



BARBARIAN PRINCE

RULES BOOK



This game will be a new experience. You are about to become a character in a story - a story that changes each game. You are the Barbarian Prince. This is a solitaire game; you play it alone. In this “story game” you read one numbered section after another. Each describes a new situation, or provides rules about the choices and actions you can make. There are hundreds of events and situation, so each game will be a new, fresh experience.

The sections are divided into events (**E000** numbers) that advance the “plot” of the story, and rules/reference (**R000** numbers) sections that describe situations or choices that often occur.

You can learn this game as you play, simply start with the first event (**E001**) and read each section as necessary. For convenience, all the rules are collected together in the beginning of this booklet, and the major charts and tables provided on a special sheet. The most important rules sections are **R203**, **R204**, **R215**, **R220**, and **R225**. You may wish to briefly review these first, if you wish to understand the basic mechanics of play before you start. If you are an experienced gamer, you can read all the rules sections first (**R201** to **R228**), and then just refer to them later as you play.

The small metal token is used to mark your current location on the map.

HOW TO PLAY

Barbarian Prince is a realistic adventure game. You play the game in days. Each day starts with you selecting an action (**R203**), such as travelling to a new hex on the map. Depending on the action selected, you will be referred to a chart, where you roll one or two dice. The dice roll and chart may then indicate a special event section, which you then resolve.

After all events (if any) are resolved for your daily action, you must then eat your main (evening) meal, as described in the food rules (**R215**), and if in a town, castle, or temple hex, you must also purchase lodging (**R217**).

This ends the day, and you continue play with the start of the next day, where you select another action, etc. The game continues until either you are killed, or 70 days (10 weeks) elapse. If you haven't won after 70 days, the game is automatically lost!

Many events may lead to fighting, described in the combat rules (**R220**). You may also have additional characters (**R201**) join your “party.” These additional characters are especially useful in fights, although some may have special knowledge or abilities useful in certain events. Magicians, wizards, witches, priests and monks are especially useful people to have in your party.

All events are self explanatory, and refer to the main rules section that describes how they are resolved. Once you've read the rules a couple of times you won't need to refer to them again unless you have a specific question. Remember, Barbarian Prince is a realistic game, so when in doubt about a situation, imagine yourself acting out the event in real life, and select the resolution that seems most realistic to you.

To start the game, go to event **E001**.

ABOUT THE GAME EQUIPMENT

This game includes a rules and reference booklet (with sections **R200** and up), and events booklet (sections **E001** to **E195**), a colour mapboard, a metal token representing the Barbarian Prince (yourself), and two dice (each is a “die,” together they are “dice.”)

Booklets: each booklet contains numbered sections. These numbers are not necessarily consecutive; some numbers have been skipped. For example, **E001** to **E163** are events, **E180** to **E195** possessions or references to them, **R200** and up rules sections, and **R300** and up references to rules that recur in many situations.

Mapboard: the colour mapboard is gridded into hexagons for ease in movement and location. Each hex has a four-digit identification code. Partial map hexes are playable territory. You do not leave the mapboard, instead stop at the edge and use that hex instead. Each hex has a single dominant terrain type, illustrated on the game map key. Some hexes may have extra structures in them, such as towns, castles, temples, ruins, and/or roads. Rivers run along hexsides, between the hexes.

Game Tracks: there are two record tracks, one for “Food Supply” and one for “Time.” Use a small coin to mark your current status on each. For example, if you have 47 food units, place a coin on the “40” and one on the “7” boxes. You start the game on the 1st day of the 1st week. When you finish the 7th day of a week, advance the week marker and return to the 1st day again. The game ends after the 7th day of the 10th week.

Token: your metal token can mar the map if used carelessly. We suggest you glue a small piece of cardboard or felt to the underside, to preserve the life of your mapboard, although a coating of varnish protects map. You can also paint the token for a more realistic and attractive appearance. Consult your local hobby shop for Heritage paints and techniques for painting metal figurines, or write directly to Heritage USA, 14001 Distribution Way, Dallas, Texas 75234 and include a stamped, self-addressed envelope and request “basic painting techniques and information.”

Other Equipment: you’ll need a pencil and paper to keep track of information about your characters, finds and other members of your party, etc. You will also use this to record how much money you have. Some players prefer to use spare change to represent money in the game, with one cent representing one gold piece in the game.

EDGE OF THE GAME MAP

During the game, the Barbarian Prince cannot leave the game map. If an event or rule would normally land him off the map, he simply stops at the map edge instead. In other cases, rumoured treasures and other locations may be off the game map, in which case they are inaccessible to the Barbarian Prince, and are ignored.

CREDITS

Barbarian Prince is copyright ©1981 by Heritage USA. Designed and developed by Arnold Hendrick, Cover painting by Frank Cirocco, map, rule illustrations and graphics by Cynthia Sims Millan, typography by Arnold Hendrick, figure design by Max Carr, map hexgrid and number system courtesy of Simulations Publications, Inc.

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R201 CHARACTERS

Each character in the game has a combat skill, an endurance value, and a wealth code. Each is rated numerically, with higher numbers being better. If no wealth code is given, it is presumed to be zero (no wealth).

The characters include yourself (the Barbarian Prince, see R202), any followers who join your “party,” and any men, women, creatures or animals encountered in the course of the game. Characters can be friendly or hostile, intelligent or unintelligent.

When a character joins your party, note his (or her) vital statistics as needed. You can voluntarily dismiss or abandon members of your party if you wish (sometimes expedient when making an escape, or when food or money is short). Other characters encountered during events need not be permanently recorded. Unless they join your party, these other characters simply go on their way, and “disappear” from the game.

To determine your own personal characteristics at the start of the game, see R202.

R202 YOUR CHARACTER

You begin play as the Barbarian Prince, Cal Arath, rightful heir to the throne of the Northlands Kingdom. Few humans can match your skill with trusty Bonebiter, your broadsword: you have combat skill 8. Life in the harsh northlands has developed your powerful body and magnificent physique: you have endurance 9. Alas, in making your escape, you could only grab a few coins; your wealth code is 2 (see R225 for determine exactly how many gold pieces you have).

In addition, you have a “wit & wiles” rating, reflecting your ability to react quickly to situations, think your way out of trouble, and convince people. Roll one die to determine this “wit & wiles.” If the result is 1, consider it 2 instead. If you have played the game before and won, you may wish an extra challenge by using a wit & wiles rating one less than your previous value; if you lost before, use a wit & wiles one higher than the previous value.

R203 DAILY ACTIONS

At the start of each day, you select one action for yourself. All other followers in your party will perform the same action (support and helping you) - they can't be trusted to act on their own! Each action has separate rules, described in the appropriate section. Possible actions include:

Actions allowed in any hex -

- Rest in current hex, to heal wounds (R222) and improve hunting (R215)
- Travel to a new hex (R204), your most common choice
- Search for a previously placed cache (R214)

Actions allowed only in certain types of hexes -

- Seek News & Information (R209) in town, castle, or temple
- Seek to Hire Followers (R210) in town or castle
- Seek Audience with local lord (R211) in town, castle or temple
- Submit Offering (R212) at temple
- Search Ruins (R208) in ruins only

Each action has its own rules and tables, which often reference an event section, and perhaps an encounter with new characters, or special dangers. After you finish all these events, at the end of the day you must provide food for your entire party, see R215. If you are in a town, castle, or temple you must purchase lodging too in many cases, see R217.

After all actions, events, food and lodging are resolved, the day ends. Advance the markers on the time track to the next day, and start it by selecting another action. This continues until the end of the 10th week, when the game ends.

The game ends sooner if the Barbarian Prince is killed. Better luck next time!

You can continue to perform the same action day after day, or you can vary actions, as you desire. Normally you are limited to just one action per day, but some action events allow you a bonus action that same day. Other times you may be required to advance the time track forward a certain number of days, skipping any opportunity for actions.

R201

R202

R203

R204 TRAVEL

You can travel to new hexes as a daily action (R203). You travel by moving your token across the map, hex by hex. You can't skip or jump any hex unless a special event allows it.

R204

TRAVEL SPEEDS (R204A): if any character in your party is without a mount (on foot), the entire party travels “on foot” at the speed of one hex per day. If everyone in your party is mounted (presumably on horses, mules, or similar beasts), the party as a whole can travel either one or two hexes per day. If the entire party is riding winged mounts, the party can instead use airborne travel up to three hexes per day. When airborne, the party flies for the entire day, and lands in the land hex entered to camp for the night. If your party has winged mounts, you can instead ride or “short hop” one or two hexes per day, as if you were mounted in the normal fashion. In this case, you enter each hex on the ground.

GETTING LOST (see R205): each time you try to leave a hex, you may get lost. See R205 for details. If you get lost, you are unable to get out of the hex by the chosen route, and are stuck for the rest of the day in the hex where you started. You cannot select an alternate action.

TRAVEL EVENTS (R204B): each time you attempt to enter a new hex, an event may occur. Find the terrain type you attempted to enter on the Travel Table (R207) and read to the “Event” column. Roll two dice. If the total equals or exceeds the number listed, an event occurs. Roll one die and read across to the proper “Event Reference” number listed for that die roll. Then go that event section.

ROADS (R204C): if you leave a hex via a road, you can never get lost — you are following the road. Use the “Road” line on the Travel Table (R207) for new events. If no road travel event occurs, then consult the Travel Table again for an event in the terrain you entered, consulting the proper line for the type of terrain in the hex. If a road event does occur, you need not consult the table again for a normal “terrain” travel event unless you wish.

AIRBORNE TRAVEL (R204D): if you are flying (not short-hopping), each hex entered requires that you use the “airborne” line on the Travel Table, instead of the normal line for that terrain type. In the last hex you enter for the day, if no airborne travel event occurs, then you must consult a normal “terrain” type event for the hex where you land (last hex entered). Unlike road travel, the terrain type event must be consulted for the hex where you finally land (which, due to airborne events, might be different from where you intended to land!).

RIVER CROSSING (R204E): if your travel takes you over a river, you must first consult the Travel Table (R207) for getting over the river without getting lost (R205), and then for a possible event crossing the river, by using the “River” line of the table. If this doesn't prevent you from crossing, you then enter the hex on the other side, check for getting lost moving into that hex, and any travel events for the terrain entered there. If you are flying, you can fly over a river and ignore all crossing problems (do not check for getting lost crossing the river, and do not check for river crossing events).

TRAVEL EVENTS AND TIME (R204F): an event that occurs during travel will normally consume the rest of the day. You cannot move any further that day, unless the event allows or requires some sort of extra movement. The only exception is events that are resolved purely through combat (R220), and you killed all those encountered. In addition, events where just talk or negotiate occurred only take a few minutes. You can continue travel afterwards if you have any speed remaining, and wish to continue.

TRANSPORT (see R206): for rules about carrying gold, food, etc., see section R206 for transport capacities and procedures.

R205 LOST

Each time you attempt to leave a hex (travel to a new hex) there is a danger of becoming lost. Consult the Travel Table (R207) and find the terrain type you are leaving. Read across to the “Lost” column entry. Roll two dice. If the dice total equals or exceeds the number there, your party is lost. If you move more than one hex in the day, you must check for getting lost before each move (before you enter each hex).

If you get lost, you cannot travel further that day. You are stuck in the hex you tried to leave. You must check for a travel event (see R205B) in the hex you tried to enter, as if you actually entered it. This reflects you wandering around on the edges of the new hex and perhaps encountering something.

LOCAL GUIDE (R205A): your party of followers may include a guide. If it does, subtract one (-1) from your dice roll for getting lost. This means it is more difficult to get lost if you have a guide. However, if you get lost despite your guide, roll one die. If the result is “4” or higher, the guide deserts out of mortification for his failure, or in fear of your anger! If you have more than one guide, only one will desert (the one you selected as guide for the day), but you are still lost even if you have additional guides available.

SELF-GUIDING MOVES (R205B): if your party is leaving a hex by travelling along a road, you can never get lost. If you are travelling by raft (R213, only allowed as a result of certain special events) you cannot get lost. There is no need to roll dice for getting lost, although travel events can still occur.

AIRBORNE AND LOST (R205C): if your party is flying (using an airborne move), use the airborne line on the Travel Table (R207) instead of the normal terrain line, to see whether you are lost. If you get lost while making airborne travel, there is danger of extra “wander” and “drift.” Roll one die, if the result is 4 or more, roll one die again and move one hex in that direction (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW) before landing.

RIVER CROSSING (R205D): if your party is trying to cross a river, first check to see if you get lost in the crossing. If you do, this represents an inability to find a proper crossing place (ford, place to swim, materials for a raft, etc.). There is no travel event afterwards. If you are following a road or airborne; you can cross a river automatically. Crossing by road implies that a permanent bridge exists there (such as one between hexes 1318 and 1319). Once you cross the river, you must still check for getting lost in the terrain of the new hex you are trying to enter. If you get lost after you cross the river, you count as across the river, but are still in the hex where you started the move. Tomorrow you can try again to enter a hex on the opposite side of the river. For example, if you start in 1017, try to cross to 1118, and cross the river but get lost going into 1118, you end your move back in 1017. However, you are now over the river, so tomorrow you can try to enter either 1016, 1117 or 1118, which are all over the river, and next to the place where you start.

R206 TRANSPORT

When travelling, any food, gold, and possessions acquired by events must be carried. Many of these items have a weight, in “loads.” You can only carry a certain number of loads. Anything else must be left behind. Objects left behind can be placed in a “cache” (see R214 for details).

Weights (R206A): each food unit counts as one (1) load. Every 100 gold pieces, or fraction thereof, counts as one (1) load. Each person carried counts as twenty (20) loads. Weapons do not count as loads.

Transport Capacities (R206B): each man on foot, including porters, can carry up to 10 loads. Two men combined can therefore carry 20. Any mount can carry 30 loads, or a man riding plus 10 loads (since the man counts as 20).

R205

R206

R207 TRAVEL TABLE (for events in this table - R231 to R280 refer to R281)

Terrain Type	Lost	Event	1	2	3	4	5	6	hunt	fodder
Farmland	10+	8+	E009	R231	R232	R233	R234	R235	yes	yes
Countryside	9+	9+	R232	R236	R237	R238	R239	R240	yes	yes
Forest	8+	9+	R232	R241	R242	R243	R244	R240	yes	yes
Hills	8+	10+	R232	R245	R246	R247	R248	R249	yes	yes
Mountains	7+	9+	R232	R250	R251	R252	R253	R248	no	no
Swamp	5+	10+	R232	R254	R255	R256	R257	R258	yes	no
Desert	6+	10+	R259	R260	R261	R262	R263	R264	no*	no*
Cross River	8+	10+	R232	R265	R266	R267	R268	R269	-	-
On Road	never	9+	R270	R271	R272	R273	R274	R275	-	-
Airborne	12+	10+	R276	R277	R278	R279	R280	R281	-	-
Rafting	never	10+	See R230							

R208 SEARCHING RUINS

As a daily action, you spend the day searching ruins with your party. To see what happens during your search, roll two dice: 2-E133; 3-E135; 4-E136; 5-E137; 6-E139; 7-E131; 8-E132; 9-E134; 10-E138; 11-E135; 12-E035.

R209 SEEKING NEWS AND INFORMATION

In this daily action, you spend the day in taverns, streets and the market talking and learning. Roll two dice and consult the list below for results. If you spend 5 or more gold pieces, add one (+1) to your dice roll. If your wit & wiles is 5 or higher, add one (+1) also to your dice roll.

2	No news of note, nothing seems to be happening.
3	Discover thieves' den, pillage it while they're out, gain 50 gold.
4	Rumours of secret rites at nearest temple, when making offerings (R212) there add one (+1) to your dice roll from now on.
5	Feel at home, learning nothing, but in the future always add one (+1) whenever resolving this action (R209) or Seeking to Hire (R210) in this hex.
6	A large caravan is in town; if you visit them today, see E129.
7	Discover cheaper lodgings and food, pay half normal price in this hex.
8	A cutpurse picks your pocket; you lose half your wealth.
9	Attract attention of local constabulary; see E050.
10	Discover residence of local magician. If you visit him today, see E016 with a friendly approach.
11	Discover local thieves' guild, you are "invited" to join. If you do, participate in a theft of 200 gold tonight after dinner (R215). You must escape (R218) tonight after the job. If you pay the guild 10% (20 gold) after the theft you can return to the hex later in the game, otherwise the guild is angered and you can never return to this hex.
12	Secret informant offers valuable information for 10 gold. If you buy it, roll one die: 1-bogus secrets prove worthless; 2-E147; 3-E143; 4-E144; 5-E145; 6-E146.

R210 SEEKING TO HIRE FOLLOWERS

In this daily action, you spend the day posting notices, visiting agents and merchants, and inquiring at taverns about the availability of hired help. Roll two dice and consult the list below for results.

R210

2	Freeman joins your party at no cost (except food and lodging), he is combat skill 3, endurance 4.
3	Lancer with a horse can be hired for 3 gold per day, he is combat skill 5, endurance 5.
4	One or two mercenaries can be hired for 2 gold per day each. Each is combat skill 4, endurance 4.
5	Horse dealer in area, you can buy horses (for mounts) at 10 gold each.
6	Local guide available (see R205), hires for 2 gold per day, has combat skill 2, endurance 3.
7	Henchmen available, roll one die for the number available for hire, each is combat skill 3, endurance 3, and costs 1 gold per day each.
8	Slave market, see E163.
9	Nothing available, but you gain some news and information, see R209 but subtract one (-1) from your dice roll there.
10	Honest horse dealer in area, can buy horses (for mounts) at 7 gold each.
11	Runaway boy or girl joins your party at no cost (except food and lodging), has combat skill 1, endurance 3.
12	Porters in any quantity available, hire for ½ gold each per day. In addition, a local guide (R205) can be hired for 2 gold per day, has combat skill 1, endurance 2.

R211 SEEKING AN AUDIENCE WITH THE LOCAL LORD

As a daily action, you spend the day trying to gain admission to the hall or court, for an interview with the town mayor, high priest of the temple, or the castle lord. Roll two dice and consult the appropriate table below.

R211

SEEKING AN AUDIENCE AT ANY TOWN:

2	Grievously insult the town council, E062.
3	A slanderous aside about the mayor's wife is blamed on you, E060.
4	Meet hostile guards, E158.
5	Encounter the Master of the Household, E153.
6, 7, 8	Audience refused today, you may try again.
9, 10	Audience permitted, E156.
11	Meet daughter of the mayor, E154.
12	Audience permitted, E156.

SEEKING AN AUDIENCE AT ANY TEMPLE:

Note: if your party includes any priests or monks, add one (+1) to your dice roll; if your party includes any magicians, wizards, or witches you must either dismiss all of them, or subtract two (-2) from your dice roll.

2	Anger temple guards, E063.
3	Priestess resents a lewd remark, E060.
4	Encounter hostile guards, E158.
5	Audience refused today, you may try again.
6	Must purify yourself, E159
7	Audience refused today, you may try again.
8	Allowed audience if you give temple a Dragon's Eye, go to E155; otherwise you must deal with the Master of the Household, E153.
9	Permitted to pay your respects, E150
10	You must purify yourself, E159.
11+	Audience permitted, E155.

SEEKING AN AUDIENCE WITH THE BARON OF HULDRA CASTLE (1212)

Note: add one (+1) to your dice roll if you dismiss any wizard, magician, or witch in your party (to take service with the Baron instead).

