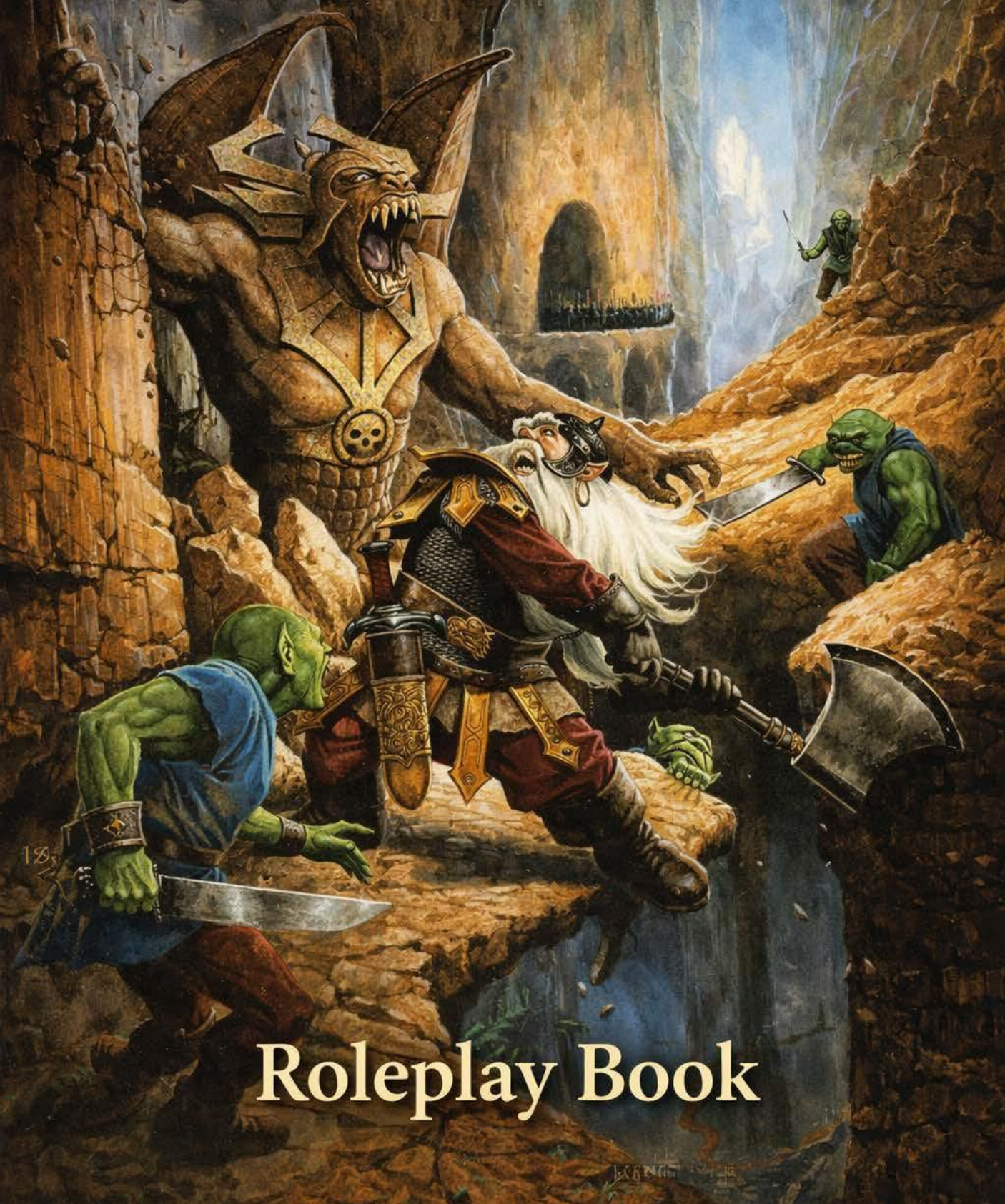


HEROQUEST



Roleplay Book



HEROQUEST

Roleplay Rulebook (v1.6)

**Adapted from the Warhammer Quest Roleplay Book for
Heroquest**

**With inspiration from the works of Stig,
Gimmeyergold, Liorlec, Littlemonk & Lea.**

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The Roleplay Book introduces the Old World, a perilous realm of monsters and heroes. This is the land in which the Heroes' quests take place. This section of the book provides everything you need to link your quests together into a colorful narrative story, telling the tale of your brave band of warriors as it unfolds! Now your Heroes will undertake hazardous journeys to reach civilization once their quest is over. They will be able to visit prosperous towns and cities, spending their hard-earned gold on new items of armor, equipment, and magic items. They will meet friends and enemies along the road, seeking to help or more likely to hinder them. As they go from quest to quest, following the trail of glory and treasure, the Heroes will fight all manner of evil creatures that dwell in the gloomy caverns below the Old World.



This book is intended for Zargon's eyes only!



UPON COMPLETING A QUEST


Immediately upon completing a quest, the Heroes heal all Body Points. This represents them emerging from the dungeon, finding safety in a nearby wood or similar location, and gaining some rest. However, to fully recover they need to find a settlement; living from their backpack after a quest isn't enough.

Mind Points are recovered once at a Settlement. They also will want to spend their hard-earned gold! However, the Old World is a big place, and it won't always be possible for the Heroes to find what they want. Many of the quest locations that the Heroes explore are situated on the fringes of the Old World, where large settlements are scarce. If what the Heroes want to buy isn't available where they are, they must make a choice - do they travel to the nearest town, or do they simply make do with the supplies available at the local village?

TRAVELING

Travelling in the Old World comes with its own hazards. The longer the journey, the greater the chance of something awful happening to the Heroes. All this 'between game' play is resolved using the tables found within this book. No board sections are laid out for this part of a campaign, and no miniatures are used. This portion of the game is imagined with the collective "theater of the mind". These travel rules are only applicable when traveling FROM a quest. Once you know how far away the Heroes' destination is, you can work out how long it takes them to get there, and what costs and encounters they incur on their way. If the Heroes trek all the way to a distant city to spend their gold on better armor, the journey will may be perilous, and they may encounter all sorts of hazards. Before the Heroes can spend any of their gold, the players must decide where they are going to, and how far they are from their chosen destination. The Travel Table below shows how far the quest site is from the nearest villages, towns, and cities. The distance is represented by a number of weeks travel, with each week's travel requiring one roll on the Hazard table. Upon completing an quest, the Heroes roll 3 combat dice and check the table below:

Weeks to Destination, Roll 3 Combat Dice	
Village	1+ number of black shields
Town	2+ number of white shields
City	3+ number of skulls

(Example: Rolling  indicates that the nearest village is 2 weeks' travel away, the nearest town is also 2 weeks away, whilst the nearest city is 5 weeks away.)

THE HAZARDS TABLE

Once you know how many Hazards the Heroes are going to encounter on the way to their destination, you must randomly roll that many Hazards on the Hazards Table.

It is important to note that Hazards are rolled for the party, and not for each individual Hero. The players take it in turns to roll the dice for each Hazard.

As the Heroes make their journey, one of the players should note down how many weeks they have travelled so far. This way, you will always be able to work out how far the Heroes still have to travel, and how many Hazards they have yet to encounter! If you lose count, the Heroes become lost, and you must start the journey again.

For each Hazard roll 2D6 on the Hazards Table, opposite, but instead of adding the two dice together, count the first dice rolled as your tens column, and the second as units.

For instance, if the first dice comes up 2 and the second dice comes up 1, you have rolled 21. Looking up a result of 21 on the Hazards Table you can see that the Heroes have been struck by a tornado.

There are two Hazard Tables available. Switch between the two as you see fit.



HAZARDS TABLE I

11a – Massacre

The Heroes come across a burning wagon in a forest clearing. Roll 1D6 for each Hero. The Hero with the highest score recognizes the dying travelers as their blood kin. One of them can tell their fellow Heroes who perpetrated the massacre. Roll 1D6:

- | | |
|------------|-------------------|
| 1. Goblins | 4. Skeletons |
| 2. Orcs | 5. Zombies |
| 3. Fimir | 6. Chaos Warriors |

From now on, the Hero whose kin have been slaughtered seeks Revenge on this type of Monster. Note this down on their Character Sheet. Once per combat against this Monster type, the Hero may reroll one black shield when attacking.

12a – Fire

During the night a fire rages through the camp. The intensity of the blaze is such that it may turn the Heroes' gold to lumps of molten metal. Roll 1D6 for each Hero and consult the following table:

- 1: Your Hero's gold is melted beyond recognition. It is now only worth half its original value.
2-5: Luckily, your Hero's gold wasn't affected, and they are still as wealthy, or as poor, as they were before the fire!
6: Your Hero's gold is intact! In addition, as they scramble in the blackened earth to retrieve their fortune, they find a long-buried gemstone worth 1D6 x 50 gold.

13a – Chapel

The Heroes see a small chapel. If you wish, your Hero may spend some time in prayer to their gods. After your Hero spends 20 gold in offerings you may roll 1D6 on the following table:

- 1-4: The gods aren't listening and ignore your Hero.
5-6: Your Hero has +1 Body Point added to their Starting Body Points for the next 1D3 quests.

Each Hero may roll once on this table and then move on.

14a – Quake

The ground opens in front of the Heroes, creating an impassable chasm many miles long. This must be Zargon's doing! The Heroes have three choices:

a) Abandon any hope they have of reaching a Settlement, in which case they must go straight into the next quest.

b) Go back to the campsite they just left and start their journey again from scratch taking a different route.

c) Use any length of rope that they have to cross the chasm. If they cross the chasm with a rope, they may not take horses, carts, etc., with them, and must discard the rope once they have safely reached the other side.

15a – Stranger

The Heroes meet a stranger who asks where they are heading. After being told, he says that he too is going that way, fears the forces of Chaos, and knows a shortcut. He offers to pay each Hero 40 gold to let him join them. After all, he explains, there is safety in numbers. The Heroes decide to let him join. Roll 1D6 on the following table:

1-3: The stranger does not know the way and the party is soon lost adding 1D6 weeks to the length of the journey. He is apologetic, however, and when the Heroes finally arrive, he pays each of them 40 gold as promised.

4-5: The stranger's short cut turns out to be no quicker. Upon reaching civilization, he pays the Heroes 40 gold each.

6: The stranger does know the way well, knocking a week off the Heroes' journey time. Upon arrival at their destination, he gratefully pays each Hero the 40 gold as promised.

16a – Peddler

The Heroes are stopped by a peddler - a strange-looking individual wearing brightly colored rags and carrying several wicker baskets in which she keeps her wares. She capers from side to side, playing a piping tune on a reedy flute. The Heroes may buy things from her:

- **Healing Potion:** 50 gold. Heals 1D6 Body Points. One use.
- **Lucky Charm:** 100 gold. A Hero wearing this may re-roll any single dice roll once per quest.
- **Bronze Wristbands:** 30 gold. A Hero wearing these may ignore 1 Wound during any single combat. One use, then they are broken.
- **Trinkets:** 20 gold. If on the Heroes' travels anyone demands gold from them for any reason they can try and give them these trinkets instead. Roll 1D6. On a score of 1, 2 or 3 they refuse the trinkets and insist on being given the gold. On a score of 4, 5 or 6 they accept the trinkets instead of the gold. Trinkets are never accepted as payment for anything in a Settlement.

Each Hero may buy a maximum of one of each item, except trinkets, which they may buy up to three of.

Once the Heroes have made their purchases, the peddler vanishes into the woods. Now roll 1D6 for each object the Heroes have bought. If the result is a 1, that item is shoddily made and is useless. The Hero has been conned and must discard the item immediately.

21a – Tornado

Zargon conjures up a tornado to strike the Heroes. The ferocity of the storm rips at the crumbling cliff path, attempting to pluck the Heroes from safety. Roll 1D6 for each Hero. Look up the lowest number rolled on the following table to determine what happened to the Hero with that score. If two or more Heroes have the same score, re-roll those dice until the victim of the tornado is determined.

