

Special Rules

All four City Guards are Guard Captains, allies to you and enemies to all other monster types. The Guard Captains cannot go above level 5, even if the scenario level is 6 or 7.

Place Cx2 numbered tokens in any **a**, **b**, **c**, and **d**. These represent militia members, allies to both you and all Guard Captains and enemies to all other monsters. Each has (L/2)+2 hit points (rounded up). On initiative 51 each round, they perform **3**; **7** (L/4)+1 (rounded down). At the end of each round, you may place up to two new militia members in any empty **a**, **b**, **c**, or **d**. No more than twelve militia members can be on the map at any time.

At the end of any round, before new militia members are placed, any character occupying any **a** to **h** can travel between map tiles. From tile 15-A, characters can travel to the closest room (**e** to either **a**, **f** to either **b**, **g** to either **c**, and **h** to either **d**). From the other tiles, any character can travel to any other room except the one opposite it in the layout (**a** to any **e**, **b**, or **d**; **b** to any **f**, **a**, or **c**; **c** to any **g**, **b**, or **d**; **d** to any **h**, **a**, or **c**). All characters can only travel to a hex if it is empty and characters cannot teleport between rooms.

If any Guard Captain dies, at the end of that round, remove the map tile it died on and move all characters in it to the closest lettered hex on tile 15-A, or the closest empty hex to it if it is not empty. From then on, any monsters that would spawn on that tile instead spawn at the letter hex closest to where it had been (**e** for tile 7-E, **f** for tile 11-E, **g** for tiles 2-A and 2-C, and **h** for tile 13-E).

The tree has (L+C)x3 hit points. It is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of focusing. If the tree is destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at any empty **i** on the listed tile, based on character count

("tile 2" refers to both tiles 2-A and 2-C together):

Round	Two Characters	Three Characters	Four Characters
1	11 and 13 : One normal Living Doom	7 , 11 , and 13 : One normal Living Doom	2 , 7 , 11 , and 13 : One normal Living Doom
2	2 and 7 : One normal Shrike Fiend	2 : One elite Shrike Fiend 7 : One normal Shrike Fiend	2 and 7 : One elite Shrike Fiend
3	13 : Two normal Burrowing Blades	13 : One normal and one elite Burrowing Blade	13 : Two elite Burrowing Blades
4	11 : Three normal Living Spirits	11 : Four normal Living Spirits	11 : Five normal Living Spirits
5	2 and 7 : One normal Shrike Fiend	2 , 7 , and 13 : One normal Shrike Fiend	2 , 7 , 11 , 13 : One normal Shrike Fiend
6	2 : One normal Living Doom 11 : One elite Living Doom	11 : One elite Living Doom 13 : One normal Living Doom	11 and 13 : One elite Living Doom
7	2 and 7 : One normal Burrowing Blade	2 , 7 , 13 : One normal Burrowing Blade	2 , 7 , 11 , and 13 : One normal Burrowing Blade
8	7 , 11 , and 13 : One normal Shrike Fiend	7 and 11 : One normal Shrike Fiend 13 : One elite Shrike Fiend	7 : One normal Shrike Fiend 11 and 13 : One elite Shrike Fiend
9	2 , 7 , and 11 : One normal Living Spirit 13 : One elite Living Spirit	2 , 11 , and 13 : One elite Living Spirit 7 : One normal Living Spirit	2 , 7 , 11 , and 13 : One elite Living Spirit
10	2 : One elite Shrike Fiend 7 , 11 , and 13 : One normal Shrike Fiend	2 , 7 , and 11 : One elite Shrike Fiend 13 : One normal Shrike Fiend	2 , 7 , 11 , and 13 : One elite Shrike Fiend

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