

## Various & Sundry, mainly Lloyd Krassner

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# The WarpSpawn Second Big Book O'Games

## Tome 13 Mortal Quest

Various & Sundry, mainly Lloyd Krassner  
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
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# Mortal Quest

## Introduction

Adventure Game for 2-4+ players. Card, Board, and Dice Game.

## Victory

The First Party to complete an Adventure is the Winner. An Adventure has 3 Components:

- 1. Traverse Six Random Terrains
- 2. Final Terrain associated with the Major Foe
- 3. Defeat One Major Foe

## Random Terrain Table

1D20	Type:	1D20	Type:
1-2	Forest	10	Plains
3	Mountains	11-12	Reroll 1D10 (Basic Wilderness Terrain Roll)
4	Hills	13	Castle
5	Swamp	14	City
6	Badlands	15	Village
7	Jungle	16	Dungeon (Roll on Dungeon Type Table)
8	Desert	17	Rare Terrain (Roll on Rare Terrain Table)
9	Frozen	18-20	Sea

## Rare Terrain Table

1D20	Type:
1	Greek Island
2	Mushroom Forest
3	Witch Woods
4	Chaos Realm
5	Land of Giants
6	Volcanic
7	Sylvan Forest
8	Savannah
9	Sky Shards
10	Air Travel
11	Dark Forest
12	Dinosaur Island
13	Warlords Camp
14	Underwater Realm
15	Demon Dimension
16	Japan
17	China
18+	Ruins (As Basic Dungeon but with 5 Encounters)

## Dungeon Type Table



1D20	Type	1D20	Type
1	Ruined Castle	8	Deep Mine
2	Demonic Temple	9	Underworld Keep
3	Wizards Tower	10	Labyrinth
4	Natural Cave System	11	Great Workshop
5	Necropolis	12	Underdark
6	Pyramid	13	Tomb of Horrors
7	Dragons Lair	14+	Basic Dungeon

## Major Foe And Final Terrain Table

1D40	Foe:
1	Sleeping Dragon (Fire 7/+17/+7) Fast Scales Unalert Hoard. In Dragons Lair
2	Dungeon Keeper (Demon 5/+15/+9) Fast. Found in Underworld Keep
3	Vampire Lord (Undead Regenerates 3/+13/+10) Fast. Found in Ruined Castle
4	Werewolf (Shapeshifter Regenerating 4/+14/+11) Fast. Found in Dark Forest
5	Sorcerer and Minions (Mage 5/+13/+7) Hoard. Found in Wizards Tower
6	Witch Coven (Mage 4/+6/+8) Found in Found in Witch Woods
7	Evil High Priest and Cultists (Men Priest 6/+11/+8) Hoard. Demonic Temple
8	Orc Warlord and Followers (Men 7/+16/+9) Range+4. Found in Warlords Camp
9	Necromancer and Zombies (Mage Recruit Undead 8/+12/+6) Found in Necropolis
10	Bandit Lord and Brigands (Men 5/+12/+9) Ambushers Range+3. Found in Hills
11	Murderous Giant King (8/+16/+12) Found in Land of Giants
12	Band of Ogres (Giants 7/+18/+9) Found in Swamp
13	Pharaonic Lich (Undead Mage 6/+15/+6) Hoard. Found in Pyramid
14	Goblin King (Men 5/+13/+10) Range+3 Found in Natural Cave System
15	Faerie King (Fey Mage 4/+11/+17) Range+3 Found in Sylvan Forest
16	Chaos Lord and Mutants (Men 6/+15/+8) Range+3 Found in Chaos Realm
17	Evil Ifrit Sultan (Fire Men Mage 6/+12/+10) Range+4 Found in Volcanic
18	Ice Queen (Cold Men Mage 4/+10/+11) Range+3 Found in Frozen
19	The Pale Sphinx (Composite Mage 7/+14/+10) Fast. Found in Desert
20	Minotaur Lord (Composite 6/+13/+17) Fast. Found in Labyrinth
21	Troll King and Guards (Regenerating Giant 6/+14/+8) Hoard. Found in Deep Mine
22	Medusa (Gaze Poison Composite 4/+15/+10) Range+4. Found on Greek Island
23	Rampaging Wurm (Dragon 8/+18/+5) Fast. Found in Forest
24	Hobgoblin Khan (Men 6/+16/+8) Hoard. Range+3 Fast. Found in Badlands
25	Giant Gorilla (Giant Beast 8/+17/+8) Thick Hide. Found in Jungle
26	Tyrannosaurus Rex (Beast 7/+15/+6) Scales. Found on Dinosaur Island
27	Sea Devil and Minions (Aquatic Men 6/+12/+8) Hoard. Underwater Realm
28	Barbarian Horde (Men 7/+17/+9) Ambushers. Found in Mountains
29	Kobold King (4/+10/+11) Range+2 Ambushers. Found in Basic Dungeon
30	Mad Artificer and Constructs (Mage 7/+16/+6) Found in Great Workshop
31	Demon Prince (Mage Fire 9/+21/+11) Range+6 Found in Demon Dimension
32	Assassins Guild (Men 4/+14/+15) Ambushers Found in City
33	Usurper King and Henchmen (Men 5/+12/+9) Found in Castle
34	Pirate King and Crew (Men 6/+11/+11) Range+2 Found on Sea
35	Drow Queen and Servants (Men Mage 7/+13/+10) Range+4 Found in Underdark
36	The Demi Lich (5/+19/+9) Zap+10 Invulnerable Found in Tomb of Horrors
37+	Dark Lord and Followers (Men Mage 6/+8/+9) Range+3 Found in Witch Woods

## Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

**X** Hits and Armor Trait Bonus

**+Y** Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

**+Z Stealth Trait Bonus**

-The Range of the Swift trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swift trait of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick Hide give +2 to Armor
- The Type will include 1 or more Traits. If any of these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

**Major Foe Notes**

If you fail to defeat your Major Foe in Combat, you may try again on the Following turn without having to go through the Final Terrain, or you may retreat To a random Terrain within 1 turn of the Final Terrain. At this point, you may continue Visiting random Terrains or go back to the Final Terrain.

**Dice**

A variety of Dice are used. Six, Ten and Twenty sided are the most common.

**Record Keeping**

Pen and Paper are needed to keep track of Adventure and Quest Details.

**The Hero Deck**

Each Hero card describes the stats of one Hero. Each player starts with a party of 4 Heroes. Each party can have as many as 6 Heroes.

**The Party**

The Adventuring Party is the central unit of the Game. Each player controls exactly one Party. Party Members may come and go, but there is only one party.

**The Magic Deck**

Each Magic card describes either a Spell or a Blessing. Many Magic cards have the property of both Spell and Blessing. Mages can use Spells. Priests can use Blessings.

Some Heroes are both Mages and Priests.

**The Relic Deck**

Each Relic card describes a Magical Artifact. Relics are assigned to Heroes. Heroes can each have up to 3 Relics.

**Gold**

Use Coins to keep track of Gold. Treasures are Given a Gold Value. Gold can be used to buy Goods and Services.

Gold is owned by the Party Collectively. At Settlements 2 Food, Gear, Med, or Ammo Tokens can be traded for 1 Gold Token.

**Tokens**

A Variety of Tokens will be Useful:

- Food Tokens
- Drink Tokens
- Luck Tokens
- Gear Tokens
- Med Tokens
- Info Tokens
- Ammo Tokens
- Hit Tokens (Mark Wounded Heroes and Hits on Foes)
- Kill Tokens (Mark Killed Heroes)

**Terrain Types**

There are 4 main Terrain types in the game: Wilderness, Settlement, Aquatic, and Dungeon. This is important because some Heroes will have traits for these Terrain Types that will give them a bonus for all tests in that terrain.

**Encounter Tables**

These will correspond to Terrain types, Settlement types, and Dungeons. Rare Locations will have their own Unique Encounter Tables with several Terrain types represented in different individual Encounters.

**Traits**

Heroes, Artifacts, Magics, and Encounters will have Traits. Traits are Descriptive. They also Give and Negate Bonuses. Most Heroes will have exactly 10 Traits.

Spells and Relics usually provide bonuses to 1 or 2 Traits. If the X in Trait+X is not Specified, assume X is 1.

**Setup**

Each player starts with 4 Heroes (Drawn Randomly). Each player rolls to see what their particular Adventure will entail: Six Random Terrains in order and their Major Foe found At the conclusion of the Final Terrain.

**Turn Sequence**

Players take turns. Each turn has 4 Phases:

1. Magic Phase
2. Move Phase
3. Challenge Phase
4. End Phase

## Magic Phase

You may discard 1 Magic Card. Max Magic Hand Size = Total Mage and Priest Levels of your Heroes. Fill your hand to its Max hand Size by drawing from the top of the Magic Deck.

## Move Phase

-If you have completed, last turn, the listed number of encounters for the encounter table you are currently on, You may Move your Pawn to the next Territory.

## Terrain Type Encounters Table

Terrain:	Encounters:	Notes:
Sea	3	On a Ship: Sea Table
Air Travel	2	Flying: Air Travel Table
Wilderness	5	Forest, Hills, Swamps, etc.
Rare Terrains	6	Highly Variable
Castle	4	Castle Table
City	5	City Table
Ruins	5	Above Ground: Dungeon Table
Dungeon	10	Underground: Dungeon Tables

## Encounters

\* The Above Table tells how many Encounters the Party will have during a Turn while it is on that Terrain. Keep Track with pen and paper. If any Encounters end in a Delay Result you will have stop and pick up where you left off next turn.

\* Each Terrain will have its own Unique Encounter Table. For each encounter, roll once on the Encounter Table. Resolve an encounter before rolling for the next one.

Some encounters do not require a Challenge.

\* Some non-challenge encounters will give an automatic Win or Lose Challenge Result or a result of Nothing. \* Most encounters describe a Challenge.

\* There are 2 main types of Challenges: Basic and Combat.

\* Basic Challenges usually involve only 1 or a few Tests.

## Challenge Phase

Face a number of Encounters based on the type of Terrain your Party is in. Consult the Terrain type Encounters Table. If you get a Delay result your turn prematurely ends and you must continue completing the encounters next turn.

## End Phase

Retire (Discard) any Heroes in your Party in excess of Six. Discard excess Relics. Max 3 per Hero. Discard Magic Cards to reduce to Max Hand Size.

\* Combat Challenges occur over several rounds and require many Tests.

## Basic Challenges

- For a Basic Challenge Roll 1D10.
- Add Applicable Trait Bonuses.
- Add the Challenge Difficulty Modifier (DM).
- If no DM is stated assume it is +0.
- Easy Challenges will have a Positive Bonus.
- Hard Challenges will have a Negative Penalty
- A total of 10+ is a success. Any less is failure.

## Multiple Challenges For One Encounter

A single encounter may require you to win 2 or more Challenges. Failure of any one of the Tests results in a Challenge Loss.

## Sample Basic Challenges

Challenge:	Applicable Trait:
Navigation	Aquatic
Swimming	Aquatic
Storm	Aquatic
Fishing	Aquatic
Pathfinding	Wild or Under
Hunting	Wild
Piloting	Swift
Avigation	Lore

Challenge:	Applicable Trait:
Sneak Past	Stealth
Hide	Stealth
Ambush	Stealth
Lore	Lore
Read Glyphs	Lore
Strength	Strong
Bend Bars	Strong
Lift Gate	Strong



Challenge:	Applicable Trait:
Maze	Under
Make Contact	Settlement
Track	Detect
Survival	Tough
Puzzle	Wits
Riddle	Wits
Find Trap	Detect
Hidden Item	Detect

Challenge:	Applicable Trait:
Climb	Climb
Mechanics	Mech
Repair	Mech
Pick Lock	Mech
Construct	Mech
Musical	Music
Pursuit	Swift

## Contests

Some Challenges are defined as Contests. In a Contest just ONE of the Heroes may participate. The player

decides which Hero.

## Common Challenge Win (success) Table Results

Win:	Notes:
Progress	This Challenge counts as 2 rolls on the Encounter Table
Guide	This Challenge counts as 2 rolls on the Encounter Table
Secret Door	This Challenge counts as 2 rolls on the Encounter Table
Loot	Gain 1D3 Gold
Treasure	Gain 1D6 Gold
Prize	50% Gain 1D6 Gold 50% gain 1 Relic
Reward	Gain 1D10 Gold
Relic	Gain 1 Relic (From Relic Deck): If type Specified keep drawing
Rest	Gain 1 Magic Card (Discard excess)
Study	Gain 1 Magic Card (Discard excess) or 1 Info Token
Magic Source	Gain 2 Magic Cards (Discard excess)
Resupply	Gain 1 Food Token and 1 Drink Token
Food	Gain 1 Food Token. Spend to Negate Starve or Thirst
Gain Luck	Gain 1 Luck Token. Spend to reroll Target Die roll
Change Fate	Gain 1 Luck Token. Spend to reroll Target Die roll
Adventure Gear	Gain 1 Gear Token. Use for +2 to a Mech, Strong, Climb, Survival Test
Medicinals	Gain 1 Med Token. Spend to get +2 to a Heal Test
Drink	Gain 1 Drink Token. Spend to Negate Thirst
Info	Gain 1 Info Token. Use for +2 to a Lore, Wits, Detect, or Track Test
Extra Ammo	Gain 1 Ammo Token. Spend to get +2 to a Range Test
Commotion	Gain +3 Stealth till end of Turn
Disguise	Gain +3 Stealth till end of Turn
Blessed	Get +1 to all Rolls until end of next Turn
Morale Boost	Get +1 to all Rolls until end of next Turn
Well Equipped	Get +1 to all Rolls until end of next Turn
Mounted	Party is mounted on Steeds
Healed	Party Heals all Wounded Casualties
Rescue	Gain 1 Hero (From Hero Deck)
Recruit	Gain 1 Hero (From Hero Deck)
Ally (-)	Party Gains Bonus Traits Listed till end of turn
Quest	The Party is Given a Quest (Roll on Quest Table)

## Common Challenge Lose (failure) Table Results

Lose:	Notes:
Casualty	Lose 1 Hero. Consult Basic and Combat Tables
Off Course	You must make an additional 2 Encounter Rolls
Backtrack	You must make an additional 2 Encounter Rolls
Delay	End Turn. Continue remaining (minimum 1) Encounters Next Turn
Barred	End Turn. You may move next Turn to the next Terrain
Theft	Lose 1 Random Relic
Nullify	Discard random 1D6 Magic Cards
Separation	1D3 Heroes Separated
Favor Foe	Next Foe gets +1D6 Fight and Stealth. Roll for Each.
Sink	Party washes up on nearest Land Terrain. 1D6 Casualties
Starve	1D2 Casualties
Thirst	1D3 Casualties
Freeze	1D2 Casualties
Overheat	1D2 Casualties
Disease	Start of Next Turn 1D3 Heroes are Casualties
Blast	1D3 Casualties
Murder	1 Casualty
Death	1 Casualty Killed
Massacre	1D6 Casualties
Accident	1 Casualty
Permanent	Casualty is Gone Forever. Cannot be Healed or Revived
Alarm	All Foes get +5 Stealth till End of Turn
Cursed	Party gets -2 to all Tests until End of Turn
Weakened	Party gets -2 to all Physical* Tests till End of Turn
Demoralized	Party gets -1 to all Tests until End of Turn
Irritant	Party gets -1 to all Tests next Encounter
Waterlogged	Party gets -2 to all Tests next Encounter
Incapacitated	Hero cannot do anything until next Encounter
Grounded	Must Stop Flying. Continue in a random Wild Terrain
Retry	See Notes
Imprisoned	See Notes
Buried Alive	See Notes

\* Strength, Fight, Swift, Climb, Toughness, Swimming

## Basic Challenge Casualty Result

1D6	Result:
1-4	Wounded (Serious, Painful)
5-6	Killed (Dead)

As a Casualty they cannot contribute to any more Tests. Wounded Heroes remain Wounded until they are Healed. Killed Heroes must be revived by rare Magics or Relics.

Instead of Taking a Casualty you may lose an Ally.

## Party Separation

- If Separated each sub-group must make its own Encounter Rolls.
- After each group has had an Encounter roll 1D6: On a roll of 5+ the Party is reunited.
- The Party will automatically reunite when the Terrain is completed.

## Notes On Traps

-When a Trap challenge is passed it is assumed the party is Then able to disarm it or avoid it.

## After Encounters

\* If your magic hand is not at max, Draw 1 Magic Card.

\* After every Encounter you may attempt to restore Casualties. Make one Healing Test for each Wounded Casualty: Roll 1D10. Add Heal Trait Bonuses to Rolls.

Magic Cards that add to Heal can be played. On a roll of 10+ the Character is restored.

\* Make one Revival Test for each Dead Casualty: Roll 1D10. This can only be attempted with a Revival Spell or Relic. Add the Revival Trait Bonus to the Roll.

On a roll of 10+ the Character is restored.

\* A Character that fails a Revival is permanently Dead.

## Retry

You must encounter this Challenge again, over and over until you pass it. Each time you fail your turn ends. The Challenge does not count against the total number of encounters you must have until you pass it.

1D10	Opportunity:	Notes:
1	Bribery	Pay 3 Gold to get released
2	Bend Bars	Strength XX to escape
3	Fight Jailor	Fight XX to escape (No Relic Bonuses)
4	Climb Wall	Climb XX to escape
5	Pick Lock	Mech XX to escape
6	Steal Keys	Stealth XX to escape
7	Dig your way out	Lore XX to escape
8	Befriend Passerby	Wits XX to escape
9+	Make your Move	Pick one of Above

Note that there is a 50% the Party will lose all its relics, Mounts, and material Tokens upon release/escape.

## Imprisoned

The Party is Delayed and will remain Delayed until they escape or are Released. Roll 1D6 at the beginning of each turn:

Wish, Miracle, Stone to Flesh, Teleport, Alter Reality, Summon Earth Elemental, Disintegrate, Phase-Door, Open Way, or Destruction.

## Buried Alive

The Party is Delayed and will remain Delayed until they escape. Each turn spent buried is an automatic Starve result. The only way out is by Digging: Strength XX DM -2 or by casting one of the following Spells:

## Combat Challenges

These take place over multiple Rounds. It ends when the Foe is Defeated or the Party is Killed off or Flees. On each round roll once on the Combat Table.

## Combat Table

1D20	Result:	Notes:
1	Maneuver	Make a Swift Test or Attempt Escape or Evasion
2	Standoff	Make an Armor Test
3	Strength	Make a Strength Test
4-5	Fight HTH	Make a Fight Test
6	Stealth	Make a Stealth Test or Evasion
7	Ranged Attack	Make a Range Test or Attempt Escape or Evasion
8	Spell	You may play a Spell Card or Attempt Escape or Evasion
9	Bless	You may play a Bless Card or Attempt Escape or Evasion
10	Charm	Make a Music Test or Attempt Escape or Evasion
11	Trick	Make a Wits Test or Attempt Escape or Evasion
12-16	Reroll	Reroll using 1D10
17+	Tactics	Pick one Result

## Evasion

If it is the first round of Combat and you get this option, you may attempt to Avoid Combat completely: Make a Stealth Test: Roll 1D10 for the Party and the Foe. Add Stealth Trait Bonuses to Rolls. Magic Cards that add to Stealth can be played in this Round.

If the party total is higher you sneak away without a fight. They never knew you were there. Note that the Foe is not considered to be Defeated, just Evaded.

1D10	Result:
1-3	Incapacitated (Knocked Out, Pinned)
4-7	Wounded (Serious, Painful)
8+	Killed (Dead)

As a Casualty they cannot contribute to any more Tests. Incapacitated Heroes recover at the end of the Encounter. Wounded Heroes remain Wounded until they are Healed.

Killed Heroes must be revived by rare Magics or Relics. Instead of Taking a Casualty you may lose an Ally.

## Combat Casualty Result Table

One Random Party Member becomes a Casualty.

## Maneuver Result

Make a Swift Test: Roll 1D10 for the Party and the Foe. Add Swift Trait Bonuses to Rolls. Magic Cards that add to Swift can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

## Standoff Result

Make a Armor Test: Roll 1D10 for the Party and the Foe. Add Armor Trait Bonuses to Rolls. Note (This is equal to Foes Hits) Magic Cards that add to Armor can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

## Strength Result

Make a Armor Test: Roll 1D10 for the Party and the Foe. Add Strength Trait Bonuses to Rolls. Note (This is equal to Foes Hits) Magic Cards that add to Strength can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

## Fight Hth Result

**HTH** Hand to Hand.

Make a Fight Test: Roll 1D10 for the Party and the Foe. Add Fight Trait Bonuses to Rolls. Magic Cards that add to Fight can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

## Stealth Result

Make a Stealth Test: Roll 1D10 for the Party and the Foe. Add Stealth Trait Bonuses to Rolls. Magic

Cards that add to Stealth can be played in this Round.

High Total wins. If tied no effect. The Winner gets +5 to their next Maneuver, Fight, Range, or Escape Test.

## Ranged Attack Result

Make a Range Test: Roll 1D10 for the Party. Add Range, Zap, and Breath Trait Bonuses to Rolls. Magic Cards that add to the Range Trait can be played in this Round.

A Roll of 10+ is a Success: The Foe suffers 1 Hit. If the Party has no Range Bonuses at all they cannot make a Range Test. If the Foe has a the Ranged Trait, it may make a simultaneous counterattack.

## Spell And Bless Results

The Player may play 1 Magic Card from their Hand. Make a Magic Test: Roll 1D10. Add the Magic Trait bonus of the played card to the Roll.

A Roll of 10+ is a Success: The Effect takes place. Magic Cards have a Wide Range of Effects:

- Immobilize: Foe automatically Defeated: Easily Killed.
- Protection: Ignore the next 2 Casualty Results.
- Repel: Foe automatically Defeated: Foe Runs away.
- Control: Foe automatically Defeated: Forced to leave or be Killed.
- Distract: Ignore the Next Casualty Result.
- Destroy: Foe automatically Defeated: Outright Kill
- Resist: If Foe has indicated Trait it is Fight-5 for rest of Combat.
- Handicap: Foe reduced to Fight trait = 0 for rest of Combat.

## Trick Result

Make a Wits Test: Roll 1D10 for the Party. Add Wits Trait Bonuses to Rolls. Magic Cards that add to the Wits Trait can be played in this Round.

Subtract the Opponents Stealth Rating from the Total. A Roll of 10+ is a Success: Roll 1D6:

Roll	Result	Notes:
1-2	Foe Falls or Crushed	50% Foe Auto Defeated. 50% Foe takes 1 Hit.
3-4	Foe Trapped or Lost	Auto Escape or +5 to the next Test
5-6	Foe Confused Enraged	Get +5 to the next Test

## Charm Result

Make a Music Test: Roll 1D10 for the Party. Add Music Trait Bonuses to Rolls. Magic Cards that add to the Music Trait can be played in this Round.

A Roll of 10+ is a Success: The Party may Auto Escape or get +5 to the next Test. Note: Many Monstrous Foes can be soothed by music.

## Escape Attempts

Make an Escape Test: Roll 1D10 for the Party and the Foe. Add Swift, Rider, and Climb Trait Bonuses to Rolls. Magic Cards that add to the listed Traits can be played in this Round.

If the Parties total is higher they get away. If not they must continue the Combat. Every time they escape there is a 50% chance the Encounter will not Count against the total number of encounters they

must face.