1: The tornado throws your Hero into a gaping ravine, injuring their legs. They must be carried to safety by the other Heroes, adding one week to the journey time. As soon as the party arrives at its destination, the Hero must pay 100 gold to be healed. If they cannot afford it, the healer takes all the gold they do have plus one piece of equipment or treasure as payment.

2: Hanging from the ledge by their fingertips, the only way your Hero manages to stay on is by their gold drop into the chasm. Your Hero loses 5D6 x 10 gold (or all they have if they have less).

3-6: Your Hero holds on, but their weapon is plucked from their grasp. Discard any one of your Hero's weapons

22a – Uneventful Week

23a – Plague

The Heroes arrive at a large town in the grip of the plague and all roads, bar the one the Heroes entered by, are blocked by the emperor's men. The Heroes' journey is over, and they must now either go straight onto the next quest or stop and spend some time in the town.

If the Heroes stay, use the normal rules to determine what they do there (see the Settlements section), but each time you make a roll on any table for your Hero also roll 1D6 on the following table:

1: Your Hero contracts the plague. They are at -1 Attack for the duration of the next quest. **2:** Your Hero contracts the plague. They are at -1 Defense for the duration of the next quest. **3-6:** Thank the Gods! Your Hero remains unaffected by the plague.

24a – Uneventful Week

25a – Prisoner

As the Heroes approach the crest of a hill, they hear the noise of armed men approaching. Taking cover, they watch as a band of swarthy mercenaries march by, dragging a wealthy-looking man behind them. They are particularly cruel to this man and ignore his cries of pain.

The Heroes can either fight the mercenaries and free the prisoner or let them pass unhindered. If the Heroes attack the mercenaries, roll 1D6 on the following table.

1-2: The mercenaries drive the Heroes off, but only after taking some of their gold. Each Hero loses 1D6 x 10 gold.

3-4: The Heroes kill the mercenaries after a long struggle, but not quickly enough to prevent them slaughtering the prisoner. The Heroes each find 1D6 x 20 gold if they search the bodies of the fallen

5-6: The Heroes best the mercenaries in a fierce fight, and free the prisoner. He cannot travel very fast, and if the Heroes take him with them, he adds one week to their journey time. Upon arriving at their destination, he gives each Hero 100 gold for rescuing him.

26a – Guests

The Heroes arrive in a small hamlet as a local festival is in full swing, and they are invited to stay as guests. They are wined, well fed, and have a most enjoyable evening.

Waking up the next morning, they feel it is only fair to offer payment for the hospitality that the villagers have offered. Roll 1D6 for each Hero. The Heroes decide to compensate the hamlet in gold with the sum of the dice x10. The Heroes may split this total as they see fit.

31a – Witch's Cave

Deep in a gloomy ravine the Heroes come across the entrance to a dark cave. Inside it dwells a twisted, ugly hag who claims to be a witch. She promises that her potions will give them the strength to defeat Zargon's forces of Chaos.

Each Hero may pay 1D6 x 10 gold to get a single potion (roll the amount needed to buy each potion separately) and must drink it immediately. Roll 1D6 on the following table:

1-2: Your Hero falls unconscious, writhing in agony as fire burns through them. When they awake, they feel strangely weak. They are at -1 Defense for the duration of the next quest.

2-4: The potion warms your Hero to the core. They gain +1 Body Point to be added permanently to their Starting Body Point score.

5-6: A powerful heat surges through your Hero, and they feel energy coursing through their muscles and sinews. They receive an additional Combat Die in Defense for the duration of the next quest.

32a – Famine

On the Heroes' travels, they pass through lands cursed by famine and drought. Proving themselves to be the worthy hero that they are, each Hero gives the poverty-stricken peasants a proportion of their gold. Roll 1D6 for each Hero on the following table:

1-2: Your Hero gives any one item of treasure to the

peasants. **3:** Your Hero gives 50 gold to the poor.

4-5: Your Hero gives 1D6 x 10 gold to the poor.

6: Touched by your kindness and concern, the village elder brings a carefully wrapped Broadsword out of her house, presenting it to your Hero in exchange for 1D6 x 40 gold.

33a – Uneventful Week

34a – Bad Map

The Heroes' journey is over, but the Settlement that they were heading for turns out to be wrongly marked on the map and is little more than a hamlet. The Heroes may stay there anyway and buy equipment, etc., but must roll for item availability as for a village.

35a – Pool of Dreams

The Heroes come across a deep pool of freezing water on top of a mountain. Its surface is like a mirror, with shifting images drifting across its still, icy surface. As the Heroes gaze into the chill waters, they see twisted reflections of themselves, fighting for their lives against the most hideous Monsters. Roll 1D6 on the following table for each Hero.

1-3: Although they can see these reflections, the Hero cannot make any sense of them.

4-6: The Hero realizes that they are being granted a vision of the future! At any time during the next dungeon, they may ignore any one blow that would otherwise hit them. The Hero recognizes the blow before it hits home as the vision from the pool, and dodges away just in time. Note this on their Character Sheet, crossing it off when they use it.

36a – Lightning

As the Heroes are setting up camp on the top of a hill, a storm gathers above them. The sky blackens and grows dim, and thunder rolls. The next instant a purple lightning bolt of Chaos essence streaks from the sky, hitting one of the Heroes on the head-on.

Roll 1D6 for each Hero. The Hero with the lowest score is hit by lightning, melting their armor. They lose two items of armor (a shield and a helmet, for instance). If the Hero doesn't have two items of armor, the armor that they currently wear is melted, and the lightning bolt sets their clothes alight too. They arrive in the next Settlement in tattered, charred rags and must therefore spend 50 gold on new apparel.

41a – Lost

After a few days' travel, the Heroes admit to themselves that they are absolutely lost. They are about to give up the journey completely when they notice smoke curling into the sky a few miles away. A couple of hours later, the Heroes discover the source of the smoke - a small village not marked on their map. Here they are told that the nearest settlement is another six weeks' travel. The Heroes can either carry on to the town or end their journey now and see what they can buy

here.

42a – Deluge

The rain has been bad recently, and the land for miles around has flooded, creating an impassable lake. The Heroes can either abandon any hope they have of reaching their destination, in which case they must go straight into the next quest or pay 20 gold each to a ferryman to take them across the obstruction.

43a – Pillaged Village

The Heroes come across a village ravaged by orcs. The villagers are trying to rebuild their homes and would greatly appreciate the Heroes' help. The party cannot refuse their pleas and agree to stay and help the villagers for one week.

44a – Uneventful Week

45a – Fork

The road splits into two before the Heroes. One path will lead to their chosen destination, but from their map it is impossible to tell which. Do they take the left fork or the right fork?

Once the players have agreed which road the Heroes take, roll 1D6 on the following table:

1-3: The Heroes took the wrong route and end up at a small village, finishing their journey prematurely there.

4-6: The Heroes chose the correct path and may continue on their journey.

46a – Ambush

As the Heroes travel through a particularly dark and gloomy forest, they are ambushed by a horde of Goblins riding Giant Spiders. Leaping from the shadows, they threaten to overwhelm the hardy Heroes by sheer weight of numbers. Roll 1D6 for each Hero on the following table:

1: Knocked out by a sneaky blow from behind, your Hero awakes to find one of their weapons (determine randomly) and 2D6 x 100 gold stolen.

2: Knocked out by a sneaky blow from behind, your Hero awakes to find 1D6 x 100 pieces of their gold stolen.

3: Knocked out by a sneaky blow from behind, your Hero awakes to find one item of equipment stolen (determine randomly).

4: Fighting a glorious battle, your Hero kills many Goblin Riders and gains 1D6 x 10 gold.

5: Fighting a glorious battle, your Hero kills many Goblins Riders and gains 1D6 x 50 gold. 6: Fighting a glorious battle, your Hero kills many Goblins Riders and gains 1D6 x

51a Uneventful Week

52a – Blizzard

A blizzard howls across the land, swathing all in white. This must be the work of Zargon. Unprepared, the Heroes are trapped in a bitterly cold landscape where visibility is reduced to a few yards and movement is almost impossible through the banked drifts of snow. The Heroes abandon all hope of reaching a town or city, and take refuge in the nearest village, cutting their journey short. They may buy equipment there as normal. After the blizzard abates, the Heroes may go straight into the next quest.

53a – Double Back

After many days travel through thick undergrowth, barely able to see the sun, the Heroes emerge into a gloomy clearing. In front of them is a cave entrance into a craggy rock face. After a moment's study, they recognize it as the very exit by which they left their last quest!

The Heroes have managed to work their way back to where they started and must now set off afresh!

54a – Rockfall

As the Heroes trek through a dark ravine, there is a dull rumbling above them. A few seconds later a shower of rocks and boulders comes crashing down, blocking their route completely. Although they can still complete their journey without losing any time, they must employ local laborers to clear a path, costing each Hero 1D6 x 20 gold.

55a– Wagon Train

The lead wagon of a convoy pulls up alongside the Heroes. The driver says that he is heading for the same destination as they are, and if each Hero pays him 1D6 x 10 gold they can hitch a lift, saving them one week's travelling time.

56a – Uneventful Week

61a – Militia

The Heroes see smoke curling above the trees, and within a few minutes reach the crest of a hill overlooking a small Settlement. As they get closer, a group of armed men on horseback approach. They are the town militia and are very wary of strangers. They refuse to let the Heroes stay at the Settlement, but for a payment of 30 gold each will allow them to pass through it. If the Heroes refuse to pay, they must go around the village and the surrounding fields, adding one week to their journey.

62a – Brigands

As the Heroes reach the outskirts of a small Settlement, they are set upon by brigands demanding gold. They outnumber the Heroes but seem wary of their superior arms and armor. The Heroes have a choice: they can either pay the brigands or fight them.

If the Heroes decide to pay the brigands, each Hero must give up 1D6 x 20 gold.

If the Heroes fight the brigands, roll 1D6 for each Hero and add them together. This is the total number of brigands that the Heroes are fighting. Then roll another 1D6 for each Hero and add them together. This is the total number of brigands that the Heroes manage to kill. If there are any brigands left alive after this, then they overpower the Heroes, steal 1D6 x 50 gold from each of them, and disappear into the shadows.

63a – Orc Camp

The party has stumbled into an Orc battle-camp. Fires can be seen in the valley below. The Heroes can either turn back, adding one week travel to go around the camp, or attempt to sneak past. If they do, roll

1D6:

1: A scouting party of Orcs notices the Heroes, alerting the whole army. One random Hero must roll 1d6. If the result is less than or equal to their current Mind Points, the Orcs imprison the Heroes. The selected Hero breaks free later that night, freeing their fellow Heroes and escaping! If the result is higher than their Mind Points, the Orcs attack the Heroes. Although they are beaten off, roll 1D6 for each Hero. On a roll of a 1, they are injured (-1 to starting Body Points score next quest). On a roll of a 2 they have one random piece of Equipment stolen. On a roll of 3+ they escape unscathed.

2-4: The Heroes manage to sneak past the camp unnoticed.

5-6: One random Hero must roll 1d6. If the result is less than or equal to their current

Mind Points, the Heroes learn enough about the Orc army to provide useful information for the local garrison. If the next settlement you visit is a Town or a City, you receive 100 gold by way of gratitude.

64a – Fall

Roll 1D6 for each Hero. The Hero with the lowest score trips over a log and breaks their ankle. How embarrassing! Dragging them along slows the party down, adding two weeks to the journey. When the Heroes reach a Settlement, it costs the injured Hero 30 gold to have their ankle healed.