2	Audience permanently refused, cannot try again.
3	Meet Baron's Daughter, E154 .
4	Must learn court manners, E149 .
5	Confronted by hostile guards, E158 .
6, 7	Audience refused today, you may try again.
8	Encounter the Master of the Household, E153 .
9	Seneschal requires a bribe, E148 .
10, 11	Pay your respects to the Baron, E150 .
12	Find favour in the eyes of the Baron, E151 .
13+	Baron becomes your Noble ally, E152 .

SEEKING AN AUDIENCE WITH COUNT DROGAT OF DROGAT CASTLE (0323)

2	You are the Count's next victim; see E061 .
3	The Captain of the Guard dislikes your haircut; see E062 .
4	Meet the daughter of the Count, E154 .
5	Encounter the Master of the Household, E153 .
6	Confronted by hostile guards, E158 .
7	Gain an audience (E161) if you give the Roc's Beak to the Doorman; otherwise you are deemed unworthy and unwise, and are arrested (E060).
8	Seneschal requires a bribe, E148 .
9	Must learn court manners, E149 .
10	Find favour in the eyes of the Count, E151 .
11+	Audience granted with Count, E161 .

SEEKING AN AUDIENCE WITH LADY AERAVIR OF AERAVIR CASTLE (1923)

2	You insult the Lady's dignity, arrested E060 .
3	You must purify yourself first, E159 .
4	Untoward remark makes the guards hostile, E158 .
5	Must learn better court manners, E149 .
6	Meet the Master of the Household, E153 .
7	Gain an audience (E160) if you give the Griffon's Claw, otherwise audience refused but you may try again.
8	Audience refused, but you may try again.
9	Seneschal requires a bribe, E148 .
10	Audience granted, E160 .
11	Meet daughter of the Lady Aeravir, E154 .
12+	Audience granted, E160 .

R212 MAKE AN OFFERING AT A TEMPLE

You spend the day preparing, waiting in line, and finally giving an offering at the temple altar. This action is only permitted at a temple. You must spend at least one gold piece for proper herbs and sacrifice. If you spend ten gold pieces for exceptionally fine herbs and sacrifices, add one (+1) to your dice roll result. To determine the result, roll two dice:

R212

2	You commit a magnificent error in the rites, the entire temple becomes impure and abandoned, no longer functions as a temple for the rest of the game. You are arrested and sentenced to death, E061 .
3	Good Omens, but no special result.
4	Bad Omens, you are travelling under a curse. Roll one die for each of your followers, any result except a "1" means they believe the omens and immediately desert you. You cannot seek to hire any followers (R210) in this hex for the rest of the game.
5	High Priest insulted by your northern manners, arrested E060 .
6	Good Omens, you get free food (R215) and lodging (R217) tonight.
7	Favourable Omens for further worship, if you try this Offerings action again tomorrow, you can add one (+1) to your dice roll. Otherwise no effect.
8	Gods favour your questions, priests assign a monk to your party. The monk has combat skill 2, endurance 3, serves as a guide when leaving this or any adjacent hex only.
9	Special omen and riddle provides a clue to treasures, see E147 .
10	Fall in love with priestess (see R229). You immediately escape (R218) with her and can never return to this hex. She is combat skill 2, endurance 4, and has wealth 100 in temple treasures she has stolen!
11	The High Priest requires an audience with you; see E155 .
12, 13	High Priest spends afternoon talking with you, provides you with final clues to some secret information, roll one die: 1, 2- E144 ; 3, 4- E145 ; 5, 6- E146 . Alternately, instead of the secret information, you can use his influence in attempting Offerings again tomorrow, and add three (+3) to your dice roll here.
14+	Gods declare your cause a religious crusade, and the Staff of Command is passed into your hands. If you bring this possession to any hex north of the Tragoth River you will command instant obedience throughout the Northlands, regain your throne and win the game. In the meantime you are given a pair of warrior monks (combat skill 5, endurance 6) with mounts to join your party and help you return northward.

R213 RAFTING ON THE RIVERS

You have the special option of using raft travel along the river, instead of normal travel each day. When raft travel is available, you ride the raft until you get off (by selecting a daily action other than raft travel), or when you roll "12" with two dice after each day's travel. The latter represents the raft reaching a stopping point for lengthy loading, unloading, or dismantling.

R213

While on a raft you travel on the river hex-sides themselves. Your speed is either three hex-sides per day downriver, or two hex-sides per day upriver. At the end of the day, the raft halts for the night and you camp on either hex adjacent to the hex-side where travel ended. You can select which hex. After travelling the hex-sides, check once for a travel event (**R204**) on the Travel Table (**R207**) under "Rafting", and then check once for an event in the hex where you halt for the night.

The Tragoth River flows from east to west. The Nesser River flows from north to south, and the Dienstal Branch feeds into it, flowing from the marsh into the Nesser. The Largos River flows out of the marsh toward the northeast off the mapboard.

R214 CACHE

If you leave possessions or money behind as your party travels, you can put this in a “hidden cache”. This represents burying them, hiding them with friendly citizens, under a magic or holy spell, etc. Food may never be cached; it is too perishable. Gold and any other possessions may be cached unless otherwise indicated. Note the hex where you made the cache, and what was in it.

Later in the game, you can return to the cache hex, and try to find it again. It takes a completely daily operation to relocate your cache (R203). The action includes a possible event in the terrain of the hex where you search (R207). If you get passed that event, then roll one die:

1, 2, 3, 4	Cache is found intact; you recover all items placed there.
5	You are unable to find the cache, landmarks have disappeared, but you can try again in the future.
6	You find the cache, but it has been looted, there is nothing there.

R215 FOOD

After the actions, events and encounters for the day are finished; you and your party must eat their main meal. This may include hunting for food, using food stores, or purchasing a meal (if in a town, castle or temple). Any mounts (animals) with your party may also require food. If you cannot feed any follower or animal, consult the starvation (R216) rules.

FOOD UNITS (R215A): for convenience, food is counted in “units.” Each unit is sufficient to feed one man for one day. Mounts require two units per day if they are unable to forage for their own fodder. If there is no water available (in a desert hex with no oasis) then the food requirement doubles for men and mounts, to represent the need to carry water supplies also.

HUNTING (R215B): if you are in a farmland, countryside, forest, hill or swamp hex you can hunt for food. Any one character in your party can be the hunter. Total his combat skill and half ($\frac{1}{2}$) his current endurance (his endurance minus wounds), round fractions down, and then subtract from that the roll of two dice. The result is the number of food units gained by hunting. If the character can act as a guide, add one to the total. If the total is zero or less, then the hunting was unsuccessful. If the dice roll was “12” exactly, the hunter himself was hurt, regardless of success or failure, roll one die for the number of wounds he suffered. If knocked unconscious or killed, the hunt automatically fails and the hunter dies unless hunting with others.

If your party rested today in the hex, you can send additional characters to hunt. Each additional character hunting adds one (+1) to the skill + endurance level of your hunt. The actual skill and endurance of the additional hunters is not counted. However, if the additional hunters are guides, for each guide, add one (+1) extra as well.

POPULATED REGIONS AND HUNTING (R215C): if you hunt in a farmland hex, each time roll one die for a possible event, which occurs after the hunt is finished, but before the evening meal is eaten: 1, 2, 3, 4-nothing; 5-peasant mob in pursuit, see E017; 6-pursued by constabulary, see E050 add two (+2) to the die roll in that event.

Hunting is prohibited in any hex with a town, castle, or temple.

PURCHASED MEALS (R215D): if you are in a town, castle, or village you can purchase food for each character in your party. Normal cost is 1 gold piece per character for food that day. Animals cost 1 gold piece per day to feed at the stables of the town/castle/village. If you don't purchase food, you must eat stores, as hunting is prohibited in these hexes.

FOOD STORES (R215E): food units can be stored and transported (R206) by yourself, other characters, and/or mounts. Food stores can be purchased in a town, castle or village for 1 gold piece per food unit, but only if you spent the entire day in the hex. Each food unit is one (1), load to transport.

ANIMAL FODDER (R215F): animals can graze and eat fodder for themselves in any terrain where hunting is possible except swamps (i.e., in farmland, countryside, forest, or hills). No hunting, stores or purchases are necessary. If you spend the entire day in a town, castle or temple hex you must stable your animals which cost one (1) gold piece for food, unless you provide the stable with food stores (two units per animal) to feed them.

Note: the cost of food is separate from the cost of lodging. In towns, castles and temples you must also pay for lodging; see R217.

R214

R215

R216 STARVATION

If you cannot provide food each day for characters or mounts, starvation will begin to affect their loyalty and performance.

R216

FOLLOWER STARVATION (R216A): if followers are not fed, they may desert. Roll two dice for each follower, and subtract your wit & wiles from the total. If the result is 4 or more the character deserts your party. Otherwise he stays and suffers from the character starvation effects (see R216B below). If you have food units, or money to purchase it (in a town, castle or temple) you cannot voluntarily withhold food from your followers unless you go without yourself as well. If there is insufficient food for all, either you withhold it from all (including yourself) or share out what is available to all (this prevents the effects of character starvation in R216B, but does not eliminate the risk of desertion described above).

CHARACTER STARVATION (R216B): if a character goes, without food for a day, on the following day his ability to carry loads (R206) is halved, with fractions rounded down, and his combat skill is reduced by one. If he goes without food again, load carrying and combat skill is reduced again. When food is available and eaten again, each day's normal meal also eliminates the effect of one day of starvation. A double meal can be eaten to eliminate the effect of two days of starvation, but triple or larger meals have no additional effect. A character cannot die of starvation within the scope of the game, but after a certain point progressive starvation makes him nearly worthless!

MOUNT STARVATION (R216C): if animals (mounts) in the party go without food, their carrying capacity is halved for each day of starvation, just like characters. When carrying capacity reaches zero, the mount dies. If a winged mount goes without food, it is unable to fly. Unlike characters, as soon as a mount gets a normal meal, it recovers from all starvation effects.

R217 LODGING IN TOWNS, CASTLES AND TEMPLES

If your party finishes the day in a town, castle or temple hex, after eating you normally buy lodging for your party. Each room costs 1 gold piece for the night. You and any priests, monks, magicians, wizards, or witches in your party each require a single room. All other followers can share, two per room, if you wish. Animals are placed in stables at one gold piece per mount.

R217

If you decide to not purchase rooms (due to lack of funds, or a desire to save money), you must roll two dice for each character in your party, and then subtract your wit & wiles from the result. If the total is "4" or more, the character deserts - he refuses to serve such a penurious leader! If a mount is without stables, roll one die for each mount, a 4 or higher means thieves steal the mount during the night, it is permanently lost.

R218 ESCAPE AND HIDING

Many times an event leads to your party escaping or hiding from characters encountered in an event.

R218

ESCAPE (R218A): When your party escapes, you move randomly to one of the six adjacent hexes. Roll one die to determine which direction to go: 1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW. Your party is now in that hex for the rest of the day. No new event occurs because you have entered that hex, but any events still pending must be determined, and after all event effects are resolved, you must eat for the day (R215).

Escapes across a river are prohibited, roll again for another route. However, if your entire party has winged mounts able to fly, you can fly over the river and escape that way, do not roll again. Similarly, you cannot escape off the map, roll again for a different direction.

HIDING (R218B): sometimes your party escapes an encounter by hiding. In this case, you remain in the hex of the event, but are hiding there for the rest of the day. No further travel is possible, nor can you do any other actions. You cannot hunt for food (R215) while hiding, but mounts can forage for their fodder (R215) in the right types of terrain. While in hiding you still eat (R215) and lodge (R217) normally in a town, castle or temple.

R219 FOLLOWING

In some events, you may secretly follow, or "trail" the characters you encounter. If you encounter mounted characters, your party must be mounted to follow; if you encountered winged, flying characters your party must have winged mounts to follow.

R219

When you follow, roll one die to determine which direction the chase will lead: 1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW. Your party moves to that hex during the day. All remaining normal travel or actions during the day are ended (even if uncompleted) because you are following instead.

Next, consult the event that permitted following to see what happens next. This normally requires another die or dice roll.

Sometimes after you follow characters to one hex, you may be required to follow them again before the day ends. In this case, roll the die once more for direction. Unless events indicate otherwise, after a day following the characters you must either attack them in combat (R306) or leave them alone and abandon the chase in order to make your own camp and have your evening meal (R215).

R220 COMBAT

When your character and your party must “fight” characters encountered, these combat rules are used:

R220

COMBAT PROCEDURE (R220A): combat is fought in rounds, and continues until one side escapes or is wiped out. At the start of each round, you decide which of your characters will face each character encountered. After the opponents are matched against each other, then all characters on one side strike, and results are applied, followed by all characters on the other side striking back, and results are applied. You and your characters may strike first or second each round, depending on the circumstances of the event.

SELECTING OPPONENTS (R220B): each character in your party is matched against one encountered character. Each should select a different enemy. If one side has extra characters, you decide which the extra face. They can all face one opponent, or each can face a different one, provided each character has at least one opponent to face.

STRIKES (R220C): When facing multiple opponents, a character can strike at only one each round, but can select which one to strike against. If two or more characters both face an opponent, both strike at him, but each strike is resolved separately.

To resolve a strike, take the combat skill of the striker, and subtract from it the combat skill of the target character. If the target has better skill, the result will be a negative number. Next roll two dice, and add the result of the skill comparison to the dice roll. Finally, add or subtract any special modifiers that apply to the total. These special modifiers are:

+2	Target of strike has wounds equalling half or more his endurance
-1	Striker has one or more wounds
-1	Striker has wounds equalling half or more his endurance (in addition to the above)

Take the total that results, and consult the Combat Table (R220C). If one of the listed numbers has occurred, the target suffers the number of wounds indicated. If a number results that is not listed on the combat table, the strike missed and no wounds are inflicted.

Example: A Dwarf (combat skill 6, endurance 7) strikes at the Barbarian Prince (combat skill 8, endurance 9) who has one wound. The Dwarf takes his 6 skill, subtracts the Prince's 8, for “-2”, then rolls two dice and gets a “10”. No special modifiers apply, so the overall result is 8, which means one wound. The Prince now has two wounds, when it is his turn to strike back. The Prince rolls “7”, so his calculation is $8-6+7-1=8$, and thus also inflicts one wound. Note that the two wounds of the Prince caused the “-1” special modifier to be applied.

COMBAT TABLE (R220C): this table is also reproduced on a separate sheet:

-1, 3, 5, 8, 11	One wound
10, 12, 13, 17	Two wounds
14	Three wounds
16, 18, 19	Five wounds
20	Six wounds

SURPRISE (R220D): if characters achieve surprise in combat, they are allowed one “free” bonus strike at the start of the combat. Then, when the first round starts, the characters with surprise strike first each round.

ESCAPE (R220E): in a round of battle, instead of striking with characters you may attempt to flee (escape) the battle. Either all or none escape, you cannot leave some behind. When an escape attempt occurs, none of your characters strike. Instead, roll one die. A “4” or higher result allows a successful escape; see R218. If anything else occurs, the battle continues. You can attempt to escape as often as you wish, until you finally succeed.

ROUTS (R220F): you can attempt to frighten your enemy into running away from the combat, if you wish. Each time you kill one character in the enemy group, after you finish all strikes, you roll one die. If a “6” occurs the enemy routs, and the battle ends. All surviving enemy characters flee and disappear, so you can't take their wealth. Otherwise, it is just as if you killed them all. Opposing characters with a combat skill or endurance of 9 or higher are never subject to rout, they will always fight to the death.

R221 WOUNDS AND ENDURANCE

Every character has an endurance value. This is the number of wounds needed to kill that character. Wounds are caused by combat and other events.

R221

SERIOUS WOUNDING (R221A): when the number of wounds to a character equals or exceeds half his endurance, he is seriously wounded. Modifiers to his combat strikes will occur.

UNCONSCIOUSNESS (R221B): when the number of wounds is one less than a character's endurance value, he has fallen unconscious, and is totally helpless. His combat skill becomes zero (0) automatically. He can no longer strike in combat, but others can still strike at him. If the Barbarian Prince (yourself) falls unconscious, roll one die for the attitude of his followers: 4 or more and they carry him along, 3 or less and they all desert him, taking all his money and possessions in the process (since they have left him for dead). If his followers carry him, normal transport rules (R207) apply, with the Prince counting as twenty (20) loads.

DEATH (R221C): when the number of wounds finally equals the endurance value of the character, or exceeds it, the character dies. If the Barbarian Prince dies, you lose the game!

R222 REST AND HEALING WOUNDS

You and your party can rest during a day (R203). You must check for an encounter as if travelling into the hex you occupy while resting (see R207). If there is no event that involves combat or requires an escape during the day, each character in the party heals one wound. You can continue to rest, day after day, until all wounds are healed. You can never improve the endurance of a character beyond his original value, regardless of rest taken.

R222

In addition, certain events may be special possessions that have healing abilities.

A character can be wounded, then heal the wound, any number of times, provided he avoids death.

POISON WOUNDS: a poison wound cannot be healed in the normal manner. It remains a wound regardless of rest taken, until either a special possession provides a cure, or the character dies of wounds.

R225 ACQUIRING TREASURE

Whenever you kill all characters encountered, your party may take their wealth. To determine the wealth of each defeated character, compare the character's wealth code with one die roll on the Treasure Table (R226). The result is the actual wealth, in gold pieces. (The wealth code, incidentally, is the average wealth result.)

R225

Some events may also provide you with treasures of various types. These may be a fixed number of gold pieces, or refer to a wealth code, in which case you again roll a die and consult the Treasure Table (R226).

SPECIAL POSSESSIONS: sometimes the result of the Treasure Table (R226) will include not just gold, but a letter code as well. This means a special item has also been found, roll again on the Treasure Table and consult the appropriate letter code line for the specific event that describes the new possession.

DISTRIBUTING ACQUISITIONS: you decide which characters receive what part of the treasure. You may decide to give your followers nothing, and retain all the wealth for yourself.

If you do give any money or a possession to a follower, it becomes his personal property. You can never take it back unless the character dies, at which point you can recover his wealth unless you had to escape from the scene or have already left.

Historical Note: this system for holding wealth is based on ancient Celtic and Germanic social customs, where the chief or leader owned all property, including all spoils from raids or wars. His band of followers was provided for, and was from time to time given individual items as gifts for especially valuable services.

R226 TREASURE TABLE

R226

wealth code	die roll (use one die)					
	1	2	3	4	5	6
0	Character has no gold or possessions					
I	0	0	I	I	2	2
2	0	I	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

R227 TRAP LOCKS

To open or enter an item with a trap lock, you must survive the trap on the lock. You can have someone else open the item, but then that person is entitled to whatever is within. To determine what happens, roll one die:

R227

1	Poison needle inflicts one poisoned wound.
2	Burning acid explodes; roll one die for the number of wounds suffered.
3	Poison gas bursts. Roll one die for the number of poison wounds suffered.
4	Plague dust inflicts a sickness. Roll one die and halve the result, rounding upward. You suffer these many wounds at the end of the day. You will continue to suffer the same number after every day, until you recover. To determine recovery, roll one die after the sickness wounds are inflicted. If this second roll is 4 or higher, you recover. Otherwise, sickness continues.
5	Flying spikes and knives explode toward you. Roll one die and add three (+3) for the number of wounds suffered.
6	Trap malfunctions, no wounds suffered.

R228 TRUE LOVE

You may fall in love with a female and vice versa. This is “true love”, a rare but wonderful situation. Your true love will always accompany you in your party, until death or unavoidable circumstance parts you. Your true love will never desert you, regardless of whether money or food is properly paid, etc. You can never voluntarily abandon her, and she will not leave even if you order her to go!

