



## CANYON ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Canyon Mishap Table
2	Village of Incomprehensibilities ( <b>trade</b> once)
3	Abandoned Pear Orchard – Gain d6 pears, roll on Table B to see what kind.
4	Cactus Farm – Gain d6 cactus, roll on Table B to see what kind.
5	Bloodwood Forest – Gain d6 bloodwood, roll on Table B to see what kind.
6	Wild Yucca – Gain d6 yucca, roll on Table B to see what kind.
7	Tamarisk Grove – Gain d6 tamarisk, roll on Table B to see what kind.
8	Town of Pellucidity ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## CANYON MISHAPS

Roll	Result	Effect
1	Flash Flood	Lose d6 gold (min 0)
2	Fall Into a Pit Trap	Lose d6 Wagon HP
3	Uncrossable Chasm	Can't enter this hex
4	Indignant Dimetrodon	Lose d6 goods
5	Flash Flood	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## DESERT ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Desert Mishap Table
2	Village of Cognizability ( <b>trade</b> once)
3	Marauder Picnic with baskets of food – Gain d6 pears, roll on Table B to see what kind.
4	Cactus-covered Ridgeline – Gain d6 cactus, roll on Table B to see what kind.
5	Bloodwood Grove – Gain d6 bloodwood, roll on Table B to see what kind.
6	Nomadic Traders – Gain d6 yucca, roll on Table B to see what kind.
7	Dry River Bed with ancient trees – Gain d6 tamarisk, roll on Table B to see what kind.
8	Town of Manifestness ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## DESERT MISHAPS

Roll	Result	Effect
1	Myrmeke Hunters	Lose d6 gold (min 0)
2	Broken Wheel	Lose d6 Wagon HP
3	Sand Worms Ahead	Can't enter this hex
4	Dinosaurs Attack	Lose d6 goods
5	Hidden Marauders	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## OASIS ENCOUNTERS

Roll	Result
1	Mishap – Roll on Oasis Mishap Table
2	Village of Polysemousness ( <b>trade</b> once)
3	Thriving Oasis – Gain d6 pears, roll on Table B to see what kind.
4	Cactus Mountain – Gain d6 cactus, roll on Table B to see what kind.
5	Copse of Bloodwood – Gain d6 bloodwood, roll on Table B to see what kind.
6	Yucca Farm – Gain d6 yucca, roll on Table B to see what kind.
7	Tamarisk Grove – Gain d6 tamarisk, roll on Table B to see what kind.
8	Town of Tergiversation ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## OASIS MISHAPS

Roll	Result	Effect
1	Giant Insects	Lose d6 gold (min 0)
2	Cart Mishap	Lose d6 Wagon HP
3	Deep Chasm	Can't enter this hex
4	Moisture Gnats	Lose d6 goods
5	Poisoned Waters	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## MOUNTAIN ENCOUNTERS

Roll	Result
1	Mishap – Roll on Mountain Mishap Table
2	Village of Corrugation ( <b>trade</b> once)
3	Abandoned Village with canned goods – Gain d6 pears, roll on Table B to see what kind.
4	Abandoned Peddler's Wagon – Gain d6 cactus, roll on Table B to see what kind.
5	Stacks of Wood in alpine valley – Gain 2d6 bloodwood, roll on Table B to see what kind.
6	Friendly Nomads – Gain d6 yucca, roll on Table B to see what kind.
7	Pepperberry Trees – Gain d6 pepperberries, roll on Table B to see what kind.
8	Town of Ablation ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## MOUNTAIN MISHAPS

Roll	Result	Effect
1	Savage Shadaxion	Lose d6 gold (min 0)
2	Avalanche	Lose d6 Wagon HP
3	Rock Slide Over Mountain Pass	Can't enter this hex
4	Bone Collectors	Lose d6 goods
5	Volcanic Rumbling	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## SCRUBLANDS ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Scrublands Mishap Table
2	Village of Chaparral ( <b>trade</b> once)
3	Monster Honcho Greenhouse – Gain d6 pears, roll on Table B to see what kind.
4	Valley of Thorns – Gain d6 cactus, roll on Table B to see what kind.
5	Grateful Gladiator – Gain d6 bloodwood, roll on Table B to see what kind.
6	Garden at the Crossroads – Gain d6 yucca, roll on Table B to see what kind.
7	Pepperberry Grove – Gain 2d6 pepperberries, roll on Table B to see what kind.
8	Town of Boscage ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## SCRUBLANDS MISHAPS

