



## Farmland

Lost 10+ Event 8+  
Hunt yes Fodder yes

Roll down,  
then across

	1	2	3	4	5	6
1	e009 Farm	e009 Farm	e009 Farm	e009 Farm	e009 Farm	e009 Farm
2	e018 Priest	e018 Priest	e022 Monks	e022 Monks	e023 Wizard	e130 Meet a High Lord
3	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
4	e128 Merchant	e128 Merchant	e128 Merchant	e128 Merchant	e129 Merchant Caravan	e017 Peasant Mob in Pursuit
5	e049 Traveling Minstrel	e048 Fugitive	e032 Ghosts	e081 Mounted Patrol	e050 Local Constabulary	e050 Local Constabulary
6	e078 Bad Going	e078 Bad Going	e079 Heavy Rains	e079 Heavy Rains	e009 Farm	e009 Farm



## Countryside

Lost 9+ Event 9+  
Hunt yes Fodder yes

Roll down,  
then across

	1	2	3	4	5	6
1	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
2	e009 Farm	e009 Farm	e050 Local Constabulary	e018 Priest	e022 Monks	e023 Wizard
3	e052 Goblins	e055 Orcs	e057 Troll	e051 Bandits	<b>e054 Goblin Keep</b>	e052 Goblins
4	e077 Herd of Wild Horses	<b>e075 Wolves</b>	<b>e075 Wolves</b>	<b>e075 Wolves</b>	e076 Great Hunting Cat	e081 Mounted Patrol
5	e044 High Altar	e046 Gateway to Darkness	e067 Abandoned Mines	e064 Ruins	e068 Wizard's Abode	e069 Wounded Warrior
6	e078 Bad Going	e078 Bad Going	e078 Bad Going	e078 Bad Going	e079 Heavy Rains	e079 Heavy Rains



## Forest

Lost 8+ Event 9+  
Hunt yes Fodder yes

Roll down,  
then across

	1	2	3	4	5	6
1	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
2	e074 Spiders	e074 Spiders	e073 Witch	e009 Farm	e051 Bandits	e128 Merchant
3	e071 Elven Band	e071 Elven Band	e052 Goblins	<b>e082 Spectre</b>	e080 Pixies	e080 Pixies
4	e083 Wild Boar Charges	e083 Wild Boar Charges	e084 Bear Comes to Dinner	e084 Bear Comes to Dinner	e076 Great Hunting Cat	<b>e075 Wolves</b>
5	e165 Elven Town	e166 Elven Fortress	e065 Hidden Town	e064 Ruins	e087 Impassable Woods	e087 Impassable Woods
6	e078 Bad Going	e078 Bad Going	e078 Bad Going	e078 Bad Going	e079 Heavy Rains	e079 Heavy Rains



HILLS/BADLANDS

### Hills

Lost 8+ Event 10+  
Hunt yes Fodder yes

Roll down,  
then across

	1	2	3	4	5	6
1	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
2	<b>e098 Dragon</b>	e102 Light Rainstorm	e023 Wizard	e051 Bandits	e068 Wizard's Abode	e022 Monks
3	e028 Cave Tombs	e028 Cave Tombs	e058 Band of Dwarves	e070 Halfling Town	e055 Orcs	<b>e056 Orc Tower</b>
4	e076 Great Hunting Cat	e076 Great Hunting Cat	e076 Great Hunting Cat	<b>e075 Wolves</b>	e128 Merchant	e128 Merchant
5	e118 Giant	e052 Goblins	e059 Dwarf Mines	e067 Abandoned Mines	e066 Secret Temple	e064 Ruins
6	e078 Bad Going	e078 Bad Going	e078 Bad Going	e085 Narrow Ledges	e079 Heavy Rains	e079 Heavy Rains



