

• CAPTAINS TABLE •



1 NO CAPTAIN

The Warrior is about to speak to a potential captain, when the man in question suddenly grabs his heart and collapses onto the ground, smacking his head on a rock before plummeting into the ocean depths off the end of the jetty. By the time he has been pulled out with the Warrior's assistance, it is too late. The man has died of a heart attack.



2 LADY CASSANDRA D'AMORÈ

The Warrior meets a fine Bretonnian lady whose white painted Galleon lying in the harbour is filled with many beautiful ladies blowing kisses and giggling at the Warriors and other sailors as they stand on the jetty. She says she runs a fine "Lady of the Evening" pleasure ship, and for a small price of 2D6 x 100 Gold, she will allow the Warriors to board the ship and join in the 'entertainment' as they sail to their destination. Once paying, roll 1D6 for each Warrior on the table below. The Warrior Priest, High Priest and other religious type characters need not roll on this table if they do not wish to, however they must still pay full price. The Imperial Noble and Bretonnian Knight may roll twice on the table and pick which dice roll they wish to keep. The Dwarf, Snotling Team, and Halfling Thief must subtract 1 from the roll.

- 1 A young girl, surely not older than thirteen approaches the Warrior coyly. Embarrassed, and definitely not into this type of thing, the Warrior spends the entire voyage desperately trying to hide from the girl's affections. Whenever the Warrior has to or wants to leave the ship for a time, roll 1D6. On a roll of 1-3, the girl is standing by the gang plank, and the Warrior backs away hastily, in the hope that she doesn't see him.

- 2 The Warrior is considered too ugly by the girls on the ship, and even after paying his fair share, he does not get any attention on this journey.

- 3 The Warrior attracts the attention of a young, raven-haired temptress. The nights aboard the pleasure ship are definitely not lonely for the Warrior. He may gain 1 point of Luck, which must be used by the end of the ocean voyage, or it is wasted.

- 4 The Warrior spends the evenings with a beautiful blonde seductress with heaving bosom. His spirits are lifted and his stress is lifted. He may gain 1 Permanent Wound and 1 point of Luck, which must be used by the end of the ocean voyage, or it is wasted.

- 5 The other guests on the ship glare jealously at the Warrior as he heads off to his room with 3 vivacious ladies surrounding him. Grinning, the Warrior disappears into his room as soon as he gets a chance. The Warrior gains 1 point of Luck, which can be used at any time. However, it is not regained once used.

- 6 The Warrior falls head over heels in love with the lady Cassandra herself. After months of romantic evenings on deck, and candle lit dinners, the Warrior is saddened to hear that it can not last, and she must be on her way. The time spent with the Lady has been wondrous, and the Warrior may gain a Permanent Luck for his good fortune. In addition, as a parting gift, the Warrior may take 1 Treasure Card.

Hull Points: 1D6
Attack Points: 0
Duration: 2D6 months



3 ADMIRAL TRAFALGAS

The Admiral is a bear of a man, standing at least 7 feet tall. A huge blond beard hangs down to his potbelly and he strides around the jetty. Apparently, he is looking for good men that can help him cross the ocean waves to Lustria. The Admiral will not take them anywhere else. For each Ocean Event that the Warriors make it through alive, each Warrior can take 100 Gold. Any Ocean Events that are good, or that nothing happens, the Admiral does not pay them.

Hull Points: 4D6
Attack Points: 1D6 + 1
Duration: 2D6 months



4 FALZON CURTBLADE

The Warrior encounters an old friend, Falzon Curtblade, who only too happily agrees to take the Warriors out in his brand spanking new sailing yacht. Cursing inwardly that they didn't get away in time, the Warriors, all smiles and jokes, make their way onto the tiny yacht. Something about the fellow makes the Warriors decide against refusing his offer. At the end of every month, roll 1D6 on the following table, after any event rolls have been completed:

- 1 One of the Warriors slips in a puddle of water that Falzon has left behind after swabbing the decks. The Warrior falls over on his behind and takes 1D6 Unmodified Wounds.
- 2 Falzon accidentally smacks a random Warrior in the head with a plank of wood after turning around to face away from the Warrior to talk to one of his crewmates. The Warrior falls to the ground clumsily, taking 1D3 Unmodified Wounds.
- 3 While eating some stew on the deck of the ship, Falzon Curtblade walks by, and decides to smack the Warrior on the back for being such a good friend. The Warrior, shocked, loses his grip on his stew, which falls into his lap, causing 1 Unmodified Wound.

- 4-6 The bumbling oaf Falzon manages to avoid any major accidents this month.

Hull Points: 1D6 + 1
Attack Points: 0
Duration: 1D6 + 1 months



5 AMRA

Much has been told about the man called 'Amra'. With blue eyes, and a black flowing mane, Amra is the self proclaimed Lion of the Oceans. With gigantic melancholies and gigantic mirth, Amra is one of the mightiest pirates around. Sullen of eyes and honed of body, the mighty barbarian pirate is famous for his insatiable lust for enemy blood. His skill with a cutlass is unsurpassed, and his agility and strength are vast beyond belief. Some say Amra is the living embodiment of Triton himself, King of the Seas. The Warriors are fortunate indeed to have found this famous pirate captain. Amra is a dangerous but just captain. If any of the Warriors is ever caught stealing from or harming one of the other crewmembers, Amra will no doubt hear about it. Amra will challenge the Warrior involved to a fight. Amra has the stats of a Battle-Level 10 Barbarian, and has maximum Wounds. If the Warrior manages to kill Amra, all is well. However, if Amra kills the Warrior, he is not dead, instead place him of 1 Wound and roll on the Warrior Overboard table. Amra throws him to the sharks. The Lion of the Seas accepts nothing but the best behaviour on his ship and any who fail to treat his men with the utmost respect they deserve will be killed, no questions asked.

Hull Points: 5D6
Attack Points: 4D6
Duration: 4D6 months



6 ARCHBISHOP GAZARUTH

The Warrior finds the mighty ship of the Archbishop of Altdorf moored at the harbour. The Warriors are invited aboard if they wish, with one strict rule. There is to be no gambling, singing, wenching, drinking or entertainment of any sort. If any of the Warriors is involved in an event that includes one of these things, the Warrior, after resolving the event, is immediately thrown overboard and must roll on the Warrior Overboard Table.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6 + 3 months



7 PLANK OF WOOD

The Warrior is about to give up finding a captain when a large plank of rotting wood drifts past him. If the Warriors are really desperate for a Captain, they may grab hold of the plank of wood and hopefully eventually drift in the right direction. The Warriors may make 3 rolls on the Warrior Overboard table (found in the Lost Kingdoms Ocean Event Table) and pick the highest roll. Roll for the group as a whole, not each Warrior. With any luck, the Warriors may drift to their destination eventually.



8 CAPTAIN FRODMEI

This captain is a shortish man with a big white beard and moustache. The Warriors can get a free ride on his ship if they please. However, Frodmei has a lot of stops to make, since his main job is a courier for the Empire, so the journey will be a very long one.

Hull Points: 3D6 + 3
Attack Points: 1D6
Duration: 6D6 months



9 ONE EYED WILLY

This mangy old dog has a large leather eye patch covering his left eye. For the small cost of 1D6 x 5 gold for each Warrior, he will take them to his destination as quickly as possible.

Hull Points: 3D6 + 3
Attack Points: 1D6 - 1 (min 1)
Duration: 1D6 months



10 GLIB THE FAT MERCHANT

The Warriors are offered passage aboard the Empire Greatship called "the Goat". If they accept, the captain of the ship, a fat greasy looking man, offers to trade with the Warriors for any goods he has on his ship. Each Warrior may take 1D3 Treasure Cards from the discard pile and pay double the value to claim it as his own if he wishes. After buying, roll 1D6. On a roll of 1, the item is a fake and absolutely worthless.

Hull Points: 2D6 + 2
Attack Points: 1D6
Duration: 2D6 months



11 NO CAPTAIN

After a shocking attempt at looking around the jetty and surrounding shops for a captain, the Warrior ends up giving up in disgust. No one is sailing today, it would seem.



12 CAPTAIN 'STAN THE MAN'

This fine fellow ports a red cap on his balding head and a pair of baggy red overalls that make him seem older than he actually is. He rides in his Bretonnian Galleon called "The Lexus".

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D3 + 2 months



13 CAPTAIN CRUSOE

The Warriors are ushered aboard a tiny little raft held together with bits of decaying rope and vine, which looks as if it has seen better days.

Hull Points: 4
Attack Points: 0
Duration: 4D6 months



14 CAPTAIN STEWART

This man is bald and enjoys yanking on his finely fitting uniform to make it fit just right. With his hands seemingly always behind his back, he shows the Warriors his mighty ship named "Exitprize".

Hull Points: 5D6
Attack Points: 1D6 + 1
Duration: 1D6 months



15 PIRATE SCURVY BOB

The swarthy looking character stands on two peg legs made of wood and iron. There is also an iron parrot on his shoulder, which is constantly slipping in front of his face. With cries of "Argh, who turned out the lights?" and "Where'd the sun go, boys?" the Pirate leads the Warriors to his ship, the "Saucy Sue".

Hull Points: 3D6
Attack Points: 1D6
Duration: 2D6 months



16 JACQUES COUSTEAU

Jacques Cousteau is a Bretonnian captain, staying in the Settlement while his ship picks up cargo. The Warriors are quite welcome to travel with him if they don't mind going out of their way quite a bit. Jacques is an underwater explorer and has heard of a reef a few months travel away which contains the wreck of a fabled sailing vessel. If the Warriors accompany him then after the first 2 months of travel, they will reach the reef. Roll 1D6:

1-3 There is no wreck here.

4-6 The wreck of a famous sailing vessel lies decaying on the bottom of the ocean. Jacques dives beneath the water and soon has retrieved a large chest rusted shut. Add up all the Strength values of the Warriors. If the total is 14 or more then the chest creaks open, revealing (roll 1D6):

1-3 Seaweed

4-5 **Gold** – Each Warrior may take 1D6 x 100 Gold.

6 **Treasure!** – Each Warrior may take a Treasure Card.

Hull Points: 3D6
Attack Points: 2
Duration: 4D6



17 CAPTAIN JACK

Captain Jack is an odd man. He mumbles to himself for the entire journey about impending doom, chaos attacks, Nurgle plague and all manner of disheartening things. In fact, the journey is so depressing that if any Warrior has any non-permanent Luck then he must lose 1 point of it. However, the captain's vessel is a sleek boat and gets to the destination in record time.

Hull Points: 3D6 + 2
Attack Points: 3
Duration: 1D6 months



18 CAPTAIN RAVIOLA

Captain Raviola is a strange little man of considerable weight who hails from Tilea. His hair is jet black and oily, and he has a long moustache that he constantly twirls between his fingertips. When talking to the Warriors he makes incredible gestures with his hands. He invites the Warriors on board to sample his latest culinary delight, small parcels of meat wrapped in a soft floury dough type mixture. He names them after himself, and since there are so many of them he calls them Ravioli. If the Warriors enjoy the meal then Captain Raviola will gladly transport them to their destination.

Hull Points: 2D6+3
Attack Points: 1D6
Duration: 2D6+3 months



19 THE GREAT HEALER

The Great Healer offers to take the Warriors to wherever they might be heading. Apparently he is on a pilgrimage to Lustria to share his healing skills with the pygmies, but will be happy to make a detour to accommodate the Warriors. In addition, each month if the Warriors receive any damage roll 1D6 for each Warrior. On a roll of 5-6 the Great Healer has healed the Warriors Wounds free of charge. When the vessel reaches the destination roll 1D6. On a roll of 1 the Great Healer was actually a Chaos Sorcerer sailing around the world to recruit new mercenaries. Now roll a further 1D6 for each Warrior. On a roll of 1 the Warrior has been brainwashed due to drugs in the method of healing and runs off to join 'The Great Healer's' mighty Chaos hordes.

Hull Points: 4D6
Attack Points: 2D6
Duration: 2D6 months



20 SLEDGE HAMMER

Captain Sledge Hammer is the most violent of all Captains the Warriors have come across. For no charge he lets the Warriors travel with him. The Warriors notice that he is never without his enormous pistol which he has nicknamed 'Thunder'. At every occasion he gets, Sledge Hammer pulls out 'Thunder' and fires it off. For each ocean event involving a character who the Warriors interact with, roll 1D6. On a roll of 1-2 the violent Captain Sledge Hammer has blasted the poor soul away. The Warriors may ignore the rest of the event.

Hull Points: 3D6
Attack Points: 3
Duration: 1D6+3 months



21 BEOWULF THE NORSEMAN

While asking questions of a local fisherman about the whereabouts of a captain, a huge bear of a man grabs the Warrior in a huge bear hug from behind, stating very, very loudly that he has just what the Warrior is looking for. After gasping for breath, the Warrior spies his ship. It is a mighty Norse Longship, shrouded in mist with a huge dragon-headed prow. The Norseman insists that the Warriors have to do their fair share of the rowing in order to get their share of mead every night.

Hull Points: 4D6
Attack Points: 2D6 + 1
Duration: Special*

*All the Warriors add their Strength scores together and subtract it from 20. This remaining number is how many months the journey takes. The journey takes a minimum of 1 Month, it can not be reduced below this time.



