

LABYRINTH

You always start in the maze square, place the tile face up on the table. Turn all other tiles upside-down and shuffle them. Each turn, pick a direction and randomly select a new tile (making sure to line up the entrances on both cards. You cannot place one tile so that it covers up another. If at any point you have exhausted all avenues of movement, you must return to the maze, turn all tiles face down, re-shuffle them and start over.

Labyrinth Tiles

Torture Chamber

You must pay the Torturer 1 Gold or Lose 1 point of Strength or Craft. (*This may cause you to drop below your starting quota.*)

Stream (x2)

You have fallen into an underground stream. To continue on your next turn, you must discard all your Gold, metal Objects and Torches.

Guard Room (x2)

There is a Guard here with Strength 5. To continue on your next turn, you must bribe him with 2 Gold, or defeat him in (regular) Combat. If you are able to bribe or defeat the Guard you may exit the Dungeon. On your next turn you will find yourself on the Ruins square of the main board. If you are unsuccessful, you find yourself back in the Cell.

Crypt

You must engage the Crypt Keeper in a battle of wits (Psychic Combat). Roll 1 die to determine his Craft.

Flame Trap

Roll your Craft or less on 2 dice or lose 1 Life.

Pit Trap

Roll your Craft or less on 2 dice or lose your next Turn.

Spike Trap

Roll your Craft or less on 1 die or lose 1 Life.

Library

Roll 2 dice. If you rolled your Craft or less, you find a Spell

Hidden Passage

On your next turn you find yourself in the Ruins on the main board.

Lair

Roll 1 die to determine what you encounter:

- 1-2 Dragon (strength 8)
- 3-4 Giant Worm (strength 6)
- 5-6 Ghoul (strength 4)

If you win the Combat, roll 1 die and add the creature's Strength to determine what treasure you find:

- 1-6 Nothing
- 7-8 1d-1 Gold
- 9-10 A Torch
- 11 A Sword
- 12 A Scroll
- 13 1d+2 Gold
- 14 A Talisman

Storeroom (x2)

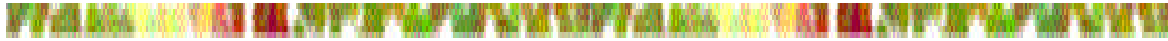
Roll 1 die to determine what you find:

- 1 Nothing
- 2 Torch
- 3 Food that will heal 1 life if you eat it now
- 4 Sword
- 5 Pastry
- 6 Fish Cake

Passageway (x5)

Roll 1 die to determine what you encounter:

- 1-2 Nothing
- 3 A giant rat (strength 3)
- 4 A ghost (craft 3)
- 5 Cave in, lose 1 life and 1 turn
- 6 A secret exit – on your next turn find yourself in the Ruins



PYRAMID OF KULKENCAMUN

The Pyramid stands in the Oasis in the Middle Region. A player ending their turn in the Oasis may decline to draw cards there and instead place their Character on the starting room of the Pyramid. Only one player may be in the pyramid at a time. During their turn, the player may move forward one room. Upon entering a new room, draw a pyramid tile to see how many pyramid cards to draw.

There are three classes of Pyramid cards:

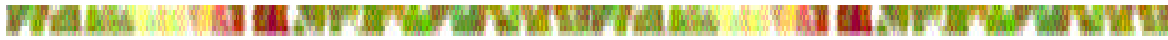
- Traps: This category of cards has to be dealt with first.
- Enemies: These cards have to be dealt with after the traps.
- Items and Followers: They may only be taken after all traps and enemies are dealt with

If a player should lose against an enemy, they may either try again next turn or leave the Pyramid. Once a player decides to leave the pyramid, they go directly back to the Oasis, and they may not re-enter the Pyramid until their next visit to the Oasis. Whenever a player leaves the Pyramid, they may only take the Objects and Followers with them. All other cards (including slain enemies) are RETURNED to the Pyramid-deck, which is reshuffled and placed next to the Pyramid to await the next visitor.

The Key Room

After drawing a pyramid tile and the appropriate number of pyramid cards, the player may attempt to open the Portal to the Pharaohs Tomb by rolling under their craft on 4 dice. If the character is unsuccessful, they may try again on the next turn or leave the pyramid. A "Key of Osiris" will open the tomb if the character rolls under their craft on 1 die, but if the roll is unsuccessful, the key crumbles to dust and is discarded. A player that successfully opens the portal may enter the Tomb of Kulkencamun, and select two items from the list below. Once a character has received their reward, they must leave the pyramid on their next turn.

- A Talisman
- 5 Gold
- A Potion of Strength: + 1 Strength
- A Potion of Wisdom: +1 Craft
- A Potion of Life: +1 Life
- Fighter's equipment: A sword, armor and a shield.
- A Spell book: The player gains three spells, regardless of his Craft.



BLACK'S TAVERN

Each turn in the tavern you may take one of the following actions:

- Encounter a patron
- Attack another player
- Attach a patron
- Purchase a drink
- Place a bet at the table
- Rest by the fire

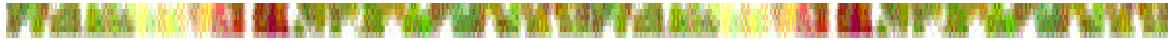
Tavern Patrons

When the first player enters Black's Tavern, roll a die and draw that many cards from the Patrons deck. Place these wherever you like around the Tavern board, each on their own space. This set of Patrons will remain in the Tavern until the last Character leaves the Tavern. Once all the Characters have left, any Patrons in the Tavern are placed back in the deck and it is reshuffled. The process is repeated anytime that a Character enters the "empty" Tavern.

