

A TABLETOP ADVENTURE GAME

RANGERS
OF
SHADOW DEEP

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

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FOREWORD

Rallen paused at the distant crack of thunder, waiting for an echo that never came. Frowning, he turned his face to the wind and tasted something foul, a faint tang of ash and acid. Up ahead, Corrick continued striding towards the ruined tower, his cloak flapping madly behind him. This was an abandoned place.

Rallen caught up just as Corrick reached the broken archway that led into the tower. The other ranger turned.

'I don't understand, Corrick. This watchtower hasn't been manned in decades.'

'I suspect that is about to change.'

Rallen shook his head. 'We've been at peace with Lorenthia for generations. The king's sister is married to...' His voice trailed off as he saw his friend's pain. 'Corrick?'

Corrick shook his head slowly. 'Just follow.' The ranger turned through the arch, and Rallen quickly followed.

Inside, shafts of sunlight reached down through the cracks in the roof to guide their way. They climbed slowly up the worn stairs that still circled around the inside of the tower, spiralling ever higher, until they finally reached the door to the roof. As they stepped out, the tainted wind again assaulted Rallen's senses, causing him to wince.

Corrick put a hand on his shoulder, pointing into the wind. Rallen turned and gasped, clutching at the parapet for support. Less than a league away, the grassy plains disappeared, replaced by a rolling sea of black cloud. A fresh and jagged scar of earth was all that marked the end of one realm and the beginning of another.

'Lorenthia is gone,' whispered Corrick. 'The Shadow Deep has swallowed it whole.'



INTRODUCTION

Welcome to the dark and dangerous world of the Shadow Deep, a vast realm, permanently covered in black clouds, where evil plots and breeds. Over the passing centuries, the Shadow Deep has slowly expanded by collapsing the kingdoms on its borders and swallowing them beneath its rolling clouds. Now, a new kingdom stands upon the brink of that sea of darkness. The king knows it is only a matter of time before his land is also consumed. He has sent out a call to every realm, a summoning of heroes to come and stand against the darkness. Help, however, is far away, if it ever comes.

For now, the defence of the kingdom falls upon the Rangers, a band of highly skilled warriors, trained to operate independently or in small groups to track down and fight against the creatures of darkness. It is their duty to descend into the Shadow Deep to gather information, rescue prisoners, launch raids, and fight a delaying action against their foes. Theirs is a war that cannot be won, but every small victory is another day for the people of the kingdom, another day of life and hope. If the enemy can be kept at bay long enough, who knows what miracles might occur?

Rangers of Shadow Deep is a tabletop adventure game that is designed to be played either solo or by a group of up to four players working together. Each player creates a character – a ranger – to represent him on the table, and to go on a series of missions to explore the Shadow Deep and to fight against the evil forces that plot to destroy their kingdom. Over the course of these missions, players will learn more about the secrets of the dark realm and will be able to watch their characters grow in power and ability, enabling them to take on greater threats and make a larger contribution to the war. Unlike most miniature wargames, where players play against one another, *Rangers of Shadow Deep* is designed so that all the players fight for the side of life, while the forces of evil are controlled by a set of simple rules that determines their actions.



As you read through this book, you'll be guided, step-by-step, on how to play the game, starting with creating a ranger. You'll then be taught the basic rules of how figures move and fight on the table, including how to move the bad guys. Once you've got these basic rules down, you can move on to the rules for campaigns, which explain how to connect your games into an ongoing narrative, and how your ranger grows from game to game, gaining experience, new abilities, and new equipment. This book includes three beginner missions, each of which contains two or more scenarios, to get your ranger started on his quests. Also, just to make sure you get loads of game time out of this book, the first full campaign, *Burning Light*, is included. This campaign takes the game to the next level, giving players a huge degree of freedom as they search for a lost artefact in the ruins of an ancient convent. This campaign features nine potential scenarios, enough for several nights of gaming.

Finally, players should see these rules as a set of guidelines, and not as a hard-and-fast set of instructions. The entire point of *Rangers of Shadow Deep* is to have fun pushing figures around on a tabletop. If you can see a way to modify these rules and increase your own enjoyment playing the game, please do so!

Many thanks for giving the game a try. This book is just the first step in what I hope will be a long journey for the game. If you would like to follow my progress as I work on *Rangers of Shadow Deep*, check out my blog: therenaissancetroll.blogspot.co.uk.



THE KINGDOM OF ALLADORE

The ancient kingdom of Alladore has long stood as one of the most open, progressive, and prosperous kingdoms of the East. Founded by the legendary warrior, Erenthal, its line of kings has continued unbroken for nearly eight centuries. In that time, it has seen many wars and much strife, but has always emerged the stronger. Its most recent conflict, a series of battles with its traditional enemy to the east, the kingdom of Lorenthia, ended with a peaceful settlement nearly ninety years ago.

To the north, the country is bounded by the desert wastes; to the south by the great forest of Nar, and to the west by the numerous and constantly changing Tollonian Principalities. It is through the latter that the Great Trade Road runs, ever bringing strange and arcane things from legendary places far away.

The capital of Alladore, the fortress-city of Tallis, lies near the centre of the country in the gently rolling hills. It is good land for farming and the raising of cattle. Further east, towards the Shadow Deep, the land becomes rockier, and planted crops slowly give way to sheep and goats. Several small mountain chains run through this region, leaving many isolated valley settlements. The few settlements in the far north of the country are mainly devoted to mining in the rocky hills that lead off into the desert. Iron, tin, and copper are all found in great quantities there, and are responsible for most of the country's exports. Numerous small settlements run along the southern border, where many make their living as hunters, trappers, and loggers.

Along with Tallis, there are two main cities: Portrerik in the south, sitting astride the great Nylen River and giving Alladore its only route to the sea, and Erenthean near the Tollonian border. All three cities are centres for artistry, with many guilds and craftsmen calling them home. Both Tallis and Erenthean boast established collegia that teach the arts and the various philosophical sciences. While Alladore claims no great wizards, it does have several centres for the study of magic, found mostly amongst small, isolated communities in the north.



WHAT YOU NEED TO PLAY

Before you dive in and start creating your ranger, there are several items you are going to need to be able to play and fully enjoy the game: a table, miniatures, a couple of twenty-sided dice, a deck of standard playing cards, a ruler or tape measure marked in inches, a copy of the Ranger Sheet from the back of this book, and a pencil. You will probably also want a selection of miniature terrain. All of these will be obvious to most experienced tabletop wargamers but might require some explanation for those who are new to the hobby.



MINIATURES

Essentially, miniatures (or figures) are toy soldiers, most commonly made from plastic or metal, and sculpted to a high degree of detail. They are normally supplied unpainted and painting them is many people's favourite part of the hobby. If you are unsure where to start, I suggest you check out North Star Military Figures, especially their *Frostgrave* line, which contains most of the monsters and warriors you will need for playing the missions in this book. That said, there are numerous companies producing beautiful fantasy miniatures, many of which would be appropriate and useful for *Rangers of Shadow Deep*. Collecting figures is at least as enjoyable as the game itself, and players should use the game as an excuse to get whatever figures they want.

A player will, at a minimum, need a figure to represent their ranger, and one for each of the ranger's companions. These are generally referred to as 'heroes'. Each mission also includes a suggested figure list for enemies that might be encountered over the course of the mission. These are generally called evil figures. Players can either get these specific figures, or just decide on proxy figures to stand in for these creatures should they appear. A player should not feel compelled to have every figure to represent every monster unless they wish to do so.

The game has been designed for 28mm miniatures, which is the most common size. However, there is absolutely nothing to stop players from using other popular sizes such as 10mm, 15mm, 1/72, or even 40mm. The figure size will have little impact on how the game plays.

Most people like to mount their figures on bases, usually circular disks of various size. The exact base-size is mostly irrelevant to the game, and players should feel free to mount their figures on whatever bases they find visually pleasing.

It will also be useful to have a selection of 'tokens' available. Some scenarios call for treasure tokens or clue markers. This can be anything from coins to little miniature treasure chests, so long as the players know which tokens/markers are which.



DICE

During a game, a player will often have to roll a die to determine the outcome of an action, such as using a Skill or fighting monsters. *Rangers of Shadow Deep* uses twenty-sided dice exclusively. These dice, which are numbered 1–20, are available at most game stores or can be ordered online from any number of vendors. The game requires a minimum of two dice, but it is probably best if each player brings his own, with one extra to serve for monsters.

Twenty-sided dice also serve one other useful function. At times, it will be necessary to determine a random direction, such as when creatures are wandering around. To do this, you can roll a twenty-sided die. Each face on the die is a triangle, so if you roll, you can look at the point of the triangle that sits above the number, and the direction it indicates can serve as your random direction.

PLAYING CARDS

Most of the scenarios in this book feature an ‘Event Table’, which dictates the events that are likely to occur during the scenario, such as new monsters coming on, traps being sprung, or, occasionally, reinforcements arriving. Each listing on the Event Table has a playing card assigned to it. Before you play a scenario, you should take your standard deck of cards and pull out every card that is listed on the Event Table. This new group of cards is known as your event deck, and the cards as Event Cards. Whenever you are told to draw an Event Card, you should draw from this deck and compare the result to the Event Table. This will explain what event has occurred and what the player should do.



THE RANGER SHEET

At the back of this book, you will find the Ranger Sheet. You will want to print out a copy of this when you are creating your ranger and have it on hand while you play. This sheet contains all the information you will need to know about your ranger and his companions while you play the game.



THE TABLE AND TERRAIN

Each scenario in a mission will detail what size table should be used, and what terrain will be needed and how it should be positioned. Most games will be played on a 2.5' x 2.5' table, although other sizes will occasionally be called upon. The Shadow Deep is a vast realm, and includes many different types of terrain, including broken and rocky plains, half-dead forests of gnarled trees, and foetid swamps and marshes. It is a realm of ruins, and the destroyed buildings of past civilizations are scattered all about. The game assumes the players have a decent collection of miniature terrain to represent these different possibilities. Nothing is strictly necessary, however. Provided the players can set up the table so that the layout is broadly like that called for by the scenario, it makes no difference if a ruined tower is a detailed model, built out of wooden blocks, or a piece of Styrofoam packing material!



CREATING A RANGER

Before you start your adventures in the Shadow Deep, you must first create a ranger. This ranger is your protagonist, and essentially represents you on the tabletop. Although your ranger will have various allies and companions during missions, it is his journey you will chart from adventure to adventure.

To create a ranger, the main thing you need is a copy of the Ranger Sheet from the back of the book. At first it might look like a complex beast, but don't worry, we will go through each section of the sheet in this chapter and explain what everything on it means.

First things first, try to get a mental picture of your ranger. Is he a fearless warrior who likes to confront danger head-on, or is she a cunning young scout who prefers to creep through the shadows and shoot enemies from afar with her bow? Is he a charismatic leader or a grim loner? Does she always adventure out loaded for battle or only carrying the bare necessities of survival? Once you have a clear picture of your ranger in your head, it will make the rest of the process much easier.

Now that you have a good idea of what your character is like, it is time for the biggest, hardest decision of them all: you must give your ranger a name. Although the name of your character has no effect on the game, it can have a profound effect on how you feel about your character, and how attached you become to him or her. So, it is worth giving it some thought. Once you have a name, write it at the top of the Ranger Sheet.



BUILD POINTS

Now that you've made the basic decisions about your character, it is time to determine exactly what powers, abilities, and skills your ranger possesses. Each ranger starts with 10 Build Points. You can spend these Build Points to increase your Stats, buy Heroic Abilities, hone your Skills, and even recruit companions to join you on your adventures. Each of these possibilities is detailed below.



STATS

In *Rangers of Shadow Deep* every figure, be it a ranger, a companion, or an evil creature has a Stat-line which determines its basic effectiveness in the game. There are six Stats:

- **Move (M):** the speed and basic agility of a character. The higher its Move, the further it can move each turn. It is also sometimes used to determine how quickly a figure can react.
- **Fight (F):** the character's ability in hand-to-hand combat, and its ability to avoid incoming missile fire.



- **Shoot (S):** the character's ability to use missile weapons including bows, crossbows, and thrown weapons such as javelins, axes, and knives. It is never used for shooting attacks caused by spells.
- **Armour (A):** the amount of physical protection a character has, including such things as armour, shields, and magic protection. It also includes any natural armour a creature possesses.
- **Will (W):** the character's determination, courage, and ability to resist magic spells.
- **Health (H):** the physical toughness of the character, denoting how much damage it can take before it is badly injured or dead.

Each Stat will have a number associated with it, the higher the number the better. The specific meaning of each number will be explained later in the rules. For now, it is only important to write down the ranger's starting Stats and to decide on any Stat increases you would like to give him using your Build Points. A ranger starts with the following Stats.

Ranger Base Stat-Line					
Move	Fight	Shoot	Armour	Will	Health
6	+2	+1	10	+4	18

You may now choose to spend up to 3 of your Build Points to increase your ranger's Stats. For each Build Point you spend, you may increase any one Stat (except for Armour) by 1. You may only increase each Stat once at this time. Once you have decided on how many Build Points to spend on Stats, write all your Stats in the corresponding boxes on your Ranger Sheet.



SPLIT STATS

At some points during the game, it might become necessary to record two different values for one Stat. This is called a 'Split Stat' and is written '+2/+3'. When this occurs, the first number is always the figure's actual Stat and the second is its effective Stat at present. Split Stats normally occur when a figure has acquired a magic item, is under some kind of magic spell or effect, or is suffering from some form of permanent injury. All these circumstances will be fully explained later.

HEROIC ABILITIES AND SPELLS

Heroic Abilities and Spells are what separate the rangers from most soldiers who fight in the war against the Shadow Deep. A player may spend up to 5 Build Points purchasing Heroic Abilities and Spells for his ranger at a cost of 1 Build Point each. Each Heroic Ability may only be purchased once. Each Spell may be purchased as many times as a player wishes.

Heroic Abilities include such items as special combat manoeuvres, survival tricks, and even the occasional bit of luck. Each Heroic Ability states when, exactly, during a game turn it can be used. Heroic Abilities can be used as a free action.

Spells are arcane powers that the ranger can call upon to strike down his enemies, heal his friends, and cause distractions. Unlike Heroic Abilities, a ranger must spend an action to use a Spell.

The player should write any Heroic Abilities and Spells chosen in those sections on his Ranger Sheet. A few Heroic Abilities and Spells refer to 'Skills'; these will be explained in the next section. Occasionally, figures other than rangers may be able to cast spells, which is why the spells refer to 'the caster'.



HEROIC ABILITY LIST

BLEND INTO THE SHADOWS

This ability may be used if an evil figure is about to make a move that would take it into combat with the ranger. Instead, determine the evil figure's action as though the ranger were not on the table.

DASH

The ranger may use this ability when he is activated. For the rest of the turn, he receives +2 Move. Alternatively, the ranger may use a move action to leap up to his Move distance in any direction, including vertically.

DEADLY SHOT

The ranger may use this ability if he has rolled a natural 18 or 19 during a shooting action. Treat this roll as a Critical Hit.

DEADLY STRIKE

The ranger may use this ability if he has rolled a natural 18 or 19 during a fight. Treat this roll as a Critical Hit.

DISTRACTION

The ranger may use this ability whenever an evil creature is called upon to make a move towards the Target Point. The player may instead move this creature anywhere he wishes following the standard rules for movement, provided this move does not cause the creature direct harm or force it to make Swimming Rolls (i.e. no walking off a cliff, or moving into fire or deep water).



DIVE FOR COVER

The ranger may add +10 to his Fight Roll when rolling against a shooting attack. He must declare he is using this ability before he rolls.

EVADE

The ranger may use this ability if he activates while in combat. The ranger may make a free 1" move to leave the combat. No figure may force combat during this move. After this move, the ranger completes his activation as normal.

FOCUS

The ranger may add +8 to any one Skill Roll. He must declare he is using this ability before he rolls.

FRENZIED ATTACK

The ranger may add +5 to one Fight Roll. He must declare he is using this ability before he rolls.



HALT UNDEAD

All undead creatures within 10” and line of sight of the ranger must make a Will Roll (TN20). If they fail, they lose their next activation.

HAND OF FATE

The ranger may re-roll one die.

INNER STRENGTH

The ranger may add +5 to one Will Roll. This ability can be used after the roll has been made.

PARRY

This ability may be used in combat after a ranger and his opponent have made their Fight Rolls. The ranger may add +10 to his roll. If he wins the combat, however, he does no damage. He may step back or push his opponent back as normal.

POWERFUL BLOW

The hero may add +3 damage to any hand-to-hand attack that has already dealt at least 1 point of damage.

ROLL WITH THE PUNCH

This ability may be used if a ranger loses a fight in hand-to-hand combat. Halve the amount of damage taken by the ranger, rounding up (e.g. if the ranger loses the combat and would suffer 7 points of damage, he suffers 4 instead).

SHOVE

If the ranger wins in hand-to-hand combat, he may choose to push his opponent back up to 4” instead of the normal 1”.

STEADY AIM

The hero may add +5 Shoot for one Shooting Roll. This must be declared before the roll is made.



SPELL LIST

BURNING LIGHT

Make a +3 attack against all undead creatures within 8" and line of sight of the caster.

BURNING MARK

The caster may place a glowing rune anywhere within 6". As soon as any evil creature moves within 2" of this rune, it explodes. All evil creatures within 2" of the rune suffer a +5 magic shooting attack.

ENCHANTED STEEL

The caster imbues one melee weapon with magic power. For the rest of the scenario, the weapon counts as a magic weapon with +1 Fight.

HEAL

This spell may target any figure within 6" including the caster. The target figure regains up to 5 points of lost Health.

HOLD CREATURE

The target creature must make an immediate Will Roll (TN16). If it fails, it may not force combat for the remainder of the turn, and it loses its next activation. This spell has no effect on large creatures or undead.

MAGIC BOLT

The caster may make a +5 magic shooting attack against one figure within line of sight. This attack ignores penalties for cover and intervening terrain.

SHIELD OF LIGHT

This spell may be cast on any figure within 8" and line of sight. All shooting attacks against this figure are at -3 for the rest of the game.



SMOKE

The caster may place a thick cloud of smoke, 3" in diameter, anywhere within 3". The smoke blocks all line of sight but does not inhibit movement.

STRONG HEART

This spell may be cast against any figure within 8" and line of sight. The next time this figure must make a Will Roll it does so with a +5 modifier. The time after that, it receives +4, and so on, down to +0 when the spell's effect ends.

TRANSLATE

A ranger may cast this spell in place of making any Read Runes Skill Roll. The ranger automatically passes the Skill Roll with the highest result possible.

SKILLS

Every ranger is a highly trained agent of the king, and as such has developed several skills that will likely aid him in his missions in the Shadow Deep. This includes ability in such areas as tracking, ancient lore, swimming, stealth, etc. The full list of Skills is found below. A ranger begins with all his Skills at +0. For each Build Point a ranger spends, he may increase eight different Skills by +1 each. So, if he spends 1 Build Point, he may improve eight Skills to +1. If he spends a second Build Point, he could increase those same eight Skills to +2 or pick eight new Skills to increase to +1, or any combination of the two options. A ranger may spend up to 5 Build Points on Skills. Each Skill is listed on the Ranger Sheet, and the player should write his numerical ability next to each one.



SKILL LIST

ACROBATICS

A measure of the ranger's ability to control his own body in difficult situations, such as jumping, walking along narrow paths, and swinging from ropes. It does not include climbing, which is a separate Skill.

ANCIENT LORE

Knowledge of myth, legend, and ancient history, including all that is known about the Shadow Deep.



ARMOURY

The study of weaponry, including how to make and repair weapons, how to improvise weapons in the field, and how to identify magic weapons. If a ranger has an Armoury Skill of +4 or more, he is always treated as armed with a dagger, even if unarmed.

CLIMB

Measures the ranger's ability to climb difficult surfaces.

LEADERSHIP

The skill of leading others, it also includes diplomacy. A Ranger may add his Leadership Skill to his Total Recruitment Points before each mission.

NAVIGATION

Using the natural world to determine direction and location and to keep from getting lost.

PERCEPTION

The general awareness of one's surroundings, including noticing small, but important details.

PICK LOCK

Encompasses knowledge of all kinds of lock and locking mechanisms, including doors, chests, and even secret doors.

READ RUNES

The knowledge of ancient written languages, including the languages of magic.

STEALTH

Moving silently to avoid detection and skill in choosing and maintaining hiding places.

STRENGTH

The training in the application of strength to achieve maximum results, useful for lifting, breaking down doors, and escaping from bonds.



SURVIVAL

Includes foraging for food and herbs, hunting, cooking, basic first-aid, and knowledge of the dangers inherent in specific types of terrain.

SWIM

Movement through water, or any water-like substance.

TRACK

The ability to read the signs of the land to gain information about those that have preceded them, such as their direction of travel, distance ahead, and if they are wounded or carrying prisoners. Also includes knowledge of how to throw off pursuers.

TRAPS

Knowledge of traps, including how to set them and how to disable them.

THE SILVER STAR

According to legend, the great warrior king Erenthal wore a silver star on the brow of his helm and, for as long as can be remembered, this star has served as the symbol of the country of Alladore. Usually the star is depicted as a circle with four points radiating out from it, one in each cardinal direction. Often the north and south points are slightly longer than the other two. Sometimes, a second set of small points are found between the major ones, making it an eight-pointed star, instead of the usual four. Over the many centuries of its use, the star has seen many variations.

Most soldiers of Alladore bear the Silver Star on their shields or tabards, so that they can easily identify one another in battle. Since rangers don't wear uniforms, and often rely upon stealth, they rarely display large stars, even on their shields. However, it is quite common for rangers to carry a silver star somewhere on their person, such as on a brooch, signet ring, or pendant.



RECRUITMENT POINTS (RP)

Only rarely do rangers venture out alone. Normally they are accompanied by one or more companions. All rangers start with 100 Base Recruitment Points that they can use to select allies from the Companions List. A player can spend up to 3 Build Points to increase his Base Recruitment Points. Each Build Point spent increases his Base Recruitment Points by 10. Note this is likely only worth doing if you are intending to usually play either solo or with only one other player. Recruitment Points are fully explained in the section on Companions.

WEAPONS, ARMOUR, AND EQUIPMENT

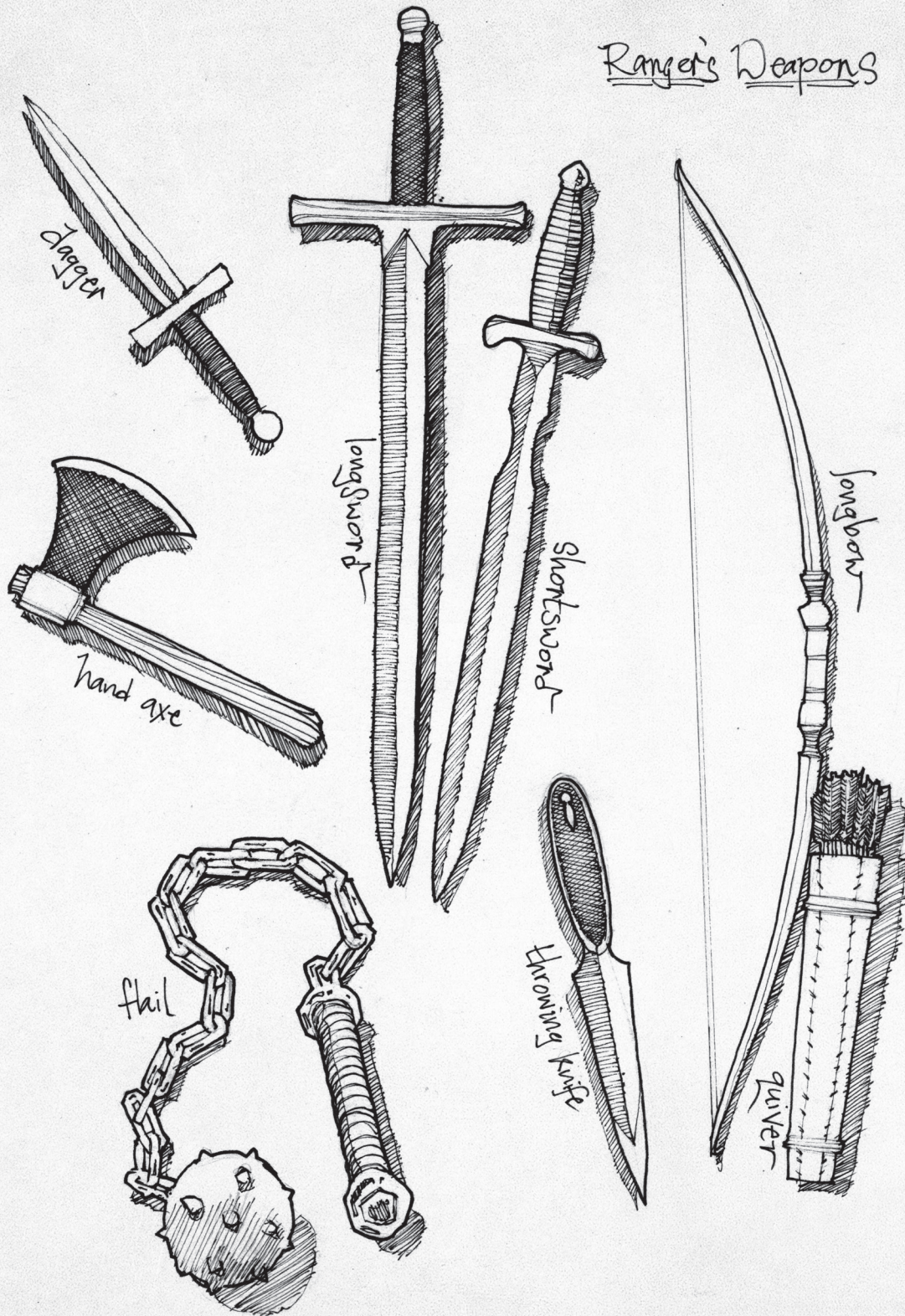
The final task in creating your ranger is equipping him with the weapons and tools he will need to survive his adventures. A ranger has six 'item slots', as seen on the Ranger Sheet. Essentially, this means he may carry six items. When creating a new ranger, the player may choose up to five items from the Basic Equipment List below. These items have no cost; they are provided by the king's armouries. Later, if the ranger finds better equipment – a magic sword, for example – he may discard one of the items he was carrying (probably his regular sword) to carry it. A ranger may always acquire new basic equipment for free after any mission.

A ranger may only wear one type of armour, either light or heavy. If a ranger is carrying a two-handed weapon or a staff, he may not carry a shield.

Each item on the list includes a brief description and an explanation of the rules for using it. Some of this information might not fully make sense until a player has read the rules for playing the game.



Ranger's Weapons





BASIC EQUIPMENT LIST

BOW

The favoured missile weapon of rangers, bows may be loaded and fired in a single action. For game purposes the maximum range of a bow is 24". Bows have no damage modifier. A figure must also carry a quiver, or some type of magic ammunition, to use a bow.

CROSSBOW

A common weapon wielded by the forces of the Shadow Deep, crossbows take one action to load and one action to fire. If a figure wishes, he may replace his movement action with a 'reload' action. Crossbows have a +2 damage modifier and a maximum range of 24". It is assumed that all crossbows start the game loaded and ready to fire. A figure must also carry a quiver, or some type of magic ammunition, to use a crossbow.

DAGGER

This is a knife that is not balanced for throwing. Daggers have a -1 damage modifier.

HAND WEAPON

Includes all purpose-forged weapons that are commonly wielded in one hand, such as swords, clubs, axes, maces, and even spears. These weapons have no modifiers in combat.

HEAVY ARMOUR

This represents any type of heavy armour that is mostly constructed out of metal. A figure wearing heavy armour receives +2 to its Armour, but -1 to its Move.

LIGHT ARMOUR

This represents any type of lighter armour that is mostly constructed out of leather or other non-metal materials. A figure wearing light armour receives +1 to its Armour.