R228

In some cases, when you are believed dead, or imprisoned, you will be forcibly parted from the rest of your followers. Your true love will also be separated from you. As soon as you are free, and reuniting is possible, at the end of each day roll two dice. If the result is “10” or “11” your true love has finally found you, and rejoins your party. If the result is “12” exactly, you learn that she died trying to find you, or trying to protect you. When you are reunited, roll two dice again, if the result is “9” or higher she has acquired a horse for a mount on her own journeys, and brings that with her. If the result is “12” exactly, she has a winged mount (a Pegasus) which is able to fly.

ADVANTAGES OF LOVE: while your true love accompanies you, your wit & wiles is increased by one (+1), due to the extra emotional strength she provides, not to mention sage advice and quick thinking in tight spots!

THE ETERNAL TRIANGLE: if you have a true love, and somehow acquire a second “true love”, a difficult situation exists. Since you are torn between the two, neither is a true love; so the effects of this section no longer apply. However, these potential true loves may not desert you when you request it or they normally would. Whenever desertion would occur, roll one die, a 3 or higher means the female remains with you that day like a true love, a 2 or less means she leaves. Thus you may lose all competing true loves save one, and when only one remains, she becomes your real “true love” again.

R230 RAFT TRAVEL EVENTS

Roll two dice and refer to the appropriate event section.

2	E125
3	E126
4	E018
5	E129
6	E127
7	E128
8	R232
9	E051
10	E094
11	E091
12	E126

sections R229 and R282-R299 do not exist. See separate sheet for sections R230-R281



R231 - R280 TRAVELLING EVENT REFERENCES

When the Travel Table (R201) or an event references one of these numbers, find the appropriate number on the list, roll one die, and read across to get the appropriate event section.

R281 SPECIAL TRAVEL REFERENCE

Refer to the Travel Table (R207) and roll one die. Using the appropriate line for the terrain type you occupy, read across to the "Event References" column listed for that die roll. This will produce a Travel Event Reference (R231 - R280) used on the table above.

Ref. #	Die roll					
	1	2	3	4	5	6
R231	E018	E018	E022	E022	E023	E130
R232	E003	E004	E005	E006	E007	E008
R233	E128	E128	E128	E128	E129	E017
R234	E049	E048	E032	E081	E050	E050
R235	E078	E078	E079	E079	E009	E009
R236	E009	E009	E050	E018	E022	E023
R237	E052	E055	E057	E051	E054	E052
R238	E077	E075	E075	E075	E076	E081
R239	E044	E046	E067	E064	E068	E069
R240	E078	E078	E078	E078	E079	E079
R241	E074	E074	E073	E009	E051	E128
R242	E071	E071	E052	E082	E080	E080
R243	E083	E083	E084	E084	E076	E075
R244	E165	E166	E065	E064	E087	E087
R245	E098	E102	E023	E051	E068	E022
R246	E028	E028	E058	E070	E055	E056
R247	E076	E076	E076	E075	E128	E128
R248	E118	E052	E059	E067	E066	E064
R249	E078	E078	E078	E085	E079	E079
R250	E099	E100	E023	E068	E101	E102
R251	E028	E028	E058	E055	E052	E054
R252	E078	E078	E079	E079	E088	E065
R253	E085	E085	E086	E086	E086	E095
R254	E022	E009	E073	E051	E051	E074
R255	E034	E082	E164	E052	E057	E098
R256	E091	E091	E094	E094	E092	E092
R257	E089	E089	E089	E090	E064	E093
R258	E078	E078	E078	E095	E095	E097
R259	E022	E129	E128	E051	E023	E068
R260	E028	E082	E055	E003	E004	E028
R261	E005	E120	E120	E120	E067	E066
R262	E034	E164	E164	E091	E091	E120
R263	E064	E064	E121	E121	E121	E093
R264	E078	E078	E078	E078	E096	E096
R265	E122	E122	E122	E009	E051	E074
R266	E123	E123	E057	E057	E052	E055
R267	E094	E094	E091	E091	E075	E084
R268	E083	E076	E077	E124	E124	E124
R269	E122	E122	E122	E125	E126	E127
R270	E018	E022	E023	E073	E009	E009
R271	E050	E051	E051	E051	E003	E003
R272	E004	E004	E005	E006	E006	E008
R273	E007	E007	E057	E130	E128	E128
R274	E049	E048	E081	E128	E129	E129
R275	E078	E078	E079	E079	E128	E129
R276	E102	E102	E103	E103	E104	E104
R277	E112	E112	E112	E112	E108	E108
R278	E106	E106	E105	E105	E079	E079
R279	E107	E109	E077	E101	E110	E111
R280	E099	E098	E100	E101	E064	E065

R231

R280

R281

R300 SURPRISE

Your party surprises the characters encountered in combat (R220).

R300

R301 SURPRISE

Roll one die, if your wit & wiles equals or exceeds the die roll, your party surprises the characters encountered, otherwise you strike first in combat (R220).

R301

R302 SURPRISE

Roll one die, if your wit & wiles exceeds the die roll, your party surprises the characters encountered, otherwise you strike first in combat (R220).

R302

R303 SURPRISE

Roll one die, if the number of characters in your party is less than the roll, your party surprises the characters encountered; otherwise you strike first in combat (R220).

R303

R304 ATTACK

Your party strikes first in combat (R220) against the characters.

R304

R305 ATTACK

Roll one die, if your wit & wiles equals or exceeds the die roll, you strike first in combat (R220); otherwise, characters encountered strike first.

R305

R306 ATTACKED

Roll one die, if your wit & wiles exceeds the die roll, you strike first in combat (R220); otherwise, characters encountered strike first.

R306

R307 ATTACKED

Characters encountered strike first in combat (R220) against your party.

R307

R308 SURPRISED

Roll one die, if you wit & wiles equals or exceeds the die roll, you sense danger, characters encountered strike first against your party in combat (R220); otherwise, you fail to sense danger, they surprise your party.

R308

R309 SURPRISED

Roll one die, if your wit & wiles exceeds the die roll, you sense danger, characters encountered strike first against your party in combat (R220); otherwise, you fail to sense danger and they surprise you and your party.

R309

R310 SURPRISED

Characters encountered surprise your party and cause combat (R220).

R310

R311 ESCAPE

Your party escapes to an adjacent hex (R218).

R311

R312 ESCAPE MOUNTED (MTD)

You ride away: if your entire party has mounts, you can escape to an adjacent hex (R218); if some of your party lack mounts, they can be abandoned to permit the rest to escape, or your entire party is unable to escape, see R330.

R312

R313 ESCAPE FLYING (FLY)

You can fly away; if your entire party has winged mounts or is able to fly, you can escape to an adjacent hex (R218); if some of your party are unable to fly, they can be abandoned to permit the rest to escape, or your entire party does not escape, see R330 instead.

R313

R314 ESCAPE

They don't look too bright, you try to talk you way past them. Roll one die, if your wit & wiles equals or exceeds the die roll, your party escapes to an adjacent hex (R218); otherwise, return to the previous event section and select another option.

R314

R315 ESCAPE

With a few well-chosen words you might throw them off - you decide, it's worth a try. Roll one die, if your wit & wiles exceeds the die roll your party escapes to an adjacent hex (R218); otherwise, return to the previous event section and select another option.

R315

R316 HIDE

Your party hides in this hex (R218).

R316

R317 HIDE

You think quickly and try to hide. Roll one die, if your wit & wiles equals or exceeds the roll, your party hides in this hex (R218); otherwise, return to the previous section and select another option - you couldn't think of a good hiding place fast enough!

R317

R318 HIDE

You decide to try hiding. Roll one die, if your wit & wiles exceeds the die roll, your party hides in this hex (R218); otherwise, you couldn't think fast enough, return to the previous section and select another option.

R318

R319 HIDE

You look around for enough cover to hide your party. Roll one die; if the number of characters in your party is equal to or less than the die roll, you can hide (R218) in this hex; otherwise, return to the previous section and select another option. You can't abandon members of your party to allow the rest to hide - those abandoned will reveal your hiding place!

R319

R320 HIDE

You look around for cover. Roll one die, if the number of characters in your party is less than the die roll, then you can hide (R218) in this hex; otherwise, return to the previous event section and select another option. You cannot abandon members of your party to allow the rest to hide.

R320

R321 BRIBE TO PASS (AMOUNT)

If you pay the amount of gold indicated, characters encountered will let you pass and the encounter ends. Otherwise, they become hostile and try to stop you, see R330 and add one (+1) to your dice roll there.

R321

R322 BRIBE TO PASS (AMOUNT)

Characters encountered have a nasty look, but if you pay the amount of gold indicated they will pass your party and the event will end. Otherwise, go to R330 and prepare to battle.

R322

R323 BRIBE TO PASS (AMOUNT)

Characters encountered seem unsavory, you don't know what to expect, except that if you pay the amount of gold demanded you can pass and the event ends. Otherwise, there is risk of ambush and surprise, go to R330 and subtract one (-1) to your dice roll there.

R323

R324 BRIBE TO PASS (AMOUNT)

Characters encountered have weapons drawn, putting you at a disadvantage. You can either pay the amount of gold they demand and end this event, or you can let them attack and strike first in combat (R220).

R324

R325 PASS

Characters lose interest in your party, encounter and event ends now.

R325

R326 PASS

You think you can lull their suspicions. Roll one die, if your wit & wiles equal or exceed the roll, the characters encountered let your party pass, the event ends. Otherwise, see R330 and add one (+1) to your dice roll there.

R326

R327 PASS

Characters encountered look nasty, but slow on the uptake — you'll try to talk your way past. Roll one die, if your wit & wiles equal or exceed the roll, the characters let your party pass, event ends. Otherwise, go to R330.

R327

R328 PASS

Characters encountered look rough, but you try to talk your way out of a fight. Roll one die, if your wit & wiles exceeds the roll, they let your party pass and event ends; otherwise, see R330.

R328

R329 PASS

Characters encountered have an unpleasant gleam in their eyes. You try to create a favorable impression anyway. Roll one die, if your wit & wiles exceeds the roll they let your party pass, event ends; otherwise, go to R330 and subtract one (-1) from your dice roll there.

R329

R330 BATTLE REFERENCE

You are forced to fight with the characters encountered, roll two dice and go to the appropriate section: 2 (or less)-R310; 3-R309; 4-R308; 5-R307; 6-R306; 7-R305; 8-R304; 9-R303; 10-R302; 11-R301; 12(or more)-R300.

R330

R331 BRIBE TO JOIN (AMOUNT)

Characters encountered are looking for easy money. They will join your party if you pay the gold requested. If you don't pay, roll one die: 1, 2, 3-characters ignore you and event ends; 4-R321; 5-R322; 6-R323.

R331

If they are paid and do join, they will remain until you fail to give them an equal share of any new gold acquired (equal share is at least as much as you get yourself), or until any member of your party is abandoned or killed. If either of these happens, even if in the midst of combat, these unreliable mercenaries will immediately abandon your party and disappear!

R332 BRIBE TO HIRE (AMOUNT)

Character(s) will hire as henchmen for 2 gold per day, provided you pay them the bonus in gold they request. Daily pay starts tomorrow. The characters will remain in your party as long as they are paid, or until you abandon them. If more than one character is encountered, you must hire all or none as a group. The bonus is paid to the group as a whole. If you abandon one of the group, all will leave, they only work as a group.

R332

If you don't hire them, roll one die: 1, 2-characters ignore you and event ends; 3-R321; 4-R322; 5-R323; 6-R324.

R333 HIRELINGS

Character(s) encountered need a job! They will hire on with your party at 2 gold per day, provided you pay today's wages right now. They will remain with your party as long as they are paid every day at the evening meal (R215). If there is more than one, you can hire some or all, as desired.

R333

If you don't hire any of them, roll one die: 1, 2, 3, 4-R325; 5-R326; 6-R327.

R334 ALLY

You discover the character(s) know about your quest to regain your throne, and they too have a personal grudge against the usurpers there. They will join your party as followers, and remain with you at no cost (beyond food and lodging).

R334

R335 ESCAPEE

Character(s) encountered are fleeing someone. They will join your party if you permit it, and at no cost to you (other than food and lodging), but will disappear whenever you enter any town, castle or temple hex.

R335

R336 PLEAD COMRADES

You try to talk the character(s) into joining your party, as they seem sympathetic and interested. Roll one die, if your wit & wiles equals or exceeds the roll, they will join as followers; otherwise they leave and the event ends.

R336

R337 PLEAD COMRADES

The character(s) encountered look unsavory, but willing to talk - you try to convince them to join your party. Roll one die, if your wit & wiles exceed the roll, they join as followers. Otherwise, roll one die again: 1-R325; 2-R330; 3-R340; 4, 5-R341; 6-R342.

R337

R338 CONVINCE HIRELINGS

Character(s) encountered look dubiously at you, but you try to convince them to join your party as henchmen. Roll one die; if your wit & wiles equals or exceeds the die roll, they will join your party as henchmen. You must pay them one gold piece per day if your wit & wiles exceed the die roll, or two gold pieces per day if your wit & wiles equaled the die roll. Today's pay must be given to each immediately. If more than one is encountered, you can hire some instead of all if you desire. Those who are not hired, or if you fail to convince them to join will pass by, ending the event.

R338

R339 CONVINCE HIRELINGS

Character(s) encountered look askance at you, and will pass you by (event ends) unless you stop to talk.

R339

If you stop to talk, you decide you should convince them to join your party as henchmen. Roll one die; if your wit & wiles exceeds the die roll, they will join at 2 gold pieces per day, with today's pay due right now. You can hire some instead of all if you desire. If you stopped to talk, but failed to convince them to join as hirelings, roll one die to determine their attitude: 1, 2, 3-R325; 4, 5, 6-R330.

R340 LOOTER

Character(s) encountered look like they are in need of money. You can let them pass (encounter ends) or try to convince them to join you.

R340

If you try to convince them, roll one die. If your wit & wiles equals or exceeds the die roll, they will join your party. They will remain as long as they get an equal share in any new gold you acquire (i.e., each gets as least as much as you). If you deny them their share, it is as if you failed to convince them to join, see below.

If you fail to convince them to join (or later deny them an equal share in gold) they may become hostile, roll one die:

- | | |
|------|---|
| 1, 2 | They attack you personally in combat (R220), and have the first strike. |
| 3, 4 | They attack your party in combat (R220); see R330 for situation. |
| 5, 6 | They depart angry, but without fighting, event ends. |

R341 CONVERSATION

In an extended period of talking, you gradually discover the interests and attitudes of the character(s) you encountered. This takes a good deal of time, you cannot travel any further today, and any other daily actions unfinished cannot be completed either. For the results of the talk, roll two dice:

R341

- | | |
|----|---|
| 2 | A hired assassin surprises you into combat (R220) and always strikes at you personally. |
| 3 | Bandits, who may surprise you, see R308. |
| 4 | Arrogant and surly, the conversation turns into an argument, R305. |
| 5 | Character(s) needs 10 gold now, R331; if they join, they will leave your party in a next town, castle or temple you enter in any event. |
| 6 | Character(s) ask for 5 gold now and employment, see R332. |
| 7 | Character(s) willing to hire as henchmen, see R333. |
| 8 | Character(s) looking for fun and profit, see R338. |
| 9 | Character(s) fugitive from local justice, see R335. |
| 10 | Character(s) down on luck, looking for a turn in fortunes, see R336. |
| 11 | Character(s) obviously plundering mercenaries, see R340. |
| 12 | Character(s) discover a common cause with you; see R334. |

R342 GENERAL INQUIRY

You are unsure of attitudes, and make some general inquiries to determine what these encountered characters seem interested in. Roll two dice:

R342

- | | |
|----|---|
| 2 | You unwittingly give insult; see R309. |
| 3 | You are forced into combat, unwillingly; see R330. |
| 4 | Character(s) interested in loot, see R340. |
| 5 | Character(s) attempt attack on you, see R306. |
| 6 | Character(s) uninterested in you, see R325. |
| 7 | Character(s) reveal themselves gradually; you can either talk further (see R341) or let them pass (see R325). |
| 8 | Character(s) are for hire; see R333. |
| 9 | Character(s) may be for hire, see R339. |
| 10 | Character(s) may be sympathetic to your cause, see R337. |
| 11 | Character(s) uninterested, but may be for hire, see R338. |
| 12 | Character(s) aloof, but might consider joining you, see R336. |

R343 VICTIM SELECTION

One character in your party is the victim or target of the attack. If your party is just you, then you are the target. Otherwise, select characters in your party one by one, in any order you choose. When you select a character, roll one die. If the result is "6" that character is the target, otherwise select another character and try again. Continue this, going through the characters in your party more than once if necessary, until the target is selected.

R343



BARBARIAN PRINCE

EVENTS BOOK



EOO1 THE ADVENTURE BEGINS

Evil events have overtaken your Northlands Kingdom. Your father, the old king, is dead - assassinated by rivals to the throne. These usurpers now hold the palace with their mercenary royal guard. You have escaped, and must collect 500 gold pieces to raise a force to smash them and retake your heritage. Furthermore, the usurpers have powerful friends overseas. If you can't return to take them out in ten weeks, their allies will arm and you will lose your kingdom forever. Now consult **R201** to determine the starting attributes (**R202**) of yourself as the Barbarian Prince, and then return to this event and read the paragraph below:

To escape the mercenary royal guard, your loyal body servant Ogab smuggled you into a merchant caravan to the southern border. Roll one die to see where the caravan takes you (while poor Ogab faces the wrath of the royal guards back home), you are in: 1-Ogon (**0101**); 2-hex (**0701**); 3-Ruins of Jakor's Keep (**0901**); 4-hex (**1301**); 5-Weshor (**1501**); 6-hex (**1901**).

Now, at dawn you roll out of the merchant wagons into a ditch, dust off your clothes, loosen your swordbelt, and get ready to start the first day of your adventure. See **R203** for possible actions available to you.

*Important Note: if you finish actions for a day on any hex north of the Tragoth River, the mercenary royal guardsmen may find you. See **EOO2** after normal events are concluded, but before you take your evening meal (**R215**).*

EOO2 MERCENARY ROYAL GUARDSMEN

Roll one die, subtract three (-3), then add one (+1) if you are in Ogon (**0101**) or Weshor (**1501**). If the result is one (1) or more, this event occurs. If the result is zero (0) or less, no event occurs.

Mercenary thugs, dressed by the usurpers as their royal guardsmen, are riding toward you! Roll one die for the number of men, each of which has combat skill 5, endurance 4, wealth 4. Your options are:

die roll	talk	evade*	fight
1	pass R327	attacked R307	surprise R300
2	pass R328	attack R306	surprise R301
3	pass R329	attack R304	surprise R303
4	bribe to pass (15) R323	hide R318	attack R304
5	bribe to pass (25) R323	escape R311	attack R305
6	attacked R306	escape mtd R312	attacked R306
7	—	escape mtd R312	—

* if your party all have winged mounts and/or flying ability, you can use a flying escape (**R313**) instead of rolling for the evade option; if your entire party has mounts, add one (+1) to die roll. You can abandon un-mounted members of the party for this.

EOO3 SWORDSMAN

You meet a swordsman adventurer. He is mounted on a horse with combat skill 6, endurance 6, and wealth 7. Sitting there on his horse he takes an active interest in your party. Your options are:

die roll	talk	evade*	fight
1	converse R341	escape mtd R312	surprise R303
2	converse R341	escape R315	attack R304
3	looter R340	hide R317	attack R305
4	hireling R339	bribe (5) R322	attacked R306
5	hireling R333	pass R325	attacked R307
6	bribe (10) R332	pass R325	surprised R308

* if your party all have winged mounts and/or flying ability, you can use a flying escape (**R313**) instead of rolling for the evade option.

