

FOLD AND CUT ALONG CROP MARKS TO MAKE DOUBLE SIDED TRAVEL TABLES

ROLL DOWN THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
	E009 FARM	E009 FARM	E050 LOCAL CONSTABULARY	E018 PRIEST	E022 MONKS	E023 WIZARD
	E052 GOBLINS	E055 ORCS	E057 TROLL	E051 BANDITS	E054 GOBLIN KEEP	E052 GOBLINS
	E077 HERD OF WILD HORSES	E075 WOLVES	E075 WOLVES	E075 WOLVES	E076 GREAT HUNTING CAT	E081 MOUNTED PATROL
	E044 HIGH ALTAR	E046 GATEWAY TO DARKNESS	E067 ABANDONED MINES	E064 RUINS	E068 WIZARD'S ABODE	E069 WOUNDED WARRIOR
	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E079 HEAVY RAINS	E079 HEAVY RAINS



LOST  
9+  
EVENT  
9+



HUNT  
YES  
FODDER  
YES



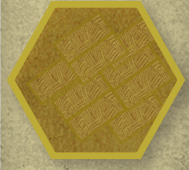
# COUNTRYSIDE R207

ROLL DOWN THEN ACROSS

	E009 FARM	E009 FARM	E009 FARM	E009 FARM	E009 FARM	E009 FARM
	E018 PRIEST	E018 PRIEST	E022 MONKS	E022 MONKS	E023 WIZARD	E130 MEET A HIGH LORD
	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
	E128 MERCHANT	E128 MERCHANT	E128 MERCHANT	E128 MERCHANT	E129 MERCHANT CARAVAN	E017 PEASANT MOB IN PURSUIT
	E049 TRAVELING MINSTREL	E048 FUGITIVE	E032 GHOSTS	E081 MOUNTED PATROL	E050 LOCAL CONSTABULARY	E050 LOCAL CONSTABULARY
	E078 BAD GOING	E078 BAD GOING	E079 HEAVY RAINS	E079 HEAVY RAINS	E009 FARM	E009 FARM



LOST  
10+  
EVENT  
8+



HUNT  
YES  
FODDER  
YES



# FARMLAND R207



ROLL DOWN  
THEN ACROSS

1	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
2	E098 DRAGON	E102 LIGHT RAINSTORM	E023 WIZARD	E051 BANDITS	E068 WIZARD'S ABODE	E022 MONKS
3	E028 CAVE TOMBS	E028 CAVE TOMBS	E058 BAND OF DWARVES	E070 HAFLING TOWN	E055 ORCS	E056 ORC TOWER
4	E076 GREAT HUNTING CAT	E076 GREAT HUNTING CAT	E076 GREAT HUNTING CAT	E075 WOLVES	E128 MERCHANT	E128 MERCHANT
5	E118 GIANT	E052 GOBLINS	E059 DWARF MINES	E067 ABANDONED MINES	E066 SECRET TEMPLE	E064 RUINS
6	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E085 NARROW LEDGES	E079 HEAVY RAINS	E079 HEAVY RAINS



LOST  
8+  
EVENT  
10+



HUNT  
YES  
FODDER  
YES



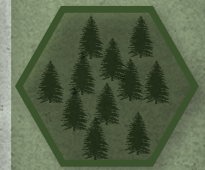
# HILLS R207

ROLL DOWN  
THEN ACROSS

1	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
2	E074 SPIDERS	E074 SPIDERS	E073 WITCH	E009 FARM	E051 BANDITS	E128 MERCHANT
3	E071 ELVEN BAND	E071 ELVEN BAND	E052 GOBLINS	E082 SPECTRE	E080 PIXIES	E080 PIXIES
4	E083 WILD BOAR CHARGES	E083 WILD BOAR CHARGES	E084 BEAR COMES TO DINNER	E084 BEAR COMES TO DINNER	E076 GREAT HUNTING CAT	E075 WOLVES
5	E165 ELVEN TOWN	E166 ELVEN FORTRESS	E065 HIDDEN TOWN	E064 RUINS	E087 IMPASSABLE WOODS	E087 IMPASSABLE WOODS
6	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E079 HEAVY RAINS	E079 HEAVY RAINS