## Hero Traits

Typical Traits associated with Heroes include: Mage, Priest, Fight, Strong, Swift, Armor, Range, Wits, Lore, Tough, Detect, Music, Rider, Aquatic, Wild, Settlement, Under, Climb, Mech, Heal

## Tactics Trait

Per Level you may reroll 1 Test per Combat Encounter.

## Martyr Trait

Instead of Determining a random Casualty, a Hero with Martyr must be chosen first.

## Charge (kai) Trait

Once per Combat Encounter you may get +3 to either Fight or Strength Trait. For the Chinese and Japanese Variants this is called the Kai Trait.

## Steal Trait

When in a Settlement the Thief may make 1 Steal Attempt. Treat this as an extra Encounter. Make a Steal Test. Roll 1D10. The Thief adds his Stealth Bonuses.

On a 10+ the Thief steals 1 Gold in a Village and 1D6 Gold elsewhere. -If it is a City there is a 20% he gets a relic Instead. -If he fails the party must fight the Guards (2 Hits, Fight+3)

## Zap And Breath Traits

Both of these work just like the Range Trait, however Zap is in the form of Magical energies of all types and Breath is the Elemental Attacks exhaled from Dragons and other Foes.

## Foresee

Once per Turn per Level reroll a Target Die roll.

## Poison

The specific Poison Attack will 50% do an extra point of Damage to a Foe: Susceptible Foes include: Men Beasts Composites Fey

## Sample Trait Description List

Trait:	Notes:
Fight +X	Bonus in Combat Fight Challenges
Mage +X	Unit can use Spells. Bonus increases Magic Hand Size
Priest +X	Unit can use Blessings. Bonus increases Magic Hand Size
Arcane	Artifact that can only be used by a Mage
Blessed	Artifact that can only be used by a Priest
Stealth +X	Bonus in Stealth Challenges
Lore +X	Bonus in Lore Challenges
Fight +X Type	Bonus in Fight Challenges vs Specific Creature Type
Poison Resist	Negate Opposing Poison Bonus
Range +X	Bonus in Ranged Attack Challenges
Wits +X	Bonus in Wits Challenges
Slay	HTH & Range Attacks vs Foe Type 50% inflict an extra Hit
Wild +X	Bonus to all Tests in Wilderness Terrain Challenges
Under +X	Bonus to all Tests in Dungeon Terrain Challenges
Aquatic +X	Bonus to all Tests in Sea Terrain/Water/Swim/Fishing Challenges
Settlement +X	Bonus to all Tests in Settlement Terrain Challenges
Strong +X	Bonus in Strength Challenges
Mech +X	Bonus in Mechanical Challenges. Adds to Fight vs Clockwork Foes
Detect +X	Bonus in Detection Challenges
Climb +X	Bonus in Climbing Challenges
Armor +X	Bonus to Armor Challenges
Immobilize +X	Magic gets Bonus in Combat Challenges
Distract +X	Magic gets Bonus in Combat Challenges
Repel +X	Magic gets Bonus in Combat Challenges
Protect +X	Magic gets Bonus in Combat Challenges
Music +X	Bonus in Music Challenges

Trait:	Notes:
Dual Wield	Can use 2 HTH Weapons at same Time
Rider +X	Bonus while Riding a Mount
Fire Resist	Negate Opposing Fire Bonus
Swift +X	Bonus to Escape and Pursue
Tough +X	Bonus in Healing Challenges (Self)
Heal +X	Bonus in Healing Challenges (Others)

## Creature Type Traits

These Describe the Foe or Heroes. Some Spells, Traits, and Relics will target specific Creature Types.

## Creature Type Trait Lists

Trait:	Notes/Examples:
Men	Term Includes Humans, Demi-Humans, and Humanoids
Human	Most Heroes in the Hero Deck are Human
Demi-Humans	Elves, Dwarves, Gnomes, Halflings, Djinn
Humanoid	Goblins, Orcs, Kobolds, Gnolls, Bugbears
Giants	Ogres, Trolls, Titans, Cyclops, Yeti
Dragons	Wyverns, Wyrms, Wurms, Serpents
Composites	Centaur, Satyrs, Griffons, Manticores, Sphinx
Fey	Faeries, Pixies, Nymphs, Dryads
Shapeshifters	Werewolf, Doppelganger
Beasts	Reptiles, Mammals, Birds, Dinosaurs, Slugs
Monster	Behemoth, Leviathan, Kraken, Kaiju
Aliens	Rock Eaters
Abominations	Offal Eaters
Insects	Spiders
Demons	Devils, Horrors
Angels	Cherubs, Devas
Plants	Treants, Vines, Flowers
Fungi	Mushrooms, Molds
Undead	Zombies, Vampires, Skeletons, Ghouls
Elementals	Salamanders, Weirds, Mud Men
Animated	Golems, Statues, Swords, Armor, Gargoyles
Metallics	Anything Made of Metal
Spirits	Ghosts, Wraiths, Specters, Phantoms, Shades
Clockwork	Robots, Machines, Juggernauts
Aquatics	Mermen, Clams, Crabs, Fish, Octopi, Whales, Sharks
Slimes	Oozes, Jellies, Puddings

## Creature Notes And Traits

- Range+X: Some Foes will have this trait. If so, they get to simultaneously attack back in Ranged Attack Combat Rounds.
- Ambusher: Foe gets Fight+5 and Stealth+5 in first round of Combat.
- Unalert: Foe get Fight = 0 and Stealth = 0 in first round of Combat
- Indifferent: Creature will ignore Party unless Attacked.
- Consuming: Gain 1 Hit if you caused a Casualty. All Casualties are Permanent.
- Permanent: Heroes killed cannot be Healed or revived.

- Recruit: This Trait works just like the Consuming Trait.
- Regenerate: At the End of every Combat Phase 25% regain 1 Lost Hit.

### Slimes

- All Slimes have the Consuming Trait.

### Spirits

- All Spirits have the Incorporeal Trait.
- Incorporeal: Unaffected by non-Magical Attacks.
- Relic Weapons will affect them.



## Swarms

Swarm: Not affected by regular Weapons. Heroes will resort to Cloaks and Torches and will each be at Fight +1. Elemental Magic will Work. Swarms Will Disperse after 1D3 +2 Combat Rounds. Swarms always tie in Stealth Tests.

## Treasure And Hoards

This applies only if not mentioned in the Encounter Table results. Defeating Men type foes will always earn 1D3 Gold. Most other creatures will 50% have 1D3 Gold if fought at their lairs or nests.

Non-Man Creatures met at the Sea Surface or in the Sky will rarely have Treasure. Monsters that have the Hoard Trait will Have Gold equal to their Fight Bonus. If Gold is Found there is also a 1 in 10 Chance to find a Random Artifact.

## Modifying Traits

These Traits are Descriptive of an Attack. Examples: Poison, Fire, Cold, etc.

## Modifying Trait List

- Trait: Notes
- Poison: When used against Heroes this is abstracted into a higher Fight trait for the Foe.

- Elemental: Types include: Fire, Cold, Air, Water, Earth, Lightning, Energy, Light, Darkness, Shadow. Elemental creatures are immune to attacks from the same element.
  - Invulnerable: Cannot be Damaged by Non-magical Attacks. Only harmed by Spells, Blessings, and Relics.
  - Mages: Some Foes are Mages. Draw a Hand of 7 Magic Cards for them. They can use 1 per Round. Have an opposing player play for them.
- Spells that cause automatic Defeat cause 1 random Hero to be a Casualty.

## Terrain Traits

These include:

- Wild (Forests, Mountains, Swamps, Plains, etc.)
- Under (Dungeons, Lairs)
- Settlement (Settlements: Villages, Towns, Cities, and Capitols)
- Aquatic (Seas, Rivers, Lakes) These are very powerful Traits.
- While in the indicated Terrain the unit gets Trait bonus for all Fight HTH, Ranged Attack, Detection, Escape, Pursuit, Heal, Track, Navigation, Pathfinding, and Survival tests.

## Hero Deck Card List

Hero:	Traits:
Ranger of the North	Fight Wild+2 Detect Range+2 Rider Strong Swift Climb
Wasteland Warrior	Fight+3 Strong+2 Range Dual Wield Tough Climb Swift
Blue Mountain Dwarf	Fight+2 Strong+2 Under+2 Tough+2 Mech+2 Climb
Valley Elf	Wild+2 Range+3 Music Heal Stealth+2 Swift Climb
White Tower Wizard	Mage+3 Lore+3 Wits+2 Detect Rider
Dread Coast Pirate	Fight Aquatic+2 Wits Lore Steal Detect Stealth Climb
Intrepid Explorer	Fight Aquatic Wild Settlement Under Lore+2 Climb Tough Swift
Travelling Bard	Wits+2 Music+3 Settlement Lore+2 Rider Detect Swift
Dwarf Giant Slayer	Armor+2 Fight+2 (Slay Giant) Under Tough Strong Martyr Charge
City of Brass Thief	Stealth+3 Mech Detect+2 Settlement Swift Climb Steal
Hunted Bounty Hunter	Range Fight+2 Climb Rider Settlement Stealth Detect Swift+2
Cleric of the Just God	Priest+2 Armor Fight Heal+2 Detect Music (Slay Undead) Foresee
Order of Light Paladin	Priest Armor+2 Fight+2 Strong Rider Heal (Slay Undead) Martyr
Witch Hunter	Priest Range+2 Fight+2 Rider Swift Lore (Slay Mage) Detect
Kings Man Chevalier	Fight+2 Rider+2 Armor+2 Charge Lore Music Martyr
Questing Knight	Fight+2 Rider Strong Armor Lore Wits Detect Climb Swift
Gallivanting Prince	Fight+2 Rider+2 Range Wits Lore+2 Dual Wield Music
Druid of the Mistletoe	Mage+2 Priest Wild+2 Rider Stealth Lore Detect Climb
Aristocratic Duelist	Fight+3 Dual Wield Settlement Swift Lore Wits Stealth
Grey Elf Wanderer	Mage Fight Range Lore+2 Music Wits Heal Wild Rider
High Elf Battle Mage	Mage+2 Fight+2 Range+2 Rider Stealth Lore
Dwarf Rune Master	Mage+2 Lore+2 Wits Tough Under Strong Detect+2
Border Town Rogue	Fight Detect Swift+2 Settlement Stealth+2 Wits Climb Steal

Hero:	Traits:
Mercenary Archer	Range+4 Swift Detect Rider Climb Stealth
Village Healer	Heal+3 Rider Settlement Swift Wits Wild Detect
Tomb Raider	Under+2 Fight Climb Swift Detect Wits Mech Stealth Steal
Runaway Apprentice	Mage Swift Rider Settlement Detect Lore Climb Stealth
Frost Lands Barbarian	Fight+2 Strong+2 Stealth Tough+2 Rider Wild Climb Charge
Priestess of Dawn	Priest+3 Wits Lore Detect Heal+2 Music Foresee
Pit Fighter	Fight+3 Strong+3 Dual Wield Tough+3
Half Orc Battlemaster	Fight+2 Tactics Range Armor Tough Rider Dual Wield Strong
Gnome Tinker	Range Mech+3 Detect+2 Stealth+2 Fight Climb, Under
Gnome Illusionist	Mage Stealth+2 Lore Wits+2 Detect+2 Under Swift
Dwarf Runner	Fight Swift+2 Climb+2 Stealth Under Strong Detect Tough
Halfling Burglar	Range Detect Stealth+3 Wits Swift Climb+2 Steal
Halfling Sherriff	Fight Range+2 Climb Wits Swift Detect+2
Elven Maiden	Mage Heal+2 Wild Stealth Rider+2 Detect Lore Music
Hedge Wizard	Mage Heal Wild Stealth Detect Climb Rider Lore Foresee
Master Artificer	Mage+2 Mech+4 Fight Range Lore+2
Elder Race Invoker	Mage Priest+2 Lore+2 Music Mech Detect Under Wits
Elementalist	Mage Zap+3 Lore Detect Wild Under Climb Tough
Devout Friar	Priest Fight Tough Rider Heal Music Wits Lore Detect Martyr
Holy Seer	Priest+2 Foresee+3 Lore+2 Detect+2 Wits
Spellsword	Fight+3 Mage Tactics Zap Charge Stealth Swift Dual Wield
Otherworldly Warlock	Mage+2 Zap+2 Priest Lore+2 Detect+2 Foresee
Enigmatic Mystic	Mage Priest Lore Detect Wild Heal Wits+2 Music Foresee
Red Hand Assassin	Fight Stealth+3 Poison Settlement Climb+2 Tactics Swift
Harlequin	Settlement+2 Wits+2 Detect Foresee Lore Swift Climb Music
Viking Raider	Fight+2 Strong Stealth Aquatic Tough Range Rider Swift Armor
Viking Berserker	Fight+2 Tough+2 Charge+2 Strong+2 Swift Martyr
Greek Hoplite	Fight+2 Swift Armor+2 Range Lore Music Strong Tough
Gladiator	Fight+3 Tough+2 Armor+2 Tactics Strong Swift
Amazon Warrior	Fight+2 Range+2 Heal Swift Rider Wild Stealth Tactics
Ancient Mariner	Aquatic+2 Strong Magic Lore Detect Foresee Tough Fight Climb
Gypsy Traveler	Foresee Stealth+2 Steal Wits Rider Music Swift Detect Lore
Zealot	Priest Fight (Slay Men) Swift Lore Detect Stealth+2 Charge Martyr
Bodyguard	Fight+2 Martyr Swift+2 Tough+2 Tactics Detect Strong
Philosopher	Foresee+2 Lore+3 Wits+2 Detect+2 Settlement
Dwarf Tunnel Fighter	Fight+2 Armor+2 Strong Tactics Under+2 Swift Stealth
Swashbuckler	Fight+2 Swift+2 Wits Climb Stealth Aquatic Settlement Tactics
Mystic Warrior	Fight+2 Mage Priest Foresee Swift Strong Lore Wits Climb
Half-Elf Mage Thief	Fight Mage Range Stealth+2 Steal Swift Climb Detect Lore
Crusader Knight	Fight+2 Tough+2 Armor+2 Strong Rider Tactics Martyr
Highlander	Fight+2 Strong+2 Rider Wild Climb Wits Music Tough

## Magic Deck Card List

Magic:	Type:	Traits:
Fireball	Spell	(Fire) Zap +5
Lightning Bolt	Both	(Air Lightning) Zap +5
Cone of Cold	Spell	(Water Cold) Zap +4
Magic Missile	Spell	(Air Earth Energy) Zap +3

<b>Magic:</b>	<b>Type:</b>	<b>Traits:</b>
Disintegrate	Spell	(Fire Energy) Destroy +3
Light	Both	(Fire Air Energy) Detect +3 Distract +4
Darkness	Both	(Death Sight) Stealth +4 Distract +5
Danger Sense	Spell	(Life) Stealth +3 Detect +5 Traps (Negate Invisibility)
True Sight	Both	(Sight) Detect +7 (Negate Invisibility)
Open Way	Both	(Matter Space) Get +5 vs Door or Gate or Barrier
Giant Strength	Both	(Transform) Strong +6 Range +5 for rest of Combat
Energize	Both	(Life Energy) Strong +3 Swift +3 Fight +3
Clarity	Spell	(Mind) Wits +5
Mending	Both	(Matter) Heal +3 or Mech +3
Lay on Hands	Bless	(Holy) Heal +4
Cure	Bless	(Life Holy) Heal +5
Healing Rain	Bless	(Life Water) Heal +7 (Targets all Wounded Heroes)
Reincarnate	Both	(Spirit Holy) Revive +5 (Comes back as a New Hero)
Resurrect	Bless	(Life Spirit Holy) Revive +4
Legend Lore	Both	(Sight) Lore +9
Dragon Form	Spell	(Dragon Transform) Fight +10 Breath +3 for rest of Combat
Turn into Toad	Spell	(Transform) Immobilize +2
Find Trap	Spell	(Sight) Auto Negate Trap
Phase Door	Spell	(Earth Matter) Progress Result for Dungeon Terrain
Turn Undead	Bless	(Holy) Repel +4 vs Undead
Fear	Spell	(Mind Chaos Death) Repel +4 vs Men Beasts
Stone to Flesh	Both	(Earth) Destroy +5 vs Stone; Negate Gaze Petrify
Psionic Blast	Spell	(Mind) Zap +4
Awe	Bless	(Holy Sight) Repel +5
Growth	Spell	(Transform) Hero gets Fight +14 for rest of Combat
Gust of Wind	Spell	(Air) Repel +6
Illusion	Spell	(Mind Sight) Distract +5 vs Men Dragons Beasts Giants
Forget	Spell	(Mind) Distract +6 vs Men Giants
Mesmerize	Both	(Mind Sight) Control +5 vs Men
Charm	Spell	(Mind) Control +4 vs Men Beasts
Command	Spell	(Mind) Control +3
Poison Gas Cloud	Spell	(Air Poison) Destroy +5 vs Men Beasts
Insect Swarm	Both	(Call Life Death) Distract +4
Death	Both	(Death) Destroy +6 vs Men Beasts
Smite	Bless	(Holy) Fight +4 Double Damage
Haste	Both	(Time Energy) Fight +3 Swift +3 for Rest of Combat
Sleep	Spell	(Mind) Immobilize +4 vs Men Beasts
Paralyze	Both	(Matter Mind) Immobilize +3
Hold Person	Bless	(Holy Mind) Immobilize +4 vs Men
Web	Spell	(Life) Immobilize +5 (Spirits, Elementals Immune)
Shrink	Spell	(Transform) All Traits of Target reduced to Zero
Petrify	Both	(Earth Transform) Destroy +5
Tangle Roots	Both	(Call Life Plant) Immobilize +5
Invisibility	Spell	(Sight) Stealth +7 for Rest of Combat
Dispel Evil	Bless	(Holy Abjure) Destroy +5 Undead Spirit Demon
Dispel Magic	Spell	(Meta Abjure) Destroy +6 Animated Elemental Clockwork
Wish	Spell	(Meta) See Notes
Teleport	Spell	(Space) Progress for non-Sea or Dungeon Terrains
Miracle	Bless	(Holy) Same as Wish
Breathe Water	Spell	(Water) Aquatic +5 (Swimming and Combat only)
Rust	Spell	(Water Chaos) Mech +6 or Destroy +7 vs Metallic
Flight	Both	(Air Space) Climb +7 Swift +5

Magic:	Type:	Traits:
Magic Shield	Both	(Energy) Armor +2 for Rest of Combat
Magic Armor	Both	(Energy) Armor +3 for Rest of Combat
Circle of Protection	Bless	(Energy Holy Abjure) Protection +4
Divine Intervention	Bless	(Holy) Protection +8
Remove Curse	Bless	(Holy Meta Life Abjure) End a Curse Effect
Curse	Both	(Death) Handicap +4
Earthquake	Both	(Earth) Range +8
Blind	Both	(Sight Death) Handicap +5
Weakness	Both	(Energy Death) Handicap +6
Exorcism	Bless	(Holy Abjure) Repel +7 vs Spirit
Force Field	Spell	(Energy) Protection +5
Summon Wall	Both	(Fire Erath Air Water Call) Protection +6
Invulnerability	Both	(Matter) Armor +5
Raise Dead	Both	(Call Life Holy Death) Revive +5
Divination	Both	(Holy Spirit Sight) Gain 2 Luck Tokens
Alter Reality	Spell	(Meta) Gain 1 Luck Token and Draw 1 Magic Card
Demonic Tutor	Spell	(Demon) Gain 1 Info Token and Draw 1 Magic Card
Summon Skeletons	Spell	(Call Death) Fight +3 for rest of Combat
Air Elemental	Spell	(Call Air) Fight +3 for rest of Combat
Fire Elemental	Spell	(Call Fire) Fight +5 for rest of Combat
Earth Elemental	Spell	(Call Earth) Fight +6 for rest of Combat
Water Elemental	Spell	(Call Water) Fight +4 for rest of Combat
Summon Wolves	Spell	(Call Life) Fight +4 for rest of Combat
Time Stop	Spell	(Time) Immobilize +6
Reverse Time	Spell	(Time) Replay Challenge from the Beginning
Destruction	Both	(Chaos Abjure) Commotion
Enchantment	Both	(Transform) Gain 1 Relic
Alchemy	Both	(Transform) Gain 1 Potion or 2 Gold

## Summon And Call Spells Discussion

-Summon and Call Spells can only be used in certain Terrains: Wolves: Wilderness Only Zombie, Earth, and Fire Elementals: Street, Wilderness and Underground Water Elementals: Sea, Wilderness, Street, and Underground Air Elementals: Sky, Sea, Wilderness, Street, and Underground

## Wish Spell Discussion

Wishes and Miracles have multiple possible Effects. Pick One:

- Draw 5 cards from the Magic, Hero, or Relic Deck and keep one.
- Heal or Revive a Casualty automatically.
- Choose the Result of a Target Die-roll.
- Mimic any other Spell or Bless.