QUIVER

Purpose-built to hold ammunition for a bow or crossbow, a figure must be equipped with a quiver to make normal shooting attacks with these weapons. A figure with a quiver may also carry one piece of magic ammunition (an arrow or crossbow bolt) without that ammunition taking up an item slot.

ROPE

Whenever a figure carrying rope is standing at the top of a vertical structure, such as a building or cliff-face, it may spend an action to set a rope. Place a marker next to the figure, and a corresponding one on the ground at the base of the structure, to mark the placement of the rope (or just use a piece of string). Any figure may now use this rope to climb the structure without suffering any movement penalties. A figure may set one rope per game for each rope item carried.

SHIELD

A figure that is carrying a shield receives +1 to its Armour. It may not, however, also carry a two-handed weapon or a staff.

STAFF

The staff is best known for its defensive properties. Staffs have a -1 damage modifier, but also give the opponent a -1 damage modifier in hand-to-hand combat. The staff does not provide this modifier against shooting attacks.

THROWING KNIFE

This includes any kind of small throwing weapon such as knives, axes, and light javelins. A figure may make one shooting attack per game for each knife carried. This attack has a maximum range of 8" and does -1 damage. In a pinch, a throwing weapon can also be used as a back-up melee weapon. A figure carrying an unused throwing knife as his only weapon does not count as unarmed but does suffer a -2 damage modifier in hand-to-hand combat.

TWO-HANDED WEAPON

Includes all heavy melee weapons that require two hands to wield, such as two-handed swords, battle axes, various polearms, and large flails. These weapons have a +2 damage modifier.



BASIC RULES

Now that you have created a ranger, you are ready to learn the basics of how to play *Rangers of Shadow Deep*. The first thing you need to do is select a mission for your ranger or rangers. You'll find three different missions in the Missions chapter. The mission will give you a brief introduction to the quest that has been assigned to your ranger. Each mission is then composed of one or more scenarios, each of which is like a separate game, requiring its own table set-up, and giving any special rules that are required to play it. For the moment, though, we'll focus on the basic rules that will apply to every game you play.

SETTING UP THE TABLE

Compared to most tabletop miniature games, *Rangers of Shadow Deep* tends to use very small table sizes. Most scenarios will take place on a 2.5 x 2.5' table, although occasionally other sizes might be recommended. Each scenario will explain what terrain is needed for the game and how that terrain should be arranged on the table. Some scenarios call for very specific terrain, such as ruined buildings, large statues, rivers, or bogs. Some of these will have specific sizes and alignments. It is not necessary that players represent all the terrain exactly as stated in the instructions. Provided the players can arrange the table so that it more-or-less corresponds to the scenario, the game should work fine. If players don't have access to specific pieces of terrain, they should just substitute something else that serves the same function.

Some scenarios call for specific figures to be placed on the table at the start of the game. Generally, these will be evil creatures of various descriptions, but they could also be prisoners, neutral forces, or, very rarely, allies. Again, players aren't expected to have figures representing



every creature that can be found in the Shadow Deep, so feel free to use proxy figures where necessary. Many scenarios will also call for the placement of treasure tokens. These can be any little marker or miniature that represents generic treasure, such as a treasure chest, a pile of coins, or a stack of ancient scrolls.

Finally, after all the terrain and creatures have been set up, the players will normally be instructed to place their rangers and companions on the table. The exact placement of your figures is unique to each scenario and will be given in the instructions.





THE TURN

Rangers of Shadow Deep is played in a series of turns. In each turn a player will get a chance to take actions with his ranger and any companions, and any evil creatures on the table will do the same.

PHASES

Every turn is divided into four phases:

1. The Ranger Phase.
2. The Creature Phase.
3. The Companion Phase.
4. The Event Phase.

Each of these phases should be played through in order each turn. Once they are complete, the turn is over. Players should continue playing through turns until there are no rangers or companions on the table, or they have reached a specific endpoint given in the scenario. Each phase is explained in detail below.

THE RANGER PHASE

If more than one ranger is taking part in the game, the players should work out their initiative order before taking the first turn. Essentially, the ranger with the highest Will Stat will go first, the ranger with the next highest Will Stat will go second, and so on. In the case of ties, players must roll before each game, with the highest roll taking priority for that game.

To begin the turn, the first player should activate his ranger, and his choice of up to two companions who begin the phase within 3" of the ranger.. Each of those figures activates one at a time in whatever order the player chooses. During an activation, each figure will get to perform



a specific number of actions as explained below. When all these figures have activated, the next player should activate his ranger and up to two companions that began the phase within 3” of the ranger. This continues until all players have gone. The turn then passes to the creature phase.

THE CREATURE PHASE

During this phase, any uncontrolled creatures will activate. Start with the creature with the highest current Health and work downward. In case of ties, the player can choose. These will usually be evil creatures but could also include unaligned monsters. All creatures follow a specific set of instructions, which will be explained later.

THE COMPANION PHASE

Following the same initiative order established for the rangers, each player may now activate all remaining companions that did not activate previously in the turn, one at a time. First one player should activate all his companions, then the other players should activate all of theirs.

THE EVENT PHASE

After all figures on the table have activated, the players should proceed to the event phase. Each scenario will state what, if anything, needs to be done in this phase. In most cases the player will be instructed to draw an Event Card or to place new figures on the table.

ACTIVATION

Each time a figure is activated, it may perform up to two actions. One action can be anything the figure is allowed to do such as fighting, shooting a bow, casting a spell, or moving. The other



action can only be movement (and a few very specific things such as reloading a crossbow). It does not matter in which order a figure takes its actions, so it is free to fight a monster and then move, or move and then shoot with its bow. All figures must activate during a turn, but they are not required to take any actions. There are some situations in which a figure will only be able to take one action – in this case, it can be any action normally permitted to it.

When activating multiple figures in the same phase, a player may choose in which order to activate them. Thus, in the ranger phase, a player may activate one companion who is within 3” of the ranger, and then the ranger, or vice versa. Either way, it is important to note that one figure must complete all its actions for the turn before another figure takes any. Also, in this situation, remember that during the ranger phase, it is any companions who are within 3” of the ranger at the start of the phase, and not after the ranger moves, who may be activated.

GROUP ACTIVATION

Group activation is a special case that is distinct from the normal rules of activation given above. A group activation can only be made during the ranger phase. In a group activation, the player may activate the ranger and up to two companions within 3”. Each figure must then make one move action. After each figure has moved, each figure may take a second action in any order a player chooses. The most common use for group activation is to try to team up to fight a creature.

If using a group activation, the activation must include the ranger and all figures that are going to activate in that phase.

MOVEMENT

Whenever a figure takes two or more actions during its activation, one of those actions must be movement. There are a couple of exceptions to this, but they are stated elsewhere. The first time a figure moves during its activation, it may move a distance equal to its Move Stat in inches. Thus, a ranger with a Move Stat of 6 may move up to 6” when he takes a move action. A figure can move in any direction and incorporate as many turns and changes in direction as the player wants, so



long as the actual path of the figure does not exceed its Move. If a figure chooses to make a second (or, in rare cases, a third) move in the same activation, this additional move is made at half of the figure's Move Stat. So, if a ranger with Move 6 took two movement actions, he could move a total of 9" (6" for the first move and 3" for the second).

Of course, all of this assumes that the figure is travelling over relatively flat ground. When climbing over ruins, or slogging through mud, figures don't move nearly that fast.

FACING

Figures in *Rangers of Shadow Deep* have no 'facing'. No matter which direction a figure is facing, it is assumed to be able to see and move in any direction. At any point during the turn, a player may rotate his figure to face any direction. So, if a monster charges a ranger from behind, the ranger may turn around to face it. This does not have any effect on gameplay and can be done for purely aesthetic reasons during the game. This also applies when drawing line of sight. A figure with a bow may always rotate on the spot to take a shot.

OBSTRUCTIONS

The Shadow Deep is a vast realm with numerous different regions, including rocky plains, gnarled forests, cloying swamps, volcanic mountains, and more. When adventuring in these realms, figures will often find their movement impeded by various obstructions. Unless specifically stated in a scenario, a figure may climb or move over any piece of terrain, but the distance climbed counts double for the purposes of determining the figure's total movement. This may sometimes lead to situations where a figure ends its movement partway up a terrain piece. This is fine. Either place the figure as close to the spot as you can or leave the figure at the base of the terrain piece but put a marker, such as a small die, next to it to indicate how far up the terrain piece the figure is currently hanging.



ROUGH GROUND

Rough ground is any type of terrain that is difficult to traverse, such as mud, bog, scree, or shallow water. All scenarios will state any areas of rough ground that are on the table. When traversing rough ground, the distance moved costs double. So, a figure moving 3" through rough ground counts as having moved 6". Deep water, any water that is too deep to walk through, has its own special rules that are covered later in the chapter.

MOVEMENT INTO COMBAT

Whenever a figure moves into contact with an enemy figure, both figures are considered to be in combat. Figures that are in combat do not automatically fight. This still requires one of the figures to use an action to fight. This is fully explained in the combat section, later in this chapter. While a figure is in combat, the only action it can generally make is a fight action. It may not shoot or cast a spell. This may mean that a figure in combat is only able to perform one action when it activates. Figures in combat do not have to spend an action to fight, although, in most cases, this will mean the figure performs no actions during its activation.

FORCING COMBAT

Any time a figure moves within 1" of an enemy figure that is not already in combat, the enemy figure may choose to force combat. Immediately move the enemy figure into combat with the activated figure. The two figures are now considered to be in combat. This can happen at any point during the active figure's movement. This rule allows figures to guard passageways and protect other figures without enemy figures simply being able to walk around them. Evil creatures will always force combat with a ranger or companion unless the rules for that evil creature specifically state otherwise.



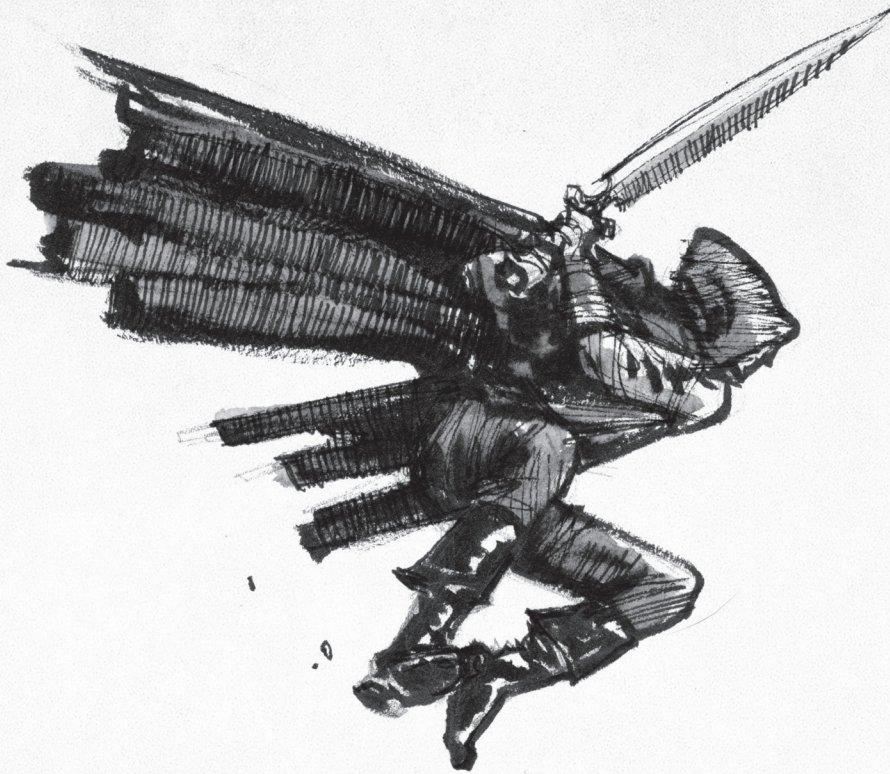
MOVING OFF THE TABLE

At any point during a game, a ranger or companion may move off the table. If that figure was carrying treasure, that treasure is 'secured'. That figure is now out of the game and may not return until the next scenario. A figure can never be pushed off the table involuntarily. If anything would cause this to happen, simply stop the figure's movement at the edge of the table. Evil creatures will never move off the table and will always stop at the table edge. Scenarios may occasionally allow figures to be pushed off the table involuntarily or evil creatures to move off it. Some scenarios only allow figures to move off the table at specific places – this will be noted in the scenario.

JUMPING

A figure may jump horizontally up to half of their Move Stat +1". Thus, a figure with a Move Stat of 6, may jump up to 4". The figure must have the movement available to complete the jump. For example, a ranger with Move 6 could only move 3" and then attempt to jump 4" if he spent two actions on movement, giving him a total move for the turn of 9".

Any time a figure jumps, it must make an Acrobatics Skill Roll with a Target Number (TN) of 1+ the number of full inches jumped, with an additional +5 if the jump either begins or would end in rough ground. Once you determine the Target Number, simply roll a die and add the figure's Acrobatics Skill, if any. If the total meets or beats the TN, the roll is a success. The figure jumps the distance and may continue with its movement or other actions. If the roll is less than the TN, the jump has failed. The figure is assumed to have jumped half the distance it was attempting and then falls. Its activation ends immediately, even if it had actions remaining. See below for more information on Skill Rolls.



FALLING

During a scenario, it is possible for figures standing above the ground to be pushed over an edge, either through combat or through other special effects. A figure that is pushed over the edge immediately falls to the next level down. If the fall was 3" or less, the figure is unharmed. If the fall is more than 3", the figure suffers damage equal to the number of inches fallen x1.5, rounded



down. Thus, if a figure falls 7" it suffers 10 points of damage. Falling damage is always deducted straight from Health. Armour plays no role in this determination.

A figure may choose to fall voluntarily. This counts as a movement action, and the distance fallen counts as movement used, although if the distance fallen is greater than the movement available, the figure is still moved all the way to the ground. A figure still takes damage as stated above. If the figure falls 3" or less, and has movement or actions remaining, it may take them. If the figure falls more than 3", it must make an Acrobatics Roll (TN10). If successful, it may use any movement or actions it has remaining. Otherwise, its activation ends immediately.

SKILL AND STAT ROLLS

At various points during a game, a figure may be called upon to make a roll against one of its Skills or Stats. To do so, a player should roll one die and add his appropriate Skill or Stat to the roll. If the total equals or exceeds the given Target Number (TN), then the figure has succeeded, or passed, the roll. If the roll is less than the TN, then the figure has failed.

For example, a ranger wants to climb up the side of a cliff that is covered in slimy fungus. The scenario says that anyone attempting to climb this cliff must spend an action and succeed at a Climb Roll (TN10) or remain at the bottom. So, the ranger should roll one die and add his Climb Skill. If the total equals or exceeds 10, he passes the check, and he may climb up the cliff. If the total is less than 10, he fails the roll, loses the action, and remains at the bottom of the cliff.

If a figure is ever called upon to make a Skill Roll for a Skill it doesn't possess, it just rolls one die for the check and doesn't add anything. The same holds true for any ranger who has a Skill at +0.

Stat Rolls work in basically the same way as Skill Rolls. A figure attempting to make a Move Roll (TN16), rolls one die and adds its Move Stat. The only difference here is that a figure uses its current Stat. So, a figure called upon to make a Health Roll (TN12) rolls one die and adds its current Health, not its full Health Stat.

Finally, when making either a Skill or Stat Roll, a natural 20 (a roll where the die itself comes up 20) is an automatic success, while a natural 1 is an automatic failure. Thus, there is always a chance for success or failure, no matter how hard – or easy – the task!



SWIMMING

Whenever a figure activates while in deep water (water too deep to stand in) it must make a Swimming Roll (TN5) and apply the modifiers listed in the Swimming Modifiers Table below. If the figure fails this roll, it loses all its actions for this turn and takes damage equal to the amount by which it failed the roll, ignoring armour.

For example, a ranger activates while in a deep pool. He rolls a die and gets a 3. To this he adds his Swimming Skill of +3 for a total of 6. Unfortunately, he is wearing light armour (-2) and carrying a shield (-1), bringing his final total down to 3. So, not only does he receive no actions this turn, but he also takes 2 points of damage from drowning.

If the figure succeeds on its Swimming Roll, it may take its activations as normal. Deep water is, however, always treated as rough ground for the purposes of movement, and any figure fighting in deep water receives a -2 Fight.

Swimming Modifiers Table	
Light Armour	-2
Heavy Armour	-5
Shield	-1
Carrying Treasure	-2

HAND-TO-HAND COMBAT

Although the rangers are scouts and explorers foremost, the appearance of the Shadow Deep has precipitated a war for survival, and combat against its evils will be frequent. Whenever a figure is in combat with an enemy figure, it may spend one of its actions to fight. During a fight, both figures have the chance to wound, and possibly kill, their opponent.

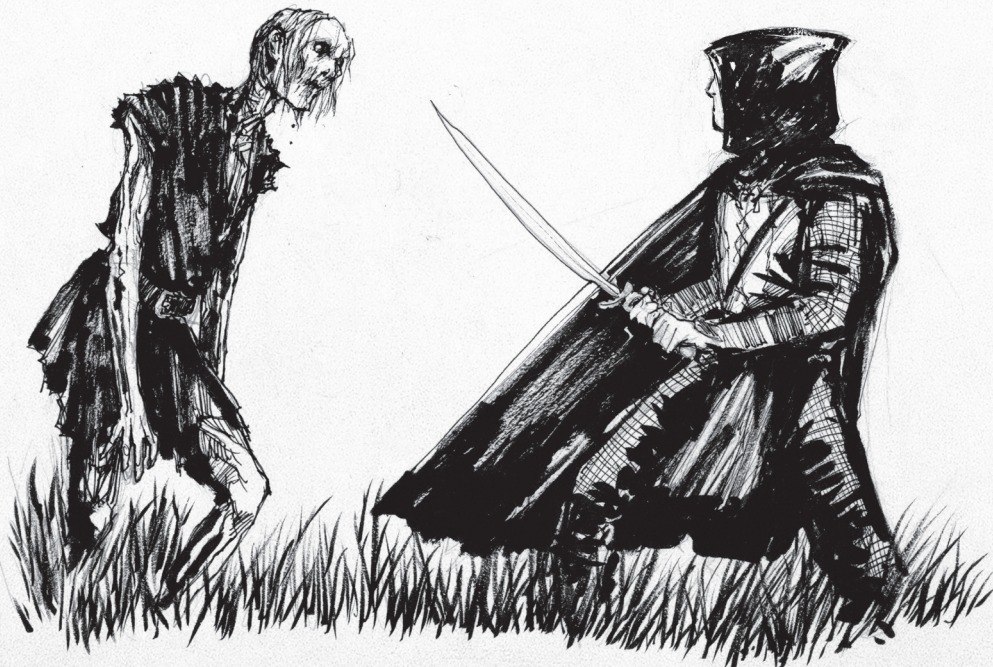
To resolve a fight, the player should roll two dice – one for his figure, and one for the enemy figure. These are called Fight Rolls. Make sure you know which die is which before you roll! If



playing with more than one player, it is generally best if one of the other players rolls for the enemy creature. Both figures should take their die roll and add their Fight Stat, plus any other modifiers, to determine their Combat Score. Whichever figure has the highest Combat Score has won the fight.

To see if the figure that has won the fight has wounded its opponent, simply take its final Combat Score, apply any relevant damage modifiers (e.g. for using a two-handed weapon or dagger) and subtract its opponent's Armour Stat. If the result is greater than 0 then this is the amount of damage that the winning figure inflicts on its opponent.

For example, let's say a ranger (Fight +4, Armour 12) is fighting a gnoll (Fight +2, Armour 11). The ranger rolls a 16 and adds his Fight Stat for a total Combat Score of 20. The gnoll rolls an 8, which gives it a Combat Score of 10. Since the ranger's total score of 20 is higher than the gnoll's score of 10, the ranger has won the fight. To determine damage, the ranger takes his Combat Score of 20 and subtracts the gnoll's Armour of 11 for a total of 9. Thus, the ranger inflicts 9 points of damage on the gnoll. This damage is then subtracted from the gnoll's Health, as explained in the damage section later in this chapter. If the ranger had been using a two-handed weapon (+2 damage modifier), the total damage would have been 11.





Whether or not the winning figure inflicted damage, it has a choice to make at the end of the fight. It can leave the two figures exactly where they are, it can push the opponent 1" directly away from it, or it can step 1" directly back from the opponent. This move is not affected by rough terrain, although large terrain pieces and other figures may make this move impossible. No figure may force combat as a result of these moves. If the figure chooses to push or step back, the two figures are no longer considered to be in combat. Evil creatures will always choose to remain in combat if they win a fight, unless a specific rule says otherwise.

Once a fight is complete, if the figure that initiated it still has actions, it may take them (although in most cases, this action can only be movement, as it will have already taken its non-movement action to fight).

In the case that the two figures in a fight end up with equal Combat Scores, both figures are considered to have won the fight, and both will deal damage. However, neither figure may push or step back and the figures remain in combat.

So, to determine the outcome of a fight, follow these steps in this order:

1. Both figures roll a die.
2. Both figures add their Fight Stat and any other Fight bonuses (e.g. from magic bonuses or friendly figures also in combat) to get their Combat Score.
3. Determine the winner based on which figure has the highest Combat Score.
4. Apply any damage modifiers (such as the +2 damage for a two-handed weapon or the -1 for a dagger) to the winner's Combat Score.
5. Subtract the opponent's Armour from this total.
6. Apply any damage multipliers (rare and powerful weapons and creatures can do x2 or even x3 damage).
7. If this final total is greater than 0, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.
8. The winner decides whether to remain in combat, to push his opponent back, or to step back.



MULTIPLE COMBATS

Sometimes, during a game, it is possible that a group of figures will end up clustered together, so that figures will be in combat with two or more enemy figures at the same time. This can look confusing but working out how to handle these combats is quite simple. First, it is important to remember that when a figure declares a fight action, only that figure and its selected target are actually fighting. Other figures may lend support, but they cannot take or deal damage.

So, the fight is carried out in the normal way, with the addition of the following modifier. Each figure gains +2 to its Combat Score for each allied figure that is also in combat with his opponent, *unless* that allied figure is also in combat with another figure. If it happens that both figures gain bonuses for supporting figures, then these bonuses cancel each other out. So, only one figure in the combat can ever actually gain a bonus for supporting figures. For example, if both figures would get a +2, they both fight at +0. If one would get +4 and the other +2, the first gets a +2 and the second a +0.

Evil creatures in a multiple combat will always target the enemy with the lowest current Health.

Let's look at some examples.



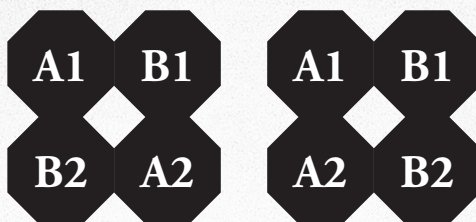
In the above example, where A represents heroes and B represents evil models, either A figure may spend an action to attack B and will get a +2 because there is another hero in combat with the figure and not in combat with anyone else. The B figure may also attack either A figure but, again, whichever A figure is attacked will get a +2.



In this example, A2 and B1 are in combat and either may use an action to fight the other. Neither will receive any bonuses for support as neither figure is in combat with another enemy figure.



This example is a bit more complicated, but again no figure will gain a bonus in combat. A1 may attack B1, but since A2 is also in combat with B2, it does not give a bonus. If A2 attacks B1, then both figures are in combat with an enemy figure and would normally receive +2. However, since the bonus would apply to both figures, it cancels out and they fight at their normal levels.



Both of these arrangements also work out so that no figure will receive a bonus when fighting any other figure, as any figure that might support an attack is also in combat with another enemy figure. This is true regardless if you are using circular bases, where figures won't actually be in combat with the figure diagonal to them, or square bases where they are.

CRITICAL HITS

Occasionally, fate, or some higher power, intervenes on behalf of the forces of good. Whenever a player rolls a natural 20 during a fight, he has scored a Critical Hit.

This figure automatically wins the fight, regardless of its opponent's Combat Score. Furthermore, the hit does +5 damage. This rule applies to shooting attacks as well.

Evil creatures never score Critical Hits. A few creatures are immune to Critical Hits. In this case, if a player rolls a natural 20, the figure still automatically wins the combat, but it does only its normal damage, there is no bonus.



SHOOTING

If a figure is equipped with some kind of missile weapon, normally a bow, crossbow, or throwing knife, it may spend one action to make a shooting attack. A figure may only ever make one shooting attack per activation.

To make a shooting attack, a figure must have a target that is both in range and in line of sight. Determining range is easy. Simply measure the distance between the shooter and his target. If the distance is less than the maximum range of the weapon, then the target is in range. Determining line of sight is a little bit trickier. The best way to do this is to get your eye as close to the shooting model as possible and see if he can see the target from where he is standing. If this is not possible, use a piece of string or laser pointer to see if you can draw line of sight. If you really can't decide, assume the figure is not in line of sight.

If the target is both in range and line of sight, then a shooting attack can be made. A shooting attack is resolved in a very similar way to hand-to-hand combat. Both figures should roll a die. The shooter should add his Shoot Stat, plus any modifiers to determine his Combat Score. The target, however, should add its Fight Stat, plus any modifiers to determine its Combat Score. The scores are then compared. If the shooter has the higher score, then the shot has hit, and damage is determined in the same way as for hand-to-hand combat. If the target has the higher score or the scores are equal, then the shot has missed.

For example, our ranger (Shoot +2) has now pulled out his bow and fired an arrow at a gnoll (Fight +2, Armour 11). The ranger rolls a 12, to which he adds his Shoot Stat for a final Combat Score of 14. The gnoll rolls a 15 and adds its Fight Stat for a Combat Score of 17. Since the gnoll has a higher score than the ranger, the shot has missed.

Figures that are in combat may never make a shoot action, nor may they reload a crossbow.

A figure may never declare a shoot action against a figure that is in combat, unless the target figure is the only one in the combat that has the large trait.





SHOOTING MODIFIERS

During a game, there are several situations which will make a potential shot either harder or easier. These are called modifiers. All modifiers to shooting are expressed as bonuses, or penalties, to the target's final Combat Score.

Shooting Modifiers Table	
+1	Intervening Terrain. Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain equals +3. Note that if the target is in base contact with a piece of intervening terrain, this is treated as cover instead. If a shooter is in base contact with a piece of terrain, this is not counted as intervening terrain.
+2	Light Cover. The target is behind rocks, walls, or thick wood that covers up to half its body. Alternatively, the target is behind a soft object such as bushes that almost completely obscure its body.
+4	Heavy Cover. The target is behind solid cover such as rocks, walls, or thick wood that almost completely cover its body.
+1	Hurried Shot. The shooter has already moved during this activation
-2	Large Target. The target is over 8 feet tall or unusually broad. This normally only applies to creatures who have 'Large' listed as a trait.

DAMAGE

Whenever a figure takes damage, whether from combat, shooting, or any other source, the amount of damage is subtracted from the figure's current Health total. If this takes a figure to 0 Health or less, that figure is out of the game. If the figure was an evil creature, it is assumed to have been slain. If the figure was a ranger or companion, the figure is down, but may not necessarily be dead. After the game, a player can check to see what has become of any of his figures that were reduced to 0 Health or less. This is covered in the next chapter.

Occasionally, damage is given a specific type, such as 'elemental damage' or 'magic damage';



this is because some magic items may mitigate certain types of damage, or some creatures may only be affected by certain types.

POISON

Many of the creatures that inhabit the Shadow Deep are venomous, and many of those that aren't coat their weapons in deadly poisons. All these creatures will have 'Poison' listed in the notes in their Stat-lines. If a figure ever takes one or more points of damage from such a creature, that figure has been poisoned. That figure receives a maximum of one action per activation, due to the effects of the poison. This one action can be any action the figure is normally allowed and does not have to be movement. A figure can be cured of poison, if it receives any form of healing that takes it back up to its starting Health. If the healing does not take the figure back to starting Health, then the poison continues. Otherwise, it may be cured by spells or magic items that specifically state they cure poison. Poison lasts until the end of a scenario. A figure is assumed to have recovered by the start of the next scenario.