Roll	Result	Effect
1	Austroraptors	Lose d6 gold (min 0)
2	Thorn Bushes	Lose d6 Wagon HP
3	High Rocky Plateau	Can't enter this hex
4	Stinging Wasps	Lose d6 goods
5	Brushfire	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## SEA CLIFF ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Sea Cliff Mishap Table
2	Village of Mellifluous ( <b>trade</b> once)
3	Hidden Cache in the Cliffs – Gain 2d6 pears, roll on Table B to see what kind.
4	Ship-wrecked on the Beach – Gain d6 cactus, roll on Table B to see what kind.
5	Cryptic Bone Mountain Witch – Gain d6 bloodwood, roll on Table B to see what kind.
6	Hidden Garden in the Hills – Gain d6 yucca, roll on Table B to see what kind.
7	Pepperberry Trees – Gain d8 pepperberries, roll on Table B to see what kind.
8	Town of Bombinate ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## SEA CLIFF MISHAPS

Roll	Result	Effect
1	Mentalist Pirates	Lose d6 gold (min 0)
2	Sharp Rents in the Earth	Lose d6 Wagon HP
3	High Barren Cliff	Can't enter this hex
4	Barren Elves Raid	Lose d6 goods
5	Heavy Coastal Winds	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## WASTELAND ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Wasteland Mishap Table
2	Village of Syzygy ( <b>trade</b> once)
3	Petrified Forest with live fruit – Gain d6 pears, roll on Table B to see what kind.
4	Giant Insect stuffed with plants – Gain 2d6 cactus, roll on Table B to see what kind.
5	Scorched Forest – Gain d6 bloodwood, roll on Table B to see what kind.
6	Ruins of the old world – Gain d6 yucca, roll on Table B to see what kind.
7	Dead Gladiator clutching something in hand – Gain d6 pepperberries, roll on Table B to see what kind.
8	Town of Petrichor ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## WASTELAND MISHAPS

Roll	Result	Effect
1	Marauders	Lose d6 gold (min 0)
2	Volcanic Debris	Lose d6 Wagon HP
3	Boiling Sulfur Pits	Can't enter this hex
4	Wasteland Yeti	Lose d6 goods
5	Toxic Gas Geyser	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## ENTERING A SCORNOPOLIS

### TRADE

Roll 2d6 on **Table B**, columns **B2** and **B3** and look for matches with your inventory. Standard trade rules apply, with two exceptions:

- if there are 0 matches, you can sell the inventory item that you have **the most of at double price**.
- If **you roll ones on both dice**, you get the attention of the Scorn Lord, who confiscates your wagon and eliminates you. **Game over**.

### REPAIR

Pay 1-6 gold to restore **twice** that many Wagon HP.

## TABLE A: CHARACTER CLASS

Roll	Class	Ability
1	Bone Mountain Witch	Ignore 3's on the mishap roll
2	Desert Villager	Add or subtract 1 from any roll per terrain
3	Fade	Not affected by 1's in Scornopolises
4	Gladiator	Ignore 1's on the mishap roll
5	Kaldane	Wins at 80 Gold
6	Mentalist	Reroll both dice when trading in towns
7	Myrmeke	Repairs for free
8	Monster Honcho	Reroll monster once per encounter

## TABLE B: TRADE GOODS

B1: Quantity	B2: Attribute	B3: Goods	B4: Value/Gold (highest die)	B5: HP (lowest die)
1	Rugged	Pear	(1 gp)	10
2	Scraggy	Cactus	(2 gp)	20
3	Bleak	Bloodwood	(3 gp)	30
4	Desolate	Yucca	(4 gp)	40
5	Forlorn	Tamarisk	(5 gp)	50
6	Waste	Pepperberries	(6 gp)	60

## TABLE C: TERRAIN

Roll	Terrain	Roll	Result	Damage
1	Canyon (C)	1	Kaldane	5
2	Desert (D)	2	Bone Collector	10
3	Oasis (O)	3	Mrain Bole	15
4	Mountain (M)	4	Nega Mage	20
5	Scrublands (SL)	5	Chitin Golem	25
6	Sea Cliff (SC)	6	Whisperling	30
7	Wasteland (W)	7	Giant Insect	35
8	Scornopolis (S)	8	Sand Worm	40

## TABLE D: MONSTERS

