

DATA BOARD

CITY OF RY'LAI

YOU MAY VISIT ONE OF THE FOLLOWING

DEEP CLERIC

Pay 4 gold to Draw the top 2 Dreams and choose one.

WAVE RIDERS

Pay 2 gold to gain a Salvage.

MOVEMENT

When rolling for movement, move diagonally down or up depending on the result:

1-3: Move diagonal left.

4-6: Move diagonal right.

The board loops horizontally. For example; rolling 1 on the Deep Grotto will move you to the Sea Bed if moving down.

SHIPWRECK

Draw a random Salvage, then move to any Open Ocean.

GREAT OLD ONE

STRENGTH 10 CRAFT 10

You must fight this lord of madness. You may choose if you fight in battle or psychic combat. If you lose or draw, lose 1 life and move to any Open Ocean. If you win, gain a Dream and move to any Surface.

BUBBLE CAVE

Regain 1 Oxygen then roll 1 die:

1-2) Miss a turn.

3) Roll to move up.

4-5) Draw 1 card.

6) Roll to move down.



SURFACE
DRAW 1 CARD



SURFACE
DRAW 1 CARD



SURFACE
DRAW 1 CARD



OPEN OCEAN
DRAW 1 CARD



SCHOOLING SHOAL
DRAW 2 CARDS



WHIRLPOOL
LOSE 1 OXYGEN
ROLL TO MOVE UP

SUFFER 1 PRESSURE



DEEP GROTTTO
SUFFER 1 EXTRA PRESSURE
DRAW 1 CARD



OPEN OCEAN
DRAW 1 CARD

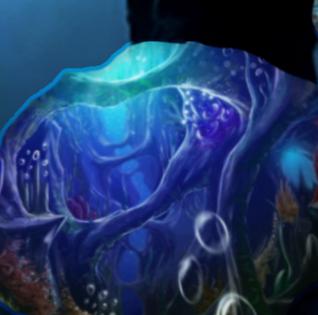


KELP FOREST
REGAIN 1 OXYGEN
DRAW 2 CARDS

SUFFER 2 PRESSURE



WHIRLPOOL
LOSE 1 OXYGEN
ROLL TO MOVE UP



BUBBLE CAVE
SEE DATA BOARD



SEA BED
DRAW 3 CARDS

SUFFER 3 PRESSURE



CITY OF RY'LAI
SEE DATA BOARD



GREAT OLD ONE
SEE DATA BOARD



SHIPWRECK
SEE DATA BOARD