22 NO CAPTAIN

The Warrior can locate no sign of anyone willing to take the group to their destination. He will have to try again another day.



23 CHIEF UGGLE "IGGLE"

The only captain the Warrior can locate is this strange little pygmy captain, bouncing up and down with great excitement all of the time. Apparently, his friends call him "Iggle". The Warrior, shrugging, follows the little man to his giant canoe.

Hull Points: 2D6
Attack Points: 1D3
Duration: 4D6 months



24 CAPTAIN PEG LEG PETE

Pete has a wooden peg leg, probably gained by a shark attack or something similar. He offers to take the Warriors to their destination for 100 Gold. If any of the Warriors have an eye patch belonging to Peg Leg Pete, he will gratefully take it off their hands in lieu of payment as he is so glad to finally find it. If the Warriors have met Capt'n Pete Leg Peg (Captain Number 26) Pete will also offer the Warrior 100 Gold to get his eye patch back. Pete Leg Peg is Peg Leg Pete's brother.

Hull Points: 2D6+3
Attack Points: 2
Duration: 2D6+3 months



25 ADMIRAL BONESHANKS

Admiral Boneshanks has been sailing for some sixty years. He is the best-known navigator in all of the Old World. The Warriors have been fortunate indeed to be able to travel on his mighty War Galleon, "The Mighty One". The Admiral has a keen sense of direction and the sharpest eyesight the Warriors have ever seen. If the Mighty One is about to be involved in a ship-to-ship battle, Admiral Boneshanks has seen the opposing vessel and taken a detour to avoid them.

Hull Points: 4D6+2
Attack Points: 5
Duration: 1D6 months



26 RIVER MASTER KANEK-TOHEP

The Warrior sees a mighty Nehekharan vessel moored at the jetty. A powerfully muscled dark skinned man wearing white robes and golden bracelets approaches the Warrior. He explains that he is on a journey of religious significance but will ferry the Warriors to their destination for a small fee. Each Warrior pays 1D6 x 20 Gold to the man if they wish to journey. Whenever the Warriors find a Treasure Card of any sort while on the journey, roll 1D6. On a roll of 1, Kanek-Tohep decides he wants to keep it as part of the payment. Discard the card immediately.

Hull Points: 6D6
Attack Points: 3D6
Duration: 3D6 months



27 CAPT'N PETE LEG PEG

This swarthy character has an eye patch over one eye and a large wooden leg that seems too big for his body. Pete is known for his cowardly actions. Whenever the Warriors roll a Ship to Ship Battle, Pete panics and flees in the opposite direction. Re-roll the Event. Also, if the Warriors decide to journey with Pete, they are branded as Pirates; Mark this on their profile. Also of interest, Pete tells the Warriors that he has a brother who is looking for his eye patch. If ever the Warriors should roll Captain Number 27 (Peg Leg Pete) and they have the eye patch, Peg Leg Pete will waver the 100 Gold fee and give the Warrior 100 Gold as a reward, and as a special bonus for having survived an encounter with his brother.

Hull Points: 4D6
Attack Points: 1D6
Duration: 2D6 months



28 SLAVE SHIP

The Warrior is looking for a captain when he is set upon by a very large group of nasty looking brigands, who have also hunted down the other Warriors. Each Warrior tries his best to fight back, but there are too many of them, and nets and clubs are soon employed to put an end to their struggles.

The Warriors awaken to find themselves locked in the storage hold of a rickety slave ship. While listening to other prisoners, they soon realise that they are heading for the same location as the Warriors were originally headed for. Apparently, the rules of the ship forbid activities on deck, but the slaves can do what they like down below. To represent this, any Ocean Events rolled that indicate something happens on the deck or outside the ship, then ignore the event. In addition, each Warrior must roll 1D6 at the end of every Month. If the result is a 1, he has lost 1D3 Unmodified Wounds due to horrible conditions and being starved. Once the journey has ended, each Warrior manages to make a break for freedom, but not before losing 1D6 Modified Wounds as spears shower all around them as they flee into the busy market streets.

Hull Points: 3D6
Attack Points: 1
Duration: 2D6 + 1 months



29 BILLY

Billy has just bought a brand new rowboat and wants to test it on the ocean waves. If the Warriors don't wish to travel with Billy, then they must look for another Captain as normal. However, if they don't find anyone willing to take them, the offer from Billy is still open until they leave the Settlement.

Hull Points: 4
Attack Points: 0
Duration: 5D6 months



30 CAPTAIN DUNDEE

The Warrior encounters a very tanned warrior of some sort, standing next to a large canoe big enough to hold at least ten people. He tells the Warrior that he is on his way to Lustria to hunt for crocodiles, for their leathery skin is worth a fortune to collectors in Middenheim. The crocodiles in and around the coasts of Lustria are worth more than the tiny, salt-water variety that abounds in the Old World. The Warriors may go with Dundee if they wish and spend some time hunting crocodiles. Once the journey is over, roll 1D6 on the following table, before doing anything else:

- 1 Captain Dundee and the Warriors spend a good few hours rowing a skiff through the small ocean inlets and swamps around the base of a large cliff. The Warriors are about to give up when suddenly the biggest crocodile they have ever seen leaps up from the river, and with one huge gulp takes Dundee's head clean off. He then rounds on the Warriors and before they have a chance to act, he attacks. Each Warrior takes 3D6 Unmodified Wounds as they are desperately trying to prevent the massive creature from killing them. The skiff then sinks into the river, leaving the Warriors stranded. They must spend 2D6 weeks trudging through the jungles of Lustria to find civilisation in the form of a tiny Village. Make rolls on the Hazards table as usual.

- 2 The Warriors and Dundee spend a few days hunting around the swamps next to the Seaport. Dundee bags himself a few small crocs, but the Warriors go empty handed.
- 3 While diving to try and find signs of a crocodile lair, Dundee is suddenly attacked by a massive female crocodile, intent on protecting her babies. Each Warrior has time to make 1 Ballistic Roll (if they have a weapon) to try and stop the beast from killing Dundee. If any are successful, then the croc is frightened off, and swims away, leaving Dundee to swim to the surface with 1D6 crocodile eggs. The eggs are worth 1D6 x 50 gold each and can be sold at the nearest Old World Settlement. Divide the treasure as evenly as possible amongst the Warriors. If no shots manage to connect with the crocodile, she has time to devour the crocodile hunter and swim into her lair to protect her babies. The Warriors are left stranded, and must spend 1D6 Weeks making their way back to the Seaport. Make rolls on the Hazard's table as normal.
- 4 Each Warrior manages to bag himself a few average size crocs, each of which will fetch a fair price on the Old World market. Each crocodile is worth 1D6 x 25 Gold. Each Warrior kills 1D3 of them. After pulling up the last of the crocs into the skiff, the Warriors look over and find that Dundee has managed to capture and kill ten huge crocodiles. "What!!?" says Dundee, as if nothing is strange at all.

- 5 A skiff is lowered into the water and Dundee and the Warriors set sail for the swamplands located near the Settlement. After a few days of hunting, Dundee locates an enormous crocodile carcass. The leathery hide is still in excellent condition. One of the Warriors must carry the crocodile skin, which weighs quite a lot. His movement is reduced by -1. When at the nearest Old World Settlement, the Warriors can trade the skin in for 1D3 x 1000 Gold which they can share amongst them as seen fit.

- 6 The Warriors spend days hunting for crocodiles within the darkest swamps of Lustria. After being attacked constantly by giant leeches and snakes, the Warriors, exhausted, come to a small cave entrance, and Dundee insists that there are giant crocodiles within that are worth thousands. If the Warriors wish, they can enter the cave. Play a normal adventure, with only 6 Dungeon Cards instead of 12. Use a miniature to represent Captain Dundee, and place him a counter in the cup to represent him. Once in the Objective Room, as well as normal monsters, there will also be 1D3 Giant Crocodiles nesting at the back of the cavern.

Captain Dundee

Wounds:	22
Move:	4
Weapon Skill:	4
Ballistic Skill:	6+
Strength:	4
Toughness:	3(4)
Armour:	1
Initiative:	4
Attacks:	2
Willpower:	3
Damage Dice:	1D6
Pinning:	5+

Special Rules

Dodge 6+; Hate Giant Crocodiles

Giant Crocodile

Wounds:	30
Move:	5
Weapon Skill:	3
Ballistic Skill:	-
Strength:	6
Toughness:	8
Armour:	-
Initiative:	3
Attacks:	3
Willpower:	1
Damage Dice:	3D6
Gold:	755

Special Rules

Hate Captain Dundee; Large Monster; Ignore Blows 5+

Any Monsters killed by Dundee do not earn the Warriors any gold. Dundee will try and escape from Pinning in order to move as close as possible to the Crocodiles. He will only attack other Monsters if he can not get close enough to a Crocodile this turn, or if he gets a Deathblow from finishing off a Crocodile.

Once all the Monsters are dead, gain treasure as normal. In addition, each dead crocodile is worth 1D6 x 500 Gold when sold at the nearest Old World Settlement. While carrying a dead crocodile, the Warrior suffers -1 movement. The Warriors must decide who carries the Crocodiles.

The Warriors and Dundee may now return to the Settlement and depart ways.

Hull Points: 4D6

Attack Points: 1D6

Duration: 2D6 months



COUSINI THE MAGNIFICENT

Cousini is a travelling magician. He sails to ports of call and earns his keep by entertaining the citizens with his magic act. He agrees to take the Warriors to their next destination; however, he needs time to prepare for his next show. Keep rolling on the appropriate Ocean Events Table until a total of 2 Uneventful Months are rolled – Cousini will use this time in preparation.

Hull Points: 2D6

Attack Points: 2

Duration: *Special*



CAPTAIN MEMMO SHAMM

This young captain offers the Warriors a payment of 1D6 x 100 gold each to be claimed on completion of the journey if they will help him build up a name for himself by crossing the seas.

Hull Points: 2D6

Attack Points: 2

Duration: 1D6 + 6 months



NO CAPTAIN

The Warrior locates a promising looking Captain, but as he starts towards him, he trips over a rock and falls on his face. When he gets up, the Captain is gone, and the Warrior can find no sign of him again. Perhaps try again another day.



GIANT TURTLE

Just as the Warrior is about to give up his search, the surface of the ocean breaks and a huge green turtle rises to the surface. A small bearded man sits on its back, apparently unaffected by lack of oxygen beneath the waves. If the Warriors want to try this strange method of transportation, they can do so. The Turtle will not be attacked by any sea creatures or other ships (treat as Uneventful Month if rolled) because of some magical shield. Also, any events that refer to things happening beneath the deck of the ship, treat these as Uneventful months.

Hull Points: 4D6

Attack Points: 4

Duration: 5D6 months



CAPTAIN BLUEBEARD

Captain Bluebeard is a legendary pirate captain. If the Warriors sail with him they will be branded Pirates – mark this on their adventure record sheets. However, for each Ocean Event that involves another vessel of some sort, Bluebeard will instantly attack it. If the other vessels stats are not given, roll 3D6 for the number of Hull Points and 1D6 - 1 (minimum 1) for the Attack Points. At the end of the battle, Bluebeard plunders the ship, giving each Warrior a Treasure Card.

Hull Points: 3D6+2

Attack Points: 1D6+1

Duration: 2D6 months



36 CAPTAIN AHAB

Captain Ahab is just rolling the last of a collection of massive ale kegs onto him ship when the Warrior encounters him. Ahab then stands up, upon seeing the Warriors and proclaims "One Gold Coin to the man who can bring me Moby Dick!" He explains that he is desperately looking for crew that will help him locate his most mortal enemy, a giant white Behemoth – a creature that resembles a whale with a twisted horn on its forehead and rows of sharp teeth. If the Warriors wish to join this quest, they may do so. However, this quest is somewhat of an obsession for the Captain, and 1D6 must be rolled at the end of each month:

- 1 The Captain is sure that he saw his enemy, the Mighty Moby Dick, and proceeds to sail in that direction, ignoring the Warrior's cries for reason. Roll 1D6. If the result is a 1, it is in fact not Moby Dick, but a huge Megalodon (giant shark) which proceeds to bite heartily into the side of the ship, causing 3D6 Hull Points of Damage and the loss of 1D3 Attack Points. If the result is a 2 to 5, there is no sign of the whale after all, and the journey is increased by 1D6 months. On a roll of 6, it is indeed Moby Dick. The Warriors and Ahab do all that they can to capture the whale. Roll 1D6 for each Warrior and add Strength. If the result is 9 or more, the Warrior has managed to bring Moby Dick to his knees, so to speak. The mighty whale carcass is very heavy, and adds 1D6 months to journey time. However, when they

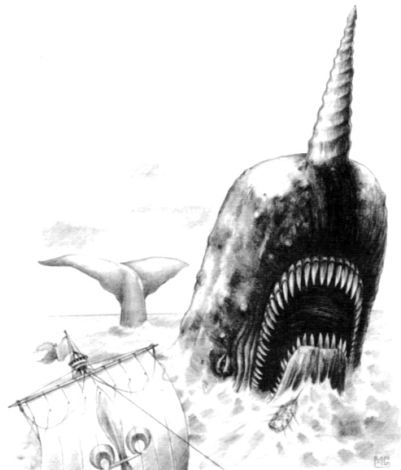
reach the Settlement, each Warrior may gain 1D6 x 1000 Gold for the kill from the Seaport Harbour Officials. There is no need to roll on this table again. If the result is less than 9, Moby escapes.