65a – Glorious Weather

The sun shines over fields of golden wheat, and all is well with the world. Having walked for many miles and many days over bleak and inhospitable realms, the Heroes may decide to take it easy and enjoy the scenery. The party adds 1D3 weeks to their journey. During the next quest, Zargon may not draw a number of Evil Wizard cards equal to the number rolled.

66a – Storm

A storm hits the Heroes' camp, blowing away their tents and equipment in a torrential rainstorm. Each Hero loses one piece of treasure of your choice.



HAZARDS TABLE II

11b – Strange Fruit

Through the foliage of the forests around them, the Heroes spy a dark green leafed tree. Upon its branches hang fist sized pink, strange fruit. If the Heroes eat any of the fruit, they will regain 1 Body Point each. There is enough fruit on the tree for each Hero to take 1D6.

12b – Vast Forest

A huge forest lies before the Heroes. Trees spread over the whole of the valley floor, seemingly endless. The Heroes cannot seem to see any signs of civilization nearby, save for a handful of small villages scattered throughout the jungle. If they were planning on heading towards a city, they will now have to head towards a village. This will take 2 extra weeks.

13b – Runes

On a slab of stone ahead, are a series of runes carved into it. One Hero may be chosen by the players to make a Mind test. They must roll 1D6. If the result is equal to or less than their current Mind Points score, then the Hero understands and translates the runes. The next roll on this table that requires rolling a die for the party, count the result as a 6. If the Heroes cannot translate the runes, the next roll that requires rolling a die for the party is counted as result 1.

14b – Boa Constrictor

While traveling through a swamp, there is a sudden rippling in the water and a random Hero finds themselves being squeezed to death by a great huge snake.

The Hero keeps rolling a die until they roll a 6. Each time they don't not roll a six, the Hero takes 1 Body Point. If the Hero reaches 0 Body Points, the constrictor swallows them whole. No amount of healing will save the digested Hero.

15b – Metal Glint

A random Hero spies a glint in the undergrowth. If the Hero wishes to take it, roll 1D6. On a roll of 1-3, The Hero's hand is crushed by a bear trap! They start the next quest at -2 Body Points and -1 CD in Attack and Defend for the next quest. Otherwise, they may draw 1 Treasure Card, ignoring all Hazard and Wandering Monster cards.

16b – Small Village

The Heroes come across a small village trying to rebuild after damages done by the recent thunderstorm. If the Heroes stay, the villagers will pay each one 20 Gold pieces for each week they stay here. This means adding those extra weeks to the journey.

21b – Uneventful Week

22b – Cave

The Heroes discover a cave with signs of activity nearby. If the Heroes decide to enter the cave, roll 1D6 and consult the table below. If combat ensues, place said miniatures into the middle 5x6 space in the middle of the game board.

1: Heroes fight 1D6 Chaos Warriors

2: Heroes fight 2D6 Goblins

3: Heroes fight 1D6 Skeletons & 1D6

Zombies 4: Heroes fight 1D6+4 Orcs

5-6: No one is inside of the cave

Each Hero finds 1D6x100 Gold inside of the cave.

23b – Birds of Paradise

The sounds of singing birds reach the Heroes. Looking up into the sky, they see a small flock of magical birds with waves of energy radiating from them. Any spellcasters in the party can take a Mind test. They must roll 1D6. If the result is less than or equal to their current Mind score, they pass. If they pass, they have absorbed some energy from the magic birds. They receive +1MP permanently.

24b – Uneventful Week

25b – Mystic

Near a fast-flowing brook the Heroes meet an old, blind hermit with a kind disposition. After learning about their connection to Mentor, he reveals how to overcome a terrible fate that awaits the Heroes.

The next time any of the Heroes must roll for a Catastrophic Event, they may ignore the result and roll again. They must accept the outcome of the second roll.

26b – Dryads

In the shadowy depths of the forest, the Heroes encounter a group of Dryads who protect the area. They are easily provoked, and the Heroes must be careful not to offend them.

Each Hero must roll 1D6 on the table below:

1: The Dryads perceive your Hero as a threat to the forest and punish them accordingly. Your Hero must deduct -1 from their starting Body Points score for the next 1D6 quests.

2-3: Your Hero offends the Dryads and is beaten senseless. Your Hero has -1 CD in Attack until the end of the next quest.

4-5: Your Hero befriends the Dryads, and they are allowed to pass through unharmed.

6: Your Hero impresses the Dryads and is seen as an ally of the forest. They gift your Hero a fruit that when eaten will heal your Hero back up to full Body Points.

31b – Settlement Sign

Approaching a waypoint, the Heroes find out more about their destination and its population. Roll 1D6 to see what the population marker says:

1-2: The Heroes' target Settlement is one size smaller than they were led to

believe! 3-4: The Heroes' target Settlement size is accurate.

5-6: The Heroes' target Settlement is one size larger than they were led to believe!

32b – Village of the Damned

The Heroes enter what appears to be a deserted village not marked on their map. As they wander about scrounging for supplies, they find that the residents have mutated into Ghouls and Zombies! The Heroes had hoped to refill their waterskins and perhaps replenish their supplies. Now they only hope to escape with their lives!

Each Hero must roll 1D6 and add their base Attack score. If the total is 6 or more, they have managed to fight their way out of the Settlement safely. If the total is 5 or less, the Hero is clawed and scratched so badly by the afflicted townsfolk that they are either -1 Body Point or -4 Movement (their choice) for the next quest.

33b – Forest Fire

An enormous forest fire is raging out of control in this area. The Heroes must add another week to their journey as they circumvent the blaze.

34b – Ceremony

The Heroes hear strange sounds from behind some large boulders and when they investigate, they realize they have interrupted a sacred ceremony being held by a group of worshippers. Roll 1D6 to see the reaction of the worshippers:

1-4: The worshippers are furious that their ceremony has been interrupted by outsiders. They began chanting a curse upon the Heroes, driving them away from the area. The next time each Hero rolls a '6' on a 1D6 roll, they must treat it as a '1' instead.

5-6: The worshippers are ecstatic to see the Heroes and claim that their prayers have been answered! They insist on presenting each Hero an item from the Treasure deck!

35b – Uneventful Week

36b – Faerie Conclave

As the path curves around the side of a mountain, the Heroes find a majestic waterfall cascading down over the ledge they are walking along. As they pass underneath, the Heroes are greeted by faeries that are pleased by the Heroes' arrival.

Each Hero may add an extra +1D6 points to their starting Body Points score until the end of the next quest. These extra Body Points cannot be healed and once taken they are lost forever.

41b – Garden

The Heroes notice a small wooden gate just off the main path which leads to a lush garden filled with ripe vegetables. The Heroes load their packs from the abundant crops growing in the garden and eat well for several days thereafter. Full of renewed vigor, the Heroes can travel at a faster pace and thus reduce their journey time by one week.

42b – Toll Station

The Heroes attempt to cross into a new area but are stopped by the local militia who insist that each Hero pay 5 gold for each item of Equipment and Treasure that they are carrying. The Hero must sell Equipment and Treasure if necessary. If they cannot pay, the guards take as much as they have before letting them pass.

43b – Uneventful Week

44b – Zargon's

Champions

A group of four evil combatants appear from within the forest. They have weapons drawn and it is clear they intend to attack. They are shrouded in cloaks and metal armor. The outcome of the fight is impossible to determine as the combatants are of similar strength and ability to the Heroes.

Shuffle the initiative cards and have each player draw a card. If no player drew their initiative card from the last quest, then the Heroes were successful in defeating Zargon's agents. They receive 1d6x100 gold to be divided amongst themselves and a random spell scroll. If one of or more of the Heroes draw their own card, then it means that the Heroes have lost the fight. They must each discard an item of Treasure (determined randomly) and half of their gold.

45b – Food Shortage

Whether through too many late nights carousing around the fire, carelessness, or simply throwing out supplies to carry more gold, the Heroes find themselves dealing with a dangerous food shortage.

Roll 1D6 for each Hero. If the roll is a 1, the Hero's stamina is poor and their foraging skills awful. They are -1 Body Point for the next quest. If the score is 2 or more, the Hero's constitution is sound and foraging skills are sufficient to sustain them.

46b – Shooting Star

After setting up camp for the night, you take the first watch. Gazing into the heavens and dreaming of a warm bed and good company, you spy a tiny, gleaming star fly across the night's sky.

Each Hero rolls 1D6. The Hero that rolled the highest may reroll a Settlement Event of their choosing at any point in their stay at the next Settlement.

51b – Uneventful Week

52b – Tower

The Heroes spy a tower in the distance with a lone window near the top. They hear the calls of a fair maiden, but they cannot find any way to enter the structure.

If the Heroes have a rope, then they can rescue the damsel (the rope is then discarded.). When then Heroes reach the next Settlement, roll 1D6. On a score of 2, 3, 4, 5 or 6 they are rewarded for

rescuing the nobleman's missing daughter. The Heroes receive $1D6 \times 50$ gold to be shared equally between them. If the score is a 1, however, the woman accuses the Heroes of kidnapping her and they are thrown into prison for 1D6 days and fined $1D6 \times 25$ gold each!

53b – Wild Mushrooms

The Heroes discover a patch of wild mushrooms which they can pick and dry in the sun as they travel. When they reach the next Settlement, each Hero can make 1D6 special provisions from the dried mushrooms.

When consumed, each mushroom provision heals 1D6 Body Points, but if you roll a '1' then their Hero begins to hallucinate. That Hero loses 1D3 Mind Points.

54b – Obelisk

In the middle of the forest, the Heroes come upon a huge stone obelisk, its origin unknown and its purpose unfathomable. The obelisk hums with awesome power and a sudden flash of light blinds the Heroes causing them to topple backward. When they regain their feet, they find themselves imbued with magical power.

At the start of the next quest, the party may view as many cards on the top of the Evil Wizard deck as there are players.

55b – Unicorn

As the Heroes lay down their gear to rest and relax in a beautiful meadow, a beautiful unicorn runs past in the distance.

Roll 1D6 for each Hero and if the score is a 6, the Hero catches a glimpse of this rare and extraordinary event. Each Hero who sees the Unicorn may reroll one die at any time for the next quest.

56b – Uneventful Week

61b – Foul Odor

As the Heroes trudge through the brush, they become aware of a foul odor. Roll 1D6 on the following table to see what the cause of the odor is:

1-4: The Heroes come upon an empty village. Chaos Warriors have pillaged the village and dead bodies lay strewn about. The lone survivor is a child. The Heroes must take her with them to the next Settlement, adding one week to their journey.

5-6: The Heroes come upon a battlefield of defeated Orcs. Rummaging through the bodies, each Hero finds 1D6x20 gold.

62b – Barbarian Tribe

The Heroes come across a party of traveling barbarians. If one of the Heroes is playing a Barbarian character, then the Barbarian Tribe gives them a Heroic Brew potion.

Otherwise, the Heroes stay to themselves as to not start trouble with the rowdy group.

63b – Uneventful

Week 64b – Regretful

Ghost

While resting, the Heroes are awakened by a wailing of a heartbroken woman. After investigating, the party finds the spirit of a long dead woman weeping on a large stone.

Roll 1D6. Then, randomly select a Hero. That Hero must decide if the number that they will roll will be higher or lower than the score that you rolled. Then, they roll 1D6. If they were correct, the ghost disappears in the night. If they were incorrect, the ghost erupts into a chaotic frenzy, scarring the party to death. For the next quest, no Hero may search for traps.

65b – Bandit Stronghold

While the Heroes forage for food, they come across a hidden fortress. Through the wooden palisade, they can see a group of armed individuals moving around within. The Heroes recognize one of the bandits as a notorious outlaw chief whose likeness they have seen on a great many wanted posters in this area.

