

SHERWOOD FOREST

NOT Men in Tights

Joel Thorne

1 ENTRANCE

Enter through the forest space on the outer region and stop on the Forest Gate space.

2 MOVEMENT

Roll the die and divide by 2 for movement, except in the Deep Woods where movement is 1 space per turn. You may only enter a Deep Woods space from the Forest Stream space. You may only enter Robin's camp from any Deep Woods space but only if you have the Map of Sherwood Object, or one of Robin's men as a follower. You may exit from the Deep Woods to any adjacent space (except Robin's Camp, see above rule), but your movement ends as soon as you leave the deep woods. You may only enter the Misty Lake from Robin's Camp. You may exit from Misty Lake to any Deep Woods Space or back to Robin's Camp.

3 SPACES

3.1 DEEP WOODS (6 spaces)

When traveling in the Deep woods roll 1 die each turn -

- 1 - Travel along a game trail, take another turn
- 2 - Draw 2 cards
- 3 - Draw 1 card
- 4 - Lost for a turn
- 5 - Encounter a bandit; lose 1 gold, object, follower, or life
- 6 - Encounter one of Robin's men - if you have a gold, lose a gold, if you have no gold, gain 1 gold

3.2 FOREST STREAM

Your movement ends when you enter this space. You see a rushing stream crossed by a rickety wooden bridge, roll 1 die -

1 - The bridge collapse as you cross over, lose 1 object or follower (chosen randomly)

2 - Nothing Happens, draw 1 card

3-5 - You must fight one of Robin's men (strength 4) to continue on your way. If you lose, lose a gold, a Life or a magic object.

6 - You encounter Little John guarding the bridge, if your alignment is good and you can defeat him in a fight, he will lead you to Robin's camp on your next turn. If you are neutral you may either fight him or pay him 1 gold to continue on your way. If you are evil you must fight him. He has strength of 6 and you can use no bonuses or abilities from followers when fighting him. You gain no experience from defeating him.

3.3 KING RICHARD'S CASTLE

The King is away at the crusades and Prince John is in residence. Half of your gold (round) is taken as a royal tax. If you have no gold, lose 1 turn in the stockade. You automatically lose any of Robin's men as your followers when you enter this space.

3.4 HEREFORD ABBEY

You may either pray or be healed. You must pay 1G for the right to pray in this abbey (use Temple chart). Healing costs 1G per life to a maximum of 2 lives healed. Good or Neutral characters may also buy a blessing from the bishop. A blessing will give you a +1 on all combat rolls for the next 4 turns.

3.5 MARIAN'S MANOR

This is the home of Maid Marian. If you are good you can be healed here to your full compliment of lives at no cost. If you are neutral you may be healed up to two lives at a cost of 1 life per 1 gold. If you are evil, the gates are barred, draw 1 card instead.

3.6 VILLAGE GREEN

This is the site of the Village Fair and Tournament. You may visit on of the events at the fair each time you stop here -

3.6.1 Archery Tournament

(must have a bow to play) - roll 1 die -

- 1 - Lose horribly, lose your bow and 2 gold or 1 life if you cannot pay
- 2 - Lose the match; lose 1 gold or 1 turn if you cannot pay
- 3-4 - Nothing happens
- 5 - Win the match, win 1 gold
- 6 - Amazing victory, win a chest with 1d6 bags of gold in it

3.6.2 Jousting Tournament

(must have a horse to play) - roll 1 die -

- 1 - Lose horribly, horse is killed (discard) and lose 1 gold or 1 life if you cannot pay
- 2 - Lose the match; lose 1 gold or 1 turn if you cannot pay
- 3-4 - Nothing happens
- 5 - Win the match, gain 1 gold
- 6 - Defeat all challengers, the Prince grants you a noble title

3.6.3 Fortune Teller's Tent

For the price of 1 gold, look at the top cards on 1d6 card decks

3.6.4 Magician's Tent

The magician will sell 1 spell per visit to any who stop here. The price is 2G or a magic object.

3.6.5 Wrestling Ring

roll 1 die -

- 1 - Lose horribly, lose 1 strength and 1 life
- 2 - Lose the match; lose 1 gold or 1 turn if you cannot pay
- 3 - Tie, nothing happens

4 - Win the match gain 1 gold

5 - Win by strength gain 1 strength

6 - Win by cunning gain 1 craft

3.7 NOTTINGHAM VILLAGE

This village is home to a blacksmith, a small merchant shop, a stable, and a small tavern. When visiting here you may stop and any one location -

3.7.1 Blacksmith

Buy sword (1G), helmet (1G), axe (1G), shield (2G)

3.7.2 Merchant Shop

Trade items for gold, each item is worth 1 gold

3.7.3 Stable

Buy a horse (2G), mule (2G) Tavern - Buy a meal for 1G (heal 1 life), buy a mystic brew for 2G

3.8 SHERIFF'S MANOR

This is the home of the Sheriff of Nottingham and his lovely wife. If you have a warrant against you, you will be arrested here and sent to the Donjon in the City, losing all gold and objects in the process Characters with gold will lose 1 gold, Characters without gold will lose 1 turn in the stockade If you have any of Robin's men as your followers, they will leave you when you enter this space.

3.9 ROBIN'S CAMP

This is the home of Robin Hood and his merry men of Sherwood Forest. If you are evil you will be attacked from the trees by unseen archers, lose 1 life and retreat to a random deep woods space, losing all followers in the process. If you are good or neutral you will be asked to join the merry men or leave immediately. If you decide to join, roll 2 dice if you are neutral and 1 die if you are good. If the total is less than your starting strength + craft, they accept you. At this point your alignment becomes good (if not there already), you may take a bow from the purchase deck, and you may continue normally next turn. If you decide to leave, or fail the test you are escorted to the Forest Gate space and start your next turn there.

Once a member of Robin's men, you may visit the camp normally and you may move through Deep Woods in the same way as the rest of the board. If you visit either the Sheriff's Manor or King Richard's

Castle you are arrested if you do not roll your craft or less on 1 die. If you visit Nottingham Village you must donate 1 gold (if you have it) to help the poor.

When in camp you may visit the practice range or Friar Tuck or simply rest. You may only visit one location per visit.

3.9.1 Practice Range

If you roll less than your craft on 2 dice, you may gain an additional +1 bonus to combat when using a bow. You can never gain more than an additional +3.

3.9.2 Friar Tuck

You may ask for a blessing (+1 in combat for 4 turns) or sample one of his special brews at a cost of 1G (draw a mystic brew)

3.9.3 Rest

heal 1 life per turn spent resting

3.10 MISTY LAKE

You may bathe in the waters of the lake, roll 2 dice -

2 - Your mind is made weak, -1 craft

3 - Your body is made weak, -1 strength

4 - Lose all spells

5-7 - No effect

8 - Gain 1 spell

9 - Your body is made strong, +1 strength

10 - Your mind is made strong +1 craft

11 - The gift of foresight - look at the top cards of any deck for the next 6 turns

12 - Gain knowledge of magic, you will always have at least 1 spell

For any comments or queries regarding the Sherwood Forest expansion or any other of his creations, please contact Joel via e-mail at joel's email address