- 2 Captain Ahab is sure he saw Moby Dick off of the Starboard bow. However, it is a wild goose chase, and the Warriors must add 1D3 months to the journey.

3-6 Nothing happens.

Once the Warriors reach the Settlement, each Warrior is given a cask of Captain Ahab's Whalebuster. There is 1D3 swigs of ale in each cask. (See the Sailor's Wares Location to see what the ale does). Also, if the Warriors had managed to capture Moby Dick, then Ahab, smiling brightly, offers the Warrior 1 shiny Gold piece. "Don't spend it all in one place now, you young scamp." He proclaims before heading off into town.

Hull Points: 4D6
Attack Points: 1D6
Duration: 2D6 months



37 CAPTAIN STRAKER

This man is dressed in a beige coloured uniform and has blond short hair. He seems to be slightly mad, however, and is constantly checking the skies with a telescope looking for signs of what he calls "U-Foes". Still, his ship is sound enough.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6 + 3 months



38 SAM THE FISHERMAN

This ragged looking man is dressed in fishing gear and has a shoddy looking fishing rod over his shoulder. He says he intends to go sailing, and the Warriors may join him if they wish. At the end of each Month, roll 1D6. On a roll of 4 to 6, the fisherman gives each Warrior a fish that can be used as a provision in the normal way.

Hull Points: 5
Attack Points: 0
Duration: 5D6 months



39 ADMIRAL FOWLEY

Admiral Fowley was once a respected member of the Emperor of Altdorf's navigational staff until he was accused of murdering a Noble's daughter in cold blood. He escaped execution and fled Altdorf to its neighbouring city, Middenheim, where he hoped to find evidence to prove his innocence. To earn money, he spends time ferrying adventurers to and from the Old World and wherever the passengers want to go. For a price of 1D6 x 50 Gold per Warrior, Fowley will take the Warriors to their destination.

Whenever the Warriors have to engage in a Ship To Ship Battle, roll 1D6 before doing anything else. If the result is a 1, the authorities of Altdorf have caught up with Admiral Fowley and are determined to bring him to justice. The enemy ship has 13 Hull Points and 6 Attack Points. If the Warriors win, they may carry on as normal. If the Warrior's ship is destroyed, the Warriors are rescued from the ocean and held prisoner. The ship sails back to the Old World, where all the Warriors are fined 1D6 + 2 x 1000 Gold for harbouring a criminal and then set free. If one of the Warriors cannot pay this amount, he is sentenced to hang along side Admiral Fowley. His adventuring days are over. Items of treasure can be sold to cover the cost if needed.

Hull Points: 5D6
Attack Points: 6
Duration: 1D6 months



CAPTAIN GRUNBAR

The Captain of this strange looking contraption is a gruff and angry Dwarf called Grunbar. For the small price of 1D6 x 100 Gold, Grunbar will take the Warriors to their destination. The ship he has is often called a Nautilus. It is a submarine that can go beneath the ocean waves for short periods of time.

To represent this, each time the Warriors encounter an Ocean Event that they don't like, roll 1D6. If the dice roll is a 6, the Nautilus was actually under water at the time and the event can be ignored. In addition, because of the thick heavy plating of the ship, every time Hull Points are lost, roll 1D6. On a roll of 4 to 6, the thick iron plating protected the ship and it did not lose any Hull Points.

Hull Points: 2D6
Attack Points: 2D6
Duration: 4D6 months



ADMIRAL WETHERBY

Admiral Wetherby is one of the Emperor's finest sea faring officers ever to have lived. The Warriors are lucky indeed to find him heading in their direction. His current ship is called "Seraphim". The cost for such a service is going to set the Warriors back 1D6 x 50 Gold each.

Hull Points: 8D6
Attack Points: 2D6 + 1
Duration: 3D6 months



KULDUC - NORSE CHIEFTAIN

Kulduc is a mighty and feared Norse Barbarian who has travelled to these hotter climes in hope of learning new and different fighting styles. He is captain of his powerful but sleek Norse Kingship, "Olafson Doombringer". The crew is made up of battle ready Norse Warriors, all eager to lend a hand to any battles fought. During Ship to Ship Battles, for the first turn only (to represent their battle yearning) any damage caused by the Norse Kingship is doubled.

Hull Points: 5D6
Attack Points: 2D6
Duration: 2D6 months



THE WIZARD SALIM KASA

Salim Kasa is a black skinned, turban wearing magician Captain from Araby. He has come here to trade and to learn more about the ways of Empire and Bretonnian magic users in the hope that he can better understand the ways of sorcery in these foreign kingdoms.

If one of the Warriors is a spell caster of some sort (not including the Vampire or Elf Ranger) then the Warriors are allowed passage aboard his Arabian War Galley. And such a fine example of craftsmanship the Warriors have never before seen. Each month at sea, after rolling for any Events, any magic using Warriors can roll 1D6. On a roll of 5 or 6, Kasa has talked to the Warrior and their nightly chats have been most informative. The Warrior may gain 1D3 points of Power for himself and may gain 1 point of Power for his staff if he has one.

Hull Points: 2D6
Attack Points: 1D3
Duration: 1D6+2 months



NO CAPTAIN

Trying his hardest to locate a Captain before night fall, the Warrior searches every inch of the harbour. However, it seems there are no Captains to be found this day.



TRAVELLING CIRCUS

The Warrior notices that the circus must be in town. A group of three enormous Bretonnian Galleons panted in bright red, yellows and blues sits moored at the jetty. The Warriors arrive just in time to see the last of the clowns board the ship and the last big top folded and placed in the hold. It appears the circus is about to leave. The Warriors decide to try and get passage. Roll 1D6. On a roll of 4 to 6, the Captain of one of the Galleons decides to be kind and let the Warriors join the crew. To decide which Galleon to ride in, roll for Hull Points and Attack Points 3 times and pick which ship they wish to ride in. On a roll of 1 to 3, there is no room on board a circus ship for a band of bloodthirsty adventurers. The Warriors find no captain today.

Hull Points: 3D6
Attack Points: 1D3
Duration: 1D6 months



CAPTAIN CALEDOR

The mighty power of the Elven fleet is not often seen moored at a human settlement, but here one is, however. A majestic and powerful Elven Dragonship gently rocks backwards and forwards in the ocean waves. The Captain of the ship, Caledor, offers the Warriors a ride to their destination for nothing more than their company and friendship. It appears this young Elven Admiral is rather naive about the world and has set about trying to learn more about his humanoid cousins.

Hull Points: 6D6
Attack Points: 2D6
Duration: 1D3 months



CAPTAIN POGWASH

This rotund fellow wears bright blue and white striped pantaloons and a white frilly tunic. His rosy red cheeks and white gleaming smile greet the Warriors as they approach.

Hull Points: 3D6
Attack Points: 4
Duration: 2D6+1 months



48 SUKHMET ANUBIS-SAR

Sukhmet is a very powerful Nehekharan Prophet. He has sailed from the Lands of the Dead to recruit warriors for a holy war against Settra, Supreme Mummy Lord and Ruler of the most powerful provinces in Nehekhara. Unfortunately, from the sounds of screaming and cries of pain, it doesn't seem as if Sukhmet is giving his new recruits much of a choice. The Warriors gasp to see legions of Undead swarm from the deck of the ship and engage the local militia in battle. The Warriors, forgetting their search for a Captain, leap to the aid of the militia.

Fight a battle with 1D3+1 rolls on the Catacombs of Terror Monster Table (but ignore any references to Luthor and Van-Damneg the Liche Lord), using an Objective Room as the harbour scene. To help the Warriors, there will also be 3D6 guardsmen with the following statistics. Any Monsters killed by these men do not earn the Warriors any gold. They move in order of Initiative as normal. Divide the monsters evenly using the One on One rule between all the guardsmen and the Warriors.

Guardsman

Wounds:	12
Move:	4
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	3
Toughness:	4(5)
Armour:	1
Initiative:	3
Attacks:	1
Willpower:	3
Damage Dice:	1D6

Special Rules

Armed with Spears (Attack in Ranks)

Once all the Undead are destroyed, the Warriors, panting heavily from the recent battle, turn to face the owner of the ship and its Undead crew. Sukhmet, apparently unaffected by the slaughter of his troops, begins to mutter some arcane syllables from his lips.

Suddenly, there is an almighty howl of rage and power. The Warriors, stunned for a few moments, manage to regain their composure as the form of a mighty ogre with only one eye appears before them. Some hellish creature formed from the magic of the Prophet, no doubt. The creature is, in fact, called an *Orgut*. A native to Nehekhara, it enjoys torturing its victims before he finally kills them. The stats for the Orgut are in the Nehekhara bestiary. Fight a battle with the mighty creature. However, because this Orgut works for Sukhmet, it does not torture the Warriors at all. Whenever a Warrior is reduced to 0 Wounds, he is not tortured as normal, but is magically teleported aboard the Prophet's ship, to await his fate. If the Warriors manage to kill the Orgut, any Warriors on board the ship can be rescued without too much trouble from the Prophet. If two Warriors are knocked to 0 Wounds while fighting the Orgut, the other Warriors are soon overcome by the mighty creature and from spells directed at them by Sukhmet. The Warriors, it would seem, are on their way to Nehekhara...

A few weeks into the journey, there are storms of overwhelming strength. The ship is blown off course, and instead of heading to Nehekhara, the ship is sailing

directly towards the same destination that the Warriors were originally headed for at the beginning of their search for a captain. Cursing, Sukhmet realises that he is going to have to pull in at the nearest Settlement and get provisions for all his human crew and the prisoners (the Warriors)

While on the ship, the Warriors do not need to roll on the Ocean Events table, as using his powerful magic, Sukhmet manages to crush any enemies in his way. Instead, roll 1D6 on the following table each month.

- 1 The Orgut, known to Sukhmet affectionately as "Crunch", decides to play with one of the Warriors. The Warrior must lose 1 Permanent Wound from having his head squished in-between two ham like fists with vast strength.
- 2 Sukhmet, spends a few hours using one of the Warriors as a guinea pig for a new spell he has invented. The Warrior ends up being brutally tortured as the effects of the spell take hold, ripping flesh from his body in rotting chunks like a zombie. The Warrior must lose 2D6 Unmodified Wounds. If this should reduce him to 0 Wounds, the Warrior rises from the grave to become a Zombie under the control of Sukhmet. His adventuring days are long past.
- 3-6 Other than lots of painful jabbing from Crunch the Orgut, and boring megalomaniac speeches from Sukhmet, nothing much happens to the Warriors this month.

Once the end of the journey is completed, each Warrior rolls 1D6. On a roll of 2 to 6, the Warrior manages to break from his bonds before Sukhmet or the Orgut can stop them. They flee into the crowds and to safety. However, on a roll of 1, the Warrior has been caught fleeing by the Orgut. The Orgut enjoys many long hours of enjoyable torture of the Warrior, who must lose 1D6 Permanent Wounds before once again escaping into the crowd. This time, the Orgut does not catch him.

Hull Points: not needed
Attack Points: not needed
Duration: 2D6+3 months



49 SKIPPER

The Warrior has the bad luck to find that the only one willing to sail to their destination is an amateur sailor, nicknamed "Skipper" by his friends. This portly man has a sailing cap and a hearty laugh, but unfortunately not much knowledge of sailing. Roll a D6 before the last month of travel, to see the aftermath of a huge storm that the Skipper sails blindly into.

If anything but a 1 is rolled, the Warriors find that after the terrible storm, they seem to have found their destination by sheer blind luck, although the ship has seen better days.

On a roll of 1, the Warriors awaken, stranded, on a desert island with nothing but a tree and some sand. To leave the island, the Warriors must cut down the sole tree and brave the last month on the ocean. The party rolls on the Warrior Overboard Table 3 times and picks the highest value. Skipper, however, has gone down with his ship.

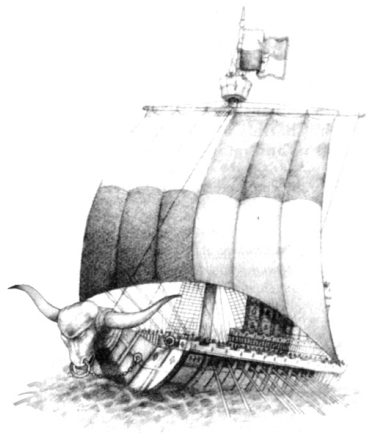
Hull Points: 3D6
Attack Points: 2
Duration: 2D6 months



50 DWARF PROSPECTOR

The Warriors are offered passage aboard a Dwarven Ironclad that looks as if it has seen better days. After stepping aboard the gangplank, the Warriors look up to see a bloated dwarf of impressive physique staring at them from the helm of the bridge. His eyes widen in sudden recognition. "Wait a minute, I know who you are, by Grugni!!! You are the ones who keep nicking all my portcullis keys. Do you know how hard it is for me to make these things?!?! I don't think so! I'm sick of you adventuring types grabbing my keys and running off without even so much as a 'ta' or 'thanks muchly'. I grow tired of it. Right, I've come to a decision. If you want passage aboard my ship, you've got to give me back all my portcullis keys you have in your possession." If the Warriors wish, they may offer up all their portcullis keys to pay for this journey. If they don't want to or don't have any, they cannot get passage aboard the ship.