MOUNTAINS

### Mountains

Lost 7+ Event 9+  
Hunt no Fodder no

Roll down,  
then across

	1	2	3	4	5	6
1	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
2	e099 Roc	e100 Griffon	e023 Wizard	e068 Wizard's Abode	e101 Harpy	e102 Light Rainstorm
3	e028 Cave Tombs	e028 Cave Tombs	e058 Band of Dwarves	e055 Orcs	e052 Goblins	<b>e054 Goblin Keep</b>
4	e078 Bad Going	e078 Bad Going	e079 Heavy Rains	e079 Heavy Rains	e088 Rock Fall	e065 Hidden Town
5	e085 Narrow Ledges	e085 Narrow Ledges	e086 High Pass	e086 High Pass	e086 High Pass	e095 Mounts at Risk
6	e118 Giant	e052 Goblins	e059 Dwarf Mines	e067 Abandoned Mines	e066 Secret Temple	e064 Ruins



ROAD

### On Road

Lost never Event 9+  
Hunt - Fodder -

Roll down,  
then across

	1	2	3	4	5	6
1	e018 Priest	e022 Monks	e023 Wizard	e073 Witch	e009 Farm	e009 Farm
2	e050 Local Constabulary	e051 Bandits	e051 Bandits	e051 Bandits	e003 Swordsman	e003 Swordsman
3	e004 Mercenary Band	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e006 Dwarf	e008 Halfling
4	e007 Elf	e007 Elf	e057 Troll	e130 Meet a High Lord	e128 Merchant	e128 Merchant
5	e049 Traveling Minstrel	e048 Fugitive	e081 Mounted Patrol	e128 Merchant	e129 Merchant Caravan	e129 Merchant Caravan
6	e078 Bad Going	e078 Bad Going	e079 Heavy Rains	e079 Heavy Rains	e128 Merchant	e129 Merchant Caravan



### Swamp

Lost 5+ Event 10+  
Hunt yes Fodder no

Roll down,  
then across

	1	2	3	4	5	6
1	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
2	e022 Monks	009 Farm	e073 Witch	e051 Bandits	e051 Bandits	e074 Spiders
3	e034 Spectre of the Inner Tomb	<b>e082 Spectre</b>	<b>e164 Giant Lizard</b>	e052 Goblins	e057 Troll	<b>e098 Dragon</b>
4	e091 Poison Snake	e091 Poison Snake	<b>e094 Crocodiles</b>	<b>e094 Crocodiles</b>	e092 Flood	e092 Flood
5	e089 Impassable Morass	e089 Impassable Morass	e089 Impassable Morass	<b>e090 Quicksand</b>	e064 Ruins	e093 Poison Plants
6	e078 Bad Going	e078 Bad Going	e078 Bad Going	e095 Mounts at Risk	e095 Mounts at Risk	<b>e097 Marsh Gas and Rot</b>



### Desert

Lost 6+ Event 10+  
Hunt \*no Fodder \*no

Roll down,  
then across

	1	2	3	4	5	6
1	e022 Monks	e129 Merchant Caravan	e128 Merchant	e051 Bandits	e023 Wizard	e068 Wizard's Abode
2	e028 Cave Tombs	<b>e082 Spectre</b>	e055 Orcs	e003 Swordsman	e004 Mercenary Band	e028 Cave Tombs
3	e005 Amazons	e120 Exhaustion	e120 Exhaustion	e120 Exhaustion	e067 Abandoned Mines	e066 Secret Temple
4	e034 Spectre of the Inner Tomb	<b>e164 Giant Lizard</b>	<b>e164 Giant Lizard</b>	e091 Poison Snake	e091 Poison Snake	e120 Exhaustion
5	e064 Ruins	e064 Ruins	e121 Sunstroke	e121 Sunstroke	e121 Sunstroke	e093 Poison Plants
6	e078 Bad Going	e078 Bad Going	e078 Bad Going	e078 Bad Going	e096 Mounts Die	e096 Mounts Die



