phrase (without the noun) on a Discovered Items list (on an index card or scratch paper.)

For example: if you find the red serpentine wand, write "red serpentine" on the Discovered Items list. Roll five Opposition dice; you need two matches if you haven't identified either word yet, or one match if you've identified one. Look up the matching numbers on the Arcane Discovery design sheet; you can try either match for Essence or Action, as you prefer. If you haven't assigned a color to the rolled Essence number yet, you can write "Red" in the Color column for that row. If you haven't assigned a Motif for the rolled Action, you can write "Serpentine" (or "Snakes") in the Motif column for that row.

What you rolled is what you identified. If you rolled two 3s and two 1s and haven't identified any items yet, your red serpentine wand could be a Wand of Create Fire or a Wand of Shape Earth. You use the same process for potions, except that you use Qualities instead of Motifs.

If you don't get any matches, put a line through that descriptive phrase on your Discovered Items list. You've just discovered that combo does nothing. If you needed two matches but got only one, you identified one word, unless you've already assigned descriptions to both numbers rolled.

Wands all have the Form "ray of light" and the Method "aim". Thus, if you have red serpentine wand, and it turns out "red" identifies the Essence of Fire and "serpentine" identifies the Action of "create", you have a Wand of Create Fire. It creates a stream of fire carried on a ray that blazes from the red gem on its tip.

A **Staff** is like a Wand when aimed at a target, but has a different Form when the Method is "block" (hold with both hands and extended horizontally in front of you.) The the block Action is linked to the "wall" Form. So a red serpentine staff produces a Wall of Fire.

Rings, naturally, have the Method "wear" and the Form "circle". A red serpentine ring would create a circle of fire around you. If the Motif "vines" were linked to the Action "control", a red vine ring would allow you to Control Fire in the circle around you. Ring effects last as long as you wear the ring.

Potions have the Method "drink" and the Form "body" (in other words, a magical effect permeates the drinker's own body.) A red glowing potion might allow you to Control Fire with your touch. A red foamy potion might allow you to Create Fire with your touch. Potions last until you move to a new Area.

Arcane **armor** has the Method "wear" and the Form "aura", which means that the magical effect targets anyone who touches you. Armor is otherwise like rings. **Boots** are like armor, but only need a Color; they always have the action "Move", targeted on the wearer. Boots of Earth would allow you to tunnel, Boots of Water allow you to walk across pools.

Arcane **weapons** have the Method "attack" and the Form "aura". They cause a magical effect on those struck.

Generation

Next comes creating the list of inhabitants and features for the dungeon. You will be filling in the rest of the Domain design sheet at this point and starting to fill in the Level design sheets. First, list ten normal creatures on the Beasts list on the Domain design sheet. These are typical base creatures you might expect to find in this region. Then, using this list and the Changes list on the Arcane Discovery design sheet, roll up ten modified base creatures. These are specials that may appear in addition to ordinary animals.

Step three is to create a list of ten stationary features, such as: Trap Door In Ceiling, Trap Door In Floor, Statue, Throne, Well, Fountain, Pool, Hearth, Tree, Corpse, Altar. You will roll on that table when you find a room with a value of 5 during Mapping.

There are already two Hazard lists, one mobile, one stationary. You will use the first to determine what Mapping results of 1 mean. Use the second to determine what is in a corridor result of 3. There is also an Occupants list.

Now, for each Level, write the name of the main creature type. This is an intelligent standard fantasy "monster", such as goblins or dwarves, or an undead creature (zombies, skeletons,) or you can opt to roll on the Modified Beasts table you created earlier. Write a second name for the alternate creature. Write down the Difficulty level; this is 5 plus half the Level number, rounding up. This is how many dice you will be rolling to determine how powerful the threat in a room is.

You also create your character at this point. Write down one weapon, one suit of armor, and two other useful items you may have, such as a helmet, a shield, one extra weapon, a coil of rope, or anything else you can think of that might be useful against the creatures and hazards you might face, Give yourself a barbarian name, too. Write down your Challenge score, which starts at 5.

Encounter

As you explore the dungeon, the following things may occur:

You Enter An Area With A Mobile Hazard: roll Opposition Dice equal to the Difficulty immediately. If you get any matches, you run into the Hazard right away (tough luck!) Otherwise, roll again after every fight, breaking down a door, or anything else that makes noise. Any time you get a match, look that number up on the Mobile Hazards list. Once you deal with that Hazard, you can cross off one hazard circle that you marked in that area of the map. If you roll for a Hazard and get more than one match, however, you get more than one Hazard, even if you only have one circle left.