Hull Points: 2D6
Attack Points: 2D6
Duration: 3D6 months



51 FLEET COMMANDER TAO

The Captain of this oriental war ship is seeking skilled warriors and sailors to help him cross the oceans. On his last journey, Norscan Pirates ambushed Tao Sin as he crossed the Sea of Claws. They had heard that the Nippon Captain had on his ship thousands of gold bars that he was taking to Estalia to trade with the ruler. This time, not taking any chances, as well as taking a fine crew, Tao wants to hire powerful bodyguards. The Warriors can accept the task if they wish. Tao gives each Warrior 1D6 x 100 Gold as part of his payment. He will give the rest of the payment (another D6 x 100) once they reach their destination. Because his mighty war ship contains a vast quantity of gold bars, the journey may be very hazardous. No doubt pirates have learned of the mighty haul Tao carries on his ship.

At the end of every month, roll 1D6 on the following table to see if pirates track Tao down.

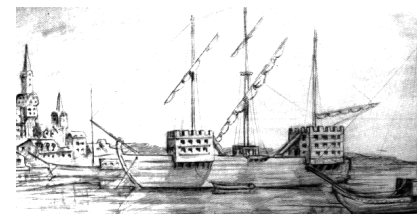
- 1 Tilean Pirates attack the Warriors. Fight a Ship-to-Ship Battle. There are 1D6 Pirate ships; each has 8 Hull Points and 3 Attack Points.
- 2 Bretonnian Pirates attack the Warriors. Fight a Ship-to-Ship Battle against 1D3 ships with 8 Hull Points and 2 Attack Points.
- 3 A lone Kislevite war ship attacks the Warriors. It has 10 Hull Points and 4 Attack Points.
- 4-6 Nothing extra happens

In addition, if ever the Warriors wish, they can sneak down into the ship's hold and try and steal some treasure themselves. They may attempt this once a month. Roll 1D6 for each Warrior:

- 1 The Warrior is caught red handed and thrown over board after being beaten savagely for 1D3 Permanent Wounds. He must roll on the Warrior Overboard Table.
- 2 The Warrior manages to steal 1 gold bar before being caught and thrown overboard. He must roll on the Warrior Overboard Table.
- 3 There is no opportunity to steal any treasure this time around.
- 4 The Warrior manages to steal 1D3 Gold bars.
- 5 The Warrior manages to steal 1D6 Gold bars.
- 6 The Warrior manages to steal 2D6 Gold bars.

Each gold bar can be sold at the nearest Settlement for 1D6 x 50 Gold each. Once the journey is completed, each Warrior may take another D6 x 100 Gold for their final payment.

Hull Points: 6D6
Attack Points: 1D6 + 3
Duration: 2D6 months



52 ROBERTI DIALANIO

Roberti is the henchman of the current 'Pirate Prince' from the small Pirate principality known as Sartosa. His master has sent him out into the world to try and locate suitable slaves for the gem mines on Sartosa. The man is dark skinned and boasts a thick red beard. He is cruel in nature and his violence is without remorse. Roll 1D6 for the party as a whole. On a roll of 1, Roberti decides the Warriors are perfect slaves for manual labour. The Warriors, after a fearsome battle, are soon overcome.

If the Warriors are not made into slaves, Roberti is only too happy to allow them passage on his ship for a small price of 1D3 Treasure Cards each, chosen randomly as Roberti rummages through the Warrior's possessions.

They awaken in the slave pens on Roberti's ship, beaten and swollen. After a few hours, Roberti comes down into the hold to explain the situation to the Warriors. Apparently, they have free reign on his ship, as there is no hope of escape at all. However, each Warrior must roll 1D6 on the following table at the end of each month to see if anything else happens:

- 1 The Warrior is caught napping when he should be swabbing the deck. He is beaten and takes 2D6 modified Wounds.
- 2 While eating his share of the sludge his captors call food, one of the other slaves takes a dislike to the Warrior's attitude. The Warrior looks up to be greeted with a foot in his face. The Warrior takes 1D3

Unmodified Wounds. Retaliating, a brawl starts, which is soon broken up by the slave masters. If ever this event should happen again to the same Warrior, the slave masters throw the Warrior overboard, where he must roll on the Warrior Overboard table.

- 3 One of the slave masters decides to shackle the unfortunate Warrior to the iron bars in the holding cell for the rest of the journey. He does not need to roll further on this table, and does not need to be included in any Ocean Events. Should the ship ever be reduced to 0 Hull Points, the Warrior sinks to the bottom of the ocean with the ship, as he cannot escape his bonds.
- 4 Nothing happens.
- 5 The Warrior is befriended by one of the other slaves. If he wishes, he may accept the offering of food the slave gives him. It will heal 1D3 Wounds.
- 6 Roberti thoughtfully surmises that he has made a mistake in making the Warrior a slave. He visits the Warrior, who is immediately released and can treat the rest of the journey as normal.

Note that if any of the Warriors is reduced to 0 Wounds while a slave, their bodies are tossed overboard and they cannot be healed.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6+3 months



53 THE DRUNKARD

The Warrior is convinced that the drunkard standing before him is a suitable captain for the group's travels. For a fee of 50 Gold (enough to buy his next meal), the drunkard sneaks the Warriors onto an outgoing ship. However, this ship could be going anywhere! Roll 1D6 to determine where the vessel is sailing after it has left the harbour (roll again if the result is the same as the Warriors point of departure):

- 1 Nehekhara
- 2-3 Norsca
- 4-5 The Lost Kingdoms
- 6 The Old World

Now roll again on the Captain's Table to see which ship the Warrior's actually snuck onto. Since they have stowed away, they will not be able to utilise any special rules the Captain has unless it does not relate directly to them.

Hull Points: *Special*
Attack Points: *Special*
Duration: *Special*



54 WAR CAPTAIN DRAGGOTH

Draggoth is captain of a large and imposing black painted Galleon called "Fellhammer" The Captain is a servant of Chaos who has decided to break free from service to the Chaos God Khorne and embark on his own Path of Chaos. If the Warriors journey with Draggoth, they will unboundedly feel the raw forces of Chaos surrounding the ship. Each Warrior must roll once on the Chaos Warrior Attribute Chart to see what happens to them. This attribute is lost at the end of the next adventure.

Hull Points: 5D6
Attack Points: 6
Duration: 2D6 months



55 NO CAPTAIN

The Warrior finds no suitable captain today.



56 LUCREZZIA BELLADONNA

The most beautiful woman in all of Tilea, and some say the Old World is Lucrezzia Belladonna. She is also the most dangerous to know, as she is a powerful sorceress and arch poisoner. The Warriors are offered passage aboard her Tilean ship for the price of 1D6 x 100 Gold. Apparently, Lucrezzia is on a mission to Lustria in order to find a rare and powerful poison mushroom that only grows in the humid regions of the Lizardmen. If the Warriors wish, they may journey with the beautiful seductress, but only if they wish to go to Lustria. Because of her dangerous and often cunning nature, the Lady is not one the Warriors want to make an enemy of, considering most of her enemies end up poisoned. At the end of the journey, draw a Warrior counter. This Warrior must roll on the following table.

- 1 The Warrior suddenly gasps in pain and collapses to the ground, where he begins to convulse violently. The Lady, acting innocently, says, "I wonder how that could have happened. Oh well," and wanders back onto her ship. The Warrior must lose 1 point of Toughness permanently.
- 2 One of the Warriors meals didn't go down too well. Damm useless cooks, not knowing how to prepare food at all. The Warrior loses 1 Permanent Wound.

3-6 Nothing happens.

Hull Points: 5D6
Attack Points: 6
Duration: 1D6 months



57 SKY CAPTAIN

The Warrior hears a low humming noise which increases in intensity. Suddenly an enormous metal object flies overhead with wide metal wings. "Sky Captain here, I'm on my way", he yells down at the Warrior. In a few moments the metal object has turned upright and planted two metal feet into the harbour. Its wings fold down to the side and its then that the Warrior notices that the object looks like an enormous metal person. A man appears at the mouth of the metal man and calls out to the Warrior that he needs a group of able bodied adventurers to test his new 'Mechanical Monster'. The Imperial Engineers from the School of Engineers in Altdorf have created this marvel from vast amounts of molten metal and various cogs and gears. It is a marvel of modern technology. Because the Mechanical Monster is flying, the Warriors may ignore any events related to encounters on the ocean such as other ships, whirlpools etc. unless they specifically wish to encounter them. At the end of each month at sea roll 1D6 on the following table:

- 1 The flight mechanism of the Mechanical Monster breaks down. Fortunately the Mechanical Monster is waterproof and tall enough to walk on the seabed. The rest of the journey must be undertaken as normal except now the Warriors may not choose which events to encounter.
- 2 A fire in one of the wing propulsion systems breaks out. When the crew have extinguished it the Warriors realize they have lost a lot of time. Add 1 to the remaining journey time.

3 A fault in one of the Mechanical Monster's navigation mechanisms means that it flies around in circles until the engineers fix it. Next month the Warriors must encounter the same event they have just finished resolving. Do not subtract a week from the journey time.

4-5 The month is uneventful. The Warriors spend the time talking to the crew members about the fantastic Mechanical Monster.

6 The Mechanical Monster's streamlined design means it makes fast progress. Subtract 1D3 from the duration of the journey.

Hull Points: 4D6
Attack Points: 6
Duration: 2D6+4 months



CAPITÂN RIVIERRA SALONĚ

This fish merchant who calls himself a captain hails from Tilea, home of Marco Columbo, the famous explorer who led an expedition to the lands of Lustria many years ago. The Warriors may gain passage aboard the fat hairy chested man's extremely smelly ship if they so desire. At the end of every month, after events have been rolled for, the Warriors can each gain 1D3 fish that act as provisions. Saloně insists on feeding the Warriors with lots and lots of his high quality fish.

Hull Points: 2D6
Attack Points: 2
Duration: 2D6 months



LORD ADMIRAL KRUEGER

The Warriors have managed to book passage aboard Admiral Krueger's war galleon, the Empire's most famous warship: the "KLF II". Krueger will hire the Warriors as mercenaries if they wish, paying 50 Gold to each Warrior for each Ocean Event successfully dealt with. (Only Ocean Events that something potentially bad could happen to the Warriors, but doesn't.)

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6 months



CAPTAIN COOK

Captain Cook is an eminent intergalactic explorer, or so he says. The Warrior listens to his tales of space travel (whatever that may be) and the many wonders of the universe. He tells the Warriors that they may journey with him and experience for themselves the splendour of space flight. If the Warriors accept his offer, it turns out that Captain Cook is just a loony, recently escaped from the local mental institution. His 'space ship' is nothing more than a cardboard box with 'space ship' written on the side in crayon. The Warriors indulge his fantasies for a short while, and thanking him for their trip to Mars, depart his cardboard box. They must now attempt to look for another captain.

Attack Points: NA
Hull Points: NA
Duration: NA



DURGAN FIREHAMMER

Durgan Firehammer is on a quest given to him by his Great Great Uncle to discover the perfect brew. He is a Brewmaster from the Dwarven settlement of Karak-Rogun and has sailed to this port in his Ironclad.

The Warriors can gain passage aboard his ship only if they each give Firehammer something that could be useful in his perfect brew hunting. A provision, a sea ration, a hard ration, a piece of fruit, anything that is edible can be given (including Snotling Slop Patties and the Minotaur's slabs of meat). For each item given, roll 1D6 on the following table:

- 1 Firehammer looks at the item, shrugs and tosses it into the ocean, saying, "I canna do nothin' with this." The Warrior must offer him another item in trade if he wishes to gain passage.
- 2 The Dwarf Brewmaster is not happy with the item of food, and throws it back at the Warrior's face. "Give me something else instead." The Warrior must try to gain passage with a different item if he has one.
- 3 "Not bad, not bad at all, I can use this in my next recipe." The Warrior gains passage on the ship.
- 4 "Hmm, pretty good. Alright, you're in!" The Warrior gains entrance onto the ship.

5-6 The Dwarf is very impressed with the item, and makes sure the Warrior knows it. In return for the item, the Warrior gains 1D6 Casks of Beer (see General store) and 1D6 swigs of Rum (see Sailor's Wares)

After each Ocean Event has been handled, roll 2D6 for each Warrior on the following table, as they join in the drunken revelry that the Brewmaster insists on having every night:

- 2 The Warrior drinks way too much, and wakes up the following morning minus 1D6 x 50 Gold and 1D3 Unmodified Wounds less.
- 3 Seeing that the Warrior is at his limit, Durgan Firehammer decides to test him, and challenges the Warrior to a drinking competition. The Warrior rolls 1D6 and adds base Toughness. If the result is 11 or more, the Warrior has won the contest, and manages to down more drink that the Brewmaster. Durgan is outraged at this, and immediately starts a fight with the Warrior. It doesn't last very long, as the Warrior ends up on his back, out cold, being too drunk to have the strength to put up a fight. The Warrior loses 1D6 Unmodified Wounds, but gains 1 point of Toughness for the next Adventure. If the result is less than 11, the Warrior falls asleep and collapses in a pile, where he must lose 1 Unmodified Wound.