LOST  
8+  
EVENT  
9+



HUNT  
YES  
FODDER  
YES



# FOREST R207



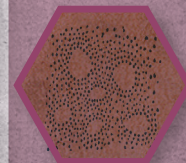
ROLL DOWN  
THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
	E022 MONKS	E009 FARM	E073 WITCH	E051 BANDITS	E051 BANDITS	E074 SPIDERS
	E034 SPECTRE OF THE INNER TOMB	E082 SPECTRE	E164 GIANT LIZARD	E052 GOBLINS	E057 TROLL	E098 DRAGON
	E091 POISON SNAKE	E091 POISON SNAKE	E094 CROCODILES	E094 CROCODILES	E092 FLOOD	E092 FLOOD
	E089 IMPASSABLE MORASS	E089 IMPASSABLE MORASS	E089 IMPASSABLE MORASS	E090 QUICKSAND	E064 RUINS	E093 POISON PLANTS
	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E095 MOUNTS AT RISK	E095 MOUNTS AT RISK	E097 MARSH GAS AND ROT

# SWAMP R207



LOST  
5+  
EVENT  
10+



HUNT  
YES  
FODDER  
NO



ROLL DOWN  
THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
	E099 ROC	E100 GRIFFON	E023 WIZARD	E068 WIZARD'S ABODE	E101 HARPY	E102 LIGHT RAINSTORM
	E028 CAVE TOMBS	E028 CAVE TOMBS	E058 BAND OF DWARVES	E055 ORCS	E052 GOBLINS	E054 GOBLIN KEEP
	E078 BAD GOING	E078 BAD GOING	E079 HEAVY RAINS	E079 HEAVY RAINS	E088 ROCK FALL	E065 HIDDEN TOWN
	E085 NARROW LEDGES	E085 NARROW LEDGES	E086 HIGH PASS	E086 HIGH PASS	E086 HIGH PASS	E095 MOUNTS AT RISK
	E118 GIANT	E052 GOBLINS	E059 DWARF MINES	E067 ABANDONED MINES	E066 SECRET TEMPLE	E064 RUINS

# MOUNTAINS R207



LOST  
7+  
EVENT  
9+



HUNT  
NO  
FODDER  
NO



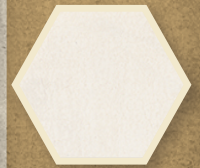


ROLL DOWN  
THEN ACROSS

	E022 MONKS	E129 MERCHANT CARAVAN	E128 MERCHANT	E051 BANDITS	E023 WIZARD	E068 WIZARD'S ABODE
	E028 CAVE TOMBS	E082 SPECTRE	E055 ORCS	E003 SWORDSMAN	E004 MERCENARY BAND	E028 CAVE TOMBS
	E005 AMAZONS	E120 EXHAUSTION	E120 EXHAUSTION	E120 EXHAUSTION	E067 ABANDONED MINES	E066 SECRET TEMPLE
	E034 SPECTRE OF THE INNER TOMB	E164 GIANT LIZARD	E164 GIANT LIZARD	E091 POISON SNAKE	E091 POISON SNAKE	E120 EXHAUSTION
	E064 RUINS	E064 RUINS	E121 SUNSTROKE	E121 SUNSTROKE	E121 SUNSTROKE	E093 POISON PLANTS
	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E078 BAD GOING	E096 MOUNTS DIE	E096 MOUNTS DIE



