

# THE CITY

*“Jeffro”*

## 1 Introduction

This City made up of areas or Districts. Consider each area a separate Space. Except for the Palace, characters may move freely from one adjacent district a to another if their movement roll allows. Characters may only enter or exit the Palace through Palace Gate.

(I would recommend downloading the image first and then printing it off using a graphics program rather than just printing it from your browser. That way you will be sure to print the image at its true size: [24.21cm x 18.25cm] [9.53" x 7.185"]. )

Do not draw adventure cards while in the city. Follow the instructions for the district you end your movement in.

## 2 ENTERING THE CITY

- To visit the City you must first end your move at the City Gates. On your next turn, you may enter through the North Gate or the West Gate. The gate squares are the only way you may enter and leave the City (unless you have booked passage on a boat - see the HARBOUR). If you do not intend to enter the City, you are not required to end your movement at the City Gates.
- It is illegal to bring a Horse, Warhorse, Mule, Horse and Cart, or any other kind of riding animal into the City. When you first stop at the City Gates you must leave them at the Stables. You may pick them up when you are ready to leave. Of course, there is a chance they may be stolen (see LEAVING THE CITY).
- Bows are also illegal in the City. When you first stop at the City Gates you must leave them with your riding animal or with the guards at the North or East Gates. Bows left with the guards are at no risk of being stolen and may be picked up when you leave (see LEAVING THE CITY).
- Remember a Character can only carry 4 Objects. If you have more than that, choose which ones you will carry with you and leave the remainder with your beast.

Roll	Move
1	1
2	2
3	2
4	3
5	3
6	4

Tab. 1: City Movement

## 3 MOVEMENT

To determine your movement, roll 1 die and apply the result to the table below:

You may move less than your movement roll if you so desire, but you must move at least 1. You may not end your Movement for a turn in the same district in which you started.

## 4 PURCHASES

- An object or animal is available for sale as long as there are remaining Purchase cards for that object.
- If you purchase the Bow it must be left at the West or North Gates until you leave the City.
- If you purchase a Horse, Horse and Cart or Warhorse, it must be left at the Stables until you leave the City. A Dog may remain with you.

## 5 ENCOUNTERS WITH OTHER CHARACTERS WITHIN THE CITY

Characters may encounter each other in the City, but if they engage in (regular) Combat, roll 1 die: On a 3, 4, 5, or 6, the City Guards appear and throw both Characters in Gaol.

## 6 THE DISTRICTS

Described below are the encounters for each District.

**ARENA** Here you may fight a Gladiator or another Character. If you choose to fight a Gladiator, roll 1 die and add 2 to determine the Gladiator's Strength. If you choose to fight another Character, you may summon them to do battle with you. Move them here and fight them as though you had encountered them.

Summoned Characters must leave their Bows with their riding animal(s) or with the Guards at the North or West Gates, and their riding animal(s) at the Stables (with any surplus objects the animal is carrying).

All Characters fight in the Arena without the aid of Followers, which means they may only fight holding a maximum of 4 objects.

The prize is Gold equal to half of the loser's Strength (round down). No experience is gained here and the loser (if they are another Character) does not lose a Life.

**BAZAAR** Here you may buy: A Torch for 1 Gold. A Waterbottle for 1 Gold. A Pastry for 1 Gold. A Fish Cake for 1 Gold. An Axe for 1 Gold. A Sword for 1 Gold. A Quiver of Arrows for 1 Gold. A Bow for 2 Gold. A Helmet for 2 Gold. A Great Axe for 3 Gold. A Shield for 3 Gold. Armour for 4 Gold.

If you purchase a Bow during this visit to the City, it must be left at the West or North Gates until you leave the City.

**HARBOUR** Roll 1 die: On a 1 a drunken sailor (Strength 3) picks a fight with you.

Here you may book passage on a boat to any space that is adjacent to the Storm River. Pay 3 Gold and lose 1 turn for every "side" of the main board, the boat must travel. Your voyage begins on your next turn.

**WEST GATE** Roll 1 die: On a 1 the West Gate is closed. No one may enter or exit the City through this gate for 2 turns. The gate re-opens at the end of your 2nd turn.

**TEMPLE DISTRICT** You may pray at a Temple: Roll 1 die and add your Craft. 1-5 = You angered the gods. Lose 1 Life. 6-8 = You must pay pennance. Lose 1 Turn. 9-10 = You are ignored. 11 = The Gods are pleased. Gain 1 Life. 12 + = The gods are very pleased. You are given a blessing.