- 4 The Brewmaster wants to test a new brew he has managed to create, and so he hands a very large tankard to the Warrior. The Warrior, not wishing to be rude, guzzles the concoction down. Roll 1D6.
 - 1 As the liquid goes down the Warrior's throat, it erupts into fire, causing the Warrior's eyes to turn bright orange and bulge outwards. The Warrior falls to the ground, unconscious for the next 1D3 Weeks, and he suffers the loss of 2D6 unmodified Wounds. He needs not make further rolls on this table during this time.
 - 2 Durgan has created a new, very strong mead. The Warrior loses 1 point of Toughness for the next 1D6 Months (if this is greater than the number of months left, then the Toughness loss will also be for the next adventure) as he struggles to win the battle being fought in his stomach and bowels.
 - 3 The drink is ale, which is rather ordinary.
- 4 The concoction happens to heal the Warrior 1D3 Wounds. It appears to be some sort of rum.
 - 5 It appears Firehammer has managed to invent a new sort of healing potion. The Warrior is healed 2D6 Wounds, and gains 1 Permanent Wound which lasts until the end of the next dungeon.
 - 6 After all these years of searching for the right mixture, it appears Firehammer has managed to create the long forgotten Bugman's XXXXXX. Firehammer is delighted with this news, and in a night of celebration, the Warrior and the Dwarf Brewmaster scull all of the drink by mistake. If only Durgan could remember how to make it again.... However, it is very magical, and the Warrior may gain 1 point of Strength, Toughness or Initiative for the next 1D3 adventures.
 - 5 The Warrior and Durgan spend a few good hours exchanging stories about their exiting adventures.
- 6 One of the Brewmaster's crew mates decides to have an arm wrestling contest with the Warrior. Roll 1D6 and add Strength for the Warrior, and now roll 1D6 and add 4 for the Dwarf crewmate. If the Dwarf gets higher, the Warrior is not strong enough, and must lose 1D6 x 20 gold as a side bet. If the Warrior gets higher, the dwarf clobbers him on the head with a huge ham fist in anger, but throws down 1D6 x 20 gold as a reward. If both the dwarf and the Warrior get the same number, it is a draw, and nothing happens.
 - 7 Durgan and the Warrior get into a heated argument over the toxicity level of Captain Ahab's Whalebuster. After sampling many varieties of the brew and writing notes, the Warrior suddenly gives up in drunken disgust, grabs hold of Durgan's under garments and pulls them over his head. The Warrior storms off leaving Durgan stumbling around, laughing furiously in his own drunken stupor.
 - 8 While smoking incredibly long cigars, Durgan and the Warrior fail to notice Durgan's beard has been set alight. With a cry of shock, Durgan suddenly leaps to his feet and starts running around the deck of the ship, flapping his arms everywhere, before jumping overboard. It takes a good two hours to pull the drunken, angry dwarf from the frothing seas.
- 9 The Warrior is accosted by one of the other Warriors, also in a drunken stupor. Draw a Warrior counter to determine who. Have a battle between the two Warriors. Dwarfs, including Durgan himself, are yelling and throwing money onto the makeshift battle ground. Once one of the Warriors has been reduced to 0 Wounds, the battle is ended. Durgan and other Warriors help revive the fallen Warrior with a few bandages. Place the losing Warrior on 1 Wound. If the other Warriors wish, they may place a bet of up to 5000 Gold on a Warrior. If that Warrior wins, they gain two times their bet value. If that Warrior loses, the Warrior betting loses 2 times the best value.
 - 10 Firehammer offers the Warrior a swig of his rare, Lustrian brandy from a small bottle, which he keeps hidden in a secret compartment in his beard. The Warrior gains 2D6 Wounds, but loses 1 point of Initiative for the next 1D6 Months. If there are not this many weeks left for the end of the journey, then the loss is for the next adventure as well.
 - 11 Suddenly, a Dwarven crew member bursts into song, leaping up from his chair and swaying drunkenly around the ship. Durgan and the other dwarves also join in

the merry song. Soon, dwarves are hanging off the masts, singing and shouting, and waving beer mugs everywhere. The Warrior joins in the fun and spends the whole night dancing and singing drunkenly, alas he loses 1D6 x 50 gold from his pockets as he prances around the ship.

- 12 Durgan Firehammer looks up at the night sky, and takes a big breath, only to be hit in the face with a falling leather boot. It, apparently, has been decided that tonight, the drunken dwarves will shed the horrible burden of clothing and run free amongst the stars. Durgan, too, sheds his cumbersome clothing and is soon running around the ship drinking and smoking. Cringing, the Warrior decides to slip away for the night, having seen way too much. However, as he slips away, a dwarf slaps him on the back and spins him around. The Warrior cries in sheer terror he sees the naked dwarf standing in front of him, smiling and drinking. The Warrior flees the deck of the ship and spends the rest of the night hidden under the covers of his bed, shuddering in panic stricken horror. The Warrior will automatically fail the first Fear or Terror roll he has to make next adventure.

Once the journey is at an end, each Warrior rolls 1D6. On a roll of 1 to 3, the constant drinking each and every night has given the Warrior a really, really big hangover. The Warrior can do nothing but sleep in bed moaning for 2D6 days. He does not have to make rolls on the Settlement Event table, but he must still pay living expenses.

Hull Points: 5D6
Attack Points: 2D6
Duration: 3D6 months



62- AMOS, THE SALTY SEA DOG

This bear of a man has a huge flowing mane of white hair down to his waist, and the biggest moustache and beard the Warrior has ever seen. For a small price of 1D6 x 500 Gold (divided up as seen fit amongst the Warriors) he will take the Warriors to their destination. Amos is a really good navigator, and any events that add months to the journey time can have the result subtracted instead of added.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6 months

63- BLACKBEARD

Blackbeard swears he knows the location of a secret passage, which will allow the Warriors to get to their destination in a fraction of the time. Roll 1D6. On a roll of 1 to 3, Blackbeard has been addled by too many Whalebusters and there is no sign of the secret passage. The journey takes 3D6 months. On a 4 to 6, the short cut is as good as Blackbeard said and the journey only takes 1D6 months.

No Shortcut
Hull Points: 4D6
Attack Points: 1D6
Duration: 3D6 months

Shortcut
Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6 months

64- CAPTAIN SLACK-BLADDER

This man is indeed not a captain, as he likes to proclaim, but a fish merchant from the far off land of Estalia. However, he is a very smooth talker, and spends a lot of time trying to convince the Warriors to join his crew and sail with him.

Each Warrior rolls 1D6 and adds Willpower. If the result is less than 7, the Warrior has been fooled by his smooth talking and must journey with the merchant. If the result is 7 or higher, the Warrior is not fooled and can make up his own mind if he wants to go or not.

Hull Points: 1D3 + 1
Attack Points: 0
Duration: 8D6 months

65- BLOG-DE-BLOG

Blog-de-Blog is the famous Norse Captain, but for some reason, he has decided to try a trip to the Warrior's destination instead for a change. Branching out, Blog calls it. The fee for a trip in his powerful black War Galleon is 1D6 x 100 Gold per Warrior, or a bottle of Norse Grog each. If the Warriors have travelled with Blog to Norsca before, he will drop the fee, for old times sake. He will only do this once, however. Any future trips with Blog must be paid for as usual.

Hull Points: 5D6
Attack Points: 1D6+2
Duration: 2D6 months

66- NO CAPTAIN

The Warrior finds no captain willing to sail this night. They must all be at the Waterfront Tavern drinking their sorrows away.

67- ADMIRAL SATHAMAN

The Admiral is a well rounded fellow with big red lips and a boisterous laugh. He offers to take the Warriors to their destination for nothing more than a hearty handshake. However, if a Warrior has something that prevents him from getting into Settlements (such as a Chaos Warrior with asteric attributes) then they must make any necessary rolls as if they were entering a settlement. The Admiral does not like being deceived or anything that smells remotely fishy. If any of the Warriors fail any of these rolls, then the entire party is shooed away.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6+2 months



68 BRADFORD VON CARSTEIN

The Warrior gasps to see a mighty black War Galleon docked at the harbour. It is pitch black, but shines with an inner power. A pale white man, who calls himself Bradford von Carstein, offers to take the Warriors to their destination for free.

If the Warriors accept, roll 1D6. On a roll of 1 to 3, it appears the Warriors have booked passage aboard a Vampire's ship. On a roll of 4 to 6, Bradford is simply a quiet, solitary man and leaves the Warriors to do what they wish.

If Bradford is a Vampire, roll 1D6 at the end of every month, after the event has been resolved:

- 1 One of the Warriors wakes to find himself giddy and pale. Checking himself in the mirror, he realises he has been bitten by a Vampire! He must lose 1D6 Unmodified Wounds. Keep a record of how many times the Warrior is bitten. If the Warrior is bitten 3 times, it is enough to turn him into a vampire for the next 1D6 adventures before he finally manages to overcome the Undead virus flowing through his veins. While a Vampire, he gains 2 Strength, 2 Toughness, 2 Weapon Skill, 1 Move, 2 Initiative and breaks from Pinning automatically. However, no form of magical healing, provisions or bandages has any effect upon the Warrior. The only way he can heal himself is to drain the blood of his victims. Whenever he kills an enemy, he gains 1D6 Wounds, even if this takes him above his

starting total. If he is reduced to 0 Wounds, he is turned into a fully-fledged Vampire. Replace the Warrior with a (Battle-Level 1 to 3, a Von Carstein Vampire Thrall, Battle-Level 4 to 7, a Von Carstein Vampire Count, and Battle-Level 8 to 10, a Von Carstein Vampire Lord) The Warrior is considered out of the game.

- 2 While drinking at the Captain's table, the Warriors discover that they are drinking blood, not red wine as they suspected. The Captain smiles at them and continues to drink his blood. Each Warrior loses 1D6 Unmodified Wounds.
- 3 While in the hold of the ship, searching for food for the night's dinner, a random Warrior is attacked by a vampire bat. He loses 1 unmodified Wound. The Warrior then kills the bat quickly. Keep track of how many times this event happens to a Warrior. On the 3rd time, the Warrior also loses a Permanent Wound.

4-6 Nothing happens

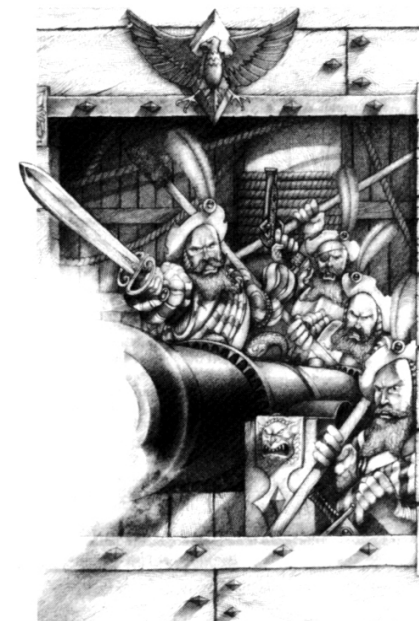
Hull Points: 5D6
Attack Points: 1D6+1
Duration: 1D6 months



69 BOG-OFF THE SNOTLING

The Warrior sees a cute little green Snotling desperately trying to throw a rope over the side of the harbour to secure his ship at the port. He is so cute; the Warrior doesn't hesitate to give him a hand. The Warrior manages to grab the rope and tie it securely to the jetty post. Thanking the Warrior, the Snotling begins to jump up and down in relief. Smiling at the scene, the Warrior notices that the Snotling has made a little paper pirate hat and put it on his head. Awww, so cute! His ship is a tiny dinghy that looks like it will fall apart at any second. If the Warriors wish, they may travel with this little fellow. If they do this, they may each gain 1 point of non-permanent Luck, which can be used in the usual way.

Hull Points: 1
Attack Points: 0
Duration: 9D6 months



70 SEA MASTER LEFROC

This thin man claims he used to be an Imperial Noble before joining the marine corp. at Altdorf and becoming a captain. If there is any event which involves the Warriors having to fight a battle, then from out of nowhere, with a cry of "Ah, HA!", Lefroc will leap into the fray and assist the Warrior or Warriors. He has the following statistics.

Lefroc

Wounds:	34
Move:	4
Weapon Skill:	6
Ballistic Skill:	3+
Strength:	3
Toughness:	3
Armour:	-
Initiative:	5
Attacks:	2
Willpower:	3
Damage Dice:	2D6

Special Rules

Dodge 6+; Parry 5+; Magic Item*; Imperial Noble Attack

Imperial Noble Attack

As long as Lefroc keeps hitting his enemy, he will gain another attack that turn. Lefroc has 2 attacks, meaning he can miss once and still make another continuous attack this round.

Any monsters killed by Lefroc do not give the Warriors any gold. Lefroc is armed with a sword and is controlled by a random Warrior each time there is a battle. He is placed next to the Warrior that is controlling him when the battle begins.

*The magic item Lefroc has is always the same item, no matter how many times he shows up on the journey.

Monsters will only target Lefroc if they cannot reach another Warrior this turn. If the Sea Master dies, add 2D6 months to the journey. Only he, apparently, knew where the ship was headed, and without him, everyone seems totally lost.