You Find a Hazard: This occurs in a corridor with a value of 3. Roll Opposition Dice equal to the Difficulty immediately and look up the matches on the Stationary Hazards list.

You Find a Room: Roll Opposition Dice equal to the Difficulty number before entering the room. Look up matches on the Occupants list. The number of matches equals the strength of the opposition (how many Opposition Dice they will roll in conflicts. Once the Opposition (if any) is determined, roll Opposition Dice again if the room has a Feature. Look up matches on the Stationary Features list you created.

You Enter A Conflict: Fighting, persuading, hiding, sneaking... Roll your Challenge Dice, plus one extra die for every item you use in the conflict. A sword, for example, adds an extra die. Also roll the Opposition Dice, plus one die for every wound you currently have.

Compare your matches to the Opposition. Each set of matches indicates one action. If you have a set of matches with a value lower than the opposition's lowest set of matches, that action takes place first; if both you and the opposition have a set of matches that ties, the actions are simultaneous; otherwise, the opposition goes first.

The number of dice in a set of matches equals the degree of success for that action. If you were being attacked, you get a wound of that strength. If you were attacking for that action, your target gets a wound (and you get to roll an extra die next time.) If either you or the opponent has more wounds than your Challenge (or Difficulty) score, you die.

For non-violent actions, generalize this method. If you are trying to befriend, you do "social wounds" to your target. If you are hiding or sneaking, the opposition has to beat your degree of success.

Also, you can attempt to use features and hazards against an opponent; you roll as many extra dice as the Difficulty of the feature or hazard. However, if your opponent rolls a set of matches that are below yours, your opponent turned the tables and used that feature against you.

You Use a Feature In a Room: If there is no predetermined arcane feature, roll Opposition Dice as usual. Look up the matches on the Stationary Hazard list, to see if there is a trap, hidden guard, or something else that occurs. The number of matches indicates the power of the hazard. Any trap is sprung, any guards or vermin are released immediately. To avoid any bad results, you can enter a conflict and roll Challenge Dice versus the Opposition Dice of the hazard.

You Search For Treasure: You have to look for treasure either on a body (living or dead) or in a Stationary Feature or Hazard. Roll your Challenge Dice. If you roll one match, your degree of success indicates the number of coins you find or the strength of a mundane item. If your roll two sets of matches, you can either have two bags of coins or mundane items, or one arcane item (in which case, look up the matches on the word lists.) Three or more sets of matches can be portioned out in the same way. Note that found mundane items have a rating, unlike the items you start with. If you find a Sword 2, you can use it to roll two extra dice instead of just one.

You Search For A Secret Door: This is similar to conflict rolls, but roll just your Challenge Dice first. If you get a match, you found a door. Keep your dice on the table and roll Opposition Dice. If the door gets any matches, consult the Stationary Hazards list.

You Find a Door: Either you entered a room with a value of 6, or you found a secret door. Roll Opposition Dice: if you get a match, it's heavy; you have to roll Challenge Dice and get a degree of success higher than the number of matching dice. If you get a second set of matches, the door is also locked, so you have to deal with the lock first (or make noise and break down the door.) The lock is as strong as the degree of success for that match. Doors can have two or more locks. Once the door is opened, roll one Map Die to find out what's behind the door. In this case only, a roll of 1 indicates stairs down to another level.

Reward

Aside from coin purses and mundane or arcane items, any time you explore an entire Section, roll Opposition Dice for that Level. If at least one die is higher than your current Challenge Score, your Challenge Score goes up one point.

Additional Notes

This version of **Raiders of the Ruins of Kanthe** was started as part of a 24-Hour RPG Challenge, but was not completed in time (it took 29 hours instead.)

Primary inspiration for this game was, of course, **Nethack**. I regret that I was unable to include rubber chickens and black pudding throwing in so short a design time.

The idea of creating unique randomization tables as part of set-up was cribbed from another game I am working on, **The Court of 9 Chambers**. However, it was also influenced by a discussion on collaborative creation of situation started by Vincent Baker.

The dice mechanic is vaguely influenced by the mechanic used by **Godlike**, but doesn't use the concept of *height* in the same way, because of the Motif influence from **Co9C**.