LOST  
6+  
EVENT  
10+



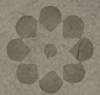
HUNT  
NO  
FODDER  
NO



# DESERT R207

ROLL DOWN  
THEN ACROSS

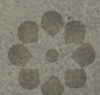
	E018 PRIEST	E022 MONKS	E023 WIZARD	E073 WITCH	E009 FARM	E009 FARM
	E050 LOCAL CONSTABULARY	E051 BANDITS	E051 BANDITS	E051 BANDITS	E003 SWORDSMAN	E003 SWORDSMAN
	E004 MERCENARY BAND	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E006 DWARF	E008 HAFLING
	E007 ELF	E007 ELF	E057 TROLL	E130 MEET A HIGH LORD	E128 MERCHANT	E128 MERCHANT
	E049 TRAVELING MINSTREL	E048 FUGITIVE	E081 MOUNTED PATROL	E128 MERCHANT	E129 MERCHANT CARAVAN	E129 MERCHANT CARAVAN
	E078 BAD GOING	E078 BAD GOING	E079 HEAVY RAINS	E079 HEAVY RAINS	E128 MERCHANT	E129 MERCHANT CARAVAN



LOST  
NEVER  
EVENT  
9+



HUNT  
/  
FODDER  
/



# ON ROAD R207



ROLL DOWN  
THEN ACROSS

	E102 LIGHT RAINSTORM	E102 LIGHT RAINSTORM	E103 BAD HEADWINDS	E103 BAD HEADWINDS	E104 GOOD TAILWINDS	E104 GOOD TAILWINDS
	E112 MEET EAGLE CLAN	E112 MEET EAGLE CLAN	E112 MEET EAGLE CLAN	E112 MEET EAGLE CLAN	E108 HAWKMEN ATTACK	E108 HAWKMEN ATTACK
	E106 HEAVY OVERCAST	E106 HEAVY OVERCAST	E105 STORM CLOUDS AHEAD	E105 STORM CLOUDS AHEAD	E079 HEAVY RAINS	E079 HEAVY RAINS
	E107 FALCON SCOUT	E109 WILD PEGASUS	E077 HERD OF WILD HORSES	E101 HARPY	E110 AIR SPIRIT	E111 STORM DEMON
	E099 ROC	E098 DRAGON	E100 GRIFFON	E101 HARPY	E064 RUINS	E065 HIDDEN TOWN
	E281 ROLL AGAIN PER GROUND TERRAIN	E281 ROLL AGAIN PER GROUND TERRAIN	E281 ROLL AGAIN PER GROUND TERRAIN	E281 ROLL AGAIN PER GROUND TERRAIN	E281 ROLL AGAIN PER GROUND TERRAIN	E281 ROLL AGAIN PER GROUND TERRAIN



LOST  
12+  
EVENT  
10+



HUNT  
FOODER



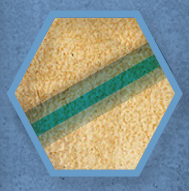
# AIRBORNE R207

ROLL DOWN  
THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HAFLING
	E122 RAFTSMEN	E122 RAFTSMEN	E122 RAFTSMEN	E009 FARM	E051 BANDITS	E074 SPIDERS
	E123 KNIGHT AT THE BRIDGE	E123 KNIGHT AT THE BRIDGE	E057 TROLL	E057 TROLL	E052 GOBLINS	E055 ORCS
	E094 CROCODILES	E094 CROCODILES	E091 POISON SNAKE	E091 POISON SNAKE	E075 WOLVES	E084 BEAR COMES TO DINNER
	E083 WILD BOAR CHARGES	E076 GREAT HUNTING CAT	E077 HERD OF WILD HORSES	E124 RAFT	E124 RAFT	E124 RAFT
	E122 RAFTSMEN	E122 RAFTSMEN	E122 RAFTSMEN	E125 RAFT OVERTURNS	E126 RAFT CAUGHT IN CURRENT	E127 RAFT IN ROUGH WATER



LOST  
8+  
EVENT  
10+



HUNT  
FOODER



# CROSS RIVER R207



DIE ROLL



WEALTH CODE

0	Character has no gold or possessions					
1	0	0	1	1	2	2
2	0	1	2	2	3	4
4	2	3	4	4	2	6
5	2	3+A	4	6+A	7	8+A
7	3	4	6	8	10	11
10	6	8	9	11	12	14
12	5	9+C	11+A	12	15+A	20
15	10	12	14	16	18	20
21	15	18	20	22	24	27
25	20+A	22	24+A	26	28+A	30
30	23	27	29	31	33	37
50	40	45	48	52	55	60
60	45+A	50+C	55	60+B	70+A	80
70	55	60	65	70	80	90
100	85	90	95	100	110	120
110	80+B	90+C	100+B	110+A	130+C	150+A
A	E180	E181	E182	E183	E184	E185
B	E180	E186	E187	E188	E190	E193
C	E186	E188	E189	E191	E192	E194

