

**Requirements:** The End of the World scenario complete

**Goal:** Escape the Sleeping Lion

### Introduction:

You wake up at a tankard littered table in the Sleeping Lion as a shifty looking fella keeps nudging you with a staff. "She has marked you, yes. Her essence is about you. Try and escape, ha ha. You can't, can you? No one can! No one but me. I'll show you!" He jumps on your table and proceeds to perform what can only be described as a dance that aims to transport all of your dirty mugs and plates to the floor. It's not long until the Inox guard grabs him and yanks him through the door.

You are incredibly surprised, however, when you find yourself following him outside. You wouldn't have, but in his mad mix of yelling and gesticulating, he reminds you of something you had all but forgotten. A dream perhaps? A dream of your home, the place where you grew up, and of the wraith that tried to steal it.

The scrawny man adjusts his tunic and says, "You remember now, don't you? You remember the lady of stolen memories? Once she grabs you, she will never let you go. There is no escaping. She will come back for more, and she will take what is hers." A brief silence descends. "Oh, don't look so glum. Of course I know the way. Of course, of course. We'll get rid of her yet. Follow me."

You travel for the better part of a day. The journey is arduous and punctuated by a climb atop a steep hill that proves to be quite

a challenge. Tired and exhausted, you ask your guide if there is much more to go.

"More? Crazy talk. What is more, eh? Less is more, and more is relative. We are seeking the lady of stolen memories, the wraith queen of dreams, and she resides in the place between life and death where fiction is born. Want some good news? You are almost there." And with magnificent speed and power you could not anticipate or withstand, he pushes you all off a cliff. You fall. You hit the ground.

You wake up at a tankard littered table in the Sleeping Lion as the shifty looking fella whacks you with his staff. The patrons laugh. The Inox guard laughs. The shifty looking fella whacks you with his staff again and again until you don't want to be whacked anymore. You draw your weapons. They keep laughing. They draw their weapons too.

### Special Rules:

Whenever the Cultist would summon a Living Bones, he just laughs at you and does nothing instead. The Inox Guard is the Bouncer and adds +1 Attack to all her attacks and subtracts -10 from her initiative each round.

Any time a character (not character summon) suffers damage from an enemy attack or a trap, one of their cards is taken. When a card is taken, the player chooses a card to remove from their character's hand and places it in a separate pile off to the side. That card cannot be used in any way. If a character has a card taken, and they have no cards in their hand, the card is removed from their discard instead. If they have no cards in their hand or discard, that character is immediately exhausted instead. If any character becomes exhausted, the scenario is lost.

No figure can jump or fly, and no obstacle set up on the board can be moved or destroyed. As soon as a character opens door ①, read ① on the following page.



## Beyond the End of the World



### Special Rules:

Any character who enters hex ① is removed from the board and is now safe. Discard any card they have yet to play for this round, then do not adjust the location of any of their ability cards.

Once all characters have been removed from the board, read the conclusion below.

### Conclusion:

Unfortunately, the scenario is not over. Open "Beyond the End of the World 2" and continue playing.

### Reward:

All characters return all taken cards back to their hands