A figure may only be poisoned once at any given time. Multiple poisonings have no additional effect. There are other ways that a figure may be poisoned, but these will be explained in a given scenario.

DISEASE

Some nasty creatures are prone to carrying diseases that may be transmitted to any figure they wound in combat. A figure that carries diseases will have 'Disease (TNx)' listed in the notes on their Stat-line. Whenever a figure is damaged by this creature, it must make an immediate Health Roll with a Target Number equal to 'x'. Remember, when making the Health Roll, use the figure's current Health, after any damage has been received. If a figure fails its Health Roll, it suffers no immediate damage, but make a note on the Ranger Sheet. If the next scenario is part of the same mission, this figure starts that game at -3 Health, and has -1 to all rolls for the duration of the scenario. If this would take a figure to 0 Health or less, it must miss the game completely. At the



end of that scenario, the disease is cured automatically. Otherwise, disease can only be cured by items that specifically state that they cure disease.

If a figure is already diseased, it does not need to roll for the possibility of further disease. There are other ways that a figure may become diseased, but these will be explained in a given scenario.

HUNGER AND THIRST

While the rangers and their companions are a hearty lot, even they must eat and drink to survive. Although this is not generally a problem in short excursions into the Shadow Deep, it can become a serious issue during longer missions. Specific scenarios will state when and how the rangers might become subject to hunger and thirst, and how, potentially, it can be avoided. Any figure that is suffering from hunger and thirst starts the next scenario at -2 Health. Unlike poison and disease, a figure can suffer from multiple levels of hunger and thirst. So, if a figure is already suffering from hunger and thirst, and the rules say that he does so again, the figure starts the next game at -4 Health.

The effects of hunger and thirst only last until the end of a mission. Otherwise, they may be cancelled by items that specifically say they cancel hunger and thirst, or through specific means stated in a mission or scenario.



KING ARETHIC II

The current king of Alladore is the young Arethic, who succeeded his father only six months before the coming of the Shadow Deep. At the time, it was believed that the old king had died naturally of heart failure despite his relative youth and vigour, but with the coming of the Shadow Deep there are many who now suspect the old king was murdered.

Regardless, there are few who doubt the strength of character of King Arethic. At just 26, he is the youngest king of Alladore for many generations, but he has spent his short life learning as much as possible about the running of his kingdom and the art of statecraft. Although no one could truly be prepared to face the evils of the Shadow Deep, Arethic was quick to respond to the crisis, ordering the reoccupation of the old beacon towers, calling together his armies, and sending out requests for aid from what few allies the country possessed. He also summoned the Rangers, calling them from whichever corner of the country they were patrolling, and set them to work gathering intelligence and skirmishing with whatever had crawled up out of the black clouds.

While Arethic has never been directly tested in battle, he has often proven his bravery in other ways. He also has a reputation for justice and wisdom. In this time of greatest crisis, all the hopes of the ancient nation of Alladore rest on the shoulders of this young king.

USING HEROIC ABILITIES AND SPELLS

Most rangers, and a few companions, have 'Heroic Abilities' that set them apart from the regular soldiery of the kingdom. A figure may use each Heroic Ability that it possesses once per scenario. In most cases, each ability will state exactly when it can be used (e.g. many can only be used



during combat or during the figure's activation). A figure does not have to spend an action to use a Heroic Ability but it does for casting Spells (see below). Regardless of when, exactly, an ability may be used, no figure may use more than one Heroic Ability every time a figure activates. For example, if a ranger activates, it may use a Heroic Ability. If an evil figure then activates, the ranger is then allowed to use one of his other remaining heroic abilities, assuming the specific ability can be used in that situation.

CASTING SPELLS

Spells are subject to the Heroic Abilities rules given above, with the following exceptions. A figure may only cast a spell during its own activation and casting a spell does require the figure to spend an action. If a spell targets a specific figure, item, or terrain piece, the figure casting the spell must have line of sight to the target.

Some spells which target a specific figure allow the target to make a Will Roll to resist. This will be stated in the spell's description along with the Target Number for the roll. If the target succeeds, it suffers no effects from the spell, and both the spell and the action of the caster have been wasted. If the target fails the roll, it suffers the effects stated in the spell's description.

When casting a spell that generates an attack or shooting attack, only use the bonus listed by the spell, never add the caster's Fight or Shoot Stat.

TREASURE TOKENS

Treasure tokens represent possible treasures that your rangers can find during a scenario. Each scenario will state how many treasure tokens, if any, are needed, and where to place them on the table. During the game, any hero that is in contact with a treasure token can use an action to pick up the token. From that point onwards, the token should be moved with the figure. That figure may drop the token at any time as a free action. If the figure is knocked out of the game, leave the treasure token on the table at the point where the figure last stood. A treasure token does not take up an item slot, nor does it cause the figure any kind of penalty while carrying it.



Each figure may carry only one treasure token at a time. If a figure moves off the table while carrying a treasure token or is in possession of a token when the scenario ends for other reasons, then that treasure has been 'secured'.

After a scenario, heroes may examine any treasure tokens they have secured to see what has been found. This is fully explained in the chapter on campaigns.

Often, a scenario will call for several types of marker to be placed on the table, and it is important to be able to tell them apart. Thus, it is recommended that you use actual miniature treasures for treasure tokens, or at least something that is easy to recognize, such as gold coins or little gemstones.





EVIL CREATURE ACTIONS

In *Rangers of Shadow Deep*, all the players are working together to support the forces of life. Their opposition, the forces of evil and death, is controlled by simple sets of instructions that dictate how they move and fight during a scenario. During the creature phase, every evil creature (and, more rarely, any good or non-aligned creature that is not under the direct control of the players) will activate. Creatures activate in order of their Health, with the creature with the highest current Health activating first and so on. In the case of a tie, roll randomly.

Every creature receives two actions every time it activates. Powerful creatures such as leaders, spellcasters, and large monsters will have a specific set of instructions, given either in their description or in the scenario, for how they will take their actions. Most creatures, however, will follow the basic action 'flowchart' given below. Essentially, whenever a creature activates, the player, or players, should follow this simple set of yes/no questions to determine what actions the creature takes. In the extremely rare instances where these guidelines cannot be followed, or don't make any sense to follow, just use your common sense.

1. IS THE CREATURE IN COMBAT?

YES

It will use its action to fight. If it wins the combat, it will choose to stay in combat, and not use its second action if it has one.

NO

Proceed to Step 2.



2. IS THERE A HERO IN LINE OF SIGHT?

YES

If the creature has a missile weapon and is in range, it will shoot at the closest hero. It will then use its second action to reload, if it has a crossbow. Otherwise, it will not take a second action. If the creature does not have a missile weapon, it will move towards the closest hero. If this takes it into combat, it will use its second action to fight. If not, it will use its second action to move closer.

NO

Proceed to Step 3.

3. DOES THE SCENARIO INCLUDE A TARGET POINT?

YES

The creature will use one action to move directly towards the Target Point. Return to Step 2 to determine its second action. If nothing in Step 2 applies, the creature will not take a second action.

NO

The figure will make one move in a random direction. Return to Step 2 to determine its second action. If nothing in Step 2 applies, the creature will not take a second action.

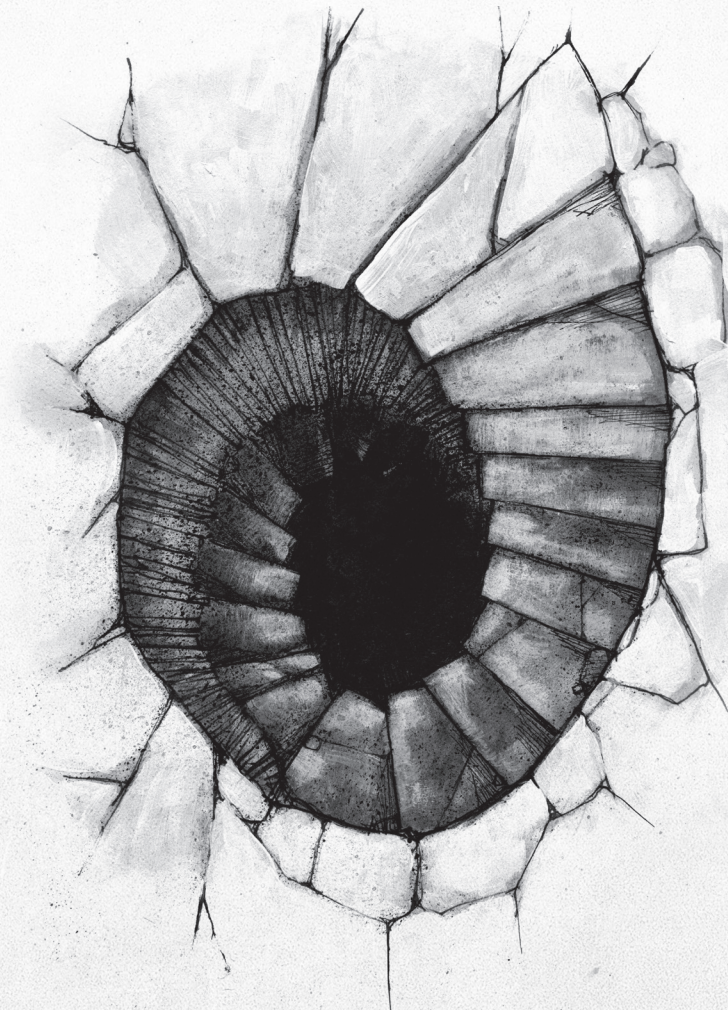
For the first scenario or two that you play, you may find that you have to check this chart during every creature phase; however, very soon you will see that it follows a simple logical pattern. After that first game, you will likely be moving the evil creatures around quickly without any need to refer to the chart at all.



ENDING THE SCENARIO

Each scenario will list the victory conditions that the players need to achieve to win that scenario. As soon as these conditions are achieved, the game ends immediately. Alternatively, the scenario will give a maximum number of turns that it lasts. Players can then proceed immediately to the next scenario in a mission or, if they are using the campaign rules, they will probably want to pause and perform some of the post-game activities listed in the next chapter.

The other way a game can end is if all the heroes are knocked out of the game. As soon as the last hero is removed from the game, the scenario has ended. Each scenario will state what happens at this point. It may be that the mission has failed completely, or, perhaps, the rangers will still have a chance in the next scenario.





COMPANIONS

Even the highly trained rangers are not foolish enough to venture into the Shadow Deep alone. Invariably, they are accompanied by other rangers, a small group of companions, or both. A ranger's 'companions' are other figures controlled by the player during the game. Each companion has its own Stats and, in some cases, Heroic Abilities or Skills.

A ranger may select his companions before any mission. To do so, he must first determine the number of Recruitment Points (RP) he has available. Start by taking the ranger's Base Recruitment Points, then modify this number according to how many players are participating in the mission, as seen in the table below. This gives the Total Recruitment Points for the forthcoming mission.

Number of Players	Total Recruitment Points Calculation	Maximum Number of Companions
1	= BRP	7
2	= (BRP x 0.5) -10	3
3	= (BRP x 0.3) -0	2
4	= (BRP x 0.1)	1

* BRP = Base Recruitment Points

For example, let's take a ranger with 120 Base Recruitment Points. If he was playing co-operatively with one other player, he would have 50 Total Recruitment Points $[(120 \times 0.5) - 10 = 50]$ which he could use to recruit up to three companions. If he was playing solo, he would get his full 120 Recruitment Points and could recruit up to seven companions.

Remember that a ranger also gets to add his Leadership Skill to his Total Recruitment



Points (NOT to his Base Recruitment Points). So, in the two-player example above, if the ranger had a Leadership Skill of +5, he would have 55 Total Recruitment Points available to recruit up to three companions.

A ranger's companions are not fixed between missions. While a ranger may bring the same companions game after game, this is not required. He could pick entirely new companions for each mission.

All companions come with the equipment listed in their description. In addition, each companion can carry two additional items. Companions may only use the type of weapons with which they come equipped. They may replace a mundane weapon with a magic version, so a companion that comes with a hand weapon can use a magic sword, but this does count as one of its items.

Animal companions (those that have 'animal' listed in their notes) cannot carry items. Nor can they normally carry treasure tokens, interact with other types of token, or carry out special scenario actions (such as lighting a tree on fire), unless specifically allowed by the scenario.

The first time a companion is selected, the ranger player may also assign it +3 to any Skill. This may be a Skill the companion already possesses, in which case increase his bonus by +3, or any other Skill from the Skill List.





COMPANIONS LIST

ARCANIST

Arcanists are students of ancient lore and languages. Although they are not the best fighters, their knowledge of myths and legends and their ability to translate ancient writings can often prove vital on missions in the Shadow Deep.

Arcanist						RP	15
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	10	+2	10	Hand Weapon, Ancient Lore +5, Read Runes +5	

ARCHER

Hand-to-hand combat is always a risky proposition – better to shoot down evil creatures before they get anywhere near you.

A ranger can choose an archer armed with either a bow or a crossbow.

Archer						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+2	11	+1	10	Bow OR Crossbow, Dagger, Light Armour, Quiver	



BARBARIAN

Born and bred beyond the bounds of civilized regions, Barbarians are fearsome warriors who rely on natural strength and toughness instead of armour to win their battles.

Barbarian						RP	35
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	11	+3	14	Hand Weapon, Shield, Strength +5	

CONJUROR

While most wizards lock themselves away in libraries, conjurors like to put their magic abilities to practical use.

Before each scenario, the player may select two spells for the conjuror (or three spells for an extra cost of +10RP). The conjuror casts spells using the same rules as rangers.

A ranger can choose a conjuror armed with either a staff or a hand weapon.

Conjuror						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	10	+3	12	Staff OR Hand Weapon, 2 Spells, 3rd Spell (+10RP)	



GUARDSMAN

One of the soldiers of the kingdom, trained to fight with larger two-handed weapons, such as halberds, battle axes, and two-handed swords.

Guardsman						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	11	+2	12	Two-Handed Weapon, Light Armour	

HOUND

By far the most common animal companion is the hound. These dogs are truly man's best friend. Faithful to the last, they will gladly lay their lives down for their masters.

The only Skill Rolls that hounds can make are Acrobatics, Climb, Perception, Stealth, Swim and Track.

There are three different varieties: regular hounds, warhounds, and bloodhounds. The bloodhound has Tracking +5, and whenever a ranger makes a Tracking Roll with his hound within 2" he receives a +2 bonus to the roll (this includes rolls made before the start of a scenario).

Hound						RP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+0	+0	10	-2	6	Animal, Cannot Carry Treasure or Items, Limited Skill Rolls	



Warhound						RP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+1	+0	10	-2	8	Animal, Cannot Carry Treasure or Items, Limited Skill Rolls	

Bloodhound						RP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+0	+0	10	-2	6	Animal, Cannot Carry Treasure or Items, Limited Skill Rolls, Tracking +5, Ranger Tracking Bonus	

KNIGHT

The elite fighting men of the kingdom, knights are heavily armoured and highly skilled in melee combat.

Knight						RP	35
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+4	+0	13	+2	12	Hand Weapon, Shield, Heavy Armour, Strength +4	



MAN-AT-ARMS

The basic soldier of the kingdom, the man-at-arms is trained and equipped for fighting the enemy at close quarters.

Man-at-Arms						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	12	+2	12	Hand Weapon, Shield, Light Armour	

RAPTOR

Some rangers bring trained hawks, falcons, or other birds of prey with them on their missions.

Although these animals are small and fragile, their ability to fly allows them to ignore all movement penalties for terrain. Also, they are sharp-eyed creatures, often able to see something a human might miss. All raptors have the same Stats, and the player is free to choose the actual type of bird that travels with his ranger.

The only Skill Rolls a raptor may make are Acrobatics, Perception, and Stealth. Raptors automatically pass any Climb or Swim Rolls they might be required to make.

Raptor						RP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
9	+0	+0	14	+3	1	Animal, Cannot Carry Treasure or Items, Limited Skill Rolls, Perception +4	



RECRUIT

Recruits are the newest members of the Rangers. They are generally young, unskilled, and sometimes as much trouble as they are worth. Sometimes, however, they are all that is available.

Recruit						RP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	10	+0	10	Hand Weapon	

ROGUE

Rogues aren't the best fighters, but they are highly skilled individuals, who can be invaluable if you need a lock picked or a trap disarmed.

Rogue						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
7	+1	+1	10	+1	10	Dagger, Throwing Knife, Climb +2, Perception +2, Pick Lock +5, Traps +5, Stealth +5	



SAVAGE

Like barbarians, savages are ferocious fighters who like to wade into the thick of a battle with brutal two-handed weapons.

Savage						RP	35
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	10	+3	14	Two-Handed Weapon, Strength +5	

SWORDSMAN

Swordsmen are highly trained in the art of wielding a blade and have learned to defend themselves without recourse to heavy armour or shields. Generally, swordsmen come from the ranks of the nobility, where they received instruction from the best teachers, but have rarely had to use their skills in battle. With the appearance of the Shadow Deep, however, the kingdom needs all its fighting men to come to its defence.

Swordsman						RP	25
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	11	+2	12	Hand Weapon, Dagger, Light Armour	



TEMPLAR

A subclass of knights that have trained in fighting with two-handed weapons. They are usually called upon to fight larger creatures such as trolls and ogres.

Templar						RP	35
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+4	+0	12	+2	12	Two-Handed Weapon, Heavy Armour, Strength +4	

TRACKER

Recruited from the countryside in times of need, these specialist huntsmen are not warriors by trade, but they are skilled with a bow and useful for staying on the trail of the agents of evil.

Tracker						RP	30
Move	Fight	Shoot	Armour	Will	Health	Notes	
7	+2	+2	11	+2	12	Staff, Bow, Quiver, Light Armour, Tracking +5	



THE CAMPAIGN

The basic rules tell you everything you need to set up miniatures on a table and start playing a *Rangers of Shadow Deep* scenario. The game is designed, however, so that all your scenarios and missions are linked together to recount the adventures of your ranger and his companions. After the players have reached the end of a given scenario, they should run through the following steps for their rangers and companions before moving on to the next scenario or mission. These steps must be completed in this order:

1. Check for injury and death.
2. Calculate experience and levels.
3. Roll for treasure.
4. Reorganize companions.

INJURY AND DEATH

The Shadow Deep is a deadly place, and it is inevitable that not everyone who ventures beneath the dark clouds will emerge. Whenever a figure is reduced to 0 Health or less during a scenario, it is removed from the table. Evil figures are assumed to have been slain, but heroes may have just been knocked out, captured, or otherwise incapacitated. After the game, the player should roll once on the Survival Table for each of his heroes that was reduced to 0 Health or less. When rolling for the ranger, the player can choose to add +1 to the result after the die is rolled. The meaning of each entry is explained below.



Survival Table	
Die Roll	Result
1–2	Dead
3–4	Permanent Injury
5–6	Badly Wounded
7–8	Close Call
9+	Full Recovery

DEAD

The figure's wounds are too great, and its spirit leaves the mortal plane. If the figure was the player's ranger, then the current mission ends immediately. The player must start over by making a new ranger. The player may select one of the deceased ranger's companions to join his new ranger, paying that companion's RP cost as normal. This companion brings any Progression Points and items it possesses.

If the figure was a companion, remove it from the ranger sheet. All items the companion was carrying are lost. The companion can be replaced with a new companion at the end of the mission.





PERMANENT INJURY

The figure suffers an injury that never fully heals. Roll on the Permanent Injury Table below to determine the exact nature of the injury.

BADLY WOUNDED

The figure has suffered a grievous wound. It will heal, but it is going to take time. If the figure is a ranger, it must start the next game at -5 Health. If the figure is a companion, it either starts the next game at -5 Health or it may choose to sit out the rest of the mission.

CLOSE CALL

The figure escapes with only minor injuries but does lose all its non-standard equipment (anything not listed on the Basic Equipment List).

FULL RECOVERY

The figure has suffered only flesh wounds and returns for the next scenario at full Health.

PERMANENT INJURIES

If a figure rolls a permanent injury, it should be listed in the notes for that figure on the Ranger Sheet. If the injury results in a penalty to one of its Stats, the player should write that Stat as a 'Split Stat'. So, a ranger that goes into the game having a Fight of +3, but receives a Crushed Arm permanent injury, should now write his Stat as Fight +3/+2. Remember, the first number is the figure's actual Stat, which it is important to remember should the figure ever be healed of the injury; the second number is the one that should be used for all die rolls relating to the Stat.



Permanent Injury Table	
Die Roll	Injury
1–2	Lost Toes
3–5	Smashed Leg
6–10	Crushed Arm
11–12	Lost Fingers
13–14	Never Quite as Strong
15–16	Psychological Scars
17–18	Smashed Jaw
19–20	Lost Eye

LOST TOES

The figure has lost one or more toes. It suffers a permanent -0.5 penalty to its Move. This injury can be received twice, with a cumulative effect of -1 Move. Any further Lost Toes results have no effect.

SMASHED LEG

The figure suffers permanent bone or muscle damage in its leg. It suffers a -1 penalty to its Move. This injury can be received twice, with a cumulative effect of -2 Move. Any further Smashed Leg results have no effect.

CRUSHED ARM

The figure suffers permanent bone or muscle damage in its arm. It suffers a -1 penalty to its Fight. This injury can be received twice, with a cumulative effect of -2 Fight. Any further Crushed Arm results have no effect.

LOST FINGERS

The figure has lost one or more fingers. It suffers a permanent -1 penalty to its Shoot. This injury can be received twice, with a cumulative effect of -2 Shoot. Any further Lost Fingers results have no effect.



NEVER QUITE AS STRONG

Due to internal injuries, the figure never quite returns to full health. It starts every game at -1 Health. This injury can be received twice, with a cumulative effect of -2 Health. Any further Never Quite as Strong results have no effect.

PSYCHOLOGICAL SCARS

The figure's physical injuries heal, but the mental trauma does not. It suffers a -1 to its Will. This injury can be received twice, with a cumulative effect of -2 Will. Any further Psychological Scars results have no effect.

SMASHED JAW

The figure suffers a broken jaw that never quite heals properly. The figure has some difficulty with speaking, which affects its ability to lead men in combat. If the figure is a ranger, the player may only activate one companion in the ranger phase, instead of the usual two. Furthermore, the ranger suffers -3 to Leadership Skill Rolls. This injury has no specific penalty for a companion.

LOST EYE

One of the figure's eyes has been damaged and rendered useless. It suffers a -1 to its Fight Roll whenever it is the target of a shooting attack. If a figure receives two Lost Eye permanent injuries, it is effectively blind, and unable to continue its adventures in the Shadow Deep.

EXPERIENCE AND LEVELS

Every time a ranger and his companions are sent out on a mission, they have the chance to learn from their adventures, gaining valuable knowledge and skills. These, in turn, allow the ranger to grow in power and take on greater challenges. In game terms, this concept is represented by experience and levels.



RANGER EXPERIENCE

During every scenario, a ranger can gain experience by achieving certain goals. These are spelled out in the Experience Point (XP) rewards at the end of each scenario. In general, these rewards are granted for heroic deeds such as slaying monsters, rescuing prisoners, learning information, or using skills in the overall war effort. Every time a ranger or one of his companions completes one of the achievements on the Experience Rewards List, note it down. At the end of the game, all the Experience Points should be tallied up, and the ranger gains that amount. In games featuring more than one ranger, all Experience Points gained should be totalled up, with each ranger receiving the total amount.



RANGER LEVELS

The ranger's level is a numerical representation of his overall power. It is important because some missions are so dangerous that only higher-level rangers should even attempt them. All rangers start out at level 0.

After a ranger has completed a scenario, and assuming he is still alive, he may use his Experience Points to buy new levels. As the ranger gains levels, new levels become more expensive. The exact cost for each new level is spelled out in the table below.

Experience Point Cost for Ranger Levels	
Ranger's New Level	Experience Point Cost
1–5	100
6–10	150
11–15	200
16–20	250
21–30	300
31–40	400
41–50	500
51–100	1000

Every time a ranger goes up a level, he is granted a special bonus listed on the table below.

Ranger Level Bonus Table	
Ranger's New Level	Bonus
1, 5, 9, 13, 17, 21, etc.	Improve Skills
2, 6, 10, 14, 18, 22, etc.	Improve Stats
3, 7, 11, 15, 19, 23, etc.	Gain Recruitment Points
4, 8, 12, 16, 20, 24, etc.	New Heroic Ability or Spell



IMPROVE SKILLS

The ranger increases his Skills by a total of +5. The maximum he may spend on any one Skill is +2. So, a ranger could increase five Skills by +1 each; one by +2 and three by +1, or two by +2 and one by +1.

IMPROVE STATS

The ranger increases one of the following Stats by +1, up to the maximum shown in brackets: Move (7), Fight (+5), Shoot (+5), Will (+8), Health (22).

GAIN RECRUITMENT POINTS

The ranger adds 10 to his Base Recruitment Points. A ranger may not use this increase until the end of a mission, at which point he may select new companions as normal.

NEW HEROIC ABILITY

The ranger selects one new Heroic Ability or Spell and adds it to his Ranger Sheet.





COMPANION PROGRESSION

Companions can also improve over the course of a campaign but do so at a much slower rate than the rangers, using a much simpler system. Every time a companion reaches the end of a scenario without having been reduced to 0 Health, it gains 1 Progression Point. When it reaches certain Progression Point thresholds, it is given a bonus, as detailed on the table below. Companions may not earn more than 50 Progression Points.

Companion Progression Point Reward Table	
Companion's Progression Point Total	Reward
5	+1 Health
10	Choose: +1 Fight or +1 Shoot
15	+4 to one Skill (Maximum of +10)
20	+2 Will
25	Choose one Heroic Ability
30	+1 Health
35	+4 to one Skill (Maximum of +10)
40	+2 Will
50	Choose one Heroic Ability

TREASURE

If a ranger or one of his companions has secured any treasure tokens during the game, the player may roll once on the Treasure Table below for each token recovered to see what he has found. If the treasure turns out to be an item, this item may be given to any of the player's figures, or even given to another player. Each result on the table is explained more fully below.



Treasure Table	
Die Roll	Treasure
1–6	Gold and Jewels
7–12	Herb or Potion
13–16	Weapon or Armour
17–20	Magic Item

GOLD AND JEWELS

A stash of gold, gemstones, jewels, or other valuable objects. While the rangers and their companions have no specific use for these items, they can be given to the king to aid the war effort. The ranger may choose to either gain +10XP or have one of his companions gain 1 Progression Point.

HERBS AND POTIONS

Herbs and potions are one-use items that give a figure a temporary benefit. During any activation in which a figure is not in combat, it may spend an action to use a herb or potion. This may take the place of the mandatory move action. The effects of the item are immediate and last until the end of the scenario, unless otherwise stated. Once the herb or potion has been used, remove it from the Ranger Sheet.

For each result of Herb or Potion on the Treasure Table, roll once on the Herbs and Potions Table below. Each different herb or potion is detailed below.



Herbs and Potions Table	
Die Roll	Herb or Potion
1	Dremlocke Weed
2	Farlight Leaf
3	Fireheart Green
4	Fury Leaves
5	Ironbark Powder
6	Nightnock
7	Quickbeam Root
8	Haikwheat
9	Silverhair
10	Anthalas
11	Potion of Healing
12	Potion of Strength
13	Potion of Toughness
14	Philtre of Fairy Dust
15	Explosive Cocktail
16	Cordial of Spellfire
17	Potion of Wraithwalk
18	Potion of Slow Fall
19	Potion of Heroism
20	Potion of Restoration

ANTHALAS

If any figure is carrying this herb, it can be used by either the ranger or any one of his companions after a game. That figure gains +1 on its Survival Roll after the scenario. You must decide to use the anthalas before the roll is made.

CORDIAL OF SPELLFIRE

A figure that drinks this potion regains the use of any one spell that it has already used in the scenario.



DREMLOCKE WEED

The figure receives +5 on all Will Rolls.