E004 MERCENARY BAND

You observe a small band of mercenaries approaching. The leader is mounted on a horse, with combat skill 6, endurance 6, wealth 50. Roll one die for the number of men with him, each having combat skill 5, endurance 4, wealth 4. Troopers are mounted if there are one or two, on foot otherwise. Your options are:

E004

die roll	talk	evade*	fight
1	conversation R341	hide R319	surprise R301
2	bribe to hire (20) R332	pass R328	surprise R302
3	hirelings R338	pass R329	surprise R303
4	hirelings R339	hide R317	attack R304
5	looters R340	pass R327	attack R305
6	attacked R306	escape mtd R312	attack R306

* if your party has any mounts, add one (+1) to your die roll for this option, results higher than 6 are considered 6;
if your party all have winged mounts and/or flying ability, you can use a flying escape (**R313**) instead of rolling for the evade option.

E005 AMAZONS

You see a group of Amazon warriors approaching, all on foot. The number in the group is one die roll plus one (+1). All are combat skill 6, endurance 5, wealth 4. They are blood-sisters, and will always hire out together, serve together, and if any are abandoned or left behind all will desert you. Your options are:

E005

die roll	talk	evade*	fight
1	conversation R341	escape R311	surprise R302
2	hirelings R338	escape R314	surprise R303
3	hirelings R339	escape R315	attack R304
4	looters R340	hide R319	attack R305
5	pass R327	pass R328	attacked R306
6	attacked R306	hide R317	battle R330

* if your party has mounts, you may use escape mounted (**R312**) instead of rolling the die when using the evade option.

E006 DWARF

You encounter a Dwarf Warrior with combat skill 6, endurance 7, and wealth 21. First select one of the three options below (talk, evade, fight). Then, before rolling a die to resolve the option, first roll one die to see if he is alone or accompanied by friends:

E006

- | | |
|---------|---|
| 1, 2, 3 | Dwarf is alone |
| 4 | Dwarf has one friend with him, combat skill 5, endurance 6, wealth 12. |
| 5 | Dwarf has a number of friends with him equal to one die roll, each is combat skill 5, endurance 6, wealth 12. |
| 6 | Dwarf is leader of a band, see E058 for the number of dwarves in it, and use the option selected to resolve the event in that section. |

die roll*	talk	evade**	fight
1	surprised R308	bribe (5) R322	surprised R308
2	bribe to hire (10) R332	pass R328	attacked R306
3	looter R340	escape R314	attacked R306
4	hirelings R339	escape R315	attack R305
5	hirelings R333	escape R311	attack R305
6	conversation† R341	attacked R306	attack R304
7	ally† R334	escape R311	surprise R303

* if Dwarf Warrior is alone, add one (+1) to the die roll.

** if your party has mounts, you may use escape mounted (**R312**) instead of rolling the die to resolve the evade option.

† if Dwarf(s) join your party as a result of this, they will reveal to you the location of ancient Mines, roll one die for direction (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW) and a second for the distance in hexes. When you arrive there, after normal travel events (if any), roll one die for what you find: 1, 2- **E059**; 3, 4- **E064**; 5- **E056**; 6- **E028**.

EOO7 ELF

You encounter an Elf on foot, with combat skill 5, endurance 5, wealth 15. In addition, after you select your option (from the three below), roll one die to determine his additional characteristics, if any:

EOO7

- 1 No additional characteristics.
- 2 He is actually leader of an Elven Band, see **EO71** and using the option already selected, resolve the event using that section instead of this (also use **EO71** to determine how many additional elves in the band will now appear).
- 3 He is a magician with a nerve gas bomb **E190** (if he is forced to fight, he will use the bomb if allowed a surprise attack in combat, **R220**).
- 4 He is a magician carrying a vial that cures poison (**E181**), and has an assistant with combat skill 3, endurance 3, wealth 2.
- 5 He is a priest of an Elvish forest cult with a healing potion (**E180**).
- 6 He has a friend travelling with him, who is combat skill 4, endurance 4, wealth 7.

Due to the greater wisdom of Elves, subtract one (-1) from your own wit & wiles throughout this event or encounter. However, if the Elf joins your party, add one (+1) to your wit & wiles while he is in the party, due to his sage advice and extensive knowledge. Your options are:

die roll*	talk	evade**	fight
1	inquiry R342	hide R317	surprise R302
2	conversation R341	hide R318	attack R305
3	inquiry R342	escape R314	attacked R306
4	conversation R341	escape R315	attacked R306
5	escapee R335	escape R315	surprised R308
6	plead comrades R336	pass R326	battle R330
7	pass R328	pass R329	surprised R309
8	pass R329	surprised R310	surprised R310

* if the event occurs in a forest, add two (+2) to the die roll.

** if the party is not in forest, you may use escape mounted (**R312**) instead of rolling the die for the evade option.

EOO8 HALFLING

You encounter a halfling with combat skill 3, endurance 6, and wealth 4. You can attack him, talk with him, or pass by and end the encounter.

EOO8

If you attack him, you strike first in combat (**R220**), but after each round roll one die, a "2" or higher means the halfling has escaped into the brush if still alive, the combat is over.

If you pause to talk with him, you find he's a long-winded fellow like most halflings, and you cannot travel further today, and any other daily actions still undone will remain undone. To resolve the results of the talk, roll one die:

- 1 Banal conversation and many irrelevancies waste your time, nothing is accomplished.
- 2 Halfling tells you location of his village, which is in an adjacent hex, roll one die for the direction (1-N, 2-NE, 3-SE, 4-E, 5-SW, 6-NW). If you enter that hex, see **EO70** after any normal travel events are finished.
- 3 General inquiries are needed, see **R342**.
- 4-5 Extended conversation results, see **R341**.
- 6 Halfling has choice gossip and very useful information, roll one die again, 1, 2, 3-**E147**; 4, 5, 6-**E162**.

Regardless of the outcome of the conversation, the halfling will wander off, ending the encounter.

EO09 FARM

You spot a small farm ahead. You may detour around it, but that will consume the rest of the day, ending all travel for today. Alternately, you can go up to it. If you approach the farm, you must decide whether to make it a friendly approach, or a raid. After you make this choice, then roll two dice 2-EO12; 3-EO12; 4-EO11; 5-EO14; 6-EO10; 7-EO11; 8-EO13; 9-EO15; 10-EO12; 11-EO16; 12-EO16.

If you select a raid, and remain in this hex at the end of today, you may be attacked by a revengeful mob tomorrow morning, before you have a chance to select your daily action. At that time roll one die, if a 5 or higher results see EO17. If any other number occurs, there is no mob or event.

EO10 STARVING FARMER

FRIENDLY APPROACH: farmer had a ruined harvest, his family is now starving. He begs the charity of 5 food units from you. If you refuse this although you have them, all your followers are disgusted by your evil temper, roll one die for each at the start of tomorrow, a 3 or higher means that follower deserts you. If you grant the charity, or don't have 5 food units, there is no special event and the encounter ends.

RAID: farmer and his family are quickly killed, no combat is necessary, but you find he was poor and starving, no food or money are gained.

EO11 PEACEFUL FARMER

FRIENDLY APPROACH: farmer is generous, provides food and lodging for your entire party tonight at no cost. Tomorrow morning, he will sell you food units at the rate of 4 units per gold piece, and will sell as much as you wish to buy. Finally, when you finally leave the hex, roll one die, if the result is 6 the farmer's youngest son joins you for the adventurous life. He is combat skill 3, endurance 4, wealth 0, and can act as a guide within two hexes of the location of the farm.

RAID: farmer and his family fight back. Together they count as combat skill 4, endurance 7, wealth 1, see R330 for combat situation. If you kill them all, you gain four times (4x) one die roll in food units as plunder.

EO12 FARMER WITH PROTECTOR

FRIENDLY APPROACH: farmer warns you off his land, but will sell you food at 2 units per gold piece, in any quantity you desire. Regardless of whether you buy or not, the event will then end and you continue on your way.

RAID: farmer and his family bolt doors and send smoke signals, Farmer and family count combat skill 4, endurance 7, wealth 2 in combat (R220) where your party strikes first. However, after each round roll one die, a "3" or higher means the Protector arrives with his men. If they arrive, on the next round they strike first. They are five men strong, the Protector himself is combat skill 6, endurance 5, wealth 25, and his four men each are combat skill 5, endurance 5, wealth 4.

If you kill all your opponents in the raid, you can find the treasure the farmer tried to hide, see EO40.

EO13 RICH PEASANT FAMILY

FRIENDLY APPROACH: family provides food and lodging as if you are in town (see R215 food and R217 lodging for costs), with the same penalties if you refuse to pay. Family may have stables, roll one die, result of "4" or more means they do. If they have stables, roll again for number of horses available for sale, then roll one die again and double it for the price per horse. They will sell horses at this rate, and will also sell food at 2 food units per gold piece (an unlimited amount of food is for sale).

RAID: family has four retainers, each with combat skill 4, endurance 4, wealth 1. You must fight these in combat (R306), and if you kill them, then you must fight a second battle against the family itself (R305), which overall has a combat skill of 5, endurance 6, wealth 30. If you kill everyone, then you gain six times (6x) one die roll in food units as bonus plunder.

EO14 HOSTILE REAVER CLAN

Roll one die and add two (+2) for the number of clan members. The leader is combat skill 5, endurance 5, wealth 10; other clan members are combat skill 4, endurance 4, wealth 4.

FRIENDLY APPROACH: if clan equals or outnumbers your party, they will attempt a surprise attack, see R307. If you outnumber the clan, they will bar the house and bid you pass on. You can then either pass on, or make general inquiries. If you select the latter, see R342, but any reavers who do not join your party will automatically attempt a surprise attack, see R307. If they do, those reavers who joined will not participate in that combat.

RAID: there is a battle between your party and the clan, see R330.

EO15 FRIENDLY REAVER CLAN

Roll one die and add one (+1) for the number of clan members. The leader is combat skill 5, endurance 4, wealth 7; other clan members are combat skill 4, endurance 4, wealth 4.

EO15

FRIENDLY APPROACH: clan leader will discuss terms with you, see R342. Unless combat results, he will also sell food at 2 units per gold piece, and horses at 6 gold pieces each, regardless of whether he joins your party or not.

RAID: There is a battle between your party and the clan, see R330.

EO16 MAGICIAN'S HOME

FRIENDLY APPROACH: magician insists you stay the night and tell him of your adventures to date. You must provide your own food for the day, as he has a small larder. He may be willing to discuss joining your party, he is combat skill 3, endurance 5, see R342 if you wish to try. If you don't, or do and avoid a combat situation, he will give you a magic gift, roll once on line "B" of the Treasure Table (R226) for the item received.

EO16

RAID: magician calls upon his powers to defeat and destroy your party. Roll one die for the number of wounds you suffer, one of which is poisoned. All your followers die or flee, deserting you. You must abandon everything you cannot carry yourself. You will save any mount you are riding, and its loads, but no other mounts can be saved. If you have the Resistance Talisman (E184) you can stop his powers and destroy the magician in battle at the cost of destroying the talisman. If you do, roll one die for the wealth code of the magician: 1-5; 2, 3-25; 4, 5-60; 6-110.

EO17 PEASANT MOB IN PURSUIT

A large mob of angry farmers and villagers are after you! You are trapped and must fight your way out. Roll two dice and double the sum. This is the number of men in the mob. One of these is the leader, with combat skill 3, endurance 2, wealth 2; all the others are combat skill 2, endurance 2. See R330 for the exact combat situation.

EO17

EO18 PRIEST

You encounter a local Priest riding on a donkey (equivalent to a horse as a mount), with combat skill 3, endurance 3, wealth 25. He seems aloof and not disposed to conversation, but he may be afraid of you . . . You can let him pass, ending this encounter, or select one of the two options below:

EO18

die roll	talk	fight
1	plead comrade R336	surprise R301
2	plead comrade R336	surprise R303
3	plead comrade R337	attack R304
4	conversation R341	attack R305
5	inquiry R342	attack R305
6	pass R325	attack R306

Note: if you do fight the Priest in combat, and kill him, roll one die. If a 5 or 6 results, he casts upon you the "mark of Cain". You must immediately roll one die once for each follower in your party. Any time the roll is greater than your wit & wiles the follower will immediately desert you. In addition, all Monks and Priests in the future will recognize the mark, and will not join your party. You can never attempt an audience (R211) with the high priest of any temple marked on the map, but may with high priests of any secret unmarked temples that you find.

EO19 HERMIT MONK

You encounter a hermit monk meditating in the wilderness, with combat skill 3, endurance 6, wealth 0. He seems to be ignoring you. You can select one of the options below;

EO19

die roll	talk	evade	fight
1	inquiry R342	pass R325	attack R305
2	conversation R341	pass R325	attack R305
3	plead comrades* R336	pass R325	attacked R306
4	plead comrades* R336	pass R326	attacked R306
5	pass R325	surprised R310	attacked R307
6	pass R325	monk** E022	surprised R308

* unless a priest or monk is with your party, reduce your wit & wiles by one (-1) temporarily when resolving these events, hermit monks listen poorly.

** monk is not what he seemed, see this event for what you really encountered, select a new option, and resolve the event accordingly.

EO20 TRAVELLING MONK

You encounter a travelling monk, who has combat skill 4, endurance 5, wealth 4. Roll one die, if the result is 5 or 6 he is accompanied by a companion monk of equal abilities. He seems eager to talk, your options are:

die roll	talk	evade	fight
1	conversation R341	pass R325	surprise R302
2	conversation R341	pass R325	attack R304
3	inquiry R342	pass R326	attack R305
4	plead comrades R336	inquiry R342	attack R305
5	plead comrades R337	inquiry R342	attacked R306
6	surprised R309	escape R311	attacked R306

EO21 WARRIOR MONKS

You encounter a party of monks belonging to a powerful military order, who have weapons and armor. Each monk is combat skill 6, endurance 6, wealth 10. Roll two dice and halve the total (rounding fractions up) for the number in the group. Roll one die again, if the result is 4 or higher they are all mounted as well. Your options are:

die roll	talk	evade*	fight
1	conversation R341	pass R325	surprise R301
2	inquiry R342	hide R317	surprise R302
3	pass R329	hide R319	attack R304
4	bribe to pass (10) R323	escape R315	attack R305
5	attacked R306	bribe (10) R324	attacked R306
6	roll again	pass R329	attacked R306

* if your party has mounts, and the warrior monks do not, you may use escape mounted (**R312**) instead of rolling the die for the evade option; if your party all have winged mounts and/or flying ability, you can use a flying escape (**R313**) instead of rolling for the evade option.

EO22 MONKS — REFERENCE

You have encountered a monk or monks, roll one die again for the event: 1, 2-**EO19**; 3, 4-**EO20**; 5, 6-**EO21**.

EO23 WIZARD

You meet a Wizard with combat skill 4, endurance 4, and wealth 60. A henchman with combat skill 5, endurance 4, and wealth 4 accompanies him. Roll one die, if the result is 3 or higher, they are mounted on horses. The wizard seems old, but still active and perhaps quite powerful. Your options:

die roll	talk*	evade	fight
1	inquiry R342	pass R325	attack R305
2	inquiry R342	pass R325	attacked R306
3	conversation R341	bribe-pass (5) R321	see EO24
4	see EO24	escape R314	see EO24
5	pass R328	escape R313	surprised R308
6	ally R334	see EO24	attacked R307

* if the wizard joins your party, see also **EO25**.

WIZARD FIREBALLS: if you get into combat (**R220**) with the wizard, he may strike at your party with fireballs, instead of making a normal strike. Before each strike by the wizard, roll one die. If the result is 5 or 6, he strikes with a fireball spell. When the spell strikes, roll one die, that is the number of wounds each character in your party suffers, including yourself. If the wizard has any wounds, he will automatically escape when the fireball strikes. Otherwise, he will remain and allow the battle to continue.

EO24 WIZARD ATTACK

Wizard attempts to use magic and take control of you and your party. Roll one die; if the result equals or exceeds your wit & wiles, his attack is successful. All your followers become slaves of the wizard and are lost to you. He captures all their wealth, possessions, and mounts also. If he fails to capture them, your entire party escapes instead (R218).

EO24

If your followers became slaves, roll one die again, if the result exceeds your wit & wiles, you too are captured by the wizard. If not, you escape (R218). If you are captured, you lose all your possessions, wealth, and mount. Each day you are a slave, instead of a normal daily action, you can do nothing — you are being moved around by the Wizard. Roll one die for the direction of his travel (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW), he will only move one hex per day. For every three days you spend as a wizard's slave, you suffer one wound as a result of starvation and overwork. At the end of each day as a slave (including the end of the day you are captured), you can roll one die for an escape attempt. If the result is 6 you escape (R218) immediately. If the result is 1 you are caught trying to escape and suffer one extra wound due to his cruel punishments. Any other result is no effect, because no suitable escape opportunity has arisen. If you finally escape, you do so only with yourself and your weapons, without any money, food or followers

EO25 WIZARD ADVICE

The wizard, now a member of your party, confides during the evening meal that he knows of a valuable treasure. According to his information, the treasure is in a certain direction (roll one die: 1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW) and a certain distance away (roll one die for distance in hexes). Once you reach that hex, consult EO26 for how to find the treasure.

EO25

EO26 SEARCH FOR TREASURE

You believe you have found the proper location of a treasure. You now must spend one day searching for the precise spot, as if you were trying, to find a cache (see R214). At the end of that day, roll one die: 1-EO27; 2-EO28; 3-EO29; 4, 5-bogus information, nothing is found; 6-clues suggest the treasure is in an adjacent hex, roll one die to determine which direction (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW). After you arrive there, you can apply this event again.

EO26

EO27 ANCIENT TREASURE

You find an ancient treasure, long lost. It is wealth code 110, see R225.

EO27

EO28 CAVE TOMBS

Amid the howling winds on a craggy cliff you find caves, and within the caves the tombs of an ancient race. You can decide to avoid them, ending this event, or you can continue inward and investigate the tombs. If you continue inward, roll one die: 1-EO30, 2-EO31, 3-EO32, 4-EO33, 5-EO34, 6-EO29.

EO28

EO29 DANGER AND TREASURE

You sense that both danger and treasures are near. Roll one die and see that event: 1-EO28; 2-EO32; 3-EO36; 4-EO37; 5-EO38; 6-EO44.

EO29

EO30 MUMMIES

You discover dried mummies of a long lost race. Although a scholar may be interested, you aren't, because amid the dust and rot you find just one (1) gold piece!

EO30

EO31 LOOTED TOMB

You find a partially looted tomb of a dead Prince. Under his sarcophagus you find a secret compartment, but it has a trap lock. Roll one die, if your wit & wiles exceed the die roll, you have outwitted the trap, otherwise see R227 for injuries it may inflict. In either case, you find a treasure with wealth code 50, plus a Gift of Charm (E182). However, the Gift of Charm is very old, roll one die, if the result is 5 or 6 it turns to dust as you lift it from the compartment, and is therefore worthless.

EO31

EO32 GHOSTS

A group of ghosts surprise you in combat (R220), roll one die and add one (+1) for the number of ghosts, each of which is combat value 4, endurance 2. They are guarding an ancient altar. If you kill all the ghosts, you can investigate the altar if you wish. If you do, roll one die: 1-EO37; 2-EO39; 3-EO41; 4-EO42; 5-EO44; 6-nothing.