You can visit only one Patron per turn. Follow the instructions on the Patron card when visiting a Patron. Most Patrons can be visited repeatedly, and the ones that cannot will have it printed on the card

Tavern Events

At the end of each player's turn that ends with the player still in the Tavern, they roll a die. If the result is a 1, they draw a card from the Tavern Events deck and follow the instructions on the card.



THE TAVERN

The tavern is a respectable establishment, fighting is frowned upon. To discourage fighting, no weapons are allowed in the Tavern. You must leave all of your Objects at the door as soon as you enter. You automatically pick up your Objects on your way out (even if you are Thrown Out). Whereas fighting is frowned upon (it is often a crowd-pleaser and therefore good for business!), the use of magic is expressly forbidden. If you cast a Spell while in the Tavern, the Border Patrol will be called at the beginning of your next turn. If you have not vacated by the time they show up, the Border Patrol will attempt to arrest you. If you go quietly, you are merely Thrown Out. You may also fight them. The Patrol has Strength of 6. If you lose, you lose a Life and are dragged to the City Jail.

Combat in The Tavern

The Tavern is a civilized business establishment, not some dungeon or arena. This is reflected in the way combat is carried out.

Whenever you fight a combat in the Tavern, you fight a barroom brawl as follows:

Determine your Strength as normal, except that you may not use any Followers, and all of your Objects are at the Coat Check Room.

You and your opponent roll dice and add your Strengths. If you lose, you lose a Life as normal. If you win, you may trade your opponent in for Strength points. Brawling is non-lethal. If you are reduced to zero wounds, you are not dead but are Thrown Out and restored to 1 Life.

Leaving The Tavern

If you are thrown out of the Tavern for any reasons, you lose 1 Object or 1 Gold (taken by the barkeeper to cover the cost of any damages), and you are thrown to a random space. Roll 1 die to determine where you wind up. You do not encounter the space or any characters on it. In addition, you lose your next turn as you try to recover your senses.

- 1 - One space to the left of the Tavern
- 2 - Two spaces to the left
- 3 - Three spaces to the left
- 4 - One space to the right
- 5 - Two spaces to the right
- 6 - Three spaces to the right

Special Locations

Brewmaster

You may buy up to 2 Brews-to-go for 1 Gold each. You may drink one before a battle. Roll 1 die to determine the effect:

- 1 - Pass out! The Brew is so strong that you pass out. You automatically lose the battle.
- 2 - No effect.
- 3-4 - +1 Strength for this battle
- 5 - +2 Strength for this battle
- 6 - Gain 1 Life.

Tattoo Parlor

For a cost of 1 Gold, you may get a Tattoo inscribed on your body. The workmanship is so impressive that the Tattoo gives you a +1 bonus to your die roll when dealing with Strangers (including any "people" you encounter on board spaces, such as the Enchantress, Mystic, etc.).

Kitchen

You may buy a hearty serving of Mutton Chops, or a bowl of Dragon Stew. Each costs 1 Gold, and heals 1 Life when you eat it.

Gambling Table

You may try your luck at this simple game of chance.

Place a bet of 1 Gold. You may bet on "odds", "evens", or any single number from 1 to 6. Roll 1 die. If any of the number(s) you bet on come up, you win. Betting on "odds" or "evens" pays 1 Gold (in addition to the Gold you bet.). The single number pays 5 Gold! You may stay remain in this space and play again next turn, as long as you have the Gold to place the bet.

Front Desk

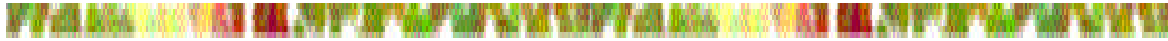
You may rent a room for the night, at a cost of 2 Gold. Move to any vacant room. You lose your next turn, but are restored to your starting quota of Lives. You may apply for the position of Bouncer at the Front Desk. To be hired as a Bouncer, you must defeat the owner of the bar (Strength 5) in a wrestling match. If you lose, lose a Life as normal. If you win, he hires you. Take the Special Bouncer card.

Room 101

There is a permanent gate here. It costs 1 gold to use the gate. The gate here can send you to the starting space on any other realm.

Room 102 & 103

You may rent a room for the night, at a cost of 2 Gold. Move to any vacant room. You lose your next turn, but are restored to your starting quota of Lives.



SPACE HULK

The location of the Hulk is unknown at the start of the game. When a character enters a space in the Outer Region that doesn't already have an Adventure card on it, he may search for the Hulk. Roll 1 die. On a 6, he has found the Hulk. Place the Space Hulk special card on this space to show its location. It remains here for the rest of the game. From now on, treat this space as a Place. Any character that lands on it may move into the Hulk on his next turn. If the character does not enter the Hulk, his turn ends

Doors

You must expend 1 move to pass through a door. Doors close as soon you pass through them.