## TREASURE R226

- 2** E133 Plague – follow event instructions.
- 3** E135 Broken Columns – If you have a magician, wizard, witch, priest, and/or monk, roll to decipher the inscription: 1 - E042 Alcove of Sending; 2 - E043 Small Altar; 3 - E044 High Altar; 4 - E045 Arch of Travel; 5 - E046 Gateway to Darkness; 6 - E047 Mirror of Reversal.
- 4** E136 Hidden Treasures – roll one die for treasure, 1 - E037 Broken Chest; 2 - E038 Cache Under Stone; 3 - E039 Treasure Chest; 4 - E044 High Altar; 5 - 500 gold; 6 - nothing.
- 5** E137 Inhabitants – roll one die: 1 - E032 Ghosts; 2 - E051 Bandits; 3 - E052 Goblins; 4 - E055 Orcs; 5 - E057 Troll; 6 - E082 Spectre.
- 6** E139 Minor Treasures – roll one die: 1 - wealth 25; 2 - wealth 60; 3 - E038 Cache Under Stone; 4 - E039 Treasure Chest; 5 - E040 Treasure Chest; 6 - E0140 Magic Box.
- 7** E131 Empty Ruins – no effect.
- 8** E132 Organized Search – roll one die less than the number of characters in your party, including yourself. If you succeed then roll again on this table. If you are alone, no effect.
- 9** E134 Unstable Ruins – To continue, roll one die for each party member: on a 6 receive 2d6 wounds. If no 6, roll again on this table. The effect is permanent at this ruins.
- 10** E138 Unclean – roll one die for encounter: 1 - E032 Ghosts; 2 - E033 Warrior Wraiths; 3 - E034 Spectre of the Inner Tomb; 4 - E056 Orc Tower; 5 - E082 Spectre; 6 - E098 Dragon. If you survive, you may roll again on table R208.
- 11** E135 Broken Columns – see '3'.
- 12** E035 Spell of Chaos – follow event instructions.

## SEARCHING RUINS R208



#### E180 HEALING POTION

This potion can be applied once to any character (including yourself) at the end of the day, after the evening meal (R215). The potion immediately cures all wounds except poison wounds.

#### E181 CURE POISON VIAL

Any character can drink this vial once during the evening meal (R215). It will cure all poison wounds overnight. Only poison wounds are cured, it has no effect on regular wounds.

#### E182 GIFT OF CHARM

This is a small item of no real value, but with a magic aura. You can give this gift to any character(s) you encounter as part of any talk or talk option. When you use it, you can then roll a second and a third time for that option, and select whichever result you prefer. Once given away, the gift is gone and useless unless the receiver later fights you in combat and you kill him. Then you can recover the gift as part of the defeated's possessions.

#### E183 ENDURANCE SASH

You wear this sash around your waist, and its magic adds one (+1) to your normal endurance level. The effect is permanent as long as you retain your possessions. You cannot wear more than one sash, additional ones can be cached (R214) or given to other characters in your party.

#### E184 RESISTANCE TALISMAN

This jewelled talisman allows you to resist all magic spells and attacks. Whenever magic is used, you can call upon the talisman to negate it. However, the talisman may be unable to contain a strong spell, so each time it is used roll one die, a result of 6 means the spell is stopped but the talisman is shattered and broken in the process.

#### E185 POISON DRUG

This drug can be applied to the weapons of any one character in your party. Its use means that whenever that character strikes in combat (R220) and inflicts wounds, for each normal wound given, one extra poison wound is also given.

After a combat where the poisoned weapon is used, roll one die. A 6 means the poison has worn off, and the weapon returns to normal. Since a character often has multiple weapons, he has the option of using his poisoned weapon, or a normal weapon, as desired.