EXPLOSIVE COCKTAIL

A figure may spend an action to throw this potion to any point up to 8" away and in line of sight. Every figure within 2" of that point suffers an immediate +3 shooting attack.

FARLIGHT LEAF

The user receives +1 Shoot, but -1 Fight and -1 Will.

FIREHEART GREEN

A figure that takes this herb receives +1 action on its next activation. So, if the figure normally has two actions, it will receive three. No figure may have more than three actions per activation, so if the figure already has three, this herb has no effect.

FURY LEAVES

The user does an additional 1 point of damage whenever he wins a combat. Additionally, he suffers -2 Will.

HAIKWHEAT

The user gains 2 temporary points of Health. This can take the user above his normal starting amount, but only for the length of the scenario. He also suffers -1 Will.

IRONBARK POWDER

The user receives +1 Armour, but -2 Will.

NIGHTNOCK

A figure suffering from disease may take this herb before a scenario. The disease is cured, and the figure suffers no penalties for it in the next scenario.



PHILTRE OF FAIRY DUST

If this dust is sprinkled over a weapon, that weapon counts as magic. It may be sprinkled over an arrow or crossbow bolt, though these will be one-use items.

POTION OF HEALING

This potion restores 5 points of Health and removes any effects of poison. This cannot take a figure above its starting Health level.



POTION OF HEROISM

A figure that drinks this potion regains the use of any one Heroic Ability that it has already used in the scenario.

POTION OF RESTORATION

A figure that drinks this potion is immediately restored to its starting Health and is cured of any poison, disease, or temporary Stat reductions. This potion may also be used after a game – in this case, it cures a figure of a single permanent injury of the player's choice.

POTION OF SLOW FALL

A figure that drinks this potion can fall any distance and take no damage. This ability lasts for one turn after the potion is drunk.

POTION OF STRENGTH

A figure that drinks this potion receives +1 Fight.

POTION OF TOUGHNESS

A figure that drinks this potion receives +1 Armour.

POTION OF WRAITHWALK

A figure that drinks this potion can move through terrain as though it were not there. This ability lasts for one turn after the potion is drunk.

QUICKBEAM ROOT

A figure that drinks this potion receives +2 Move, but -2 Will.

SILVERHAIR

When burned, this herb gives off a smell that is repugnant to gnolls. All gnolls suffer -1 Fight when in combat with the user.



WEAPONS AND ARMOUR

A ranger may use any magic weapon or armour provided he has space to carry it. Each weapon or armour takes up one item slot, unless otherwise stated. A companion may only use a magic weapon or magic armour if it is of a type that it normally carries. For example, a savage can use a magic two-handed weapon, but could not use magic heavy armour. In this case, the magic weapon or magic armour replaces the mundane version normally carried by the companion and takes up one of its two item slots.

Most magic weapons and armour have unique properties that can only be used for a set number of Fight Rolls, which is listed in parentheses after the item. Once all these uses are exhausted, the weapon or armour becomes a mundane version. These uses are charted from game to game and never recharged. Usually, a figure can use a magic item simply by declaring it is doing so; however, this will count as one of the item's uses, whether the figure succeeds with its attack or not.

For each result of Weapon or Armour on the Treasure Table, roll once on the Weapons and Armour Table below. All these weapons and armour have special properties which are detailed below.



Weapons and Armour Table	
Die Roll	Weapon or Armour
1	Hand Weapon, Magic (5)
2	Two-Handed Weapon, Magic (5)
3	Bow, Magic (5)
4	Crossbow, Magic (5)
5	Staff, Magic (5)
6	Hand Weapon, Light
7	Two-Handed Weapon, Light
8	Dagger, Light
9	Throwing Knife, Light
10	Shield, Brightness (5)
11	Light Armour, Brightness (5)
12	Heavy Armour, Brightness (5)
13	Hand Weapon, Elemental Strike (3)
14	Two-Handed Weapon, Elemental Strike (3)
15	Staff, Elemental Strike (3)
16	Shield, Blocking (1)
17	Light Armour, Blocking (1)
18	Heavy Armour, Blocking (1)
19	Hand Weapon, Blocking (1)
20	Two-Handed Weapon, Blocking (1)

BLOCKING

Any time the user of this weapon or armour loses a fight in hand-to-hand combat, he may use the item to block the blow. The user still loses the fight but takes no damage.

BRIGHTNESS

Any time the user of this weapon or armour is the target of a shooting attack from another figure, he may add +5 to his Fight Roll. This choice must be made before the dice are rolled.



ELEMENTAL STRIKE

Any time the wielder of this weapon wins a fight in hand-to-hand combat and causes at least 1 point of damage, he may choose to do an additional 5 points of elemental magic damage to his opponent.

LIGHT

This weapon is made of precious alloys that make it significantly lighter than a normal weapon of its type, but still just as strong. This weapon does not take up an item slot as normal, thus allowing the figure to carry one more item than normal. A figure may only carry one item with Light at one time. Light items do not have a limited number of uses.

MAGIC

At any point, the wielder of this weapon can declare that he is activating it. This weapon counts as 'magic' and gives the wielder +1 Fight for the rest of the game.

MAGIC ITEMS

Magic items are rare and wonderful devices, bearing powerful enchantments. A magic item may be carried by either a ranger or a companion, though some may only be useful to specific figures. Each magic item takes up one item slot. Many magic items have a limited number of uses, which are listed after the item in parentheses. When the last of these uses is expended, the item is destroyed and should be crossed off the Ranger Sheet.

For each result of Magic Item on the Treasure Table, roll once on the Magic Item Table below. The properties of all the magic items are detailed below.



Magic Item Table	
Roll	Magic Item
1	Gemstone of Spellfire (1)
2	Sunfire Pendant (3)
3	Herb Pouch
4	Book of Lore
5	Enchanted Lockpicks (5)
6	Greyleaf Cloak
7	Gauntlets of Strength (5)
8	Amulet of Leadership
9	Gloves of Climbing (5)
10	Eagle-eye Brooch
11	Ring of Teleportation (1)
12	Boots of Soft Tread (2)
13	Cloak of Invisibility (2)
14	Fishglass (1)
15	Gemstone of Heartlight (1)
16	Spell Ring (1)
17	Tool Kit
18	Spell-shield Pendant (1)
19	Fireball Orb (1)
20	Fate Stone (1)

AMULET OF LEADERSHIP

If a ranger wears this amulet, he may add +5 to his Recruitment Point Total when recruiting companions for the coming mission.

BOOK OF LORE

A figure carrying a book of lore receives +2 to all Ancient Lore and Read Runes Skill Rolls.



BOOTS OF SOFT TREAD

A figure wearing these boots may activate them during its activation. For the rest of the turn, the figure can ignore any movement penalties for rough ground.

CLOAK OF INVISIBILITY

A figure may use this item at any time. For the rest of the turn, no evil creature will force combat with the figure. Furthermore, do not take this figure into account when determining the actions of evil creatures. The figure receives +8 to all Stealth Rolls while invisible.

EAGLE-EYE BROOCH

A figure wearing this item gains +2 to all Perception Skill Rolls.

ENCHANTED LOCKPICKS

A figure may use this item to gain a +5 to any Pick Lock Skill Roll. The figure must choose whether to use this item before the Skill Roll is made.

FATE STONE

A figure carrying this stone may use it to re-roll any one die roll that it makes.

FIREBALL ORB

A figure may spend an action to throw this orb anywhere within 10". Every figure within 2" of the point of impact immediately suffers a +5 elemental magic shooting attack.

FISHGLASS

A figure that swallows this small marble automatically passes all Swimming Rolls for the remainder of the game.

GAUNTLETS OF STRENGTH

A figure may use this item to gain a +5 to any Strength Rolls. The figure must choose whether to use this item before the Skill Roll is made.



GEMSTONE OF HEARTLIGHT

A figure carrying this gem may discard the gem during its activation to take gain an extra action. This may not take a figure above three actions during its activation.

GEMSTONE OF SPELLFIRE

A figure possessing spells may use this gemstone to cast one of those spells without expending that spell for the scenario.

GLOVES OF CLIMBING

A figure may use this item to gain +5 to any Climb Roll. The figure must choose whether to use this item before the Skill Roll is made.

GREYLEAF CLOAK

A figure wearing this cloak receives +2 to all Stealth Rolls.





HERB POUCH

The herb pouch takes up one item slot, but can hold two herbs, essentially allowing the figure to carry two herbs in one item slot.

RING OF TELEPORTATION

A figure may spend an action to use this ring. Immediately move the figure 10" in any direction, so long as the destination spot is within line of sight.

SPELL RING

Choose one spell from the Spell List when this item is found. The wearer of the ring may spend an action to cast that spell. Afterwards, the ring is destroyed.

SPELL-SHIELD PENDANT

A figure wearing this pendant, that is forced to make a Will Roll to resist a spell, may discard this pendant and cancel the spell. This item can be used after the Will Roll is made.

SUNFIRE PENDANT

A figure wearing this pendant may choose to activate it at any time as a free action. For the rest of the game, all attacks made by the figure while in combat with undead creatures count as magic. Furthermore, all undead creatures in combat with the figure suffer -2 Fight and -2 Armour.

TOOL KIT

A figure carrying a tool kit gains +2 to all Armoury and Traps Skill Rolls.

REORGANIZE COMPANIONS

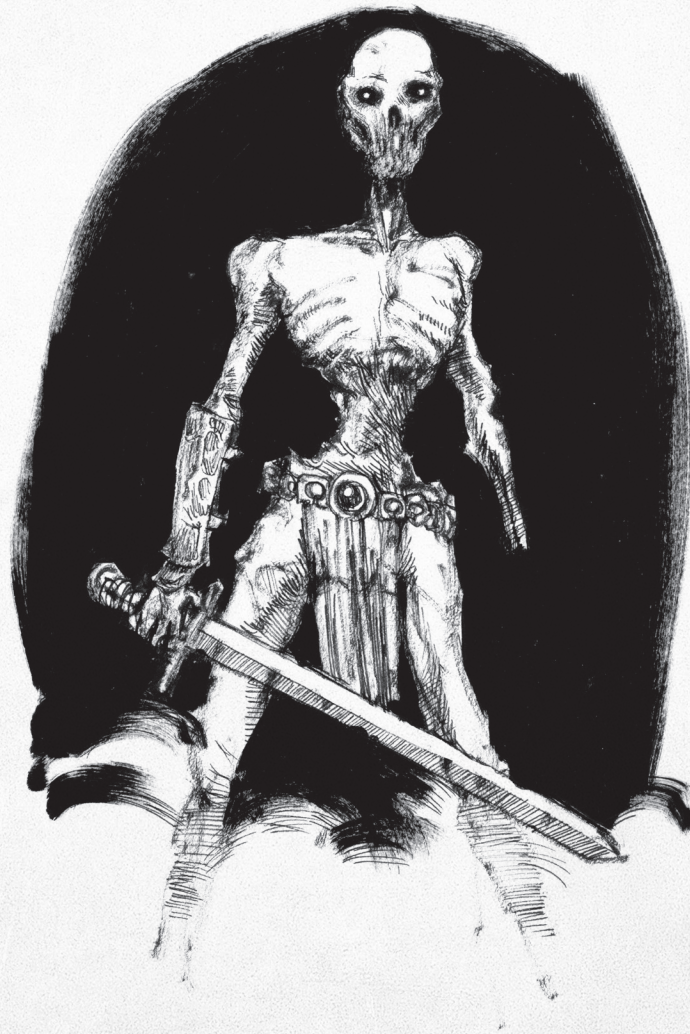
After every mission, and some scenarios, a ranger can reorganize his companions. Put simply, whenever a ranger can reorganize, the player simply goes through the same steps of recruiting his companions as he did when he created his ranger. First, the player needs to calculate the ranger's Recruitment Points – note that his total may have gone up due to levels or magic items. He can



now use those points to recruit the same companions he had before (at their original RP cost), recruit new companions, or a mixture of the two.

If a player is happy to do the paper work, he may replace some companions, but keep these replaced companions 'in reserve' to be added back in later. In this way, it is possible for a ranger to keep the Progression Points earned by companions, even while they are not currently part of the ranger's company.

A ranger is still subject to the companion maximum. Recruitment Points cannot be 'saved' from mission to mission. A ranger must either use them all for each mission, or they are lost.





THE MISSIONS

The missions presented in this book occur in the immediate aftermath of the appearance of the Shadow Deep. The first two missions, one with two scenarios and the other with three, take place inside the kingdom, with the rangers reacting to the immediate threat. Only in the final mission, which is three scenarios long, do the rangers venture into the Shadow Deep to take the fight to the enemy.

It is strongly suggested that players play through the missions in order, as they are designed to get progressively harder. Future expansions will present new missions for the rangers as they venture deeper into enemy territory and learn more of the secrets of the Shadow Deep. In fact, the first of those, *Burning Light*, is included at the end of this book!

MISSION I: THE MISSING

It has been less than a week since the destruction of Lorenthia and the appearance of the Shadow Deep but, in that time, the world has seemingly gone mad. Reports of strange creatures, and evil, robed men are flooding in from all along the new border. Even with every soldier, ranger, and volunteer mobilized, the kingdom is stretched thin. Three days ago, a veteran ranger by the name of Aventine went out to investigate reports of an attack on a nearby village. He has not returned. Determined to find the missing ranger, you have gathered what companions you can and set off for the village. It's an eight-hour hike over difficult terrain.



MINIATURES

For this mission, you will likely need the following miniatures:

- 6+ Zombies
- 3+ Giant Rats
- 6+ Giant Spiders
- 3+ Survivors

SCENARIO 1: THE DESERTED VILLAGE

As soon as you came within sight of the nameless village, you knew that something wasn't right. There was no sound of man or animal, no movement except for the gentle swaying of the trees in the breeze. Closer in, you could see bodies lying in the dirt and smell the stench of death. Undaunted, you covered your face and carried on. Whatever happened here, it was your duty to try to discover the truth, and, if possible, determine the fate of Aventine. You had just reached the centre of the village, and were about to split up to search, when a horrible moaning sound came from all around.

SET-UP

This scenario should be played on a 3' x 3' table. The rangers and companions should all be placed within 3" of the central point of the table. Four or five small buildings should be placed around them in a rough circle. No building should be closer than 6" to the nearest hero. The rest of the table should be covered in scattered trees, rocks, and possibly a small stream.

Six clue markers should be placed on the table. One should be placed inside each of two randomly determined buildings. The other four should be placed 14" from the central point of the table, on a line running to each of the four corners. Two giant rats should be placed adjacent to two randomly determined buildings. One zombie should be placed 6" in from the centre point of each table edge.



SPECIAL RULES

Before the scenario begins, choose one figure to make a Perception Roll (TN8). If successful, you may move one of the clue markers that is not in a house 6" directly towards the figure.

Whenever a hero moves into contact with a clue marker, end its action immediately and roll on the Clue Marker Table below. Once this roll is made, remove the clue marker from the table. Each result on the Clue Marker Table can only be obtained once in the scenario. Re-roll any duplicate results.

The two buildings which contain clue markers are locked. To enter them, a figure must move adjacent to the door and spend an action to make either a Pick Lock Roll (TN8) or Strength Roll (TN8) to gain entry.



The Target Point for this scenario is the nearest clue marker in a house. If there are no clue markers in a house, then it is the nearest clue marker.

During the event phase of each turn, the players should draw one Event Card.

This scenario ends after eight turns have been played.

Clue Marker Table	
Die Roll	Clue
1–3	The body of Aventine. You have discovered the body of the missing ranger. The figure discovering the body should make an immediate Armoury Roll (TN6). If successful, it recognizes that Aventine's sword is magic and brings it with it. This sword gives +1 Fight; it can be used by this figure for the rest of the scenario if it can normally use a hand weapon, and can be given to any figure in the next scenario. After that, the sword must be returned to the king's armoury.
4–6	Survivor. You have found a badly wounded, but living, villager. Treat this figure as one of your companions with the following Stats: Move 3, Fight +0, Armour 10, Health 5.
7–9	Strange Tracks. You discover some very odd tracks. Make an immediate Track Roll (TN6) to see if you can determine their nature.
10–12	Mutilated Body. You discover a body with some strange bite marks that appear to have been poisonous. Make an immediate Survival Roll (TN6) to see if you can determine their nature.
13–15	Herbs. You find some herbs discarded by one of the villagers. Roll once on the Herbs and Potions Table to see what you have discovered. This may be given to any member of the company after the scenario.
16–18	Treasure. Treat the clue marker as a treasure token. If this token is being carried by a hero at the end of the scenario, you may roll to see what treasure has been found.
19–20	Zombie. Replace the clue marker with a zombie that is in combat with the figure that moved into contact with the clue marker.



Event Cards	
Card Number	Event
Red Ace	Zombies. Place four additional zombies on the table in the same positions as the starting four.
Red 2	Zombies. Place two additional zombies on the table at the centre points of two different, randomly determined table edges.
Red 3	Zombies. Place two additional zombies on the table at the centre points of two different, randomly determined table edges.
Red 4	Zombie. Place a zombie adjacent to one randomly determined clue marker.
Red 5	Giant Rat. Place one giant rat as near to a hero as it can get while still being in contact with a building. If more than one hero would qualify, roll randomly.
Red 6	Giant Rats. Place two giant rats on the table adjacent to two randomly determined buildings. If possible, these rats should be placed out of the line of sight of any heroes. If that is not possible, place them as close to a hero as possible.
Red 7	Collapse. One of the buildings, determined randomly, collapses. Any figure in, or within 2" of the building, suffers an immediate +4 attack.
Red 8	Terror. The hero with the lowest Will Stat on the table must make an immediate Will Roll (TN16) or be overcome by fear. If the figure fails, it may not activate next turn. If more than one figure ties for the lowest Will Stat, all eligible figures must make the roll.
Red 9	Disease. Any figure that is reduced to 0 Health during this scenario must make a Health Roll (TN16) or suffer from disease in the next scenario. Use a figure's starting Health to make this roll.



OUTCOME AND EXPERIENCE

Assuming the rangers have survived, proceed to Scenario 2. All figures that survived regain their full Health. Rangers gain experience points for the following achievements:

- +2XP for each giant rat or zombie killed.
- +6XP for each clue marker uncovered.
- +12XP if Aventine's body is discovered.
- +5XP if Aventine's sword is recovered.
- +15XP if a survivor is found and lives to the end of the scenario.
- +6XP if the tracks are discovered and their nature successfully determined.
- +6XP if the mutilated body is discovered and the nature of the bite marks successfully determined.

SCENARIO 2: THE INFECTED TREES

Examining the bodies of the zombies, along with the other clues from the village, left little doubt. The village had been attacked by some horrific species of giant spider, whose venom reanimated the dead. Thankfully, such creatures move slowly. Likely, they will have retreated to the nearest shelter to slowly feast upon the missing villagers. Your duty is clear. Taking just enough time to patch up your wounds, and make a quick pyre for the dead, you set off after the spiders, following their faint, but unique tracks. After nearly a day's pursuit, the tracks lead into a small forest. Chances are the spiders are not too deep in the woods. You must find them, destroy them and any nests they might have made, and, if you are lucky, rescue any survivors.

SET-UP

This scenario is played on a 2.5' x 2.5' table. Place four 'nest trees', all within 6" of one table edge, but at least 6" from one another. Place five web cocoons on the table. Place one web cocoon in the centre of the table and other four 8" away from it in a random direction. Re-roll the direction if this would place one web cocoon within 4" of another. The rest of the table should be covered in trees and a few dense patches of briar.

Place five giant spiders on the table. Three should be placed next to three random nest trees. The other two should be placed next to two random web cocoons.



The players should place all their figures within 3” of the table edge opposite the one containing the nest trees. After placing their figures, the players should select one figure to make a Track Roll (TN12). If successful, remove one giant spider from the table to represent how quickly the heros reached the spiders. The players should also pick one figure to make a Survival Roll (TN12), if successful, one figure may be given one dose of farlight leaf.





SPECIAL RULES

A hero that moves into contact with a web cocoon may spend an action to search it. Immediately remove the web cocoon and roll on the Web Cocoon Table below. A hero that moves into contact with a nest tree may spend an action to set fire to it – remove the nest tree from the table.

The giant spiders can always sense intruders amongst their trees. They always count as having line of sight to all warband members for the purposes of determining spider movement.

This scenario ends after the tenth turn. During the event phase of each odd-numbered turn (so turns 1, 3, 5, 7, and 9) one Event Card should be drawn.

Web Cocoon Table	
Die Roll	Clue
1–8	Dead Body. There is nothing that can be done for this poor soul.
9–13	Survivor. You have found a badly wounded, but living, villager. Treat this figure as one of your companions with the following Stats: Move 3, Fight +0, Armour 10, Health 5.
14–20	Zombie. Place a zombie anywhere you wish within 2” of the figure that searched the web cocoon.



Event Cards	
Card Number	Event
Red Ace	Spider! Place a giant spider adjacent to a random nest tree. If there are no nest trees on the table, place it in the centre point of a random table edge.
Red 2	Spider! Place a giant spider adjacent to a random nest tree. If there are no nest trees on the table, place it in the centre point of a random table edge.
Red 3	Web. Roll for a random member of the company. That figure has become entangled in a giant web. At the start of each turn, it must make a Strength Roll (TN12). If it fails, it will not activate in the coming turn. If it succeeds, it activates as normal and does not have to roll again.
Red 4	Web. Roll for a random member of the company. That figure has become entangled in a giant web. At the start of each turn, it must make a Strength Roll (TN12). If it fails, it will not activate in the coming turn. If it succeeds, it activates as normal and does not have to roll again.
Red 5	Nest Tree. Place another nest tree on the table, 12" from the centre point of the table in a random direction. Place one giant spider and one treasure token adjacent to it.
Red 6	Ray of Light. A bright ray of sunlight shines down through the trees above. Pick any one giant spider and move it 6" in any direction you choose. You may choose a giant spider that is currently in combat.

OUTCOME AND EXPERIENCE

Regardless of the outcome of this scenario, the rangers must report back on what has been found and escort any survivors to safety. This mission is complete. Rangers gain experience for the following achievements:

- +2XP for each giant spider or zombie killed.
- +4XP for each web cocoon searched.
- +5XP for each nest tree burnt.
- +8XP if there are no nest trees left on the table at the end of the scenario.
- +10XP for each survivor discovered that lives to the end of the scenario.



MISSION 2: THE BEACON TOWER

Only hours after you arrived back from destroying the nest of spiders, you received a message from your commanding officer. Contact has been lost with the beacon tower of Tor Varden, and it is presumed to have been overrun. You are commanded to round up what men you can and proceed with all swiftness to Tor Varden to ascertain the truth. If the tower has fallen, learn what enemy forces now occupy it and harass or eliminate them as opportunity presents.

MINIATURES

For this mission, you will likely need the following miniatures:

- 4+ Gnoll Fighters
- 4+ Gnoll Archers
- 2+ Gnoll Sergeants
- 1 Gnoll Shaman
- 1 Flesh Golem
- 1 Shadow Knight
- 1 Vulture
- 1 Man-at-Arms



SCENARIO 1: THE BRIDGE GUARDS

As you make your way towards Tor Varden, the gentle, rolling hills slowly give way to rocky plains, and finally into the boulder-filled maze known locally as 'the Scree'. It is a barren, unnerving place – a perfect site for an ambush as the large rocks cut lines of sight down to just a few yards in most places. Proceeding cautiously, you eventually hear the Enthel River, which you must cross to reach Tor Varden. As you approach, however, you hear other noises as well, nearly drowned out by the river. Voices, of some inhuman type, a language filled with whines and barks.

Climbing to the top of a large boulder, you get a clear view down to the river. There, standing astride the old stone bridge is a pack of gnolls. Judging by the large cooking pot they have set up over the fire, these gnolls are camped here, likely to guard the bridge. The only other place to cross the Enthel River is a ford, in sight of the bridge, otherwise, it will take a least half a day to reach another crossing. There is nothing for it, the gnolls will have to be eliminated, as quickly and quietly as possible.





SET-UP

This game is played on a 2.5' x 2.5' table. The Enthel River should run parallel to one table edge, about 6" in from that edge. A small stone bridge should span the centre of the river. A narrow ford should be marked 3" from one table end. The rest of the table should be very crowded with large rocks and occasional small trees and shrubs. Line of sight should be very restricted across the whole table.

Near the bridge, on the small side of the table as divided by the river, set up a small camp with a fire, bedrolls, etc. Place one treasure token and one clue marker in or near the camp. Place two gnoll fighters in the camp. Place one gnoll sergeant and two more gnoll fighters on the bridge.

Place four gnoll archers adjacent to the river on the larger side of the table. There should be 8" between each archer.

Finally, place all the rangers and companions within 3" of the table edge furthest away from the river.

SPECIAL RULES

Before the scenario begins, the players should select one figure to make a Navigation Roll (TN12). If successful, they may move any three heroes up to 6" in any direction.

At the start of each turn, the players should select one hero on the table to make a Stealth Roll (TN8). If successful, the players may move one gnoll figure up to 6" in any direction. This lasts until the alarm is raised.

The rangers have the element of surprise in this scenario. Whenever they make an attack (of any kind) against a gnoll they receive +4 bonus to their roll. This lasts until the alarm is raised.

If a gnoll ever activates with a hero in line of sight, or a gnoll takes damage within line of sight of another gnoll, the alarm is raised. The players no longer get to make Stealth checks or receive the attack bonus.

The Enthel River is wide, deep, fast flowing, and shockingly cold. Any figure that moves into the river ends its activation immediately. This includes anyone crossing the ford. Figures in the river make Swimming Rolls at -3, except figures at the ford who do not have to make Swimming Rolls.

Any hero that moves into contact with the clue marker ends its current action and should roll on the Clue Marker Table below.



There is no Target Point in this scenario but note that gnolls will never randomly move into the river.

This scenario lasts a maximum of ten turns. During the event phase of each odd- numbered turn (so turns 1, 3, 5, 7, and 9) the players should draw one Event Card.

Clue Marker Table	
Die Roll	Clue
1–7	Scroll. You find a scroll covered in some ancient script. After the scenario, pick one figure to make an Ancient Lore Roll (TN8). If successful, the figure recognizes it as orders for the gnoll's deployment, including two other guard posts nearby.
8–14	Keys. You find a set of keys. After the scenario, pick one figure to make an Armoury Roll (TN4). If successful you recognize these as the keys to Tor Varden and can use them in the next scenario.
15–20	Book of Poems. You find a book of poetry, apparently written by one of the soldiers stationed at Tor Varden. Some of it has been scribbled over, but enough remains to prove its worth and beauty.



Event Cards	
Card Number	Event
Red Ace	Soldier. A soldier that has escaped the attack on Tor Varden appears on the table. Place him anywhere you wish on the small side of the table. This soldier has the same Stats as a man-at-arms companion. Treat this soldier as a companion for the rest of the mission, even if that takes your ranger above his normally allowed number of companions. This soldier may not be the first hero to exit the table.
Red 2	Rain. A heavy rain starts to fall. All line of sight is reduced to 12" and all shooting attacks are at -2.
Red 3	Gnoll. Place one gnoll fighter at the centre point of the table, then roll a random direction and move the gnoll 8" in that direction.
Red 4	Gnoll. Place one gnoll fighter at the centre point of the table, then roll a random direction and move the gnoll 8" in that direction.
Red 5	Booby Trap. Pick one random hero. That figure must make either a Traps Roll (TN7) or Perception Roll (TN7). If the figure fails, make an immediate +1 attack against the figure. If this attack does any damage, the alarm is raised.
Red 6	Place a large vulture on the table, anywhere along the heroes' starting table edge. During the creature phase each turn, this vulture will move 6" directly across the table. It will not force combat or otherwise willingly deviate from this course. Only heroes that can fly can move into combat with the vulture. If this vulture takes damage within line of sight of the gnolls it raises the alarm. Make a note if the vulture manages to exit the other side of the table before the end of the scenario.