Aliens

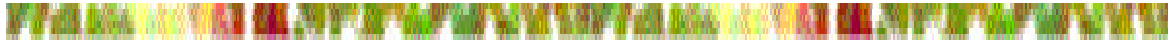
All of the monsters and spirits in the Space Hulk are classified as Aliens. Aliens are immune to the effects of all Spells. Aliens are immune to the effects of any Objects or Special Abilities that allow you to take control of them or evade them (e.g., the Staff of Mastery). Any exceptions to this (e.g., the Nerve Toxin) are noted on the Object card.

Space Hulk Rooms

There are four special rooms in the Space Hulk. The first time a character enters a room, draw a Space Hulk Room card and place it in the box that corresponds to the number of the room. For the rest of the game, that room will have the effect listed on the card. You may only encounter each room once per game. If you enter a room after the first time, ignore the room card and draw a regular Space Hulk card.

The Hive Queen

The Hive Queen is the mother of the Gene stealer brood. She is the most valuable member of the brood, and the most dangerous. When you enter her lair, roll 1 die and consult the table on the Space Hulk board to see how she "greet" you. The Hive Queen is an Alien in all respects.



WIZARD'S TOWER

The Wizard's Tower can only be entered through the Door. Characters entering the Wizard's Tower must end their move on the Door and discard a Talisman. If they have no Talisman, they may enter at a cost of 1 die Lives. On their next turn, they may enter the Tower at the Antechamber square and proceed counter clockwise, 1 room per turn.

Antechamber

A Gargoyle guards the entrance to the Wizard's Tower. To continue onward you must defeat it in combat. Roll 2 dice and add 3 to determine its Strength.

Dice with Death

In this room, you encounter Death. Death rolls 2 dice and you roll 2 dice. The higher roll wins. If you win, you may continue. If you lose or draw, you lose 1 Life.

Magical Trap

For each item you or your followers' carries, roll a die. On a 1 or 2, the item is discarded.

Pit Trap

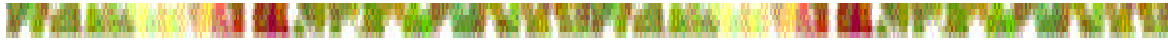
You escape the trap but your followers aren't so lucky. Roll 1 die for each Follower, on a 1 or 2 that follower is lost.

Dragon King

The Dragon King is Strength 12, Craft 12. Fight him in combat or psychic combat (your choice). If you lose or draw, you must leave the tower. If you win, you may continue on your next turn. Characters, Magical items and/or followers that automatically defeat dragons do not affect the Dragon King. However, Items that give bonuses against dragons do (e.g. the Holy Lance does add 3 to the Strength of its user when fighting the Dragon King).

The Center

You have attained the center of the Wizards Tower. Gain 1 die of spells, 2 craft, healed back to starting number of lives, and teleported to warlock's cave.



UNDERWORLD OF HADES

Any character may enter the Underworld. It is entered from the Graveyard Space in the Outer Region. Characters in the Underworld are never affected by Events or Spells from any other region, save for the Crown of Command space. Unlike in the other regions, Spirits defeated in the Underworld may be saved and traded in. For each 7 points a character trades in, he gains one point of Craft. You may not take any Animals into the Underworld. Any Spirits defeated in any other region are not discarded. Instead, they are placed in the Mausoleum space. When a character enters the Mausoleum space, he shuffles any cards there and draws one at random to encounter. If there are no cards there, he draws one as usual from the Underworld Deck. Spirits defeated in the Underworld are discarded as normal. Followers, Objects, special abilities, or Spells (including Teleport) may not modify movement in the Underworld. The only exceptions to this are the Amulet of Shadow-walking and the Amulet of Plane-Shifting.

Spells

If you use a Spell in the Underworld, roll 1d6 and consult the following table:

- 1 The Spell affects you (whether or not you were the intended target).
- 2 The Spell does not work. Discard the Spell.
- 3-4 The Spell works normally.
- 5 The Spell works normally, but you do not have to discard it.
- 6 The Spell is mutated. Discard the Spell, and draw the top one from the Spell Deck, which is cast instead

Enemies that cast Spells

When an Underworld Enemy or Stranger casts a spell, roll 1 die to determine the spell cast:

- 1 Finger of Death - lose a Life.
- 2 Immobility - lose your next turn.
- 3 Siphon - lose one point of Craft or Strength (your choice).
- 4 Enhance - add 3 points to the Enemy's Strength or Craft as appropriate.
- 5 Destroy Magic - no player may cast Spells or use Magic Objects until the start of your next turn.
- 6 Random - roll 1 die and see the Spell card for the effect.

Board Spaces

A character in the Maelstrom rolls 1 die each turn he spends there. He may add +1 to the roll for each consecutive turn (i.e., if he leaves and returns later, his bonus goes back to zero). You may not cast any Spells, or use any Followers, while you are in the Maelstrom. Objects may be used as normal. Once in the Maelstrom, a character may not voluntarily leave it. Consult the following table to determine what befalls the character:

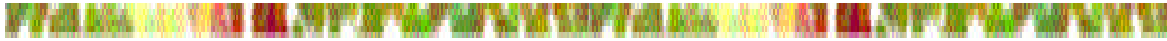
- 1 You are transported to the Warp Gate in the Timescape.
- 2 You are blown back 1-3 spaces (roll 1d6, divide by 2). You must encounter the space as normal.
- 3 Lose 1 Life. Remain here and roll again next turn.
- 4 Discard 1 Object. Roll again next turn.
- 5 You are attacked by a Spirit with Craft 5.
- 6 You are blown about in the storm, but remain in this space. Roll again next turn.
- 7+ Move to the Hall of Hades.