## Relic Deck Card List

Relic:	Traits:
Magic Plate	(Matter) Armor +3
Enchanted Hauberk	(Transform) Armor +2 Strong +1
Dragon Scale Armor	(Dragon) Armor +2 Fight +1
Mithril Mail	(Earth) Armor +1 Tough +2
Holy Mace	(Holy) Blessed Fight +5 vs Undead
Holy Symbol	(Holy) Repel +3 Undead Demons (Once per Combat)
Wizards Scroll	(Meta) Arcane Discard to Draw 3 Spell Cards Keep one.
Staff of Power	(Meta) Arcane Mage +1
Cloak of Invisibility	(Sight) Stealth +4
Rope of Climbing	(Air) Climb +4

Relic:	Traits:
Boots of Speed	(Air) Swift +4
Potion of Strength	(Transform) Discard for Strong +5
Bag of Holding	(Space) Hero can Carry an extra 3 Relics
Rod of Blasting	Arcane (Energy) Destroy Door (Once per Turn)
Wand of Foom	Arcane (Fire) Zap +5 (Once per Combat)
Wand of Plinking	Arcane (Energy) Zap +1
Wand of Wonder	(Meta) Arcane Distract +2 (Once per Combat)
Deck of Many Things	(Meta) Mage +1
Djinn Lamp	(Call) 3 Wishes (As Wish Spell) then Discard
Antidote	(Life) Potion: Discard to Heal Casualty caused by Poison
Polymorph Potion	(Transform) Discard for Fight +10 this Combat
Potion Invulnerability	(Energy) Discard: Negate 1 Future Casualty this Encounter
Luck Potion	(Fate) Discard: Party gets +1 to all Tests this Turn
Great Spear	(Matter) Fight +2 Range +2
Vorpal Blade	(Space) Fight +4 (This does an extra Hit of Damage 50%)
Pole of Plenty	(Water) Fish +3
Salve of Healing	(Life) Potion: Heal +2. Discard after 3 Uses
Time Turner	(Time) Replay Encounter from the Beginning (Once per Turn)
Mirror Shield	(Sight) Destroy +10 (once per Combat) Foe with Gaze
Enchanted Net	(Water) Immobilize +3 (Once per Combat) Fish +2
Dagger of Venom	(Poison) Fight +1 vs Men Beasts
Holy Hand Grenade	(Holy) Blessed Discard for Range +6
Holy Water	(Holy) Potion: Discard for Range +6 vs Undead Demons
Hammer of Throwing	(Earth) Fight +2 Range +3
Lightning Rod	(Lightning) Arcane (Lightning) Zap +3 (Twice per Combat)
Dancing Sword	(Life) Fight +2 (Owner may use another Weapon)
Firebrand Sword	(Fire) Fight +3
Acid Flask	(Acid) Potion: Discard for Range +4
Rune Sword	(Death) Fight +3 Heal +2
Elder Bow	(Sight) Range +3 Hunt +2
Sling of Seeking	(Sight) Range +2
Rod of Resurrection	(Holy Life) Revive +5 (3 Uses)
Dragon Spear	(Dragon) Fight +2 Strong +1 (Slay Dragons)
Goblin Bane Sword	(Matter) Fight +2 Strong +1 (Slay Humanoids)
Ice Bow	(Cold) Range +3
Endless Quiver	(Matter) Gain 2 Ammo Tokens at beginning of Turn
Eldritch Blade	(Spirit) Fight +2 Strong +1 (Slay Spirits)
Horn of Gales	(Air) Repel +4
Crystal Ball	(Sight) Foresee
Horn of Summoning	(Call) Warrior Allies (Fight Strong Armor) Once per Turn
Winged Boots	(Air) Swift +1 Climb +3
Titans Shield	(Transform) Armor +2 Strong +1
Shield of Faith	(Holy) Armor +2 Martyr
Great Helm	(Matter) Armor +1 Fight +1
Jade Helmet	(Mind) Armor +1 Resist Mind
Commanders Helm	(Mind) Armor +1 Tactics
Crown of Control	(Mind) Control +5 vs Men (Once per Encounter)
Snake Staff	(Holy) Blessed (Poison) Fight +2 vs Men Beasts
Flask of Poison Gas	(Poison) Potion: Discard for Destroy+4 Men Beasts
Ring of Protection	(Energy) Armor +1 Tough +1
Ring Fire Resistance	(Fire) Resist Fire
Magicians Scroll	(Meta) Arcane Discard to Draw 3 Spell Cards keep 1
Mages Scroll	(Meta) Arcane Discard to Draw 3 Spell Cards keep 1



Relic:	Traits:
Staff of Healing	(Holy Life) Blessed Heal +4 (Once per Encounter)
Holy Grail	(Holy) Priest +1
Holy Sword	(Holy) Fight +2 Strong +2 (Slay Undead)
Magic Skeleton Key	(Matter) Mech +4 (Opening Locks only)
Potion of Healing	(Life) Discard for Heal +6
Elixir of Life	(Life) Potion: Discard for Revive +6
Ogre Gauntlets	(Transform) Strong +4
Staff of Striking	(Holy) Blessed Fight +2
Amulet of Warding	(Meta) Foe Mages get -3 to their Spell Tests
Magic Pipes	(Sound) Music +5 Control +4 vs Beast (Once per Combat)
Horn of Plenty	(Matter) Gain 1 Food Token at beginning of your Turn
Philosophers Stone	(Transform) Gain 1 Gold at beginning of your Turn
Demon Mask	(Demon) Repel +3 vs Men Beasts (Once per Combat)
Magic Mirror	(Sight) Arcane Lore +5 (Once per Turn)
Magic Goggles	(Sight) Detect +1 Mech +1
Gem of Seeing	(Sight) Detect +2
Thinking Cap	(Mind) Wits +1
Bottle Imp	(Demon Call) Gain 1 Info Token at the start of your turn

Relics Further Discussion

- Big: You cannot get this into or out of a Dungeon
- When searching for a Potion, Scroll, or particular type of items, simply flip through the deck and draw the first one you come across.

- When in Settlements they will be Stabled and can be Retrieved.
- At Sea they can be stored on Ships, but if the Ship sinks, they will be Lost.
- When Mounted and having a Climbing Encounter, you must Backtrack.
- Riding Horses: Also give an extra Swift+1.
- Warhorses: Also give an extra Fight+1.
- Donkeys, Mules, Draft Horses: No extra Bonuses.
- Unicorns: Extra Swift+1 and Fight+1
- Centaurs: Extra Fight+2

\* Events And Options

Mounts

- The party will occasionally acquire Mounts.
- These synergize with the Rider Trait: A Hero with Rider+X will get Fight+X, Strong+X, and Swift+X if he is mounted.
- All Land type Mounts can only travel in Wilderness except for Mountains and Swamps. They cannot be used in Sky or Dungeons. When entering terrain impassable to Mounts they are simply set free.

Underwater And Sea Mounts

Every time you go to sea it is assumed you have acquired passage on a Ship. When Adventuring underwater, it is assumed you have found a magical Means of breathing underwater. There is also a 50% you have wrangled Sea Mounts.

Underwater Mount Table

1D6	Sea Mount:	Notes:
1	Hippocampus	Extra Swift+1
2	Giant Sea Horses	No Extra Bonus
3	Manta Rays	Extra Swift+2
4	Giant Crabs	Extra Fight +1
5	Were Sharks	Extra Fight +2
6	Giant Eels	Extra Swift+1 and Fight+1

Flying Conveyances And Mounts

Every time you get the Air Travel or Sky Shard Terrain it is assumed you have Secured a mode of Flying

Transportation. It is also assumed you lose it once The Terrain is resolved.

Flying Transport Table



1D10	Type:	Notes:
1	Pegasi	Extra Swiftness+2
2	Hippogryphs	Extra Swiftness+1 and Fight+1
3	Gryphons	Extra Fight+2
4	Flying Machine	Big Artificer Relic: Helicopter
5	Flying Ship	With Crew Ally (Fight Range Swift)
6	Magic Carpet	Big Enough for All. Extra Swiftness +2
7	Flying Discs	Dark Elf Relics. Extra Swiftness +1
8	Luck Dragon	Gain Luck before every Encounter
9	Personal Clouds	Divine Origin. Extra Swiftness+1
10	Flying Chariot	Pulled by Horses. Extra Swiftness +2
11	Giant Eagles	Carried. Uncomfortable. Allies (Fight+2)
12	Gliders	Some Skill Required
13	Ornithopter	Big Technomancer Relic: Flapping Wings
14	Enchanted Sled	Pulled by Reindeer. Extra Swiftness +3
15	Hot Air Balloon	Slow. Goblin Origin
16	Fairy Dust	Fey Magic
17	Broomsticks	Relics. Witchcraft. Extra Swiftness +2
18	Zeppelin	With Crew Ally (Fight Range Swift)
19	Tame Roc	On the Back of. Ally (Fight+2)
20	Pterodactyls	Surprisingly Docile. Extra Swiftness +1

## Quest Table

1D20	Quest
1	Defeat Brigands: Journey then Track XX then (Men 3/+8/+9) Range+3
2	Deliver Message: Journey then Swift XX then Climb XX
3	Rescue Children: Journey then Stealth XX then Fight Witch (Mage 2/+6/+8)
4	Defeat Rebels: Journey then Track XX then (Men 4/+12/+10) Range+4
5	Damsel in Distress. Journey then Stealth XX then Fight Dragon (Fire 5/+15/+9) Fast
6	Subdue Madman: Journey then Track XX then (Man 2/+5/+6)
7	Capture Escaped Prisoner: Journey then Track XX DM -2 then (Man 2/+7/+9)
8	Escort Pilgrims: Journey then Defend from Bandits (Men 3/+8/+8) Range+3
9	Find Traitor: Journey then Wits XX then Defeat Random Castle Defender
10	Avenge Noble Murder. Journey then Track XX then Fight Knave (Man 2/+7/+10)
11	Free Prisoner: Journey then Climb XX then Fight Guards (Men 3/+6/+6)
12	Heal Holy Man: Journey then Swift XX then Lore XX then Heal XX
13	Seek Questing Beast: Journey then Swift XX then Track XX
14	Save Baby from Fey: Journey then Track XX then Wits XX DM -2
15	Deliver Holy Relic: Journey then Swift XX
16	Escort Official: Journey then Defend from Assassin (Man 2/+7/+11)
17	Find Escaped Animal: Journey then Track XX then Strength XX
18	Return Stolen Gold: Journey then Track XX then Fight Thief (Man 2/+6/+10)
19	Return Stolen Relic: Journey then Track XX then Fight Wizard (Mage 2/+5/+7)
20	Escort Merchants: Journey then Defend from Raiders (Men 4/+10/+8) Range+3

## The Journey

Determine a Random Basic Wilderness. (Roll 1D10 on the Wilderness Terrain Table) Next turn resolve 1D6 Encounters in that Wilderness, then you may complete the Quest. If you fail any of the Quest Challenges or Combats you can attempt the same Quest again on the following turn.

## Quest Notes

Before embarking on the Quest roll 2 times on the Quest Provisions Table and Add 1 to your roll each time. Upon completion of the Quest roll 3 times on the Quest Provisions Table.

**Quest Provisions Table**

1D6	Reward:	1D6	Reward:
1	2D6 Gold or Recruit	5	Resupply or Mounted
2	One Random Relic	6	Gain Luck or Extra Ammo
3	Blessed or Medicinals	7	Info or Recruit
4	Well Equipped or Adventure Gear		

## Event Table

1D20	Event:
1	Lost: Backtrack
2	Poor Weather: Delay
3	Fool's Gold: Lose all your Gold
4	Hunger: Starve
5	Drink: Thirst
6	Lost Provisions: Lose all your Food
7	Answered Prayer: Blessed
8	Good Omen: Morale Boost
9	Confusion: Separated
10	Talk to Locals: Info
11	Fate Smiles Upon You: Gain Luck
12	Safe Place: Rest
13	Find Provisions: Resupply
14	Mishap: Accident
15	Pick Up a Penny: Gain 1 Gold
16	Patrol: Wits XX: Imprisoned or (Men 4/+10/+8)
17	Roll on Stranger Event Table (Reroll if in Dungeon)
18	Roll on Hero Hunter Table
19+	Roll on Rare Event Table

## Stranger Event Table

1D10	Event:
1	Wise Man: Ally (Lore Wits Detect)
2	Fellow Traveler: Recruit
3	Goodly Mage: Magic Source
4	Hag: Cursed
5	Peddler: Cost 1 Gold: Medicinal, Well Equipped, or Adventure Gear
6	Guide for Hire: Cost 1 Gold: Guide
7	Sellswords: Cost 2 Gold: Ally (Fight Armor Strong)
8	Sage: Info
9	Fortune Teller: Change Fate
10	Dwarf Smith: Cost 3 Gold: Relic

## Hero Hunter Table

1D10	Foe:
1	Invisible Stalker (Spirit 3/+10/+8) Ambusher
2	Hell Hounds (Demon Beasts 3/+13/+10) Fast
3	Doppelganger: Death then (Shapeshifter 3/+8/+12) Ambusher

1D10	Foe:
4	Ninjas (Men 4/+12/+10) Range +4 Ambusher
5	Succubus Detect XX: Death or (Demon 3/+9/+15) Ambusher
6	Grim Reaper: Swift XX DM -2: Death
7	Assassin: Detect XX: Death or (Man 2/+11/+9) Ambusher
8	Trickster: Detect XX: Discard 1 Relic
9	Bounty Hunters (Men 4/+12/+10) Fast Range+4 Ambushers
10	Terminator (Animated Regenerating 6/+14/+9) Metallic Range+4

## Rare Event Table

1D20	Event:
1	Astral Conjunction: Magic Source
2	Prophecy: Quest
3	Gathering: Favor Foe
4	Magic Vortex: Nullify
5	Found Object: Relic
6	Called Home: Lose 1 Random Hero
7	Pestilence: Disease
8	Breakage: Discard 1 Relic
9	Devil with Contract: Gain +2 to all tests next turn then Death
10	Benevolent Demigod: Gain Relic or Quest or Recruit or Blessed
11	Evil Darkness: Favor Foe
12	Fates Intervene: Change Fate
13	Ragnarok Approaches: Backtrack
14	Planeswalker: Guide
15	Divine Protection: Blessed
16+	Tracked Down: Roll on Hero Hunter Table

## Rare Event Notes

- The Devil at the end of next turn permanently Kills one Random Hero.

## Game Designers Notes

\* After finishing up on Otherworldly Warlocks RPG, I wasn't really done with it. Deep down I wanted to turn it into a Board Game. I got to reuse the Encounter Tables and lots of the Ideas. I had two other main outside Influences in the Design of this game. The first is an old TSR Gem called "Knights of Camelot" One of my favorite designs ever. The other is "Talisman" in all its Glory. I was only familiar with the original, so I had to Research all the amazing Fourth Edition Expansion Material. It is indeed Epic. -I will sum up the main differences between Mortal Quest and Talisman:

1. Character Focus: You control a party of Six, not just One Hero.
2. Deck Reduction: Only 3 Decks. Tokens and Encounter Tables substitute.
3. Victory Condition: Defeat Major Foe only but there are over thirty of them.
4. Expansions: Every Encounter Table is effectively an expansion in MQ.
5. Combat: MQ is more complicated, but should be more satisfying.

6. Movement: Extremely Frustrating in Talisman, not so in MQ.
7. Challenges in MQ: Introduces a rudimentary Skill System.
8. Hero Stats change in Talisman, whereas the Heroes change in MQ.
9. Player Interaction: Admittedly more in Talisman, Opponents roll for Foes in MQ.
10. Randomness: Arguably things feel less so in MQ. A little more coherent.
11. Turn Length: Much Longer in MQ. As long as 15 Minutes if clearing a Dungeon.

\* The Decision to separate Japan and China as variants was mostly for aesthetic reasons. Also they each have their own extensive Hero and Relic Decks which the player would have to make, otherwise it is the same ruleset. The Japan and China Encounter Tables are still accessible from the Rare Encounter Table. If you do have the Decks made up then you can recruit from them while playing the regular game. \* The Regular game aesthetically is a Mix of Sword and Sorcery, High Fantasy, Arthurian Legend, with a smattering of Greek Mythology, Egyptian Mythology, Gothic, Ancient History, Arabian Adventures, and Steampunk. It seems to work ok, but I thought adding Japan and China might dilute everything too much.

## Optional Rules

### New Traits For Optional Heroes

- **Fly:** This Hero can Fly. This gives an automatic bonus of Climb+3 for design purposes Flying counts as 3 Trait slots.
- **Sky:** A Terrain Bonus like Aquatic. It applies only to aerial Terrains such as found in the Air Travel and Sky Shard Encounter Tables.
- **Followers:** Similar to Allies except they are renewed at the beginning of every turn. Like Allies they provide 3 Traits and can soak up a casualty. As Casualties, Allies do not contribute their Trait bonuses. For design purposes Followers counts as 3 Trait slots.
- **Alchemy:** Gain 1 Gold every turn
- **Potions:** Gain 1 Relic Potion every turn
- **Salves:** Gain 1 Med Token every turn
- **Flasks:** Gain 1 Ammon Token every turn
- **Fire:** Draw 1 Fire Spell every Turn
- **Air:** Draw 1 Air Spell every Turn
- **Water:** Draw 1 Water Spell every Turn
- **Earth:** Draw 1 Earth Spell every Turn
- **Spirit:** Draw 1 Spirit Spell every Turn
- **Sight:** Draw 1 Sight Spell every Turn
- **Mind:** Draw 1 Mind Spell every Turn
- **Death:** Draw 1 Death Spell every Turn
- **Call:** Draw 1 Call Spell every Turn
- **Transform:** Draw 1 Transform Spell every Turn
- **Holy:** Draw 1 Holy Bless every Turn
- **Estate:** Gain 1 Gold every Turn

### Optional Hero Deck Card List

Hero:	Traits:
Aeronaut	Sky+2 Fight Lore Swift+2 Range+2 Detect Mech
Sky Pirate	Sky Fight+2 Steal Stealth Swift Range+2 Detect Mech
Hawkman Adventurer	Fly Sky+2 Fight+2 Swift Range Detect
Captain of the Guards	Guard Followers (Armor Fight Strong) Armor+2 Fight+2 Tactics+2 Tough
Beast Master	Beast Followers (Detect Swift Fight) Fight+2 Strong+2 Swift Tough Wild
Fey Warden	Fey Followers (Wild Mage Stealth) Mage Range Fight Swift Stealth+2 Lore
Shaman	Spirit Followers (Lore Detect Zap) Mage Priest Lore+2 Detect Music Spirit
Alchemist	Mage Alchemy Potions Salves Flasks Lore+2 Detect Heal Wits
Aeromancer	Mage Air Fly Zap Lore Sky Swift Detect
Hydromancer	Mage Water Zap+2 Lore Swift Aquatic Detect Heal
Geomancer	Mage Earth Zap+2 Lore Strong Under Detect Armor Tough
Pyromancer	Mage Fire Zap+3 Lore Tough+2 Swift Detect
Seer	Mage Sight Lore+2 Detect+3 Wits Foresee+2
Mentalist	Mind+2 Zap+2 Detect+2 Wits Foresee Strong Tough
Macabre	Mage Death Zap+2 Foresee Wits Lore Settlement Detect Tough
Summoner	Mage+2 Zap Call Tactics Lore Wits Detect Strong Tough
Enchanter	Mage+2 Zap Transform Lore Wits Detect Foresee Stealth Music
Templar	Holy Fight+2 Armor+2 Rider Tough Estate Strong Charge

## Sea City

### Sea Voyage Encounter Table

1D60	Encounter:
1	Desert Island: 50% Nothing 50% Rescue
2	Sargasso Sea: Delayed + Starve
3	Doldrums: Delayed + Thirst
4	Lost at Sea: Navigation XX: Delayed + Thirst
5	Monsoon: Storm XX: Sink
6	Tidal Wave: Storm XX DM -2: Sink
7	Hurricane: Storm XX DM -1: Sink
8	Tropical Paradise: Resupply and Rest
9	Ghost Ship Pirates (Spirits 4/+14/+7) Fast
10	Sea Serpent (Aquatic Dragon 5/+16/+9) Scales. Fast

1D60	Encounter:
11	Kraken (Aquatic Monster 10/+18/+6)
12	Leviathan (Aquatic Monster 12/+20/+5)
13	Merfolk on Mantises (Aquatic Men 3/+10/+10) Fast
14	Cursed Ship Pirates (Men 4/+10/+8) Range+3
15	Skeleton Crew Pirate Ship (Undead 3/+11/+6) Hoard
16	Port: Resupply for 2 Gold
17	Harbor: Resupply for 2 Gold
18	Cannibal Island: (Poison Men 3/+9/+11) Range+3: Resupply
19	Sea Devils (Aquatic Men 5/+12/+6) Ambushers Range+2
20	Safe Passage: Navigation XX: Progress
21	School of Fish: Fishing XX: Food
22	Tritons on Hippocampi: (Aquatic Men 3/+11/+5) Fast
24	Shipwreck Survivors: Rescue
25	Spoilage: Lose all Food
26	Mutinous Crew (Men 3/+9/+12) Ambushers
27	Singing Sirens: Wits XX: (Mind Aquatic Men 2/+13) Slow
28	Giant Octopus (Aquatic Monster 4/+15/+6) Food
29	Sea Dragon (Aquatic Dragon 5/+17/+5) Scales. Fast
30	Crab Men with Man-Catchers (Aquatic Men 4/+10/+5)
31	Buccaneers Night Raid (Men 3/+9/+10) Ambushers
32	Corsairs (Men 4/+10/+8) Fast Hoard Range+3
33	Undead Sea Rovers (Aquatic Regenerating Undead 3/+11/+7) Fast
34	Fishing Village: Resupply for 1 Gold
35	Pirate Town: Brawl (Men 2/+5/+2 Slow) Resupply for 3 Gold
36	Reef: Navigation XX: Sink (4 Less Casualties)
37	Rocks: Navigation XX: Sink (3 Less Casualties)
38	Shallows: Navigation XX DM +1: Sink (No Casualties)
39	Giant Whirlpool: Navigation XX: Sink
40	Dolphins: Gain Luck
41	Strong Headwinds: Navigation XX DM -2: Delay
42	Sea Turtles: Fishing XX: Food
43	Whale Sighting: Hunt XX DM -2: Food
44	Lush Island: Roll twice on Dinosaur Island Table
45	Flying Fish: Fishing XX DM +1: Food
46	Calm Sea: 50% Nothing 50% Starve
47	Driftwood: Nothing
48	Stowaway: Rescue
49	Giant Squid (Aquatic Monster 5/+14/+3) Shell: Food
50	Flotsam and Jetsam: Demoralized
51	Old Man of the Sea: Cursed
52	Sea Hag (Mage 3/+7/+9)
53	Blessing of the Sea King: Blessed
54	Albatross: Guide
55	Greek Isles: Roll Twice on the Greek Island Table
56	Jungle Island: Roll Twice on the Jungle Table
57	Land Sighted: Roll on the Event Table

Note: Unless stated All of the above encounters are of the Aquatic Terrain Type

## River Crossing Encounter Table



1D10	Encounter:
1	Bridge Troll (Regenerating Giant 6/+15/+10) Ambusher (A)
2	Flooded: Delay
3	Black Knight Contest: Fight XX: Delay (W)
4	Raging River: Strong XX: Separated Next Turn (A)
5	Ferryman: Pay 1 Gold to Cross
6	Lady Bathing: Morale Boost
7	Sturdy Bridge: Nothing
8	Ford Shallow Portion: Swift XX: One Relic Washed Away (A)
9	Highwayman: Pay all Gold or (Man 2/+6/+5) Fast (W)
10	Good Spot: Fishing XX: Food (A)

Note: At a River you automatically gain 2 Drink Tokens

## Village Encounter Table

1D20	Encounter:
1	Roll once on the Tavern Table
2	Roll twice on the Tavern Table
3	Healer: Cost 1 Gold to Heal 1 Wounded Hero
4	Smithy: Cost 1 Gold: Well Equipped or Adventure Gear
5	Church: Blessed
6	Buy Draft Horses: Cost 2 Gold: All Heroes Mounted
7	Buy Provisions: Cost 1 Gold: Resupply
8	Peasants Plea: Quest or Info
9	Harvest Festival: Delay + Morale Boost
10	Opportunistic Serfs with Knives (Men 2/+4/+6)
11	Help round up Loose Livestock: Track XX: Food (W)
12	Skirmish: Goblin Raiders: (Men 3/+6/+7)
13	Barn Raising: Strong XX: Morale Boost
14	Young Adventurer: Recruit
15	Common Thief: Detect XX: Lose 1 Random Relic
16	Visit Well: Gain 2 Drink Tokens
17-18	Sleep in Barn: Nothing
19+	Roll on Event Table

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

## Castle Encounter Table

1D30	Encounter:
1	Dismissed: Wits XX DM -2: Barred
2	Tournament Melee: Contest Fight XX Unmounted: Prize
3	Tournament Joust: Contest Fight XX Mounted: Prize
4	Competition Archery: Contest Range XX No Magic: Prize
5	Market Day: Cost 1 Gold. Resupply up to Twice
6	Stables: Mounted: Riding Horses
7	Invited to Feast: Rest + Info
8	Mixed up in Castle Intrigue: Wits XX: Murder
9	Visit Chapel: Blessed
10	Insulted: Fight Random Castle Defender
11	Ghost on Parapets: Wits XX: Info or (Spirit 2/+11/+6)
12	Adventurous Henchman: Recruit

1D30	Encounter:
13	Captured: Wits XX: Imprisoned
14	Dungeon Door: Roll 3 Times on Basic Dungeon Encounter Table
15	Wounds Attended to: Healed
16	Call for Heroes: Noble Quest: Quest or Info
17	Siege: Castle attacked by Random Quest Foe. Help Defend it.
18	Attend Court: Wits XX: Info or Barred
19	Given Aid: Well Equipped or Loot or Adventure Gear or Mounted
20	Lord Grants Request: Quest or Recruit or Relic
21	Gain Lady's Favor: Wits XX: Morale Boost
22	Siege: Castle Attacked by Random Major Foe. See Notes.
23	Get too Close: Moat Monster (5/+12/+7) Ambusher (A)
24	Bell Tower: Track XX: Hunchback (Man 3/+8/+9): Relic
25	Royal Decree: 50% Delay 50% Pay 2 Gold
26	Royal Archives: Study
27+	Roll on Event Table

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

getting across the Drawbridge.

