

TRAVEL



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TRAVEL

MASSACRE

The Warriors come across a burning wagon in a clearing. Choose a Warrior at random. The chosen Warrior recognises the dying travelers as distant kin. One of them is able to tell the Warriors about the massacre. Roll a D6:

- | | | | |
|---|---------|---|----------------|
| 1 | Goblins | 4 | Dark Elves |
| 2 | Skaven | 5 | Chaos Cultists |
| 3 | Orcs | 6 | Beastmen |

From now on, the Warrior whose kin have been slaughtered *Hates* this type of Monster (See Roleplay Book).

FIRE

During the night a fire rages through the camp. The intensity of the blaze is such that it may turn the Warriors' gold into lumps of molten metal. Roll 1D6 for each

- 1 Your Warrior's gold is melted beyond recognition. It is now worth only half its original value
- 2-5 Luckily, your Warrior's gold is unaffected.
- 3 Your gold is intact! In addition, you find a long-buried gem stone worth 1D6x50 gold.

CHAPEL

The Warriors see a small chapel. If you wish, your Warrior may spend some time in prayer. After your Warrior donates 20 gold in offerings, roll 1D6:

- 1-3 The gods are silent.
- 4-6 The Warrior gains the favor of the gods and gains +1 wound permanently.

Each Warrior may only roll once.

QUAKE

The ground opens up in front of the Warriors, creating an impassable chasm many miles long. The Warriors have three choices:

- a) Abandon any hope they have of reaching a settlement, in which case they must go straight to the next adventure with no new supplies.
- b) Go back to the cave entrance and start the journey from scratch, using a new route.
- c) Use any rope that they have to cross the chasm. If they choose this option, they must leave behind any animals and carts and must discard the rope when they have safely reached the other side.

TRAVEL



TRAVEL

TRAVEL



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TRAVEL



TRAVEL

TRAVEL



TRAVEL

STRANGER

The Warriors meet a stranger who asks where they are heading. After being told, he says that he too is going that way, knows a shortcut, and will pay each Warrior 40 gold to let him join the party. After all, he explains, there is safety in numbers.

If the Warriors agree to let him join, roll 1D6 on the following table:

- 1-3 The stranger does not know a better way and adds 1D6 extra weeks to the journey.
- 4-5 The stranger's shortcut is no quicker.
- 6 The stranger knows the way well and reduces travel time by one week.

Upon arrival, the stranger pays each Warrior 40 gold as promised.

PEDLAR

The Warriors encounter a traveling pedlar. They may buy the following items from him:

Healing Potion	50 gold. Heals 1D6 wounds. One Use.
Lucky Charm	50 gold. Gain one luck token.
Bronze Wristbands	30 gold. A Warrior wearing these may ignore 1 wound during combat. One use.
Chalk	20 gold. Allows the Warrior to escape the dungeon safely.
Trinkets	20 gold. May be substituted for any treasure that has to be sacrificed.

After the pedlar leaves, each Warrior must roll a D6 for each item purchased. On a roll of 1, the item is shoddy and useless.

TORNADO

The Warriors are hit by a tornado. The ferocious storm tears through camp and the Warriors are nearly caught up and hurled by the storm.

Randomly determine a Warrior. That Warrior must roll 1D6 on the following chart:

- 1 Your Warrior is cast about and breaks his legs, adding one week to the journey and costing 100 for healing at the settlement. He must sacrifice treasure worth 100+ gold if he cannot pay.
- 2 Your Warrior manages to survive the storm by letting go of 5D6x10 gold.
- 3-6 Your Warrior is okay, but one randomly determined weapon has been lost in the storm.

UNEVENTFUL

The Week passes without incident, during which time your Warrior hones his fighting skills.

Once, during the next adventure, your Warrior may make one immediate attack whenever Monsters are placed on the board, in addition to the regular Warrior's phase.

TRAVEL



TRAVEL

TRAVEL



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TRAVEL



TRAVEL

TRAVEL



TRAVEL

PLAGUE

The Warriors arrive at a large town in the grip of a plague and all other roads out of town are blocked.

The Warriors may skip the next adventure, avoiding the town or may choose to stay in town, but must roll on this table for each day they stay:

- 1 Your Warrior is stricken ill. He is at -1 Strength for the duration of the next adventure.
- 2 Your Warrior is stricken ill. He is at -1 Toughness for the duration of the next adventure.
- 3-6 Your Warrior is unaffected by the contagion ~ for now!