Undead Champion

An Undead Champion is a master-level character. There may be any number of Undead Champions. An Undead Champion may revert to normal by visiting the Chapel and donating 2 Gold.

The Hall of Hades

A character will only be granted an audience with Hades once each game. A character may enter the Underworld more than once, but if they go back to Hades a 2nd time, they will automatically obtain a result of "1" on the table. Unless a character is teleported away or killed, he moves to the Vale of Shadow on his next turn



CASTLE FALLADIR

There are five rooms within Castle Falladir, the Courtyard and the four rooms attached to the courtyard. Characters may move one space each turn. Each time a character ends their turn in the courtyard, they must draw one Castle Falladir card. The other rooms are detailed below. An important rule concerning Quests is that a player may only solve one Quest. This means that a player may only get the benefits from one Quest. Neither is a player allowed to have several Quest Cards at the same time. He may only be trying one Quest at any given moment.

Royal Hall

The Royal Hall may only be visited once per visit in the Castle, and when you are there you may either plead for an audience with the King (roll 1 die on the table below) or take the Dragonslayer Quest.

1-3: The King's state affairs do not leave him time an audience.

4-5: The King offers you some help. The cost of items at the guardhouse is reduced by one for the duration of your present visit to the Castle.

6: The King understands the importance of your Quest. He orders the State Treasurer to pay you 3 Gold!

Only good or neutral characters may take the Dragonslayer Quest. If the questing player runs out of Quest-Counters before they slay the Dragon, they must give up the Quest (i.e. to return it to the Castle). A victorious player may take the *Princess Gwynneth* special card on they return to the Royal Hall.

Wizard's Tower

You may either buy a random spell for 2 gold or take the Alchemist's Quest. The Alchemist's Quest may be stolen from the character that is currently on it by paying 2 gold and a magic object at the Wizard's Tower. The quest may only be stolen if all four herb counters have not been gathered. Once all four herb counters have been gathered, the successful character may return to the Wizard's Tower and take the *Morgaine of Belwayne* special card.

Chapel

You may either have the Bishop heal lost life at the cost of 1 point per 1 gold or take the Acolyte's Quest. The Acolyte's Quest can only be lost if the character loses a combat while escorting the monks. If this happens, the quest is returned to the Chapel. If the monks are delivered safely, the successful character may return to the chapel and take the *Flying Carpet* special card.

Guardhouse

You may buy the following objects from the guard shop (sword: 2 gold, axe: 3 gold, shield: 3 gold, armor: 4 gold) or take the General's Quest. This quest must be returned if for any reason the character makes a detour (willing or un-willing) while seeking the orcs. Detours would include stopping to get healed, losing a turn, entering another realm, etc. A successful character may return to the guardhouse and take the *Bodyguard* special card.



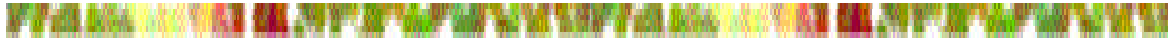
BURROWS

The Burrows is a subterranean expansion of the Hills spaces in the Outer Region. Access to the Burrows is by simply landing on a Hills space and choosing to enter. Characters leaving the Burrows in the usual manner will return to the Hills space from whence they entered.



STORM RIVER

When a Character is on a space adjacent to the storm river, they may choose to draw a storm river card instead of an adventure card.



VAMPIRE KEEP

Movement through the keep cannot be altered by any spell, object, or special ability. Character may not take animals or mounts of any kind into the keep. At any point, you may decide to have your Character retreat or Flee from the Keep. Once the Character begins to Flee, you cannot change your mind, but must move all the way back to the Keep Entrance, and exit the keep.

Teleport Tile Cards

If a Teleport Tile Card is overturned it is laid face up on the space from which it was drawn. The player that overturns the card must then draw a random Teleport Counter and place it on the card. The number on the Teleport Counter signifies what Space of the Keep a Character will be teleported to when the card is drawn or landed on.

Keep Entrance

The door to the keep is sealed by magic. To enter you must roll equal to or less than your combined strength, craft, and current lives on 3 dice. If you are successful, you may enter the Keep on your next turn. If you fail, you may either try again next turn or return to the space you just came from.

Sentry

The Sentry is a powerful soldier of the Undead Army (Strength & Craft 5). Those landing in his outpost must roll 1 die

- 1: Safe. You sneak past the Sentry;
 - 2-3: You must fight 2 rounds of Combat.
 - 4-5: You must fight 2 rounds of Psychic Combat.
 - 6: You must surrender 1 Follower or 1 Life.
- If you win at least 1 round of Combat/Psychic Combat, you may proceed as normal next turn. If you lose both rounds, you must move back to the Hallway Space (#3).

