The River - A scenario for Arcane Journeys the Fantasy Adventure Board Game

Set up: Each side of the board is shuffled, including the cities and tower, and set up individually, with a cross of space between them. See example below.

Crossing the river: If you start your turn adjacent to the river, you may attempt to cross to the tile opposite you instead of your normal move, by rolling on the table below (use a white die for die 1 and a black one for die 2, and roll at the same time):

Crossing chart:
Die 1:
1 - failed
2,3 - move out lose next turn
4,5 - move out.
6+ - cross immediately

Die 2:
1,2,3 - lose 1 health
4,5 - nothing
6+ - gain 1 gold.

You can't cross into mountains unless you can enter them for 1 movement.

Hire a boat: You may pay up to 2 gold to get a bonus on your crossing rolls, equal to the amount of gold you paid.

Non magical abilities and items can't help you get across the river, so terrain teleporters, like the elf and Dwarf, the trained frog, and so forth, are nerfed. Translocation and recall spells still work.
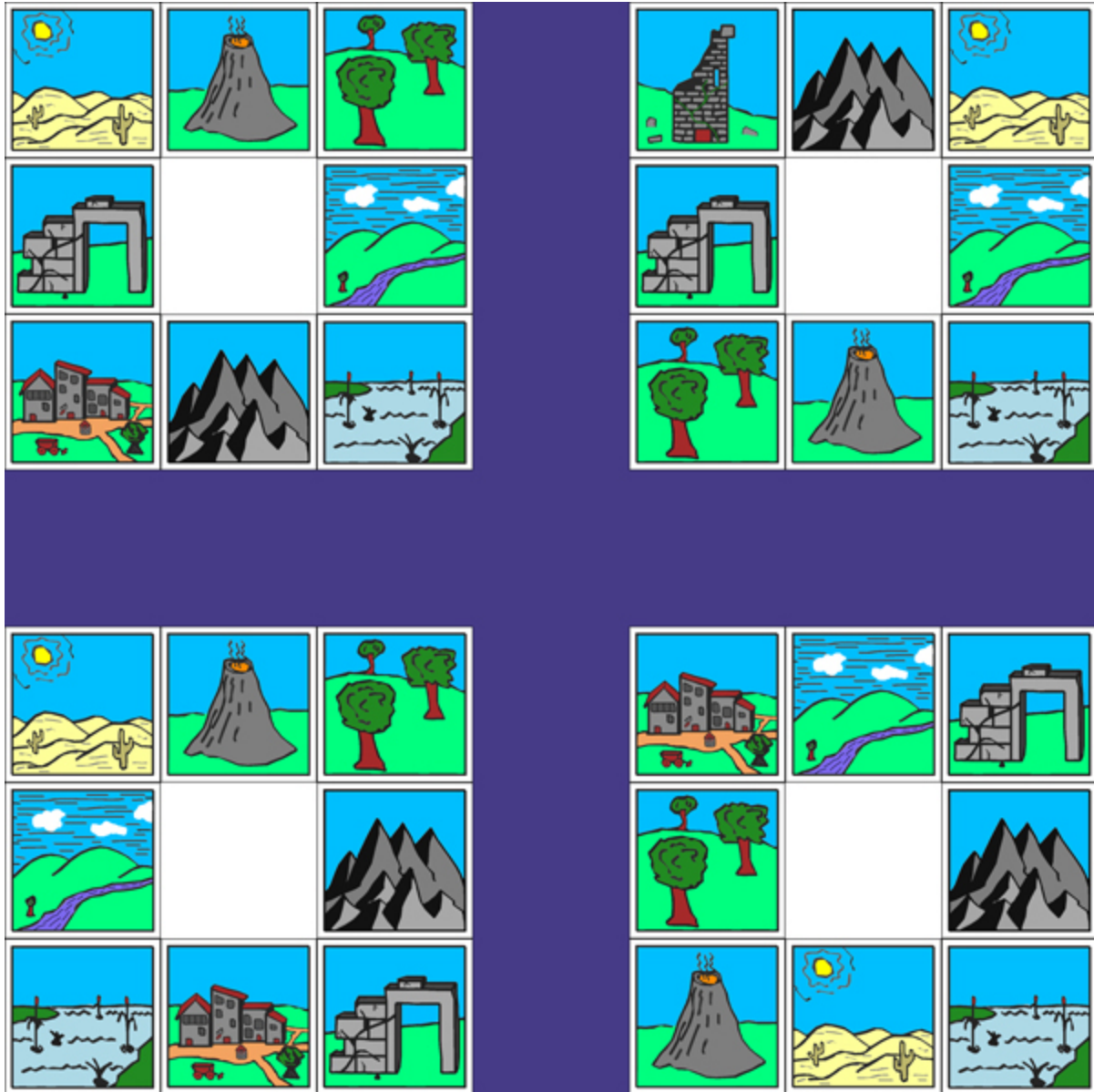
The river is 3 tiles wide for conceptual purposes, so giant can't step across it and magic carpet can't help you cross, and magician can't teleport.

The Ferry: If you start your turn in a city or village, or refugee camp adjacent to the river, you can pay 2 gold to get ferried to any other space adjacent to the river, instead of your normal move.

Quests: clockwise to next land mass for new quests, instead of "opposite side"

Sides of the Board: If you come across references in rules or on cards, "Same side of the board" should be replaced (in your understanding) by "same landmass". "Opposite side of the board" by "next clockwise landmass."

If you are instructed to move or count clockwise or counterclockwise around the board, count from your current space on the same landmass, but if you would count your space again, instead begin on the matching physical space on the next landmass clockwise or counterclockwise.

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Print out this page on to cardstock and cut out a chart for each player.