- In a Siege, the Castle Defenders are working with you so you get +5 to all Tests not including Spell and Bless Tests.

### Castle Notes

- The First Encounter you always get at a Castle is 1: Dismissed. If they don't like you you're not

### Castle Defender Table

1D10	Encounter:
1	Lord of the Castle (Man 3/+14/+8) Armored. Has 2 Relics
2	Champion (Man 3/+16/+9) Armored and Shielded. Has 1 Relic Weapon
3	Wizard (Man Mage 2/+6/+7) Zap +2
4	Men at Arms (Men 3/+13/+8) Armored
5	Yeomen (Men 3/+7/+8) Range +3
6	Guards (Men 4/+8/+8) Shielded
7	Captain of the Guard (Man 3/+12/+10) Ambusher
8	Huntsman (Men 3/+10/+12) Range +4 Ambusher
9	Knights (Men 3/+14/+7) Armored and Shielded
10	Soldiers (Men 4/+9/+8) Shielded

### Tavern/inn Encounter Table

1D10	Encounter:
1	Cloaked Stranger sitting in Corner: Quest or Info
2	Good Night's Sleep: Cost 1 Gold. Rest
3	Hear Rumors: Cost 1 Gold: Info
4	Card Game: Gamble and Win 1D6-3 Gold
5	Get Drunk: Cost 1 Gold
6	Looking for Adventure: Recruit
7	Welcoming Wenches: Delay
8	Barroom Brawl (Men 4/+4/+4)
9	Arrange with Innkeeper: Pay 3 Gold: Resupply and Mounted
10	Minstrel: Music XX: Morale Boost

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

## Town And City Encounter Table

1D100	Encounter:
1	Raw Sewage: Irritant
2	Shop: Roll once on Tavern Table
3	Shop: Roll twice on Tavern Table
4	Shop: Roll thrice on Tavern Table
5	Shop: Winery: Buy a Few Bottles: Cost 1 Gold: Drink
6	Lepers: Cost 1 Gold or Disease
7	Night Watch requires Bribe: Cost 3 Gold or Imprisoned
8	Constable has Questions: Wits XX: Imprisoned
9	Buy Fancy New Clothes: Cost 1 Gold
10	Shop: Antiquities: Random Relic for Sale: Costs 1D6 Gold
11	Busker: Gamble and Win 1D6-3 Gold
12	Shop: Gambling House: Gamble and Win 1D6-3 Gold
13	Pick Pocket: Detect XX: Lose 1 Gold
14	Shop: Barber Surgeon: Cost 1 Gold to Heal 1 Wounded Hero
15	Shop: Tinker: Cost 1 Gold: Gain 2 Gear Tokens
16	Lucky Fountain: Gain Luck
17	Public: Temple: Costs 1 Gold: Blessed
18	Shop: Horse Merchant: Cost 2 Gold: All Heroes Mounted
19	Public: Library: Discard Magic Hand and Fill to Max
20	Shop: Buy Premium Pipeweed: Costs 1 Gold. Gain Luck
21	Shop: Armorer: You may buy Non-Magic Heavy Armor for 1 Gold
22	Thieves: Detect XX: Lose 1 Random Relic
23	Shop: Brothel: Costs 1 Gold: Morale Boost
24	Feast Day: Music XX: Food
25	Old City Walls: Climb XX: Progress
26	Public: Bazaar: Sell a Relic for 1D6 Gold
27	Lepers: Cost 1 Gold or Disease
28	Wrestling Ring: Contest Strong XX: Prize
29	Boxing Ring: Contest Fight XX No Armor or Weapons: Prize
30	Shop: Alchemist: Buy 1 Potion for 1 Gold
31	Shop: Scribe: Buy 1 Scroll for 1 Gold
32	Shop: Trader: Trade 1 Relic for a Random Relic
33	Back Alley Thugs (Men 3/+7/+10) Ambushers
34	Accosted by Duelist: Contest Fight XX DM -4: Murder
35	Target of Assassin: Detect XX DM -7: Murder
36	Music Competition: Music XX: Prize
37	Fair: Cost 1 Gold: Morale Boost
38	Graveyard: Ghoul (Regenerating Undead 2/+6/+7)
39	Sewer Exit: Giant Rats (Beasts Disease Swarm 3/+5)
40	Holy Day: Blessed
41	Masquerade: Wits XX: Info
42	Public: Mercenary Post: Cost 3 Gold: Recruit
43	Adventurers: Recruit up to Twice
44	Pilgrims: XX Priest: Quest or Blessed
45	Inquisitors: Swift XX: Delay
46	Assist in Man-Hunt: Track XX: Reward
47	Wanted Posters: Track XX: Reward
48	Tax Collector: Swift XX: Cost 1 Gold or Imprisoned

1D100	Encounter:
49	Con Artist: Wits XX DM -3: Lose 1D3 Gold
50	Pugnacious Ruffians (Men 3/+6/+7)
51	Funeral Procession: Nothing
52	Wander the Streets: Nothing
53	Cutpurse: Detect XX: Lose 1 Gold.
54	Contacted by Secret Society: Quest or Recruit
55	Aristocratic Fop and Bodyguards (Men 3/+8/+5) Slow
56	Charlatan: Con Artist: Wits XX DM -3: Lose 1 Gold
57	Beggars: Cost 1 Gold: Info
58	Bring out your Dead: Plague: Tough XX: Disease
59	Factional Intrigue: Wits XX: Delay if Fail + Info if Win
60	Insulted by Rakes (Men 3/+9/+6) Fast
61	Public: Baths: Rest or Healed
62	Shop: Fletcher: Cost 1 Gold: Extra Ammo
63	Shop: Provisioners: Cost 2 Gold: Well Equipped
64	Shop: Herbalist: Cost 1 Gold: Medicinals
65	Shop: Brewer: Buy a Keg: Cost 1 Gold: Drink
66	Public: Town Square: Wits XX: Info
67	Public: Docks: Finish Turn with 3 Rolls on the Sea Table
68	Street Urchin: Pay 1 Gold: Ally (Street Swift)
69	Shop: Fortune Teller: Cost 1 Gold: Change Fate
70	Flee from Angry Mob: Swift XX or Climb XX: Massacre
71	Raging Fire: Swift XX or Climb XX: Massacre
72	Roll on Event Table
73	Curfew: Nothing
74	Carnival: Delay + Blessed
75	Arena Spectacle: Delay + Morale Boost
76	Public: Academy: Study or Recruit a Hero with Lore Trait
77-90	Pick any Public or Shop result
91+	Roll on Event Table

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

- X** Hits and Armor Trait Bonus
- +Y** Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus
- +Z** Stealth Trait Bonus
- The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)
- The Armored and Metallic Traits will Double the

- Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick Hide give +2 to Armor
- The Type will include 1 or more Traits. If any of these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Wilderness  
Introduction

Unless specified all encounters take place in Wild (W) terrain. Others are noted as Under (U) Settlement (S) and Aquatic (A)

Temperate Forest Encounter Table

1D100	Encounter:
1	Black Bears (Beast 3/+6/+9)
2	Wolf Pack (Beast 4/+6/+9) Fast

1D100	Encounter:
3	Cougar (Beast 2/+6/+9) Ambusher
4	Poisonous Snake (Beast 1/+7/+9) Ambusher
5	Witches Hovel (Mage 2/+4/+8): Rescue Kids: Morale Boost
6	Deer: Hunting XX DM-2: Food
7	Stream: Fishing XX: Food (A)
8	Lake: Drink: Fishing XX: Food (A)
9	Lake Monster (Aquatic 5/+10/+9) Ambusher (A)
10	Giant Spiders (Spider 3/+8/+9) Fast
11	Treant (Plant 4/+12/+6) Armored
12	Lost in the Woods: Pathfinding XX: Off Course
13	Ford Stream: Pathfinding XX: Delay (A)
14	Gnoll Band (Men 4/+12/+13) Ambushers Range+3
15	Orc Patrol (Men 4/+10/+10) Shielded Range+3
15	Hunter: Music XX: Resupply
16	Ranger: Wild XX: Guide
17	Wood Cutter: Strong XX: Guide
18	Traders: Cost 1 Gold: Well Equipped
19	Trappers Net: Wits XX: Delay
20	Foxes: Nothing
21	Rabbits: Hunting XX: Food
22	Squirrels: Nothing
23	Berry Bushes Forage: Resupply
24	Bandits (Men 4/+9/+9) Range+2
25	Outlaws (Men 4/+8/+10) Ambushers
26	Highwaymen: Give all Gold or (Men 3/+11/+9) Fast
27	Brown Bears (Beast 3/+8/+9)
28	Waterfall: Drink: Climb XX: Delay
29	Grizzly Bears (Beast 4/+12/+9)
30	Warthogs: Hunting XX: Food
31	Young Green Dragon: (Poison 5/+13/+8) Scales. Breath+3
32	Crick: Roll Once on River Crossing Table
33	Chimera (Poison Fire Composite 5/+14/+9)
34	Roc Flyby (Beast Bird 6/+14/+6) Unalert
35	Faeries (Invisible Fey 1/+5/+17)
36	Pixies (Invisible Fey 1/+6/+16)
37	Brownies (Invisible Fey 1/+7/+15)
38	Gypsies: Music XX: Gain Luck
39	Storm: Delay
40	Wood Elves: Lore XX: Info
41	Druid: Wild XX: Heal 1 Casualty
42	Minstrels: Music XX: Morale Boost
43	Noble with Escort: Wits XX: Relic
44	Village: Roll Twice on the Village Table
45	Hamlet: Roll Once on the Village Table
46	Farmstead: Heal XX: Resupply (S)
47	Keep: Roll twice on Castle Table
48	Crossroads: Progress
49	Roadside Inn: Roll Twice on the Tavern Table
50	Toll Road: 1 Gold each to pass or Backtrack
51	Clearing: Starve
52	Rare Herbs: Lore XX: Medicinals
53	Rare Mushrooms: Lore XX: Medicinals
54	Four Leaf Clover: Detect XX: Gain Luck

1D100	Encounter:
55	Poison Ivy: Irritant
56	Shed in the Woods: Adventuring Gear
57	Quail: Hunting XX: Food
58	Tree Syrup Forage: Lore XX: Food
59	Acorns Forage: Lore XX: Food
60	Illness Flu: Disease
61	Bad Footing: Accident Wound only
62	Bear eats your Food: Lose all Food
63	Mysterious Traveler: Wits XX: Quest
64	Fresh Water: Drink
65	Shady Glen: Rest
66	Dense Hedgerows: Delay + Irritant
67	Owl: Nothing
68	Hippogriff: (Composite 3/+11/+9) Fast
69	Stag: Hunting XX DM-3: Food
70	Elk: Hunting XX DM-3: Food
71	Owlbear (Composite 5/+13/+6)
72	Werewolf (Shapeshifter 4/+14/+11) Fast
73	Skunk: Irritant
74	Moss Monster: (Plant 5/+14/+4) Slow
75	Nature Priestess and Followers: Lore XX: Blessed
76	Warg: (Beast 3/+10/+9) Fast
77	Goblin Raiders: (Men 5/+9/+5) Range +3
78	Ghost (Spirit 3/+12/+9)
79	Ghoul (Undead 3/+9/+6)
80	Harpy (Composite 3/+11/+4)
81	Horse Thief: Lose Mounts
82	Wild Boar (2/+4/+7) Fast: Food
83	Princess: Escort her to Castle: Roll 3 times on Castle Table
84+	Roll on Event Table

## Desert Encounter Table

1D50	Encounter:
1	Desert Twister: Survival XX: Delay + Blast
2	Minor Sphinx Wits XX: (Composite Mage 3/+12/+8)
3	Dao Djinn (Mage Men 3/+9/+6) Zap +2 Fast
4	Quicksand Trap: Swift XX: Blast
5	Sand Storm: Survival XX: Delay + Separated
6	Nomads: Lore XX: Guide
7	Caravan: Cost 2 Gold: Resupply
8	Dunes: Climb XX: Off Course
9	Lost in the Desert: Pathfinding XX: Delay
10	Heat Stroke: Survival XX: Overheat
11	Out of Water: Survival XX: Thirst
12	Sunburns: Irritant
13	Oasis: Drink
14	Dervishes: Music XX: Blessed
15	Giant Scorpion (Poison Insect 5/+11/+9) Shell
16	Scorpion Men (Poison Insect Men 4/+10/+8) Shell



1D50	Encounter:
17	Well: Resupply
18	Heat: Survival XX: Overheat
19	Sun: Survival XX: Overheat
20	Endless Sand: Survival XX: Thirst
21	Poisoned Well: Survival XX: Blast
22	Walking in Circles: Pathfinding XX: Delay
23	Buried Ruins: Roll 3X on the Dungeon Table
24	Sand Giant (Giant 7/+17/+6) Thick Hide. Fast
25	Locust Swarm (Insects 4/+3) Fast
26	Circling Vultures: Demoralize
27	Giant Ant Lion (Insect 6/+13/+15) Shell. Ambusher
28	Poisonous Asp (Beast 1/+7/+14) Ambusher
29	Jackals (Beast 2/+8/+10)
30	Cactuses: Resupply
31	Nomad Tribe Camp: Wits XX: Rest (S)
32	Lesser Sphinx: Wits XX: (Composite Mage 4/+14/+8)
33	Arid Landscape: Survival XX: Thirst
34	Jinn Djinn (Mage Men 3/+7/+6) Zap+4
35	Soft Sand: Pathfinding XX: Delay
36	Bandits (Men 4/+9/+10) Ambusher
37	Rocky Shelter: Rest
38	Giant Crocodile (Beast 6/+13/+6) Scales: Food
39	Parched Earth: Survival XX: Thirst
40	Cold Nights: Survival XX: Freeze
41	Horse Thief: Lose Mounts
42	Dust Devil (Elemental 3/+7/+5) Fast
43+	Roll on Event Table

## Frozen Wilderness Encounter List

1D60	Encounter:
1	Frozen Tundra: Survival XX: Freeze
2	Windswept Plains: Nothing
3	Snow Flurry: Pathfinder XX: Separated
4	Plodding Frost Giant (Cold 8/+20/+6) Thick Hide
5	Northern Barbarians (Men 4/+13/+9) Ambushers
6	White Dragon (Cold Dragon 5/+17/+9) Scales Fast Range+3
7	Glacier: Climb XX: Backtrack
8	Icy Peaks: Climb XX: Accident + Delay
9	Snow Drifts: Survival XX: Starve + Freeze
10	Winter Wolves (Beast 4/+8/+11) Fast
11	Polar Bear (Beast 3/+10/+9)
12	Kodiak Bear (Beast 3/+12/+9)
13	Frost Bite: Survival XX: Wounded Only Casualty
14	River Salmon: Fishing XX: Food
15	Ice Fishing: Drink: Fishing XX: Food (A)
16	Walrus: Hunting XX: Food
17	Seals: Hunting XX: Food
18	Penguins: Hunting XX: Food
19	Yeti (Giant 4/+12/+8) Ambusher

1D60	Encounter:
20	Ice Witch: (Mage 2/+7/+6)
21	Snow Sprites (Cold Fey 7/+6/+14) Ambushers
22	Fishing Village: Cost 2 Gold: Resupply
23	Northern Dwarves: Lore XX: Morale Boost
24	Blizzard: Survival XX: Delay + Freeze
25	Cold Snap: Survival XX: Delay + Freeze
26	Frozen Winds: Survival XX: Delay + Freeze
27	Snow Goblins (Men 3/+8/+8) Ambushers Range+2
28	Gnoll War Band (Men 4/+12/+13) Ambushers Range+3
29	Rams: Hunting XX: Food
30	Moose: Hunting XX: Food
31	Reindeer Herders: Music XX: Guide
32	Elk: Hunting XX: Food
33	Snow Hares: Hunting XX: Food
34	Ice Fields: Pathfinding XX: Delay
35	Fall through the Ice: Survival XX: Accident
36	Mammoths (Beast 6/+16/+6) Thick Hide Indifferent: Food
37	Mastodons (Beast 5/+14/+7) Thick Hide Indifferent: Food
38	Sabre Tooth Tiger: (Beast 5/+15/+11)
39	Cavemen: Give 4 Food: Morale Boost
40	Heavy Snow: Survival XX: Delay + Freeze
41	Hot Springs: Rest
42	Ice Cave: Climb XX: Rest
43	Icy Wastes: Survival XX: Freeze + Starve
44	Avalanche: Swift XX: Massacre
45	Aurochs: Hunting XX: Food
46	Barbarian Hunters: Give 4 Food: Guide
47	Snow Beast (Beast 5/+13/+10)
48	Caribou Range: Hunting XX: Food
49	Frozen Dead (Regenerating Recruit Undead 4/+9/+5)
50	Dire Wolves (Beast 4/+10/+10) Fast
51	Pinelands: Roll on Event Table
52	Wolverine (Beast 2/+7/+8) Indifferent
53	Glacial Crevasse: Climb XX: Backtrack (U)
54	Frozen Shade (Cold Spirit 3/+10/+10)
55	Viking Raiders (Men 4/+12/+9) Shielded Range+3
56	Tribal Hunters: Give 4 Food: Guide
57	Wendigo (Giant 5/+13/+11) Ambusher
58	Snow Blind: Survival XX: Delay
59	Snow Devil (Cold 4/+12/+9) Fast
60	Winters Chill: Survival XX: Freeze

## Swamp Encounter Table

1D50	Encounter:
1	Misled by Will o Wisp: Wits XX: Off Course
2	Marsh Gas: Get -2 to all Rolls next Encounter
3	Young Black Dragon (Acid Dragon 7/+18/+9) Scales Fast Breath+3
4	Sawgrass: Irritant

1D50	Encounter:
5	Biting Insects: Irritant
6	Swamp Fever: Tough XX: Disease
7	Bog Wraith (Spirit 3/+9/+9)
8	Giant Toad (Beast 3/+10/+7)
9	Water Moccasin (Poison Beast 1/+7/+14) Ambusher
10	Mired Down: Strong XX: Delay
11	Owlbear (Composite 5/+13/+6)
12	Slogging through Mud: Strong XX: Delay
13	Bog Troll (Regenerating Giant 6/+15/+10) Ambusher
14	Shambling Mound (Plant 4/+9/+7) Slow
15	Quagmire: Strong XX: Delay
16	Marsh Goblins (Men 4/+7/+7) Ranged+3
17	Goblin Shaman (Men Mage 2/+5/+8)
18	Rodents of Unusual Size (Beasts 2/+4/+8)
19	Alligator Pit: Pathfinder XX: (Beasts 4/+11/+4) Scales
20	Leeches: Irritant
21	Herbs: Lore XX: Medicinals
22	Mushrooms: Lore XX: Medicinals
23	Fetid Pools Tough XX: Disease
24	Giant Wasps (Poison Insects 3/+9/+7)
25	Sunken Hollow: Climb XX: Delay (U)
26	Hydra (Regenerating Fire Monster 5/+15/+12) Scales
27	Blue Bayou: Demoralized
28	Swamp Thing (Plant Man 3/+11/+9)
29	Mucking Around: Pathfinding XX: Delay
30	Swamp Ghoul (Undead 2/+7/+7)
31	Pond Apple Slough: Forage XX: Food
32	Mud Monster (Earth Elemental 3/+10/+6)
33	Peat Bog: Strong XX: Delay
34	Lizard Men with Stone Axes (Men 3/+10/+9) Scales Ambushers
35	Fen: Nothing
36	Troglodytes with Spears (Men 4/+11/+9) Shielded Range+3
37	Glade: Roll on Event Table
38	Bog Beast (Beast 3/+12/+9) Thick Hide Fast
39	Morass: Strong XX: Delay
40	Eels: Fishing XX: Food (A)
41	Foot Rot: Heal XX: One Hero: Incapacitated
42	Fiddler Crabs: Foraging XX: Food
43	Frog Men with tiny Bows and Spears (Men 3/+4/+13) Ambushers
44	Giant Snapping Turtle: (Beast 3/+9/+4) Armored Shell Unalert
45	Estuary: Waterlogged
46	Anhingas: Hunting XX: Food
47	Mangroves: Waterlogged
48	Black Bear (Beast 3/+6/+9)
49	Wetlands: Waterlogged
50	Cypress Hammock: Rest

## Jungle Encounter Table

1D80	Encounter:
1	Giant Anaconda (Beast 3/+10/+8) Ambusher
2	Jungle Fever: Heal XX: Disease
3	Striped Tiger (Beast 3/+9/+8) Ambusher
4	Pouncing Jaguar (Beast 2/+8/+9) Ambusher
5	Lion Lord of the Jungle: (Beast 3/+10/+7)
6	Piranhas: Swiftess XX: Massacre (A)
7	Jungle Guide: Pay 1 Gold: Guide
8	Lost in the Jungle: Pathfinder XX: Off Course
9	Going in Circles: Pathfinder XX: Off Course
10	Cat Men (Men 3/+11/+11) Ambushers
11	Beast Men (Men 4/+10/+10)
12	Beast Man Shaman (Man Mage 2/+5/+10)
13	Cannibals (Poison Men 3/+11/+9) Ambushers Ranged+3
14	Pygmies: Pay 4 Food: Guide
15	Tribal Warriors (Men 3/+10/+9) Ranged+3
16	Lost Ruins: Roll 3 times on the Dungeon Table
17	Thick Foliage: Pathfinding XX: Backtrack
18	Shady Canopy: Rest
19	Giant Carnivorous Plant (Plant 3/+12/+8)
20	Tangle Vines (Plant 4/+8/+8)
21	Giant Ants (Swarm Insect 3/+8)
22	Giant Spider (Insect Poison 3/+10/+7)
23	Downpour: Delay
24	Steamy Jungle: Survival XX: Overheat
25	Naga (Men Poison Mage 3/+9/+9) Scales Range+3
26	Giant Sloth: Food
27	River Crossing: Pathfinding XX: Backtrack (A)
28	Gorillas (Men 4/+10/+9)
29	Rain Forest: Nothing
30	Ape Men (Men 4/+11/+9)
31	Herbs: Lore XX: Medicinals
32	Mushrooms: Lore XX: Medicinals
33	Tropical Fruit: Food
34	Cobra (Beast 1/+9/+13) Ambusher
35	Leopard (Beast 2/+7/+10) Fast
36	Howler Monkeys: Nothing
37	Termite Mounds: Food
38	Fruit Bats: Nothing
39	Charging Rhino (Beast 4/+16/+8) Thick Hide
40	Frog Men with tiny Bows and Spears (Men 3/+4/+13) Ambushers
41	Jungle Elephants (Beast 5/+15/+7)
42	Muddy Slopes: Climb XX: Delay
43	Water Buffalo Stampede: Swift XX: (Beast 6/+14/+6)
44	Orangutans (Beast 3/+6/+9)
45	Crocodile Nest: Pathfinder XX: (Beast 4/+8/+9) Scales
46	Territorial Baboons: (Beast 3/+10/+9)
47	Hungry Hippos (Beast 4/+12/+9) Indifferent (A)
48	Python: (Poisonous Beast 1/+8/+12) Ambusher
49	Chimps Throwing Poo: Demoralized
50	Tropical Birds: Hunting XX: Food