Tome of the Undead

You have entered the chamber containing the age old, Tome of the Undead! A magical force compels you to read a passage from this ancient book! Roll 2 Dice:

- 2: Cursed! Lose 2 Lives.
- 3: Hexed! Lose 1 Strength.
- 4: Spiritual Drain! Lose 1 Craft.
- 5: Blighted! Roll 1 die followers or 2 lives.
- 6-7: Reconstituted! Heal to your Starting Lives.
- 8-9: Empowered! Gain 1 Strength.
- 10-11: Enlightened! Gain 1 Craft.
- 12: Blessed! Gain 2 Strength, Craft or Lives.

Vampire Wizard

You have caught the chief sorcerer of the Undead Army by surprise! He will cast the top 3 Spells from of the Spell deck at you and your party. Any spells that would benefit the character or have no effect will be discarded, and re-drawn.

Ancient Coffin

If you choose to open the Coffin, roll 1 die:

- 1: Nothing but dusty bones.
- 2: You find 2 Gold!
- 3: Spell Book! Take your full compliment of Spells!

4: Attacked by a Strength 7 Vampire!

5: Attacked by a Craft 7 Vampire!

6: Bitten by a Poison Spider! Lose 1 Life.

Sacred Obelisk

You must end your movement on the Obelisk. The Obelisk is a monument forged from the Vampires hatred of the living, only the strong of will may pass its' powerful barrier. Roll 2 dice and subtract your Craft from the total:

- 0-3: You may pass the barrier next turn.
- 4-6: You are repelled back to the Corridor (#18)
- 7-9: You are repelled back to the Corridor (#16)
- 10-11: Lose 1 Life and blasted to Entrance (#15)

Fountain of Blood

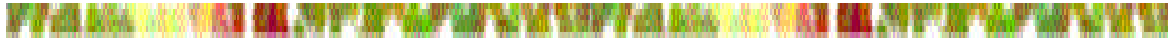
Not only is the Fountain of Blood the source of the Vampires foul existence, but it is also a gruesome defense to keep intruders away from the Vault. Upon entering the Fountain chamber, an immense wave of Blood is released by the fountain. Roll 2 dice and Subtract your Strength from the total.

- 0-3: You may move to the Vault next turn.
- 4-6: You are swept back to the Corridor Space (#18).
- 7-9: You are swept back to the Corridor Space (#16).
- 10-11: Lose 1 Life and slammed to Entrance (#15).

Vault

When you enter the vault, draw 3 vault cards. If you survive you may draw a talisman card and roll 2 dice on the treasure table below. When you leave the vault, roll 2 dice to see where you emerge.

Treasure	Exit
2: 10 Gold	Warlock's Cave
3: 9 Gold	Portal of Power
4: 8 Gold	Temple
5: 7 Gold, 1 Spell	Cursed Glade
6: 6 Gold, 2 Spells	Oasis
7: 5 Gold, 2 Spells	Crags
8: 4 Gold, 2 Spells	Graveyard
9: 6 Gold, Armor, Sword	Chapel
10: 7 Gold, Sword	Ruins
11: Sword, Shield, and Armor	Village
12: Axe, Shield, and Armor	Forest



CAPTAINS & PRIVATEERS

You can obtain a ship and related nautical items at the dock in the city, village, or tavern. Each class of ship has a set capacity for cargo and rations, take a full compliment of cargo and rations, as the ships come with each when bought new. Each turn at sea, discard one ration, and draw a card from the captain and privateer's deck. The strength of your ship is increased by +1 if your own strength or craft is 4-7, or +2 if your strength or craft is 8+. All sea-going characters also gain a +1 bonus to ship strength.

Returning Home

Whenever you finally decide to return home, roll one die to see how many turn you are from the harbor you left from. You will use rations and have encounters normally on your way home. When returning home, roll 1 die, on a roll of 1 you land directly in the Harbor, otherwise you land the number of spaces rolled away from the City/Village. Once you return home, you must return your ship, but you may keep any nautical objects your acquired for a later voyage.

Out of Rations

If you should ever run out of Rations, you will have to face a mutiny, and you must immediately return home. Your Crew's Strength is 2 times the number of turns you need to get home. You will have to fight a combat against your crew as normal, and in addition you must roll 1 die for each follower. On a 5 or 6 they will join the mutiny and add their strength and abilities to that of the crew. The Amazon Queen, Wizard's Daughter and Roland of Gilead will never join a mutiny. If you lose the combat, you will be abandoned by your crew. If you can roll your craft or less on 1 die, they will abandon you in a rowboat, otherwise you must swim (see shipwrecked below). If you win, you may continue your voyage home, but due to starvation it will take two turns longer and your ship's strength will decrease by one for each turn after the unsuccessful mutiny.

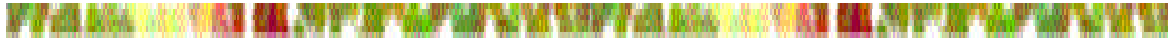
Shipwrecked

When a Ship has exhausted all it's Ship Points, it will sink. At that point you automatically lose all gold, objects, and followers and must return home. You may construct a raft from the debris if you roll your craft or less on 1 die. Sea-going characters roll their craft or less on 2 dice. If you are unable or unwilling to construct a raft you must swim. Swimmers with strength of less than 3 will automatically lose 1 life per turn swimming due to fatigue. Afterwards, roll 1 die +2 to figure out how many turns it will take you to reach home, adding an additional +3 to the roll if you are swimming. You still draw ocean cards as normal, but if you draw a Ships Ahoy or Land Ho, you are rescued and may subtract 3 from the amount of turns left before you reach home.