### Cross River

Lost 8+ Event 10+  
Hunt - Fodder -

Roll down,  
then across

	1	2	3	4	5	6
1	e003 Swordsman	e004 Mercenary Band	e005 Amazons	e006 Dwarf	e007 Elf	e008 Halfling
2	e122 Raftsmen	e122 Raftsmen	e122 Raftsmen	e009 Farm	e051 Bandits	e074 Spiders
3	e123 Knight at the Bridge	e123 Knight at the Bridge	e057 Troll	e057 Troll	e052 Goblins	e055 Orcs
4	e094 Crocodiles	e094 Crocodiles	e091 Poison Snake	e091 Poison Snake	<b>e075 Wolves</b>	e084 Bear Comes to Dinner
5	e083 Wild Boar Charges	e076 Great Hunting Cat	e077 Herd of Wild Horses	e124 Raft	e124 Raft	e124 Raft
6	e122 Raftsmen	e122 Raftsmen	e122 Raftsmen	e125 Raft Overturns	e126 Raft Caught in Current	e127 Raft in Rough Water



## Airborne

Lost 12+ Event 10+  
Hunt – Fodder –

Roll down,  
then across

	1	2	3	4	5	6
1	e102 Light Rainstorm	e102 Light Rainstorm	e103 Bad Headwinds	e103 Bad Headwinds	e104 Good Tailwinds	e104 Good Tailwinds
2	e112 Meet Eagle Clan	e112 Meet Eagle Clan	e112 Meet Eagle Clan	e112 Meet Eagle Clan	<b>e108 Hawkmen Attack</b>	<b>e108 Hawkmen Attack</b>
3	e106 Heavy Overcast	e106 Heavy Overcast	e105 Storm Clouds Ahead	e105 Storm Clouds Ahead	e079 Heavy Rains	e079 Heavy Rains
4	e107 Falcon Scout	e109 Wild Pegasus	e077 Herd of Wild Horses	e101 Harpy	e110 Air Spirit	e111 Storm Demon
5	e099 Roc	<b>e098 Dragon</b>	e100 Griffin	e101 Harpy	e064 Ruins	e065 Hidden Town
6	r281 Roll again using ground's terrain instead	r281 Roll again using ground's terrain instead	r281 Roll again using ground's terrain instead	r281 Roll again using ground's terrain instead	r281 Roll again using ground's terrain instead	r281 Roll again using ground's terrain instead

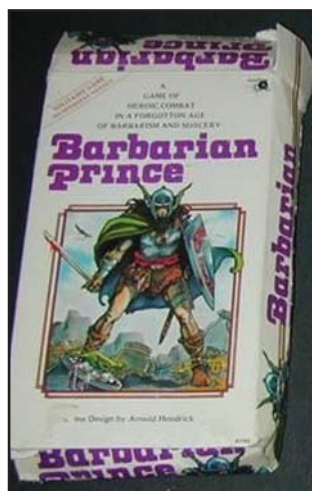
## Rafting

Lost never Event 10+  
Hunt – Fodder –

### r230 Raft Travel Events

Roll two dice

2	e125 Raft Overturns
3	e226 ( <i>does not exist – maybe means e126?</i> )
4	e018 Priest
5	e129 Merchant Caravan
6	e127 Raft in Rough Water
7	e128 Merchant
8	r232 (roll on Cross River '1')
9	e051 Bandits
10	e094 Crocodiles
11	e091 Poison Snake
12	e126 Raft Caught in Current