Hull Points: 4D6

Attack Points: 1D6

Duration: 3D6 months



STRIKE COMMANDER KHROM

The Warrior is walking down the harbour when he sees a strange sight of ten dwarves wearing goggles and a strange leather hat on their head. Each one appears to be the captain of a Dwarven Gyrocopter, and they appear to be offering their services to transport people across the ocean waves. One of the captains, a Strogam Khrom, approaches the Warrior and says he can take one passenger per gyrocopter launched. If the Warriors wish to accept, they must each pay with 1 Treasure Card or 2D6 x 100 Gold. If there are more than ten Warriors in the party, there are not enough gyrocopters for them all.

Upon paying, each Warrior is given a strange set of goggles and a leather hat, and strapped into the back of a gyrocopter. Note that even if there are not enough Warriors to fill up all the gyrocopters, all ten of the vehicles will still fly. Because the gyrocopters are so fast, there will be no need to make rolls on the Ocean Events table. However, 2D6 rolls of 2D6 must be made on the following table to see if anything befalls the squadron:

2 One of the captains accidentally pulls the wrong gear stick, and goes careening into another gyrocopter. Pick two random Warriors. These are the two gyrocopters that smash into each other. Both immediately explode, killing the captains and causing the Warriors 3D6 Unmodified Wounds. If this is enough to reduce them to 0 Wounds, they are incinerated in the explosion. If they are still alive, they fall into the ocean and must make a roll on the Warrior Overboard table.

3 A random Warrior's gyrocopter captain decides to show off and begins doing loop the loops in the air, yelling out "Tally Bally Ho!" The Warrior's lunch decides to make a break for it out of his mouth. For the next adventure, the Warrior is at -1 Permanent Wounds.

4 The Warriors hear Strike Commander calling out from the head of the squadron, "Look out, incoming!". The Warriors look to the horizon and see (roll 1D6):

1 A Bloodthirster flying towards them at incredible speeds. Even with constant firing of the mounted guns on the side of each gyrocopter, the Bloodthirster still advances, being an unstoppable force. It knocks 1D6 of the gyrocopters from the sky before becoming bored and flying away.

2 A vast red Emperor Dragon heading directly towards the party. The dwarves get into formation and begin to fire at the dragon with mounted machine guns. Roll 1D6 for each gyrocopter still alive. If any of the dice rolls score a 6, the dragon has been shot from the sky. Otherwise, it proceeds to burn and incinerate 1D3 gyrocopters from the sky before it is finally dispatched.

3 A squadron of 2D6 Dark Elf Manticore Riders in formation heading towards the Warriors. The Strike Commander yells out, "Battle formations everybody, look alive look alive!" With that, the gyrocopters get into some sort of triangular formation ready to attack the oncoming enemies with their mounted guns on the sides of the vehicle. Roll 1D6 for each gyrocopter that is still alive and add the results together. This is the attack strength of the squadron. Now roll 1D6 for each Manticore. If the result of the gyrocopters is higher than that of the Manticores, then the gyrocopters manage to shoot all of the creatures out of the air with their mounted guns. If the result of the Manticores is higher, then roll 1D6 for each point that the result is higher than the gyrocopters. For each dice that comes up as a 1 to 4, a gyrocopter has been destroyed.

4 A large flock of wild Terradon consisting of 3D6 of the flying beasts. The Strike Commander yells out, "Battle formations everybody, look alive look alive!" With that, the gyrocopters get into some sort of triangular formation ready to attack the oncoming enemies with their mounted guns on the sides of the vehicle. Roll 1D6 for each gyrocopter that is still alive and add the results together. This is the attack strength of the squadron. Now roll 1D6 for each Terradon. If the result of the gyrocopters is higher than that of the Terradons, then the gyrocopters manage to shoot all of the prehistoric creatures out of the air with their mounted guns. If the result of the Terradons is higher, then roll 1D6 for each point that the result is higher than the gyrocopters. For each dice that comes up as a 1 to 3, a gyrocopter has been destroyed.

5 A flock of eagles. Each Warrior rolls 1D6. On a roll of 1, an eagle decides to attack him in the face, causing the Warrior to lose 1D3 Unmodified Wounds.

6 A family of sea gulls flying south for the winter. The dwarves change course to avoid the birds.

5 It appears one of the Captains forgot to fill his gyrocopter with fuel before they left port. The squadron has to make a detour (meaning 1D3 extra rolls on this table) to refuel before continuing.

6 A random Warrior suddenly realises that the captain of his gyrocopter has fallen asleep at the wheel. Thinking fast, the Warrior quickly grabs hold of his arm and shakes violently. Roll 1D6. On a roll of 4 to 6, all is well, and the dwarf awakes. On a roll of 1 to 3, it appears that the dwarf is not sleeping, but has in fact died of a heart attack. The Warrior quickly unbuckles himself and attempts to move into the front seat. Roll 1D6. On a roll of 1, the Warrior fails to do this in time, and the gyrocopter crashes into the ocean. The Warrior must roll on the Warrior Overboard table. On any other roll, and he manoeuvres himself into the pilots seat just in time to avoid crashing into another gyrocopter.

7 All is well, and the squadron's flying day is relatively uneventful.

8 While checking his gold supplies, a random Warrior accidentally drops his pouch of gold over the side. Panicking, he instructs the captain to do a downward dive to catch all his life's savings. Roll 1D6. On a roll of 1 or 2, the ship isn't quite fast enough, and the Warrior's pouch falls slap bang into the lap of another Warrior. Smiling at his good fortune, the Warrior decides to keep the gold for the time being. At the settlement, it is up to the

Warrior to decide if he wishes to return all or any of the gold. Any other roll, and the expert flying skills of the captain come through and the Warrior catches his pouch of gold with little effort, much to his relief.

9 If none of the Warriors have any flying pets, such as parrots or sea gulls, then ignore this event. The days of constant flying are extremely tiring for the Warrior's small flying companions, considering they have to fly to keep up with the gyrocopters. Roll 1D6 for each flying animal. On a roll of 1, the animal has died of exhaustion. However, if the roll is a 6, then at some time during the journey, the bird has managed to meet a mate, which seems to accompany the Warrior's animal wherever it goes. The Warrior gains another of the same type of animal.

10 The dwarf captains decide to practice some combat techniques and aerial manoeuvres. It is all very interesting, but the Warriors don't learn anything that can help them, unless one of the Warriors has the ability to Fly. If so, once next adventure, he can double his Move value when flying. If this ability is not used next adventure, it is wasted.

11 One of the gyrocopters spots a rare albino albatross flying adjacent to him, and he spends many minutes watching it with glee. This stops when Khrom calls out for him to pay attention to what he is doing. The next roll on this table can have a +1 or -1 modifier, the Warriors choose.

12 One of the Warriors unfortunately realises that he did not buckle himself in properly, and when the gyrocopter is forced to make a sudden turn, the Warrior is shaken lose and flies out the back, screaming in befuddlement. He manages to grab hold of the back tailpiece and hold on for dear life; alas, his pants don't have this much luck. The Warrior's pants decide to fly off and get caught up on his boots. The Warrior spends the next few hours hanging on to the back of the gyrocopter with his pants around his ankles, crying for assistance. Finally, one of the other Warriors notices the scene and, after many minutes of constant laughing, calls for the captains to stop. The Warrior is soon safely buckled into the copter again. How very lucky. The Warrior may gain 1 point of non permanent Luck.

Once all rolls on the table have been completed, the Warriors have arrived at their destination.

If ever one of the gyrocopters is destroyed and there are only a number of gyrocopters left that are equal or less than the number of Warriors, draw a Warrior counter to see which gyrocopter is destroyed. That Warrior must then make a roll on the Warrior Overboard table. As long as there are enough gyrocopters to be destroyed without having to destroy one of the Warriors, they are quite safe.



OLD FRIEND

The Warrior gasps in surprise to see a very old friend of his from before his adventuring days standing next to a powerful ship. After many hours at the Waterfront Tavern, catching up on old times, the man says he will take the Warriors to their destination for a small price of 10 Gold each. The Warrior whose friend it is does not have to pay this fare.

Hull Points: 4D6
Attack Points: 1D6
Duration: 2D6 months



BARNACLE BILL

Captain Bill has sailed to this harbour to promote a new chain of seafood eateries that are opening up in the Old World and beyond. The Warriors are offered a sample of his fine food. Each Warrior may take 1D3 provisions. Barnacle Bill will take the Warriors to their destination for a small price of 1D6 x 5 Gold each. However, as a bonus, each month at sea, each Warrior can gain 1D3 provisions, as Barnacle Bill is only too happy to give out free samples of his delicacies.

Hull Points: 3D6
Attack Points: 1D3
Duration: 1D6+2 months



HOVERCRAFT

The Warriors are invited aboard a wondrous magical craft which has the power to travel over land and on water, thus making the journey time very short indeed. However, the Captain of this magical vessel will accept no less than 500 Gold from each Warrior as a boarding fee.

Hull Points: 3
Attack Points: 0
Duration: 1 month



75 CAPTAIN HALLORAN

Captain Halloran is a fine man indeed. Well kept and obviously a wealthy Empire Noble of some sort. His ship, "the KLF IV" is ready to leave whenever the Warriors wish. They may choose what day they wish to leave on, and do not have to roll as normal.

Hull Points: 4D6
Attack Points: 1D6+2
Duration: 1D6+1 months



76 THE COLONEL

While walking along the docks, the Warrior is accosted by a white-haired, bearded old man in a white suit, twirling a cane. In a strange accent, he tells of his trading ship which is about to sail, with a full load of spices and herbs. He is very enthusiastic, and repeatedly informs them "Nobody does shippin' like the Colonel, that's me!" He offers the Warriors employment on his vessel because of a current shortage of young trainee deckhands. If the Warriors agree, they are each paid 1 Gold per month of travel for their hard labour aboard the Colonel's ship.

Hull Points: 2D6
Attack Points: 1D6
Duration: 2D6 months



77 NO CAPTAIN

The Warrior is lucky enough to find a very well known captain standing by the docks, ready to set sail. The Warrior heads over to the man, when suddenly the biggest sea gull the Warrior has ever seen grabs hold of the mans hair and begins to pull him up into the air by his top knot. The man soon disappears over the horizon screaming obscenities. Sigh, oh well.



78 DEPUTY FROBISHER

The Warrior sees a steamboat pull into port. Unlike Dwarven Ironclads, this boat seems to be of Empire design, painted dark brown and white. A man introduces himself as Deputy Frobisher, second in command to Sheriff McLean of a small settlement situated in the centre of the Empire called Sanctuary. Apparently, the town has been under attack from Orc hords and is looking to relocate to another area where iron can be easily mined, since Sanctuary is a place where gun fighters and bounty hunters make a living.

The Deputy has set sail in the hope of finding such a land, and when he encounters the Warriors, he asks them if they can journey with him in the hope of finding such a place. If the Warriors agree, then they can choose their destination as normal. However, they can also choose the number of months it takes to get to their destination, as they have been given control of plotting out a suitable route, and on the way the Deputy wants to check out small islands and the like for suitable signs of iron mines. For each month travelled, each Warrior receives a payment of 1D3 x 50 Gold. The journey length must be decided before any dice are rolled, and cannot be changed half way through.

Hull Points: 5D6
Attack Points: 1D3
Duration: *Special



79 THE OCEAN MASTER

A crazed and ragged man leaps up to the Warrior and claims that he is the ruler of the Ocean. The Warrior pushes him aside in annoyance, but the little man insists. Sighing, the Warrior eventually decides to check it out. The man's ship is very ragged indeed, and does not appear to be the vessel of a Lord of the Ocean. However, if the Warriors wish to go anyway, they can do so. Roll 1D6 once the Warriors have boarded the ship. On a roll of 1 to 5, the ship is exactly what it looks like; A shoddy, hole ridden craft. On a roll of 6, the ship is actually a magically disguised ocean going submarine, and the Captain is indeed the Lord of the Oceans, underneath Triton himself, naturally. His name is Orin, and he says he has been disguising himself as a beggar in the hopes that someone with lots of courage would join him on his cruise. The Warriors are such people. In exchange for their display of courage on boarding the rickety ship, the Warriors each gain a Treasure Card and 1D6 x 200 Gold. The journey only takes a few days to reach the Warrior's destination, so no rolls on the Ocean Events table are necessary.

Hull Points: 3
Attack Points: 0
Duration: 5D6 months



80 CAP'N BOB

Bob wears a patch over one eye, although the Warriors swear he keeps changing which eye. Unfortunately, Bob is such a bad navigator that the journey takes a very long time indeed. In addition, if the Warriors roll an Uneventful Month, then Bob will have landed the ship somewhere and the Warriors must fight a normal adventure before continuing on their way. Once the dungeon has been completed, travel 1D3 Weeks to reach Cap'n Bob's ship and to continue the journey. There's no such thing as an uneventful month with Cap'n Bob!

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6+6 months



81 IMPERIAL NAVY PRESS GANG

The Imperial Navy Press Gang has a few of its ships docked at the harbour. Each Warrior rolls 1D6. If the result is a 1, they have been Press Ganged into working on the ship. The other Warriors can then decide if they wish to join him, or meet him at their destination on a different ship. Warriors on the ship cannot leave for any reason due to events and cannot gain any Gold or Treasure (it is confiscated as soon as they locate any.). Once the Warriors on the ship have reached their destination, they are payed a measly sum of 5 Gold for their assistance. Warriors who do not accompany any of the press ganged Warriors on the journey must locate another Captain to join their friends.