OUTCOME AND EXPERIENCE

Assuming the rangers have survived, proceed to Scenario 2. All figures that survived regain their full Health. Rangers gain Experience Points for the following achievements:

- +3XP for each gnoll or vulture killed.
- +8XP if the scroll was found and successfully deciphered.



- +5XP if the keys were found and successfully identified.
- +15XP if the book of poems was found.
- +15XP if at least one ranger or companion moves off the table edge opposite its starting edge during the game.

SCENARIO 2: TOR VARDEN, THE LOWER LEVEL

After the encounter at the bridge, you and your companions were able to slip past a couple of other gnoll patrols and reach Tor Varden. There were no guards posted outside, and very little indication of anyone inside. Then a muffled scream came from somewhere in the tower. It was a sign both good and ill. There is at least one man alive in Tor Varden, but you might already be too late to save him. You will need to move fast.

SET-UP

The table for this scenario is a series of three large rooms that together compose the bottom level of Tor Varden. Each room is 1.5' x 1.5'. Room A contains two doors, the main entrance to the tower and a door into Room B. Room B also contains two doors, the one from Room A and one into Room C. Room C contains one door, leading to Room B, and a staircase to the upper levels. All doors are on opposite sides of the room from one another. The rest of the set-up for this scenario will be explained in the special rules.





SPECIAL RULES

Before the scenario begins, the players must choose one figure to make a Stealth Roll (TN10) and a Pick Lock Roll (TN10). If either roll is failed, the players will suffer the penalty in Room A as explained below. They automatically suffer this penalty if the vulture managed to fly off the table in Scenario 1. If the players found the scroll in the previous scenario, they automatically pass the Stealth Roll. If the players found the keys in the previous scenario, they automatically pass the Pick Lock Roll.

Players should then select four figures and place them within 1" of the main door of the tower within Room A. At the start of turn 2, the players may place the rest of their figures within 1" of the door.

Players should then randomly draw one Room Card, which will tell them how to set up Room A. The card also explains how many turns the players have to open the door to Room B before they suffer a penalty in that room as well. If there are no evil figures within 1" of the door to Room B, a figure can open it simply by moving into contact with it. As soon as the door to Room B is open, draw a Room Card for it as well, and again when the door is opened to Room C. Essentially, if the players are slow, they give their enemies time to prepare. Note that opening the door to a new room changes nothing about the rooms that are already set up on the table. The evil creatures in those rooms will continue to follow their normal actions, and heroes may still check clue markers.

Several of the rooms contain clue markers. Whenever a hero moves into contact with a clue marker, its action ends immediately, and it should roll on the Clue Marker Table. Each result on the Clue Marker Table may only be obtained once.

There is no Target Point in this scenario.



Clue Marker Table	
Die Roll	Clue
1–3	Philtre of Fairy Dust. You find one dose of philtre of fairy dust.
4–6	Fury Leaves. You find one dose of fury leaves.
7–9	Magic Sword (2). Make an Armoury Roll (TN4). If successful you find a magic sword with two uses remaining.
10–12	Captain's Log. You find the logbook kept by the captain of the tower.
13–14	Hidden Note. Make a Perception Roll (TN5). If successful you find a note scrawled by the captain of the tower, before he was killed, warning of the shadow knight that is now in control of the tower. Your first attack that damages the shadow knight in the next scenario does an additional 2 points of elemental magic damage.
15–16	Beaten Dog. You discover the watchtower's dog, licking its wounds in a corner. The next time you take a hound companion (any type), it has a permanent +1 Will.
17–18	Book of Astronomy. You find a book of star charts. Any figure carrying this book receives +1 to Navigation Rolls.
19–20	Golden Beer. You find a bottle of the kingdom's famous Golden Beer. Treat this beer as a healing potion that heals 2 points of damage.



Room Cards	
Card Number	Room
Red Ace	The Storage Room. This room is filled with boxes, crates, bags, and barrels. Two treasure tokens should also be placed in the room, in the corners opposite the door from which the heroes enter. Four gnoll fighters are in this room. One should be positioned adjacent to each treasure token. Two more should be standing together halfway between the two doorways (or the doorway and the stairs in the case of Room C). If the players have suffered the penalty for this room, replace the two gnoll fighters next to the treasure tokens with gnoll archers, and put them in cover behind crates. Players have until the end of the fourth turn after they open the door to this room to open the door to the next room, or they suffer the penalty in that room.
Red 2	The Torture Room. This room is sparsely furnished with a few bunks, a table, and chairs, some of which are now broken. Two badly beaten prisoners are shackled to the wall opposite the doorway. In the centre of the room, place a gnoll sergeant in contact with a soldier. This soldier is treated as one of the ranger's companions for the rest of the scenario. Use the Stats for a man-at-arms, except he is unarmed, doesn't have his shield (-1 Armour), and is reduced to 7 Health. Two other gnoll fighters are in the room. One is 3" away from the sergeant on a line running to the door through which the heroes are entering. The other is 3" away on the opposite side of the sergeant. If the players have suffered the penalty for this room, remove the soldier in contact with the gnoll sergeant. If a hero moves into contact with the soldier, and there is no enemy model within 1", the soldier is given a sword and no longer counts as unarmed. If the gnoll sergeant is killed, immediately place a clue marker where he stood. The two prisoners chained to the wall are too badly wounded to be of relevance during the scenario, but if the rangers successfully complete the scenario, they receive Experience Points for their rescue. Players have until the end of the fourth turn after they open the door to this room to open the door to the next room, or they suffer the penalty in that room.



Red 3	The Armoury. This room is lined with racks filled with weapons and armour. One clue marker should be placed in each of the two corners opposite the door by which the heroes entered. One gnoll archer should be placed in the centre of the wall running between the two clue markers. Two gnoll fighters should be placed in the centre of the room. If the players have suffered the penalty for this room, then replace the two gnoll fighters with gnoll sergeants. Players have until the end of the fourth turn after they open the door to this room, to open the door to the next room, or they suffer the penalty in that room.
Red 4	The Shaman's Workshop. Whatever this room once was, it has been completely transformed into a horrific workshop. The room contains some scattered furniture, all of it covered in animal parts. In the centre of the room is a table with an inanimate flesh golem lying on top of it. Place a gnoll shaman next to the table. Place two gnoll fighters 3" away from the table, between the table and the door through which the heroes entered. If the shaman is still alive at the end of the third turn after the door to the room is opened, the flesh golem animates – treat it as a normal evil creature. If the players have suffered the penalty for this room, then the gnoll shaman has cast a spell and every hero entering the room must make a Will Roll (TN10) or suffer -2 Fight while within the room. Players have until the end of the fifth turn after they open the door to this room, to open the door to the next room, or they suffer the penalty in that room.



OUTCOME AND EXPERIENCE

This scenario continues until all the doors have been opened, and all evil models on the table have been killed. Assuming the rangers have survived, proceed to Scenario 3. All figures that survived regain 8 points of Health (or go back to their starting Health if they have lost 8 or less). Rangers gain Experience Points for the following achievements:

- +3XP for each gnoll fighter, archer, or sergeant killed.
- +5XP if the gnoll shaman is killed.
- +5XP if the flesh golem is killed, or if the gnoll shaman is killed before it animates.
- +8XP if the captain's logbook is found.
- +10XP if the prisoners are rescued. This is increased to +20XP if one companion is left behind to guard them (this companion misses the next scenario but gains one free Progression Point).

SCENARIO 3: TOR VARDEN, THE UPPER LEVEL

Your party is battered and bruised, but the fight is not over. Whatever now rules in this tower is likely on the upper level. While it is tempting to leave now with the gains you have made, it would then be left to some other group to come and finish the job, and who knows what evil might be done here in the meantime. Relying your weapons, you advance up the stairs.

SET-UP

This scenario is played on a 2.5' x 2.5' table. A 1.5' x 1.5 square should be marked out by a low wall in the middle of the table. This represents the covered portion of the tower top. A trapdoor, representing the top of the staircase, should be placed in one corner of the 1.5' square. The 6"-wide perimeter that runs around this square represents the wooden walkway that runs around the edges and overhangs the rest of the tower. In the centre of the table is a 6" square pile of wood. Strapped to the top of the wood is a helpless soldier.

Place a shadow knight and 1 gnoll fighter in contact with the woodpile, but out of line of sight of the trapdoor. Place three gnoll archers on the wooden walkway, one in each of the three table corners not containing the trapdoor.



Place three heroes within 1" of the trapdoor. The rest of the heroes can be placed within 1" of the trapdoor at the beginning of turn 2.





SPECIAL RULES

The gnoll archers will not enter the central square. If called upon to make a random move, instead move them the shortest distance possible that gives them line of sight to a hero. If this is not possible, they will make a random move in one random direction around the square.

Any figure that takes damage while on the wooden walkway must immediately make an Acrobatics Roll (TN5) or have the old wood give way beneath it and fall to the ground. This is the only way to fall from the tower. Otherwise, figures will always stop at the edge of the walkway. The shadow knight will always succeed at his Acrobatics Roll. Any figure that falls from the tower is immediately reduced to 0 Health.

During the event phase of turn 2, the heroes see a flame spring up in the distance. They realize the neighbouring beacon tower of Tor Dargos has been lit, but instead of the traditional orange light, it glows with a phantasmal green fire. All heroes must immediately make a Will Roll (TN10) or become poisoned.

During the event phase of turn 4, another green light flares into the sky from the other direction as the heroes realize that Tor Hammel has also been lit with evil fire. All heroes must immediately make a Will Roll (TN12) or suffer -2 Fight for the rest of the scenario.

The man atop the woodpile is held down by iron chains; it is impossible to break the chains in the time available during the scenario.

After turn 5, the shadow knight will spend any actions it can to move into contact with the woodpile. If it is in contact with the woodpile and not in combat, it will spend an action to murder the helpless man on top. If it has another action, it will spend it to light the pile, and a green flame will erupt in the tower. All heroes must make an immediate Will Roll (TN12) or suffer damage equal to the amount by which they failed the roll.

There is no Target Point in this scenario.

OUTCOME AND EXPERIENCE

This scenario continues until either all the evil figures or all the heroes are killed or leave the table. If the heroes kill all the enemy, they have successfully retaken Tor Varden. Otherwise, the heroes must retreat and leave the tower in the hands of the enemy. Either way, the mission is over. Rangers gain Experience Points for the following achievements:

- +3XP for each gnoll archer killed.



- +10XP if the shadow knight is killed.
- +10XP if the man atop the woodpile is saved.
- +10XP if the woodpile is not set alight.
- +5XP if the heroes see Tor Dargos alight.
- +5XP if the heroes see Tor Hammel alight.
- +10XP if the heroes retake Tor Varden.

THE NIGHT OF GREEN FIRE

Nearly a century ago, at the end of a brief war with Lorenthia, the king of Alladore ordered a line of beacon towers constructed along the border between the two countries. These towers were used once, during another brief border skirmish, but became mostly redundant when a lasting peace was formed between the two kingdoms. For the next eighty years or so, the towers were neglected, abandoned to the wear of time and the elements. When the Shadow Deep swallowed Lorenthia, these towers now marked the edge of the known world. Although most were in poor shape, they were quickly reoccupied.

A week after Lorenthia fell, the forces of the Shadow Deep surged up and assaulted the line of towers, swarming over the defences with a tide of gnolls, undead, and evil men. On that horrible night, the beacon towers burned with a phantasmal green light, announcing to everyone within thirty miles that the Shadow Deep now controlled the border. Only in a few spots along that line could the light of orange fire be seen, offering just a sliver of hope that the warriors of Alladore were still fighting to hold back the darkness.



MISSION 3: DESCENT INTO DARKNESS

While the battle against the Shadow Deep rages along the line of the old beacon towers, you and your companions have made a huge discovery. Scouting the area behind Tor Varden, you found a long, deep fissure that runs down into the gloom of the Shadow Deep. Within this fissure is a rough and broken stairway. It seems too purposeful to be a natural occurrence, yet its rough surface and uneven, sloping steps argue against it being made by the hands of men. Reporting your find to your superiors, you quickly receive new orders. You are to lead your team down the stairs and penetrate as far as you can into the Shadow Deep. You will be the first warriors of Alladore to enter the cursed realm and any intelligence you can bring back will be of huge importance. Take any opportunity to strike against the enemy, but your primary goal is reconnaissance.

MINIATURES

For this mission, you will likely need the following miniatures:

- 6+ Giant Flies
- 6+ Swamp Zombies
- 4+ Gnoll Archers
- 5+ Gnoll Fighters
- 2 Trolls
- 2 Giant Spiders
- 1 Burrow Worm
- 1 Man-at-Arms
- 1 Knight
- 2 Archers
- 4 Civilians



SCENARIO 1: THE BROKEN STAIRS

Laden down with provisions (for who knows if there is food or even drinkable water below?), you start the treacherous descent of the stairs. In some places you move quickly, in others, you must step lightly, checking your footing with each movement, as cracked and broken rocks crumble away. As you get lower, the air thickens and breathing becomes more difficult. Black ash floats in the breeze, filling your nostrils and stinging your eyes. You are just about to call for a break, when you hear a loud buzzing noise, first from one direction and then from the other. You ready your weapons, just as the first bloated body comes flitting into view.





SET-UP

This scenario is played on a 2.5' x 2.5' table. The table represents a section of the steep fissure, and thus, the table should be imagined to be at about a 60-degree angle. The side of the table where the heroes start is the 'top' of the table, while the opposite side is the 'bottom'. A path, 3–4" wide, should run down the middle of the table, representing the stairway. The path should wind slightly from side to side. The rest of the table should be sparsely covered with rocks.

Three 'fly holes' should be placed on the table. Each fly hole should be around 6" from the path. Fly Hole 1 should be 14" down from the top of the table. Fly Hole 2 should be 20" down on the opposite side of the path, and Fly Hole 3 should be 26" down on the same side as Fly Hole 1. One treasure token should be placed facing Fly Hole 2 across the path, about 3" away from it.

One giant fly should be placed on each fly hole.

SPECIAL RULES

Heroes may move at their normal rate up and down the stairs without incurring any penalties. However, if they ever attempt more than one move action in the same activation, they must make a Climb Roll (TN8). If they fail, their activation ends immediately, and they 'fall' straight down the table, moving a number of inches and suffering damage both equal to the amount by which they failed.

Apart from the stairway, the rest of the table is treated as rough ground, with the same limitation on attempting more than one move action in the same activation as above.

Any time a hero loses a combat in this scenario, that figure must immediately make either a Climb Roll (TN10) or an Acrobatics Roll (TN10), or fall according to the same rules as above.

Any figure that can fly is assumed to automatically pass any Climb or Acrobatics Rolls.

If a hero is in base contact with a fly hole, it may spend an action to toss a torch down the hole, thus temporarily sealing it. If an Event Card says to place a giant fly on a sealed fly hole, then ignore that portion of the card.

This scenario lasts a maximum of ten turns. During the event phase of each turn, draw one Event Card.

The Target Point for this scenario is the point at which the stairs meet the bottom of the table.



Event Cards	
Card Number	Event
Red Ace	Place one giant fly on each of the three fly holes.
Red 2	Place one giant fly on each of the three fly holes.
Red 3	Place one giant fly on Fly Hole 1.
Red 4	Place one giant fly on Fly Hole 2.
Red 5	Place one giant fly on Fly Hole 3.
Red 6	Place one giant fly on Fly Hole 1 and Fly Hole 2.
Red 7	Place one giant fly on Fly Hole 1 and Fly Hole 3.
Red 8	Place one giant fly on Fly Hole 2 and Fly Hole 3.
Red 9	Place two giant flies on Fly Hole 3
Red 10	Corpse. Choose one figure and have that figure make a Perception Roll (TN8). If successful, place a corpse marker 3" from the figure that made the roll, but not on the stairway. A figure that moves into contact with the corpse marker may spend an action to search it. It may make an immediate roll on the Herbs and Potions Table. In addition to the item generated by that roll, it discovers a love letter from this young soldier of Lorenthia to his lady love in Alladore.
Red Jack	Landslide. Randomly select two heroes. Both of those figures suffer an immediate +2 shooting attack as large rocks come crashing down from above.
Red Queen	Poison Fog. A waft of thick black cloud roils up from below and momentarily envelops the heroes. Every hero should make an immediate Will Roll (TN10) or it will not activate in the coming turn.

OUTCOME AND EXPERIENCE

Assuming the rangers survive, proceed to Scenario 2. All figures start the next scenario at their starting Health. After the scenario, choose one figure that was not reduced to 0 Health. That figure should make a Navigation Roll (TN8) to map the stairs. Rangers gain Experience Points for the following achievements:

- +2XP for each giant fly killed.



- +5XP for each fly hole sealed.
- +2XP for each hero that exits the bottom of the table during the scenario.
- +8XP if the stairs are successfully mapped.
- +8XP if the love letter is recovered.

SCENARIO 2: SWAMPLAND

For nearly a full day, you and your companions carefully climbed down the broken stairs. Day eventually gave way to a murky twilight as the sun was blotted from the sky by the thick, dark clouds of the Shadow Deep. Most of your party have covered their faces to block out the ash and stink of the place. Finally, the stairway came to an end in front of a boggy pool, dotted with broken ruins and a few trees. The water nearest the stairs is too deep to wade, but it appears to quickly become shallower further on. If you want to carry on with your mission, there is no choice but to swim through the dark waters until you reach solid ground. Still, it is not a decision you take lightly, for who knows what could be living beneath the surface of the dark water?





SET-UP

This scenario is played on a 2' x 2' table. Place a marker along one table edge to represent the bottom of the stairs. All heroes must begin on the table edge, within 2" of this marker. All of the table within 8" of the table edge containing the stairway is considered deep water. It should contain a couple of rocks and the tip of an ancient ruin but is otherwise empty. The rest of the table is covered in shallow water, which is rough ground. This portion of the table should contain a good mixture of gnarled trees, rocks, and a few scattered ruins.

Three clue markers should be placed on the table. Each marker should be placed in the centre of the table, then moved 1–10" in a random direction. No clue marker should be within 4" of another clue marker.

One swamp zombie should be placed next to each clue marker.

SPECIAL RULES

The figures have now descended into the Shadow Deep proper. Before the scenario begins, each figure must make either a Will Roll (TN10) or a Survival Roll (TN10) or suffer 2 points of damage from breathing in foul fumes.

Whenever a hero moves into contact with a clue marker, its action ends immediately, and it should roll on the Clue Marker Table. Each result on the Clue Marker Table may only be obtained once. Once the roll has been made, remove the marker from the table.

There is no Target Point for this scenario. During the event phase of each turn, the players should draw one Event Card. This scenario lasts a maximum of ten turns.

Clue Marker Table	
Die Roll	Clue
1–4	Treasure Token. The figure is now carrying a treasure token.
5–8	Strange Flowers. You have found some strange, purple flowers of a type you don't recognize. After the scenario, choose one figure to make a Survival Roll (TN5) to study them.
9–12	Corpse. You find the corpse of a Lorenthian soldier. The soldier is wearing a silver signet ring, which you take with you.



13–16	You find a broken ruin with some arcane writing carved into the stone. The figure should make a Read Runes Roll (TN8) to discover that the words are the fragment of a magic spell.
17–20	Bone Blade. Buried in the mud you find a strange sword that appears to be made of bone. Make an Armoury Roll (TN6). If successful you can feel a slight magic tingle about the blade and decide to keep it. Otherwise, you discard it as junk. The Bone Blade does not count as a magic weapon, but anyone wielding it receives +1 Fight when fighting skeletons or zombies.





Event Cards	
Card Number	Event
Red Ace	Randomly choose one hero that is in deep water. Place a swamp zombie in combat with that figure. If no figures are in deep water, place one swamp zombie at the centre point of the table edge opposite the stairway.
Red 2	Randomly choose one hero that is in deep water. Place a swamp zombie in combat with that figure. If no figures are in deep water, place one swamp zombie at the centre point of the table edge opposite the stairway.
Red 3	Place a swamp zombie in a randomly determined corner of the table.
Red 4	Place a swamp zombie in a randomly determined corner of the table.
Red 5	A gnoll patrol passes through. Place two gnoll archers and one gnoll fighter at the centre point of a randomly determined board edge (excluding the edge with the stairway).
Red 6	Sink Hole. Randomly select one hero. This figure has stepped in a sink hole or become tangled in some underwater vines if in deep water. Whenever this figure next activates, it must make a Strength Roll (TN12) or be unable to move during its activation. This continues each turn until the roll is successful. This figure gets +2 to the roll for each friendly figure that is within 1", but not in combat.
Red 7	Sink Hole. Randomly select one hero. This figure has stepped in a sink hole or become tangled in some underwater vines if in deep water. Whenever this figure next activates, it must make a Strength Roll (TN12) or be unable to move during its activation. This continues each turn until the roll is successful. This figure gets +2 to the roll for each friendly figure that is within 1", but not in combat.
Red 8	Place one giant fly at the base of the stairway.
Red 9	Place one giant fly at the base of the stairway.
Red 10	A heavy rain starts to fall. For the rest of the scenario, line of sight is reduced to 8" and all shooting attacks are at -2.



Red Jack	Randomly select one hero. That figure suffers some sort of infection. It must immediately make a Health Roll (TN16) or count as diseased for the rest of this scenario and the next one.
Red Queen	Frenzy. Something in the air causes all evil models on the table to go berserk. For the next turn, all evil figures receive +2 Fight.

OUTCOME AND EXPERIENCE

Assuming the rangers survive, proceed to Scenario 3. All figures start the next scenario at their starting Health. After the scenario, choose one figure that was not reduced to 0 Health. That figure should make a Navigation Roll (TN8) to map the land. Rangers gain Experience Points for the following achievements:

- +2XP for each swamp zombie or giant fly killed.
- +3XP for each gnoll killed.
- +5XP if the strange flowers are found.
- +3XP if the flowers are successfully studied.
- +8XP if the spell is successfully identified.
- +5XP if the signet ring is found.
- +3XP for each hero that exits the table on the opposite side of the stairway during the scenario.
- +5XP if the land is successfully mapped.



SCENARIO 3: THE LAST STAND

Having pushed through the swamp, the land becomes firmer and the gnarled trees less dense. The rolling black clouds above still cast everything in a perpetual twilight and ash and smoke still drifts in the air. For the most part, the land is quiet. No birds sing, no insects call out. Occasionally, a small animal twitters from the shadows or scampers through the dead leaves. Twice you have spotted small patrols composed of gnolls and masked men, but both times you have been able to find cover and remain undetected.

With few indications of the passage of time, you are forced to rely on your own reckoning and the growl of your stomach to know when to call halts, rest, and eat. You have passed several streams, which seem to contain fresh water, though you remain wary of drinking from them.

Just as your companions are starting to tire, and you are considering calling a halt for sleep, you spy a broken structure in the gloom ahead. Crawling forwards you can see that it is a partially collapsed stone farmhouse, of a kind that is common in both Alladore and Lorenthia. Creeping closer, you see shifting shadows within, and, closer still, you hear whispered voices. There are several people inside, definitely humans. As you focus on the speech, you begin to pick up the lilting accent of Lorenthia, and although the words are still obscure, you can hear an undercurrent of fear.

Making up your mind, you call out softly to the house 'Lorenthia'.

The voices go silent, but you hear a shuffling from inside. You call out again, 'Lorenthia'.

A moment of silence, and then a reply comes from within, 'Friends'.

Standing up, with your hands open before you, you walk slowly towards the door of the house. A man is standing there, in the tattered remains of a Lorenthian uniform. A battered and notched sword is in his hand.

'We are friends. From Alladore.' You say.

The man lowers his sword and grunts, 'We'll take friends from anywhere.'

Inside the broken house, you see several more soldiers as well as a group of women and children.

The man in the tattered uniform speaks again. 'I don't know how long it has been since the world ended, but for all I knew, we were the only survivors. There are things out there, gnolls and worse, hunting us.'

'Lorenthia is destroyed,' you reply, 'but the world endures. Alladore still stands. We can take you there...'



But even as you say the last word, a horn sounds in the distant gloom, and your companions come running.

Everyone draws their weapons and prepares to face the onslaught.

SET-UP

This scenario is played on a 2.5' x 2.5' table. In the centre of the table place a ruined farmhouse. The farmhouse has two rooms arranged in an 'L' shape. The larger room is about 8" x 6" and the smaller 6" x 6". The rooms are connected by a single door. The larger room has two doorways (but no doors) on opposite sides leading outside, as well as two windows. The smaller room has two windows. The roof of the building is broken and holed, and any figure on the roof can climb down inside the house at the cost of 4" of movement.

The rest of the table should be covered with scattered rocks, trees, and other minor ruins.

Two treasure tokens should be placed on the table. They should be placed on opposite sides of the farmhouse, each 12" away from it.

There are seven Lorenthian survivors. All these survivors count as companions for the duration of the scenario. There are one man-at-arms, two archers, and four civilians (see rules for Civilians in the Bestiary). All seven of these figures must begin the scenario inside the farmhouse. The players may choose one hero to make a Leadership Roll (TN12). If successful, the Lorenthian man-at-arms is upgraded to a knight.

The rest of the heroes can set up anywhere within 6" of the farmhouse.

After everything is set up, immediately draw three Event Cards.

SPECIAL RULES

This scenario lasts twelve turns. During the event phase of every turn (except the 12th) draw an Event Card. The Target Point for this scenario is the centre point of the table.

Evil figures cannot enter the farmhouse through windows, although they may attack through them (suffering a -2 Fight penalty). They may only enter through the two doors or by climbing onto the roof, requiring 4" of movement, and climbing down inside, requiring another 4" of movement.

Before the game, the players may nominate one figure to make a Traps Roll (TN6). If successful, they may make one free +3 shooting attack against any figure at any point during the scenario.



Event Cards	
Card Number	Event
Red Ace	Place four gnoll fighters at a random point on the table edge.
Red 2	Place one gnoll sergeant and three gnoll fighters at a random point on the table edge.
Red 3	Place two gnoll archers and two gnoll fighters at a random point on the table edge.
Red 4	Place two gnoll archers, two gnoll fighters, and one gnoll sergeant at a random point on the table edge.
Red 5	Place three zombies at a random point on the table edge.
Red 6	Place three zombies at a random point on the table edge.
Red 7	Place two giant flies at a random point on the table edge.
Red 8	Place two giant flies at a random point on the table edge.
Red 9	Place one troll at a random point on the table edge.
Red 10	Place one troll at a random point on the table edge.
Red Jack	Place one burrow worm in the centre of the large room of the farmhouse.
Red Queen	A violent ash storm kicks up. Line of sight is reduced to 10" for the rest of the scenario. All heroes must make a Will Roll (TN8) or suffer 2 points of damage.
Red King	Place one giant spider in a random corner of the smaller farmhouse room.
Black Ace	Place one giant spider in a random corner of the larger farmhouse room.
Black 2	A break in the dark clouds above reveals a single star shining in the sky. Pick one hero. That figure is returned to its full starting Health. If this card is drawn before the scenario starts, draw a replacement card and shuffle this one back in the deck.
Black 3	Earthquake. Every figure on the table, heroic and evil, should immediately make a Move Roll (TN16). If it fails, it falls over and misses its next activation. (If this card is drawn before the scenario starts, draw a replacement card and shuffle this one back in the deck.)



Black 4	Choose one hero. That figure should make a Perception Roll (TN6). If successful, it finds a quiver containing one +3 magic arrow.
Black 5	A swarm of stinging insects swirls through one of the rooms of the farmhouse. Randomly choose one room in the farmhouse. Every hero in that room must make a Will Roll (TN12) or suffer 2 points of damage and be reduced to one action next activation.