1D80	Encounter:
51	Tapirs: Hunting XX: Food
52	Capybaras: Hunting XX: Food
53	Giant Poison Dart Frogs: (Beast 2/+7/+9)
54	Capuchin Monkeys: Irritant
55	Sun Bear: (Beast 2/+5/+8)
56	Tropical Fish: Fishing XX: Food (A)
57	Black Panther: (Beast 1/+8/+11) Ambusher
58	Boa Constrictor: (Beast 2/+8/+9) Ambusher
59	Poisonous Plant: Irritant
60	Wild Boar: Hunting XX: Food
61	Giant Scorpion (Poison Insect 5/+11/+9) Shell
62	Pit Viper: (Poison Beast 1/+9/+13) Ambusher
63	Trench Foot: Waterlogged
64	Parasites: Disease
65	Malaria: Disease
66	Dengue Fever: Disease
67	Yellow Fever: Disease
68	Lizard Men (Men 3/+10/+9) Scales Shielded Ambushers
69	Jungle Basin: Roll on Event Table
70	Jungle Creeper (Monster 3/+11/+12) Ambusher
71	Jungle Wurm (Dragon 6/+18/+10) Armored Fast
72	Jungle Dryads (Fey 3/+7/+14)
73	Jungle Shrine: Roll 3 times on the Dungeon Table
74	Jungle Rot: 1 Hero Disease
75	Beast Master (Men Beasts 4/+13/+9)
76	Hack Through Wild Growth: Strength XX: Delay
77	Village: Pay 2 Gold: Resupply
78	Hunters: Wits XX: Guide
79	River Traders: Pay 2 Gold: Resupply
80	Jungle Outpost: Rest

## Hills Encounter Table

1D50	Encounter:
1	Hill Giants (5/+15/+7) Thick Hide. Range+4
2	Rocky Ground: Climb XX: Accident
3	Traveler in a Hurry: Recruit
4	Steep Slopes: Climb XX: Delay
5	Chaos Knight & Retainers (Men 4/+13/+7) Armored. Range+2
6	Gnome Lookouts: Wits XX: Extra Ammo
7	Ranger: Wits XX: Guide
8	Walled Village: Resupply or Roll once on the Village Table
9	Bugbear Ambushers (Men 4/+12/+12) Shielded. Ambusher
10	Border Keep: Roll twice on the Castle Table
11	Gnoll Hunters (Men 3/+12/+13) Ambushers Range+3
12	Roll Once on River Crossing Table
13	Kobold Commandos (Men 4/+4/+12) Ambusher Range+2
14	Ogre Band (Giants 4/+14/+9) Range+3
15	Dwarf Traders: Pay 2 Gold: Well Equipped
16	Orc Marauders (Men 4/+10/+11) Shielded. Range+3

1D50	Encounter:
17	Rock Slide: Swift XX: Massacre
18	Goblin Raiders (Men 4/+7/+8) Range+3
19	Bandits (Men 4/+9/+9) Range+3
20	Gully: Climb XX: Delay
21	Hill People: Lore XX: Healed
22	Hillock: Climb XX: Delay
23	Red Cap: Detect XX: Murder
24	Hillside: Climb XX: Backtrack
25	Halfling Travelers: Give Food: Gain Luck
26	Hilltop: Climb XX: Progress
27	Wyvern (Poison Dragon 4/+13/+5) Scales. Fast
28	Highlands: Climb XX: Progress
29	Giant Weasel (Beast 3/+9/+9)
30	Knoll: Climb XX: Backtrack
31	Killer Frog (Beast 3/+8/+9)
32	Wargs: (Beasts 4/+14/+9) Fast
33	Stag: Hunting XX: Food
34	Stream: Fishing XX: Food (A)
35	Herbs: Lore XX: Medicinals
36	Mushrooms: Lore XX: Medicinals
37	Rabbits: Hunting XX: Food
38	Hillock: Roll on Event Table
39	Berry Patch: Food
40	Wild Boar: Hunting XX: Food
41	Bull (Beast 2/+7/+8): Food Indifferent
42	Goats: Hunting XX: Food
43	Brown Bears in Cave: (Beast 3/+6/+8) (U)
44	Harpy (Composite 3/+11/+4)
45	Zombies (Regenerating Recruiting Undead 3/+8/+6)
46	Ghost (Spirit 3/+12/+6) Indifferent
47	Barrow Wight: (Undead 3/+13/+9) Indifferent
48	Hill Shade (Spirit 3/+10/+7)
49	Screeching Gryphon (Composite 3/+12/+8) Fast
50	Giant Lynx (Beast 3/+11/+11) Fast Ambusher



## Plains Encounter Table

1D30	Encounter:
1	Out Riders: Pay 3 Gold or (Men 3/+8/+9) Range+3 Fast
2	Hobgoblin Cavalry (Men 4/+9/+10) Armored. Range +3 Fast
3	Wild Horses: Nothing or Delay and Mounted
4	Buffalo Herd: Hunting XX: Food
5	Wild Cattle: Hunting XX: Food
6	Wild Dogs: Nothing
7	Hunting Village: Roll 2 times on Village Table
8	Horse People: Neutral
9	Giant Eagle (Beast Bird 3/+9/+9) Fast
10	Farther than it Looks: Delay
11	Fix Wagons: Mech XX: Morale Boost
12	Herders: Heal XX: Info
13	Ranch: Pay 2 Gold: Resupply or Mounted
14	Brigands (Men 3/+7/+8) Range+3 Ambusher
15	Farmstead: Wits XX or Lore XX: Resupply or Rest (S)
16	Orc Marauders (Men 4/+8/+7) Shielded. Range+3
17	River Crossing: Pathfinding XX: Delay (A)
18	Hidden Valley: Pathfinding XX: Backtrack
19	Lotus Fields: Lore XX: Delay
20	Berry Patches: Forage: Food
21	Herbs: Lore XX: Medicinals
22	Steppes: Swift XX: Delay
23	Flash Flood: Strength XX: Separated (A)
24	Flood Plain: 50% Delay
25	Arid Mesa: Thirst
26	Outpost: Pay 1 Gold: Resupply
27	Scrubland: 50% Thirst
28	Shattered Plains: Climb XX: Accident
29	Irrigated Crops: 50% Food
30	Meadows: Roll on Event Table
31	Roll Once on River Crossing Table
32	Streams: Fishing XX: Food (A)
33	Lake: Drink: Fishing XX: Food (A)
34	Fields of Flowers: Nothing
35	Stonehenge: Magic Source
36	Plateau: Favor Foes
37	Pegasus Herd: Track XX then Delay: Mounted
38	Caravan: Pay 2 Gold: Well Equipped or Extra Ammo
39	Hippogriff (Composite 3/+11/+9) Fast
40	Shepard: Wits XX: Guide
41	Dire Wolves (Beast 4/+10/+9) Fast
42	Goblin Warg Riders (Men Beast 5/+13/+10) Range+3 Fast
43	Plains Lion (Beast 3/+8/+8)
44	Marching Army (Men 8/+14/+7) Shielded. Slow Indifferent
45	Roc (Beast Bird 5/+15/+8)
46	Mounted Archer Raiders (Men 3/+9/+9) Range+4 Fast
47	Locust Swarm: Delay and Food
48	Centaur (Composite 4/+11/+8) Range+3 Fast
49	Tribal Minotaurs (Composite 5/+14/+8) Fast
50	Farming Village: Roll 3 times on Village Table

## Mountain Encounter Table

1D40	Encounter:
1	Crags: Climb XX: Accident
2	Stone Giant Throwing Boulders (7/+14/+8) Stone. Range+4
3	Peaks: Climb XX: Backtrack
4	Mountain Goats: Hunting XX: Food
5	Ravines: Climb XX: Delay
6	Hermits Cave: Give 1 Food: Guide
7	Cliffs: Roll on Event Table
8	Young Blue Dragon (Lightning 5/+15/+9) Scales. Breath+3 Fast
9	Bluffs: Climb XX: Backtrack
10	Roc with Nest Above (Beast Bird 6/+14/+6) Eggs: Food
11	Precipice: Climb XX: Delay
12	Dwarf Clansmen: Lore XX: (4/+12/+8) Armored. Range+3
13	Summit: Climb XX: Delay
14	Orcs (Men 4/+9/+8) Shielded. Range+3
15	Mountain Range: Pathfinding XX: Delay
16	Goblins with Bows (3/+6/+9) Range+3 Ambushers
17	Mountain Pass: Pathfinding XX: Progress
18	Mountain Troll: (Regenerating Giant 6/+15/+10) Ambusher
19	Sheer Wall: Climb XX: Backtrack
20	Granite Boulders: Nothing
21	Exposure: Irritant
22	Sheltering Ledge: Rest
23	Landslide: Swift XX: Massacre
24	Uneven Footing: Climb XX: Accident
25	Rope Bridge: Climb XX: Death
26	Mountain Lion (Beast 2/+7/+8) Ambusher
27	Gaping Chasm: Swift XX: Death
28	Strong Wind: Strength XX: Death
29	High Winds: Someone Loses their Hat
30	Cold Stone: Survival XX: Freeze
31	Mountain Trail: Pathfinding XX: Progress
32	Electrical Storm: Survival XX: Blast
33	Ridgeway: Starve
34	Highland Raiders (Men 3/+9/+8) Ambush
35	Tumbling Boulder: Swift XX: Blast
36	Earth Elemental (4/+10/+6)
37	Rock Face: Climb XX: Death
38	Kobolds (3/+6/+9) Range+2 Ambushers
39	Shang-Ri-La: Healed and Resupply and Blessed
40	Revenant (Spirit 5/+14/+8)

Badlands Encounter Table

1D30	Encounter:
1	Rocky Ground: Climb XX: Delay
2	Goblins (Men 3/+7/+8) Range+3
3	Broken Ground: Climb XX: Accident
4	Orc War Party (Men 4/+10/+9) Shielded. Range+3
5	Canyons: Climb XX DM -3: Delay
6	Cracked Earth: Roll on Event Table
7	Gnoll Hunters (Men 3/+9/+9) Range+3 Ambushers
8	Ridges: Climb XX: Backtrack
9	Beast Men (Men Beasts 4/+9/+10)
10	Buttes: Nothing
11	Ogres (Giants 5/+13/+7)
12	Brushland: Forage: Lore XX: Food
13	Sandstone Arches: Nothing
14	Dust Storm: Delay
15	Outpost: Cost 2 Gold: Resupply
16	Barrens: Starve
17	Canyon Village: Roll 3 times on Village Table
18	Borderland: Favor Foes
19	River Rapids: Sea XX DM -2: Delay
20	Wasteland: Thirst
21	Revenant (Undead 5/+12/+8)
22	Natural Cistern: Detect XX: Drink (U)
23	Landshark (4/+12/+6) Armored and Shell. Slow
24	Flash Flood: Strength XX: Separated (A)
25	Canyon Drake (Dragon 5/+14/+7) Armored. Fast
26	Brine Lake: Irritant
27	Terraces: Climb XX: Delay
28	Ancient Graveyard: Lore XX: Cursed
29	Giant Cougar (Beast 4/+11/+12) Ambusher
30	Water Geyser: Drink

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

**X** Hits and Armor Trait Bonus

**+Y** Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

**+Z** Stealth Trait Bonus

-The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick

Hide give +2 to Armor

- The Type will include 1 or more Traits. If any of these traits can be negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Dungeons

Introduction

Unless specified all encounters take place in Under (U) terrain. Others are noted as Wild (W) Settlement (S) and Aquatic (A)

Basic Dungeon Encounter Table

1D100	Encounter:
1	Poison Arrow Trap. Detect XX DM -1 or Swift XX: Murder
2	Camouflaged Spiked Pit Trap. Climb XX DM -1: Murder
3	Covered Pit Trap. Climb XX: Murder

1D100	Encounter:
4	Spear Trap. Detect XX DM -2 or Swift XX: Murder
5	Wandering the Hallways: Giant Centipede (Insect 2/+7/+4) Shell
6	In Round Room: Lurker Above (Monster 3/+9/+10) Ambusher
7	Webs Floor to Ceiling: Giant Spiders (Spider 4/+8/+9)
8	Smell of Guano: Vampire Bats (Swarm Beast 2/+4)
9	Long Corridor (Rat Swarm Beast 3/+5) Fast
10	Natural Chamber (Insect Swarm 3/+4/+6)
11	Bickering Goblins Breaking Stuff (Men 3/+7/+5) Unalert
12	Scavenging Rat Men (Men 4/+5/+11) Fast Range+3
13	Hobgoblins Skulking About (Men 3/+10/+9) Ambushers Range+3
14	Smells Blood: Very Hungry Ogre (Giant 3/+12/+6)
15	Attracted to Noise: Troll (Regenerate Giant 4/+11/+4)
16	Skeletons Rise up in Priestly Vestments (Undead 3/+6/+3)
17	Zombies in Armor (Recruit Regenerate Undead 3/+9/+2) Armored
18	Endless Staircase: Trap. Wits XX: Delay + Starve
19	Bottomless Pit Trap. Climb XX DM -1: Murder Permanent
20	Hissing Gets Louder: Giant Snake (Poison Beast 3/+10/+5)
21	Bells and Chimes Puzzle: Music XX: Delay
22	Chest: Moldy Clothing: Nothing
23	Dusty Shelves: Detect XX: Find Valuable Book worth 3 Gold
24	Broken Furniture: Detect XX DM -1: Relic Ring
25	Pile of Broken Weapons: Detect XX: Relic Weapon
26	Holes in Walls: Detect XX DM -1: Relic Scroll
27	Spilled Bottles: Detect XX DM -1: Relic Potion
28	Shattered Glassware: Detect XX: Medicinals
29	Exploding Runes: Trap. Detect XX: Blast
30	Rust Eater devouring Sword: Swift XX: Lose 1 Metal Relic
31	Junk Draw: Detect XX DM +2: Jewelry worth 1D6 Gold
32	Target Puzzle: Wits XX and Range XX: Win both or Delay
33	Skeletons Chained to Walls: Roll on Event Table
34	Stuck Wooden Door: Strength XX: Delay
35	Locked Iron Door: Mech XX: Delay
36	Clutter: Detect XX: Find Key (Opens Next Locked Door)
37	Locked Stone Door: Mech XX: Delay
38	Metal Bars: Bend Bars: Strength XX: Delay
39	Iron Portcullis: Lift Gate: Strength XX DM -1: Delay
40	Illusion: Detect XX DM- 2: Secret Door
41	Statue Puzzle: Wits XX: Secret Door
42	Carefully Hidden: Detect XX DM -1: Secret Door
43	Small and up High: Climb XX DM -1: Secret Door
44	Storage Room: Find Old Tools: Adventure Gear
45	Hidden Behind Tapestry: Detect XX: Secret Door
46	Scrawled Graffiti: +2 to next search for Secret Door
47	Pots emanating Foul Odor: Food
48	Troglodytes with Nets (Men 5/+12/+10) Ambushers Thick Skin
49	Poison Gas Trap. Detect XX or Tough XX: Massacre
50	Green Slime Covering Wall (Acid Slime 3/+7) Slow Ambusher
51	Cistern: Water Logged Ghouls (Undead 4/+11/+7) Hoard
52	Cursed Doll Trap: Detect XX: Curse
53	Vaulted Ceiling: Wyvern (Poison Dragon 4/+13/+5) Fast
54	On Stone Dias: Basilisk (Gaze Monster 2/+10/+4) Scales
55	Dripping from Ceiling: Grey Ooze (Acid Slime 3/+6) Slow Ambusher
56	Filling Corridor: Gelatinous Cube (Acid Slime 4/+8) Slow Hoard

1D100	Encounter:
57	Haunted Chamber (Spirit 3/+9/+6)
58	Carved Archway Polymorph Trap. Detect XX: Incapacitate
59	Torch lit Stairwell: Well Equipped
60	Perched on Upper Ledge: Gargoyle (Animated 2/+8/+10) Stone. Ambusher
61	Dead End. Maze XX: Delay
62	Dank Pool: Giant Toad (Beast 2/+7/+8)
63	Overgrowth: Mushroom Men (Fungi Regenerating Men 4/+8/+9)
64	Sub-Complex: Snake Men (Beast Men Mage Poison 5/+13/+11) Hoard
65	New Tunnel: Giant Horned Beetle (Insect 3/+7/+4) Shell
66	Treacherous Ground: Climb XX: Accident
67	Small Iron Chest. Mech XX: 1D6 Gold in Mixed Coins
68	Strange Noises: Lose Morale Boost
69	Teleporter Trap. Detect XX: Separation
70	Narrow Shaft. Climb XX: Separation for one party member
71	Toppled Statue: Nothing
72	Dark Corner. Detect XX: Scattered Treasure
73	Great Hall: Maze XX: Relic Armor or Shield
74	Room Size Game Board Puzzle. Wits XX DM -1: Separated
75	Scythe Blade Trap. Swift XX: Murder
76	Ceiling Blocks Fall. Swift XX DM +1: Massacre
77	Pile of Rubble: Nothing
78	Brazier and Pile of Charcoal: Nothing
79	In Mouth of Giant Carved Skull. Detect XX: Secret Door
80	Trapped Book: Poison Detect XX or Lore XX: Murder
81	Rolling Boulder Trap. Swift XX: Blast
82	Pivoting Bookcase: Detect XX or Mech XX: Secret Door
83	Clouds of Flying Insects: Irritant
84	Shrieking Mushroom: Next Foes get +7 Stealth
85	Sarcophagus: Coffin Corpse (Undead 2/+7/+9) Ambusher
86	Flaming Oil Trap. Detect XX: (Fire) Blast
87	Hole in the Wall. Giant Ants emerge (Insects 4/+6/+4)
88	Heap of Trash: Detect XX: Random Relic
89	Pile of Rotting Wood: Detect XX: Relic Wand or Staff
90	Lever Puzzle & Revolving Wall: Mech XX or Wits XX: Separated
91	Oubliette with Scratches on Walls: Swift XX: Buried Alive
92	Two Talking Doors: 1 is Safe. 1 is a Trap. Wits XX: Murder
93	Magic Mouth on Wall: Get +2 to Detect Next Trap
94	Gushing Fountain (Water Elemental 4/+11/+13) Ambusher
95	Shrinking Trap: Detect XX: Incapacitated
96	Flooding Room: Trap. Climb XX: Massacre
97	Altar Trap: Detect XX: Curse
98	Pool of Blood: Nothing
99	Statue: Answer Riddle: Wits XX: (Animated 3/+6/+6) Stone
00	Pedestal with Bowl of Magic Fruit (Heal 1 Wounded Hero)

## Ruined Castle Encounter Table

1D40	Encounter:
1	Throne room with Skeletal Remains: Nothing

1D40	Encounter:
2	Armory: Well Equipped
3	Watchtower: View of the Landscape: Morale Boost
4	Lords Chambers: Detect XX: Relic
5	Kennel: Zombie Dogs Whining: (Undead 3/+6/+9) Fast
6	Iron Gates: Lift Gates XX: Delay (S)
7	Torch Puzzle: Wits XX: Delay
8	Great Hall in Disarray: Wits XX: Info
9	Giant Rats: Hungry Vermin Attack (Swarm 3/+5)
10	White Skinned Ghoul Wearing Robes (Undead 2/+6/+7)
11	Kitchen: Recover Cooking Implements worth 1 Gold
12	Study: Detect XX: Find Valuable Book worth 5 Gold
13	Courtyard: Overgrown Rose Bushes: Nothing
14	Valuable Tapestry. 4 Gold. Heavy. Bulky
15	Battlements: Attacked by Apparition (Spirit 3/+11/+8)
16	Crumbling Staircase: Climb XX: Accident
17	Smithy: Recover Smiths Tools worth 3 Gold
18	Stable: Recover Riding Equipment worth 2 Gold
19	Tower with Rotting Catapult: Nothing
20	Princes Chambers: Werewolf (Regenerating 3/+12/+9)
21	Princesses Chambers: Banshee (Spirit 3/+9/+7)
22	Parapets: Hear Wolves Crying: Nothing
23	Audience Chamber: Skeleton with Dagger in Back
24	Stairs: Spirit Painting on Wall: Demoralized
25	Courtroom: Redcap in Jester Outfit (Fey 2/+7/+13)
26	Servants Chambers: 1 Gold worth of Loose Copper Coins
27	Banquet Hall: Dancing Ghosts (3/+6/+5) Indifferent
28	Chapel: Pray: Blessed
29	Dressing Room: Some Salvageable Clothing worth 2 Gold
30	Cellar: Find Bottles of Wine worth 1D6 Gold
31	Torch Holder Mechanism: Detect XX: Secret Passage
32	Hollow Suit of Armor Attacks (Animated 3/+8/+7)
33	Guest Bedroom: Possessed by Specter (Spirit 3/+7/+11)
34	Stained Glass Windows: Gain Luck
35	Drawbridge: Moat Monster (Aquatic 5/+12/+9) Ambusher (A)
36	Dining Hall: Recover Silverware worth 3 Gold
37	Chandelier Falls: Swift XX: Blast
38	Courtyard: Gargoyle (Animated 3/+10/+7) Stone. Fast (S)
39	Vestibule: Recover Gold Plated Candlesticks worth 2 Gold
40	Game Room: Recover Ornate Chess Set worth 2 Gold

### Demonic Temple Encounter Table

1D30	Encounter:
1	Ceremony: Cultists with Daggers (Men 3/+5/+9)
2	Bloody Shrine: Nothing
3	Guards with Spears: (Men 3/+8/+9) Swift XX: Alert
4	Empty Holding Cells: Nothing
5	Cornered Evil Priest (Priest 2/+4/+8) Zap +3
6	Pile of Naked Fresh Dead Bodies: Demoralized



1D30	Encounter:
7	Captive being Tormented by Imps (Demons 2/+3/+6) Recruit
8	Pit of Fire: Hot Embers: Irritant
9	Stepping through Rift: Minor Demons (Fire 3/+7/+8)
10	Torture Chamber: Cultist with Burning Brand (Man 2/+6/+10) Ambusher
11	Running toward you: Demon Dogs (3/+9/+11) Fast
12	Prisoner Cells: Rescue Captives: Ally (Stealth Detect Swift)
13	Pair of Lesser Demons tearing a body apart (4/+10/+7) Unalert
14	Giant Cauldron full of Cannibal Soup: Food
15	Major Demon eating a Live Captive (5/+15/+8) Indifferent
16	Library with Books on Demon Lore: Lore XX: Info
17	Room full of Bones and Maggots: Nothing
18	Cistern with foul Murky Water: Drink
19	Demonic Carvings on Walls: Lore XX: Info
20	Giant Demon Idol with Gemstone Eyes worth 5 Gold each
21	Dark Acolyte Drawing Pentagram (Mage 2/+5/+8)
22	Planar Gate: Roll twice on Demon Dimension Encounter Table
23	Free Tied up Naked Girl on Altar: Morale Boost
24	Disrupt Ritual: Servants of Darkness (Men 3/+6/+7): Commotion
25	Destroy Portal: Gate Keeper (Demon 3/+10/+9): Change Fate
26	Mounted on Wall: Relic
27	Scattered on Floor: Treasure
28	Chased by Cultists: Swift XX: (Men 4/+6/+7)
29	Heap of Squirring Lemures (Demons 3/+2/+3) Unalert
30	Pit of Hellfire: Climb XX: Death Permanent