SEA REALM

The Sea Realms are entered via the shell gate, which is connected to the courtyard of Castle Falladir, and the entry hall space of the royal castle. You may enter the Sea Realms simply by moving from either castle to the Shell Gate space. As soon as you enter/exit the sea realms, your movement ends. You may also entering the Sea Realms from the City, village, or tavern dock by paying 2 gold for passage to any land space in the Sea Realms (Shell Gate, the East Beach, West Beach, Giant's Island). Horses, Mules and the Cart Followers are not able to travel into the Sea Realms. They will stay, if you wish, in the stables of the Royal Castle for the price of one Gold per Follower. You can collect them when you return at the Royal Castle after leaving the Sea Realms. If you do not want (or are unable) to pay for the upkeep of your animals at the Royal Castle, they will move to the discard pile. The currency in the Sea Realms is Pearls instead of Gold. You will not be able to buy objects or services with Gold. Pearls can be found while adventuring in the Sea Realms or exchanged. It is possible to change Gold for Pearls and vice versa at the Trade Market in Neptune's City, and at the Alchemists Shop in the City. The exchange rate is one Pearl for one Gold, and one Gold to one Pearl. A Black Pearl is worth five Gold/Pearls (or five ordinary Pearls). All air breathing Characters need an Airbag when traveling underwater in the Sea Realms. Air breathing followers also need the protection of an Airbag when traveling underwater with a Character. One Airbag is enough to protect a Character with all the Followers traveling with them. Characters traveling without an Airbag lose one live each turn they stay underwater. A Character may also choose to lose a Follower instead of losing a life, if such Followers are available. Sea-creature Followers need a Water bottle to protect them outside the Sea Realm. If a Character does not possess a Water bottle, they will lose a sea creature Follower each turn they stay outside the Sea Realms



ISLAND

Movement to the island is by normal ship movement. Ship Combat is like Physical Combat but you use the Ship's Strength and damage is done to the ship points. If your strength or craft is 4-7, you may add +1 to your ship's strength, if it is 8 or more add +2. All sea-going characters may add +1 to their ship's strength. If your ship passes by another ship on your travels you may attack it, loser will take 2 Ship Points of damage. When a Ship has exhausted all its Ship Points, it will sink. At that point you automatically lose all gold, objects, and followers, and you may construct a raft from the debris if you roll your craft or less on 1 die. Sea-going characters roll their craft or less on 2 dice. If you are unable or unwilling to construct a raft you must swim at the rate of 1 space per turn.

Swimmers with strength of less than 3 will automatically lose 1 life per turn swimming due to fatigue. All sea-going characters may choose to avoid any shipping hazards without the use of followers. If a Card instructs you to discard Followers but you have none, then lose a Life instead. When you land on a water space, draw one island card. Ocean going enemies do not stay in the space they are encountered in, but are shuffled back into the deck after encountered. Ocean going enemies may not be kept for experience.

When you reach the Island, you will have to draw Island Encounter Cards, 1 per turn, until you meet the Keeper of the Crystals. If you successfully pass the test of the Keeper, then on your next turn you will enter the Crystal Cave.

Ghost Ship

A ghostly galleon haunts these waters, if you steer your ship into this haunted space, roll 2 dice, adding +1 if you are a sea-going character.

2: You are led astray by this undead vessel, lose 1d6 turns, and then start your next turn at the Docks & Chandlers space.

3: Fight the ghost of the captain (craft 6). If you lose, lose 1 life and 1 craft. If you win, start your next turn at halfway island.

4-5: Fight several ghostly crew (1d6 combats versus craft 1d6 ghosts). Lose 1 life per battle lost. If you win all battles start your next turn at halfway island. If you win only some of the battles, start your next turn on the space that leads to the Ghost Ship.

6-8: The ghost ship attacks you (ship strength 1d6+3). If you lose, lose 2 ship points. If you win, gain 1 gold in booty. Start your next turn on the space that leads to the Ghost Ship.

9-10: The ship carries the souls of the dead on to the next life. Look through the discard pile for any deck and take the first follower you find. Start your next turn at halfway island.

11: The ship is the vessel of a long dead mage, increase your craft by 1, and take your full complement of spells. Start your next turn at halfway island.

12+: The mysterious ship leads you across a stretch of unearthly water. When you stop you realize that you have traversed the dangerous waters of Talisman Island. Miss 1 turn, and then start your next turn on Talisman Island.

Giant's Island

You may travel from this space to the Giant's Island space on the Sea Realms Board.

Halfway Island

When you reach Halfway island, you have three choices. You may repair/rebuild your ship, you may return to the docks, or you may continue on your way next turn. To repair your ship to full strength, miss 1 turn. To rebuild your ship, miss 1 turn per ship point. The woodsman (and similar characters) will miss 1 less turn to repair/rebuild their ship, as they are quite handy with an axe. If you choose to return to the docks, the native spirits that watch over the island will teleport you back to the dock, minus all objects, followers, and gold. If you have no objects, followers, or gold, it will cost you one life, strength, or craft (your choice).