EO32

EO33 WARRIOR WRAITHS

Wraiths of long dead super warriors assault your party, and strike first in combat (R220) against you. Roll one die for the number of wraiths, which is always two or more (die roll of one is considered two instead). Each Wraith has a combat value of 6, endurance 9. If all are killed, you find they are guarding plunder from an ancient battle, roll one die to determine the wealth code of this treasure: 1-25; 2-50; 3-60; 4-70; 5, 6-100. See R225 for details.

EO33

EO34 SPECTRE OF THE INNER TOMB

Looking around the atrium of an old tomb, you notice a hidden passage to the interior. You pass within, but it is a long hall, taking the rest of the day to explore. You sense the presence of a Spectre. You can either retreat now, or continue. If you retreat, the event ends.

If you continue, at the end of the day, before the evening meal, you finally reach the inner tomb, and find the Spectre. It has combat value 7, endurance 3, but is only hurt by poison wounds (normal wounds have no effect) or by wounds from a magic sword. Any priest, monk, magician, wizard, or witch will have magical weapons that are poison to the Spectre.

If you kill the Spectre, roll one die to determine the wealth code of the treasure it guarded: 1-5; 2-12; 3, 4-25; 5-60; 6-110; see **R225** for details.

EO35 SPELL OF CHAOS

A guardian spell of chaos is activated as your party passes within. You and your entire party become mindless idiots. All wander away, so you lose all followers and possessions except for your own mount, and any wealth and possessions you personally carry. You do not eat an evening meal, and begin to suffer the effects of starvation (**R216**).

At the start of tomorrow, roll one die and subtract one (-1) for the number of days you remain mindless and wandering. If the result is zero, you have recovered. If the result is any other number, each day roll one die for the direction you wander (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW), at one hex per day. You have no travelling events while wandering, and will not eat. When your mind finally returns, you can begin to function normally again at the start of the next day.

EO36 GOLEM AT THE GATE

You become separated from the rest of your party during the search. You notice the gateway of a ruined temple, and pass through it. A huge golem appears before you, made entirely of living stone. It raises its sword and strikes first in combat (**R220**). It is combat skill 6, endurance 8.

If you kill the Golem, roll one die for the next event: 1-**EO38**; 2-**EO40**; 3-**EO43**, 4-**EO44**; 5-**EO46**; 6-**EO27**.

If you escape (**R220E**) from the Golem in combat, you lose the rest of your followers and all mounts, only you, your possessions and your wealth on your body survive. If you defeat the Golem and survive subsequent events without making an escape (**R218**) you will rejoin your party at the evening meal (**R215**).

EO37 BROKEN CHEST

You find a chest with a broken and cracked lid. Sorting through old mouldering cloths, you find (roll one die): 1-**E180**; 2-**E181**; 3-**E182**; 4-**E184**; 5-**E186**; 6-**E189**.

EO38 CACHE UNDER STONE

By chance you overturn a stone slab, jumping back as it crashes to the ground. You see that it uncovers an old cache of rotting food and other items. Roll one die: 1-**E180**; 2-**E181**; 3-**E182**; 4-**E185**; 5-**E187**; 6-**E190**.

EO39 TREASURE CHEST

You find a locked chest. You know the lock may be trapped. If you decide to open it, roll one die, if the result is 3 or higher it does have a trap lock, see **R227**. If you survive the trap (if any), and open the chest, roll one die. If the result is 6 the chest is empty. Otherwise it has a treasure with a wealth of 60. This may include a special possession, but if that possession is a pegasus winged mount, it is actually an item with a pegasus emblem, roll again with one die and consult line "A" on the Treasure Table (**R225**) for the actual item found.

EO40 TREASURE CHEST

You find a locked treasure chest protected by a trap. You can either ignore it, or attempt to open it anyway. If you try to open it, roll one die, if the die roll exceeds your wit & wiles you have bungled and sprung the trap, see **R227**. If you survive the sprung trap (if any), you can now open it, roll one die to determine the wealth code of the contents: 1-5; 2-25; 3-50; 4-60; 5-70; 6-100. See **R225** for details.

Any result that includes a pegasus winged mount as a possession actually is a pegasus talisman which you can keep. Whenever you have any magician, wizard, witch, priest or monk in your party, they can help you use the talisman to call upon an actual pegasus winged mount, which will immediately appear and serve as your mount (see **R204** for details on airborne travel and the use of winged mounts).

EO34

EO35

EO36

EO37

EO38

EO39

EO40

EO41 VISION GEM

You find a large, fixed stone with multiple facets. You gaze into it without thinking, and find you can look elsewhere. Roll one die for what you discover: 1-E143; 2-E144; 3-E145; 4-E146; 5-E147; 6-nothing of value.

EO41

EO42 ALCOVE OF SENDING

You find a small alcove inscribed with runes. If your party includes a magician, wizard or witch the runes can be deciphered, and the alcove's secret put to use. Otherwise, this event ends.

EO42

The secret of the alcove is simple: it sends voices and thoughts. Using it you can command an audience with either a High Priest (E155), the Mayor of a Town (E156), the Lady Aeravir of Aeravir Castle (E160), or Count Drogat of Drogat Castle (E161). For the audience you are temporarily transported to that location, and will return at the end of that day, just before the evening meal, regardless of where you are. Followers given from an audience cannot return with you, and are lost.

After use the alcove needs many months to recharge, so it cannot be used again during the game (another alcove, if found, could be used).

EO43 SMALL ALTAR

You find a small altar, on which is displayed (roll one die): 1-E186; 2-E189; 3-E191; 4-E192; 5-E193; 6-E194.

EO43

However, there is also a magic spell shimmering around the altar. If your party includes a magician, wizard, or witch you can determine the nature of the spell by rolling one die and looking at the list below. Otherwise, you only discover the spell by actually risking it to reach the altar. Alternately, you can avoid the altar and end this event without ever trying to recover the item on the altar.

1, 2	Magic shock field spell, no one can pass through and reach the altar, and anyone who tries automatically suffers one wound when repulsed.
3, 4	Magic fire, roll one die and suffer that many wounds entering the spell. You can then retreat without reaching the altar, or can brave the fire further, recover the item, and roll one die again for the wounds suffered due to this prolonged exposure.
5	Poison air, roll one die and suffer that many poison wounds, but the item on the altar can be recovered in the process.
6	Fear spell, it has made your party afraid that an evil spell protects the altar, while in reality the fear spell can do you no harm. You walk to the altar, recover the item and return without injury.

EO44 HIGH ALTAR

You find a high altar of godly power. If any character in your party is a priest or monk, he will know the invocations to use at this altar. You may ask him to make the invocation, and roll one die to see what happens. If you don't ask him, or your party lacks such a follower, the event ends.

EO44

1	Monk or priest is engulfed in godly fires and dies.
2	Lightning and earthquakes destroy the high altar, roll one die for each character in your party, and suffer that many wounds due to flying stones and fire.
3	Monk or priest struck with one wound, discovers it was the altar to the wrong god, and more invocations are impossible there.
4	Voice of the gods sounds forth, and gives you an impossible riddle, and a prophecy none can understand. No more invocations are possible.
5	Voices of the gods give a prophecy that seems to promise a treasure, see E147.
6	One of the gods appears, issuing thunderbolts and flames, pledging support to your cause. In an astral vision you see the gods striking down the usurpers to your throne, and telling Northlands priests that your reign shall be holy. You will regain your throne and win the game if you can return alive to the Northlands (any hex north of the Tragoth River) within the next 30 days. However, experiencing the power of the gods directly has weakened your human frame, your endurance is permanently reduced by one (-1). In gratitude for the godly support, you must give all your money away to the gods of the altar instantly, or be struck down dead.

EO45 ARCH OF TRAVEL

You find a metal-banded archway inscribed with runes. If any character in your party is a magician, wizard or witch the runes can be read, and the arch used if you wish. Otherwise, the event ends.

EO45

If you can use the arch, you can travel through it instead of making a normal daily travel action (see R204). Travel through the arch allows you to make a magical transfer to any other hex on the map, as you wish. However, you travel forward in time as well, so when you use the arch, roll one die and that is the number of extra days which pass when you use the arch, advance the time track by that many days and continue play (by determining if any travel events occur, etc. see R204). You cannot get lost by travelling through the arch.

As long as your party continues to have a magician, wizard or witch you can return to this hex and use the arch again and again. However, arch travel is only one-way, from the arch to another hex. You cannot travel from any hex to the arch!

EO46 GATEWAY TO DARKNESS

You have found one of the dreaded black portals. Any follower in your party who joined you south of the Tragoth River will instantly recognize it. If you can't recognize it, or decide not to use it, this event ends.

EO46

The Gateway to Darkness feeds on death, and is timeless. If you enter it, you must abandon all your followers and mounts, since it only accepts one living creature at a time. As you step in, a guardian creature with combat skill 7, endurance 7 strikes first at you in combat (R220). You must fight to the death, you cannot escape. If you kill the guardian, you can then re-emerge from the other side of the gateway into the same hex you left. However, you have travelled backwards in time. Roll two dice and subtract the total from the number of days elapsed in the game. You have lost your followers because they are stuck in the future, in another part of the time stream, even though you have travelled backwards in time, all the gold, possessions, etc. you acquired still apply. The gateway thrives on paradoxes.

You can enter the portal more than once, if you wish. However, each time you enter there is one additional guardian waiting within, plus all previously dead ones have come back to life. Therefore, the second time you enter there are always two guardians, the third time there are always three guardians, etc. Having once entered the portal, you know its secret too, and can use it even if you have no followers from south of the Tragoth.

EO47 MIRROR OF REVERSAL

You see an old mirror, and looking into it, discover yourself twisted into evil shape. This thing leaps from the mirror and attacks you, getting the first strike in combat (R220). It has the same combat skill and endurance as yourself, and has the same possessions and gold.

EO47

If you have any followers, you can call for their aid in the battle, but for each strike a follower makes, roll one die, a 5 or 6 means the follower strikes you by accident (mistaking you for your double).

If you kill the mirror-thing, the battle ends, and you permanently add one (+1) to your wit & wiles, due to gaining a fuller understanding of yourself in this contest. In addition, you will (of course) double your possessions and wealth, by gaining that of the mirror-thing.

EO48 FUGITIVE

You encounter a person trying to avoid local justice. He or she will join your party as an ally, but will desert whenever you encounter any Constables (unless your party elects to fight them, and kills them all) or whenever you enter any town, castle or temple. Instead, you can immediately elect to fight the character encountered, see **R300**. Roll one die to see exactly who you meet:

1	Swordsman adventurer, combat skill 7, endurance 7, wealth 1. Roll one die again, “6” means she is a swordswoman with endurance 6 and wealth 4, and you become lovers (R228).
2	Runaway slave, combat skill 2, endurance 4, wealth 0. Roll one die again, a 6 means she is a slave woman and you become lovers (R228). She can act as a local guide with 5 hexes of where you found her.
3	Priest, combat skill 3, endurance 3, wealth 10. He gives you half his wealth in gratitude (R225) and can act as a guide for you if you desire.
4	Magician, combat skill 3, endurance 2, wealth 5. He will give you free advice as well, see EO25 .
5	Merchant, combat skill 2, endurance 3, wealth 0. He can act as a guide if you desire, and will help you bargain properly for purchases as long as he remains with the party. As a result, you only end up paying half the normal price for anything you buy, or any bribes you make (round fractions upwards). Hiring and paying followers must still be at the normal rates. Roll one die again, 5 or higher means he has a horse as his mount as well.
6	Army deserter, combat skill 4, endurance 4, wealth 2. Roll one die again, a 5 or higher means he has a horse as his mount also.

EO49 TRAVELLING MINSTREL

You meet a musician. You can ignore him and end this event, or invite him to dinner (**R215**). In the latter case, you must give him one food unit or he deserts, but if fed he’ll sing a tale that night that prevents any of your party from deserting, no matter what events happened today, even if you followers are not properly feed or lodged. After the songs and the meal, you may start a conversation if you wish, see **R341**. If he ends up joining your party, his ability to prevent desertions can be used just once more during the game, on any day you wish.

EO50 LOCAL CONSTABULARY

This event only applies if you are within three (3) hexes of a town, castle, or temple. Otherwise there is no event. If the nearest town/castle/temple is Ogon (**O101**) or Weshor (**W501**), see **EO02** instead.

You encounter local law enforcements officers. First roll one die to see if they are mounted, a 5 or higher roll means they are. Next roll one die to see how many you encounter, add one (+1) to the roll if they are mounted, add three (+3) to the roll if they are on foot. Each constable is combat skill 5, endurance 4, wealth 4.

Now select your option, and roll the die. Add two (+2) to the die roll if you have visited the nearest town, castle, or temple before and did not leave it by an escape (**R218**). If you escaped, you cannot add two because you are undoubtedly a “wanted” man. If you have never visited the nearest town/castle/temple before, you can add one (+1) to the die roll.

die roll	talk	evade*	fight
1	surprised R308	attacked R306	surprised R308
2	attacked R306	hide R320	attacked R307
3	bribe-pass (10) R322	escape R311	attacked R306
4	bribe-pass (15) R323	escape R315	attack R305
5	pass R329	hide R318	attacked R304
6	attacked R306	attacked R305	surprise R303
7	pass R325	pass R325	surprise R302
8	pass R326	pass R325	surprise R301

* if your party has mounts, and the constabulary does not, you may use escape mounted (**R312**) instead of rolling the die for this option.
if your party all have winged mounts and/or flying ability, you can use a flying escape (**R313**) instead of rolling for the evade option.

EO51 BANDITS

You are ambushed by bandits, who surprise you in combat (**R220**). The number of bandits exceeds the number of characters in your party by two. One of the bandits is the leader, with combat skill 6, endurance 6, wealth 15. The rest are combat skill 5, endurance 4, wealth 1.

EO52 GOBLINS

You sight a band of Goblins in the distance. Roll two dice for the number in the band, each is combat skill 3, endurance 3, wealth 1. In addition, they are lead by an additional Hobgoblins with combat skill 6, endurance 5, wealth 5. You saw them first, so you can either escape (R218) from the area, or attempt to follow them (R219).

EO52

If you follow them, after the follow movement (R219) roll one die. If the result exceeds your wit & wiles the band discovers you and attacks, but your party will get the first strike in combat (R220). If they don't discover you, roll one die to see where they lead you: 1-EO54; 2, 3, 4, 5, 6-EO53.

EO53 CAMPSITE

Roll two dice for the campsite location. You may now elect to fight the characters encountered at the campsite, or not. If you don't, unless otherwise indicated in a previous event, you must hide (R218) in the hex until tomorrow. If you elect to fight the characters encountered, and kill them, you gain control of their campsite. Campsite locations are:

EO53

2	Campsite at a small altar, when you gain control see EO43.
3	Campsite at previously unknown ruins, if you gain control see EO64.
4	Campsite at the entrance to cave tombs, if you gain control see EO28.
5	Campsite is rendezvous with another group of the same size, group encountered is now double its original size; you must roll one die, if it exceeds your wit & wiles they discover you and attack, although you get the first strike in combat (R220); if they don't discover you, roll two dice again and once more refer to this listing (which could lead to this result again, causing another doubling and check for possible discovery).
6, 7, 8	Campsite in open ground, no special event as aspect of site.
9	Campsite hidden by terrain and vegetation, if you gain control of it, roll again to see exactly where it is (if this result occurs again, roll again until some other result occurs).
10	Campsite is at a small building, if you gain control you can investigate, roll one die for event 1-EO42; 2-EO37; 3-EO38; 4-EO39; 5, 6-nothing. You need not investigate if you prefer to play it safe.
11	Campsite is near a place where you sense magic, if you gain control of it you must immediately roll one die: 1-EO32; 2-EO36; 3-EO43; 4-EO44; 5-EO45; 6-EO46.
12	Campsite is near a place of hidden magic. If you gain control of the site, and have a priest, monk, magician, wizard or witch in your party, roll one die: 1-EO22; 2-EO36; 3-EO43; 4-EO44; 5-EO45; 6-EO46.

EO54 GOBLIN KEEP

You see a fortified tower keep of a Goblin King. The area is swarming with hundreds of Goblins. You decide you should escape, but a band of Goblins has already seen you. They charge forward with screams and howls.

EO54

If you are unable to escape from this hex for any reason (see R218) or decide not to resist, you are captured, see EO61.

If you try to escape, first make your escape move (R218). Then roll one die to see if you elude the pursuing Goblins. If your wit & wiles is greater than the die roll, you lose them and the event ends. Otherwise, you must either surrender (go to EO61 and return to the keep hex), or fight them.

If you fight, roll one die three times for the number of Goblins, each is combat skill 3, endurance 3, and wealth 1. In addition, there is one Hobgoblin leader with combat skill 6, endurance 5, and wealth 4. You can strike first in combat (R220). You cannot escape from combat, you must kill or be killed. If you kill them all, your escape is made good, and this event ends.

If you return to the hex with the Goblin King's keep any time later in the game, you will be captured automatically by the Goblins, see EO61.

EO55 ORCS

You sight a band of Orcs in the distance. Roll two dice for the number in the band. One is a chieftain with combat skill 5, endurance 6, and wealth 7. The rest are warriors, combat skill 4, endurance 5, and wealth 1. You can either escape (R218) from the area, or attempt to follow them (R219).

If you follow them, after the follow movement roll one die. If the result exceeds your wit & wiles the Orcs discover you and attack, but your party gets first strike in combat (R220). If they don't discover you, roll one die to see where they lead you: 1-Orc Tower EO56; 2, 3, 4, 5, 6-Campsite EO53.

If they lead you to a campsite, you can either avoid them by escaping to an adjacent hex (R218) or you can make a surprise attack in combat (R220) against them at their campsite.

EO56 ORC TOWER

You see the dark tower of an Orc Warlord. The area is full of Orcs and worse things. An Orc war-patrol led by a demi-Troll of combat skill 8, endurance 7, and wealth 10 spots you. Roll one die and add one (+1) for the number of Orcs in the patrol also, each has combat skill 5, endurance 5, wealth 2. You can either surrender to them (go to EO61) or try to escape.

EO57 TROLL

A huge stone-skinned Troll confronts your party. Roll one die, if the troll exceeds your wit & wiles, then it strikes first in combat (R220), otherwise you strike first. The Troll is combat skill 8, endurance 8, wealth 15. Furthermore, the Troll's skin has regenerative properties. It automatically "cures" one wound at the end of each combat round you fight against it.

If you kill the troll, its stone-skin is a valuable item. Whenever you have an opportunity to buy food at a town, castle, temple, or from merchants you can sell the skin for 50 gold. It is also known that Count Drogat, of Drogat Castle, will treasure the gift should you manage to get a personal audience with him.

EO58 BAND OF DWARVES

You encounter a group of dwarves. Each dwarf is combat skill 5, endurance 6, wealth 10. Roll one die and add one (+1) for the number of dwarves in the band.

If your party has fewer members than the dwarf band, you spot them first, and can either follow them (R219), hide or escape from them (R218) as you wish, or meet them, using one of the three options below.

If your party is equal in size or larger, they spot you first, you must meet them, and select one of the options below:

die roll	talk	evade*	fight
1	inquiry R342	escape R311	surprise R302
2	bribe-join (30) R331	escape R314	surprise R303
3	bribe-hire (10) R332	escape R315	attack R304
4	hirelings R339	hide R317	attack R305
5	pass R328	hide R319	attacked R306
6	attacked R306	attacked R306	surprised R308

* if your party has any mounts, you can use mounted escape (R312) instead of rolling the die if you select the evade option.

FOLLOWING: if you follow the dwarves, after follow movement (R219) roll one die. If the result equals or exceeds your wit & wiles the dwarves discover you and attack, striking first in combat (R220). If they don't discover you, roll one die to see where they end the day: 1-Dwarf Mines see EO59; 2, 3, 4, 5, 6-Campsite see EO53.