### Wizards Tower Encounter Table

1D20	Encounter:
1	Storage Pantry: Find Spell Ingredients: Draw 1 Spell Card
2	Wall Panel: Disintegration Trap: Detect XX: Blast
3	Portal to Unknown Location: Separation
4	Clockwork Beast Guard (Animated Metallic 5/+12/+8)
5	Laboratory: Find 1D3 Relic Potions
6	Chemical Jars: Poison Gas Cloud Trap: Detect XX: Massacre
7	Observatory: Find Telescope & Star Charts worth 4 Gold
8	Trophy Room: Detect XX: Relic
9	Summoning Chamber: Major Abomination (6/+12/+6)
10	Strange Chamber: Polymorph Trap. Detect XX: Incapacitated
11	Menagerie: Giant Spider on ceiling (Poison 3/+9/+9) Ambusher
12	Aquarium: Electric Eels Attack (Lightning 2/+7/+7) (A)
13	Aviary: Cockatrice lurking about (Beast Gaze 1/+14/+5)
14	Apparatus: Electrical Trap: Mech XX: Murder
15	Library: Find Valuable Books worth 1D6 Gold
16	Broken Vats: Slime Monster Attacks (Acid 3/+6/+7) Ambusher
17	Workshop: Recover Tinkers Tools worth 3 Gold
18	Gravitic Anomaly Puzzle: Lore XX: Delay
19	Storage Area: Lore XX: Find Technomancy Device worth 3 Gold
20	Experimentation Room: Flesh Golem (Animated 4/+11/+8)

## Natural Cave System Encounter Table

1D40	Encounter:
1	Stalagmite Forest: Climb XX: Delay
2	Lost in Maze of Caverns: Maze XX: Delay
3	Blind Moths: Nothing
4	Giant Millipedes (Insect Swarm 3/+4)
5	Explorer: Skeletal Remains: Demoralized
6	Stalactite Cave: Bronze Dragon (7/+14/+8) Fast Breath +4
7	Giant Earwigs (Insects 3/+6/+5)
8	Chasm: Climb XX: Backtrack
9	Giant Worm (4/+9/+6) Thick Hide
10	Crevice: Climb XX: Accident
11	Big Black Giant Beetles (Insect 4/+7/+6) Shell
12	Dropped Item: Relic
13	Albino Crabs: Food
14	Dead End: Pathfinding XX: Backtrack
15	Luminous Scorpions (Poison 2/+7/+7)
16	Rat Swarm (Beasts 3/+5) Disease
17	Dripstone Cave: Nothing
18	Mushrooms: Lore XX: Medicinals
19	Stone Arches: Nothing
20	Kobolds (4/+6/+9) Range+2 Ambushers
21	Terraces: Roll on Event Table
22	Gap: Swift XX: Death
23	Shaft: Climb XX: Death
24	Cave In: Swift XX: Massacre
25	Underground River: Strength XX: Separated (A)
26	Cave Goblins (3/+8/+9) Fast Range+3 Ambushers
27	Ravine: Climb XX: Delay
28	Flying Bloodsuckers: (Beast Swarm 4/+4)
29	Narrow Passages: Swift XX: Delay
30	Dwarf Adventurers: Recruit Dwarf
31	Lofty Caverns: Roll twice on the Underdark Table
32	Briny Pools: Blind Fish: Fishing XX: Food
33	Stone Staircase blocked by Cave Troll (Regenerating Giant 6/+13/+8)
34	Phosphorescent Fungus: Nothing
35	Uneven Ground: Climb XX: Accident
36	Three Armed Rock Eater (Alien Mage 3/+9/+8) Zap +3 Thick Skin
37	Stone Bridge over Chasm: Progress
38	Drafty Cave: Cave Bear (Beast 3/+7/+9)
39	Blocking Boulder: Strength XX: Backtrack
40	Evil Eye Monster Floating About (Alien Mage 3/+13/+11) Slow

## Necropolis Encounter Table

1D20	Encounter:
1	Lurking Ghouls (Undead 3/+8/+8)
2	Broken Tomb Stones: Lore XX: Info (S)
3	Zombie Mob (Recruiting Regenerating Undead 5/+6/+6) Slow
4	Open Vaults: Nothing

1D20	Encounter:
5	Skeletons with Spears (Undead 3/+8/+7)
6	Empty Graves: Detect XX: Accident (S)
7	Coffin Corpse (Undead 3/+9/+9) Ambusher
8	Skeleton Warriors (Undead 3/+7/+7)
9	Wrathful Wraith (Spirit 4/+13/+8)
10	Sarcophagus: Treasure
11	Lost in the Catacombs: Pathfinder XX: Delay (U)
12	Zombie Soldiers Milling About (Regenerating Undead 4/+7/+6) Slow
13	Houses of the Dead: Nothing
14	Skeletal Rats (Undead Swarm 4/+2)
15	Skeletal Ogre with Chain (Undead Giant 5/+14/+7)
16	Maze of Grave Stones: Maze XX: Delay (S)
17	Zombie Troll with Axe: (Regenerating Undead Giant 5/+12/+6)
18	Scattered Bones: Nothing
19	Heavy Gate: Strength XX: Delay
20	Skeleton General wielding Relic Sword (Undead 3/+10/+8)

Notes: Unless specified 50% Under (U) or 50% Set- tlement (S) (Above Ground)

### Dragons Lair Encounter Table

1D20	Encounter:
1	Large Opening to the Outside: Nothing
2	1D6 Dragon Eggs. Worth 1 Gold Each
3	Hatchlings (2/+5/+4) If Fought 75% Dragon Wakes Up
4	Remains of Dead Knights. Salvage Weapons: Well Equipped
5	Loose Treasure: Worth 1D6 Gold
6	Pile of Dragon Poop: Irritant
7	Dragon Snoring Sounds: Nothing
8	Knock Rock Over: 50% Dragon Wakes Up
9	Trip over Skeleton: 25% Dragon Wakes Up
10	Maze of Passageways: Maze XX
11	Pile of Treasure: 1D6 Gold
12	Priceless Artifacts: Relic
13	Scorched Piles of Bones: 1D2 Gold
14	Dank Dark Caverns: Track XX: Backtrack
15	Dragon Stirs: Stealth XX: Delay
16+	Sleeping Dragon. Unalert

Notes: If it is not the Major Foe, The Dragon will be (5/+15/+7) Fast

### Deep Mines Encounter Table

1D20	Encounter:
1	Hostile Miners with Picks and Hammers (3/+9/+8)
2	Task Master with Whip (3/+10/+9)
3	Slaves: Free Them: Ally (Under Climb)
4	Abandoned Shaft: Pathfinding XX: Backtrack
5	Maze of Passageways: Pathfinding XX: Maze
6	Vein of Ore: Roll on Event Table
7	Scattered Gems: Worth 1D3 Gold
8	Mining Equipment: Adventure Gear

1D20	Encounter:
9	Vertical Shaft: Climb XX: Delay
10	Minecart Chase: Swift XX DM -2: Blast
11	Storeroom: Adventure Gear
12	Kegs of Blasting Powder: Extra Ammo
13	Utter Darkness: Pathfinding XX: Delay
14	Mine Collapse: Swift XX: Blast
15	Disturbed Earth Elemental (4/+12/+7)
16	Deeper Still: Roll twice on the Underdark Table
17	Precious Metal Ingots worth 1D6 Gold
18	Dead End: Pathfinding XX: Backtrack
19	Piles of Rubble: Climb XX: Accident
20	Deep Gnomes: Detect XX: Steal 1 Relic

## Pyramid Encounter Table

1D50	Encounter:
1	Fast Moving Scarab Beetle Swarm (Insect 4/+9) Fast
2	Room full of small Figurines: Lore XX: Gain Luck
3	Hieroglyphic Warnings: Lore XX: Info
4	Sand Man (Elemental 4/+10/+8)
5	Carved Tablet: Exploding Rune Trap: Detect XX: Blast
6	Mummified Zombies rise up: (Regenerating Undead 3/+10/+6)
7	Bone Cases: Detect XX: Find Relic Ring
8	Mummy Guards with Scimitars (Undead 4/+12/+11) Fast
9	Magic Curtain: Trick. Wits XX: Delay
10	Locked up Dao: Angry Earth Djinn (Mage 3/+9/+9) Zap +4
11	Freezing Barrier Trap: Detect XX or Fire Spell: Blast
12	Statue: Detect XX: Sphinx (4/+10/+9) Stone
13	Lightning Barrier Trap: Detect XX or Protection Spell: Blast
14	Pharaoh Statue: Ruby Eyes worth 5 gold Each
15	Fire Barrier Trap: Detect XX or Cold Spell: Blast
16	Skeletal Remains: Detect XX: Find Magic Ankh Relic (Priest +1)
17	Infinite Room Puzzle: Wits XX: Delayed
18	Skeleton Guards with Swords and Shields (Undead 3/+7/+7) Shielded
19	Stairs: Roll on Event Table
20	Sand Trap: Swift XX: Massacre
21	Archway: Teleport Trap: Mech XX: Separated
22	Dancing Scimitar (Animated Metallic 3/+7/+9)
23	Alcove: Detect XX: Secret Door
24	Sloping Passageway: Nothing
25	Maze: Delay then Maze XX: Delay
26	Cartouche Puzzle: Wits XX: Delay
27	Raised Dias. Teleport Trap: Detect XX: Separated
28	Underwater Tunnel: Backtrack or Lose all Armor Relics. Drink (A)
29	Magnetic Ceiling Trap: Mech XX: Lose 1 Metallic Relic
30	Multiple Javelin Traps: Swift XX: Blast
31	Murals of the Pharaoh Hunting: Nothing
32	Clones: Fight copies of Heroes. (6/+12/+8) Range+4
33	Crushing Wall Trap: Mech XX: Massacre
34	Rows of Statues (Animated 5/+14/+8) Stone. Ambushers

1D50	Encounter:
35	Collapsing Ceiling: Swift XX: Massacre
36	Doorway: Backtrack or Clay Golems (Animated 4/+12/+6) Indifferent
37	Snake Pit: Poisonous Vipers (Beasts 2/+8/+13)
38	Piles of Sand: Sand Elemental (Earth 4/+12/+8)
39	Fiery Jackal Headed Demon with Flail (5/+15/+10)
40	Open Sarcophagus: Detect XX: Magic Weapon
41	Murals of Pharaoh at War: Nothing
42	Mummy Priest (Undead Priest 3/+8/+8)
43	Rows of Engraved Pillars: Lore XX: Info
44	Papyrus Scrolls: Detect XX: Relic Scroll
45	Mummified Vampire (Undead Mage 3/+10/+10) Fast
46	Statue of Osiris: Leave an Offering of 1 Relic or Nullify
47	Gargoyles Hidden in corners (Animated 4/+14/+9) Stone. Ambushers
48	Shrine of Ra: Leave an Offering of 3 Gold or Cursed
49	Curse Trap: Detect XX: Cursed
50	Raised Dias: Gold Idol worth 5 Gold

### Underworld Keep Encounter Table

1D60	Encounter:
1	Imps with picks (Demon 2/+3/+8) and 1 Gold worth of Ingots
2	Poison Gas Trap: Swift XX: Massacre
3	Goblin Horde with Mixed Weapons (Men 4/+6/+8) Range+1
4	Winding Tunnels: Pathfinding XX: Delay
5	Giant Beetles (Insects 3/+7/+6) Shell
6	Lightning Trap: Detect XX: Blast
7	Wooden Door: Strength XX: Delay
8	Chicken Hatchery: Food
9	Guard Room: Stealth XX: Alarm
10	Lava Trap: Detect XX: Casualty
11	Demon Spawn (3/+7/+6)
12	Training Room: Next Foe gets +3 Fight
13	Braced Door: Strength XX: Delay
14	Alarm Trap: Detect XX: Alarm
15	Blood Fly Swarm (Insect 3/+4)
16	Lair: Next Foe gets +4 Fight
17	Evil Ghost (Spirit 3/+8/+7)
18	Word of Power Trap: Tough XX: Blast
19	Hell Hounds (Demon Beast 3/+10/+9) Fast
20	Prison: Rescue one Hungry Hero
21	Horned Reaper (Devil 4/+11/+7) Thick Hide
22	Boulder Trap: Swift XX: Massacre
23	Orcs with Crossbows and Swords (Men 4/+8/+9) Range+3
24	Magic Door: Need Spell to open or Delay
25	Skeletons with Spears (Undead 3/+7/+7)
26	Fear Trap: Separated
27	Giant Spiders (Poisonous 3/+9/+8) Ambusher
28	Torture Chamber: Recruit Wounded Hero
29	Tentacle Monster (6/+16/+7)
30	Iron Door: Strength XX DM -2: Delay

1D60	Encounter:
31	Cave Troll with Maul (Regenerating Giant 5/+15/+7)
32	Workshop: Next Trap is -2 to Detect
33	Vampire (Recruiting Undead 3/+13/+10) Fast
34	Freeze Trap: Detect XX or Fire Spell: Blast
35	Warlock (Man Mage 2/+6/+8) Zap +4
36	Graveyard: Loot Corpses for 1D3 Gold
37	Black Knight: (Man 3/+8/+8) Armored and Shielded
38	Fireburst Trap: Detect XX or Cold Spell: Blast
39	Dark Elf Archers (3/+9/+9) Range+4
40	Unholy Temple: Next Foe gets +2 Fight
41	Fireflies: Nothing
42	Jack in the Box Trap: Mech XX: Blast
43	Dark Angel (Mage 4/+12/+8)
44	Steel Gate: Lift Gate XX: Backtrack
45	Spider Maiden (Mage Poison 2/+7/+9)
46	Cannon Trap: Swift XX: Blast
47	Salamander (Fire 4/+9/+8) Breath +3
48	Library: Find Valuable Books worth 2D2 Gold
49	Backstabbing Rogue (Man 2/+7/+13) Ambusher
50	Stone Bridge: Next Foe cannot be Evaded
51	Trigger Trap: Next Trap does 1 extra Casualty
52	Portal: Roll 3 times on Demon Dimension Encounter Table
53	Bile Demon (Acid 4/+9/+7) Range+2
54	Detect XX: Secret Door
55	Treasury: 2D6 Gold
56	Dark Mistress: Succubus with Whip (Demon 3/+11/+9) Range+2
57	Casino: Various Monsters (5/+10/+6) Hoard
58	Spike Trap: Detect XX: Murder
59	Destroy Dungeon Heart: Commotion + Progress
60	Young Volcanic Dragon (5/+17/+8) Scales. Fast. Breath +4

## Labyrinth Encounter Table

1D20	Encounter:
1	Twists and Turns: Maze XX: Delay
2	Dead End: Pathfinder XX: Backtrack
3	Find Chalk or String: Adventure Gear
4	Lost: Wits XX: Demoralized
5	Back Where You Started: Maze XX: Backtrack
6	Indentation: Detect XX: Secret Door
7	Skeletal Remains: Nothing
8	Center of the Maze: Lore XX: Morale Boost
9	Young Sacrifice: Guide
10	Maze Monster (4/+13/+15) Thick Hide. Fast
11	Darkness: Pathfinder XX: Delay
12	Hunger: Starve
13	Slimy Mushrooms: Food
14	Madness: Wits XX: Accident
15	Path Blocked by Rubble: Strength XX: Progress
16	Wandering Aimlessly: Roll on Event Table



1D20	Encounter:
17	Methodical Turns: Wits XX: Progress
18	Waste Away: Starve
19	Going in Circles: Track XX: Backtrack
20	Wander Off: Track XX: Separation

## Great Workshop Encounter Table

1D20	Encounter:
1	Great Forge: Burning Cinders: Irritant
2	Sentinel Armor (Animated Metallic 2/+9/+15) Alarm
3	Crushing Walls: Climb XX: Massacre
4	Dragon Engine (Animated Metallic 5/+12/+5) Fast
5	Store Rooms: Well Equipped
6	Clay Golem (Regenerating Earth Animated 3/+8/+6)
7	Dark Crystal: Magic Source
8	Disrupt Lines of Worker Drones: Commotion
9	Locked Door: Mech XX: Backtrack
10	Safe Room: Mech XX: Relic
11	Danger Room: Battle Bot (Animated Metallic 4/+3/+7)
12	Giant Furnace: Overheat
13	Reject Room: Misfit Toys (Animated 2/+5/+5) Ambushers
14	Under Construction: Climb XX: Accident
15	Piles of Junk: Lore XX: Delay
16	Conveyor Belt: Dodge Robot Arms: Swift XX: Blast
17	Transformation Vat (Abominations 4/+7/+9) Ambushers
18	Stumbling Electro Mech (Lightning Animated 4/+13/+4) Range+7
19	Factory Control Room: Sabotage: Commotion
20	Massive Grinder: Swift XX: Massacre

## Underdark Encounter Table

1D50	Encounter:
1	Dark Elf Scouts (Men Mage 4/+14/+11) Range+3
2	Underground River: Strong XX: Separated (A)
3	Dark Denizens: Derro (Men 3/+6/+9) Range+2 Ambushers
4	Sinister Mind Slaver and Thralls (Men Mage 4/+15/+12) Zap+5
5	Web of Tunnels: Maze XX
6	Clever Spiderfolk (Poison 3/+6/+10) Ambushers
7	Suspicious Dwarf Patrol: Wits XX: Ally (Under Fight Climb)
8	Bloodthirsty Troglodytes (Men 4/+7/+8)
9	Gray Dwarves: Give 2 Gold: Guide
10	Edible Fungus: Food
11	Kuo-Toa Traders: Pay 2 Gold: Resupply or Adventure Gear
12	Savage Grimlock Tribesmen (4/+8/+9) Range+3
13	Deserted Passages: Starve
14	Vile Hook Horror (Abomination 3/+11/+8)
15	Lightless Depths: Demoralized
16	Hideous Fomorian (Giant 6/+14/+7) Thick skin
17	Deep Gnome Town: Roll twice on Village Table
18	Hidden Caves: Favor Foe

1D50	Encounter:
19	Enormous Quarry: Ponderous Stone Giant (5/+13/+6) Stone
20	Vampire Troupe (Undead Recruit 4/+13/+10) Fast
21	Foraging Deepbear Nomads (Beasts 4/+10/+9)
22	Stale Air: Irritant
23	Fierce Minotaurs (Composite 4/+14/+10)
24	Crystal Spars: Worth 3 Gold
25	Barbaric Goblinoid war Party (Men 3/+7/+8) Range+3 Ambushers
26	Torches Go Out: Survival XX: Delay
27	Orc Infestation (Men 4/+8/+8) Range+3 Shielded Ambushers
28	Geothermal Fumes: Survival XX: Blast
29	Hulking Umber (Alien Gaze 4/+12/+9) Thick Hide Ambusher
30	Shadow Portal: Detect XX: Separated
31	Lich Realm: Roll twice on the Necropolis Table
32	Eye Tyrant (Alien Mage 3/+8/+10) Zap+6
33	Giant Cockroaches (Swarm 4/+6) Shell
34	Black Pudding (Slime Acid 4/+10/+6)
35	Fossil Chamber: Roll on Event Table
36	Earth Elemental (5/+15/+7) Armored and Stone
37	Rift: Climb XX: Delay
38	Copper Dragon (Fire 5/+14/+9) Fast Breath+4
39	Subterranean Sea: Roll twice on the Sea Table
40	Wererat Troupe (Shapeshifters 3/+8/+11) Ambushers
41	Cave Pearls: Worth 2 Gold
42	Treacherous Ground: Climb XX: Accident
43	Three Armed Rock Eater (Alien Mage 3/+9/+8) Thick Skin
44	Geodes: Worth 3 Gold
45	Vast Cavern: Roll twice on the Mushroom Forest Table
46	Crumblestone: Swift XX: Massacre
47	Ice Cave: Survival XX: Freeze
48	Volcanic Region: Roll twice on the Volcanic Table
49	Lava Tubes: Maze XX: Delay
50	Quickstone: Swift XX: Death

## Tomb Of Horrors Encounter Table

1D70	Encounter:
1	False Tunnel Trap: Roof Collapse: Detect XX: Massacre
2	False Tunnel Trap: Trapped Inside: Swift XX: Buried Alive
3	Colorful Mosaics: Info
4	Counter Weighted Poisoned Spike Pit Trap: Detect XX: Murder
5	Bronze Chest Poison Needle Trap: Detect XX DM +2: Murder
6	Lever Activated Deep Pit Trap: Lore XX DM -2: Massacre
7	Rune Message on Floor: Info
8	Arch of Mist: Teleport Puzzle: Wits XX: Separated
9	Great Green Devil Face: Sphere of Annihilation: Wits XX: Murder
10	Forsaken Prison: Mech XX: Backtrack or Buried Alive
11	Lever Trap: Deep Pit: Mech XX: Massacre + Buried Alive
12	Huge 4 Armed Gargoyle (6/+16/+9) Stone: Treasure + Info
13	Complex of Secret Doors: 3 Tests of Mech XX DM -2: Casualty + Retry
14	Great Hall of Spheres: Detect XX: Delay

1D70	Encounter:
15	Illusion Covered Crawlway: Detect XX: Delay
16	Magic Archway: Wits XX: Separated + One group Loses all their Relics
17	3 Armed Statue: Wits XX DM -2 and lose 3 Gold: Gain Gem of Seeing Relic
18	Gold Chest: Asp Swarm (Beast Poison 3/+6/+9) Fast
19	Silver Chest: Dart Trap: Blast + Relic Ring
20	Wood Chest: Giant Skeleton with 2 Scimitars (Undead 6/+14/+8) Armored
21	Magic Mouth: Info
22	False Door: Spear Trap: Swift XX: Murder
23	Chapel of Evil: Detect XX: Treasure
24	Gas Trap: Tough XX: Weakened
25	Opalescent Blue Altar: Lightning Trap: Swift XX: Blast
26	Glowing Orange Archway: Wits XX: Cursed
27	Stone Gate: Wits XX and lose 1 Gold or Relic Ring: Delay
28	Wooden Door in Pit: Detect XX DM -1: Delay
29	Locked Oaken Door: Strength XX: Delay
30	Tilting Floor into Fiery Pit of Molten Lava: Swift XX: Massacre Permanent
31	Magic Secret Door: Mage XX: Delay
32	False Crypt: Fear Gas: Tough XX: Delay
33	Webs: Magical Fire to pass or Backtrack
34	Zombie Imposter (Undead 3/+7/+8) Armored
35	Jade Coffin: Treasure + Relic Potion + Relic Scroll
36	Programmed Illusion of Cave-In: Wits XX: Barred
37	Mummy Preparation Room: Huge Ochre Jelly (Slime Acid 4/+11/+7)
38	Huge Pit of Shooting Spikes: Mage XX: Massacre
39	Agitated Chamber: Angry Asps (Poison 2/+6/+10) Fast: Loot
40	Large Tapestries: Green Slimes (Acid 5/+15/+9) Ambusher
41	Good Siren: Wits XX: Ally (Mage Stealth Music)
42	Cavern of Gold and Silver Mists: Delay
43	False /True/Trap Door: Wits XX: Delay
44	Sleep Gas and Stone Juggernaut: Tough XX: Massacre Permanent
45	Adamantite Door: Wits XX: Delay
46	Pillared Throne Room: Levitation Trick: Mage XX: Separated
47	Charred Remains: Evil Exploding Gem: Lore XX: Massacre
48	Ebony Dias and Silver Throne: Wits XX: Delay
49	Cursed Crown and Scepter: Wits XX: Death Permanent
50	Stone Table: Mummy (Undead 4/+12/+8)
51	Animated Swords & Shields (Metallic 7/+17/+9) Fast
52	Chamber of Hopelessness: Demoralized
53	Wondrous Foyer: Heal XX: Massacre
54	Valves of Mithril: Wits XX: Separated + One Group loses all Relics
55	False Treasure Room: Nullify
56	Bronze Urn: Efreet: Ally (Mage Wits Detect)
57	Granite Sarcophagus: Shattered Skull: Broken Staff: Nothing
58	Iron Chests: Poison Needle Trap: Mech XX: Death: Loot
59	The Crypt: Ascending Vault: Swift XX: Blast Permanent
60	Pick the Right Key or Explosion: Wits XX: Casualty
61	Swirling Dust: Ghost (Spirit 3/+13/+8)
62	Pile of Gems: Treasure
63	Find Relic Sword, Relic Staff, and Relic Ring
64	Temporary Respite: Rest
65	Secret Door: Detect XX: Delay
66	Find all Relics lost when Separated
67	Vulture Headed Demon (6/+15/+10) Fast
68	Horned Demon (6/+14/+11) Fast
69	Cursed Weapons: Lore XX: Cursed
70	One Way Doors: Backtrack