OUTCOME AND EXPERIENCE

Any Lorenthian figures that are reduced to 0 Health during the game are considered to have been killed – do not make Survival Rolls for them. Rangers and companions should roll as normal. Any figures that survive the attack will eventually escape back to Alladore. If players wish to make this more challenging, or continue the adventure, they may play Scenarios 1 and 2 again, with the heroes and any Lorenthian survivors retreating across the tables. Otherwise, this mission ends here. Any Lorenthian survivors will be able to provide invaluable intelligence about the things they have seen in the Shadow Deep and will have a chance to live out their lives in the relative safety of Alladore. Rangers gain Experience Points for the following achievements:

- +2XP for each zombie or giant fly killed.
- +3XP for each gnoll killed.
- +8XP for each troll killed.
- +8XP if the burrow worm is killed.
- +8XP for each Lorenthian still alive at the end of the scenario.



BESTIARY

This bestiary contains Stats and special rules for all the monsters that can be encountered in the missions presented in this book as well as those found in the *Burning Light* campaign.

Every time a ranger or his companion slays a creature of the Shadow Deep it aids the war effort just that little bit. For that reason, all evil creatures are presented with an Experience Point (XP) value that is earned by rangers whenever they or a companion slay the creature. These awards are already incorporated into the experience rewards for the missions in this book, but are provided for future missions, or if you want to construct your own.

BLOOD BAT

This large, highly aggressive species of bat is common in the Shadow Deep. While not overly dangerous individually, they usually attack their prey in small groups.

Blood Bat						XP	1
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+1	+0	12	+3	1	Animal, Flying	



BURROW WORM

These giant worms can grow up to three feet in diameter and as much as twenty feet long, although most are significantly smaller. These creatures are capable of swiftly burrowing through the earth and are often used to attack strong points from beneath. They may also be responsible for at least some of the slow undermining of countries that have been consumed by the Shadow Deep, although this has never been proven.

Thanks to their burrowing ability, burrow worms can move through solid terrain as though it was not there.

Burrow Worm						XP	8
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+3	+0	10	+3	14	Animal, Burrowing	

CIVILIAN

Sometimes during their adventures, the rangers will encounter ordinary folk who are not soldiers, adventurers, or monsters. If no specific Stats are provided for these encounters, use those given here.

Civilian						XP	0
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	10	+0	10	Dagger	



DARKROOT

These large plants are found all over the Shadow Deep, usually in dark corners. They appear as a nasty tangle of sap-covered vines that writhe and pulse, especially when prey draws near. As plants, they are rooted to the spot, but can attack at quite a distance with their vines and roots.

A darkroot is represented on the tabletop by multiple figures. The immobile darkroot body is the main mass of the plant and is very difficult to damage with missile weapons – the maximum damage a darkroot body ever takes from a bow, crossbow, or throwing knife attack is 2. Each darkroot vine is treated as a separate figure which can move about the table. If the darkroot body is killed, all the darkroot vines are immediately removed from the table.

Darkroot Body						XP	6
Move	Fight	Shoot	Armour	Will	Health	Notes	
-	+3	+0	14	+0	18	Missile Weapon Damage Maximum	

Darkroot Vine						XP	0
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	10	+0	6		

FLESH GOLEM

Using the blackest of magic, some servants of the Shadow Deep can bind together the pieces of dead men and creatures to create horrific, undead monstrosities called flesh golems.

So horrific is the appearance of these creatures that any hero wishing to move into combat with them must first pass a Will Roll (TN8). If it fails, it moves to within 2" (or stays where it is) and its activation ends.



Flesh Golem						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+4	+0	10	+0	16	Undead, Horrific (TN8)	

GIANT FLY

Even before the coming of the Shadow Deep, these gigantic flying insects would occasionally threaten remote farmers by killing and feasting on cattle and sheep. Recently, these huge insects have become more aggressive, attacking people and occasionally descending upon towns and villages.

Giant Fly						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	6	+0	5	Animal, Flying, Disease (TN8)	

GIANT RAT

Giant Rats are a by-product of the evil corruptions of the Shadow Deep. Although numerous, dangerous, and often carrying disease, they are not intelligent, and rarely seem to be working directly to aid the Shadow Deep.



Giant Rat						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	6	+0	1	Animal, Disease (TN8)	

GIANT SPIDER

These hairy arachnids vary in size, but most are comparable to a large dog. They possess only rudimentary intelligence, and while they are servants of the Shadow Deep, they are mainly used to cause chaos and corruption ahead of more organized attacks.

Giant Spider						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	8	+0	4	Animal, Poison, No Movement Penalty for Rough Ground or Climbing	

GHOUL

Ghouls are extremely common in the Shadow Deep. Created when a human eats tainted flesh, it is unknown if they are accidental creations or the deliberate policy of some evil intelligence. However they are created, ghouls are the ultimate scavengers, always feasting, on the living and the dead.



Ghoul						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	10	+2	10	Undead	

GHOUL FIEND

Apparently, even ghouls have a hierarchy, and near the top sit the ghouls fiends. These creatures were once great and powerful warriors before they succumbed to undeath. Now, they are bigger, stronger, and tougher than most ghouls and can often be found leading small packs.

Ghoul Fiend						XP	4
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	11	+6	14	Undead	

GHOUL FLINGER

While most ghouls like to rush in and tear their prey limb from limb, the occasional ghoul will take a more indirect approach and attempt to bring down its food from a distance. These ghouls, dubbed ‘flingers’, generally hurl heavy bits of bone at their prey before moving in to finish them off.

Ghoul flingers can make shooting attacks up to a range of 10” with no damage modifier.

Ghoul Flinger						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+1	10	+2	10	Undead, Throw Bones	



GHOUL ROTTER

For reasons unclear, there is at least one disease that affects the dead flesh of ghouls, causing them to slowly rot away. While good news in the long term, in the short term, it means these weaker ghouls are the source of a potentially nasty infection.

Ghoul Rotter						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	10	+0	8	Undead, Disease (TN14)	

GHOUL SNAKE

Although rarely encountered, it is possible for large snakes to succumb to the same taint as humans and develop into ghouls. While this generally makes them slightly less dangerous than normal large snakes (and apparently removes any venom they might have had) they are notoriously difficult to kill.

Ghoul Snake						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+2	+0	8	+0	16	Undead	

GIANT SNAKE

Giant serpents are, unfortunately, all too common in the evil realm. Generally, these creatures appear to be part of the natural ecosystem, preying on anything human and smaller. They are often used as part of traps set by the forces of the Shadow Deep.



Some of these snakes are amphibious and suffer no penalties for moving through water; these are generally called 'giant water snakes'. Others, the 'giant vipers', possess potent venom.

Giant Snake						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+2	+0	8	+0	10	Animal, Amphibious (giant water snake), Poison (giant viper)	

GNOLL

Gnolls are hybrid creatures that appear as a cross between humans and either rats, dogs, or hyenas. Legend says they were originally created in some magic city far away, but whether or not that is true, they have somehow become one of the most numerous servants of the Shadow Deep, and are often used as frontline troops, patrols, and guards.

There are several different types of gnoll, each of which has its own Stats, below.

Gnoll Fighter						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+0	10	Hand Weapon, Light Armour	

Gnoll Archer						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+2	11	+0	10	Dagger, Bow or Crossbow, Quiver, Light Armour	



Gnoll Sergeant						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	11	+0	12	Two-Handed Weapon, Light Armour	

Gnoll Shaman						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	11	+5	12	Hand Weapon, Poison, Inspiring (+2 Will to all gnolls within 6")	

OGRE

Ogres are large, primitive humanoids. While not inherently evil, they have a tendency towards violence and cruelty which makes them extremely susceptible to the corrupting influence of the Shadow Deep. Although dim by human standards, they are capable of complex thoughts, can formulate and follow plans, and even work within an organization. All of this makes them ideal shock troops in the armies of evil.

Ogre						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	12	+0	14	Large, Two-Handed Weapon	



SHADOW KNIGHT

The elite warriors of the Shadow Deep are the heavily armoured, skull-faced Shadow Knights. Not only are these creatures fearsome warriors, but their magic nature makes them partially immune to non-magic weapons.

If a Shadow Knight is struck with a non-magic weapon, calculate damage normally, then halve it, rounding down.

Shadow Knight						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	12	+0	14	Undead, Partial Immunity to Non-Magic Weapons	

SKELETAL KNIGHT

A few skeletons, usually those of fighting men, retain some of the martial ability and equipment that they possessed in life. These are generally termed 'skeletal knights' to separate them from the rank and file.

Skeletal Knight						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	13	+0	1	Undead	



SKELETON

The evil of the Shadow Deep hates to waste any potential resource – even the bones of the long deceased are often used to further its aims. While not particularly fearsome individually, these animated skeletons can prove deadly when encountered in larger numbers.

Skeleton						XP	1
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	10	+0	1	Undead	

SWAMP ZOMBIE

Zombies that are reanimated while submerged in water often become a specific subtype of known as the swamp zombie.

These are nearly identical to normal zombies except that they are amphibious, and never have to make Swimming Rolls, nor suffer any movement penalties for being in water.

Swamp Zombie						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
4	+0	+0	12	+0	6	Undead, Amphibious	

TERROR WING

Giant, demonic-looking creatures, terror wings stand nine feet tall, with horns, claws, and a pair of large wings sprouting from their backs. Terror Wings often lead small groups dedicated to finding and destroying any intruders into the Shadow Deep.

Terror wings are horrific to look upon. Anyone who wishes to move into combat with a terror wing must first pass a Will Roll (TN12). If he fails, he stops 2” away and his activation ends.



Terror wings are capable of flight and thus ignore all terrain penalties for movement purposes. All terror wings can cast a variety of spells, but the function of their spellcasting will be contained in the scenario that features the terror wing.

Terror Wing						XP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+5	+0	14	+8	16	Horrific (TN12), Flying, Spellcaster	

TORTURED SOUL

These are the ghosts of people who have suffered greatly from the evils of the Shadow Deep. It is not clear if they are intentionally created, or just a by-product of cruelty. Either way, they roam around the dark lands, shouting their tortured cries.

Any time a tortured soul is on the table, all heroes suffer -2 Will. Tortured souls will never force combat, nor make any Fight Rolls, and are never considered in combat. They cannot be damaged. If a hero is in contact with a tortured soul, it may spend an action to make a Will Roll or Leadership Roll (TN20). If successful, it has found the words to give the soul peace and allow it to depart this existence. This is the only way to remove a tortured soul from the table. If the figure is so removed, the ranger gains 10XP.



Tortured Soul						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	-	-	-	-	-	Undead, Will Sap, Will/Leadership Roll to Free	

TROLL

These giant, hairy monsters are occasionally encountered in the wilds of Alladore but seem to have flourished in the Shadow Deep. Although they possess only rudimentary intelligence, it is enough to follow simple orders, and thus are powerful assets in the armies of the Shadow Deep.

Whenever a troll is placed on the table, roll a die. On a 20, it is a two-headed troll. These trolls are better able to fight multiple enemies. Figures fighting against a two-headed troll count as having one fewer supporting figure (minimum 0) in the combat than they do.

Troll						XP	8
Move	Fight	Shoot	Armour	Will	Health	Notes	
4	+4	+0	14	+2	16	Large, Two-Handed Weapon, Potentially Two-Headed	

VULTURE

These large scavengers are often used as spies by the Shadow Deep. Thankfully, these spies are easy to tell from regular vultures as part of the spell used to control them involves dipping the tips of their wings in crimson paint. Rangers are ordered to shoot these birds down on sight if possible.



Vulture						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	14	+0	4	Animal, Flying	

WOLF

Somewhere in the darkness of the evil realm, wolves are bred in great numbers, and trained to act as scouts, moving ahead of the forces of the Shadow Deep. These wolves are vicious killers who have no fear of humans or their weapons.

Wolf						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+1	+0	10	+0	6	Animal	

ZOMBIE

The evil within the Shadow Deep delights in using the bodies of the dead to strike terror into the living. Vile necromancers, strange alchemy, and even certain poisons are used to turn people into mindless zombies that are then sent against their onetime friends and allies.

Zombie						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
4	+0	+0	12	+0	6	Undead	



RANGER SHEET

Ranger				Level		Experience	
Move	Fight	Shoot	Armour	Will	Health	Current Health	Recruitment
Heroic Abilities & Spells						Skills	
						Acrobatics	
						Ancient Lore	
						Armoury	
						Climb	
						Leadership	
						Navigation	
						Perception	
						Pick Lock	
						Read Runes	
Items						Stealth	
						Strength	
						Survival	
						Swim	
						Track	
						Traps	
Notes							



Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	

Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	

Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	



Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	

Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	

Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	

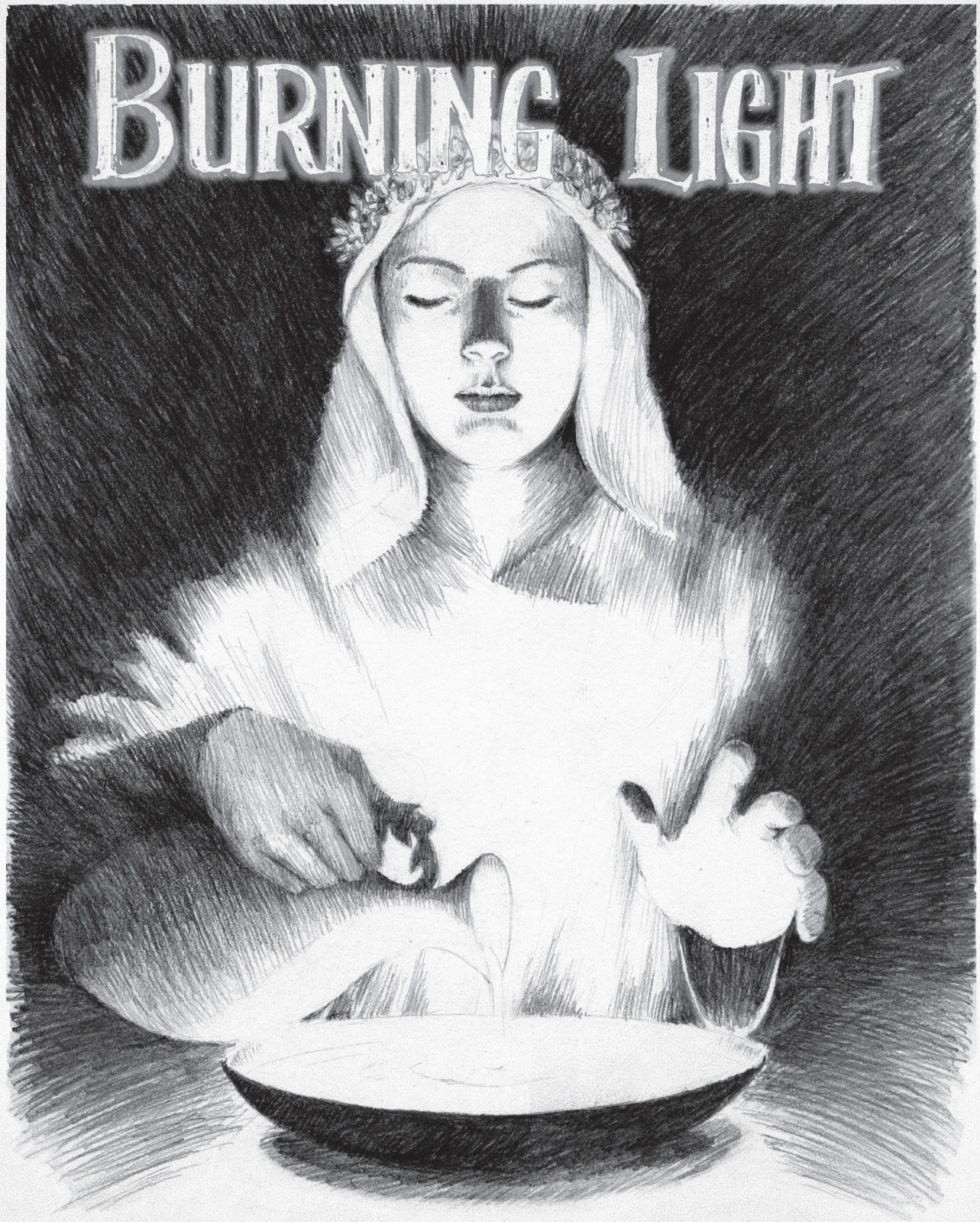


Comp.					Type		
Move	Fight	Shoot	Armour	Will	Health	Current Health	RP
Items & Skills						Progression Points	





BURNING LIGHT





BURNING LIGHT

A CAMPAIGN FOR

RANGERS OF SHADOW DEEP

FOR RANGERS

LEVEL 5–15



INTRODUCTION

Welcome to *Burning Light*, the first supplement for *Rangers of Shadow Deep*. In this adventure the rangers travel deep into the dark realm to explore the ruins of a convent and seek out a powerful healing artefact, the Decanter of St. Emilia.

During this mission, the rangers will be able to decide the order in which they explore the ruins, and thus the order in which they play the scenarios. In each scenario, there are potential clues scattered about as to the final location of the Decanter. Once the rangers believe they know where it is, they can move to the final scenario. The rangers must choose wisely, though, because once they make their final search for the Decanter, there is no going back. They will also have to hurry – they may have managed to make it to the ruins without too much interference from the Shadow Deep but, over the course of the scenarios, the forces of evil slowly become aware of their presence and make moves to destroy them.

If you have already played the starter missions in the *Rangers of Shadow Deep* rulebook, you will have a good grounding in the basics of the game and how scenarios work. That said, *Burning Light* does use a few new and unique rules, so make sure you read through the entire first chapter before attempting to play.

Playing *Burning Light* will take a bit of preparation. Someone will need to assemble all the figures (or at least proxies for those figures) that might be required as well as suitable terrain, and the players will want a copy of the map on hand as well. If playing the game multiplayer, it is probably best if a single player takes on this responsibility. This will make organization easier and help preserve some of the mysteries of the adventure for the other players. This player should read through the whole supplement, except for the Notes section, which should not be read by anyone until called upon to do so during play. Other players are advised to bring snacks and drinks to thank the organizing player for all their hard work.



THE MAP

At the beginning of the next chapter, you will find a map of the ruins of The Convent of St. Emilia. The ruined convent provides the setting for the adventure, and all the scenarios take place within its confines. There are eight distinct locations within the convent – these have been lettered A–H on the map. These letters also correspond to scenarios in the book. Players have the option of the beginning the mission in one of three locations, A, B, or C. After completing this first scenario, mark the corresponding letter on the map with an ‘X’. This means that this scenario has been completed and this location can be moved through freely later in the mission. After that, the rangers should choose an adjacent location to explore next.

For example, let’s say that the rangers begin the mission in the Courtyard (Location C). After completing this scenario, they can choose to move on to one of several locations, and thus several scenarios. In fact, they could select Location A, B, D, E, or F next, and play through the corresponding scenario. Let’s say they decide to go to the Ruined Chapel (Location B). Once they complete that scenario, they can freely move back into Location C, without playing the scenario again, and can choose any of the options from Location C.

Locations G and H, it should be noted, are on the second floor and are only accessible from Location F. Scenario I is played at the end of the mission and is not generated by the rangers moving through the convent.

THE NOTES

At the very end of *Burning Light* is a large section of ‘notes’. Each note is identified by a three-digit number. All the notes are presented in numerical order, although many numbers are not present. At points during a scenario, a player may be asked to check a note (e.g. *see Note 279*). When this occurs, the player should immediately interrupt the game, find the relevant note, and read it aloud to the players. In some cases, notes may call upon the player to make a Skill or Stat Roll. This roll must be made by the figure that caused the note to be read in the first place. Other notes may cause new creatures to appear, or attacks to be made against the heroes. Some notes



may even lead players to read further notes. All these possibilities will follow the standard rules for the game unless the note specifically says otherwise.





THE EVENT CARDS

Every scenario in the mission features six listings on the Event Table (except Scenario I, which has eight). These are always represented by red cards in the event deck. In addition, two black cards should be added from the Shadow Deep Event Table. Every time you play a scenario, you should add in the next two cards from the Shadow Deep Event Table. So, for the first scenario, you would have the six red cards from the scenarios Event Table, plus the Ace and Two of Clubs from the Shadow Deep Event Table. In the second scenario, you would add in the Three and Four of Clubs to the event deck.

The Shadow Deep Event Table represents the powers of darkness slowly becoming aware of the intrusion of the rangers into their realm, and the steps taken to stop them. As the scenarios continue, the Shadow Deep Cards become more dangerous as the forces of darkness close in on the heroes.

Thus all of the first eight scenarios should feature event decks of eight cards (six red and two black). Scenario I is a little different, in that it has eight Red Event Cards, but no Black Cards.

MINIATURES

This mission features a rather large list of potential encounters. Stats for all these monsters are found in the Bestiary in the main rulebook. A complete list of potential monster encounters is provided here so that players can be ready when playing the mission. As always, players shouldn't feel the need to have an exact miniature for every specific monster. Provided all the players know which creatures are which, it is irrelevant which figure is used. That said, if players prefer to use an appropriate miniature, the following may be required:

- 4+ Blood Bats
- 1 Conjuror
- 1 Darkroot
- 5+ Darkroot Vines



- 6+ Giant Flies
- 2+ Giant Snakes
- 5+ Giant Spiders
- 4+ Ghouls
- 2+ Ghoul Fiends
- 2+ Ghoul Flingers
- 2+ Ghoul Rotters
- 1 Ghoul Snake
- 2+ Gnoll Archers
- 2+ Gnoll Fighters
- 1 Gnoll Sergeant
- 1 Hound
- 1 Knight
- 2 Ogres
- 1 Shadow Knight
- 6+ Skeletons
- 2 Skeletal Knights
- 1 Terror Wing
- 1 Tortured Soul
- 1 Vulture
- 2+ Wolves
- 2 Zombies



TERRAIN

The organizing player should briefly read through scenarios A–I to make sure that he have all the terrain they will need for the scenarios. Again, it is not necessary to represent everything on the tabletop exactly as it is described in the rules. Provided the table is the right size, and the different points of interest are in approximately the right location, it doesn't really matter if you use a small pile of crates to represent a wagon, or a statue to represent a fountain.

This does mean that the organizing player will have a much better idea of what is coming during the adventure, but that is okay – there is still plenty of mystery and unexpected events that will only be revealed during play through the reading of notes.

THE SCENARIOS

All the scenarios in the book last for nine turns. An easy way to remember this is that if you reach the end of a turn, but there are no Event Cards left to draw, the scenario ends. This artificial limitation represents the rangers knowing that they have limited time to explore the ruins before the Shadow Deep overwhelms them.

Despite the scenarios taking place within the defined confines of the convent, all the normal rules for scenarios apply. Heroes can still exit the table at any time unless the scenario specifically states otherwise. Heroes can do this either to secure treasure or just to escape a situation that has spun out of control.

POINTS OF INTEREST

Each scenario features 'points of interest'. These are points at which the figures can interact with the table. Whenever a figure is in base contact with a point of interest, it should follow the instructions given for it in the scenario. This will usually require the figure to make a Skill Roll, read a note, or both. If the player is called upon to make a Stat or Skill Roll, he may only attempt



this once during the scenario, unless it is specifically stated otherwise. Thus, if possible, players will want to have their figure with the highest Stat or Skill make the roll – of course, in the heat of the action, this may not always be possible. Animals are not allowed to make any rolls associated with points of interest and will thus be of less value in this mission than others.

Players will probably want to make some small tokens to mark the points of interest during each scenario.

THE CAMPAIGN SEQUENCE

All the scenarios in this book represent one large mission, and each scenario follows very quickly upon the previous one. For that reason, there are a few special rules for handling the campaign sequence after each scenario.

First, you should check for injury and death as normal. Due to the limited time available, however, figures may not heal all the way back up to their full Health. After each scenario, all the heroes that are still alive either regain 3 points of lost Health or go back up to half their starting Health, whichever leaves them with a higher total Health. Furthermore, a figure that is still below starting Health may attempt to regain 2 Health by having another figure pass a Survival Roll (TN12) on its behalf. A figure may either request a Survival Roll for itself or attempt one on behalf of another figure – never both. A figure may only make one Survival Roll after each scenario, and while a single figure can request multiple Survival Rolls, it may only ever regain Health from one successful roll.

Finally, if any figure had healing spells that went unused in the scenario, it may cast them here. Note that the healing rules above are all applied before any Health penalties a figure suffers due to such things as disease or being Badly Wounded that are applied to the next scenario.

After this, rangers should calculate their experience and level up as normal, and companions should gain any Progression Points to which they are entitled. Players should also roll for treasure as normal. Rangers cannot recruit any new companions during their explorations. That said, if they are lucky, they might find a little help along the way.

Finally, unlike normal scenarios, players can use potions and herbs before the start of a scenario if they wish, so that they don't have to spend an action during the scenario to do so.



EXPERIENCE POINTS

Unlike the starter missions, the scenarios in this book do not list specific Experience Point rewards. Instead, players earn Experience Points for each monster they kill. The number of Experience Points is found on the monster's profile in the Bestiary in the main rulebook. Bonus Experience Points will also sometimes be awarded in the notes. It is important that at least one player keep a running tally of Experience Points during a scenario.





MISSION: BURNING LIGHT

A week ago, one of your fellow rangers stumbled into camp, escorting a Lorenthian survivor she had rescued from a pack of gnolls in the Shadow Deep. During their debriefing, they mentioned seeing the ruins of the Convent of St. Emilia, once a great house of healing in Lorenthia. It is said that the nuns never turned away anyone that came to them in sickness, and that they were aided in their mission through the possession of a powerful magic artefact, the Decanter of St. Emilia, also known as the Decanter of Burning Light. Water poured from this silver decanter onto a wound would wash it free of any infection, poison, or other corruption. The ranger didn't approach the convent but, from what she could tell, the place appeared abandoned. The walls were cracked, and several of the towers had collapsed.

Soon afterwards, you were summoned by your captains. They explained the situation and tasked you to venture into the Shadow Deep, make your way to the ruins, and, if possible, find the Decanter of St. Emilia. Such healing powers could save many lives and prove a huge advantage in the ongoing war.

Gathering your companions, and what gear you need, you set off. You took the path known as the shattered stairs and descended into the Deep, slowly making your way through the boggy terrain that stretched out before you. Following a map provided by your captains, you carried on until the land finally dried into a barren, rocky expanse. You spent your nights sleeping in ditches and shallow caves, and your days dodging patrols of gnolls and other foul creatures, eating meals of dried rations and whatever could be caught – usually snakes. Thankfully, the map noted a couple of freshwater pools where you could replenish.

After nearly eight days of travel, you caught your first glimpse of the convent. Its ruins stood at the top of a rocky escarpment, visible from miles around, even in the perpetual gloom. Conscious that anyone in the convent had a great vantage point to see you coming, you took your time approaching, flitting from rock to rock, always staying in the shadows. Finally, you reached the walls...



STARTING THE MISSION

This is where your adventure begins, before the walls of the Convent of St. Emilia. After a quick scout, you realize there are three ways to enter the convent:

- If you would like to enter through the main gatehouse, start by playing **Scenario A**.
- If you would like to enter through the Ruined Chapel, start by playing **Scenario B**.
- If you would like to enter through the holes in the walls directly into the courtyard, start by playing **Scenario C**.

After you play your chosen scenario, you may choose to move to any location adjacent to this scenario, and play the associated scenario, and so on, until you have explored all eight locations, or until you feel confident that you know the location of the Decanter.





ENDING THE MISSION

The Mission continues until all the rangers have been killed, all eight locations have been explored, or the players feel confident that they know the location of the Decanter.

After any scenario, you may start your final search for the Decanter, provided you have played the scenario associated with the location you are searching. For example, you can't start your final search in the Ruined Chapel (Location B) unless you have played Scenario B.

Remember though, you only get one chance to make this final search, so you need to be confident you are searching the right location. If you have played all eight scenarios, you must choose a location for your final search, whether you feel confident or not!

Whenever you start your final search, refer to the options below. If you would like to start your final search in...