The bandits appear completely unaware and the Heroes believe that they can overtake them. If the Heroes all agree, Roll 2D6 to see the outcome below:

2-3: The Heroes underestimate the number of bandits in the group and it isn't long before they are forced to surrender. Stripped of all their gold and treasure the Heroes are sent packing by the bandits to serve as an example to others who might be foolish enough to cross them. Each Hero must roll an additional 1D6 and if the result is a '2', then the bandits takes an ear, finger or other non-vital appendage (player's choice) as part of their warning. On a roll of a '1', the Hero is killed.

4-5: The bandits are highly skilled and efficiently organized and they subdue the Heroes within minutes. The bandits take all the Hero's gold and an item of Treasure before releasing them miles down the road as a warning for others.

6-8: It isn't long before the Heroes realize that their plan isn't going well. They flee the

battle, but only after surrendering 1D6x50 gold in the process to the brutes.

9-10: The Heroes launch a surprise attack on the bandits that sends them into disarray. In the ensuing confusion, the Heroes pick them off one by one. Unfortunately, the bandit leader escapes, but a search of the stronghold turns up 4D6x50 which the Heroes distribute evenly among themselves.

11-12: The party sieges the fortress like an army! The leader and 2D6 of his cronies immediately surrender whilst the rest of the bandits flee for their lives. Once chained together the captive bandits are easy enough for the Heroes to control for the rest of the journey. When the Heroes reach the next Settlement, the Heroes are rewarded with 50 gold per bandit while the leader is worth 1D6x100 gold which is distributed amongst all of the Heroes evenly.

66b – Uneventful Week



SETTLEMENTS

Whatever their size, Settlements in the Old World are busy places, teeming with activity as the inhabitants strive to make a living. Peddlers accost the Heroes on the streets to sell them trinkets, while merchants loudly proclaim the quality of their wares. To the weary traveler, such Settlements are like an oasis in a desert, offering the prospect of a decent meal and a real bed after months in the wild.

Unfortunately, there is another side to every Settlement, lurking just below the gaudy and brash veneer of civilization, that the haggard and unkempt traveler would do well to be aware of.

The Heroes are regarded with a certain amount of suspicion in most Settlements and are often shunned or ignored completely. Traders may refuse to deal with outlandishly dressed strangers, shutting up shop as they approach. The local militia will often detain such travelers, questioning them about their intent, where they have come from and about events in the far-flung places they have been to. If the Heroes' answers are deemed insufficient to allay the suspicions of the Guard Captain, in the best case they may be hauled before the local magistrates and unceremoniously hurled out of town. In the worst case, they may be convicted of witchcraft and burnt at the stake.

Besides this sort of off-hand reception that the Heroes may encounter they should also be vigilant of the pickpockets, muggers and cut-throats who wait down every back alley, ready to pounce on the unwary and relieve them of both their money and their lives.

IN THE SETTLEMENT

The first thing to do when the Heroes arrive at their destination is to nominate one of the players to keep track of how long they stay in the Settlement. The length of the Heroes' stay determines how much they can achieve, and how much they must spend to survive.

Every day the Heroes spend in a Settlement each Hero must do all of the following:

1. Each Hero may undertake a Settlement Activity, which is either:
 - A. Visit one trader and attempt to buy and sell one or more items,
 - B. Visit one Special Location, such as the Alchemist's Laboratory, the Wizards' Guild or the Temple, etc.
2. Each Hero generates a Settlement event.
3. Each Hero must pay their Living Expenses.

On each day during a Heroes' stay in a Settlement they may visit one trader and attempt to buy and sell one or more items there. This is termed a Settlement Activity. If your Hero visits a trader, they may do nothing else that day except roll a Settlement Event and pay their Living Expenses.

Each trader may be visited once by each Hero during a single stay. A Hero cannot visit the same trader twice in the same Settlement. A Hero can buy and sell as many items as they want from one

trader while they are there.

The Equipment Tables at the end of this section list all of the traders and items of equipment that may be available. The traders that the Heroes may visit are the Weaponsmith, the Armorer, the Fletcher, the Animal Handler, and the General Store. Some weapons and items of equipment are not available to certain types of Heroes.

DETERMING THE SHOP'S STOCK

Each Equipment Table has a column marked Stock. The number in this column is used to determine whether the item your Hero wishes to buy is in stock. Each time your Hero wants to buy something they must roll against the number in the Stock column to see if it is available.

If your Hero is shopping in a village, you must roll equal to or greater than the number in the Stock column on 1D6 for the item to be available.

If your Hero is shopping in a town, you must roll equal to or greater than the number in the Stock column on 2D6 for the item to be available.

If your Hero is in a city, you must roll equal to or greater than the number in the Stock column on 3D6 for the item to be available.

For example, your Hero is in a town's Armorer trying to buy a Great Shield. The number in the Stock column of the Armorer's Equipment Table for a Great Shield is a 9. You must therefore roll 9 or more on 2D6 (because your Hero is in a town) for a Great Shield to be available.

If you roll the Stock dice to see if an item is available, find it is, but then decide your Hero doesn't want it after all, the trader throws your Hero out of their shop for wasting their time.

(B – Barbarian, D – Dwarf, E – Elf, W - Wizard)

SPECIAL LOCATIONS

Compared to the hundreds of villages that litter the Old World, the bigger Settlements like Nuln and Praag attract all manner of obscure, minority traders. In a town or city, even the Dwarf and Elf might find some of their kin trading in a remote quarter of the city. The Wizard may find that the Settlement has an established Wizards' Guild, and the Barbarian may have an endless choice of alehouses and bars to visit.

While in a Settlement, there are a number of these Special Locations that the Heroes can visit. These are listed over the next few pages, starting with the Alchemist's Laboratory. If a Hero chooses to visit a Special Location, they can do nothing else of their own volition that day, such as visit a trader to buy or sell equipment.

A Hero may only visit each Special Location once during a single stay. They cannot visit the same Special Location twice in the same Settlement. Once a Hero is at a certain Special Location, they can do everything that it is possible to do there during their one visit.

In the same way that certain items of equipment are more difficult to find in smaller Settlements, it is less likely they have all the Special Locations possible - you aren't likely to find a powerful Wizard in a small hamlet for instance. Villages, therefore, do not have any Special Locations.

To see if you can find a particular Special Location in a town you must roll 7 or over on 2D6. To see if you can find a particular Special Location in a city you must roll 7 or over on 3D6.

Each Hero who wishes to visit a Special Location must roll to see if they find it independently of the other Heroes. If your Hero doesn't find the Special Location they are looking for, they waste a day and may do nothing else except roll a Settlement Event and pay their Living Expenses. The next day they may try to find either the same or a different Special Location again.

The only exception to the above rules is the Alehouse. Given how most Heroes spend their free time, it is unknown for any Settlement, including villages, not to have an Alehouse!

ALCHEMIST LABORATORY

The Alchemist's Laboratory is a very curious place, in which the air is filled with noxious vapors spat from hissing and bubbling vats and jars. Intricately shaped pipes snake between these delicately balanced glass containers, carrying volatile liquids that boil and spit. The sole purpose of this strange array of equipment is to turn base metals into gold - a sight to please any Hero.

Who Can Visit the Alchemist?

There are no restrictions upon who can visit the Alchemist.

Payment and Services

The Alchemist takes any one unused item of equipment or treasure and attempts to turn it into gold. Remove the equipment or treasure from your Character Sheet.

To determine how much gold the item is turned into, roll as many dice as you like, add up the scores and multiply the result by 50. However, if any of the dice come up as 1, the transmutation falls and the item fizzles away until nothing is left but a pile of sludge. The Alchemist takes half of the total gold as their fee.



ALEHOUSE

After many weeks or months in the wild, the first place a Hero is likely to head when they get to civilization is the Alehouse. The reason for this is not just to drink vast quantities of the strongest brew in the house, although that certainly is a major reason for the visit. It's just as likely that the object of the exercise is to meet like-minded warriors with many a tale to tell of brave quest. Barbarians are renowned for staying at the Alehouse long into the night, singing bawdy war songs and reliving past glories. Most Settlements have at least one bar set aside specifically for this purpose, as drunken Barbarians can be very destructive and are often best left to their own devices.



To the Hero, the benefit of attending such gatherings, apart from the quality and quantity of ale to be quaffed, is that the other warriors can often give sound advice for survival in the inhospitable depths of the dungeon - these are the tricks of the Heroes' trade and help them out of many a sticky situation. They may range from certain unusual and unlikely sword thrusts or parries to advice on which sounds, smells and signals in the dungeon may signify danger.

Who Can Visit the Alehouse?

There are no restrictions upon who can visit the Alehouse, although only Dwarfs and Barbarians may enter with any confidence of walking out again in one piece!

Alehouse Events

To determine what happens to each Hero who enters the Alehouse, roll the following number of dice on the Alehouse Events Table.

Barbarian:	2D6
Dwarf:	2D6
Elf:	2D6-4
Wizard:	2D6-3

If the total score is less than 2, treat it as a 2.

2 – Bar Fight

Your Hero witnesses a random fight break out. One of the brawlers is winning but is showing no signs of restraint or slowing down. Do you intervene? If you do, roll 1D6:

1. Just as you enter the fray, a group of guards appear, break up the fight, and throw you in jail alongside the other brawlers! You stay in the Settlement's jail for 1D6 days and does not pay Living Expenses or roll for Settlement Events.

2. **In the heat of the tussle, someone breaks a mug over your head! You awake later, with 1D6x10 gold stolen.**

3. You break up the fight, but the annoyed alehouse owner kicks everyone out for the night.
4. You were hurt badly in the fight. You start the next quest with -1 to your starting Body Point total.
5. You knock out the brutish brawler, and the alehouse erupts in applause. The losing brawler pays you 20 gold as thanks.
6. You knock out the brutish brawler. Guards suddenly appear to arrest them, for they had a bounty on their name! The guards pay you 50 gold.

3 - Hammered

Your Hero ends up very drunk and thus short of 1D6 x 100

gold. 4 – Arm Wrestling Contest

A large and beefy alehouse patron challenges you in front of the entire alehouse to an arm-wrestling contest. If your Hero accepts this wager, they may bet up to 200 gold on their victory. Your opponent matches your bet, as will 1d3 other onlookers, with the winner keeping the spoils. Roll 1D6:

1: After five minutes, your Hero wins the arm-wrestling competition! However, someone in the crowd exclaims that your opponent owes them a great sum of money!! They take the pool of gold instead.

2-3: After a few minutes of your arm being sore and your fingers being crushed, your Hero's arm falls to the table! You've lost the contest and the bet.

4-6: Your opponent was no match for your raw strength. The alehouse erupts in a frenzy of cheering. Your Hero wins and claims all the gold.

5 – Fortune Teller

A fortune teller sits alone in the back of the tavern. After introductions, they offer to read the bones of fate for you for 20 gold. If you agree, roll 1d6:

1-2: The bones say...doom. For the next quest, you will roll one less combat die in either attack or defense, per your choice.

3-5: The bones say...nothing? The fortune teller is too drunk, and you can't make any sense out of what they're saying to you!

6: The bones say...victory! For the next quest, you may reroll one combat die up to three times.

6 – Tattoo

Your Hero hits it off with the best tattoo artist around! In your inebriated state, you agree to be tattooed. They inscribe any anything onto you free of charge. The piece is impressive and worthy of a brave Hero to bear.

7 – Storyteller

Your Hero tells a riveting story about your quests against Chaos. The entire tavern listens eagerly mighty Hero, filling you with a feeling of self-satisfaction that only a fellow Hero could

to your tales of heroism and valor. By the night's end, the alehouse erupts in cheers and praise for your

mighty Hero, filling you with a feeling of self-satisfaction that only a fellow Hero could

Word spreads, and for some reason, the local traders now regard your Hero with awe for the rest of their stay in the settlement. Some see you are a paragon of might, while others think of you as a troublemaker and liar. Roll 1d6 each time your Hero tries to buy something:

1-3: The trader shuts up shop and refuses to serve your Hero.