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

**X** Hits and Armor Trait Bonus

**+Y** Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

**+Z** Stealth Trait Bonus

-The Range of the Swiftess Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftess of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick

Hide give +2 to Armor

- The Type will include 1 or more Traits. If any of these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Rare Encounters

Introduction

Unless specified all encounters take place in Wild (W) terrain. Others are noted as Under (U) Settlement (S) and Aquatic (A)

Volcanic Encounter Table

1D30	Encounter:
1	Pyroclastic Flow: Swift XX: Massacre
2	Volcanic Eruption: Swift XX: Massacre
3	Hot Ash: Survival XX: Blast
4	Smoldering Ground: Survival XX: Overheat
5	Poison Gasses: Irritant
6	Tremor: Nothing
7	Laval Flow: Pathfinding XX: Backtrack
8	Treacherous Ground: Climb XX: Accident
9	Minor Quake: Swift XX: Accident
10	Minor Demons: (3/+6/+7)
11	Minor Devils: (3/+7/+8)
12	Crater Lip: Nothing
13	Steep Slopes: Climb XX: Delay
14	Magma Elemental: (Fire 4/+14/+6)
15	Lavamancer: (Man Mage 3/+5/+8) Zap+5
16	Oppressive Heat: Survival XX: Overheat
17	Fire Salamander: (Beast 4/+10/+7) Breath+3
18	Fire Sprites (Fey 2/+3/+11)
19	Sulfurous Pits: Irritant
20	Young Red Dragon: (Fire 5/+15/+10) Scales Fast Breath+3
21	Hot Foot: Irritant
22	Fire Newts: (Beast Men 4/+8/+8) Ambushers
23	Burning Earth: Survival XX: Overheat
24	Pyroclasm: Swift XX: Massacre
25	Magma Vents: Survival XX: Overheat
26	Magma Spray: Swift XX: Blast
27	Magma Jet: Swift XX: Blast
28	Magma Rift: Pathfinding XX: Backtrack
29	Fire Giants: (6/+19/+8) Range+4
30	Fall into Volcano: Climb XX: Accident

**Savannah Encounter Table**

1D20	Encounter:
1	Lion Pride (Beast 3/+9/+8)
2	Zebras: Hunting XX: Food
3	Antelopes: Hunting XX DM -2: Food
4	Elephants (Beast 5/+12/+7) Indifferent
5	Giraffes (Beast 4/+7/+7) Indifferent
6	Hungry Jackals (Beast 3/+6/+9)
7	Man Eating Lions: (Beast 3/+11/+9) Ambusher
8	Ostriches: Hunting XX: Food
9	Watering Hole: Drink: Hunting XX: Food
10	Wildebeest Stampede: All Save or 2D6 Damage
11	Elephant Graveyard: Starve
12	Scavenging Hyenas: (Beast 3/+5/+9) Indifferent
13	Charging Rhinos: (Beast 4/+13/+8) Thick Hide
14	Tribal Hunters: Give Drink: Guide
15	Tribal Warriors: Sham Battle: Fight XX: Backtrack
16	Tribal Shaman: Give Food: Blessed
17	Village: Roll once on the Village Table
18	Grasslands: Roll on Event Table
19	Hunting Grounds: Hunting XX: Food
20	Brush: Foraging: Detect XX: Food
21	Rainy Season: Drink + Delay
22	Lion Men (Men Beasts 3/+10/+8)
23	Arid Landscape: Thirst
24	Hot Season: Survival XX: Overheat
25	Long Distances: Pathfinding XX: Delay
26	Scattered Trees: Nothing
27	Rocky Outcropping: Rest
28	Ravine: Climb XX: Backtrack
29	Leopards (2/+7/+11) Fast Ambusher
30	Migrating Herds: Hunting XX: Food

**Air Travel Encounter Table**

1D60	Encounter:
1	Dragon in Steep Dive (Fire 7/+20/+10) Scales Ambusher Breath+5
2	Clear Skies: Nothing
3	Gliding Roc (Beast Bird 6/+14/+6)
4	Headwinds: Avigation XX: Delay
5	Giant Eagle Formation (Beasts Bird 5/+12/+7)
6	Air Pirates (Men in Ship 4/+13/+12) Ambusher Range+4
7	Swirling Bat Swarm (Beasts 3/+4)
8	The Flapping of Flying Apes (Beasts 4/+10/+8) Slow
9	The Wind itself (Air Elemental Invisible 3/+12/+10) Fast
10	Blue Sky: Nothing
11	Friendly Wind Spirit: Gain Luck
12	Cloudy: Nothing
13	Hawk Men on Patrol (4/+8/+12) Indifferent Range+3
14	Whirlwind: Piloting XX: Grounded

1D60	Encounter:
15	Wind Demon from Below (5/+15/+10) Ambusher Fast
16	Storm: Piloting XX: Grounded
17	Floating Cloud Castle (Cloud Giants 8/+20/+6) Unalert Hoard
18	Bird Men in Nest (3/+7/+11) Indifferent Hoard Range+2
19	Storm Giants Throwing Lightning (9/+22/+5) Range +6
20	Tornado: Piloting XX: Grounded + Delay + Massacre
21	Crazy Wyvern Doing Loops (Poison Dragon 4/+13/+5) Scales Fast
22	Updraft: Piloting XX: Progress
23	Hail Stones: Avigation XX: Grounded + Delay
24	Azure Drakes (Dragons 6/+18/+12) Scales Fast Breath +3
25	Cold Air: Nothing
26	Downdraft: Piloting XX: Off Course
27	Thin Air: Toughness XX: Accident
28	Undulating Flying Serpent (Poison Dragon 3/+10/+5) Scales
29	Catch the Jet Stream: Avigation XX: Progress
30	Angel, Deva, or Cherub: Blessed
31	Wind Tunnel: Piloting XX: Off Course
32	Hovering Manticore (Poison Fire Composite 4/+15/+9) Range+3
33	Blown Off Course: Avigation XX: Off Course
34	Screeching Gryphon (Composite 3/+12/+8) Fast
35	Migrating Birds: Nothing
36	Hungry Hungry Hippogryph (Composite 2/+9/+7) Fast
37	Flock of Birds: Nothing
38	Levitating Djinn (Men Mage 3/+10/+6) Zap +3
39	Overcast: Nothing
40	Soaring Sphinx: Wits XX: (Composite Mage 4/+14/+8)
41	Cirrus Clouds: Nothing
42	Buzzing Giant Wasps (Poison Insect 3/+9/+7)
43	Cumulous Clouds: Nothing
44	Playful Sylphs (Air Fey Elemental 2/+7/+8) Indifferent
45	Thunderhead: Avigation XX: Off Course
46	Glaring Giant Owl (Beast Bird 2/+10/+9)
47	Cold Front: Freeze
48	Electrified Thunder Bird (Lightning Beast 3/+12/+11) Zap +3
49	Wind at Your Back: Piloting XX: Progress
50	Fiery Phoenix (Fire Beast Bird Regenerate 3/+11/+9)
51	Men on Flying Carpets (Mage 3/+8/+10) Zap +2
52	Howling Wind: Avigation XX: 50% Off Course 50% Nothing
53	Lizardmen on Pterodactyls (4/+10/+10) Scales. Range+3
54	Turbulence: Piloting XX: 50% Grounded 50% Nothing
55	Goblin Balloon Brigade Drifting By (Men 3/+8/+7) Slow Range+2
56	Gust of Wind: Avigation XX: 50% Off Course 50% Grounded
57	Pot Shots from the Ground: Piloting XX: Accident
58	Dark Skies: Favor Foes
59	Gargoyles from Behind (Animated 2/+8/+10) Stone. Ambusher
60	Dusk: Nothing

Notes: If you are Grounded, roll once on a random Terrain, then continue by Air Travel next turn.

Air Travel encounters are not modified by any Terrain Type.

## Mushroom Forest Encounter Table



1D20	Encounter:
1	Poisonous Toadstools: Lore XX: Casualty
2	Giant Caterpillar (3/+6/+5) Shell
3	Giant Spiders (Poison 3/+7/+7)
4	Mushrooms: Lore XX: Medicinals
5	Yellow Spore Cloud: Survival XX: Disease
6	Red Spore Cloud: Irritant
7	Green Slime (Acid Slime 3/+7) Slow Ambusher
8	Giant Crab (Beast 4/+11/+8) Armored
9	Mushroom Men (Fungi Regenerating 3/+6/+7)
10	Pod People Village: Heal XX: Resupply (S)

1D20	Encounter:
11	Edible Mushrooms: Forage: Lore XX: Food
12	Fungus Among Us: Heal XX: Disease
13	Goblin Fungus Collectors (2/+5/+6)
14	Fungisaur (Beast 6/+13/+6)
15	Rot Shambler: (Man 3/+10/+5) Slow
16	Mold Monster: (Fungi 4/+12/+4) Unalert
17	Deathcap: Heal XX: Death
18	Mushroom Stools: Rest
19	Rotting Zombies (Undead Recruit 3/+5/+6)
20	Mushroom Plots: Forage: Food

## Land Of Giants Encounter Table

1D30	Encounter:
1	Hill Giants leading Chained Goblins (6/+14/+5) Thick Hide
2	Bluffs: Climb XX: Delay
3	Sleeping Mountain Giant (7/+17/+4) Thick Hide. Unalert
4	Crags: See Roc Overhead: Nothing
5	Sneak Past Hill Giant Compound: Stealth XX: Imprisoned (S)
6	Underground Humanoid City: Roll 3 Times on City Table
7	Giants Playground: Favor Foe
8	Boulder Field: Pathfinding XX: Backtrack
9	Three Stone Giants playing Catch: Swift XX: Blast
10	Giants Making a Stew out of Orcs: Stealth XX: (7/+14/+4)
11	Hidden Human Village: Roll 3 times on Village Table
12	Dwarven Tunnel System: Pathfinding XX: Progress (U)
13	Hill Giant Chasing a Human (5/+12/+6): Recruit Human Hero
14	Giant Trees: Climb XX: Rest
15	Mountain Giant Digging a Hole (7/+17/+4) Thick Hide
16	Cages of Elf Captives: Stealth XX: Free Them: Commotion
17	Giant Footprints: Roll on Event Table
18	Two Headed Giant having an Argument: Stealth XX: (6/+14/+4)
19	Dwarves fleeing a Dragon: (5/+14/+7) Breath+3: Ally (Fight Swift)
20	Fire Giant Castle: Stealth XX: (7/+17/+6) Range+3
21	Cavern: Red Skinned Ogres playing Poker: Stealth XX: (5/+15/+5)
22	Ruins with a Bottomless Banshee Pit: Lore XX: Backtrack
23	Cave Minotaur and Wearbear playing Chess: Stealth XX: (4/+13/+6)
24	Hobgoblin Marauders with Mixed Weapons (4/+9/+9) Ambushers
25	Lair: Dragon and Demon playing Snooker: Stealth XX: (7/+17/+7)(U)
26	Goblin Scavengers: Poorly Armed (3/+5/+9) Ambushers
27	Cyclops with a Slingshot (Giant 6/+13/+8) Range+2
28	Trolls fighting Wereboars with Torches: Stealth XX: (5/+14/+6)
29	Roll Once on the River Crossing Table
30	Imp Selling Dwarf Burgers to Goblin Crowd: Pay 1 Gold: Food

## Chaos Realm Encounter Table

1D20	Encounter:
1	Mutated Human Bandits (3/+8/+8) Ambushers
2	Giant Motile Plant life: (4/+11/+2)
3	Tainted Beast Men (4/+9/+9) Ambushers
4	Slime Pits: Pathfinding XX: Delayed
5	Chaos Naga (Composite Mage 3/+10/+8) Range +4
6	Giant Mushrooms: Food
7	Get too close to Alien Plants: Swift XX: (4/+6/+5)
8	Cave System: Roll 3 times on Natural Cave System Table
9	Minor Abomination (2/+4/+8) Ambusher
10	Valley of the Warp Spawn: Favor Foe
11	Lesser Abomination (4/+8/+7) Slow
12	Jagged Rocks: Climb XX: Accident
13	Major Abomination (6/+14/+7) Thick Hide. Slow
14	Isolated Settlement: Roll twice on Village Table
15	Shapeshifting Animal (3/+9/+9) Fast
16	Crumbling Temple: Magic Source
17	Phase Beast (5/+12/+9) Fast
18	Overgrown Forest: Pathfinding XX: Backtrack
19	Desert Hills: Roll once on the Desert Table and once on the Hills Table
20	Strange Luminescent Stronghold: Roll 4 times on Wizard Tower Table

**Witch Wood Encounter Table**

1D40	Encounter:
1	Toll Road: Pay 1 Gold or Backtrack
2	Burning Village: Give Away all Food and Drink
3	Roll once on River Crossing Table
4	Storm: Delay
5	Witch Hunter (3/+10/+9) Armored Range+3 Ambusher
6	Village with Witch being Burned Alive: Nothing
8	Refugees on the Road: Info
9	Hovel of Evil Woodsman (2/+7/+8) Ambusher
10	Inquisitor: Wits XX: (3/+9/+9) Armored
11	Ruins: Roll 3 times on Basic Dungeon Table
12	Creepy Forest: Demoralized
13	Monastery: Wits XX: Blessed (S)
14	Headless Horseman (Spirit 4/+13/+9) Fast
15	Hermit with Lantern: Lore XX: Info
16	Roadside Inn: Pay 1 Gold: Rest
17	Mysterious Castle: Roll 3 times on Castle Table
18	Village plagued by a Hex: Heal XX: Gain Luck (S)
19	Church Bells Ringing: Morale Boost
20	Witches House (Mage 2/+4/+8) Indifferent
21	Marshland: Pathfinder XX: Delay
22	Desperate Man: Quest
23	Ghouls in the middle of a Meal (Undead 3/+9/+6) Indifferent
24	Wolves Howling: Nothing
25	Moonless Night: Favor Foes
26	Witch riding a Broom: Stealth XX: Alarm
27	Dead Body in the Road: 50% Loot 50% Info
28	Highwaymen: Pay all Gold or (3/+8/+8) Ranged+3 Fast
29	Abandoned Wagon: 50% Adventure Gear 50% Nothing
30	Witch Coven in a Ceremony (Mage 4/+8/+6) Unalert
31	All Hallows Eve: Spirits & Undead (6/+13/+7)
32	Crone Sisters: Give them 1 Relic or (Mage 4/+6/+9) Zap +5
33	Haunt (Spirit 2/+3/+7): Cursed
34	Nightmare (Spirit 3/+9/+10) Fast: Lose your Mounts
35+	Roll on Event Table

**Sky Shard Encounter Table**

1D20	Encounter:
1	Woodland Shard: Roll twice on Forest Table
2	Roiling Storm: Avigation XX: Delay
3	Tumbling Shard: Avigation XX: Backtrack
4	Soaring Dragon (Fire 5/+15/+10) Scales Breath +2 Fast
5	Flying Merchant Ship: Pay 4 Gold for Relic
6	Strange Gravity: Avigation XX: Off Course
7	Hunting Hawkmen (3/+8/+8) Range+3 Fast
8	Farming Shard: Pay 1 Gold: Food
9	Flying Pirate Ship (7/+14/+9) Range+3 Fast Hoard
10	Flight of Birds: Morale Boost
11	Trading Post: Pay 2 Gold: Well Equipped or Adventure Gear
12	Waterfall between Shards: Drink
13	Castle Shard: Roll 3 times on Castle Table
14	Gliding Roc (Beast Bird 5/+12/+8) Fast
15	Floating River: Drink
16	Thin Air: Irritant
17	Village in the Sky: Roll twice on Village Table
18	Freefall: Swift XX: Death Permanent
19	Shard Archipelago: Avigation XX: Progress
20	Sky City: Roll 4 times on City Table

Note: Air Travel encounters are not modified by any Terrain Type.

**Greek Island Encounter Table**

1D40	Encounter:
1	Rocky Shore: Nothing
2	Minotaur's Maze: Roll 3 times on Labyrinth Table
3	Roman Wilderness of Pain: Demoralized
4	Alluring Forest Nymphs: If All Male Heroes: Delay
5	Deserted Battlefield: Loot
6	Frolicking Satyrs and Fauns: Music XX: Morale Boost
7	Shepard with Goats: Give 1 Gold: Food
8	Medusa's Lair (Gaze Poison 3/+14/+8)
9	Grove of Olive Trees: Food
10	Prowling Cerebus (Beast 4/+12/+9) Fast
11	Small Farms: Wheat: Heal XX: Resupply (S)
12	Drunken Centaurs: Give Drink or (Composite 4/+8/+6)
13	Vineyard: Give 1 Gold: Resupply
14	Hydra (Regenerating Monster 6/+14/+8) Scales
15	Pagan Temple: Give Food or Drink: Blessed
16	Cyclops with Club: Stealth XX: (Giant 5/+12/+7)
17	Oracle in Mountain Cave: Info + Change Fate
18	Cretans with Slings (Men 3/+9/+8) Range+4
19	City State: Roll 3 times on City Table
20	Maenad Ceremony (Mage Priest 3/+7/+8)
21	Rocky Hills: Climb XX: Delay
22	Harpy Nest: Stealth XX: (3/+11/+8)
23	Sheer Cliffs: Climb XX: Backtrack
24	Sorceress turns you into Pigs: Delay for 2 Turns

1D40	Encounter:
25	Ruins: Roll 3 times on Basic Dungeon Table
26	Bandits (3/+7/+8) Range+3 Ambushers
27	Traveling Merchants: Pay 3 Gold for Relic
28	Hoplites (4/+10/+8) Armored and Shielded Slow
29	King in Disguise: Quest or Info
30	Pagan Procession: Delay + Rest
31	Karyatids (Animated 3/+10/+7) Stone Ambusher (S)
32	Colossus (Animated Metallic 10/+20/+4) Indifferent
33	Hundred Handed Giant (8/+18/+5) Slow
34	Shrine: Change Fate
35	Hero in Training: Recruit
36	Gift of the Gods: Relic
37+	Countryside: Roll on Event Table

### Dark Forest Encounter Table

1D30	Encounter:
1	Evil Ents (Plant 5/+12/+9) Armored
2	Grasping Branches: Swift XX: Delay
3	Shifting Shadows: Pathfinding XX: Off Course
4	Beastly Howls: Nothing
5	Spooky Forest: Demoralized
6	Lycanthropes (Shapeshifter 3/+13/+11) Fast
7	Wolf Pack (4/+6/+10) Fast
8	Winding Path: Pathfinding XX: Backtrack
9	Treefalls: Climb XX: Delay
10	Giant Spiders (Poison 4/+9/+10)
11	Blood Moon: Favor Foe
12	Chill Wind: Freeze
13	Biting Flies: Irritant
14	Poisonous Insect: One Casualty
15	Foul Miasmas: Disease
16	Stench: Irritant
17	Bat Swarm (3/+4)
18	Rat Swarm (4/+3)
19	Giant Webs: Pathfinding XX: Delay
20	Wailing Banshee (Spirit 3/+8/+5)
21	Lycanthropy: Lose 1 Random Hero: Fight Werewolf (3/+9/+9)
22	Phantom (Spirit 3/+9/+8) Fast
23	Terrified Villagers: Roll once on Village Table
24	River Crossing: Roll on River Table
25	Forest Thick with Webs: Pathfinding XX: Backtrack
26	Magic Stream: Drink + Rest
27+	Roll on Event Table

### Warlords Camp Encounter Table

1D20	Encounter:
1	Guard Towers: Stealth XX: Guards (Men 3/+9/+9) Range+4

1D20	Encounter:
2	Palisades: Climb XX: Backtrack
3	Generals Tent: General (Man 3/+10/+8)
4	Set Corraled Mounts Free: Commotion
5	Ammo Dump: Extra Ammo
6	Sneak past Guards: Stealth XX: (Men 4/+10/+9) Shielded
7	Take Armor (Men 2/+5/+5): Disguise
8	Mess Hall: Food
9	Supply Wagons: Resupply
10	Weapon Cache: Well Equipped
11	Face Champion (Man 4/+14/+11) Armored
12	Archers (Men 3/+8/+8) Range+3
13	Surprised Soldiers (Men 4/+7/+5) Shielded
14	Set Camp on Fire: Commotion
15	Stumble upon Battle Mage (Mage 2/+6/+7) Zap +4
16	Alert Guards (4/+10/+12) Shielded. Ambushers
17	Sneak past Tents: Stealth XX: Delay
18	On the Run: Swift XX: Imprisoned
19	Parked Siege Engines: Nothing
20	Cover of Darkness: Gain Luck

Note: These are all Settlement Terrain encounters.

### Dinosaur Island Encounter Table

1D20	Encounter:
1	Velociraptors (4/+12/+10) Fast
2	Dry Desert: Thirst
3	Carnisaur (5/+13/+8) Thick Hide. Fast
4	Steamy Jungle: Overheat
5	Triceratops. Horns (4/+12/+6) Thick Hide. Indifferent
6	Giant Berries: Food
7	Stegosaurs. Spike Tail (4/+11/+7) Thick Hide. Indifferent
8	Rockslide: Swift XX: Blast
9	Anklyosaurs. Club Tail (4/+9/+6) Thick Hide. Indifferent
10	Ravine: Climb XX: Delay
11	Friiled Lizard (Poison Beast 2/+6/+8)
12	Tar Pits: Survival XX: Blast
13	Microraptors (Swarm Beast 4/+7) Fast
14	Swampy Morass: Waterlogged
15	Pterodactyls (Beast 3/+9/+8) Fast
16	Mud Fields: Strength XX: Delay
17	Gentle Giants: Nothing
18	Fern Forest: Roll on Event Table
19	Dinosaur Stampede: Swift XX: Massacre
20	Big Nest: Resupply



**Underwater Realm Encounter Table**

1D30	Encounter:
1	Giant Clam (3/+7/+6) Armored and Shell. Ambusher
2	Sea Horse Herd: Mounted
3	Giant Crab (4/+11/+8) Shell
4	Sunken Ship: Detect XX: Treasure
5	Carnivorous Seaweed (Plant 3/+6/+5) Ambusher
6	Ship Graveyard: Detect XX: Relic
7	Coral Reef: Nothing
8	Abyss: Navigation XX: Delay
9	Shark Attack (3/+9/+8) Fast
10	Mud Flats: Nothing
11	Octopuses Garden: Food
12	Sunken City: Magic Source
13	Brain Coral (Mage 3/+2/+8)
14	Coral Raiders (Men 4/+10/+10) Shielded Range +3
15	Giant Anemone (4/+12/+7)
16	Tidal Surge: Backtrack
17	Electric Eels (Beast Lightning 3/+11/+9) Zap +2
18	Upwelling: Swift XX: Separated
19	Giant Barracuda (Beast 3/+13/+8) Fast
20	Giant Sea Slug (Poison Beast 3/+6/+6)
21	Rip Tides: Strength XX: Separated
22	Red Tide: Irritant
23	Giant Man-o-war (Poison 3/+8/+5)
24	Jellyfish Bloom: Irritant
25	Hammerhead (Beast 3/+7/+9) Fast
26	Sea Singer: Music XX: Alarm + Delay
27	School of Fish: Fishing XX: Food
28	Murky Water: Navigation XX: Off Course
29	The Drowned (Undead 3/+8/+7)
30	Gnome Submariners: Wits XX: Ally (Fight Range Detect)

Note: These are all Aquatic Terrain Encounters.