Each Gold donated to a Temple will add 1 to your die roll (for that visit).

**STABLES and ANIMAL PENS** Here you may buy: A Dog for 1 Gold. A Mule for 2 Gold. A Horse for 3 Gold. A Horse and Cart for 4 Gold. A Warhorse for 5 Gold.

Die 1	Die 2	
1-2	1	A
1-2	2	You sto
1-2	3	The Cit
1-2	4	A
1-2	5	You be
1-2	6	
3-4	1	You drink
3-4	2	You assist a Wizar
3-4	3	A rich merc
3-4	4	The streets are blocked by a
3-4	5	You pause to listen to a wis
3-4	6	
5-6	1	You attract the attention of a Courtesan. He/She a
5-6	2	The Royal Tax Col
5-6	3	One of
5-6	4	You save an old woman from harm. She
5-6	5	
5-6	6	

Tab. 2: City Centre Events

**NORTH GATE** Roll 1 die: On a 1 the North Gate is closed. No one may enter or exit the City through this gate for 2 turns. The gate re-opens at the end of your 2nd turn. If you have just been released from Gaol, you may not move until this gate re-opens and when it does you must exit through it.

**THE WELL** Here you may visit the Wishing Well: Toss 1 Gold into the Well and roll 2 dice. 2 = Take 1 available Talisman card. 3 = Take 1 available Purchase Card (choice). 4-10 = Nothing happens. 11 = You gain 1 Strength or 1 Craft. 12 = You gain 1 Life.

**CITY CENTER** Roll 2 dice:

**SHERIFF'S OFFICE and GAOL**

**GAOL** If you are thrown in Gaol, you retain your Followers (they were thrown in Gaol with you), all Objects and Magic Objects that you are carrying are taken from you (and discarded). Mules, Horses, Horse and Cart, or Warhorses (and the objects they carry) will be left at the Stable until you are able to retrieve them. After losing 1 turn in GAOL, roll 1 die: 1-3 = You are released at the North Gate. You must leave the City. 4-5 = You lose another turn in Gaol. 6 = You find an entrance to the Dungeon. (If the Dungeon is not being used, then you are released at the North Gate as above.)

**SLUMS** Here you may visit the Enchantress, but first you must defeat 1-3 (1 die minus 3, minimum of

1) thugs of Strength 3 (each). After you defeat them, roll 1 die: 1 = You are turned into a Toad for 3 turns. 2 = Nothing happens. 3 = You gain 1 Strength or 1 Craft. 4 = You gain 1 Spell. 5 = You gain 1 Life. 6 = You gain 2 Strength or 2 Craft.

**WEST SIDE** Here you may: Visit the Chiurgeon who will heal up to 2 Lives for 1 Gold each. or Visit the Alchemist who will turn any Objects of your choice into 1 Gold each.

**WIZARDS QUARTER** Here you may: Buy a Scroll for 2 Gold.

**JUDGEMENT SQUARE** If a Character has been accused of a crime, they are put on trial. Roll 1 die: 2 or less = They are found guilty and are thrown in Gaol. 3 or more = They are found innocent and on their next turn may continue their adventures in the City.

Characters in this square that are not "on trial" may add or subtract 1 from the die roll (before the die roll is made).

**PALACE GATE** Characters may only enter the Palace through the Palace Gate.

**PALACE** Here you may enlist in the King's service. Roll 1 die: 1 = You are tasked with bringing in a Bandit, an Outlaw, the Raiders, the Gang, the Robber, or a Deserter to the Sheriff to face justice. 2 = You are sent out to slay a Dragon. 3 = Bring the Golden Statue to the King. 4 = Bring the Ancient Artifact to the King. 5 = Bring the Magic Branch to the King. 6 = You will be rewarded with 4 gold when you return to the palace with success of your task (and discarding the adventure card for your goal). Note: If your task was to turn in an Enemy or Dragon, you receive no experience when turning in the adventure card of your goal... the gold should be reward enough.

## 7 LEAVING THE CITY

When you leave the City you may pause your Movement at the City Gates to pick up any Animals and/or Objects you left at the Stables, the North Gate or the West Gate. After you retrieve them you may continue your Movement outside the City.

If you are picking up a riding animal you purchased during this visit to the City you do not need to roll on the table below.

If you are picking up a riding animal you left here, roll 1 die: 1 = Your beast has been stolen along with any Objects it may be carrying (they are discarded or returned to the Purchase deck. 2 = The City Guards accuse you of a crime - go to Judgement Square. 3-6 = You retrieve your beast and Objects.