PRISONER

The Warriors hear the noise of armed men approaching, dragging a wealthy-looking man behind them, who is screaming for someone to help him.

If the Warriors decide to help the man, roll a D6, else they can let the party pass undisturbed.

- 1-2 The mercenaries drive the Warriors off after looting them. Each Warrior loses 1D6x10 gold.
- 3-4 The Warriors kill the mercenaries, but the prisoner is killed in the fray. The Warriors loot the party for 1D6x20 gold each.
- 5-6 The Warriors best the mercenaries and free the man, who adds one week to their journey. Upon arrival to the settlement, the man pays each Warrior 100 gold.

GUESTS

The Warriors arrive at a small hamlet just as a local festival is underway and are invited as guests of the town. They are wine and fed to excess and have an enjoyable evening.

The Warriors wake up next morning to discover that they have spent 1D6x100 gold on food, wine and clothing. It is up to the Warriors how to split the bill.

UNEVENTFUL

The Week passes without incident, during which time one randomly determined Warrior fashions healing herb bundles from the local greenery.

The Warrior creates 1D6 herb pouches that will heal 1 wound each. These pouches will spoil at the end of the next adventure if not used.

TRAVEL



TRAVEL

TRAVEL



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TRAVEL

WITCH'S BREW

Deep in a gloomy ravine the Warriors come accross the entrance to a dark cave. Inside it dwells a twisted, ugly hag who claims to be a master of Infusions.

Each Warrior can spend 1D6x10 gold and receive a random potion, which he drinks immediately. Roll a D6:

- 1 Your Warrior falls unconscious and wakes with so much pain, he is at -1 Toughness for the next adventure.
- 2-4 A warmth courses through the Warrior, who gains +1 toughness for the next adventure.
- 5-6 A inner fire burns in the Warrior, who gains +1 Toughness for the next adventure and +1 wound permanently!

FAMINE

On the Warrior's travels, they pass through lands cursed by famine and drought. Wading through waves of peasantry.

Each Warrior must roll a D6:

- 1 Your Warrior gives one item of treasure to the peasants.
- 2-3 Your Warrior gives away 100 gold to the peasants.
- 4-5 Your Warrior gives away 1D6x50 gold to the peasants
- 6 A village elder hands you a darefully wrapped sword in exchange for 1D6x50 gold. The sword is a (non-magical) sword of unparalleled sharpness that causes +2 damage. The Warrior is so touched by the offering that he will never willingly sell the sword. (It can be lost or stolen, after which it will always turn up at the village).

BAD MAP

The Warrior's journey is at an end but the settlement is wrongly marked and turns out to be little more than a hamlet.

The only locations available at this small village are the general store, the chapel and the alehouse.

UNEVENTFUL

The Week passes without incident, during which time one randomly determined Warrior creates a inspiring song of the heroic party's deeds.

Once, during the next adventure the Warrior may sing the song, which will grant the entire party +1 Attack for one round.

TRAVEL



TRAVEL

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TRAVEL

POOL OF DREAMS

The Warriors come across a deep pool of cold water, with a surface like a mirror. As the Warriors gaze into the chill waters, they see twisted reflections of themselves fighting for their lives against hideous monsters

Roll 1D6 for each Warrior:

- 1-3 The Warrior cannot make any sense of the visions.
- 4-6 The Warrior realizes he is seeing the future! Once, during the next adventure, the Warrior may ignore one blow that would put him to zero wounds, as he has future knowledge of the confrontation.

LIGHTNING

A storm gathers above the Warriors camp and one Warrior is struck by lightning!

Randomly determine the affected Warrior. The stricken Warrior loses two pieces of armour. If the Warrior does not have armour, his clothing and boots are so charred that he **MUST** buy replacements before making any other purchases.

LOST

After a few days travel, the Warriors are absolutely lost! Investigating a nearby column of smoke, they find a small village not marked on their map.

The Warriors may stay in the village and see what they can buy, or they can travel to the nearest city, which is six weeks away.

FLOOD

The weather has been terrible all week. The land for miles around has been flooded, creating an impassable lake.

The Warriors can abandon their travels or pay a opportunistic boatman 20 gold to be ferried to the other side safely.