**Demon Dimension Encounter Table**

1D20	Encounter:
1	Fire and Brimstone: Irritant
2	Writhing Lemures (2/+2/+2) Slow
3	Hellscape: Demoralized
4	Demon Horde (8/+18/+6)
5	Jagged Rocks: Climb XX: Delay
6	Flying Demons (3/+11/+9) Fast
7	Fiery Fields: Overheat
8	Torrents of Flame: Swift XX: Blast
9	Parched Plains: Thirst
10	Hell Hound Packs (5/+13/+11) Fast
11	Sulfurous Clouds: Backtrack
12	Stone Throwing Imps (Demons 3/+5/+9) Range +4
13	Acid Rain: Delay
14	Unholy Ground: Cursed

1D20	Encounter:
15	Hellion (Monster 7/+14/+6) Fast
16	Plague Demon (Disease Regenerating 6/+12/+7)
17	Magic Vortex: Nullify
18	Pit Fiend with Sword & Flail (Demon 8/+18/+9) Thick Skin
19	Hell Freezes Over: Freeze
20	Demonic Energies: Favor Foe

## Sylvan Forest Encounter Table

1D50	Encounter:
1	Talking Raven: Wits XX: Info
2	Talking Beavers: Wits XX: Info
3	Pestering Pixies: Swift XX: Delay
4	Sprite Squadron (Fey Mages Poison 2/+7/+14) Range+3 Ambushers
5	Naughty Nymphs: If All Male Heroes: Delay
6	Spring: Drink: Fishing XX: Food
7	Herbs: Lore XX: Medicinals
8	Mushrooms: Lore XX: Medicinals
9	Babbling Brook: Drink: Wits XX: Backtrack (A)
10	Disapproving Dryads (Fey 3/+9/+13) Ambushers
11	Ill Tempered Treant (Plant 6/+14/+7) Armored. Slow
12	Fairy Circle Ring: Magic Source
13	Wood Elf Patrol: Wits XX: (Men 3/+11/+11) Range+5
14	Attack Squirrels (Swarm 4/+2)
15	Helpful Brownie: Wits XX DM +2: Guide
16	Stag: Hunting XX: Food
17	Elven Adventurer: Recruit Elf Hero
18	Faerie Dragon (Invisible 3/+9/+11) Fast
19	Annoyed Leprechaun: Wits XX: Treasure
20	Curious Black Bear (Beast 3/+6/+8)
21	Giant Owl on the Hunt (Beast Bird 2/+6/+9) Fast
22	Devious Fox Spirit: Wits XX: Murder
23	Drunken Centaurs: Give Drink or (Composite 4/+8/+6)
24	Piping Satyr: Music XX: Backtrack
25	Prancing Faun: Music XX: Delay
26	Nixie Trickster: Wits XX: Separate (A)
27	Pesky Fire Sprites (Fey Fire 2/+7/+12)
28	Singing Sylphs: Music XX: Delay
29	Sidhe Ranger: Lore XX: Guide
30	Four Leaf Clover: Detect XX: Gain Luck
31	Berry Bushes: Forage: Food
32	Will o Wisp: Pathfinder XX: Off Course
33	Apple Trees: Forage: Food
34	Elf Village: Wits XX: Resupply or Barred (S)
35	Pleasant Gnome Village: Heal XX: Resupply (S)
36	Roll Once on River Crossing Table
37	Taunting Goblins (3/+5/+9) Cannot be Evaded
38	Music Loving Gypsies: Music XX: Rest
39	Foxfire: Gain Luck
40	Menhaden: Rune Trap: Detect XX: Blast
41	Riddling Giant: Wits XX: (Giant 6/+15/+8)

1D50	Encounter:
42	Jackelope: Animal
43	Questioning Druid: Quest
44	Quickling Thief: Detect XX DM -1: Lose 1 Relic
45	Hysterical Fairy Sentinel: Stealth XX: Alarm
46	Bored Faerie Enchanter: Wits XX: Incapacitate
47	Bee Hive: Swarm (Insects 2/+1)
48	Mist: Favor Foes
49	Poetic Faerie Noble: Lore XX: Morale Boost
50	Judgmental Unicorn: Wits XX: (Fey Mage 5/+12/+11)

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

**X** Hits and Armor Trait Bonus

**+Y** Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

**+Z** Stealth Trait Bonus

-The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick Hide give +2 to Armor
- The Type will include 1 or more Traits. If any of

these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Quest In Japan  
Introduction

Japanese Version of Mortal Quest. Instead of rolling on the Random Terrain Table 5 Times, Players just use the Japan Encounter Table (Rare type Table). Note that the Trait Charge here is replaced by the term Kai.

Also the trait Settlement is replaced by the term Honor. Use the regular Spell Deck. The Terrain based Traits of Wild, Honor, Under, and Aquatic when applicable are noted by (—)

Japan Encounter Table

1D60	Encounter:
1	Shinto Temple: Blessed
2	Avoid Bandits: Pathfinding XX: (Men 4/+6/+8) Ambushers (W)
3	Dojo: Wooden Sword Contest: Fight XX: Prize (H)
4	White Ape Men (Beasts 4/+9/+8) (W)
5	Shrine: Lore XX: Blessed (H)
6	Tengu Bird Men (Mage 4/+14/+9): Relic Sword (W)
7	Tea Ceremony: Lore XX: Delay (H)
8	Savage Buso Ghouls (Undead 3/+10/+6) (H)
9	Bull Headed Crab Sea Devil (Composite 4/+9/+7) Armored (A)
10	Typhoon Dragon: Climb XX: Blast (A)
11	Yo Kai Nature Spirits: Music XX: Gain Luck (W)
12	Mercenary Ronin: Pay 3 Gold: Ally (Fight Kai Armor)
13	Dog Headed Demon (Mage 4/+10/+8) (W)
14	Peasants: Music XX: Resupply (H)
15	Big Mouthed Mountain Hag: Wits XX: Cursed (W)
16	Geisha Assassin: Detect XX: Death (H)
17	Lucky Cat: Music XX: Gain Luck (H)
18	Yakuza Enforcers: Give All Gold or (Men 4/+8/+8)(H)
19	River Sprite: Music XX: Drink + Guide (A)
20	Kappa Turtle Men (3/+9/+7) Shell Ambushers (A)
21	Flying Scroll: Lore XX: Progress (H)
22	Blue Skinned Oni Demon (5/+14/+7) (W)
23	Little Nue (Composite 2/+3/+8) (W)
24	Kitsune Fox Woman: Wits XX: Death (W)

1D60	Encounter:
25	Big Man: Wits XX: Ally (Fight Strong Armor) (H)
26	Ninja Assassins (3/+11/+9) Ambushers (H)
27	Long Necked Vampire Demoness (3/+10/+5) (H)
28	Samurai Warriors: Wits XX: (4/+13/+8) Range+4 Armored (H)
29	Snow Woman: Music XX: Freeze (W)
30	Wicked Gaki Spirits: Give Food or (Spirit 3/+9/+7)(H)
31	Giant Snake (Beast Poison 4/+12/+6) (W)
32	Dragon Turtle (8/+16/+5) Armored and Shell Indifferent (A)
33	Onryo Ghost: Quest
34	Earthquake Beetle: Swift XX: Blast (W)
35	Vengeful Yurei Ghost Woman (Spirit 3/+11/+9) (H)
36	Necromancer (Undead Mage 4/+12/+7) (W) Treasure
37	Giant Nekomata Cat (Beast Mage 5/+13/+11) (U) Treasure Relic
38	Hideous Giant Skeleton (Spirit 6/+16/+7) (W)
39	Rice Paddies: Nothing
40	Giant Spider Princess (Poison Mage 7/+17/+13) (W) Treasure
41	Small Village: Pay 1 Gold: Resupply
42	Large Village: Pay 2 Gold: Well Equipped or Mounted
43	Famine: Tough XX: Starve (W)
44	Ghost Town: Pay 1 Gold: Medicinals or Resupply
45	Prosperous Town: Pay 2 Gold: Adventure Gear or Relic Potion
46	Major City: Pay 3 Gold: Mounted or Recruit
47	Castle: Wits XX: Healed or Well Equipped (H)
48	Countryside: Survival XX: Starve (H)
49	Time of War: Favor Foes
50	Battlefield: Detect XX: Well Equipped + Loot (W)
51	Wako Pirates (Men 3/+8/+8) (A)
52	Mountain: Climb XX: Backtrack (W)
53	Maiden Spirit: Music XX: (Spirit 3/+9/+6) (H)
54	Master Swordsmith: Pay 3 Gold: Relic Sword
55	Kue Demon Ghost (4/+11/+7) (W)
56	Merchant: Pay 2 Gold: Mounted or Medicinals
57	Wanderer: Wits XX: Recruit (H)
58	Sage: Lore XX: Info (H)
59	Challenged to Duel: Fight XX DM -1: Casualty (H)
60	Raging River: Strong XX: Separated (A)

## Japan Major Foe

There is only one Major Foe: Infernal Monarch (Demon Mage 10/+20/+10) Zap+5 (U)

## Japan Hero Deck

Hero:	Traits:
Sword Samurai	Fight+2 Armor+2 Range Strong Kai Rider Martyr Honor
Lance Samurai	Fight+2 Armor+2 Range Kai Rider+2 Martyr Honor
Bow Samurai	Fight+2 Armor+2 Range+2 Kai Rider Martyr Honor
Tetsubo Samurai	Fight+2 Armor+2 Strong+2 Kai Rider Martyr Honor
Ninja Assassin	Fight+2 Stealth+3 (Slay Men) Swift Range Climb Tactics
Ninja Warrior	Fight+2 Stealth+2 Armor Swift Range Climb Tactics Kai

Hero:	Traits:
Jutsu Ninja	Mage+2 Fight+2 Swift Climb Tactics Range Stealth+2
Zen Kai Warrior	Fight+3 Zap+2 Swift Kai+2 Strong Tough
Masterless Ronin	Fight+2 Armor Range Strong Stealth Wild Kai Rider Swift
Bushi Soldier	Fight+2 Armor Tough+2 Range Detect Stealth Rider Tactics
Ashigaru Gunner	Range+3 Fight Armor Tough Stealth Tactics Climb Swift
Tattooed Man	Fight+2 Mage Zap Kai Detect Wits Swift Stealth
Fire Shugenja	Mage+2 Zap+4 Lore+2 Wits Foresee
Earth Shugenja	Mage+2 Zap+3 Lore+2 Wits Foresee Armor
Air Shugenja	Mage+2 Zap+3 Lore+2 Wits Foresee Swift
Water Shugenja	Mage+2 Zap+3 Lore+2 Wits Foresee Stealth
Void Shugenja	Mage+3 Zap+3 Lore+2 Wits Foresee
Naga Warrior	Fight+2 Armor+2 Range+2 Swift+2 Strong Tough
Geisha	Fight Heal+2 (Slay Men) Stealth+2 Music Lore Wits Detect
Magistrate	Lore+3 Wits+3 Music Detect Stealth Honor
Sword Master	Fight+3 Swift+2 Kai Tactics Strong Stealth Dual Wield
Tactician	Fight Tactics+3 Foresee+2 Detect+3 Rider
Yojimbo	Range+4 Fight Rider Stealth Climb Swift Wild
Scout	Stealth+2 Fight Range Rider Wild Swift+2 Detect Climb
Courtier	Stealth+2 Honor Music+2 Heal Detect Wits+2 Lore
Shinto Priest	Priest+3 Honor Music Lore+2 Heal Wits Foresee
Warrior Priest	Priest+2 Fight+2 Armor Heal+2 Lore Wits Music
Mystic Monk	Priest+2 Mage+1 Lore Heal Music Honor Wits Foresee Detect
Monk Warrior	Priest+1 Fight+2 Strong Swift+2 Tough Climb Stealth Tough
Yakuza Enforcer	Fight+2 Strong+2 Stealth Swift Honor Detect Tough Wits
Sumo Warrior	Fight+2 Strong+3 Tough+2 Swift Honor Kai
Wako Pirate	Fight+2 AquaticClimb Swift Detect Stealth+2 Tough Dual Wield

## Japan Relic Deck

Relic:	Notes:
Emperors Seal	Honor +2
Daikyu (Great Bow)	Range +2
Fine Wakizashi	Fight +1
Fine Katana	Fight +2
Crystal Katana	Fight +1 Swift +1
Jade Katana	Fight +2 Strong +1
Imperial Katana	Fight +2 Honor +1
Serpent Shurikens	Range +5 Poison (Single Use)
Magic War Fan	Fight +1 Armor +1
Magic Kabuto (Helmet)	Armor +1 Tactics +1
Fine Armor	Armor +1
Imperial Armor	Armor +2 Honor +1
Dragon Scale Armor	Armor +2 Fight +1
Jade Armor	Armor +2 Strong +1
War Banner	Tactics +1
Magic Gong	Music +1 Priest +1
Magic Bell	Music +1 Mage +1

## Quest In China

### Introduction

Chinese Version of Mortal Quest. Instead of rolling on the Random Terrain Table 5 Times, Players just use

the China Encounter Table (Rare type Table). Use the regular Spell Deck.

Note that the Trait Charge here is replaced by the

term Kai. Also the trait Settlement is replaced by the term Honor. The Terrain based Traits of Wild, Honor, Under, and Aquatic when applicable are noted by (—)

## China Encounter Table

1D70	Encounter:
1	Giant Buddha Statue: Priest XX: Gain Luck (W)
2	River Dragon (6/+16/+9) Scales Fast (A)
3	Confucian Sage: Lore XX: Info (H)
4	Disguised Demon (3/+9/+11) Ambusher (W)
5	Play Go Master: Wits XX DM -3: Progress (H)
6	Jade Warriors (4/+10/+6) Armored and Stone (U)
7	Luck Dragon: Magic XX: Gain Luck (W)
8	Flaming Mountain: Pathfinder XX: Backtrack (W)
9	White Bone Demon (Undead 4/+14/+7) (W)
10	Disaster: Climb XX: Delay (W)
11	Yellow Wind Demon (Air 3/+10/+9) Fast (W)
12	Celestial Bureaucracy: Lore XX: Delay (H)
13	Black Bear Demon (Beast 4/+12/+8) (W)
14	Procession of the Jade Emperor: Backtrack
15	Flesh Eating Demons (Fire 5/+15/+8) (W)
16	River of Quicksand: Strength XX: Death (A)
17	Goblins (Men 4/+7/+8) Range+3 (W)
18	Predicament: Strong XX: Separated (W)
19	Ogre Magi (Giant Mage 5/+13/+8) (W)
20	Flight of the Dragon King: Favor Foes
21	Animal Spirits: Music XX: Blessed (W)
22	Impassable River: Lore XX: Backtrack (A)
23	Seductive Spider Spirits: Detect XX: Death
24	Kingdom of Women: Music XX: Delay
25	Evil Magician (Mage 2/+4/+6) Zap+3 (H)
26	Calamity: Priest XX: Demoralized (H)
27	Carp Demon (Aquatic 3/+8/+8) Scales (A)
28	Hidden Monastery: Detect XX: Healed (W)
29	Green Lion Demon (Beast 4/+11/+10) (W)
30	Visited by the Goddess of Mercy: Healed
31	Scorpion Demon (Poison 3/+10/+8) Shell (W)
32	Zen Disciples on Pilgrimage: Music XX: Blessed (W)
33	Dream Demon: Wits XX: Death (H)
34	Cloud Travel: Music XX: Progress (W)
35	Nine Headed Bird Demon (Beast 7/+15/+7) (W)
36	Tricked by the Monkey King: Wits XX: Lose 1 Relic (W)
37	Rebels (4/+8/+9) Ambushers (H)
38	Guardian Foo Dogs (4/+14/+9) Fast Stone Indifferent (H)
39	Barbarians (4/+10/+8) Ranged+4 Fast (W)
40	Captured: Stealth XX: Delayed (H)
41	Bamboo Forest: Pathfinding XX: Lost (W)
42	Hopping Zombies (Regenerating Undead 3/+5/+6) Slow (H)
43	Humble Village: Pay 1 Gold: Resupply
44	Water Ghost (Spirit 3/+9/+8) (A)
45	Thriving Town: Pay 2 Gold: Resupply and Mounted
46	Headless Ghost (Spirit 3/+7/+7) Ambusher (H)



1D70	Encounter:
47	Fortress: Lore XX: Recruit or Quest (H)
48	Panda Warrior: Give Food: Ally (Fight Kai Strong)
49	Major City: Pay 3 Gold: Medicinals and Well Equipped (H)
50	Celestial Tiger (Spirit Beast Mage 7/+17/+10) Fast (W)
51	Aided by Goddess: Music XX: Blessed (W)
52	Triad Thugs (Men 4/+7/+8) Tactics (H)
53	Return Traitor: Track XX: (Man 2/+5/+7): Reward (W)
54	Sun Ravens: Track XX: Guide (W)
55	Evil Dojo: Master & Disciples (Men 6/+16/+8) (H)
56	Moon Hares: Give Food: Gain Luck
57	Quirky Miniboss Squad (Men 7/+17/+9) Kai+4 (H)
58	Martial Artist: Recruit Hero with Fight
59	Bronze Body Warrior (Man 8/+18/+8) Metallic (H)
60	Old Master: Recruit Hero with Mage
61	Evil Eunuch Magistrate and Henchmen (4/+9/+7) (H)
62	Tree Demon (Plant Mage 6/14/+8) Armored (W)
63	Hopping Vampire (Undead 4/+8/+8) (H)
64	Holy Man: Recruit Hero with Priest
65	Werecat (Shapeshifter 3/+10/+10) Ambusher Fast (W)
66	Fung Fu Mummies (Regenerating Undead 5/+13/+8) Fast Kai (U)
67	Mountain Dragon (Mage 8/+17/+8) Scales Fast Breath+3 (U)
68	Witchy Woman (Mage 3/+5/+8) Zap+3: Cursed (W)
69	Corrupt General and Soldiers (Men 6/+15/+7) Range+4 (W)
70	Evil Bat Queen (Mage 3/+6/+9)(W)

## China Major Foe

There is only one Major Foe: Yama King (Demon Mage 9/+21/+11) Zap+4 (U)

## China Hero Deck Card List

Hero:	Traits
Kung Fu Master	Fight+3 Swift+2 Climb Tough Lore Wits Kai
Drunken Master	Fight+3 Swift+2 Tough+2 Kai Stealth Strong
Shaolin Monk	Fight+2 Strong+2 Swift+2 Climb Tough Lore Kai
General	Fight+2 Strong Honor Tactics+2 Rider Lore Wits Kai
Admiral	Fight+2 Aquatic Honor Tactics+2 Lore Wits
Imperial Agent	Fight+2 Honor Wits+2 Lore+2 Music Detect Rider
Horse Warrior	Fight+2 Rider+2 Armor Swift Wild Tough Heal Music
Sword Master	Fight+4 Rider Swift+2 Strong Kai Honor
One-Armed Swordsman	Fight+3 Honor Kai Heal Tough Lore Wits Strong
Wuxia Swordsman	Fight+2 Armor Swift Strong Kai Stealth Tactics Rider Tough
Warlord	Fight+2 Strong+2 Armor+2 Tactics+2 Kai Rider
Legendary Archer	Range+4 Strong Fight Detect Climb Foresee Swift
Rebel Folk Hero	Fight+2 Stealth Climb Tactics Lore Swift Heal Kai Wits
Wizard Sage	Mage+3 Honor Foresee+2 Lore+3 Wits
Wu-Jen	Mage+2 Zap+3 Foresee Lore+2 Wits Swift
Sorcerer	Mage+3 Zap+2 Foresee Lore+2 Strong Tough
Spirit Medium	Mage+2 Heal Music Detect+3 Foresee Honor Wits
Seer	Mage Foresee+4 Wits Lore Music Detect+2
Gu Witch	Mage+2 Foresee Poison Lore Wits Detect Heal Stealth Kai

Hero:	Traits
Physician	Mage Heal+3 Detect Rider Honor Wits Lore Swift
Shaman	Priest+2 Mage Heal+2 Wild Foresee Stealth Detect Music
Confucian Priest	Priest+2 Honor Lore+2 (Slay Undead) Wits+2 Music Heal
Buddhist Monk	Priest+3 Honor Lore+2 Wits Music Heal Detect
Daoist Monk	Priest Mage Honor Lore Wits+3 Music Heal Detect
Cult Master	Priest+2 Mage Lore+2 Foresee Music Wits Detect Honor
Warrior Monk	Priest Fight+2 Climb Strong Swift Kai Stealth Detect Tough
Spiritual Warrior	Priest Fight+2 Foresee Kai Heal Wits Tough Strong Swift
Demon Hunter	Priest Mage Fight+2 (Slay Demon) Wits Rider Detect Swift Tough
Exorcist	Priest Fight (Slay Spirit) Foresee Detect+2 Lore+2 Rider Wits
Acrobat	Swift+3 Climb+2 Detect Rider Range Fight Music

## China Relic Dexck Card List

Relic:	Notes:
Spirit Fusion Pot	Once per Turn Create Ally: (Animated Fight+4)
Cauldron	Get +1 to all Spell Rolls
Heavenly Book	Priest+1
I Ching	Mage+1
Oracle Bones	Foresee+1
Great Seal	Honor+1
Ancient Script	Discard to draw 3 Magic Cards: Keep 1
Herb of Immortality	Discard to Revive Hero killed this Turn
Coin Sword	Fight+1 Armor+1
Spirit Sword	Fight+2 (Slay Spirits)
Jade Sword	Fight+2 Swift+1
Phoenix Sword	(Fire) Fight+2 Tough+2
Wish Jewel	Discard for Wish Spell
Auspicious Pearl	Aquatic+1
Luminous Gemstone	Discard for Light Spell
Crescent Blade	Fight+2 Kai+1
Bronze Vessel	Get +1 to a Blessing Rolls
Healing Elixir	Discard for Heal+4
Flying Guillotine	Fight+1 (Slay Men)
Blood Sword	Fight+3
Heavens Sword	Fight+2 Honor+1
Secret Scroll	Discard to draw 3 Magic Cards: Keep 1 Spell
Kung Fu Manual	Get Fight+5 vs Major Foe
Sacred Scroll	Discard to draw 3 Magic Cards: Keep 1 Blessing
Celestial Sword	Fight+2 Strong+3



# Warpspawn Cast

**Lloyd Krassner** Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

**Gottardo Zancani (Zak)**

**Janne Thorne**

**Jason Newell** Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

**Peter Cobcroft (Curufea)**

**Markus Salo** Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

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Warpspawn Rules

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Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn