

Scenario Setup

When setting up a new scenario, the first step is to look in the scenario book to set up the map tiles and prepare all the monster types you will be fighting. Then read the introduction text and apply any negative scenario effects from the “Special Rules” section. Next, two battle goals should be dealt to each player, one of which will be discarded. Players can then decide which items they would like to equip from the collection of items they own (adding in -1 cards to their attack modifier decks when applicable). Next, players should decide which ability cards they would like to put in their hand, choosing from the pool of those available to them. A player must select a number of cards equal to his or her character’s hand size. When first starting the game, a player’s hand should only consist of the set of **Level 1** ability cards for the character’s class. Once a player has become familiar with the class, he or she can begin substituting out Level 1 cards for the more complex cards with as the level. Once the character begins to level up, he or she will also get access to higher level cards to add to his or her hand by pulling others out. After players select their hand, any effects of a preceding road event or city event are applied (see Traveling and Road Events on p. 41 for details).

Scenario Page

A SCENARIO PAGE INCLUDES:

- The name , reference number , and grid location of the scenario with completion check box.
- Any achievements required to play the scenario in a campaign.
- The victory conditions .
- When playing the scenario as part of a campaign, the page provides introductory text , additional story points that are read when entering the corresponding hex on the board , and concluding text to be read when the victory condition is met.
- The name, reference number, and grid location of any new scenario locations unlocked by completing the scenario within a campaign.
- Any other rewards earned by completing the scenario when in a campaign.

#1 G-10 **Black Barrow**

Requirements: None
Goal: Kill all enemies

Introduction:
The hill is easy enough to find—a short journey past the New Market Gate and you see it jutting out on the edge of the Corpsewood, looking like a rat under a rug. Moving closer you see the mound is formed from a black earth. Its small, overgrown entrance presents a worn set of stone stairs leading down into the darkness.

"Take care of these unfortunates," he says, backing out of the room. You can vaguely make out his silhouette as he retreats down a hallway and through a door to his left.

"Well, it's not every day we get people stupid enough to hand-deliver their valuables to us," grins one of the larger bandits, unsheathing a rusty blade. "We'll be killing you now."

Joke's on them. If you had any valuables, you probably wouldn't be down here in the first place.

Kicking through the door, you find yourself face-to-face with the reason these bandits chose this particular hole to nest in: animate bones—unholy abominations of necromantic power.

Nothing more to do but lay them to rest along with the remainder of this troublesome rabble.

Conclusion:
With the last bandit dead, you take a moment to catch your breath and steel yourself against the visions of living remains ripping at your flesh. Your target is not among the dead, and you shudder to think what horrors still await you in the catacombs below.⁽²⁾

New Location:
Barrow Lair (2) (G-II)

Party Achievement:
First Steps




Maps:
lib
Gib
Lia

Bandit Guard

Bandit Archer

Living Bones

Treasure Tile (x1)

Damage Trap (x2)

Table (x2)