4-6: You Hero may buy what they want, if it is in stock, for half price.

8 – Elvish Warrior

A rugged and intense Elf befriends your Hero after learning your affiliation with the great wizard Mentor. The elf offers to teach you the art of war-dancing. Your Hero may now use this skill once per quest to evade any single blow that would otherwise have wounded you.

9 – Old Friend

On old friend from the past staggers into you at the bar. After an evening of reminiscing, he invites you to stay with him while you're here. The whole party gain free lodgings during their stay in the settlement. You all may ignore Living Expenses.

10 – Drinking Contest

Your Hero stays at the bar for a mammoth drinking contest. At the end, you are the only one left standing, winning the betting total. This nets your Hero a haul of $(1d6+2) \times 100$ gold. You return to your companions bearing a smug expression and the wholesome feeling of a job well done. You are very sick the next day and will only be able to move using 1d6 on your next quest.

11 – Witch Hunter

Your Hero strikes up conversation with a lonesome Witch Hunter a few tables away. The hunter is normally ostracized due to their odd profession and is grateful for your act of kindness. You learn a great deal from them about monster anatomy, weaknesses, and psychology. You now know a major weakness of monster type, granting you the ability to reroll an extra combat die when attacking them once per quest. Roll 1d6 to determine the monster type:

1-2: Orcs and Goblins

3-4: Skeletons and

Zombies 5-6: Chaos

Warriors

12 – Master Training

A muscle-bound mercenary gives your Hero a practical demonstration on weapon striking. Your Hero is determined and finally masters the art. Your Hero now deals an additional point of damage once per quest when wielding the type of weapon that they used when learning from the mercenary.

GAMBLING HOUSE

Whether in the seediest quarter of the Settlement, or in the most expensive, exclusive quarter, the Gambling Houses are much the same at heart - intent on fleecing the unwary traveler. If you wish to visit the gambling house you may, to play cards or spin the roulette wheel.

There are no restrictions on who can visit the Gambling House. Unlike other Special Locations, your Hero may visit the Gambling House as often as you like during his stay in a single Settlement. Each visit to the Gambling House takes up the whole of a Hero's day.



Gambling

Declare how much your Hero is gambling, up to a maximum of 200 gold in one visit, and roll 1D6 on the following table:

1: Your Hero is stitched-up within minutes, the sharp-eyed owners taking you for all you have. Your Hero loses (1D6 x original bet) gold.

2-4: After a pleasurable day, they finish even. Still, nothing lost, nothing gained! **5-6:** Luck is with your Hero today, and they quickly win (1D6 x original bet) gold.

If you cannot pay the full amount there and then, the Gambling House takes your most valuable item of treasure or equipment as collateral, and you are banned until the debt is paid off. For the rest of your stay at the Settlement, roll 1 Combat Die every day during the Settlement Event Phase. If a black shield is rolled, you've been badly beaten by the Gambling House goons, with -1 to your max Body Points for the next quest (this is cumulative). This ends when (or if) the debt is paid off.



TEMPLE

Between quests, many Heroes come to the local temple to offer up prayers and sacrifice in thanks for the quest just completed, and for aid in the next.

There are no restrictions upon who can visit the Temple.

Payment and Prayers

Each Hero who attends the temple may give 50 gold in sacrifice. They are then entitled to one roll on the following table. Note down the result on their Character Sheet.

1-2: The gods are not listening, and your Hero's pleas go unanswered.

3: At any time during the next quest, you may reveal one Evil Wizard card held in Zargon's hand.

4: Your Hero's hand is guided by powers unseen. For any one Attack in the next quest, they may add +1 combat dice to their Attack.

5: Your Hero may ignore the damage caused by any one Attack made against them in the next quest, when the blow is mystically deflected at the last moment.

6: Your Hero may add an undefendable point of damage for any one Attack in the next quest.



WIZARDS' GUILD

While in a Settlement, any Wizard or Elf in the party may want to visit the local Wizards' Guild, where they can get advice and possibly magical help for their up-and-coming quest.

In smaller Settlements, the Wizards' Guild may be little more than a darkened antechamber at the tavern or hostelry. In larger Settlements, it may be a grand tower in which several Wizards reside. Whatever the premises, Wizards' consulting rooms have many things in common. They reek of magic and unseen power and have many strange objects hanging from the ceiling and cluttering up the floor. Multicolored smoke fills the air, and bizarre creatures flap and crawl unseen in the rafters.

Magic Potions

While they are visiting the Wizards' Guild, the Wizard and Elf may buy some magic potions. The Wizard/Elf must declare that they are going to buy some potions before they roll the dice to see how much the potions cost, and how many are for sale. Once they have committed themselves to buying magic potions, they cannot back out when they find out how expensive the potions are!

The total value of the items comes to 1D6 x 100 gold. For this amount of money, the Wizard/Elf gets 1D6 potions. This means that at one extreme they may spend 600 gold and find six potions, while at the other they may spend 600 gold and only get one potion...

Any Hero may drink a potion. If different potions are drunk at the same time their effects are cumulative. Multiple potions of the same type have no further effect.

To determine what each potion is, roll 1D6 on the following table:

1. **Potion of Dexterity:** This potion adds 5 movement squares to your next dice roll or guarantee one successful pit jump.
2. **Potion of Battle:** This potion allows you to reroll one of your attack dice.
3. **Potion of Restoration:** This potion restores 1 lost Body and Mind point.
4. **Potion of Fortification:** This potion allows you to reroll one of your defense dice.
5. **Potion of Magic:** This potion allows a spellcaster to regain one spell already cast during this quest.
6. **Potion of Vision:** This potion allows you to see all secret doors and regular traps within your line of sight. This effect ends when you've taken at least 1 body point of damage.

Changing and Learning Spells

While at the Wizard's Guild, your Wizard/Elf can attempt to change the spells that they have memorized by entering a trance-like, near come state under the oversight of a High Wizard. Unfortunately, this is risky business. If the Wizard/Elf attempts to learn a new group of spells in this manner, roll 1d6 on the following table:

1-3: The Wizard/Elf fails to erase and replace their spells and must play the next quest with them as normal. They may try again once that quest is completed.

4-5: The Wizard/Elf successfully blanks one spell group their mind. They may discard one spell group of their choice and have it replaced with a random group of spells not currently being used by another Hero.

6: If the Hero manages to erase all the spells that they wish to replace. If the Hero is a Wizard, they may discard any number of spell groups of their choice and have them randomly replaced with groups of spells not currently being used by another Hero.

NOTE: Changing and Learning Spells may only work if you are playing with spell groups from expansions or homebrew.








GUILD OF THE BLADES

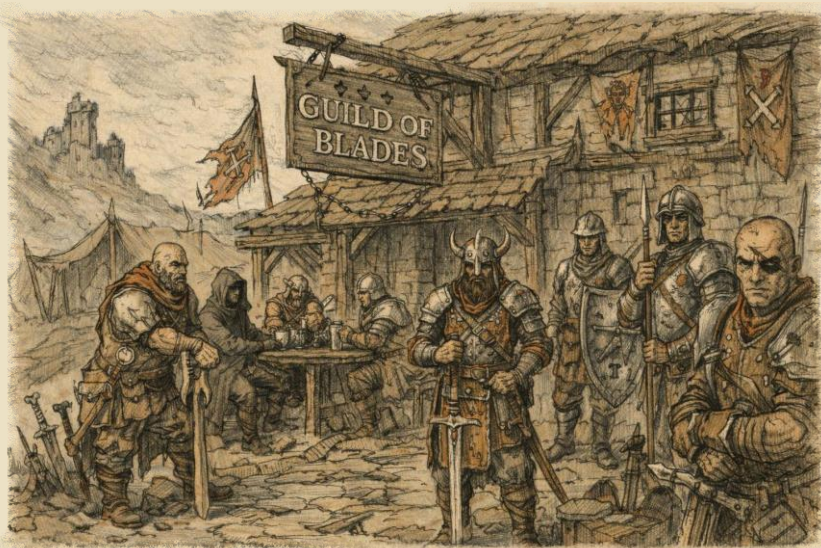
The Guild of Blades is a grand name for a company of mercenaries. For enough coin, Heroes can recruit one of these fighters to accompany them on their quest. The fighters that make up this company are a motley assortment, down on their luck but a formidable ally, nonetheless.

Although more than one Hero can visit the guild of Blades, only one mercenary can accompany the party on their next quest. Each Hero must decide if they will pay the asking price (if they can) when they carry out this special location or refuse the recruitment. The next time the party returns to a settlement, the mercenary leaves the party.

If a mercenary dies while hired by a Hero, roll 1D6. On a roll of 1-3, word has spread, and the next mercenaries encountered by the Hero will request double their given asking price. This will end when the Hero's mercenary returns alive.

The mercenary you want to hire is not available on a roll of 1-3 in a town, and 1-2 in a city.

	Type	Movement (Squares)	Attac k Dice	Defen d Dice	Body Point s	Mind Point s	Asking Price (Gold)
	Scout	9	2	3	2	2	50 Gold
	Halberdier	6	3	3	2	2	(1d6x10)+50 Gold
	Crossbowman	6	3	3	2	2	(1d6x10)+60 Gold
	Swordsman	5	4	4	2	2	(2d6x10)+80 Gold
	Ogre	5	4	5	3	1	(2d6x10) +150 Gold



SETTLEMENT EVENTS

Just as travelling from Settlement to Settlement can be extremely hazardous, staying in a teeming town or city in the Old World can be potentially dangerous.

Settlements are busy places, and there is always some way that strangers can end up in terrible trouble. Most Settlements' inhabitants tend to be suspicious of strangers, and if anything goes wrong in the Settlement during the Heroes' stay it is likely that they will be blamed. At the same time, the Heroes must beware of pickpockets, muggers, and thieves, and avoid being conned into buying counterfeit goods.

To determine what happens to each Hero during their stay, after their Hero has completed each day's activities each player must make a D66 roll (2 x 1D6, counting the first dice as tens and the second dice as units) and consult the Settlement Events Table. Unlike the Hazards encountered when travelling between Settlements, Settlement Events are rolled for each Hero individually rather than for the party as a whole.

There are two Settlement Event tables. Swap between the two tables as you see fit.

Catastrophic Events

At the end of the Heroes' first week in a Settlement, and at the end of every week thereafter, in addition to rolling on the Settlement Events table for each Hero you must also roll once for the whole party on the Catastrophic Events Table.

This is to reflect the fact that the Old World is a place of constant strife, trouble, and danger, always under threat from the screaming hordes of Chaos. While the Heroes spend three months in a city, staying at excellent hotels and soaking up the ambience of the metropolitan atmosphere, armies surge across the land and nations are overthrown. The Heroes must not forget that Zargon plots upon their defeat, as well as the destruction of Mentor and the Empire.

2 – Settle Down

Roll 1D6 for each Hero. The Hero with the lowest score decides to settle down here. Their adventuring career is over.

3 – Flood

The nearby river floods the Settlement completely. All the traders and Special Locations shut up shop until the floodwaters cease, forcing the party to leave the Settlement and head for the next quest immediately.

4 – Attack

The Settlement is attacked by a marauding band of Orcs and Goblins, and the Heroes are pressganged into its defense. Roll 1D6 for each Hero on the following table:

1: Your Hero falls off the Settlement's battlements and is killed by the jeering Orcs and Goblins.

2: Your Hero is badly wounded and must be carried away from the fight. Their starting Body Points are permanently reduced by 1.

3-6: The Heroes fight well, pushing the Orcs and Goblins back into the forests.

Unfortunately, when the last of the greenskins is dead, the Heroes find that they are now six weeks' travel from the Settlement. They can go back, or immediately start their next quest.

5 – Hardship

Times are hard, and goods that are usually easy to come by are now considered luxuries. All prices, including Living Expenses (see below), are multiplied by 4 as long as the Heroes stay in this settlement.