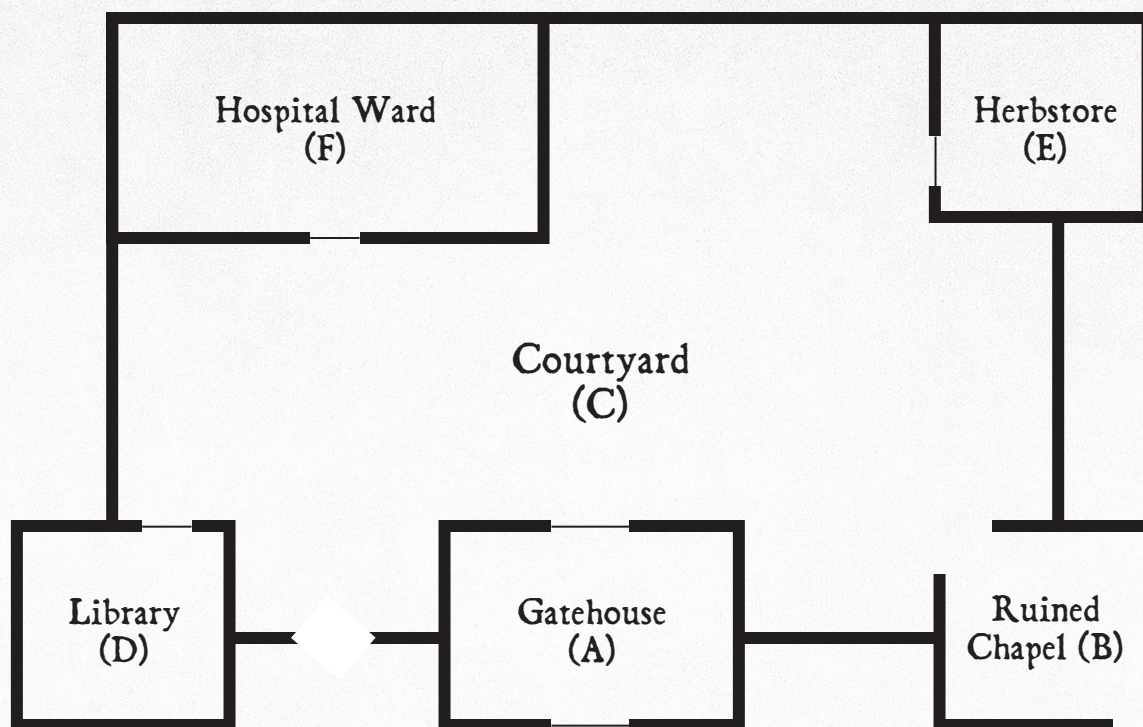
- The Gatehouse (Location A), *see Note 135*.
- The Ruined Chapel (Location B), *see Note 294*.
- The Courtyard (Location C), *see Note 383*.
- The Library (Location D), *see Note 456*.
- The Herb Store (Location E), *see Note 533*.
- The Hospital (Location F), *see Note 688*.
- The Abbess' Quarters (Location G), *see Note 734*.
- The Dormitory (Location H), *see Note 892*.

FINAL NOTE

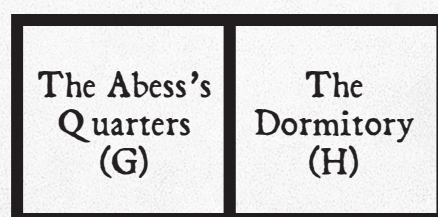
Depending on the level of their ranger, players may find the first couple of scenarios a bit easy, but remember, this campaign potentially lasts for nine scenarios; players cannot recruit new companions, and will not always heal back to full Health. Do not get lulled into a false sense of security!



Convent Lower Level



Convent Upper Level





SCENARIO A: THE GATEHOUSE

Even before you set foot in the gatehouse, you are nearly overcome by the stench of death and rotting bodies. In the faint light that streams in through the shattered gates, you can see a trio of bodies dangling from chains in the ceiling. They have been there a while. As you move inside, a large and menacing form looms up out of the shadows of a side room. An immense ogre, covered in dried blood and gore and clutching a crude club, lumbers into the faint light...

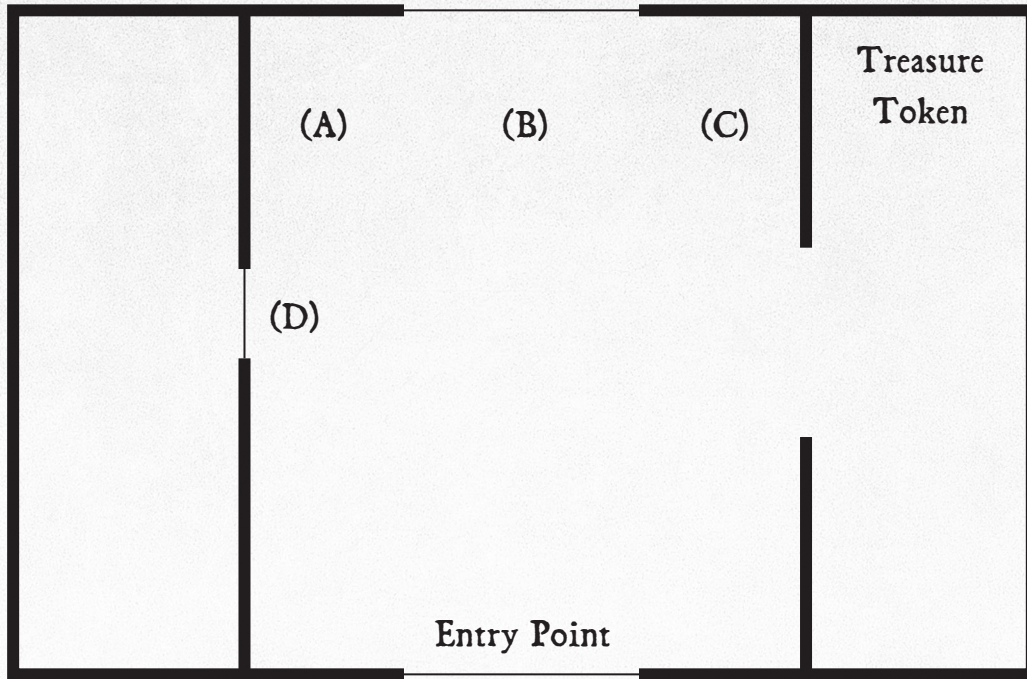
SET-UP

This scenario is played on a 2' x 3' table, which is divided into three sections. The main chamber should be 2' x 2' and contain large doorways on either of its table edges. One of these serves as the entry point for the heroes. Three bodies, dangling from chains, should be placed in a line 4" in from the table edge opposite the heroes' entry point and about 6" from one another. On the left side of the table, there should be a 2' by 6" room that is completely separated from the rest of the table by a wall. The wall should contain one locked door. On the right side of the table should be another 2' x 6" area, although, in this case, it is only separated from the rest of the table by a wall that is broken in the middle. In this corner of this room, at the point furthest from the heroes entry area, a treasure token should be placed. The rest of the table should be sparsely covered in rubble and rubbish.

Place one ghoul in a random corner of the main room.



The Gatehouse (A)



SPECIAL RULES

The players should nominate one figure to make either a Stealth Roll (TN12) or a Tracking Roll (TN10). If the figure is successful, place the ogre in the far corner adjacent to the treasure token. If they fail, place the ogre in the centre of the table. Either way, the players should place all of their figures within 3" of their entry point.

Heroes may only exit the table through their entry point or the exit directly opposite it.

The Target Point for this scenario is Point of Interest B.



Event Cards	
Card Number	Event
Red Ace	A cloud of small insects explodes out of a heap of rubbish and swarms around the room. Every hero must make a Will Roll (TN12) or miss its next activation.
Red 2	The players hear a deep laugh and turn just in time to see a second ogre step into the room. Place an ogre adjacent to the doorway opposite the heroes' entry point.
Red 3	Without warning, the entire world begins to shake, and the heroes realize they have been caught in an earthquake. Every hero must make a Move Roll (TN16) or miss their next activation.
Red 4	A set of chains dangling from the ceiling suddenly lashes out and snatches one of the heroes from the floor. Select a random hero on the table. That figure must make an immediate Move Roll (TN20) or be bound in the chains. Once bound, the figure may make one attempt each turn to make a Strength Roll (TN20) to escape. It gets +4 to this roll for every friendly figure that is adjacent. Otherwise, it remains bound until the end of the scenario. Evil creatures ignore bound heroes. If the hero escapes the chains, or dodges it to begin with, gain 4XP.
Red 5	A dead body that has been lying unnoticed on the floor suddenly animates and attacks the heroes. Place a zombie in a randomly determined corner of the main area of the table.
Red 6	A dead body that has been lying unnoticed on the floor suddenly animates and attacks the heroes. Place a zombie in a randomly determined corner of the main area of the table.



Points of Interest	
Point	Result
A	The body dangling in this chain is dressed as one of the guards of the convent. Make a Perception Roll (TN12). If successful, <i>see Note 112</i> .
B	The body of another of the convent's guards. Make a Survival Roll (TN18). If successful, <i>see Note 286</i> . If not successful, <i>see Note 361</i> .
C	This body appears different than the other two. In fact, on closer examination, you recognize the livery as that of a Lorenthian royal messenger. Make a Perception Roll (TN8). If successful, <i>see Note 472</i> .
D	The door to the side room is locked, though the lock is old and rusty. Make either a Pick Lock Roll (TN10) or a Strength Roll (TN14) to open it. You may attempt these rolls as many times as you wish. If successful, <i>see Note 622</i> .

MOVING ON

From this location, the players can proceed to Locations B or C.

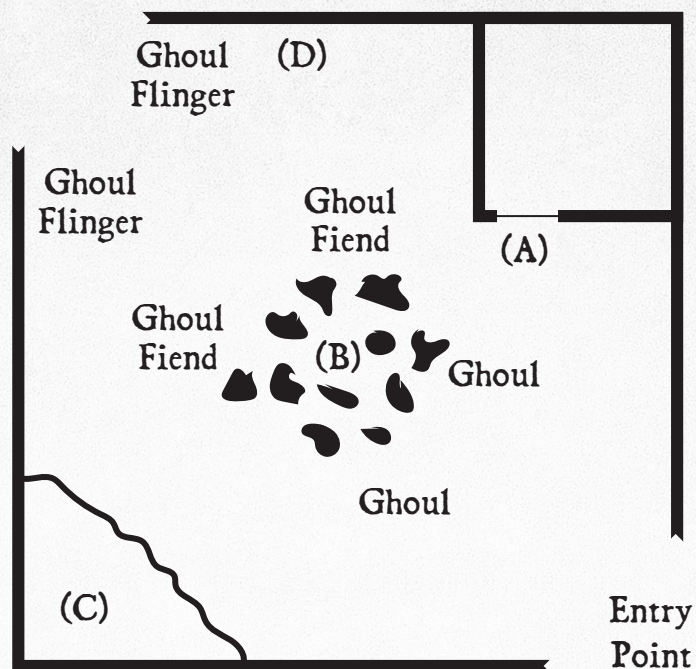


SCENARIO B: THE RUINED CHAPEL

This tower once stood four floors high, but now only a few fragments of the second level remain. It looks like a giant fist punched straight through one corner of the tower and out the opposite one, completely separating the two halves that remain. As you step lightly into the ruins, it is immediately apparent that this must once have been a chapel. There are broken statues, torn prayer books, and crushed candles lying all about. There is even one stained-glass window, nearly black in the gloom, that has remained untouched. As you step further into the ruins of the chapel, you quickly realize that you are not alone.



Ruined Chapel (B)



SET-UP

This scenario is played on a 2.5' x 2.5' table, representing the inside of the tower. Two opposite corners of the table have smashed walls. One of these corners serves as the heroes' entry point. In the corner to the left of the entry point is a small ledge, all that really remains of the second storey, standing 4" above the ground. The corner to the right contains a small room about 4" x 4" with a single door. In the centre of the room is a large pile of rubbish, about 4" in diameter. Two



ghouls stand adjacent to the rubbish pile, on the side facing the heroes' entry point. Two ghoul fiends stand adjacent to the rubbish pile, on the side facing away from the entry point. Finally, two ghoul flingers stand in front of the smashed wall opposite the entry point.

All the heroes should be placed within 3" of their entry point.

SPECIAL RULES

Heroes may only exit the table through either their entry point or the open section of tower directly opposite their entry point.

The Target Point for this scenario is Point of Interest D.

Event Cards	
Card Number	Event
Red Ace	A ghoul snake slithers out from under the rubbish pile. Place the ghoul snake at a random point adjacent to the pile.
Red 2	With a great cracking sound, several large stones tumble from the highest remains of the tower. Randomly select three heroes on the table and make a +0 shooting attack against each of them.
Red 3	A trio of bright stars suddenly shines down through the dark clouds overhead. Choose one hero on the table to make a Navigation Roll (TN12). If successful, <i>see Note 199</i> .
Red 4	A ghoul rotter suddenly lunges out of the shadows. Randomly select one hero. That figure must make a Survival Roll (TN8). If it fails, place the ghoul rotter in combat with it. If it succeeds, place the ghoul rotter anywhere on the table up to 3" away from that figure.
Red 5	A large ghoul carrying a bag of bones climbs up the wall onto the ledge. Place a ghoul flinger upon the ledge.
Red 6	A pair of ghouls crawl up from a hole in the ground. Place two ghouls directly beneath the ledge.



Points of Interest	
Point	Result
A	The small room has only a simple door with no lock. As soon a player opens the door (which requires an action), <i>see Note 792</i> .
B	The large mound of rubbish is mostly composed of broken chairs and statues, torn vestments, and abused prayer books. Make an Ancient Lore Roll (TN10). If successful, <i>see Note 818</i> .
C	All that remains of the second story is a small ledge of planking, upon which rests a nicely carved box. Make an Acrobatics Roll (TN12) or Climb Roll (TN8) to get up to the ledge. Players may attempt these rolls as many times as they wish. As soon as a figure has climbed upon the ledge, place a treasure token on the ledge.
D	A dark stained-glass window sits in the wall at this point. It is difficult to make out what it depicts in the gloom. Make a Will Roll. If the total of the Will Roll is 8 or greater, <i>see Note 901</i> . If the total of the Will Roll is 12 or greater, <i>see Note 214</i> . If the total of the Will Roll is 16 or greater, <i>see Note 567</i> .

MOVING ON

From this location, the players can proceed to Locations A or C.

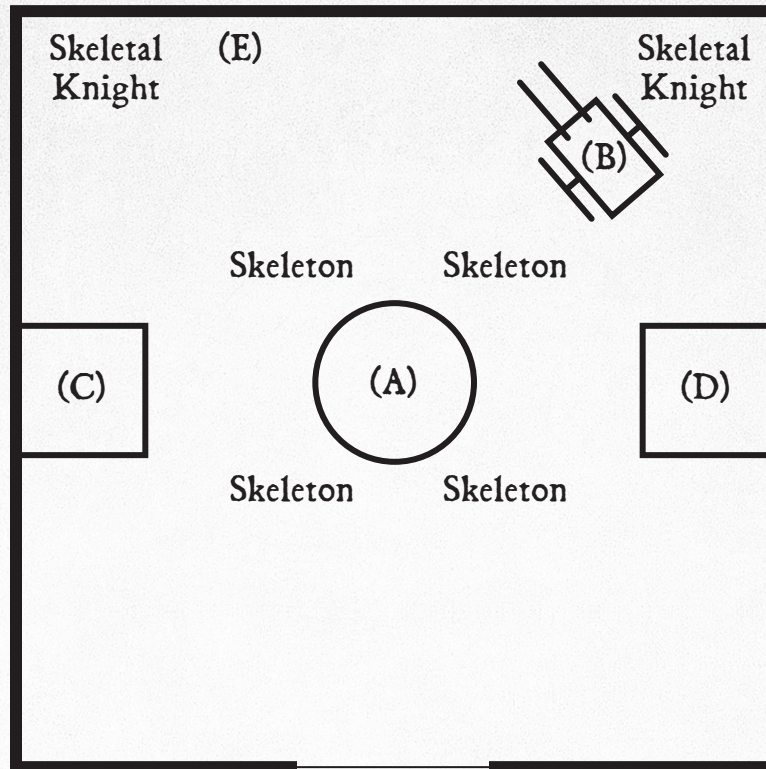


SCENARIO C: THE COURTYARD

A grim scene is revealed as you step into the courtyard. Bodies lie everywhere – a few guards, but mostly nuns. They have been torn and hacked down, and their bodies left to rot where they lie. A fountain filled with dark water sits in the middle of the yard, and a large broken cart off to one side. Proceeding further, you hear the dry crackle of old bones as four skeletons rise from amidst the carnage and turn their eyeless faces in your direction.



The Courtyard (C)



SET-UP

This scenario is played on a 2.5' x 2.5' table, representing the inside of the courtyard. A doorway should be placed in the centre of one table edge to represent the heroes' entry point. All heroes should begin within 3" of this doorway. A fountain filled with brackish water and containing a statue sits in the centre of the table. Four skeletons are adjacent to it, forming a rough circle



around it. There are two small shacks in the courtyard, one in the centre of each table edge perpendicular to the edge containing the entry point. A broken cart occupies the far-right corner, while something is hastily scrawled on the wall in the far-left corner. One skeletal knight is standing in each corner opposite the heroes' entry point.

SPECIAL RULES

Heroes may exit the table via any table edge during this scenario.

The Target Point for this scenario is Point of Interest C.

Event Cards	
Card Number	Event
Red Ace	Place three skeletons in a random corner of the table.
Red 2	Place two skeletal knights in a random corner of the table.
Red 3	A pair of zombies explode out of the water of the fountain. Any hero adjacent to the fountain should make a Move Roll (TN20). If only one hero fails, place both zombies in combat with it. If two heroes fail, place one zombie in combat with each figure. If more than two heroes fail, randomly determine which two are contacted by the zombies. If there are no heroes adjacent to the fountain, or if none fail the Move Roll, place the zombies adjacent to the fountain at least 1" away from any hero.
Red 4	Place a skeletal knight and two skeletons in a random corner of the table.
Red 5	Place a tortured soul on top of the cart.
Red 6	Place a ghoul flinger in a random corner of the table.



Points of Interest	
Point	Result
A	Standing in the middle of the dark water of the fountain is a statue of St. Emilia. In one hand she holds the Decanter of Burning Light. Make a Perception Roll (TN6). If the result is 6 or greater, <i>see Note 315</i> . If the result is 10 or better, <i>see Note 702</i> . If the result is 16 or better, <i>see Note 989</i> .
B	A large cart sits quietly in the corner, one of its large wooden wheels smashed beneath it. You can just see a long, slender arm poking out from one corner. Make a Strength Roll (TN12). You may make this roll as many times as you wish. If successful, <i>see Note 151</i> .
C	This shack is locked. Make either a Pick Lock Roll (TN8) or a Strength Roll (TN15) to open the door. You may attempt these rolls as many times as you like. If successful, <i>see Note 238</i> .
D	This shack is locked. Make either a Pick Lock Roll (TN8) or a Strength Roll (TN15) to open the door. You may attempt these rolls as many times as you like. If successful, <i>see Note 444</i> .
E	A line of text, written in some ancient language, has been hastily scrawled across the wall. Make a Read Runes Roll (TN15). You may make this roll as many times as you wish. If successful, <i>see Note 649</i> .

MOVING ON

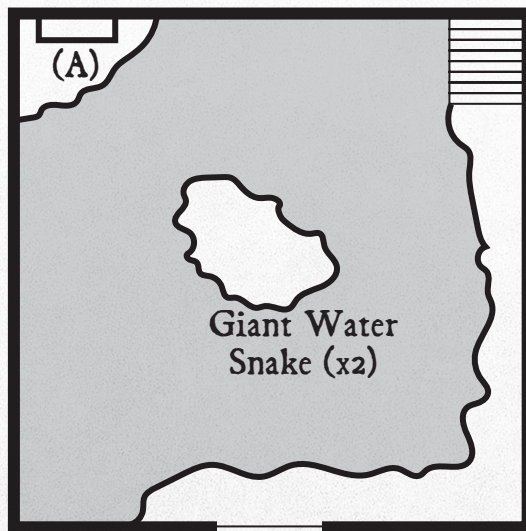
From this location, the players can proceed to Locations A, B, D, E, or F.



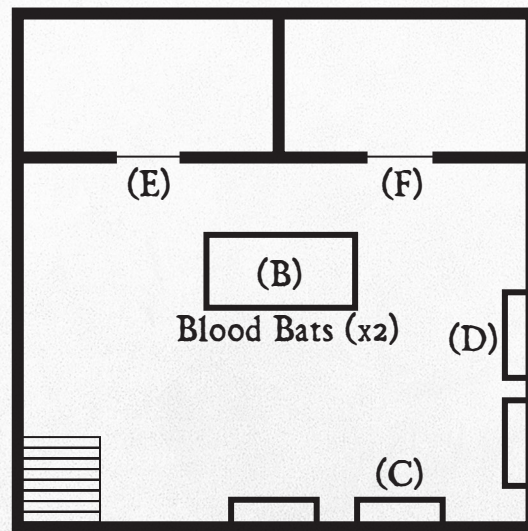
SCENARIO D: THE LIBRARY

Opening the broken door to the tower, you see that nearly the entire floor of the chamber has collapsed, and the basement below has flooded. Only one broken pathway is left to reach the stairs to the rooms above. Books and loose scraps of paper float on the water. There are a couple of 'islands' left, including one in the far corner that contains an intact bookcase. Everything seems still and lifeless, until something unseen causes the water to ripple...

The Library (D)



Lower Floor



Upper Floor



SET-UP

This scenario is played on two 2' x 2' tables, representing the two floors of the tower. The first table, representing the bottom floor, is nearly completely flooded. In the middle of one table edge, place a doorway to serve as the heroes' entry point. In the far-right corner there is a staircase leading upwards. Between the doorway and the stairs is a 2" wide path that runs along the wall. In the centre of the table is a small island, with two giant water snakes on it. In the far-left corner there is a small island containing a bookcase.

The second table represents the second floor. Place the staircase in the corner corresponding to its position on the first table. The stairway comes out into the main room which is 1.5' x 2'. On the far side of the room from the stairs are a pair of smaller rooms, both 6" x 1'. The main room contains a desk in the centre and several bookcases against the wall. Place a pair of blood bats on the desk.

All heroes may begin this scenario anywhere on the flooded lower level, provided they are within 12" of the entry point.

SPECIAL RULES

All the water on the lower level counts as deep water. Heroes may only exit the table through the entry point on the first level. Figures move up and down the stairs at no movement penalty.

There is no Target Point in this scenario.

Event Cards	
Card Number	Event
Red Ace	Pick one random hero on the lower level. That figure should make a Perception Roll (TN12). If it fails, place a giant water snake in combat with the figure. If it succeeds, place a giant water snake anywhere within 3" of the figure. If there are no figures on the lower level, ignore this card.



Red 2	With a deep rumble, the stairway between the two levels of the tower collapses. Any figure currently on the stairs suffers a +4 attack. To move between the levels, it is now necessary for a figure to spend an action and succeed at a Climb Roll (TN10).
Red 3	Two skeletons appear adjacent to the staircase on the level that contains the most heroes. Roll randomly in the case of a tie.
Red 4	One of the heroes suddenly feels an inner strength. Choose one hero at random. That figure may activate in the ranger phase and receives three actions in its next activation.
Red 5	Select a random hero on the table. That figure sees a glowing rune. That figure must make either a Perception (TN14) or Read Runes (TN10) Roll. If successful, it recognizes the rune as a trap and avoids it. If not, the figure suffers an immediate +3 magic attack as do any other figures within 2" of it. If the trap is avoided, gain 4XP.
Red 6	A pair of blood bats come flapping in from a hole in the ceiling on the second floor. Place two blood bats on the desk.



Points of Interest	
Point	Result
A	The only bookcase still standing on this level sits on a little island. Make a Navigation Roll (TN8). If successful, <i>see Note 269</i> .
B	The body of a middle-aged woman lies on the floor behind the desk, an ink-stained quill still clutched in one hand. On the desk is a half-completed scroll written in some ancient language. Make a Read Runes Roll (TN8). If the result is 8 or more, <i>see Note 502</i> . If the result is 12 or more, <i>see Note 846</i> .
C	Most of the books on the shelf are obscure religious tracts that have no meaning to you. Make an Ancient Lore Roll (TN12). If successful, <i>see Note 337</i> .
D	As you touch a book on this bookcase, you hear a strange whirring noise. <i>See Note 499</i> . After reading that note, make either an Ancient Lore Roll (TN10) or a Read Runes Roll (TN10). If successful, <i>see Note 927</i> .
E	The door to this room is locked. Make either a Pick Lock Roll (TN6) or a Strength Roll (TN8) to open the door. This roll can be made as many times as a player wishes. If successful, <i>see Note 172</i> .
F	The door to this room is locked. Make either a Pick Lock Roll (TN6) or a Strength Roll (TN8) to open the door. This roll can be made as many times as a player wishes. If successful, <i>see Note 609</i> .

MOVING ON

From this location, the players can only proceed to Location C.

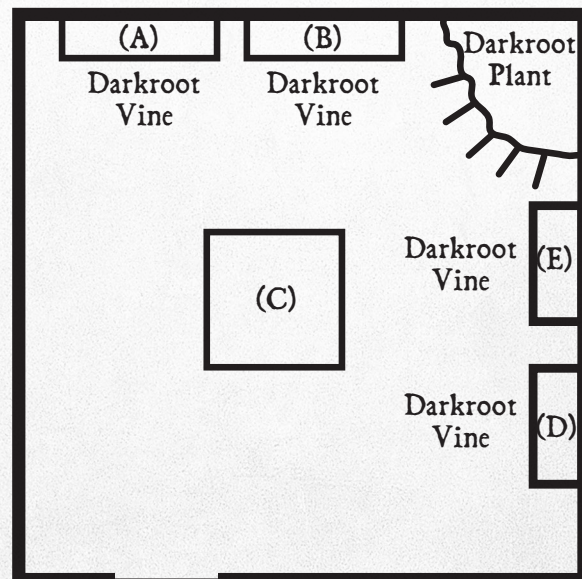


SCENARIO E: THE HERB STORE

As you push through the broken door into the gloom of the tower, you are nearly overwhelmed by the strength and variety of scents from within: basil, thyme, rosemary, farlight, and even a few herbs you can't identify. There is something else though, a sweet, sickly scent that runs underneath them all.

Inside the dim tower, you can just make out numerous drying racks and cupboards along the walls, and a huge apothecary's table in the centre, all sitting on an unpaved dirt floor. Then, in the darkness of the far corner, you spy something else, a monstrous plant, covered in oozing, sticky sap, its tentacle-like vines waving in the air. Just then, a root or vine bursts out of the ground and wraps around the leg of one of your companions.

The Herbstore (E)





SET-UP

This scenario is played on a 2.5' x 2.5' table. In one corner of the table, place a door to serve as the entry point for the heroes. A large apothecary's table should be placed in the centre of the table. In the corner opposite the entry point, place the main body of a darkroot plant. Against each of the two walls adjacent to the darkroot plant, place a pair of cupboards, equally spaced along the wall. The rest of the room should be filled with bits of rubble. Place a darkroot vine in front of Points of Interest A, B, D, and E.

Finally, place all of the heroes on the table within 3" of the entry point.

SPECIAL RULES

It is especially gloomy within this tower. The maximum line of sight is 12". Before the scenario begins, select one hero at random and place a darkroot vine in combat with it. Heroes may only exit the table through their entry point. The Target Point for this scenario is the entry point.

Event Cards	
Card Number	Event
Red Ace	Choose a random hero. A darkroot vine explodes out of the ground right in front of it. This figure should make a Move Roll (TN14). If successful, place the root anywhere within 3" of this figure. Otherwise, place it in combat with the hero.
Red 2	Choose a random hero. A darkroot vine explodes out of the ground right in front of it. This figure should make a Move Roll (TN14). If successful, place the root anywhere within 3" of this figure. Otherwise, place it in combat with the hero.
Red 3	Choose one random hero. That figure must immediately make a Will Roll (TN12). If it fails, it loses its next activation. If it succeeds, <i>see Note 822</i> .