EO59 DWARF MINES

You see a great underground castle inhabited by Dwarves. Dwarven constables and patrols intercept your party. Roll one die. If the die roll exceeds your wit & wiles, you and your party are arrested immediately, see EO60. Otherwise, you are passed, and enter the castle mines. There you can undertake any actions and activities normally allowed in a castle (R203). This includes seeking an audience with the Dwarf King who rules there (R211, use Huldra Castle table). Like any castle, you must spend the normal amounts for food (R215) and lodging (R217).

EO60 ARRESTED

You and your party are arrested by an overwhelming force, and cannot resist. You are put into jail, roll one die for the gravity of the offence: 1 (or less)-EO61; 2-EO62; 3, 4-EO63; 5, 6-see next paragraph (EO60A).

EO60A MINOR OFFENCE

You are held overnight, along with your entire party, although the jailers provide food and “lodging” for all. Tomorrow you are assessed 10 gold pieces fine, plus jailing cost of 2 gold pieces per character (including yourself) and 1 gold piece per mount. Any whom you pay for are released. Any whom you do not pay for are left in jail and lost. If you cannot pay for anyone’s release (not even yourself), you and your party are imprisoned, see EO63.

EO60A

EO61 MARKED FOR DEATH

You and your party have committed a very grave offence. The death penalty is demanded. Until then, you and your party are imprisoned. All your money, possessions and mounts are confiscated and permanently lost. You are provided with food and lodging while in prison. At the start of each day in prison roll one die: “1” means you manage to escape (see below for details), “6” means you must finally meet the headsman and are put to death. Any other die roll means you continue to languish in prison.

EO61

ESCAPES: if you escape from prison, roll one die for each other character in your party, who were imprisoned near you: 1, 2 - they are part of the escape and join you; 3, 4, 5, 6 - they are unable to join the escape, or have already been executed. Now that the size of your party is determined, use the escape rules (R218) to determine where you end up. The escape takes the entire day, after it you must prepare for the evening meal (R215).

EO62 THROWN IN THE DUNGEON

You are thrown into a deep dungeon. Other members of your party are imprisoned or sold as slaves, and therefore are permanently lost (unless a lover, see R228). You lose all your wealth, possessions and mounts. While in the dungeon, you are provided with food and lodging (of a sort). At the start of each day in the dungeon roll two dice, a result of 2 or 3 means you escape (see R218) that day, any other result means you continue to languish in captivity.

EO62

Every full week (seven days) you spend in the Dungeon inflicts one poisoned wound on you, due to unhealthy conditions, disease, and gradual weakness and starvation.

If you escape, it takes the entire day. After it, you must find food for your evening meal (R215).

EO63 IMPRISONED

You and your party are imprisoned. All your money, possessions and mounts are confiscated and lost. While in prison, you are provided with food and lodging. At the start of each day roll one die, 1 means you escape, any other result means you continue to remain captive. If you escape, roll one die again for each character in your party, another 1 means they escape with you, any other result means they cannot escape and are lost. When you escape, including any followers, see R218 for procedure. The escape takes the entire day, after it you must find food for the evening meal (R215).

EO63

EO64 RUINS

You discover hidden ruins. You can undertake a search action in them (R208) on any following day you are in the hex, just as if they were ruins marked on the map.

EO64

EO65 HIDDEN TOWN

You discover a previously unknown town. You can undertake any normal actions there, as if it were a town on the map (R203). You are also in a town for food (R215) and lodging (R217). However, due to the isolation of this town, you cannot seek news and information (R209) here.

EO65

EO66 SECRET TEMPLE

You find a secret temple, of an obscure and feared cult. Before you can do anything a large group of guardian monks surrounds you. Roll one die: if the result equals or exceeds your wit & wiles you and your party are arrested, see EO60 and subtract one (-1) from the die roll when resolving that event.

EO66

If the result is less than your wit & wiles you talk your way past the guardians, and you can stay at the temple as if it were a normal temple marked on the map. Thus the rules for food (R215) and lodging (R217) at a temple apply, as well as your ability to undertake daily actions allowed at a temple (R203). If you later return to this temple, the guardians will continue to permit you free entrance, with no new die rolls needed. However, if you kill anyone while in this temple hex, or escape from it, the next time you enter, you must begin this event afresh, including a new die roll.

EO67 ABANDONED MINES

You come across apparently abandoned mines. It looks like they were once inhabited by dwarves. You can avoid them, ending this event, or you can enter them and investigate further. If you enter, roll one die: 1-EO59; 2-EO51; 3-EO46; 4-EO45; 5, 6-EO28.

EO67

EO68 WIZARD'S ABODE

You come across a wizard's home. Roll one die: 1, 2-EO23; 3-EO24; 4-EO16 and roll die for your approach (even is friendly, odd is a raid); 5, 6-see EO68A in the paragraph below:

EO68

EO68A WIZARD TOWER

A great wizard's tower looms before you. It is just like a castle for all game purposes, including food (R215) and lodging (R217). However, the ruling wizard is jealous, and will tolerate no rivals. Any magicians, wizards or witches in your party will either desert or be arrested, unless you elect to have your whole party escape (R218) from the hex. If you stay, on subsequent days you can perform any daily actions normally allowed at a castle (R203), but if you seek an audience with the ruler (R211) use the temple and high priest tables.

EO68A

EO69 WOUNDED WARRIOR

You come across a heroic fighter near death. He has combat skill 7, endurance 6, wealth 0, but he has five wounds. If you remain with him while he rests and heals, or carry him while he heals, as part of your party, he will join your party as an ally, at no cost except food (R215) and lodging (R217) as necessary.

EO69

EO70 HALFLING TOWN

You come across a hidden and unknown town of halflings. You can undertake any normal actions (R203) in this town, but normal rules for food (R215) and lodging (R217) apply.

EO70

However, halflings have a great love of gossip, news and new faces; any day you spend doing a seek news and information action (R209), you and your party will be wined and dined so much that you need not buy any food for your evening meal, you've already had more than enough!

If you kill any character while in the halfling town, or must escape from the town, for the rest of the game the halflings will dislike you. You will no longer be wined and dined when seeking news and information. Any time you seek news and information (R209), hire followers (R210), or seek an audience (R211) in the town, you must suffer an extra minus one (-1) to your dice roll when resolving these actions.

EO71 ELVEN BAND

You encounter a band of elves. Roll one die and add one (+1) for the number of elves in the band. Each elf is combat skill 5, endurance 4, and wealth 7. You have three options:

EO71

die roll	talk	evade	fight
0	follow EO72	pass R325	surprise R301
1	inquiry R342	escape-fly R313	surprise R302
2	inquiry R342	escape R315	attack R305
3	conversation R341	hide R318	attacked R306
4	pass R325	hide R320	attacked R307
5	follow EO72	attacked R306	surprised R308
6	surprised R309	surprised R309	surprised R310
7	surprised R309	escape-fly R313	attack R305

Note: if your party includes an elf, subtract one (-1) from your die roll; if your party includes a dwarf, add one (+1) to your die roll.

EO72 FOLLOWING AN ELVEN BAND

The elves bid that you follow them. If you do not, refer back to EO71 and select either the 'evade' or 'fight' option.

EO72

If you do follow the elves, after making a follow move (R219) roll one die to see where you end the day: 1-Elven Town E165; 2-Elven Castle E166; 3, 4, 5, 6-Campsite EO53.

If you end up at a campsite, you may peacefully share the campsite with the elves, eating your own food (R215, including hunting where possible). On the follow day you can select any daily action, or you can continue to follow the elves instead. If you follow them, make the follow move (R219) and roll again for where you end up. Thus you could follow the elves for a number of days before arriving at a town or castle.

Alternately, you can fight the elves for control of their campsite at the end of any day (before the evening meal R215). The elves are able to strike first in this combat (R220).

EO73 WITCH

You encounter a witch with combat skill 1, endurance 3, wealth 5. Roll one die, if it exceeds your wit & wiles she is hostile; if the roll is equal she ignores you and the event ends; if the roll is less she is friendly.

EO73

HOSTILE WITCH: your party must escape (R218) immediately. Roll one die for each character in the party, including yourself. If a “6” occurs the character was turned into a frog before he or she escaped, and is lost. If you are turned into a frog, any lover, magician, wizard, or friendly witch surviving in your party can turn you back. Otherwise, you will remain a frog for years, and lose the game.

FRIENDLY WITCH: roll one die to determine her actions: 1, 2-she joins your party as an ally (R334); 3, 4-she can be hired to join your party (R333); 5, 6-she gives you a gift, see E195.

EO74 SPIDERS

Giant spiders trap you, roll one die for the number of spiders. Their webs trap your party, and the combat skill of each character is reduced by one. Each spider has combat skill 4, endurance 3, and inflicts only poisoned wounds. It is very likely that you are surprised also, see R309.

EO74

EO75 WOLVES

This event is postponed until after your finish your evening meal (R215). Ignore this event if in any town, castle or temple.

EO75

At night a hunting pack of wolves attacks your party. Roll three dice for the number of wolves, each of which is combat skill 3, endurance 3. They may surprise you, see R309.

At the end of each combat round, if any wolves are still left alive, one of your mounts will be killed by the wolves. Since materials being transported (R206) by the mount have been unloaded for the night, only the mount itself is lost, not what it carries. You cannot escape from the wolf attack.

EO76 GREAT HUNTING CAT

Ignore this event if you are in a town, castle or temple. You are surprised by a great hunting cat, with combat skill 6, endurance 3. It surprises you in combat (R220) and selects one victim (see R343). As soon as the cat kills this victim it disappears into the wilds, carrying off the victim and any wealth or possessions the victim might carry. The victim's mount (if any) is killed, but left behind. When in combat with the cat, the victim cannot escape, but the rest of your party may escape combat.

EO76

EO77 HERD OF WILD HORSES

Ignore this event if you are in a town, castle, temple or swamp hex. You surprise a herd of wild horses. Each character in your party can capture one, giving you that many additional mounts. However, you must spend tomorrow resting (R203) in order to train the captures. If you have a magician, wizard or witch in your party, that character can cast a spell that trains the animals instantly, no extra day of rest is needed.

EO77

EO78 BAD GOING

Ignore this event unless your party is travelling on mounts without wings (R204) such as horses. Ignore this event regardless of mounts if your party travelled along a road, or entered a village, castle or temple.

EO78

Terrain is difficult for horses. You must either halt for the day to explore alternate routes, or you risk injuries. If you continue normal travel today, roll one die and subtract three (-3). If the result is 1 or more, that many horses have broken legs or thrown shoes, and are lost as mounts after the move. This may require you to reorganize transport loads (R206) and/or cache items your are carrying (R214).

If this event occurs after your last travel move for the day, the difficult terrain applies for any travel (R204) on the following day. If some other action (R203) than travel is selected for tomorrow, you are presumed to explore alternate routes in the course of that other action, thus ending this event.

EO79 HEAVY RAINS

Cold, driving rains hinder man and beast. You must stop moving today, and roll one die for each character in your party. If the result is 5 or 6, the character catches cold, and suffers one wound.

EO79

At the start of tomorrow, roll one die. A result of 4 or higher means the rains continue, if you use any mounts they may catch pneumonia, roll once for each, they fall sick and die on a 5 or 6. You can lead animals at walking speed, including animals used to transport loads (R206) without risk. If you travel at all (R204) any characters who haven't yet caught cold must risk it.

At the start of the day after tomorrow the weather will clear and the rain will stop, unless this event occurs again in the meantime.

EO80 PIXIES

A group of small, flying sprites called pixies appear and dance around you and your party. Unless you have a magician, wizard, witch, elf or half-ling in your party they will dance away and end the encounter. If your party includes any one of these characters, the pixies, may stop to grant you a boon, roll one die: 1-nothing of use; 2-advice see EO25; 3-lead you to ancient cache see EO38; 4, 5-provide magic gift, see E195; 6-give you a winged pegasus mount see E188.

EO80

EO81 MOUNTED PATROL

You encounter a mounted patrol of soldiers. Roll one die for the number in the patrol, each of which is combat skill 6, endurance 5, wealth 4. One of the men is the leader, and has wealth 10 instead. Your options are:

EO81

die roll	talk	evade*	fight
1	inquiry R342	escape-mid R312	surprise R302
2	pass R327	escape-mtd R312	attack R305
3	bribe-pass (10) R322	escape R314	attack R305
4	bribe-pass (8) R324	hide R318	attacked R306
5	attacked R306	attacked R306	attacked R306
6	surprised R308	surprised R308	surprised R308

* if your party all have winged mounts and/or flying ability, you can use a flying escape (R313) instead of rolling for the evade option.

EO82 SPECTRE

An unearthly spectre from the astral plane appears in the midst of your party, casting a hideous miasma in all directions. One character in your party is the spectre's victim (R343, magicians, wizards, witches, priests and monks must be first choices as victims). The victim is turned to smoke and taken by the spectre to the astral plane, never to be seen again, if you are the victim, you are lost, the game ends. However, a spectre is a magical being, and can be stopped using any possession that protects against magic attacks or injury.

EO82

EO83 WILD BOAR CHARGES

A huge wild boar charges toward your party. It has surprised you in combat (R220). The boar normally has combat skill 5, endurance 4, but its surprise strike is made with combat skill 8 because of its fearsome charge. Determine which character in your party is the target of this charge (R343). The boar continues selecting victims until you escape or kill it. If you kill the boar, roll two dice for the number of food units it provides (boar is quite delicious!).

EO83

EO84 BEAR COMES TO DINNER

Ignore this event if you are in a town, castle, temple, friendly farm, in desert, or guest of any character who provides a free meal.

EO84

You are about to sit down for a meal when a large, black bear wanders into your campsite! The bear will randomly attack one character (R343) after another in your party until all are killed, the bear is killed, or you escape. The bear strikes first in combat (R220), and has combat skill 5, endurance 5.

EO85 NARROW LEDGES

Your party is passing along narrow ledges and paths that overhang cliffs that plunge into deep gorges. Roll two dice for each character on foot in the party. If a "12" is rolled that character slips and falls to his death. Roll one die for each mount in your party without wings, a "6" means the mount stumbles and falls to its death, carrying away any rider and loads on it. If you entered the hex mounted, your entire party must be considered on mounts for this purpose.

EO85

If you personally slip, or your mount falls over the edge, you are presumed to catch a ledge somewhere down the cliff and survive, but roll one die and add one (+1) for the numbers of wounds suffered in the fall. Next roll one die to see if your party finds you, a 5 or higher indicates they do, the wounds are the only effect. Any lower roll means the rest of your party does not find you, and disappears with all the mounts, possessions and wealth they were carrying.

EO86 HIGH PASS

In order to leave the hex by any direction except that which you entered, you must travel through a very high, alpine pass. On your next travel action (R204) (unless you leave by the hex you entered the hex), you must take the high pass as long as you aren't lost. When you travel the high pass, roll two dice for the effects of high winds, sub-freezing temperatures, snow, etc. Dice once for your party:

7 (or less)	no effect, travel is not hindered.
8	each character in party suffers 1 wound due to cold.
9	each character suffers 2 wounds, mounts die, no caches*.
10	each character suffers 3 wounds, mounts die, no caches*.
11	each character suffers 4 wounds, mounts die, no caches*.
12	each character suffers 4 wounds and 1 poison wound, mounts die, no caches*.

** Due to terrible conditions, if your transport ability (R206) is reduced due to loss of characters or mounts, you cannot cache spare wealth and possessions. They must be abandoned in the snows and lost entirely.*

EO87 IMPASSABLE WOODS

You find the forest becomes thicker and thicker along this route, until further travel is impossible. You can only leave this hex by travelling to the hex from which you came (R204). In other words, any further moves must be "backwards." However, if entered from another direction this hex could be passable.

EO88 ROCK FALL

As you travel along through a steep-sided gorge a rock fall begins, threatening your entire party. Roll one die for each character, mounts without riders are rolled for separately:

1, 2, 3, 4	rocks miss, no effect.
5	character suffers one wound from flying rock chips, mount; without a rider is caught by rolling boulder, breaks a leg, must be killed.
6	character hit by heavy rock, roll one die and add one (+1) for wounds suffered, mount without a rider is hit and killed instantly, and all its load buried beneath the rocks and also lost.

EO89 IMPASSABLE MORASS

You discover the swamp turns into an impassable morass of weeds, quicksand, water and muck. You can leave this hex only by moving to the hex you came from (R204). In other words, your next move must be "backwards." However, the hex might be passable if entered from another direction. Only this particular route is blocked.

EO90 QUICKSAND

Your party stumbles into quicksand. Roll one die for each character or mount. If a character is riding a mount, you can either roll for both together as a character, or the character can sacrifice the mount and its load in order to jump from it to safety. Die roll results are:

1, 2, 3	character or mount struggles out of the quicksand without harm. 4-character or mount escapes only if another character or mount is already free (to pull it out), otherwise it sinks and dies.
5	character struggles outward using vines and tree routes, but a mount is lost with everything it carries.
6	character or mount is trapped in deepest part, cannot win free, and automatically is lost with everything carried.

EO91 POISON SNAKE

Your party unknowingly walks over the lair of a poison snake. One character (use R343 to select victim) suffers snakebite poison wounds, roll one die for the number of poison wounds received.

EO92 FLOOD

Rains swell the water level of the marsh and cause flooding. You and your party are stranded on a small knoll, unable to travel further today. At the start of tomorrow, roll one die. If the result is 5 or higher, the waters subside so you can travel again (R204), otherwise you remain stranded and cannot make any travel (R204), escape (R218) or follow (R219) actions that day. Keep on rolling the die at the start of each day until travel is possible once more.

EO86

EO87

EO88

EO89

EO90

EO91

EO92

EO93 POISON PLANTS

You notice poison plants around you today, often a sign of greater evil. You cannot hunt for food (R215) today, and roll one die for an additional event: 1-EO34; 2-EO32; 3-EO33; 4-EO74; 5, 6-no additional event.

EO93

EO94 CROCODILES

Very large and very hungry crocodiles attack your party. Roll one die for the number of “croc”, each of which is combat skill 4, endurance 6. If you are in a swamp, you cannot escape from them in battle. The crocs always strike first in combat (R220), and in swamp achieve surprise as well.

EO94

EO95 MOUNTS AT RISK

The strain of travelling is exhausting your mounts. Roll one die for each mount in your party:

1, 2, 3, 4	mount still in fair condition, no special effect.
5	mount failing, unless it is allowed to rest (R203) one day, it will die after tomorrow.
6	mount in serious condition, cannot continue further, must be killed.

EO95

EO96 MOUNTS DIE

The adverse conditions finally take their toll on your mounts. All the mounts, including winged ones, must roll at the end of each day until they die or recover. One die is used:

1	mount recovering, do not roll any further for it.
2	mount recovering if it did not travel today, do not roll further; if the mount did travel today, it is still failing, roll again at the end of tomorrow.
3	mount still failing, but not dead yet, roll again at the end of tomorrow.
4, 5, 6	mount dies now.

EO96

EO97 MARSH GAS AND ROT

Your entire party has unwittingly travelled into an area full of flesh-rot disease and mind-destroying marsh gas. Roll one die for each character. If a 1 results the character escapes, any other result means the character dies a mindless and raving idiot while his flesh rots from his bones before his eyes. Roll for yourself first, since if you die the game ends, regardless of the fate of the rest in your party.