6, 7, 8, & 9 – No Event

10 – Disease

The Settlement is struck by a virulent disease that sweeps all the households for miles around. The Heroes have a choice. They can either stay in the Settlement, and risk catching it, or head for the next quest immediately.

If the Heroes elect to stay, roll 1D6 for each of them. On a score of 1, 2 or 3 that Hero succumbs to the disease and dies.

11 – Fire

The Settlement is set ablaze and is soon burning from end to end. Not only is most of the Settlement badly damaged, but the Heroes are blamed for the fire and thrown out.

12 – Plague

Roll 1D6 for each Hero. The Hero with the lowest score is stricken with the plague. If it is not cured, at a cost of 1D6 x 100 gold, the Hero suffers the plague and dies.

LIVING EXPENSES

Unlike when they are foraging in the wild, or eating unpalatable rations on the trail, when in a Settlement the Heroes must pay Living Expenses. These cover food, board, and other incidental expenditure that the Heroes incur while they remain 'between quests'. The actual amount of Living Expenses that each Hero spends depends on the size of Settlement the party is staying in.

Settlement	Living Expenses
Village	1 gold per day each
Town	2 gold per day each
City	3 gold per day each

The Heroes can stay in a Settlement for as long as they like, assuming that time is not pressing, but each must pay his living Expenses every night to cover their food and shelter.

Unable to Pay?

If your Hero is unable to pay their Living Expenses, they must sell equipment to cover the debt. If doing this does not raise enough money, they must leave the Settlement immediately and wait for their companions outside.

Waiting Outside

On occasions, one or more Heroes in the party may be thrown out of the Settlement, usually for doing things, or because they have been blamed for doing things, that they shouldn't have done. In this case, the Heroes concerned must wait outside the Settlement until the rest of the Heroes finish their business and rejoin them.

Traveling Between Settlements

Heroes may decide to leave the settlement for another. Heroes are allowed to travel to another settlement, though they must reroll the Travel Hazards table and travel for the given number of weeks. If they decide to travel to a village from their current settlement, the travel time is reduced by one week.

SETTLEMENT EVENTS I

11a – Thrown Out

Your Hero's inappropriate behavior attracts the attention of the Settlement authorities, and they are thrown out of town. They must wait outside the Settlement gates for the other Heroes. While outside, they spend their Living Expenses as normal.

In addition, roll 1D6. On a score of 1 your Hero is mugged by the gate guards as they are thrown out and has all their gold stolen.

12a – Pickpocket

As your Hero rushes through the busy streets, their money pouch is stolen. Your Hero loses 1D6 x 20 gold.

13a – Uneventful Day

14a – Good Deed

Leaving most of their gold carefully stashed away in their hotel, your Hero goes out on the town, taking 1D6 x 20 gold with them. As they cross the street, they spot an old woman in an upstairs window shouting that some robbers have broken into her attic room and are stealing her few possessions.

Happy to assist the helpless, you bound up the rickety stairs to her room three at a time. As you enter her dimly lit room, a black bag is placed over your head, swiftly followed by a heavy iron bar. You awaken in the gutter several hours later, nursing a sore head. Not surprisingly, the gold that you were carrying has all gone.

15a – Investment

In one of the wharf side bars, your Hero meets a young entrepreneur with great ideas for establishing a trading empire to cover the known world. He talks your Hero into investing 1D6 x 50 gold, giving him a certificate of partnership.

From now on, at the end of each quest, whenever your Hero reaches civilization, they may visit the local Merchants' Guild and show them your deed of partnership. Consulting their records, they can tell you how the company is doing. Roll 1D6 on the following table:

1: The company has gone bust, and your Hero's investment is worth nothing. In addition, they must pay the merchants 1D6 x 50 gold in outstanding debts.

2-5: Your Hero's investment is performing well, and the merchant forwards them 1D6 x 10 gold as their share of the profits.

6: Business is booming! After consulting the ledger, the merchant confirms that he can forward your Hero 1D6 x 50 gold.

16a – Hot Spring

Your Hero spends the rest of their day in the heady atmosphere of a steam bath, sweating off the aftereffects of last night's sojourn at the tavern. They emerge feeling far healthier than they have for a good while, with +1 added to their max Body Points for the next quest.

21a – Fight

Your Hero argues with a burly street trader who has tried to charge them far too much for some cheap, shoddy items. The argument escalates to a brawl very quickly. Roll 1D6 on the following table:

1. Your Hero is soundly thrashed and pays 150 gold in damages.

2. Your Hero is bested after a hard struggle against the trader and their cronies and loses 100 gold.

3. Your Hero walks away with a bloody nose and 50 gold worse off but leaves the trader badly bruised.

4. After a fierce struggle, your Hero knocks the impudent trader to the ground, where they stay to collect their teeth. The guards make them pay your Hero 50 gold in compensation.

5. Your Hero quickly disarms the trader. With a sword at their throat, the lout has no choice but to apologies and offer your Hero 100 gold as compensation.

6. A dozen of the trader's bodyguards leap out from the shadows, attacking your Hero with knives, clubs and cudgels. Unperturbed, you coolly dispatch them with a few well-placed sword strokes, empty their purses, and ends up 150 gold better off.

22a – Uneventful Day

23a – Fooled

Your Hero must discard any one purchase that they have made in this Settlement, as it was a dud and is worth nothing!

24a – Food Poisoning

Your Hero has eaten something that has given them food poisoning. For 2 days they are sick in bed and can do nothing, including rolling on this chart. You must pay Living Expenses as normal.

25a – Reward

Your Hero sees a poster warning that a well-known crook is reputed to be in the area and offers a reward for their capture. The criminal in question is described as very tall, wearing a black cloak and hat, and having an Erengrad accent. Upon reading this, your Hero realizes that the description exactly fits a character they bumped into earlier, and rushing back, manages to apprehend the villain just as they drag a gagged merchant into a dark alley! Roll 1D6 on the following table:

1: The crook laughs, stabs the merchant, throws the knife at your Hero's feet and flees, shouting "Help, murderer!". Soon your Hero is surrounded by an angry mob, and only their best efforts (and 50) 1D6 gold coins persuade them that they are innocent.

2-5: Your Hero scares off crook, saving the merchant's life. For this he gives you 20 gold, but the crook slips away into the gloom.

6: Your Hero frees the merchant and captures the crook, for which they are proclaimed a champion and given 100 gold reward by the town guard.

26a – True Love

Your Hero meets the love of their life while staying at the settlement. After meeting their parents, they are impressed with you, practically begging you to marry their sweet little darling.

The marriage is arranged for tomorrow, so your Hero must either leave the Settlement immediately, or get married. If you decide to stay and marry, you receive 1D6 x 50 gold in wedding gifts, and then roll 1D6:

1-3: You decide to stay with your new life partner indefinitely and retire from

adventuring. 4-6: Your spouse is understanding of your life mission, and you continue adventuring.

31a – Drugged

Visiting a local hostelry in a rather seedy area, your Hero partakes of a curious drink offered them by the bartender. After one swig, they feel the effects of the liquid take hold...you have been drugged! Are there agents of Zargon in this town? Roll 1D6 on the following table:

1-3: Your Hero has been poisoned and is at -1 Combat Dice in defense for the duration of the next quest.

4-6: The liquid in question is simply very strong ale, and your Hero quickly gets a taste for it. The only ill effect is a pounding head next

morning. **32a – Uneventful Day**

33a – An Honest Day's Work

Your Hero is employed by a local farmer to carry bales of grain to the riverside area for the day. This task earns them 20 gold.

34a – Riotous Living

Taken with the joys of hot food and a comfortable bed after so long out in the wild, your Hero overspends on such luxuries by 50 gold.

35a – Duel

Your Hero is challenged to a duel by a professional duelist whom you've insulted in a tavern. The duel is scheduled to take place at dawn tomorrow. Your Hero can either leave town immediately or take up the challenge.

If your Hero takes part in the duel, roll 1D6 on the following table:

1: With a single, well-placed sword thrust your Hero's heart is speared and they fall to the ground, quite dead.

2-4: The two duelists fight for hour after hour, each inflicting many light wounds on the other. Eventually the sun goes down and the fight is declared a draw. The duelist congratulates your Hero on their fighting ability and offers them a fine supper and the best wine at the most expensive hotel in the Settlement. You've made a new friend.

5-6: After a few minutes, your Hero realizes that they have the better of the duelist and dispatches them. On their body you find jewels worth $2D6 \times 50$ gold and a single item of treasure (take a Treasure card, discarding any hazards or Wandering Monster cards).

36a – Uneventful Day

41a – Dice Games

Your Hero visits a local inn and gets involved in a dubious game of dice. Roll 1D6 on the following

table: 1: Your Hero loses badly and must forfeit one piece of treasure of

your choice. 2: Your Hero loses 1D6 x 20 gold.

3-4: Your Hero comes out of the game breaking

even. 5: Your Hero wins 1D6 x 10 gold.

6: Your Hero wins 3D6 x 10 gold.

42a – Uneventful Day

43a - Join the Watch

The Captain of the Watch marks your Hero as a useful looking recruit and, as he is short on manpower, presses them for a week. Your Hero can either try to escape the Watch by making a donation to their funds of 2D6 x 10 gold or join up.

If your Hero joins up, they do not have to pay Living Expenses for the week and earns 20 gold in wages. However, while in the Watch they have no time to visit any traders or Special Locations.

44a – Taxes

The mayor introduces a new goods tax, making every item for sale in the Settlement 50 gold more expensive for the rest of your party's stay.

45a – Stray Dog

Your Hero has adopted the town stray dog. It follows you around everywhere, skulking in the shadows while the fighting goes on and then emerging after the quest is completed to shower her new master with adoration. Unfortunately, her appetite is beyond all expectations for her size, and she doubles your Hero's Living Expenses. Your Hero can find a new owner for her; however, it will cost you 1,000 gold to convince anyone to take her off your hands!

If your Hero already has a pet dog, roll on this table again. If not, name her and note her down on your Hero's Character Sheet.

46a – Festival

As your Hero strolls through the settlement center, it is abuzz with the preparations for tomorrow's festival. Roll 1D6 to see what festival is being celebrated and another 1D6 to see what effect it has on your party:

Type of Festival

- | | |
|-------------------------|--------------------------------|
| 1. A Musical festival | 4. A festival for the Deceased |
| 2. A Religious festival | 5. A festival for the Harvest |
| 3. A Cultural festival | 6. A festival against Chaos |

Effect of Festival

1. In recognition of the festival, all locations will be closed for the next 1D6 days. Heroes who are training will find their instruction interrupted during the period and they must add on those extra days to their training time.
2. In recognition of the festival, all traders will close shop for the next 1D3 days.
3. The population of the settlement will double as it welcomes visitors from the surrounding region. For the next 1D3 days all Heroes may make all stock rolls as if in a settlement level one tier higher (ex: village may roll stock as if a town, town as if a city).
4. Vendors, merchants, and traders will make their way to the Village tomorrow and any Hero may visit the Peddler, who is treated exactly as the Peddler from the *Travelling Hazards* section of this book. Visiting the Peddler takes an entire day during which a Hero may do nothing else except roll for Settlement Events.
5. In celebration (but mostly to lure in new customers) all locations will offer one item in stock at 50%. This sale is offered tomorrow only.
6. In celebration (but mostly to lure in customers) all locations will offer 10% off all items in stock. This sale is offered tomorrow only!

If any Hero rolls this Settlement Event again during this stay, re-roll this

result. 51a – Crime

Your Hero is accused of murder and thrown in jail. The matter is sorted out eventually, but only after your Hero's companions have bailed them out. Each Hero in the party except the accused must pay 1D6 x 5 gold to the authorities.

If their companions do not have the money, your Hero must spend 1D6 days in jail. While in jail they don't have to pay Living Expenses or roll on this table.