TRAVEL



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TRAVEL

WAYLAID

The Warriors enter a small village that has been leveled by a recent storm and offer to help rebuild.

The Warriors are delayed for one week.

WHICH ROAD?

The road splits into two separate paths in front of the Warriors.

Roll a D6 to determine which path the Warriors take:

- 1-3 The Warriors choose correctly and continue their journey.
- 4-6 The Warriors arrive at a small village, ending their journey.

AMBUSH

As the Warriors travel through a shadowy glade, they are ambushed by Forest Goblins. They are certainly capable of overpowering the party, just by sheer numbers!

Roll 1D6 for each Warrior:

- 1 Knocked out from behind, your Warrior wakes to find a random weapon and 2D6x100 gold stolen.
- 2 Knocked out. 2D6x100 gold stolen.
- 3 Knocked out. One item of equipment stolen.
- 4 Your Warrior kills many goblins and loots 1D6x10 gold.
- 5 Your Warrior kills many goblins and loots 1D6x50 gold.
- 6 Your Warrior kills many goblins and loots 1D6x100 gold.

UNEVENTFUL

The Week passes without incident, during which time one randomly determined Warrior has spent the time updating the party's maps with new roads and new villages.

After the next adventure, the Warriors can save one week of travel time with the updated maps.

TRAVEL



TRAVEL

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TRAVEL

BLIZZARD

A blizzard howls across the land, swathing it in white. Unprepared for such weather, the Warriors avoid the bitter weather by holding out in a cave until the storm abates.

The Warriors are unable to reach a settlement and must start the next adventure unprepared.

DOUBLE BACK

After many days travel, the Warriors stand facing a familiar cave entrance in a craggy rock face.

The Warriors have come full circle to the dungeon they just left and must begin their journey again.

ROCK FALL

As the Warriors trek through treacherous mountain paths, there is a dull rumbling above them, when suddenly a shower of boulders comes down, blocking their route.

The Warriors are forced to sacrifice a week (and 1D6x20 gold, each for labourers) to clear the path.

WAGON TRAIN

A convoy of Wagons passes the Warriors. One of the drivers offers passage for 1D6x10 each.

If the Warriors accept the price, the wagon reduces travel time by one week.

TRAVEL



TRAVEL

TRAVEL



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TRAVEL

MILITIA

On the road outside a small town, the Warriors are approached by the local militia, who are weary of strangers.

For 30 gold (each) the militia will escort the party through town. Otherwise, the Warriors must spend an extra week going around the village.

BRIGANDS

The Warriors are set upon by a large group of brigands. The opportunistic highwaymen will let the party pass, for the right price, of course.

If the party decides to pay, the brigands accept 1D6x20 gold (each) for them to pass safely.

If the party decides to stay and fight. Roll 1D6 for each Warrior - this is the number of Brigands. Roll the same number of dice again. This is the number of thieves the party manages to kill or drive off. The victorious party receives 1D6x50 gold (each!)

MINSTREL

A travelling minstrel joins the party, claiming he can gain them free entrance into the settlement.

Upon arrival roll a D6:

- 1 The minstrel's singing is so terrible that the Warriors are forbidden to enter the settlement and must go directly to the next adventure.
- 2-5 No one is particularly impressed, but they give the minstrel some gold and allow the Warriors to enter the settlement as normal.
- 6 The minstrel's performance is so rousing that each Warrior is showered in 1D6x10 gold and pays no living expenses this stay.

UNEVENTFUL

The Week passes without incident, during which time one randomly determined Warrior has spent the time crafting rope.

The rope is identical to the variety found in the general store.

TRAVEL



TRAVEL

TRAVEL



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TRAVEL

FALL

One of the Warriors is careless and tumbles over a log that has fallen into the trail.

The Warriors are delayed for one week and the randomly determined Warrior must pay (or trade) 30 gold for their ankle to be healed.

GOOD WEATHER

The sun shines over a beautiful valley that overlooks the glory that is the Empire! The Warriors decide to take it easy for a week.

The journey is delayed by a week, but the rested Warriors gain 1 luck token each.

STORM

A Violent storm blows through camp, leveling tents and scattering equipment everywhere.

Each Warrior loses one piece of treasure if his choice.

UNEXPLORED CAVE

The Warriors path is blocked by a mountainside entrance not marked on the map.

The journey is over ... the next adventure begins now!