EO97

EO98 DRAGON

You encounter a huge, winged, fire-breathing Dragon with combat skill 10 and endurance 11. Roll one die, if the result is 1 or 2 you have found it at its lair, which has wealth 110 and wealth 60 both. With any other roll, it has only wealth 30. If you must fight it in combat (R220) you cannot escape. Your options are:

EO98

die roll	evade	fight
1	escape flying R313	surprise R302
2	escape R315	surprise R303
3	hide R318	attack R305
4	hide R320	attacked R306
5	attacked R306	surprised R308
6	surprised R308	surprised R309

Note: if you kill the Dragon, the Dragon's eye is greatly valued by high priests of the temples throughout the land, and may be of assistance in gaining an audience. Carrying the Dragon's eye counts as one load for transport purposes (R206).

E099 ROC

You encounter the Roc, a gigantic bird, which swoops down on your party. The roc is combat skill 9, endurance 8, and wealth 10. Your options are:

die roll	evade	fight
1	escape flying R313	surprise R301
2	escape flying R313	surprise R303
3	hide R317	attack R304
4	hide R319	attack R305
5	attack R305	attacked R306
6	surprised R308	surprised R308

Note: if you kill the Roc, you can cut off its beak and transport it as one load (R206). Count Drogat of Drogat Castle especially prizes this item, and it may help you gain an audience with him. In addition, the beak can be sold to any merchant, or in any town, castle, or temple whenever you buy food. The beak is worth 35 gold.

E100 GRIFFON

You meet a winged Griffon, which has combat skill 7, endurance 6, wealth 12. The Griffon is intelligent, and could serve both as a member of your party and as a winged mount for another character. However, Griffons are normally quite independent and ferocious, and this one looks especially unfriendly, if not hostile! Your options are:

die roll	talk	evade*	fight
1	inquiry R342	escape-fly R313	surprise R303
2	plead comrades R337	escape R315	attack R305
3	attacked R306	hide R317	attack R305
4	attacked R307	hide R318	attacked R306
5	surprised R308	pass R325	attacked R306
6	surprised R309	attacked R306	surprised R308

Note: if you kill the Griffon, you can remove its claws and carry them as an extra possession. They are especially valued by Lady Aeravir of Aeravir Castle, and may help you gain an audience with her.

E101 HARPY

You encounter a Harpy, a bird-woman with combat skill 5, endurance 4, and wealth 4. Harpies are known as dirty, nasty things, but occasionally have allied with humans for mutual gain. Your options are:

die roll	talk	evade	fight
1	inquiry R342	escape-fly R313	surprise R302
2	pass* R329	pass R325	attack R304
3	looter R340	pass R326	attack R305
4	looter R340	pass R327	attack R305
5	surprised R308	pass R328	attack R306
6	surprised R310	pass R329	surprised R309

If the Harpy joins your party, she has her own wings, and can travel airborne without a winged mount if desired. She also counts as travelling on a normal mount because the wings allow her to make long “airlifted” hops as well.

E102 LIGHT RAINSTORM

You must land immediately, and cannot travel further today due to low ceiling, heavy cloud cover, and bad weather.

E103 BAD HEADWINDS

You cannot move faster than two hexes flying today. If this even occurs after you have travelled to the third hex today, you must land in the last hex (second hex entered) instead, and end your travel there.

E104 GOOD TAILWINDS

You can fly one extra hex today if you wish. Normal travel rules (R204) apply when moving into this extra fourth hex.

E105 STORM CLOUDS AHEAD

You can land immediately, in the hex you just entered, and avoid any risk. Alternately, if you continue flying today (assuming you have airborne travel remaining, if not this event means nothing), before checking for lost or a travel event, roll one die for what happens as you try to fly on: 1-**E103**; 2-**E102**; 3-**E079**; 4, 5-no effect; 6-see **E105A** below.

E105

E105A VIOLENT WEATHER

your party is blown out of control by gigantic winds. Roll one die for the direction you are blown, instead of making your normal travel move: 1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW, and then roll one die again and halve the number (round fractions up) for the number of hexes you are blown. Then you crash into the final hex, your flying mount is killed and you roll one die for wounds suffered. All other members of your party are blown off course and lost to you.

E105A

E106 HEAVY OVERCAST

Thick, black clouds obscure your vision. You realize you are becoming lost. Roll one die for direction (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW), and move one hex in that direction. Now roll one die for each additional character or unriden mount in your party, a 6 means that character/mount disappears into the overcast and is lost from your party. Finally, the overcast will force you and the remainder of your party to land in the new hex, no further travel today is possible.

E106

E107 FALCON SCOUT

A friendly Falcon joins your party if you offer it one unit of food (**R215**) right now. For the rest of today you cannot get lost. Tonight, at the evening meal (**R215**), if you offer it a second food unit, and then roll anything other than a 6 on one die, the Falcon will remain throughout tomorrow with your party as a guide also. This can continue day after day provided you feed it a food unit at the evening meal and roll anything but a six. The falcon can only act as a guide, it has no combat skill or endurance value, any wound will kill it.

E107

E108 HAWKMEN ATTACK

You encounter a group of hawkmen who swoop down on your party. Roll one die for the number of hawkmen, each is combat skill 7, endurance 5, wealth 7. They surprise your party in combat (**R220**). You cannot escape from combat, but must fight to the death.

E108

E109 WILD PEGASUS

You encounter a wild pegasus. Each character in your party is allowed one attempt to capture it, roll one die. If the result is 5 or higher the character captures the pegasus, you may add it as a winged mount to your party.

E109

E110 AIR SPIRIT

You encounter an air spirit, but will only recognize it if a magician, wizard, witch, priest or monk is in your party. If you can't recognize it, this event ends. If you recognize, you can attempt communication if you wish.

E110

To talk to the air spirit, roll one die. If the roll equals or exceeds your wit & wiles, communication fails, the air spirit becomes confused and blows you off course. Roll one die for the direction (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW) and then roll one die for the number of hexes you are blown in that direction. Move your party to this new hex, and continue with your daily actions (**R203**).

If the die roll is less than your wit & wiles, you successfully talk with the air spirit. It will help you in your journey. Roll two dice, and move up to that many hexes immediately, without risk of getting lost, and with no new travel events except for the last hex (where a normal travel event must be determined).

E111 STORM DEMON

You encounter a powerful Demon of storms, which attacks your party. If you have any magicians, wizards, witches, priests, or monks in your party, each can attempt to stop the demon by rolling one die. A 6 means the demon attack is blocked, any other result means no effect on the attack. If you are unable to block the attack, your entire party is blown away to be lost or killed. You crash in an adjacent hex (roll one die to determine which one: 1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW), where your winged mount is killed, and you roll one die for the number of wounds suffered. Your wealth and possessions you carried are intact, but that of the rest of your party is lost.

E111

E112 MEET EAGLE CLAN

While airborne you encounter eagles in flight, roll one die for the number of eagles. Each is combat skill 4, endurance 3, and wealth 1. Your options are listed below. If your party has a character type or mount other than humans, elves, and/or pegasus mounts, you must select the evade or fight option. Wizards, witches, magicians, priests and monks are presumed human unless specified as some other race when first encountered.

die roll	evade	follow*	fight
1	pass R325	ambush E113	attack R304
2	pass R325	hunt E114	attacked R305
3	pass R326	hunt E114	attacked R306
4	pass R326	lair E115	attacked R306
5	conversation R341	help E116	surprised R308
6	inquiry R342	allies E117	surprised R309

* if you select follow, see R319 for procedure for a follow move today, and then consult the event listed. If you elect to follow, you must abandon all members of your party without winged mounts or ability to fly.

E113 EAGLE AMBUSH

The eagles lead you to a craggy area, when more eagles suddenly appear, roll one die for the additional eagles who arrive. All of these make a surprise attack on your party, causing combat (R220).

E114 EAGLE HUNT

Eagles are hunting, and they join your party for the hunt. This ends all travel today, and for the evening meal (R215) you can hunt regardless of hex type, and add one to your normal combat skill when doing so. You and the eagles will camp on a high crag, and do not count as landing in this hex for the day. Tomorrow the eagles leave, ending the event. You can either land in the hex (consult travel table for possible event immediately, R204 & R207) before pursuing any action you wish (R203), or you can leave the hex by travel (R204). If you leave the hex, instructions from the eagles act as if you had a guide for tomorrow only.

E115 EAGLE LAIR

The eagles lead you to their lair, where you meet family and make friends. Tonight you receive free food (R215) for your entire party. Do not roll for landing in the hex, the eagle lair replaces the normal landing event. Later in the game you can return to the eagle lair for free food, but only if you make airborne travel into the lair hex, and do not make a normal landing (but instead land in the lair).

E116 EAGLE HELP

Same as E115 (see that event), plus when you leave the lair the eagles provide one of themselves to join your party and act as a guide, combat skill 4 and endurance 3. The eagle is able to feed itself each day "on the wing," but will leave you whenever you end a day in a town, castle, or temple.

E117 EAGLE ALLIES

The eagles lead you to their high council, and after hearing your tale, decide to support your quest for the Northlands kingdom. They give you 50 gold to help with expenses, plus a warrior band of eagles to join your party. Roll two dice for the number of eagles in the warrior band, each is combat skill 4, endurance 3. Any may act as guides if you wish. In addition, after the council tonight your entire party is feasted, your evening meal's food (R215) is entirely provided by the eagles.

E118 GIANT

You encounter a 12-foot tall giant, carrying a very big club. He is combat skill 9, endurance 8, wealth 10. Your options are:

die roll	talk	evade	fight
1	inquiry R342	escape-fly R313	surprise R301
2	plead comrades R337	escape-mid R312	surprise R302
3	looter R340	hide R316	attack R304
4	pass R328	hide R317	attack R305
5	attacked R306	hide R319	attacked R306
6	surprised R308	hide R320	attacked R306

If the giant joins your party, he is too big to be carried on any mount, so you can't use mounted travel (R204) while he is with your party. In addition, he eats double the normal amount of food (R215) each day.

E119 FLASH FLOOD

Your party is travelling down a shallow depression, a wadi. Suddenly there is a roaring, and a wall of water rushes toward you. Rains elsewhere have caused a flash flood. Roll one die for each member of your party, 5 or 6 means the character can't scramble up the bank fast enough, and is carried away by the flood. This includes the character, any mount, and any wealth or possessions. Those carried away are permanently lost.

If you are carried away in the flood, any mount of yours is killed, roll one die for the number of wounds you suffer, and you can only "rescue" one load of material from that which you were carrying (R206). All the rest is lost, and you are so far separated from your party that they give you up for dead and disappear also.

E120 EXHAUSTION

The burning days and freezing nights sap the strength of your party. Mounts cannot be ridden, and the load capacity of all men and mounts (R206) is halved. Each character in your party suffers one wound. No rest or healing of wounds (R222) is allowed until you leave the desert, or are in an oasis hex. Mounts recover normal abilities whenever you leave the desert and rest one day, or rest a day at an oasis.

E121 SUNSTROKE

The heat of the sun is unexpected. Roll one die for each character and mount in your party. A 6 means they or it collapses from sunstroke. Mounts that collapse, must be left to die. Characters that collapse must be carried if possible, even if that means other loads must be abandoned, see R206. If you suffer sunstroke, other characters in the party will carry you if possible, otherwise they leave you behind and disappear.

If you suffer sunstroke and are not carried for the rest of the day, you suffer wounds equal to one die roll, and revive in time for the evening meal (R215). However, you are unable to hunt.

If your party continues, carrying any sunstroke victims, there is no special effect except that sunstroke victims cannot participate in hunting. All characters recover from sunstroke at the evening meal.

E122 RAFTSMEN

You meet raftsmen at the side of the river, (or I gold piece they will transport you across, along with any members of your party and mounts that you wish.

Alternately, starting tomorrow, you can hire them for travel up or down the river. See R213 for details.

E123 KNIGHT AT THE BRIDGE

You find a small bridge that will permit crossing the river. However, a knight in armour stands at the opposite end, challenging any who wish to cross. You can only cross if you personally engage him in combat (R220), the knight is combat skill 8, endurance 8, wealth 30. You may refuse the combat and end travel for the day, but roll one die for each character in your party, a "6" indicates he deserts due to your cowardice.

If you engage in combat, roll one die at the start of each round, you strike first if the roll is 4 or more, the knight strikes first if the roll is 3 or less. If either you or the knight is knocked unconscious, the duel ends. If you are knocked unconscious crossing is prohibited, and travel ends for the day. If the knight is knocked unconscious you can either, leave him here and continue to travel, or you can halt for the day, treat his wounds, and allow him to join your party (no wages need be paid, but food R215 and lodging R217 must be supplied). You may give up the combat and end travel for the day after any combat round, without invoking the usual escape procedure.

E124 RAFT

You cross the river using a quickly built raft. Roll one die to determine if any unfortunate incident occurs during the crossing: 1, 2-nothing; 3-E094; 4-E125; 5-E126; 6-E127.

E125 RAFT OVERTURNS

The raft is caught in an eddy, hits a rock, and overturns. Everyone in your party, including mounts, swims to shore. However, all wealth and all possessions are lost.

E126 RAFT CAUGHT IN CURRENT

Your raft is swept downriver, move one hex downriver (see R213 for definition of downriver). Then roll one die for each mount and the characters in your party, a "6" indicates it is lost overboard and drowns. If you fall overboard you can swim to shore, losing all your wealth, possessions and mount, while your party disappears downriver on the raft and is lost to you.

E119

E120

E121

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E127 RAFT IN ROUGH WATER

Your raft hits white water, all food stores piled on it are lost overboard. All characters, mounts, wealth and possessions are saved. Raft continues its journey safely and you land or continue (as appropriate to your action) without further incident.

E127

E128 MERCHANT

You meet a friendly merchant. You can either pass by and ignore him, ending this encounter, or you can stop to chat and barter. If you stop, roll two dice and consult the chart below:

E128

2	Merchant has pegasus mount for sale, 50 gold.
3	Merchant mentions cave tombs in this hex, if you go to look, see E028 .
4	Merchant has cure-poison vials for sale, each costs 10 gold (see E181 for details of its use).
5	Merchant mentions a farm nearby in this hex, if you investigate see E009 .
6	Merchant has food for store, 1 gold per 2 food units, up to a maximum of eight (8) units may be purchased.
7	Merchant may outwit you, roll one die, if it exceeds your wit & wiles you spend 10 gold needlessly (or all your money, if you have less).
8	Merchant has healing potions for sale, each costs 5 gold (see E180 for use).
9	Merchant has two horses for sale, 6 gold pieces each.
10	Merchant has coffle of slaves for sale, see E163 .
11	Merchant provides some final clues about a treasure, see E147 .
12	Learn unique secrets from the merchant, see E162 .

E129 MERCHANT CARAVAN

You meet a merchant caravan camped for the night. You may halt for the day with them to talk and trade, or you can ignore them and end if this event. If you stop, roll two dice and consult the chart below:

E129

2	Learn unique secrets from various caravan members, see E162 .
3	Learn of a monastery in this hex, if you go to look see E022 .
4	Merchants have anti-poison talisman/amulet for sale for 25 gold, for details of its use see E187 .
5	Merchants noticed farms in this hex, if you go to look see E009 .
6	Meet an independent merchant in the caravan, see E128 .
7	Caravan guards become hostile, you must flee the hex, see escape R218 .
8	Caravan healer has potions for sale, 6 gold each, for use see E180 .
9	Caravan has up to six spare horses for sale, 7 gold pieces each.
10	Caravan has coffle of slaves for sale, see E163 .
11	Talk with caravan guards give you hints to a treasure, see E147 .
12	Caravan passed a nearby ruin yesterday, roll one die for which adjacent hex contains the ruins (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW).

E130 MEET A HIGH LORD

You meet a high and powerful lord of the land. Roll one die for identity:

1	Baron of Huldra Castle
2	Count Drogat of Drogat Castle
3	Lady Aeravir of Aeravir Castle
4	High Priest of a Temple
5, 6	Town Mayor

The Lord has a bodyguard, roll two dice and add one (+1) for the number of guards, each of which is combat skill 6, endurance 6. Your options are:

die roll	talk	evade	fight
1	pass R327	escape-mtd R312	surprise R303
2	pass R329	escape R314	attack R305
3	arrested* E060	escape R315	attacked R306
4	audience**	hide R317	attacked R306
5	inquiry† R342	hide R319	attacked R307
6	attacked R307	attacked R306	surprised R309

* If arrested, you are jailed at the Lord's residence, which is either the appropriate castle, nearest temple for the High Priest, or nearest town for Mayor. Advance time by one day, to represent time spent reaching jail (which may be by a magical means, if the distance was long).

** If you achieve an audience with Baron Huldra, roll one die: 1, 2-nothing; 3, 4-**E150**; 5-**E151**, 6-**E152**; if you gain an audience with Count Drogat see **E161**; if you gain an audience with Lady Aeravir see **E160**; if you gain an audience with the High Priest see **E155**; if you gain an audience with a Town Mayor see **E156**.

† Any inquiry results that normally allow hiring a character instead permit you to bribe the bodyguards with 10 gold for an audience. If you pay this, see **Audience notes above. If you don't, nothing happens, event ends. If you fight and kill all the guards, the Lord must automatically grant you an **Audience (see above). However, you must still suffer any adverse results from the audience (presumably due to additional guards in the area, magic protection or powers of the Lord, etc.). Alternately, instead of an audience, you can rob the Lord, who is wealth 100. However, if you rob Baron Huldra, Count Drogat, or Lady Aeravir you can never enter the castle hex where they rule.

E131 EMPTY RUINS

You spend the entire day fruitlessly searching the ruins, and find nothing.

E132 ORGANIZED SEARCH

If alone, you spend the day fruitlessly searching the ruins, find nothing. If there are other characters in your party, roll one die. If the roll is less than the number of characters in your party (including yourself) the organized search helps, roll again immediate in rules section **R208**.

E133 PLAGUE

After considerable searching during the day, you and your party find a variety of items worth 50 gold pieces in all, among many skeletons. Tonight, just before you start to eat (**R215**), a plague of mind-madness begins to affect your party, due to an ancient curse on this place.

Roll one die for each character in your party, a 3 or higher means madness has destroyed the mind and the character crumples into a heap and soon dies, foaming at the mouth. All surviving members of the party immediately escape from the hex (**R218**) and camp elsewhere for the night (**R215**). Mounts are not affected, so survivors can bring mounts, possessions, and wealth of the entire party with them.

If you are victim of the madness yourself, your northern blood helps you to survive. You will awake the next morning, having gone without food (**R216**), and find all your surviving followers dead or escaped with all your wealth and possessions. You can now decide what action to take for the new day, all normal actions are allowed (**R203**).

E130

E131

E132

E133

E134 UNSTABLE RUINS

In the ruins are many unstable walls and rocks, making your search very dangerous. You can either give up searching these ruins, doing nothing else today, or you can continue.

If you continue, roll one die for each character in your party, if a 6 or higher results he is injured in the rubble, roll two dice for the wounds suffered. If any character survives the day unwounded, the search might yield results, see **R208** and immediately roll again (which can result in this again, meaning the ruins are doubly dangerous, etc.).

Note this result applies to this ruins, each day you search this ruins all characters in your party must risk the rubble, as described in the previous paragraph.

E135 BROKEN COLUMNS

Along a palisade of broken columns, you find an altar with an ancient inscription. If your party includes a magician, wizard, witch, priest, and/or monk, the inscription can be deciphered and one die rolled for its meaning: 1-**E042**; 2-**E043**; 3-**E044**; 4-**E045**; 5-**E046**; 6-**E047**. If none can decipher the inscription, this result is no event.