Domain Design Sheet   Domain Name:

Theme:

Levels: _____ Sections: _____ Rooms: _____

Descriptors

	Colors	*Physical Changes*	*Liquid Qualities*	*Visual Motifs*	*Stationary Features*
0					
1					
2					
3					
4					
5					
6					
7					
8					
9					

Beasts and Hazards

	Beasts	*Modified Beasts*	*Stationary Hazards*	*Mobile Hazards*
0			Vermin: roll for poison	Vermin Swarm
1			Blocked: roll Essence	Flood: roll Essence
2			Pit: roll for Hazard	Beast
3			Covered Pit (as above)	Beast
4			Bad Footing: Essence	Minor Flood
5			Gust: roll Essence	Vortex: roll Essence
6			Trap: roll Essence	Modified Beast
7			Trap: Blocked	Modified Beast
8			Guard: roll Occupant	Guard: roll Occupant
9			Beast	Guard: roll Occupant

Vermin do no damage unless poisonous (roll for strength.) Only Swarms can follow you.
Roll for Essence to find out substance blocking/flooding areas or causing bad footing.
Minor Floods cause Bad Footing instead of blockage. Pits may contain Hazards.
Gusts are one-time events, Vortices are mobile. Roll Essence for type.
Traps either release a weapon made of the appropriate substance or create a blockage.
Roll Beasts and Modified Beasts from this page, Occupants from Level Design.

Arcane Discovery Design Sheet

For Domain Named:

Essence Discovery

BDJKPTVZ	Word	Color	Change	Essence
☐☐☐☐☐☐☐☐	__ALYA			0
☐☐☐☐☐☐☐☐	__EMYA			1
☐☐☐☐☐☐☐☐	__INYA			2
☐☐☐☐☐☐☐☐	__ORYA			3
☐☐☐☐☐☐☐☐	__ULYA			4
☐☐☐☐☐☐☐☐	__AMYA			5
☐☐☐☐☐☐☐☐	__ENYA			6
☐☐☐☐☐☐☐☐	__IRYA			7
☐☐☐☐☐☐☐☐	__OLYA			8
☐☐☐☐☐☐☐☐	__UMYA			9

Action Discovery

BDJKPTVZ	Word	Quality	Motif	Action
☐☐☐☐☐☐☐☐	__ULVO			0 Move
☐☐☐☐☐☐☐☐	__OMVO			1 Create
☐☐☐☐☐☐☐☐	__INVO			2 Shape
☐☐☐☐☐☐☐☐	__ERVO			3 Destroy
☐☐☐☐☐☐☐☐	__ALVO			4 Grow
☐☐☐☐☐☐☐☐	__UMVO			5 Hold
☐☐☐☐☐☐☐☐	__ONVO			6 Change
☐☐☐☐☐☐☐☐	__IRVO			7 Control
☐☐☐☐☐☐☐☐	__ELVO			8 Reveal
☐☐☐☐☐☐☐☐	__AMVO			9 Heal

Suggested Essences: Air, Earth, Water, Fire, Wood, Metal, Flesh, Spirit, Glass, Light

Level ___ Design Sheet   For Domain Named:

Theme:

Difficulty: 5 + ½ Level = _____   Room Density: _____ (if different than Domain)
Main Creature: _____   Alternate Creature: _____

	Occupants	*Notes on occupants*
0	Traveler	Alternate Creature, not enslaved. No bonus to persuade. If Main Creature(s) are also present, they are in combat.
1	Barbarian	Just like you. Roll Opposition for mundane items.
2	Artisan	Makes one kind of mundane item, has a number of 1-die value (cheap) items on hand equal to Difficulty. Roll Opposition + Difficulty for # of good items on hand.
3	Slave or Prisoner	Alternate Creature, won't attack unless attacked. Add dice to Challenge if persuading to become ally.
4	Pet	Roll on Beasts list (Domain Design sheet.) Extra matches = Physical Changes
5	Warrior	Roll Opposition for arms and armor
6	Chieftain	Roll Opposition + Difficulty for arcane arms and armor
7	Ghost	Spirit version of main creature. Can't be affected by mundane items.
8	Priest	Roll Opposition + Difficulty for arcane scrolls and potions Priests can also heal with prayer, if you convince them.
9	Sorcerer	Roll Opposition + Difficulty for arcane staff and rings Roll Opposition for spells known (like reusable scrolls)

When rolling for items noted under the notes, creatures will use them, as opposed to extra items you may find by looting the bodies.

"Roll Opposition" means to roll dice equal to the creature's rating.
"Roll Opposition + Difficulty" means to add dice equal to the Difficulty of the Level.

Mobile Hazard: roll Opp Dice when entering Area or after making noise.
Stationary Hazard: roll Opp Dice when found.
Room: roll Opp Dice on Occupants, matches = the strength of the opposition.
          Roll again on Stationary Features.
Use Feature: roll Opp Dice on the Stationary Hazards
Search For Treasure: roll Challenge, matches = coins, good items, arcane items
Search For Secret Door: roll Challenge, then Opp Dice on Stationary Hazards if found.
Open Door: roll Opp Dice for heaviness + locks. Roll 1 Map Die for area beyond.