Hull Points: 4D6
Attack Points: 1D6
Duration: 2D6 months



82 THE ONE EYED MAN OF TILEA

Legends are plentiful about the One Eyed Man of Tilea. Apparently his skill at the seas matches no other. Hesitant to believe such far fetched tales, the Warriors have long regarded such legends as old wives tales and dismissed them. But suddenly they are approached by a one eyed man offering to sail them to their destination. The Warriors instantly think that this must be the mysterious man of legend! If they set sail with him roll 1D6 after the 1st month of travel. If a 1-3 is rolled it is quite clear that this man has no idea where he is sailing to. For the remainder of the journey, after the month's events have been encountered, roll 1D6. On a roll of 1-2 they have been going around in circles – add +1 month to travel. If a 4-6 was rolled after the 1st month then this one eyed man is indeed the One Eyed Man of Tilea - the Warriors have been extremely lucky to travel with him! After each month's events, roll 1D6. On a roll of 5-6 he has taken a short cut – subtract –1 month from travel.

Hull Points: 4D6
Attack Points: 1D3 x 2
Duration: 1D6 + 2 months



83 SEA MASTER SHOCKEYE

This old veteran of the ocean waves has long ago gone senile and insane. He has a craving for humanoid flesh. At the end of every Month, each Warrior rolls 1D6. On a roll of 1D6, the Warrior wakes in the middle of the night to find the mad Sea Master gnawing at his bodily parts. He suffers 1D3 unmodified Wounds before shooping the irritating old man away.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6 + 3 months



84 CAPTAIN DAVE

The Captain of the ship "Cal" is a fine looking sort, all beard and moustache. While on the way to the ship, the Captain explains that during its construction, the builders accidentally enclosed a female siren in the walls of the ship, and being slightly amused at this, they left her there. She now can be heard singing snatches of tunes. The Warriors seem mildly concerned at this brutal treatment, but the siren doesn't seem to mind. She even puts on shows for the ship's crew and passengers when she is in a good mood.

Hull Points: 5D6
Attack Points: 1D6
Duration: 1D6+1 months



85 KALZAGOTH LONGBEARD

The Warrior overhears rumours in the local Waterfront Tavern about a strange boat in the harbour that travels *underwater*! The Warrior heads down to investigate. He is in luck! The boat is just preparing to leave the harbour, but it needs <no. of Warriors> more crew members, the other crew having collapsed in a heap after a rowdy drinking session at the Waterfront Tavern. The Captain is a Dwarf by the name of Kalzagoth Longbeard, and he tells the Warrior that his strange vessel is called a Nautilus. The Warriors may travel with the Nautilus if they wish to. If any Sea Battles or events occur that involve situations on top of the water, the Warriors may ignore them if they wish. If they choose to do so, roll 1D6. On a roll of 1-2 the Nautilus comes to the surface inadvertently and the Warriors must encounter the event as normal.

Hull Points: 3D6+2
Attack Points: 4
Duration: 2D6+4 months



86 CAPTAIN CARNAGE

Captain Carnage delights in all death and destruction. He is constantly muttering to himself in many different voices and languages. The Warriors are hesitant to travel with him but his sailing vessel looks very sturdy. If the Warriors sail with him, then each time an event is encountered involving other people (eg. crew members, other travellers etc.) roll 1D6. On a roll of 1-2 the captain kills the person and cackles with glee as he runs away madly. Ignore the rest of the event.

Hull Points: 5D6
Attack Points: 4
Duration: 2D6+6 months



87 EX-WIFE

The Warrior hears a shrill cry that brings terror to his very soul. His ex-wife has somehow managed to locate him, and for some reason wants to take him across the seas on a voyage. Luckily for him she is heading in the exact same direction. If the Warriors accompany the woman then at the beginning of each week before any events are rolled, roll 2D6. On any double then she has thrown her ex-husband overboard – that was her plan all along, to feed him to the sharks! He must immediately roll on the Warrior Overboard Table. The other Warriors can continue with the crazy woman if they wish or loyally jump in after their fellow Warrior in which case they too must roll on the Warrior Overboard Table.

Hull Points: 2D6
Attack Points: 1
Duration: 3D6 months



88 CAPTAIN YELLOWBEARD

A sinewy but strong looking man approaches the Warrior with a gold lust glint in his eye. He says he has a treasure map that will lead to glorious treasures beyond all imagining. The Warriors can journey with the strange Captain Yellowbeard if they want.

Apparently, it was Yellowbeard's father who buried the treasure, and when he did, he was bleeding to death with numerous orc arrows sickening out of him. His health failing, Yellowbeard's dad quickly buried the treasure and wrote a map for his son stating where it was buried. Strangely enough, the map also includes a list of the wounded manoeuvres that the pirate captain made as he died and buried the treasure.

At the end of the journey, roll 1D6 to see if Yellowbeard finds the treasure. On a roll of 1, he does not, on a roll of 2 to 6, Yellowbeard proceeds to a large expanse of sand and throws himself to the ground, muttering things like "Stagger, stagger roll. Roll, stagger, crouch, fall, stagger, stagger roll." After a manic show of rolling and staggering, Yellowbeard produces a shovel and says, "This is where my father died and buried the treasure. His death throes were all recorded on the map. Each Warrior may take 1D6 x 50 gold and 1 Treasure Card.

Hull Points: 4D6
Attack Points: 1D6
Duration: 1D6+1 months





NO CAPTAIN

The Warrior runs and gets the rest of the Warriors, interrupting them from whatever they were doing. He has seen a captain at the docks and wanted the other Warriors to get their approval. However, when the other Warriors arrive, the captain is nowhere to be seen.



MONSTER

A strange beast approaches the Warrior, and he recognises it as a <roll on Monster Table> (roll again if not humanoid). It says it has seen the way of righteousness and goodness and offers to ferry the Warriors to their destination in its sailing craft. If the Warriors accept this strange offer, roll 1D6 after they have boarded. On a roll of 1 then the ship was actually an enormous Chaos mutation cleverly disguised, which immediately swallows the Warriors whole. They are all dead! On any other number the Warriors encounter no problems and make it safely across the ocean.

Hull Points: 2D6+2
Attack Points: 2
Duration: 2D6+3 months



MAN

A thin, wiry looking man begins to perform a crazy dance in front of the Warrior. "I can take you to where you wish to go," the insane man informs the Warrior. "Just get on top of me and we'll swim there! Wee heeeeeeeeeee." This man seems quite loony, but it appears he really thinks he is some sort of a boat! If the Warriors accept his most gracious offer, they all sit on his back and head off! Roll 1D6 every month of the journey. On a 1, the man is so exhausted and drowns, leaving each Warrior to roll on the Warrior Overboard Table.

Hull Points: 1
Attack Points: 0
Duration: 12D6+6 months



CAPTAIN TANCREDI

Captain Tancredi is a high ranking officer in the Tilean army. He is here supervising a trade deal between the two nations. He offers the Warriors passage on his vessel for a cheap sum of 1D6 x 100 Gold. However, each day that the Warriors wait for the ship to be ready roll 1D6. On a roll of 1-2 Captain Tancredi has overloaded his ship with all sorts of merchandise and has no room for the Warriors. Unfortunately they hear this from a passer-by and by the time they get to the docks the Captain, and their Gold are long gone.

Hull Points: 3D6
Attack Points: 3
Duration: 2D6 months



CAPTAIN JIM

An honest captain making an honest living comes as a surprise to the Warriors who are used to encountering lies and treachery everywhere they go. The Captain agrees to take the Warriors to their destination – his only condition is that they help out with the chores around the ship, a simple task which the Warriors are happy to agree to.

Hull Points: 2D6
Attack Points: 2
Duration: 2D6 months



CAPTAIN VAN STATTON

The Warrior meets up with Captain Van Statton, the renowned collector. Van Statton is famous throughout the world for his vast and unusual collection of weird and wonderful artefacts. He will give the Warriors passage on his exploration vessel in exchange for 1 magic treasure each (Treasure Card or something else the Warriors have encountered on their travels.) Apparently Van Statton has just become the proud owner of a strange metallic artefact that he has named 'Metaltron.' It looks roughly like an oversized pepper shaker and emits a strange humming noise as if it's alive. Van Statton has chained it away in the hold, warning the Warriors that they are never to set foot there. Roll 1D6 for each month at sea. On a 1 or a 2 the Warriors' curiosity gets the better of them and one of them decides to venture down into the hold to see this strange metal object. Roll 1D6:

- 1 As soon as the Warrior touches Metaltron, the strange metal object starts to glow and tries to break free of its chains! Roll 1D6:
 - 1-2 On a roll of 1-2 Metaltron shears through the chains, shrieking in a strange metallic voice "~~EXTERMINATE!~~" The Warrior steps back in shock, but Metaltron glides past him and off into the darkness. The Warrior alerts Van Statton who is furious! But recognising the danger of the situation, he rounds up a party of 2D6 crew members to hunt down the deadly foe. Metaltron has 3D6+6 Wounds. At the end of each month at sea roll 1D6:
 - 1 Metaltron appears and blasts the party with a strange glowing beam weapon. 1D6 party members are instantly vaporised.
 - 2-4 Metaltron appears and blasts the party with a strange glowing beam weapon. 1D3 party members are instantly vaporised, but the rest manage to inflict 1D6 Wounds damage on Metaltron.
 - 5-6 The party manages to attack Metaltron before he can attack them, causing 1D6 Wounds damage to the fearsome machine.
- If there are no crew members left in the attack party, each additional 'crew member' lost equates to a random Warrior losing 1 Permanent Wound instead.

If Metaltron is destroyed, Van Statten blames the Warriors for its destruction and demands 1 random magic treasure from each Warrior as compensation. If the Warriors refuse to pay, Van Statten and a bunch of burly guards toss the Warriors overboard. Roll on the Warrior Overboard Table in the Lost Kingdoms Ocean Events Table.

3-6 Metaltron struggles against the chains but cannot break free. But now it has been activated it will try to escape. At the end of each turn roll 1D6. On a roll of 1 refer to the results for 1-2, above.

2 The Warrior's hand reaches out to touch Metaltron - A big mistake! Searing pain courses through his body, causing 4D6 Wounds damage. He will know not to do that again!

3 The Warrior's hand touches the metal object. Suddenly his whole body is filled with pain and he loses 2D6 Wounds.

4 Metaltron is protected by some kind of invisible shield and the Warrior cannot get through.

5-6 As the Warrior is about to descent the ladder into the hold, Captain Van Statten pokes his head around a corner. "I thought I told you never to go down there!" Suitably chastised, the Warrior decides to head back to his cabin instead.

Hull Points: 3D6+3
Attack Points: 2
Duration: 2D6 months



95- CAPTAIN TRACTOR

Captain Tractor has made it a point to provide quality entertainment for his crew members. The Warriors are impressed by the vast number of musical acts on their voyage. Roll 1D6 for every month at sea. On a roll of a 6 the Warriors feel so relaxed and carefree from the entertainment that they each regain 1D3 Wounds.

Hull Points: 2D6+2
Attack Points: 2
Duration: 2D6+4 months



96- SIR GEOFFREY HATHAWAY

Sir Geoffrey is a pompous old goat, constantly proclaiming how he is Lord of the Seas and how when he gets home to his 20 bedroom mansion occupying a third of a small island, he will whip all his slaves until they attend him to pluck his nose hairs. He tells the Warriors that they are extremely lucky that he asked them to accompany him on his journey and they should be grateful for a chance to serve his lordship. The journey takes longer than it would normally because Sir Geoffrey goes out of his way to stop at every harbour along the way to let people know that he is in the area. The Warriors are soon sick of this stuck up idiot and decide to teach him a lesson. After 5 months at sea roll 1D6 for every month thereafter:

1 A random Warrior is in the middle of setting up quite a cunning yet simple trap for Sir Geoffrey, when the old fool walks in, setting it off prematurely. The Warrior is stabbed with daggers, pierced with arrows, doused in oil and set alight. After Sir Geoffrey has thanked him for the safety demonstration, the Warrior loses 2D6 unmodified Wounds.

2 The Warriors catch a few Piranhas and throw them into Sir Geoffrey's soup that he is having for dinner. Unfortunately the chef mistakenly serves a random Warrior the soup instead. The Warrior realises just in time, but not before taking 1D6 unmodified Wounds when a Piranha leaps up into his face.

3 A random Warrior decides that it is a good idea to hide in the latrines and shove an electric eel up Sir Geoffrey's backside. Unfortunately, Sir Geoffrey experiences a rather nasty case of diarrhoea and lets loose a torrent of steaming effluent in the Warriors face! When the Warrior manages to extricate himself from the filth, he realises that 1D3 x 50 Gold is missing, presumably washed away with the torrential stream. Somehow, the thought of going to look for it doesn't seem too appealing...

4 One night before going to sleep, the Warriors stick a couple of rotting haddocks from the evening's meal into Sir Geoffrey's bed. Unfortunately when he awakes in the morning he reeks of old fish and makes a random Warrior give him a good bath. Urrrh!

5 The Warriors are too busy pricking Sir Geoffrey's boils, clipping his toenails, combing his beard, picking his nose, and wiping his arse this month to do anything. Perhaps next month they will get their chance to teach him a lesson!

