



• RULES •

WOODLAND

Double the time it takes to travel.

MOUNTAINS/SWAMP

Triple the time it takes to travel.

FERRY

To pass at a ferry crossing, the Warriors must each pay 1D6 x 50 gold

CROSSING A RIVER

Each Warrior rolls 3D6:

If a double 1 is rolled, you are swept away by the current, never to be seen again.

If a double 2 is rolled, you smash your head against the riverbed.

Lose 1D6 Starting Wounds.

If any other double is rolled, you lose one piece of Equipment or Weapon at random.

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| ... | PATH | ⊙ | DUNGEON | ⚓ | FERRY |
| 🌲 | WOODLAND | ⊙ | CITY | 🏠 | VILLAGE |
| ⚓ | MOUNTAIN | ⊙ | TOWN | All buildings marked without 'T' or 'C' are Villages | |

• Beyond the Grey Mountains •

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