52a – Uneventful Day

53a – Counterfeit

As your Hero attempts to buy some wares, the trader points out your gold are foreign currency and refuses to take them. Looking through your stash, your Hero discovers that 1D6 x 10 of their gold is indeed worthless. Discard it and cross it off your Character Sheet.

If your Hero does not have that much gold left, and has already spent some in the Settlement, they must leave for the next quest immediately before anyone catches on or have a party member pay everyone back correctly.

54a - Fire

As your Hero passes by a small house, they see smoke seeping out from under the front door. Rushing inside they drag out the unconscious inhabitants. Almost the entire settlement turns out to fight the blaze and the house is saved with no casualties. Your Hero is being congratulated as a champion, especially from the surviving family who make a gift of 1D6x20 gold in thanks.

55a – Fearful Commoners

If your Hero is carrying an item of magical artifact or treasure (determined randomly), then the commoners perceive it as unlucky, unholy, or taboo. The local Watch is immediately summoned, and your Hero must either leave the Settlement immediately or surrender the item to the authorities (after which it is properly destroyed in a ceremony involving a bonfire).

56a – Uneventful Day

61a – Temple

Donation

Much taken with the teachings of the local priest, your Hero pledges 1D6 x 50 gold to their cause, selling equipment if necessary to meet the cost of the donation. The next time your Hero is in a fight and fails to hit their opponent, the sect's deity shines on them, and they may re-roll the attack. They may only do this once for each donation they make (i.e., each time they roll this result on this table).

62a – Uneventful Day

63a – Hunting

Your Hero is invited by a group of locals to go on a nocturnal hunt. Meeting them just before sunset, you are informed that tonight's prey is the legendary Quarg - a beast of fearsome temper and foul disposition. The hunters believe that a warrior of your stature will be the missing piece in capturing the beast of legend.

Roll 4 Combat Dice. If you roll 4 white shields, then you've successfully caught and slain the beast! No other mortal on record has succeeded in this feat. The hunters gift you the Quarag's Pelt as a cloak.

Wearing the pelt allows you to ignore all damage from an attack against you up to two times per quest. If the roll fails, then the night was boring and uneventful, with no sign of the Quarag.

64a – Witchcraft

Your Hero is accused of witchcraft and is chased through the streets by an angry mob. Roll 1D6 on the following table:

1-3: Your Hero escapes by jumping over the Settlement wall and into the filthy water of the moat. Pelted with eggs and rotten fruit, they stagger out onto the far side, where they must wait outside for their companions.

4-5: Your Hero ducks down a side alley and escapes, but from now on must wear a disguise when out in public!

6: Your Hero turns angrily on the mob, demanding an explanation. Shouting down the leader of the mob, they establish their authority over the crowd, who sheepishly return to their hovels, pausing only to give them 100 gold as way of compensation.

65a - Uneventful Day

66a – Accident

As your Hero helps an elderly person to cross the busy main street, a beer wagon unexpectedly crashes into you. They carefully pull you off the heavy, iron-shed wheel, and takes you to the infirmary to be patched up. Your Hero cannot buy anything or visit any Special Locations for 1D6 days while they recover. While you are recovering you do not have to roll on this table, but the elder pays for your Living Expenses and gifts you a Potion of Healing.

SETTLEMENT EVENTS II

11b – Lucky Find

Your Hero trips over an old sack in a back alley. Giving in to curiosity, you investigate the sack to find (roll 1D6):

1: Nothing!

2: 1 Gold

3: 1D6x10

Gold

4: A gem worth 40 Gold

5: 1 Trinket (follow rules from Peddler event)

6: One Treasure Room Card

12b – Strange Individual

After a long night at the alehouse, your Hero is seduced by a beautiful man/woman. Just as your Hero places their weapon down, they strange person lunges at you with two sharp fangs glistening in the moon light. It's a vampire! Roll 1D6:

1: Your Hero is caught by surprise and is bitten! The Hero manages to slay the vampire, but it is too late. You must get to a temple as soon as you can to be cured before the vampirism takes over. If there is no temple at the current settlement, the party may attempt to find a new one. If the Heroes don't make it to a temple in 2D6 weeks, then your Hero becomes a vampire. They may not enter any settlement or drink any health potions.

2-4: Your Hero, although surprised, pulls away in time and slays the vampire. Though not bitten, some of the vampire's venom touched your skin! Healing potions will have the adverse effect on you during the next quest.

5-6: Your Hero quickly moves to the side, grabs the vampire firmly, and ends their undead existence once and for all.

13b – Hermit Wizard

A creepy, old mage is pestered by a group of children, pulling at his robes, and trying to steal his odd trinkets. Your Hero must roll 1 combat die. If you roll a white shield, then your Hero scares off the kids, and the old mage gives you a random spell scroll as thanks. If you roll a skull, then your Hero can't help but laugh at the absurdity of the situation. The wizard takes this personally and curses you along with the children! Roll 1D6:

1: Your Hero is at -1 Body Point for the next Quest. 2: Your Hero is at -1 Attack Dice for the next Quest. 3: Your Hero is turned into a frog for 1D6 days.

4: Your Hero is turned into a goat until the end of the next day. 5-6: Your Hero is turned into a pig until the end of the day.

14b – Birthday

You've just found out that tomorrow is the Emperor's birthday. No locations can be visited by anyone on this day.

15b – Bargain

Your Hero is pulled into a crusty and raggedy building. An old woman tries to sell you something. Randomly find which item it is from the Settlement shops. She offers it for one third of its original price.

16b – Uneventful Day

21b – Setting Up Shop

Your Hero feels that they want a taste of the merchant life. You may decide to set up shop in the marketplace. If you do, your Hero spends 1D6x100 gold on stock of their products. You decide to run your shop for the next 1D6 days. For these days, don't roll for any other settlement events and instead roll on the table below.

1: The Hero has stock stolen from their store worth 1D3 x 50 Gold.

2: Some of the Hero's stock either rots, dies, or breaks, resulting in a loss equaling 70 Gold. 3: The business goes well today, profiting 1D3 x 50 Gold.

4-5: Business was superb! You profit 1D6 x 50 Gold.

6: Your shop was one of the most popular in the market. You profit 1D6 x 100 Gold.

22b – Uneventful Day

23b – Horse Thief

While your Hero is busy relieving themselves in a make-shift latrine, a horse thief makes off with their mount. If your Hero has a horse, mark it off your Character Sheet, along with anything that

was attached it, such as a cart. If your Hero has no mounts, treat it as an Uneventful Day instead.

24b – Riot

A small gathering has erupted into a dangerous riot pitting the peasants against the local Watch. Roll 1D6 on the table below:

1: Your Hero is arrested and charged with inciting a riot. They (or their companions) must pay 1D6x200 gold in fines and bribes to clear up the matter. If they cannot pay, they are hanged in the center of the Settlement in 1D6 days as a warning to the other vagabonds outside the gates.

2-3: Your Hero is beaten terribly by the Watch and thrown into jail. They must pay 1D6x100 gold. If they cannot pay, they must spend the next 1D6 days in jail before they are thrown back outside the gates.

4-5: Joining the rioters, your Hero strides steadfastly into the Settlement where the angry mob demands ample sustenance, clean water, and access to medical treatment. The Settlement officials eventually agree to a compromise and each peasant, including your Hero, is given 1D3 Bandages and 1D6x5 gold.

6: Organizing the rioters, your Hero marches the pack of peasants into the Settlement demanding to meet with high officials. The terrified authorities quickly meet the demands of your Hero, and the peasants are given access to food, clean water, and medical facilities. The peasants and your Hero are each given 1D6 Torches and 1D6 Bandages. Your Hero also receives 1D6x50 gold in payment as a negotiator and for keeping the peasants from using violence to solve the matter.

25b – Goblin Force

A scout reports a huge Goblin force not far from the Settlement. Your Hero is conscripted into the army and is sent out to fight. The battle rages for many long days and nights, but the army finally wins through. Your Hero realizes that they are now far from the Settlement, the battle having travelled a long distance. You may wait for the other Heroes here for the next Quest, or travel for 1 week back to the Settlement.

26b – Map

Your Hero, looking for something to do, decides to map the entire Settlement. For the remainder of your Hero's stay here, when looking for Special Locations you do not need to roll to search for them as they are all marked on your map.

31b – Tabloid News

A headline in the local paper reads “<Your Hero’s Name>: Zargon’s Apprentice???” For the remainder of your stay here, your Hero will not be served in any location except for the Alehouse and Gambling House as the townsfolk are a very close community and fear the forces of Chaos.

32b – Witch Hunt

Due to your foreign nature, your Hero is accused of being a witch and is chased through the streets by an angry mob. Roll 1D6:

1-2: Your Hero succeeds in escaping by clambering over the wall surrounding the Settlement where they must wait for the other Heroes.

2-4: Your Hero manages to lose the insane crowd by leading them on a chase through the intertwining backstreets of the Settlement.

4-6: Your Hero turns angrily to the mob and demands an explanation for their behavior. Sheepishly they back away and give you 50 gold as compensation before returning to their houses.

33b – Runemaster

Your Hero meets and befriends noble dwarf that is a friend of Mentor. The dwarf happily informs you that he is a Runemaster and may enchant your sword for the price of 50 gold. If your Hero wishes to spend the money, your sword will be enchanted, and for the next Quest will do an extra +1 damage. If your Hero does not have a sword then nothing happens.

34b – Uneventful Day

35b – Sale



The Weaponsmith is having an annual sale. For this day only, your Hero may buy any item from the Weaponsmith’s at half price. All the items are identified however, and the Weaponsmith will not buy them back from your Hero however if you wish to sell them later.

36b – Nightmare

Your Hero wakes in the middle of the night from their nightmares, perspiration running down their face. Zargon has been tormenting you in your sleep, trying to steal your soul and corrupt you to Chaos. Roll 1D6:

1-2: Your dreams bring you great distress. You dream of Zargon pulling away at your sanity thread by thread. Your sleep has been anything but restful. You start the next Quest with -2 Mind Points.

3-6: Although tossing and turning throughout the night, your Hero wakes to no ill effect.

41b – Prejudice

The Settlement has a policy that none of the following may stay or enter the Settlement while this policy is in place (roll 1D6):

1: Humans

3-4: Elves

2-3: Dwarfs

5: Non-Humans

6: Ogre

42b – Renovations

The Settlement is under renovation. For the remainder of their stay here, daily living expenses are doubled to help with the renovations.

43b – Visitation

Noticing a crowd gathering, your Hero decides to investigate. For a piddly fee of 1D6 x 100 Gold, your Hero can look upon the face of a true god who has visited the Old World in human form. If you do, Roll 1D6:

1: Your Hero hands over their gold and peers into the enclosed tent. It seems the 'god' has gone for an ale break.

2-3: The 'god' is Mentor! He was simply checking on you all during this rare time of peace. Apologizing, the gold collector hands your Hero their money back.

4: The God is a mighty warlord from the unearthly plains. He mentally instructs your Hero in the ways of the sword. Your Hero gains one extra attack which they may use at any time during the next two Quests.

5: The God is stunning and kisses your forehead. For the next Quest, your Warrior gains one extra attack each combat, which he may use when he

6: The God is Sigmar himself. Your Hero falls to their knees and erupts into tears, unable to face his glory with mortal eyes. Sigmar blesses you as thanks for your service against Zargon. Roll 1D3. These points may be added to your Body and/or your Mind score permanently. If a 3 is rolled, alternatively, one point may be permanently added to your base Attack or Defense roll instead. This is greatest moment of your Hero's life.

44b – Uneventful Day

45b – Admittance

In order to address the grumbling of the lower classes, the mayor of the Settlement has declared that a small handful of peasants will be allowed to enter. If your Hero was restricted from entering the Settlement for ANY reason, they are one of the lucky few selected. They may re-enter the Settlement immediately if they so choose, paying Living Expenses and rolling on the Settlement Events Table for this day.

