

Requirements: Jeremy picked up the Meeple

Goal: Recover the Lucky Meeple

Introduction:

As soon as Jeremy touches the Meeple, the world goes sideways. Your vision skews, and the walls twist and ripple, forming new patterns at the edges of your vision. There is clearly some dark force at work, and it takes all of your effort to simply kneel down and ride the horrible wave.

When you are finally able to stand, you find yourself in a place both familiar and foreign. It looks like the warehouse you entered, but everything is all wrong, and the Meeple is nowhere to be found. There are strange piles building materials and food around the room, as well as various recepticals.

A voice laughs over your confusion. "So you've come to win back what was taken from you? Then we must play another game! Select your actions carefully and fulfill the objectives set before you. Only then will you have a chance to compete for your Lucky Meeple!"

Maps:

B1a
B2a
C1b
G2b
I2b



Ancient Artillery



Bandit Archer



Bandit Guard



Damage Trap (x3)

Special Rules:

Door **a** is locked and cannot be opened until all four objectives are complete.

Each character should set aside 1 or 2 character tokens to use as activators. For 2 characters, set aside 2 tokens each. For 3 characters, 2 characters set aside 1 token, and 1 character sets aside 2 tokens. For 4 characters, set aside 1 token each.

When a character ends their turn on one of the hexes **1** to **10**, they may place one of their activators on the hex to activate it, if they have one available and there are no activators currently on the hex. For each unplaced activator a character has set aside, they add +1 Move to all of their moves.

Characters will only have their activators returned to use again at the end of a cycle, which will occur immediately each time an Ancient Artillery is killed. The start of a new cycle may have an effect on some of the numbered hexes as well.

Activating the numbered hexes has the following effects:



1 Collect all wood accumulated in this hex. This hex accumulates 3 wood at the start of each cycle.

2 Collect all food accumulated in this hex. This hex accumulates 1 food at the start of each cycle.

3 Lose 2 clay and 1 reed to complete Objective 1.

4 Must be activated twice, and the character must lose 1 food to activate the second time. After the hex has been activated twice by a single character, if that character has 4 or more food, Objective 2 is complete.

5 Lose 8 wood to complete Objective 3.

6 Collect 2 food.

7 Collect all reed accumulated in this hex. This hex accumulates 1 reed at the start of each cycle.

8 Collect all clay accumulated in this hex. This hex accumulates 1 clay at the start of each cycle.

9 Lose 5 wood and 2 reed to complete Objective 4.

10 Collect all wood accumulated in this hex. This hex accumulates 2 wood at the start of each cycle.

Players can use damage tokens or other chits to keep track of the various resources.

When door **a** is opened, read the top of page 3.



Mon The Lucky Meeple

Requirements: David picked up the Meeple

Goal: Recover the Lucky Meeple

Introduction:

As soon as David touches the Meeple, the world goes sideways. Your vision skews, and the walls twist and ripple, forming new patterns at the edges of your vision. There is clearly some dark force at work, and it takes all of your effort to simply kneel down and ride the horrible wave.

When you are finally able to stand, you find yourself in a place both familiar and foreign. It looks like the warehouse you entered, but everything is all wrong, and the Meeple is nowhere to be found. You don't feel quite like yourself. You feel as though your personality is fleeting, like perhaps it could be torn away from you with the slightest breeze.

A voice laughs over your confusion. "So you've come to win back what was taken from you? Then we must play another game! Can you triumph when your actions are not your own? Only then will you have a chance to compete for your Lucky Meeple!"

Special Rules:

Door ① is locked and cannot be opened until all enemies on the four shown map tiles are killed.

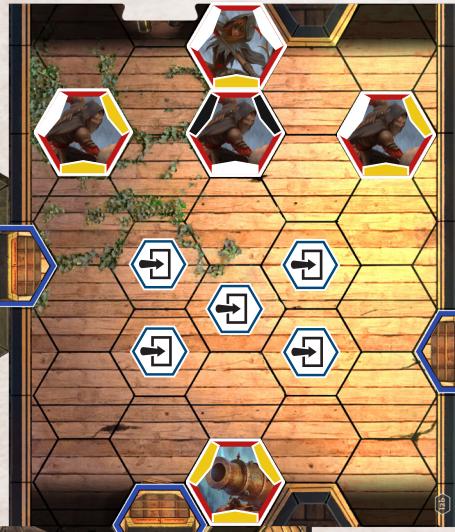
Any time an Ancient Artillery is killed, all characters must immediately and simultaneously pass four ability cards from their hand into the hand of the character to their left. If a character does not have four cards in their hand, they must select the remainder from their discard, and these cards are placed in the discard of the character to their left. If a character has less than four cards total in their hand and discard, they pass what they are able to pass.

Ability card types that have a limit on the number that can be active at one time (such as **Augments**) share that limit among all characters.

When door ① is opened, read the top of page 3.

Maps:

- B1a
- B2a
- C1b
- G2b
- I2b



Ancient Artillery



Bandit Archer



Bandit Guard



Damage Trap (x3)

The Lucky Meeple

You finally break through the door to come face-to-face with your antagonist, backed by a line of more artillery.

"That's the guy!" David says from somewhere behind you. "He's the one who stole our Meeple!"

"You mean this?" The man smiles as he holds up the prize. "I'm afraid there's only one way you're getting this back. Beat me at the most ancient and purest of games."

The man hefts his sword and shield, then charges forward.

Special Rules:

The Bandit Guard is the Swindler. He has $H \times C/2$ hit points (rounded down) where H is the hit points of a regular elite Bandit Guard. He also gains an additional Shield 2 for each Ancient Artillery present on the map.

Killing an Ancient Artillery no longer triggers any special effects outlined on previous pages.

When the Swindler is killed, read the conclusion below.



Ancient
Artillery



Bandit
Guard



Barrel
(x2)

Conclusion:

With an epic wail, the man crumples to the floor. His shield arm flops forward, and his clefted fist unfurls to reveal the Lucky Meeple.

If Jeremy picked up the Meeple: Jeremy rushes forward and grabs the token from the dead man's hand. Your surroundings once again shift before your eyes, warping and folding until you find yourselves in the normal warehouse where you began.

"Phew, what a mess!" Jeremy says. "But you somehow got us through. We can't thank you enough for recovering this. It means so much, we should have never gambled with it in the first place."

Reward:

50 collective gold

If David picked up the Meeple: David rushes forward and grabs the token from the dead man's hand. Your surroundings once again shift before your eyes, warping and folding until you find yourselves in the normal warehouse where you began.

"That was a close one!" David says. "You really got us out of a tight spot there, and we'll never forget it. Seriously, we owe you more than your fee. If we hadn't gotten this back, who know what would have happened? You have our eternal thanks."

Reward:

30 collective gold
+2 reputation