RUINS

### r208 Searching a Ruins

Roll two dice

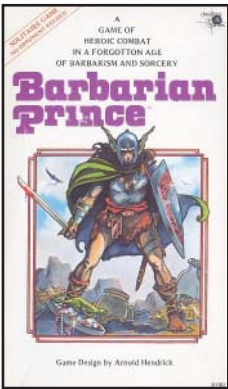
2	e133 Plague – follow event instructions.
3	e135 Broken Columns – If you have a magician, wizard, witch, priest, and/or monk, roll to decipher the inscription: 1-e042 Alcove of Sending; 2-e043 Small Altar; 3-e044 High Altar; 4-e045 Arch of Travel; 5-e046 Gateway to Darkness; 6-e047 Mirror of Reversal.
4	e136 Hidden Treasures – roll one die for treasure, 1-e037 Broken Chest; 2-e038 Cache Under Stone; 3-e039 Treasure Chest; 4-e044 High Altar; 5-500 gold; 6-nothing.
5	e137 Inhabitants – roll one die: 1-e032 Ghosts; 2-e051 Bandits; 3-e052 Goblins; 4-e055 Orcs; 5-e057 Troll; <b>6-e082 Spectre.</b>
6	e139 Minor Treasures – roll one die: 1-wealth 25; 2-wealth 60; 3-e038 Cache Under Stone; 4-e039 Treasure Chest; 5-e040 Treasure Chest; 6-e140 Magic Box.
7	e131 Empty Ruins – no effect.
8	e132 Organized Search – roll one die less than the number of characters in your party, including yourself. If you succeed then roll again on this table. If you are alone, no effect.
9	e134 Unstable Ruins – To continue, roll one die for each party member: on a 6 receive 2d6 wounds. If no 6, roll again on this table. The effect is permanent at this ruins.
10	e138 Unclean – roll one die for encounter: 1-e032 Ghosts; 2-e033 Warrior Wraiths; 3-e034 Spectre of the Inner Tomb; 4-e056 <b>Orc Tower</b> ; 5-e082 <b>Spectre</b> ; 6-e098 <b>Dragon</b> . If you survive, you may roll again on table r208.
11	e135 Broken Columns – see '3':
12	e035 Spell of Chaos – follow event instructions.

Items in **Bold** are highly dangerous to the player: chance of instant death or strong, possibly inescapable enemies.



# Barbarian Prince

## Notes



I started this file because I got frustrated at all the cool stuff at the Ruins that require a magician, witch or so on. I wanted to find which of the encounter tables was good for recruiting magical henchmen. To do that, I had to list all the encounters by name instead of by those cryptic numbers, and this is the result. This document is a drop-in replacement for r207 Travel Table, r231-r280 Travelling Event References, r230 Raft Travel Events, and r281 Special Travel Reference, as well as r208 Searching a Ruins.

We can see that Farmland and Road terrain are almost perfectly safe, as well as being a great place to recruit. The problem is that there is no Farmland until the bottom third of the map. Countryside isn't bad, with half possibly positive events and half attacks or delays. There are three of the dreaded Wolves encounters, though, as well as a possibly inescapable Goblin Keep. The Forest adds the Witch in place of the Priest, Monks, and Wizard of the Countryside, but also adds the terrible Spectre which kills indiscriminately. The Hills have lots of places to explore like mines and tombs, but beware of the Orc Tower and Wolves. Mountain terrain is slightly less rewarding than hills, with a variety of ways to lose your turn. River Crossing is relatively risk-free

with no horrible dangers, and Airborne has bad weather in the forecast. Desert, as might be expected, has many environmental hazards. Watch out for Godzilla if you don't have horses – and if you have horses, you're paying four food a turn to keep each of them fed. The really deadly terrain is Swamp, which features no less than seven ways to quickly die, and has only 11 positive outcomes of a possible 36. That, plus the 5+ lost roll, should keep you out of the swamps under all circumstances.



Well, how about what I created it for, the Ruins table? 15 results have no effect (if you don't have a magical henchman), 8 positive outcomes, and 13 bad results. Some of the bad results are very bad indeed, but one of the good results gives you 500 gold, enough to win the game.

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v1.2 February 12, 2010



**Barbarian Prince**

r207 Travel Table

**r230 Raft Travel Events**  
Roll two dice and refer to the appropriate event section: 2-e125; 3-e226; 4-e018; 5-e129; 6-e127; 7-e128; 8-r232; 9-e051; 10-e094; 11-e091; 12-e126.