Kraken's Reach

This stretch of water is home to many fearsome beasts of the ocean. You must immediately end your move when you enter this space, and roll 1 die to see what you meet. You will only fight one round of combat against anything you meet.

Enemies may not be kept for experience points. If you win the fight, look through the island deck and take the first object or follower you find, rescued from the monster's lair.

1: fight a sea serpent (ship strength 1), lose and lose 1 ship point.

2: Fight a water Wyrms (ship strength 4), lose and lose 2 ship points

3: Nothing

4: Fight a sea monster (ship strength 6), lose and lose 3 ship points.

5: Fight a water weird (craft 6), lose and lose 1 life

6: Fight a Kraken (ship strength 12), lose and lose 1d6 ship points, win and gain 1 craft, and a piece of kraken tentacle that can be sold for 1d6 gold at the alchemist's shop in the city.

Pirate's Cove

This isle is home to the many pirates and privateers that roam these waters. You must immediately end your move upon entering this space, and roll 2 dice.

2: Your ship is spotted by the coastal defenses. Your ship is battered to pieces by cannon fire; lose all gold, objects, ships, and followers. Continue on your way next turn.

3: Escorted away from Pirate's Cove by a bevy of pirate ships. Lose all gold and continue on your way next turn.

4-5: Lost in the fog that often hides the island, lose 2 turns and then continue on your way.

6-8: Attacked by pirate vessel (ship strength 8), if you lose the battle, lose 2 ship points and continue on your way next turn.

9-10: Attacked by pirate ships (1d6 ships, each with a ship strength of 1d6). You only have to fight each ship once. For each lost battle lose 1 ship point, for each battle one, gain 1 gold worth of booty.

11: Attacked by a pirate mage, who casts a fireball at your ship (ship strength 6) and then has his crew engages your ship in combat (ship strength 6), while he engages you in psychic combat (craft 6). If you lose the ship combat, lost 2 ship points. If you lose the psychic combat, lose 1 life. If you win the ship combat, gain 2 gold in booty. If you win the psychic combat, gain 1 spell. Continue on your way next turn.

12: Challenged by the Pirate Admiral to personal combat. Fight one round of combat against strength 12 Admiral, gaining no bonuses from followers. If you win, take the Pirate Admiral Master Character and continue on your way next turn. If you lose, lose 1 life, and all ships, objects, followers, and gold, and move immediately to the docks & chandlers space.

Pirate Fleet

A mighty fleet of pirate vessels sails these waters, if you are brave or foolish enough to sail in their waters, roll 2 dice, adding +1 if you are neutral, +2 if you are evil, and +1 if you are a sea-going character.

2: The pirates capture you and your ship and make you walk the plank. Lose all objects, followers, gold, and ships, and start your next turn on the space that leads to the Pirate Fleet. You are now swimming.

3: Your ship is captured and turned into a pirate vessel. Lose 1d6 turns, and then start your next turn at halfway island. Lose all gold and objects and ships, but keep all followers.

4-5: Your ship is boarded by filthy pirates seeking treasure. Fight 1d6 combats against pirates (strength 1d3). For each combat lost, lose 1 life or 1 gold. If you win all combats, gain 1d6 gold in pirate booty.

6-8: You are attacked by 3 pirate ships (ship strength 4 each) which you must battle one after the other. For each battle you lose 2 ship points, for each battle you win, gain 1 gold. Start your next turn on the space that leads to the Pirate Fleet.

9-10: If you can roll your craft or less on 2 dice, you trick the pirates into believing you are one of them. They give you 1 gold and you start your next turn at halfway island.

11: Offered a place within the Pirate Fleet, discard your current character and take the pirate character. If that character is already taken or you are already the pirate, then just become evil. Start your next turn from Pirate's Cove.

12+: Offered a place within the Pirate Fleet, Take the Pirate Captain Master Character. Start next turn from Pirate's Cove.

Shell Isles

These small isles are sacred to the merfolk whose underwater city lies hidden nearby. You must immediately end your move when you enter this space, and roll 2 dice, adding +1 if you are neutral, +2 if you are good, and +1 if you are a sea-going character.

2: Lost to the haunting melody of mermaids singing on the nearby rocks. Lose 1d6 turns, and then continue on your way.

3: You stumble across some poisonous sea urchins. Lose 1 life or 1 follower. In either case miss 1 turn recovering and then continue on your way.

4-5: Some merfolk are singing and frolicking in the waves nearby, roll 1d6 for each follower. On a roll of 1 or 2, the follower is seduced by the merfolk and joins them (discard the follower). Continue on your way next turn.

6-8: You see the sights and collect a few pretty shells for souvenirs, continue on your way next turn.

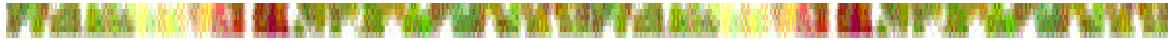
9-10: You find a rare beautiful shell worth 1d6 gold when sold at the docks & chandlers. Continue on your way next turn.

11: You find a merfolk magician willing to teach you a spell. Free to good characters, 1 gold to neutral characters, 2 gold to evil characters. Continue on your way next turn.