#### E186 MAGIC SWORD

A character can carry this special sword among his weapons. The magic sword adds one (+1) to the combat skill of the character with it. In addition, the blade's magic means that every wound it inflicts counts as poisoned too.

#### E187 ANTI-POISON AMULET

This protects against all poison wounds. Any poison wound inflicted is ignored if the target has this amulet. Normal wounds still take effect. When a poison wound is prevented, roll two dice. If the total is 12, the amulet has reached its limit, cannot absorb more poison, and must be discarded.

#### E188 PEGASUS MOUNT

You have acquired a pegasus — a winged horse that allows you to travel airborne. The pegasus is like a normal mount in all other respects, including the same transport ability (R206), food requirements (R215), and lodging when in towns, castles, or temples (R217). You can use the pegasus as a normal mount on the ground, if desired.

#### E189 CHARISMA TALISMAN

The character that wears this talisman improves his "stature" and charisma in the eyes of others. If you wear it, add one (+1) to your wit & wiles in any event or option that involves or results from talk or negotiation. This talisman does not improve your wit & wiles when trying to evade, hide, attack, or surprise. Like many magical devices, this talisman's spell may eventually wear out. After each use, roll two dice, if the total is 12 it has worn out and must be discarded.

## ITEMS E180-E189

#### E190 NERVE GAS BOMB

This sealed jar is filled with a deadly and quick-acting gas created by a master alchemist. If you surprise an enemy in combat (R220), instead of your initial strikes, your entire party can stand off and let you hurl the bomb. When you do, roll one die for each character encountered: 1, 2, 3, 4-character killed by gas; 5-character flees from gas, takes his wealth and possessions with him; 6-character unaffected by gas.

The jar with the gas is rather heavy, and counts as one (1) load to transport (R206).

#### E191 RESISTANCE RING

This ring creates a magic aura around the wearer. Every time the wearer is wounded, roll two dice:

- 2 - 8 blow warded by ring, ignore wounds.
- 9 - 11 blow skids around aura and strikes home, take normal wound result minus one wound (deflected in the skidding)
- 12 ring fails, blow has normal effect, and ring melts on your finger, causing injury and one extra wound.

The ring can be used to ward poison wounds like normal wounds. The ring can also be used to ward magic attacks against the wearer, but will not protect others in the party. In a magic attack, two rolls must be made, and the single worst result (to the wearer) is applied.

#### E192 RESURRECTION NECKLACE

This necklace of black opals and tiny bones holds the secret of a second life. If the wearer dies for any reason, including voluntary suicide, at the end of that day the character rises from the dead. The necklace disintegrates as the character revives, and thus only works once. The resurrection occurs in the same hex, but the character is now free to select any action on the next day.

A character revived by the necklace, having been left for dead, will have lost all possessions and money, and the entire party will have scattered, although a lover might return (see R228). A character revived by the necklace has a somewhat ghoulish cast, and is a bit weaker. Endurance is reduced by one. Such appearances are favoured at Drogat Castle, you learn, and so you can add one (+1) if seeking an audience (R211) with Count Drogat.

#### E193 SHIELD OF LIGHT

This enchanted shield will flash and shine in the eyes of any attacker. When a character has this shield, any opponent in combat has his combat skill reduced by one (-1). If the character with the shield dies, the shield will dull and die, becoming useless. At the end of each combat where the shield is used, roll one die. If a 6 results, the shield is so banged and damaged by battle that it is now useless.

To preserve the shield, you may elect to not use it in some combats. You can change your mind during the battle, but must then check for damage after the battle anyway.

#### E194 ROYAL HELM OF THE NORTHLANDS

This ancient and sacred treasure has long been lost. Myths and tales still relate the great exploits of its wearers. Now you hold this treasure that gives you automatic and indisputable right to the Northlands throne.

If you return to either Ogon (0101) or Weshor (1501) towns with the helm, you will be instantly hailed as the rightful King of the Northlands, and win the game.

In the meantime, possession of the helm increases your stature and self-confidence, so increase your wit & wiles by one (+1).

## ITEMS E190-E194





# BARBARIAN PRINCE

## TRAVEL TABLES