**r231-r280 Travelling Event References**  
When the Travel Table (r207) or an event references one of these numbers, find the appropriate number on the list to the left, roll one die, and read across to get the appropriate event section.

reference number	1	2	3	4	5	6
r231	e018	e018	e022	e022	e023	e130
r232	e003	e004	e005	e006	e007	e008
r233	e128	e128	e128	e128	e129	e017
r234	e049	e048	e032	e081	e050	e050
r235	e078	e078	e079	e079	e009	e009
r236	e009	e009	e050	e018	e022	e023
r237	e052	e055	e057	e051	e034	e072
r238	e077	e075	e075	e075	e076	e081
r239	e044	e046	e067	e064	e068	e069
r240	e078	e078	e078	e078	e079	e079
r241	e074	e074	e073	e009	e051	e128
r242	e072	e072	e052	e082	e080	e080
r243	e083	e083	e084	e084	e076	e075
r244	e165	e166	e065	e064	e087	e087
r245	e098	e112	e023	e051	e068	e022
r246	e028	e028	e058	e070	e055	e056
r247	e076	e076	e076	e075	e128	e128
r248	e118	e052	e059	e067	e066	e064
r249	e078	e078	e078	e085	e079	e079
r250	e099	e100	e023	e068	e101	e112
r251	e028	e028	e058	e055	e052	e054
r252	e078	e078	e079	e079	e088	e065
r253	e085	e085	e086	e086	e086	e095

Terrain type	Lost	Event	Event References (roll one die)						hunt	fodder
			1	2	3	4	5	6		
Farmland	10+	8+	e009	r231	r232	r233	r234	r235	yes	yes
Countryside	9+	9+	r232	r236	r237	r238	r239	r240	yes	yes
Forest	8+	9+	r232	r241	r242	r243	r244	r240	yes	yes
Hills	8+	10+	r232	r245	r246	r247	r248	r249	yes	yes
Mountains	7+	9+	r232	r250	r251	r252	r253	r248	no	no
Swamp	5+	10+	r232	r254	r255	r256	r257	r258	yes	no
Desert	6+	10+	r259	r260	r261	r262	r263	r264	*no	*no
Cross River	8+	10+	r232	r265	r266	r267	r268	r269	--	--
On Road	never	9+	r270	r271	r272	r273	r274	r275	--	--
Airborne	12+	10+	r276	r277	r278	r279	r280	r281	--	--
Rafting	never	10+	see r230						--	--

r254	e022	e009	e073	e051	e051	e074
r255	e034	e082	e164	e052	e057	e098
r256	e091	e091	e094	e094	e092	e092
r257	e089	e089	e089	e090	e064	e093
r258	e078	e078	e078	e095	e095	e097
r259	e022	e129	e128	e051	e023	e068
r260	e028	e082	e055	e003	e004	e028
r261	e005	e120	e120	e120	e067	e066
r262	e034	e164	e164	e091	e091	e120
r263	e064	e064	e121	e121	e121	e093
r264	e078	e078	e078	e078	e096	e096
r265	e122	e122	e122	e009	e051	e074
r266	e123	e123	e057	e057	e052	e055
r267	e094	e094	e091	e091	e075	e084
r268	e083	e076	e077	e124	e124	e124
r269	e122	e122	e122	e125	e126	e127
r270	e018	e022	e023	e073	e009	e009
r271	e050	e051	e051	e051	e003	e003
r272	e004	e004	e005	e006	e006	e008
r273	e007	e007	e057	e130	e128	e128
r274	e049	e048	e081	e128	e129	e129
r275	e078	e078	e079	e079	e128	e129
r276	e102	e102	e103	e103	e104	e104
r277	e112	e112	e112	e112	e108	e108
r278	e106	e106	e105	e105	e079	e079
r279	e107	e109	e077	e101	e110	e111
r280	e099	e098	e100	e101	e064	e065

**r281 Special Travel Reference**  
Refer to the Travel Table (r207) and roll one die. Using the appropriate line for the terrain type you occupy, read across to the "Event References" column and use the column listed for that die roll. This will produce a Travel Event Reference (r231-r280) used on the table above.

# Barbarian Prince

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Dated: April 21, 2003

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