46b – Road Work

A bunch of mean looking dwarves are up ahead, relaying the pavement of the streets. For the remainder of the stay in this Settlement, all Warriors must subtract four from their roll when they try to find a special location, due to the detours they are constantly having to make to avoid the road works.

51b – Heroic Title

After speaking with the mayor about your role as a warrior of Order in the Old War, your Hero has been bestowed a title. That title is (roll 1D6):

1: Champion

4: Hero

2: Savior

5: Defender

3: Rescuer

6: Lord

of (roll 1D6):

4: the Light

1: Order

5: the People

2: the Realm

6: Good

3: the Empire

52b – Uneventful Day

53b – Dark Omen

Your Hero notices a crow perched on a tree branch. The crow has no eyes, and squawks in an alien and horrible language. You look around, and no one else seems to notice this oddity! During the next Quest, when Zargon draws their first Evil Wizard Card, they instead draw two and choose one, then place the other at the bottom of the Evil Wizard Deck.

54b – Construction Project

Looking for a way to make some extra coin, your Hero finds work with building some new homes for the commoners. You are paid 10 gold. If the party stays in the settlement on the next day, you do not roll for Settlement Events that day, and are paid 10 gold for another hard day's work.

55b – Uneventful Day

56b – Arena

The settlement's famed arena is open for today only! Commoners flock to watch visceral, violent action. Your Hero is interested. If you enter the arena, subtract 1 Body Point from your total score, and then roll one red die for each of your remaining Body Points. If you roll a 6, you win your fight, earning you 50 gold.

61b – Brothel

You stumble upon a brothel where you may enter at the cost of 40 gold. If you agree, roll a combat die. If a black shield is rolled, you lose 1 Mind Point at the start of your next Quest. Regardless of the roll, you may ignore the first point of damage you receive during the next Quest.

62b – Helpless Mercenary

You meet a mercenary that is quite ill. He tells you that he doesn't trust doctors or temples but is all out of potions. If you have a spell, potion, or other item that can restore any number of lost Body or Mind Points, you may give it to him. As thanks, the mercenary is hired for the next Quest at no cost. The next time the party returns to a settlement, the mercenary leaves the party.

63b – Gratitude

Commoners in the area have collected a tribute as thanks for your heroic service. Roll 2D6 to see how much gold you are rewarded.

64b – Chess Challenge

You meet a braggadocios wizard that challenges you to a game of strategy! If you agree, bet up to 50 of your gold. To win, you must roll a higher sum than the Wizard using 2D6, plus your Mind Points. The mage has 5 Mind Points. Reroll in the event of a tie.

65b – Message From Mentor

An owl flies over your Hero's head and drops a letter into your hands, signed "M" on the front. Mentor has discovered some new information and wants you to be as prepared as possible! Before starting the next Quest, Zargon will inform your party if there are secret doors, traps, and the Wandering Monster of the Quest. Then, roll a combat die. If a black shield is rolled, Zargon starts the Quest with one Evil Wizard card.

66b – Uneventful Day



TRADER TABLES

The Armorer

EQUIPMENT	B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Leather Armor	✓	✓	✓	-	5	400	200	+1 CD in Defense.
Chainmail	✓	✓	✓	-	5	650	250	+2 CD in Defense; no 2-handed weapons. May be worn with helmet.
Platemail	✓	✓	-	-	10	800	300	+3 CD in Defense; restricts user to 1 movement die.
Cloak	✓	✓	✓	✓	4	500	200	+1 CD in Defense; may not be used with plate or chainmail.
Bracers	-	-	-	✓	4	300	75	+1 CD in Defense.
Helmet	✓	✓	✓	-	7	300	100	+1 CD in Defense
Shield	✓	✓	✓	-	4	100	25	+1 CD in Defense; -1 CD from falling rock, then breaks. No 2-handed weapons or bows.
Tower Shield	✓	✓	-	-	9	550	150	+ 2CD in Defense; restricts user to 1 movement die. -1 to CD in Attack.



The Fletcher

EQUIPMENT	B	D	E	W	STOCK	COST		SPECIAL RULES
						(BUY)	(SELL)	
Shortbow	✓	-	✓	-	5	100	50	+1 CD in Attack, 2-handed. May fire at enemy within line of sight, though not adjacent.
Longbow	✓	-	✓	-	8	200	75	+2 CD in Attack; 2-handed. May fire at enemy within line of sight, though not adjacent.
Quiver of Arrows or Bolts	✓	-	✓	-	3	20	-	Enough arrows for Short and Longbow or bolts for Crossbow to last all quest.
Crossbow	✓	✓	-	-	9	500	350	+3 CD in attack; 2-handed. May fire at enemy within line of sight, though not adjacent. Takes a turn to reload.

The Animal Trader

EQUIPMENT	STOCK	COST		SPECIAL RULES
		(BUY)	(SELL)	
Mule	6	200	100	Can carry all of your Hero's gear between quests, reducing their journey time by 1 week; increases Living Expenses by 1 gold per day. Upon departure roll 1d6; on a roll of 1, the mule has been stolen.
Horse	8	500	200	Can carry all of your Hero's gear between quests, reducing their journey time by 2 weeks; increases Living Expenses by 2 gold per day. Upon departure roll 1d6; on a roll of 1, the horse has been stolen.
Cart	7	300	100	A cart can be towed behind a mule or horse and can carry up to 4 Heroes and all their gear, reducing the party's journey time by a total of 1 week.

The Weaponsmith

EQUIPMENT	B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Dagger	✓	✓	✓	✓	4	25	-	+1 CD in Attack, may be thrown but is lost.
Staff	✓	✓	✓	✓	4	100	20	+1 CD in Attack; 2-handed, diagonal.
Mace	✓	✓	-	-	7	250	100	+2 CD in Attack; diagonal.
Hand Axe	✓	✓	-	-	7	200	50	+2 CD in Attack; may be thrown but is lost.
Short Sword	✓	✓	✓	-	5	150	70	+2 CD in Attack.
Broadsword	✓	✓	✓	-	7	250	100	+3 CD in Attack.
Great Sword	✓	✓	-	-	8	600	275	+4 CD in Attack; diagonal, 2-handed.
Battle Axe	✓	✓	-	-	8	450	200	+4 CD in Attack.
Halberd	✓	-	✓	-	7	350	150	+3 CD in Attack; diagonal, 2-handed.
Spear	✓	✓	✓	✓	8	300	100	+2 CD in Attack; diagonal, may be thrown but lost.



The General Store

EQUIPMENT	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Rope	5	30	5	5/6 chance (black shield) to avoid pit trap. Broken after use.
Toolkit	7	250	50	50% chance to disarm any searched-for-and-found (but unsprung) trap.
1D6 Bandages	7	50 Each	5	May heal Body Points. Roll 1d6. 1-2: No Body Points healed. 3-5: 1 Body Point healed. 6: 2 Body Points healed.
1D6 Torches	4	50 Each	-	Allows party to see down corridors. Burns for one quests. Only one Hero needs to hold torch for adjacent party members to see. Lone heroes without torches may only see 2 squares ahead of them and must roll 1CD every turn. If black shield is rolled, they are attacked by Wandering Monster. If Hero attacks while holding torch, roll 1CD. If black shield rolled, torch has burned



OPTIONAL RULES

These are optional rules that may be added or removed as seen fit for the party. Keep in mind the Golden Rule: The most important role of Zargon is to ensure that the players are having a good time. This means bending the rules when necessary, giving clues when Heroes needed, etc.

Room Treasure

Each room may be searched for treasure 1 time + number of furniture pieces in the room. This can slow down the amount of gold and potions earned by the party per quest.

Dwarf Fortitude

Any black shields rolled by the Dwarf when defending count as white shields. Barbarian Strength

Any black shields rolled by the Barbarian when attacking count as skulls.

Initiative Cards

Use 4 Poker Cards (ace, 2, 3, and 4) for turn order tracking. Randomly deal out the 4 cards to each Hero to determine turn order. When a Hero's turn has been taken, they must flip over their initiative card.

Zargon Cards

The Zargon player uses Zargon cards to perform various abilities, such as buffing monsters and harming Heroes. At the start of Zargon's turn, if there are no monsters on the board, they may draw one card from the Zargon deck and choose to either play it or store it for future use. Some cards must be played immediately. Zargon has a hand limit of 3 cards. If a 4th card is drawn, one must be immediately played or discarded.

Alternative Hero Movement

Movement for all Heroes is now 1D6+6 squares.

Inventory

Heroes may only carry up to 10 items (potions, equipment, artifacts, etc.)

Zero Body Points

When a Hero reaches 0 Body Points, they are not dead, but bleeding out. There is a chance for the Hero to save themselves: when a Hero's BP reaches 0, they can immediately: Drink a Healing Potion to restore Body Points or Cast a Spell on themselves that can restore Body Points.

If they cannot do the above and are left on 0 Body Points, place their figure lying down on the board with 3 counters next to it. They have 3 turns of bleeding, represented by the three counters, before they are dead. One counter is removed at the start of each Hero turn apart from the first. The Hero is dead when the last counter is removed. A Hero can stop another Hero from bleeding out by using their action in an adjacent square as long as they are not in combat and have a Bandage item.

A Hero who has 0 Body Points and has stopped bleeding is down. They cannot move or defend. They can however be carried, or be given other potions/spells to restore BP. If they are attacked whilst down, they are dead, no dice rolls are required. A monster who is adjacent to a downed Hero or a fighting Hero must attack the fighting Hero. A Hero can carry another Hero who is down, but their movement is reduced to one die, and they attack and defend using only their base die.

Zero Mind Points

When a Hero reaches 0 Mind points, they are in shock. Max movement is reduced to 3 squares, and they can only use base attack and defense scores.

Torch (100 Gold)

The tunnels of quests are very dark. A Hero cannot see greater than 3 squares away from where they stand (this blocks line of sight). Do not place game elements on the map until a Hero can see them. However, monsters in rooms with open doors are active. Additionally, the traps in this place are so well hidden that any Hero searches for traps finds only one trap – the one closest to them. A Hero fails to find traps they cannot see.


Torches allows the party to see down corridors. Burns for one quest. Only one Hero needs to hold torch for adjacent party members to see. Lone heroes without torches may only see 2 squares ahead of them and must roll 1CD every turn. If black shield is rolled, they are attacked by Wandering Monster. If Hero attacks while holding torch, roll 1CD. If black shield rolled, torch has burned out.

Tougher Bosses

Boss foes in a quest now have more Body Points. A warrior boss has 6 Body Points. A spellcasting boss has 5 Body Points.

Advanced Monsters

Below are optional rules for stronger and unique base-game

		Movement	Attack	Defend	Body Points	Mind Points	Abilities
	Goblin	10	2	1	1	1	<i>Elusive:</i> May pass over any figure; does not block friendly line-of-sight.
	Orc	8	3	2	1	2	<i>Bloodthirsty:</i> May reroll one black shield when attacking.
	Fimir	6	3	3	2	3	<i>Tail Whip:</i> May counterattack with tail (2 Combat Dice) when attacked and not killed.
	Skeleton	6	2	2	1	0	<i>Scythe:</i> May attack diagonally.
	Zombie	5	2	3	1	0	<i>Swarm:</i> Rolls +1 Attack Dice if target is adjacent to at least one more zombie or mummy.
	Mummy	4	3	4	2	1	<i>Mummy's Curse:</i> All adjacent Heroes and mercenaries have -1 Attack Dice.
	Chaos Warrior	7	4	4	3	3	<i>Heavy Armor:</i> Each black shield rolled blocks an additional skull rolled.
	Gargoyle	6	4	5	3	4	<i>Dual Wield:</i> May perform a 2 nd attack instead of moving.



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