12+: You find the legendary merfolk city. If you are good, you are escorted to see the many wonders of this magnificent city, gain 1 craft. If you are neutral, you may pay (1d6 gold or shells) for the same tour. If you are evil, you are attacked by 1d6 merfolk, each with a strength of 1d6. For each battle lost, lose 1 life. If you win all battles, gain 1 strength and gold equal to the number of merfolk fought as booty. In any case, miss your next turn and then continue on your way.

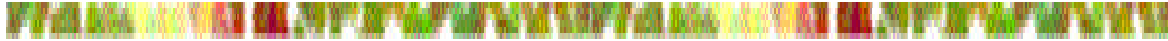
Short Shoals

This small island marks a shortcut through the dangerous waters around Talisman Island. If you can roll your craft or less on 2 dice you may use the shortcut. Sea-going characters may subtract 2 from their die roll.



TOWER OF THE DARK MAGE

Movement in the Tower is by teleportation by way of the Tower's spell-core. With the Dark Mage gone the spell-core responds erratically to attempted teleportation. Roll one die to see which floor you are teleported to, and then a second die to see which room on that floor you finish in. The Spirits in the Tower will act as guardians to protect the Tower from any invaders. If you encounter more than one Spirit in a room they will band together to fight you in a single psychic combat. In addition, the Tower itself is semi-sentient and will aid in its defense by increasing the Craft of the Spirits that defend it by one Craft for every five turns that a Character is within the tower. This increase in Craft will only return to 0 when all Characters have left the Tower.



CAMP OF THE BLACK KNIGHT

Movement in the Camp is by one space per turn along the pathways in order that Characters do not draw too much attention to themselves.



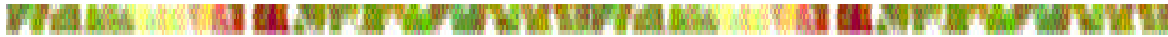
DIABLO II

The Diablo board is entered either through the Mausoleum Adventure card or through the Graveyard Space on the main board. When in the graveyard, if you roll 2 dice under your craft you may enter the Diablo board.

While on the Diablo board, you always draw a card when the instructions tell you to, regardless of the number of cards currently on the space. All enemies are fought one at a time. There is no limit to the number of cards or enemies that may be on a space at a given time.

To move on the Diablo board, each turn roll 1 die and move to the room that corresponds to the die result. If you start your move in room 6, use the chart there to determine where you emerge.

Diablo enemies are fought by combining your craft and strength into a single combat score which is matched against the enemies combat score. Combat is then resolved normally. Diablo enemies cannot be kept for experience.



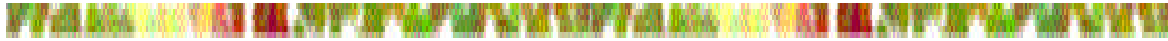
BLACK TOWER

You may only move counter-clock wise around the tower. All encounters in the tower last for only one turn. You do not draw a card on an exit space, but if you decide to exit, the tower appears on the space where you exited until your next turn, or until it is summoned somewhere else. The tower can only be on one space at any given time. You may not take any mounts into the tower (Horse, Horse and Card, Elephant, Camel, etc). If a spell is used in the tower, instead of being discarded, it is placed in the spell book of the mad magician. Any character that lands on the laboratory may look through the magician's spell book and take one spell (if their craft allows), or exchange the spells they have with the ones in the spell book. Special abilities that allow characters to foretell the future or to look at cards in the deck do not function in the tower.



IRON FORTRESS

The Iron Fortress is a biological survey spacecraft that crash-landed centuries ago. You enter the Iron Fortress through an Iron Gate Adventure card on the main board. The Iron Gate is too small for Horses, Carts, Mules, War-horses and other riding animals so they must be left outside on the main Board Square that has the Iron Gate card. In chambers with **YELLOW** and **MAGENTA** stripes on the floor: draw enough cards to take the total to 2, if there are less than two Cards for that chamber. In all other chambers: Draw 1 card if there is no card in this chamber. The treasures found in the Fortress are strange beyond belief! You may pick up Objects you find, but before you can use them you must roll your Craft or less on 2 dice. Success means you *think* you know what the object is and how it works. Timescape Characters get +2 to this roll. When moving in the Iron Fortress you must end your movement after passing through a **BLUE** Door. You may only use a **GREEN** door if you have the "Map of the Fortress".



SHERWOOD FOREST

Enter through the forest space on the outer region and stop on the Forest Gate space. 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 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 Misty Lake from Robin's Camp. You may exit from Misty Lake to any Deep Woods Space or back to Robin's Camp

DEEP WOODS Move Chart (roll 1 die)

- 1 – travel along a game trail, take another turn
- 2 – draw 2 cards
- 3 – draw 1 card
- 4 – lost for a turn
- 5 – encounter bandit; lose 1 gold, object, follower, life
- 6 – encounter one of Robin's men – if you have a gold, lose a gold, if you have no gold, gain 1 gold

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.

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.

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.

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.

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:

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.

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

Fortune Teller's Wagon

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

Magician's Tent

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

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

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:

Blacksmith: buy sword -1G, helmet-1G, axe-1G, shield-2G

Merchant Shop: trade items for gold, each item is worth 1 gold

Stable: buy a horse (2G), mule (2G)

Tavern: buy meal for 1G (heal 1 life), buy mystic brew for 2G

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.

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. 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.

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)

Rest: heal 1 life per turn spent resting.

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 +1craft

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