6 The Warriors are totally fed up with Sir Geoffrey's behaviour and throw him overboard. Bye bye Geoffrey! Of course, this means that the ship has no captain. Add 1D6 months to travel time as the Warriors try to get to grips with sailing an ocean vessel.

Hull Points: 2D6+2
Attack Points: 2
Duration: 3D6 months



97- CAPTAIN ECCLES

Captain Eccles looks to be about 150 years old. His pallid flesh hangs loosely on his bones and his teeth are all jagged and yellow. As he speaks, teeth and spittle fly out of his mouth. Apparently he has been a captain of the high seas for 80 years and asks the Warriors to help him out on one last quest before retiring. If the Warriors agree to do this in exchange for free passage to their destination roll 1D6 after setting sail to determine what the old Captain's last mission is:

1 The old man's final journey is to sail to Cathay to visit his aunt. Unfortunately this adds on an extra 4D6 months to travel time. The Warriors can continue with the old man and hope to pass another ship on the long journey. If they choose to do this roll 1D6 every month. On a roll of 6 the Warriors manage to flag down a passing vessel. Roll on this Captain's Table to determine who the Warriors encounter. If the Captain is not suitable the Warriors can refuse passage and hope to find another ride - keep trying each month. The Warriors can choose at any time to jump overboard in which case they must roll on the Warrior Overboard Table from the Lost Kingdoms Ocean Events Table.

2 Captain Eccles last mission is to avenge his brothers death by the hands of the evil Volcano God who lives in an active volcano far out to sea. On the 4th month at sea the vessel finally reaches an enormous volcano. "Ahhh, there 'e is, the rascally Volcano God that claimed my brother." The Warriors cannot see anything apart from the Volcano. "Can ye not see him, the two horned red scallywag?! My brother, I shall avenge your death!" And with that he proceeds to sail directly into the volcano. The Warriors realise the old man is on a suicide mission and is quite clearly deranged! Roll 1D6 for each Warrior and add his Initiative. If the result if above 7 the Warrior jumps to safety into the ocean. Roll on the Warrior Overboard Table from the Lost Kingdoms Ocean Events Table. If a Warrior fails to leap free, he takes 1D6 unmodified Wounds as the old man's ship crashes into the volcano, splintering into hundreds of fragments. Roll on the Warrior Overboard Table as above.

3 The old man's last quest is to return a sacred relic he stole from a lost shrine hidden deep in the jungle on a far away island. He claims he has had bad luck befall him ever since he acquired the object and seeks an end to his misery. Roll 1D6 each month the Warriors are at sail:

1 The relic brings bad luck to the Warriors and the old man. A random Warrior falls overboard. By the time the others have rescued him he has lost 1D6 + Battle Level Wounds.

2 A random Warrior accidentally has a nasty case of food poisoning, spending 1D6 + Battle Level days on the latrines. He suffers a total of 1 Wound modified only for Toughness for each day spent there.

3 A random Warrior slips on a banana skin and hits his head. When he comes to he has a nasty lump and is minus 1 Unmodified Wound.

4-5 The month is uneventful.

6 The old man suddenly leaps up, recognising a small island the ship is passing. "That be me island!" The Warriors can accompany the man on his quest to return the idol by playing a small adventure of 1D6 Lustrian Temple Cards, plus an Objective Room. However, don't roll for Objective Room Monsters or Objective Room treasure. The old man has no stats, he will hide in the background in any combats and cannot be targeted by and spells or events. As soon as the Objective Room is reached, the old man places the idol back on a pedestal and runs out of the temple shouting "Weeee, I done it, I is finally free of bad luck." Unfortunately he trips over a rock and falls head over heels into a never ending chasm. The Warriors must add 2 months to travel time to make up for the lack of a captain. If the Warriors decide not to accompany the man on his journey they may wait for him, in which case they need to add 4 months to travel time while they sit around doing nothing.

4 As a last adventure, the man seeks to accompany the Warriors on their journey, to rekindle the excitement he used to feel in his youth. However, he doesn't quite live to see the day, dying as he steps foot upon land.

5 The old captain's last wish is to visit his family in Norsca whom he hasn't seen for 70 years. Roll for half of the Ocean Events on the appropriate Events Table and the other half on the Norsca Sea Events table. It takes 4 weeks to reach Eccles' village – roll for Hazards on the Norse Hazards Table. When the Warriors finally reach the village, Eccles' wife is so glad to see him that he decides to stay here with her and his 28 children. Unfortunately for the Warriors this means that they are now stuck in Norsca. They may head off to a Norsca Ice Cavern from here or journey to a Seaport and attempt to find another Captain back to civilisation.

6 Halfway across the sea, the old man changes his mind and confides in the Warriors that he found an old treasure map once upon his travels. He was going to go in search of the treasure, but now he realises he is too old. He gives the Warriors the map. At the end of the next adventure roll 1D6. On a roll of 6 the treasure map has led to ancient treasure - draw 1 Objective Room Treasure Card. If nothing is found this time round the Warriors may use the map again until they find the legendary treasure.

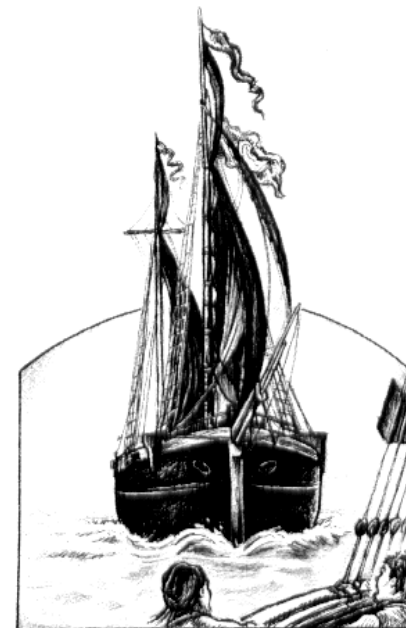
Hull Points: 1D6+4
Attack Points: 2
Duration: 2D6 months



98 THE CONCRETE CAPTAIN

The Concrete Captain got this nickname because many years ago an evil wizard turned him into stone. His family searched for many years to find a spell to return him to his human state, but with no luck. However, they finally found a magic scroll that animates lifeless objects. Now the Captain remains stone but at least he is able to lead a relatively normal life... At the end of each month at sea roll 1D6. If a 1 is rolled the Concrete Captain takes a wrong step and crashes through the deck of the ship into the ocean below, finally resting at the bottom of the seabed. Unfortunately the boat also sinks due to the large hole in it. The Warriors must roll on the Warrior Overboard Table from the Lost Kingdoms Ocean Events Table.

Hull Points: 3D6
Attack Points: 3
Duration: 1D6+2 months





99 NO CAPTAIN

The Warrior approaches a rough sea-faring bloke and is about to enquire as to whether or not he would be willing to transport 4 trustworthy and hardworking warriors across the ocean, when suddenly the man leaps into the air, screaming 'Noooooooo! Not again!?! Will you stop pestering me?!' And with that outburst he runs to the end of the jetty, jumps off, and proceeds to swim out into the ocean until he disappears beyond the horizon. Very strange indeed...



100 SMUGGLING SHIP

The Warrior happens across a large contingent of crates being pulled up onto a ship in the middle of the night. Investigating, he learns that the crates contain powerful magical and scientific equipment that has been banned for sale in most Old World cities and towns. The Warriors may each roll 1D6 to see if they are allowed passage on board the smuggling ship. If one of the Warriors has a small black Raven ring (ie, a Smugglers ring) then the Warriors do not need to roll and may gain passage automatically. On a roll of 5 or 6 by any Warrior indicates that the party is allowed passage on board the ship, which is bound for the same destination as the Warriors.

The Warriors search among the crates for objects that may be of use to them, and may buy items if they are in stock and they have enough gold to do so. Roll 2D6 for Stock numbers. Only one roll per Warrior per item is allowed on the journey.

Item	Stock	Buy
1D6 Jerky Strips	5	50 each
1D6 kegs of Bugman's XXX+X special brew	5	300 each
1D6 Silver Bullets	5	100 each
1D6 Holy Bullets	7	150 each
Triple Spiked Flail	6	450
Luck Opal	10	3000
Sphere of Alchemy	7	550
Prism of Power	8	1500
Meteoric Compass	10	500
Potion of Pavona	10	10000
Gourd of Lustrian Wine	6	300
Telescope	6	700
Treasure Map	2	3000
Purse of Fool's Gold	4	300
Trance Amulet	6	900
Gourd of Arab Spices	6	100
1D6 cloves of Cathayan Garlic	6	50 each

Jerky Strips

These strips of toughened beef never go stale. When eaten, the Warrior gains 4 Wounds.

Bugman's XXX+X Special Brew

This rare Dwarven brew supposedly does not exist. So pungent and alcoholic is this mixture that any cask drunk heals the Warrior up to Full Wounds. However, he becomes so drunk he must miss 1D3 turns as he recovers. Each cask over 3 purchased reduces the Warrior's movement by 1. They are, after all, rather large.

Silver Bullets

These bullets cause an extra Damage Dice against Undead and Lycanthropic creatures. A Warrior who has no gunpowder and shot may still use these bullets.

Holy Bullets

These bullets cause an extra Damage Dice against Undead, Chaos and Demonic creatures. Against Greater Demons, they cause an extra 3D6 instead of 1D6. A Warrior who has no gunpowder or shot may still use these bullets.

Triple Spiked Flail

These weapons were considered too dangerous to be allowed to wield in the armies of the Empire and Bretonnia, but a few smaller provinces on the outskirts have managed to perfect the design. The flail does an extra D6 damage, but causes -1 to Hit. However, if the damage roll indicates at least two 1's, the Warrior has hit himself with the flail and takes double the damage he would have caused to the enemy.

Luck Opal

These rare stones are found only in the desolate wastelands of the Blighted Isles north of Ulthuan, the Elven Kingdoms. Each Luck Opal gives the Warrior an extra point of Luck which can be used once per adventure in the normal way. The Luck point is lost if the Opal is lost.

Sphere of Alchemy

The famous inventor Leonardo Da Miragliano was renowned for creating inventions of great promise that were often used upon the battlefield. This is one such invention. This bronze orb contains a form of explosive powder that

will explode on contact with the enemy. Make a Ballistic Roll. If successful, the orb explodes, causing 2D6 unmodified Wounds to the target, and 1D6 unmodified Wounds to adjacent enemies. In addition, the effected enemies suffer the loss of 1D3 Attacks each.

Prism of Power

This scientific invention was designed and created by Leonardo Da Miragliano, a famous Tilean Inventor. This glass prism has the ability to refract light away from the battlefield, thus preventing the energies of magic from being harnessed. In effect, this prism is invoked once per adventure at the start of the Monster's Phase. No enemy spell casters may cast any spell or use any magic item for this turn only. However, magic weapons and armour still take effect.

Meteoric Compass

This magical compass is made of solid silver from ancient Dwarven mining complexes. The magic it contains allows the Warriors to half the distance of their next Ocean journey, or the remainder of this voyage. Once used, the magic cannot be reinvoked.

Potion of Pavona

The most beautiful woman in the Old World, Lucrezia Belladonna, makes this magical concoction. It allows the Warrior to add +1 to his Toughness, Initiative, Strength or Willpower (Warrior's choice). The Warrior, after drinking it, rolls 1D6. On a roll of anything but a 1, the effect is permanent. On a roll of 1, the potion lasts for 1D6 adventures only.

Lustrian Wine

There are enough doses in the gourd for 1D6 drinks. Each drink will allow the Warrior to speak and understand any of the Lizardman Languages for the duration of one event. After the event is completed, the effects wear off.

Telescope

This item allows all wilderness and ocean journeys that are to last equal to or more than 9 weeks to be reduced by 1 week. The telescope is permanent.

Treasure Map

The Warrior may use this map to gain an extra Objective Room Treasure Card for himself in an Objective Room. Use once, and then discard.

Fool's Gold

The Thieves Guild of Ranald in Altdorf has mastered the art of money copying. Whenever a Warrior is required to lose some Gold (via an event, not a purchase; shop keepers are too aware of fake coinage to be fooled) the Warrior can lose his bag of Fool's Gold instead.

Trance Amulet

The Trance Amulet acts the same way as a Trance Stone, except that it gives the user 1D3 Wounds per turn that the Warrior does nothing. A Trance Stone and Trance Amulet cannot be used at the same time.

Arab Spices

The Warrior can use the Arab Spices to trade for goods instead of paying in gold. Roll 1D6 for every 100 Gold that the item he wishes to buy costs. If any of the dice comes up as a 1, the item cannot be traded this time. The Warrior can still pay gold for the

item if he wishes. For example, if the Warrior wanted to buy a Trance Stone (300 Gold) he would roll 3D6. If any came up as a 1, he could not trade the Arab Spices this time. If he wanted to trade the Arab Spices for a suit of plate armour (7000 gold), he would roll 70 dice and hope for no 1's at all. Round off to the nearest 100 when needed. Items for 49 gold or less can automatically be traded with the Spices.

Cloves of Cathayan Garlic

Each clove of garlic, when eaten, will cause all Vampires and Vampiric creatures (bats, etc) -1 on their to Hit Rolls for 1D6 turns when they are adjacent to the Warrior. In addition, each clove will heal the Warrior 1 Wound.

Hull Points: 4D6

Attack Points: 1D6

Duration: 2D6 months

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