E136 HIDDEN TREASURES

You uncover the remains of a palace treasure room, roll one die for the contents: 1-**E037**; 2-**E038**; 3-**E039**; 4-**E044**; 5-500 gold; 6-nothing.

E137 INHABITANTS

You encounter things living in the ruins, roll one die: 1-**E032**; 2-**E051**; 3-**E052**; 4-**E055**; 5-**E057**; 6-**E082**.

E138 UNCLEAN

The ruins are unclean, and have horrible, gruesome creatures populating them. Roll one die for what you encounter: 1-**E032**; 2-**E033**; 3-**E034**; 4-**E056**; 5-**E082**; 6-**E098**. If you survive this encounter, you can immediately consult **R208** again to continue your search today, or you can end the searching for the day and have your evening meal (**R215**).

E139 MINOR TREASURES

You uncover a minor treasure, roll one die: 1-wealth 25; 2-wealth 60; 3-**E038**; 4-**E039**; 5-**E040**; 6-**E140**.

E140 MAGIC BOX

You find a magic box. You can only open it if you have a magician, wizard or witch in your party. Until then, you can carry it with you, since it is relatively light. Once such a person is in your party, you can open it and examine the contents. Roll one die: 1-**E141**; 2-**E142**; 3-wealth 60; 4-wealth 110; 5-**E195**; 6-nothing but rubbish.

E141 HYDRA'S TEETH

Roll two dice for the number of Hydra's teeth inside. The magician/wizard/witch explains that whenever you scatter these teeth on the ground, that number of undead warriors will rise and fight in your party for one combat (**R220**) at your command. These undead teeth-warriors are combat skill 5, endurance 4, and wealth 0. They will only last for that combat, and then disappear. However, you can scatter the teeth at any instant to use them that one time, including at the start or during any combat.

E142 GEMS

The box contains a horde of gems worth wealth 200 (consult for wealth 100 twice). If you have a magician, wizard or witch in your party they also recognize one as a vision gem, see **E041**.

E143 SECRET OF THE TEMPLES

You learn the secret of all temple priests - for the Chaga drug. This is available in any town where you buy food, for 2 gold pieces a serving. If you buy a serving and offer it to a temple priest, while making a normal offering (**R212**), you can add one (+1) to the dice roll when determining the results of that offering. Similarly, if you give it to the high priest when seeking an audience with him (**R211**) you can add one (+1) to that dice roll also.

E134

E135

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E141

E142

E143

E144 SECRET OF THE BARON HULDRA

You learn that the Baron of Huldra is actually a double Bastard, and has imprisoned the true heir to the castle with a hill tribe in the Wredwrock Badlands, in hex 1611.

E144

You can attempt to rescue the heir and install him as the rightful Baron at Huldra if you wish. To do so, you must travel to hex 1611 and defeat the hill tribe. This requires that you have a magician, wizard or priest in your party (to cast a spell), that you have a magic sword (E186) or shield of light (E193) to impress the tribesmen, or a charisma talisman (E189) to walk among them, or a nerve gas bomb (E190) to kill them. Alternately, you can simply fight through the guards of the heir, making a surprise attack in combat (R220) on them, roll three dice and add one (+1) for the number of guards, each of which is combat skill 4, endurance 5. You then escape (R218) from the hex with the true heir, who is combat skill 5, endurance 7.

You then travel with the heir, and if you reach Huldra Castle, your party and the heir have two options. First, you can seek an audience with the current Baron (R211), and if you roll a "10" or higher (after any modifiers) you can reveal the true heir at the audience and depose the current Baron instantly. Alternately, you can make a sneak attack on the Baron at night, surprising in combat (R220) his traditional six bodyguards, each of which is combat skill 6, endurance 6, and then go on to attack the Baron, who is combat skill 6, endurance 8, and who strikes first in combat.

If you succeed in disposing of the original Baron, the heir will take the throne and will return the favour by marching his army with you back to the Northlands, to help you regain your throne. You have won the game, due to the aid of the new Baron Huldra!

E145 SECRET OF LADY AERAVIR

The Lady of Aeravir Castle is the priestess of a local temple cult that requires virginity. You discover that she is actually quite promiscuous, and can use this to advantage if you gain an audience with her. Add one (+1) when attempting to gain an audience (R211) with her, and if you gain it, you can roll twice for the results of the audience, and select whichever result you prefer most. However, the Lady dislikes blackmail, and you must escape from the hex at the end of the day when you use this secret knowledge. You can never return.

E145

E146 THE SECRET OF COUNT DROGAT

You learn that Count Drogat, lord of Drogat Castle, is actually an undead creature who lives from the suffering, pain, and death of others. This explains why he so often tortures and dismembers felons in his realm, and often goes into rages that leave his lands in a reign of terror. However, he is very vulnerable to foulbane, a rare plant which only be purchased from the food merchants at Duffyd Temple (hex 2018) for 1 gold piece.

E146

Using the foulbane, when you attempt to gain an audience (R211) with Count Drogat you add one (+1) to your dice roll, and if you gain an audience you can ignore the first audience result die roll and try again if you wish. However, you must abide by the second result regardless of what it is.

Finally, using the foulbane in Drogat Castle you can spend a day, instead of a normal daily action, in arranging for a special theft of the Count's personal jewels. At the end of the day you escape from the hex (R218) with wealth 110, but can never return to the castle hex (due to the Count's anger). In the process of the theft you might acquire magic items (part of the wealth 110).

E147 CLUE TO TREASURE

You gain information about a nearby treasure. Roll one die for direction (1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW) and roll another die for the distance (in hexes) in that direction where the treasure lies. When you reach that hex, and spend a day searching for it like a cache (R214) you can then roll two dice to see what you find: 2-E066; 3-E037; 4-E038; 5-E039; 6-E040; 7-E030; 8-wealth 110 (see R225); 9-E139; 10-E140; 11-E136; 12-E054.

E147

E148 SENESCHAL REQUIRES BRIBE

You must pay a bribe to the seneschal to gain an audience with the lord. Roll one die and multiply by five (5) in a town or temple, by ten (10) in a castle, for the number of gold pieces needed in the bribe. If you pay this bribe, add ten (+10) and roll for seeking an audience (R211) once more. If you don't pay the bribe, you cannot attempt an audience with the lord in this hex for the rest of the game.

E148

E149 MUST LEARN COURT MANNERS

Your northern ways brand you as a boor. You are turned away as unpresentable. After you spend 10 gold pieces for better clothes in any town, castle, or temple you can try again for an audience. Until then, you cannot seek any further audiences in this hex.

E149

Once you have spent for better clothes, this event can still occur again, indicating that you must spend yet more to improve your appearance!

E150 PAY YOUR RESPECTS

You gain an audience with the Lord or Lady, pay your respects, tell your tales, and receive a purse of wealth 50. You cannot seek an audience with that same lord tomorrow, but after that you could try again.

E150

E151 FIND FAVOUR

You gain an audience and are heard favourably. Your entire party is given food (R215) and lodging (R217) free tonight. Tomorrow you are given a gift of gold, roll one die and multiply by 100 for the amount, plus an escort of cavalryman that guides you and remains with you during the day you leave the hex. The escort is so strong that you will automatically defeat and kill anything you meet in combat, without using the normal combat procedure.

E151

E152 NOBLE ALLY

You gain an audience and are heard with interest. The Lord decides to support your cause fully, and prepares to march his army to the Northlands with you, to help you regain your throne. You have fulfilled your quest and won the game!

E152

E153 MASTER OF THE HOUSEHOLD

You encounter the Master of the Household, who prevents you from receiving an audience. If you bribe him with 10 gold pieces, you can try for an audience on some future day. Otherwise, he takes a dislike to you, and you can never attempt to seek audiences in this hex again.

E153

E154 MEET LORD'S DAUGHTER

You meet the ruler's beautiful daughter; roll one die for her attitude:

E154

1, 2	she hates you, see E060, and you cannot seek an audience again in this hex.
3	you dally with her, but she is reserved, this attempt to seek an audience ends with no result whatsoever, but you can try again another day.
4	she is reserved, you bow and pass on, roll again for seeking an audience (R211) immediately.
5	she takes a liking to you in conversation, and this seems to be of some help, roll again immediately for seeking an audience (R211) and add one (+1) to your dice roll.
6	she falls in love with you (R228), roll again immediately for seeking an audience (R211) and add four (+4) to your dice roll. After resolving that, if you leave the hex, she will leave with you. You will be accused of kidnapping, and are wanted throughout the land. It is as if you had killed someone in every town, temple and castle south of the Tragoth River. However, to help you in your quest, your new lover has acquired horses for your entire party (giving everyone mounts) and brings along her personal jewellery, worth wealth 200 (R225, consult wealth 100 twice).

E155 AUDIENCE WITH HIGH PRIEST

You have private discussion with the high priest. Roll one die:

E155

1	he is insulted, see E060 immediately.
2	he hears your pleas, but remains unmoved by your difficulties. Event ends, and you cannot seek another audience in this hex until next week.
3	he hears your pleas, and suggests you try offerings at the temple (R212) tomorrow or on some later day. You cannot seek another audience in this hex until you make this offering. If you have made an offering at a temple within the last three days, roll again.
4	he listens to your tale and offers to help you with your offerings at the temple tomorrow (R212). If you agree, and make the offerings tomorrow, add two (+2) to your dice roll when resolving that action. You cannot seek another audience in this hex until you make an offering in this hex.
5	he decides to provide modest support for your quest, and gives you wealth 110 (see R225). You cannot seek an audience again in this hex.
6	he decides to provide full support for your quest and ventures, he gives you 200 in gold plus wealth 110. You cannot seek an audience again here.

E156 AUDIENCE WITH TOWN MAYOR

You have private discussions with the mayor. Roll one die:

1	he is insulted, see E060 immediately.
2	he hears your story, but remains stone-faced, unwilling or unable to help. However, you are free to seek audiences with him again any day.
3	he hears your story and gives you free food and lodging for tonight, as a distinguished (if dispossessed) visitor from the north. You are free to seek audiences with him again any day.
4	he hears your pleas with favour, and gives you a letter recommendation to the Lord of the nearest castle (E157). You cannot seek another audience with him until next week, at the earliest.
5	he hears your story with interest, gives you a letter of recommendation to the Lord of the nearest castle (E157) and 50 gold for expenses. You cannot seek another audience with him until you have used the letter.
6	if your party includes a monk or priest, he will support your cause for religious reasons. If not, he dismisses you, and refuses any further audiences until you have such a character in your party. If he supports your cause, he will provide a letter of recommendation to any castle or temple you request, will give you wealth 100, and his trusted assistant as a member of your party. This assistant is combat skill 4, endurance 4. You cannot seek another audience with him until you have used the letter or the assistant is killed or leaves your party (other than by you voluntarily dismissing him).

E156

E157 LETTER OF RECOMMENDATION

You are given a properly signed and sealed letter that provides an introduction to the appropriate Lord (see previous section). This allows you to add two (+2) to your dice roll when seeking an audience (**R211**) with that lord in his hex of residence.

E157

E158 HOSTILE GUARDS

You leave the rest of your party in an atrium, and are then confronted by two hostile guards. Each is combat skill 5, endurance 6, and wealth 7. If you pay 20 gold as a bribe they will let you pass, roll again on the appropriate seeking audience table (**R211**). Otherwise, they will attack you, getting the first strike in combat (**R220**). Regardless of whether you win or lose, the combat means you must immediately escape from this hex (**R218**).

E158

E159 MUST PURIFY YOURSELF

You must make an offering at a temple (**R212**) before you can attempt another audience in this hex. The offering must be made at any temple. This result does not prevent you from attempting audiences elsewhere before making this offering.

E159

If you do make the required offering, and then try for another audience in this hex, your devotion is noted and you can add two (+2) to the dice roll when seeking the audience (**R211**).

E160 AUDIENCE WITH LADY AERAVIR

You are allowed a semi-private interview with the ruler of Aeravir Castle. Roll one die for the result:

E160

1	she listens graciously, but has no interest in Northlands problems, you cannot seek another audience with her, and this results in nothing.
2	she listens but seems distracted, audience ends without result, but you cannot seek an audience again some other day.
3	she takes pity on you, and gives you a gift of wealth 60 to help in your quest, but decrees that you cannot seek another audience with her.
4	she finds you favourably endowed with virtue. You and your entire party can eat (R215) and lodge (R217) at her castle for as long as you wish, whenever you wish. In addition, she provides you with a gift of wealth 110 to help you on your quest. However, you cannot seek another audience with her.
5	she has seductive charms; roll one die for the number of days that pass before you come to your senses again! After the time track is advanced, roll one die on this table again to see what the Lady thinks. Meantime, your entire party has been living in the castle, but any true love (R228) has deserted in despair, and you cannot roll for her return until after you leave this hex.
6	the Lady decides to support your cause fully. She gives you one die roll times 150 in gold, and an escort of three stalwart knights, each of which is combat skill 7, endurance 6, mounts for your entire party, and one spare pack-horse. Tonight she will hold a grand feast for you and all your party, providing food (R215) and lodging (R217) free. If any party members have wounds, her healers will cure all wounds tonight as well, even poisoned wounds.

E161 AUDIENCE WITH COUNT DROGAT

You are allowed a semi-private interview with the ruler of Drogat Castle. Roll one die for the result, and add one (+1) if you have a Trollskin and give it to the Count.

E161

1	Count's eyes glow like red coals - you are his next victim, see E061!
2	Count listens with half an ear, audience ends with no result, but you can seek another audience some other day.
3	Count is in a humorous mood, gives you flippant advice and sends you forth. You must leave Drogat Castle tomorrow, and are advised to never seek an audience with the Count again unless you carry a Letter of Recommendation.
4	Count takes an interest in your situation, and provides you with 100 gold and a treasure worth wealth 110 to further your cause.
5	if you have killed (personally) at least five men or creatures the Count takes an interest in you. Otherwise you are dismissed, and cannot seek an audience again with the Count until you have killed five. If the Count takes an interest, he will go so far as to provide 500 gold, a treasure of wealth 110, and two winged pegasus mounts. You are advised to never seek an audience with the Count again, since he is in one of his rare good moods.
6	the Count listens to your story with interest. Upon learning the names of the northern usurpers he declares that they were the very ones who did him ill deeds many years ago. He immediately rallies his army to your cause, and uses his powerful magic to transport you, your party, him, and his army to the Northland capital to retake your throne. You immediately win.

E162 LEARN SECRETS

You finally accumulate enough hints and bits of unrelated information to learn of the important secrets of this region, roll one die: 1, 2-E143; 3, 4-E144; 5-E145; 6-E146.

E162

E163 SLAVE MARKET

You can purchase slaves at the auction block.

E163

Porter slaves are available; roll one die to establish cost in gold per porter. These slaves need not be paid wages, and will function even if not fed (R215), but each day without food halves their carrying capacity, round fractions down. When their capacity reaches zero they die. See R206 to use porters.

Slave girls are available, roll two dice and add two (+2) for the cost of each. Each slave girl functions as a Gift of Charm (E182) as long as she is fed properly (R215), and can be given as such. Slave girls who are not fed lose this ability until they are fed regularly for as many days as they missed meals. In addition, each day without food for the girl, normal starvation risks (R216) apply. Finally, for each girl you buy, roll two dice. If the result is "12" exactly you fall in love, freeing her to be your mate, see R228.

Finally, in the market you find an old warrior. Only you spot his hidden qualities. Roll one die to establish the price in gold. Add two (+2) to this price if you didn't buy any porters or slave girls. If you buy him, he becomes a willing member of your party at no pay as soon as you free him. Then roll one die to determine his combat skill and one to determine his endurance. He fights with you like any other member of your party.

E164 GIANT LIZARD

A huge, giant lizard that shakes the earth as it walks attacks you. It is combat skill 10, endurance 12, but you strike first in combat (R220). Escape is only possible if you have mounts, those without cannot escape.

E164

E165 ELVEN TOWN

You discover a hidden town inhabited by elves. Roll one die, subtracting one (-1) if your party includes an elf, magician, wizard, or witch, and adding one (+1) if your party includes a dwarf. If the roll exceeds your wit & wiles the elves decide you are untrustworthy, you are immediately arrested see E060. Otherwise, the elves allow you to visit their town.

E165

If you are given permission to visit the town, treat it just like a normal town marked on the map for all purposes, including selection of daily actions (R203), food (R215), and lodging (R217). Any followers hired in the town (R210) will be elves.

If you return to the hex later in the game, you must roll again to see if the elves still give you permission to visit, or arrest you.

E166 ELVEN CASTLE

You discover a hidden castle inhabited by elves. Roll one die, subtracting one (-1) if your party includes an elf, magician, wizard, or witch, and adding one (+1) if your party includes a dwarf. If the roll equals or exceeds your wit & wiles, the elves decide you are unworthy, and your entire party including yourself are arrested see E060. Otherwise, you may visit the castle.

E166

If you can visit, treat the castle like a normal castle marked on the map for all purposes, including selection of daily actions (R203), food (R215), and lodging (R217). Any followers hired in the castle (R210) will be elves.

If you return to the hex later in the game, you must roll again to see if the elves still give you permission to visit, or arrest you.

NOTE: There are no sections E167 through E179

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.

E180

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.

E181

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.

E182

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.

E183

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.

E184

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.

E185

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.

E186

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.

E187

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.

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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.

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.

E190

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 thru 8	blow warded by ring, ignore wounds.
9, 10, 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.

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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.

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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.

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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.

E193

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.

E194

If you return to either Ogon (O101) 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).

E195 POSSESSIONS REFERENCE

Roll two dice for the specific item: 2-E191; 3-E186; 4-E182; 5-E184; 6-E181; 7-E180; 8-E185; 9-E193; 10-E183; 11-E189; 12-E192.













E195

CREDITS

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Graphic re-visioning by Todd Sanders, using, in part, additional material by Boardgamegeek.com users: Jumbit, AngusBull, wrlykam (David Bate) and Brewtal Legend (Julian Jimenez).

ROLL DOWN
THEN ACROSS

ROLL DOWN THEN ACROSS						
	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HALFLING
	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

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 HALFLING
	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

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HALFLING
	E098 DRAGON	E102 LIGHT RAINSTORM	E023 WIZARD	E051 BANDITS	E068 WIZARD'S ABODE	E022 MONKS
	E028 CAVE TOMBS	E028 CAVE TOMBS	E058 BAND OF DWARVES	E070 HALFLING TOWN	E055 ORCS	E056 ORC TOWER
	E076 GREAT HUNTING CAT	E076 GREAT HUNTING CAT	E076 GREAT HUNTING CAT	E075 WOLVES	E128 MERCHANT	E128 MERCHANT
	E118 GIANT	E052 GOBLINS	E059 DWARF MINES	E067 ABANDONED MINES	E066 SECRET TEMPLE	E064 RUINS
	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

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

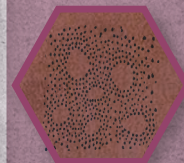
ROLL DOWN
THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HALFLING
	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

ROLL DOWN
THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HALFLING
	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 HALFLING
	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
/
FODDER



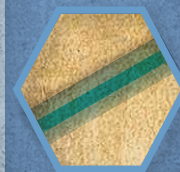
AIRBORNE R207

ROLL DOWN
THEN ACROSS

	E003 SWORDSMAN	E004 MERCENARY BAND	E005 AMAZONS	E006 DWARF	E007 ELF	E008 HALFLING
	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
/
FODDER



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	5	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

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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 (O101) 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



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Dated: April 21, 2003

(SIGNED) Ed Pugh, CEO, Reaper Miniatures

Thank you for your respectful cooperation.

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