## 8 ADDITIONAL ADVENTURE CARDS

These are Adventure Cards for the main board that are used in conjunction with the City board.

**COUNTY PATROL (x4)** A patrol of the King's soldiers (Strength 5) accuses you of a crime. You may go with them peacefully or you may fight them. If you go peacefully, you begin your next turn in Judgement Square (in the City). If you fight them and win, they leave you alone. If you fight them and lose, you lose a Life AND go to Gaol.

**DEserter STRENGTH 4** This soldier has abandoned his duties and his comrades. He attacks you out of fear and desperation. If you defeat him, instead of gaining experience you may take him to the Sheriff's Office (in the City) for a reward of 2 Gold. If you choose to do this, treat him as a Follower while he is with you. Idea inspired by a card found at Voodoo Zombies Talisman Vault (which seems to be off-line for the moment).

**KING** The King wishes you to escort him to the Palace (in the City). If you decided to take him there the King rewards you with your choice of 2 items from the Purchase Deck when you arrive. The King follows no one, so do not consider him one of your Followers.

**QUEEN** The Queen requires an escort to the Palace (in the City). If you decide to take her there, upon your arrival the King gives you 5 Gold. Consider her a "travelling companion" while she is with you, not a Follower.

**MAP OF THE CITY SEWERS** The map allows you to evade the City Guards when they attempt to take you to Judgement Square (in the City).

## 9 ADDITIONAL PURCHASE CARDS

**PASTRY (x3)** A Pastry (when eaten) gives a Character +1 Strength for 1 Combat (from the sugar rush).

**FISH CAKE (x3)** A Fish Cake (when eaten) gives a Character +1 Craft for 1 Psychic Combat ("brain food").

**DOG (x3)** A Dog is a loyal Follower with Strength 2 and Craft 1, that cannot be coerced or taken from you by Strangers, Enemies, Events or other Characters. The dog will fight in your place in regular Combat, but cannot add his score to yours if you decide to fight.

**BOW** Instead of moving, you may use the Bow to attack a Character or face up Enemy up to 3 spaces away. The target must be in the same Region as you are. If you lose the Combat, you do not lose a Life. The Bow is discarded after it is used.

**QUIVER OF ARROWS (x3)** After you use a Bow, you may discard the Quiver of Arrows instead of the Bow.

**HORSE (x2)** While the Horse is your Follower you may carry an additional 4 Objects, and add up to 3 to your die roll for movement after you have rolled the die. Should you lose the Horse, you must immediately leave any surplus Objects in the space you are in at the time. Followers are restricted to the normal movement dictated by the die roll. If you leave them behind by using this extra move, on your next turn you may ride back to them without rolling the die, instead of your normal turn. Followers not with you are considered ditched and may be picked up by other Characters.

**WARHORSE** While the Warhorse is your Follower you may add 1 to your (regular) Combat roll, and add up to 2 to your die roll for movement after you have rolled the die. Followers are restricted to the normal movement dictated by the die roll. If you leave them behind by using this extra move, on your next turn you may ride back to them without rolling the die, instead of your normal turn. Followers not with you are considered ditched and may be picked up by other Characters.

**HORSE AND CART** While you have a Horse and Cart you may carry any number of Objects, and add 1 to your die roll for movement if you wish after you have rolled the die. Should you lose the Horse and Cart, you must immediately leave any surplus Objects in the space you are in at the time. Up to 3 Followers may ride in the cart with you. Followers not in the cart are restricted to the normal movement dictated by the die roll and will be left behind (ditched) if you use the Horse and Cart's movement bonus.

**GREAT AXE** A Great Axe adds 2 to your Combat score but it breaks if you roll a 1 during Combat.

**SCROLL (x4)** You may read the scroll at any time. When you do, you learn 1 Spell and it crumbles to dust.

## 10 SPECIAL CARDS

**BLESSING (x4)** A Blessing allows a character to re-roll 1 dice roll. The Blessing is then discarded.

**COURTESAN** He/She accompanies you during your current visit in the City and will prevent the City Guards from arresting you once. After that he/she loses interest in you and wanders off to the discard pile.

**NORTH GATE CLOSED** No one may enter or exit the City through this gate while it is closed. (Place this card on the North Gate while it is locked).

**WEST GATE CLOSED** No one may enter or exit the City through this gate while it is closed. (Place this card on the West Gate while it is locked).