Red 4	Place one darkroot vine in front of Points of Interest B and D.
Red 5	Place one darkroot vine in in front of Point of Interest C.
Red 6	Place two giant flies adjacent to the entry point.

Points of Interest	
Point	Result
A	A partially broken cupboard. Spend an action to open this cupboard and <i>see Note 975</i> .
B	A locked cupboard. Make either a Pick Lock Roll (TN10) or a Strength Roll (TN16) to open it. Players may make this roll as many times as they wish. Once opened, <i>see Note 884</i> .
C	A large apothecary's table. Make a Perception Roll (TN12). If successful, <i>see Note 398</i> .
D	A locked cupboard. Make either a Pick Lock Roll (TN10) or a Strength Roll (TN16) to open it. Players may make this roll as many times as they wish. Once opened, <i>see Note 229</i> .
E	An unlocked cupboard. Spend an action to search this cupboard and <i>see Note 128</i> .

MOVING ON

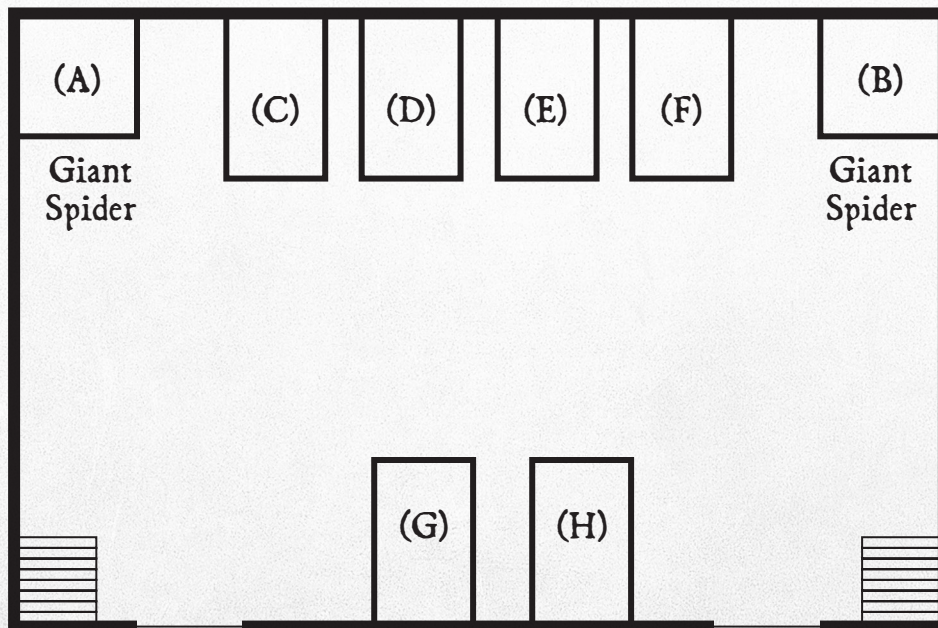
From this location, the players can only proceed to Location C.



SCENARIO F: THE HOSPITAL

At one time, the hospital of the Convent of St. Emilia was famous throughout Lorenthia and even Alladore for its success in ministering to the sick and wounded. Now, its stones are cracked, its doors broken. As you step inside, you are immediately confronted with a nightmare of gigantic webs that stretch from one side of the room to the other. There are numerous beds, most of them covered in giant web cocoons. You will have to hack your way through the sticky mess, and, as you are fully aware, 'where there are webs, there are spiders'...

The Hospital (F)





SET-UP

This scenario is played on a 3' x 2' table. There are two doorways, both in the same long side of the table, each 8" in from a corner containing a set of stairs leading up (which are not relevant to the scenario). A pair of large closets take up the corners in the opposite wall. There are six beds in the room – two against the wall with the doorways, equally spaced between them, and four against the opposite wall, evenly spaced between the closets.

One giant spider should be placed in front of each of the closets.

The players should place all of their figures on the table within 3" of a doorway (players can place some of their figures near one doorway, and some neither the other, if they so choose).

SPECIAL RULES

The whole table is covered in thick, sticky spider webs that make movement and fighting difficult. The entire table counts as rough ground during this scenario. Furthermore, all figures (other than the giant spiders that are used to moving and fighting in webs) suffer -1 Fight. Heroes can only exit the table through the two doorways.

For the purposes of this scenario, giant spiders can draw line of sight to any figure, regardless of terrain. There is no Target Point for this scenario.



Event Cards	
Card Number	Event
Red 1	Place one giant spider on top of Point of Interest C.
Red 2	Place one giant spider on top of Points of Interest G and H.
Red 3	Place one giant spider on top of Points of Interest D and F.
Red 4	All figures must make Strength Rolls (TN12) or get tangled in the webs and lose their next activation.
Red 5	All figures must make Strength Rolls (TN12) or get tangled in the webs and lose their next activation.
Red 6	A large section of the webs running across the ceiling collapses and thousands of tiny spiders rain down on the heroes. Make a +0 attack against each of the heroes. This attack does -2 damage but is poisonous.

Points of Interest	
Point	Result
A	A locked closet. A figure may attempt either a Pick Lock Roll (TN10) or a Strength Roll (TN15) to open it. It may make these rolls as many times as it wishes. If successful, <i>see Note 945</i> .
B	A locked closet. A figure may attempt either a Pick Lock Roll (TN10) or a Strength Roll (TN15) to open it. It may make these rolls as many times as it wishes. If successful, <i>see Note 837</i> .
C	A giant web cocoon has completely enveloped the bed. Make a Strength Roll (TN8) to get inside it. You may attempt this roll as many times as you wish. If successful, <i>see Note 718</i> .



D	A giant web cocoon has completely enveloped the bed. Make a Strength Roll (TN8) to get inside it. You may attempt this roll as many times as you wish. If successful, <i>see Note 675</i> .
E	A giant web cocoon has completely enveloped the bed. Make a Strength Roll (TN8) to get inside it. You may attempt this roll as many times as you wish. If successful, <i>see Note 598</i> .
F	A giant web cocoon has completely enveloped the bed. Make a Strength Roll (TN8) to get inside it. You may attempt this roll as many times as you wish. If successful, <i>see Note 407</i> .
G	A giant web cocoon has completely enveloped the bed. Make a Strength Roll (TN8) to get inside it. You may attempt this roll as many times as you wish. If successful, <i>see Note 355</i> .
H	A giant web cocoon has completely enveloped the bed. Make a Strength Roll (TN8) to get inside it. You may attempt this roll as many times as you wish. If successful, <i>see Note 251</i> .

MOVING ON

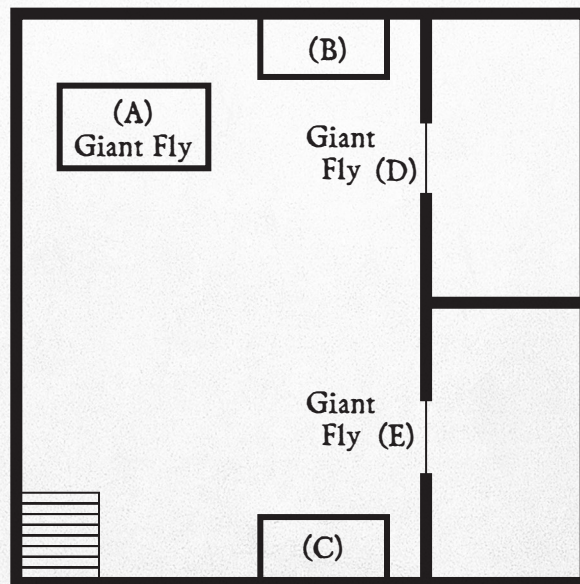
From this location, the players can proceed to Locations C, G, and H.



SCENARIO G: THE ABBESS' QUARTERS

Ascending the broken stairs, your senses are assaulted by an unfamiliar stench that burns at the eyes and leaves a sour taste on the tongue. Reaching the top, you step into a room covered in a damp carpet – a huge hole in the roof leaving most of the room open to the elements. In one corner sits a large desk with a dead body slumped over it. Before you can investigate further, a high-pitched buzzing fills the air and several giant flies streak towards you.

The Abess's Quarters (G)





SET-UP

This scenario is played on a 2.5' x 2.5' table. The table is divided into a main room, which is 2.5' x 2' and two smaller rooms, each 6" x 1'. One corner of the main room contains a staircase leading down. Along the wall between the stairs and the smaller room is a bookcase. In front of the wall opposite the stairs sits a desk, with another bookcase behind and to the right of it.

Place three giant flies in the main room – two in front of the doors to the smaller rooms and one on the desk. All heroes should be set up within 3" of the staircase.

SPECIAL RULES

Heroes may only exit the table by descending the staircase.

The Target Point for this scenario is Point of Interest A.

Event Cards	
Card Number	Event
Red Ace	Place two giant flies in the centre of the room.
Red 2	Place two giant flies in the centre of the room.
Red 3	Place two giant flies on the staircase.
Red 4	A black cloud wafts through the hole in the ceiling. All figures must make a Health Roll (TN12) or be diseased.
Red 5	A giant spider climbs up out of a hole. If there are any giant flies on the table, the spider pounces on one at random and drags it back in its hole. If there are no giant flies on the table, place a giant spider in front of Point of Interest B.
Red 6	A red mist floats into the room. If there are any giant flies on the table, it swirls around a random fly. This fly receives +2 Fight for the remainder of the scenario. If there are no giant flies, select one hero at random. This figure must make a Will Roll (TN12) or suffer 3 points of damage.



Points of Interest	
Point	Result
A	The body of an old nun is slumped over the desk. When a figure moves into contact with the desk, <i>see Note 326</i> .
B	Most of the shelves of this bookcase have collapsed, leaving the books in a jumbled pile. Make a Perception Roll (TN12). If successful, <i>see Note 412</i> .
C	This giant bookshelf runs all the way up to what remains of the ceiling. Something on the top shelf is glinting in the faint light. Make a Climb Roll (TN12). This roll may be attempted as many times as the players wish. If the roll is failed, the figure takes 1 point of damage from falling. If successful, <i>see Note 526</i> .
D	The door to this room is unlocked. As soon as any hero moves adjacent to the doorway, <i>see Note 655</i> .
E	The door to this room is locked. Make either a Pick Lock Roll (TN12) or a Strength Roll (TN18). You may make these rolls as often as you like. If successful, <i>see Note 777</i> .

MOVING ON

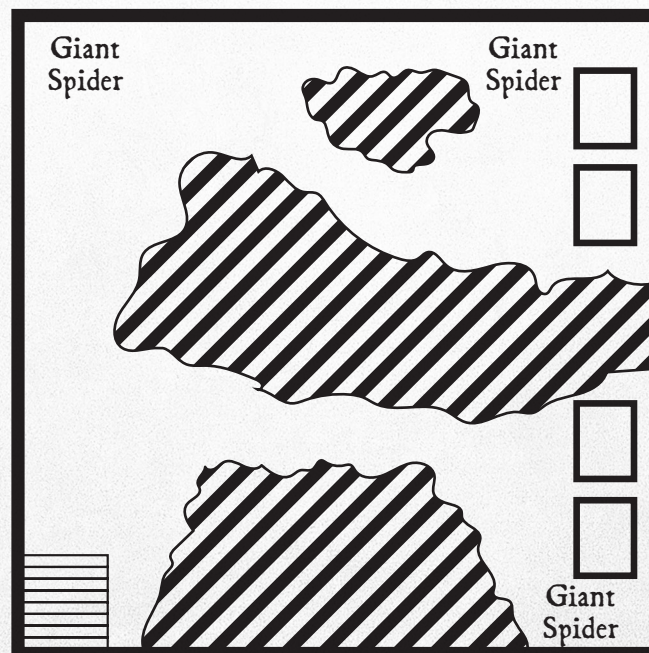
From this location, the players can only proceed to Location F.



SCENARIO H: THE DORMITORY

The staircase leading up from this side of the hospital has partially collapsed, forcing you to step carefully, and even climb along the wall for a short distance. When you finally reach the top, you see that the destruction is even greater than it appeared from below. A series of three large holes in the floor has nearly cut the room in half, except for a few precarious walkways. Broken beds line what is left of the walls, while on the far side, a row of chests is pressed up against the back wall. Large webs stretch across the ceiling and in most of the corners, making it clear that the giant spiders from the hospital have also taken up residence here.

The Dormitory (H)





SET-UP

This scenario is played on a 2.5' x 2.5' table. The table should be nearly cut in half by a series of holes in the floor. These holes should each be at least 12" across and laid out so that three narrow walkways approximately 1.5" wide are left running between the two halves of the room. A staircase running down to the hospital should be placed in one corner. Against the wall opposite the staircase, four chests should be placed, equally spaced along the wall. There should be a missing section of floor, at least 3" wide, between the middle two chests.

Place one giant spider in each corner of the room, except the one containing the staircase.

SPECIAL RULES

Before the scenario begins, every hero should make a Climb Roll (TN8). If it succeeds, place it on the table within 3" of the staircase. If it fails, it can be placed within 3" of the staircase at the beginning of the second turn.

The walkways between the holes are narrow and weak. Any figure that makes a second move during its activation and ends it within 2" of a hole, or that loses a combat while within 2" of a hole, must make either a Move Roll (TN12) or an Acrobatics Roll (TN8) or fall through the hole. Thankfully, all the webs below will cushion its fall, so it is not hurt, but it is out of the scenario. Giant spiders and figures with the flying ability do not have to roll to avoid falling down holes.

A hero may exit the table either by descending the stairs or by jumping through a hole to the level below.



Event Cards	
Card Number	Event
Red Ace	Choose one of the three walkways that connect the two halves of the room. This walkway collapses. Any figures on this walkway must make either an Acrobatics Roll (TN10) or a Move Roll (TN18) or tumble into the room below. In this case the figure is unharmed, but out of the scenario.
Red 2	Suddenly, the earth begins to shake, and bits of ceiling and floor crack and break away. Any figure standing within 2” of one of the holes must either make an Acrobatics Roll (TN10) or a Move Roll (TN18) or tumble into the room below. In this case the figure is unharmed, but out of the scenario.
Red 3	A tortured soul appears in a random corner of the table.
Red 4	Place a giant spider on top of Point of Interest D.
Red 5	Place a giant spider on top of Point of Interest A.
Red 6	Place two giant flies on the stairs.



Points of Interest	
Point	Result
A	Locked chest. Make either a Pick Lock Roll (TN7) or a Strength Roll (TN10) to open the chest. Figures may make this roll as many times as they wish. Once the chest is open, <i>see Note 518</i> .
B	Unlocked Chest. Spend an action to open it and <i>see Note 614</i> .
C	Unlocked Chest. Spend an action to open it and <i>see Note 728</i> .
D	Locked chest. Make either a Pick Lock Roll (TN7) or a Strength Roll (TN10) to open the chest. Figures may make this roll as many times as they wish. Once the chest is open, <i>see Note 803</i> .

MOVING ON

From this location, the players can only proceed to Location F.



SCENARIO 1: THE FINAL SHOWDOWN

Regrouping after your search, you suddenly feel a crushing despair descend upon the convent. With a trembling horror, you realize that your time is up, and that your activities have been discovered. Grabbing up your equipment, and all your finds, you race out to the courtyard. There, standing in the shadows of the gateway, is a giant, demonic shape. Black wings stretch out from its back, and it stares at you with baleful eyes. Around the corners of the courtyard, gnolls take up fighting positions. It is time to decide: do you make your stand here or do you run and hope to lose them in the darkness of the Shadow Deep?

SET-UP

This scenario is played in the courtyard, so should have the same basic set-up as for Scenario C. The players should set up all of their figures within 3" of the centre point of one table edge. On the opposite table edge, three exits should be marked – one in the centre of the table edge, and one in each of the two corners. In front of the central exit, place one terror wing. In front of the other two exits, place one gnoll fighter, one gnoll archer, and one wolf.

SPECIAL RULES

If the heroes possess the Decanter of Burning Light, then their main goal for this scenario is to have the figure holding it leave the table through one of the three exits or, alternatively, survive to



the end of the scenario. If the heroes do not possess the Decanter, then the goal is simply to escape and survive. If a figure carrying the Decanter is reduced to 0 Health, leave the figure on the table. Any other hero in contact with it may pick up the Decanter as a free action.

Heroes may only exit the table through one of the three marked exits.

Unlike previous scenarios, this scenario features eight Event Cards, but no Shadow Deep Cards. This scenario last for nine turns. This scenario features no points of interest.

The Target Point for this scenario is whichever exit is closest to the evil creature.

Event Cards	
Card Number	Event
Red Ace	If the terror wing is on the table, make a +5 elemental magic attack against a random hero. If the terror wing has been killed, ignore this card.
Red 2	If the terror wing is on the table, make a +5 elemental magic attack against a random hero. If the terror wing has been killed, ignore this card.
Red 3	If the terror wing is on the table, place a shadow knight on the table within 3" of the terror wing. If the terror wing has been killed, ignore this card.
Red 4	Place a wolf in front of a random exit.
Red 5	Place a wolf in front of a random exit.
Red 6	If the terror wing is on the table, every hero must immediately make a Will Roll (TN12) or lose its next activation. If the terror wing has been killed, ignore this card.
Red 7	The wind picks up and a heavy rain starts to fall. All shooting attacks are at -2 for the rest of the scenario.
Red 8	An image of St. Emilia appears in the courtyard. Pick two heroes and return them to their starting Health. These figures also receive +2 Fight for the rest of the scenario.



MOVING ON

If a hero holding the Decanter managed to escape the table, or survive to the end of the mission, *see Note 851*.

If at least one hero exited the table, or survived to the end of the scenario, but did not have the Decanter, *see Note 759*.

If no heroes exited the table or survived to the end of the mission, *see Note 661*.



SHADOW DEEP CARDS

Shadow Deep Cards	
Card Number	Shadow Deep Event
Clubs Ace	A horrific howl echoes around the ruins, sending shivers down the spines of the heroes. Every hero must make a Will Roll (TN10). If it fails, it receives a maximum of one action during its next activation.
Clubs 2	A vulture appears at the centre of one randomly determined table edge. It follows the standard rules for evil creatures.
Clubs 3	The heroes feel a strange tingling, and suddenly, all the monsters they are facing seem to gain new strength. Next turn, all evil creatures gain +1 Fight.
Clubs 4	A cloying mist rises from nowhere, making it hard to see more than a few yards in any direction. The maximum line of sight is reduced to 8" for the rest of the scenario.
Clubs 5	The heroes feel a strange tingling, and suddenly, all the monsters they are facing seem to gain new strength. Next turn, all evil creatures gain +2 Fight.
Clubs 6	What light there is suddenly dims, and the heroes feel the crushing weight of hopelessness descend upon them. For the rest of the scenario, all heroes suffer -3 to all Will Rolls.
Clubs 7	A swirling darkness suddenly coalesces into a shadow knight. Place the shadow knight in the centre of a randomly determined table edge. The shadow knight follows the standard rules for evil creatures. Whenever a figure moves into combat with the shadow knight (or the shadow knight moves into combat with a figure), <i>see Note 435</i> .



Clubs 8	The heroes hear a deep growl, and suddenly a large wolf comes bounding in. Place the wolf in the centre of a randomly determined table edge. The wolf follows all the standard rules for evil creatures.
Clubs 9	The heroes feel an unnatural breeze, and then a thick cloud of ash moves across the table. For the next two turns, each hero must make a Will Roll (TN12) before it activates; if it fails, it receives a maximum of one action. Furthermore, the maximum line of sight for the next two turns is 8”.
Clubs 10	The heroes hear a deep growl, and suddenly a large wolf comes bounding in. Place the wolf in the centre of a randomly determined table edge. The wolf follows all the standard rules for evil creatures.
Spades Ace	A cloud of stinging, biting insects descends on the heroes. Each hero must make a Health Roll (TN14) or suffer from disease.
Spades 2	A pair of gnoll fighters appears at the centre of a randomly determined table edge. The gnolls follow the standard rules for evil creatures.
Spades 3	A great peal of thunder echoes all around. In the next second, a bolt of lightning streaks down from the sky. Select a random hero that is on the table. That figure suffers a +5 elemental magic shooting attack.
Spades 4	A pair of gnoll archers appears at the centre of a randomly determined table edge. The gnolls follow the standard rules for evil creatures.
Spades 5	Three gnolls – a fighter, an archer, and a sergeant – appear at the centre of a randomly determined table edge. The gnolls follow the standard rules for evil creatures.
Spades 6	A shadow knight appears at the centre of a randomly determined table edge. The shadow knight follows the standard rules for evil creatures.



BURNING LIGHT NOTES

107

Two of the arrows in the quiver are magic arrows that cause +2 damage when they hit. Gain 5XP.

112

The guard wears a small golden ring engraved with a heron. It is a simple, yet beautiful, piece and may be of value or interest to someone, so you decide to take it with you. Gain 8XP.

128

As you open the cupboard door, several human bones spill out onto the floor. Make either a Perception Roll (TN12) or Read Runes Roll (TN12). If successful, *see Note 866*. Otherwise, the cupboard contains nothing of interest.

135

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.

151

You lift the cart and shift it about, revealing the body of one of the nuns. It is unclear how she died, and you don't have the heart for further investigation. However, a small leather bag lies next to her, and in that you find a potion of healing. This can be used now or given to any hero. It takes up an item slot as normal. Gain 3XP.



172

Apparently, this room was once a treasury of some type, although almost everything is now missing. In the centre of the room, there is a large, empty plinth. Place a treasure token next to the plinth. Place three blood bats around the plinth. Gain 5XP.

199

You recognize the stars as three of those that make up a famous four-star constellation. Strangely, the north-eastern star is missing. Gain 8XP.

214

The hero suddenly has a vision of the window fully lit. It is a beautiful depiction of St. Emilia holding the Decanter. She is pouring water and herbs and flowers are growing up all around her. All heroes regain 3 lost points of Health. Gain 8XP.

222

Stuffed in the bottom of the closet, hidden underneath some towels, is a decanter. For a moment you thought you had found what you are seeking; however, this decanter doesn't match the description of the Decanter of Burning Light. This is a plain, porcelain decanter. You are about to toss it aside, when you notice the smell coming from inside it. Looking within, you see that it is filled with some sweet-smelling herb. Gain 10XP.

229

Amidst the tools and empty jars in this cupboard, you find an herb pouch. This may be given to any hero that has open item slots. Gain 3XP.

238

Inside the shack, a large hound is chained to the wall. At any point during the scenario, one hero adjacent to the shack may make a Leadership Roll (TN12). If successful, the hound joins the party, acting as a free companion for the rest of the mission. Otherwise, the hound runs off when it is released. Either way, gain 6XP.



249

The idol is a depiction of Balshetot, a god of the desert tribes of the north. It is said that the tribesmen who worship him burn captives alive as an offering. Feeling the idol carefully, you are aware of runes carved into the clay, but in the dimness, it is impossible to make them out. It might be worth carrying the idol home and turning it over to the scholars to see if anything can be gleaned from it. The idol may be given to any hero. It takes up an item slot, and a figure carrying it suffers -1 Will until it gets rid of it. If the figure carrying it survives the mission, it may turn it over to its superiors and gain 12XP.

251

The cocoon itself is empty, but under the bed you find a long wooden box. Opening the box, you discover a bow and a quiver full of arrows. These may be given to any hero that can use a bow and has the item spaces available. Make an Armoury Roll (TN8). If successful, *see Note 107*.

269

Quickly scanning the bookcase, you notice a rare and highly sought-after book on navigation. This book counts as an item, which may be given to any hero. While carrying this book, the figure receives +2 on all Navigation Skill Rolls. At the end of the mission, this book can either be kept by the heroes, or turned over to their superiors, in which case they gain 10XP.

273

On closer examination, you realize that the poems in the book are spells. The book may be given to any hero and takes up an item slot. It can only be used by a figure that can cast spells, however. A spellcasting figure with the book can read one of the spells to heal 3 Health to itself or any other figure within 6". This may be done five times before the book is exhausted. Gain 10XP.

286

As you approach the body, you realize that something just isn't right. The man is clearly dead, and yet still seems to be twitching. Thankfully, you step away just in time as the



zombie slips out of its chains and drops to the floor. Place a zombie on the table, up to 3" away from this figure and gain 3XP.

294

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.

309

The gold medallion bears the crest of one of the noble houses of Lorenthia. The name on the back of the medal almost certainly belongs to the dead man in front of you. There are probably Lorenthian survivors who would desire to know their kinsman's final fate. Gain 5XP.

315

Judging by the ruined stump of the statue's arm, and the fragments that lie scattered about, the statue's other hand used to point to the Library. Gain 2XP.

326

The corpse of the old nun suddenly sits up and vomits forth a cloud of stinging insects. Any figure within 1" of the desk suffers an immediate +0 attack. The old nun follows the standard rules for evil creatures and has the same Stats as a ghoul. Whenever a figure activates while in combat with the old nun, it immediately suffers a +0 attack due to the stinging insects.

337

Your eyes alight on a thin, dark book, which you recognize to be a rare book of lore about the Shadow Deep. This book counts as an item and may be given to any hero. If that hero survives the mission, the book may be turned over to its superiors, and the rangers gain 15XP, or any one companion of each ranger gains 1 Progression Point.

355

As you tear open the cocoon, thousands of small spiders scuttle out. Make a +2 attack against the figure that opened the cocoon and any other hero within 2". This attack does -2 damage but is poisonous. Gain 5XP.



361

As you approach the body, it suddenly opens its eyes, slips free of its chains and lunges at you. Place a zombie in combat with this figure.

378

Suddenly, a golden light bursts forth from the icon, and you find yourself face to face with a golden apparition of St. Doneera, the warrior priestess. She points to the eastern wall, or perhaps something beyond, then draws her golden sword. The apparition of St. Doneera accompanies you for the rest of the mission. Treat her as a companion with the same Stats as a knight. All her attacks count as magic, and whenever St. Doneera is in combat with an undead creature she gains +2 Fight. If St. Doneera is ever reduced to 0 Health, do not roll for survival – instead, the apparition vanishes and does not return. Gain 10XP.

383

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and

feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.

398

Quickly searching through the numerous drawers, you make a fortunate discovery. Place a treasure token on top of the apothecary table. Gain 3XP.

407

You rip open the cocoon, but only skeletal remains are to be found inside.

412

Amongst the pile of books, you find one handwritten notebook with the title, *Diary of the Decanter*. It seems to be a sort of guide to the magic of the Decanter of Burning Light. Strangely, the book also contains a large, dried leaf of a variety you don't recognize, but which gives off a pungent scent. This diary may be given to any hero. It does not count as an item. Gain 5XP. Gain an additional 10XP if this figure survives the mission, and the heroes recover the Decanter.



435

The shadow knight turns out to be an illusion. Immediately remove it from the table.

one dose of precious anthalas, which may be given to any heroes that have open items slots. Gain 9XP.

472

444

This shack contains gardening tools, most of which are old and in poor repair. However, there is one sickle that still has a keen edge. This sickle counts as a hand weapon and can be carried by anyone who can use one. Gain 2XP.

You retrieve the messenger's satchel and pull out a sealed letter that has unfortunately become soaked in the messenger's blood. At the end of the scenario select one figure to make a Read Runes Roll (TN12). If successful, *see Note 963*. Either way, gain 5XP.

456

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.

499

Make a Traps Roll (TN12). If you fail, a loud wail echoes around the chamber, waking up several more blood bats hiding in the rafters. Place three blood bats on the desk. If you succeed, gain 5XP.

502

463

You find one dose of haikwheat, one dose of ironbark powder, one dose of nightnock, and

The hastily scrawled writing is difficult to make out, and you are unsure about many of the words. What it seems to say, however, is that they have removed the Decanter from 'this place' and buried it. Gain 8XP.



518

You quickly rifle through the chest, which is mostly filled with clothes. At the very bottom, wrapped in some old paper, you find a strange idol shaped in dark clay. Looking closer, you can see that it represents some twisted, demonic creature. Choose one hero currently on the table and have that figure make an Ancient Lore Roll (TN10). If successful, *see Note 249*. Otherwise, you drop the idol and stamp on it. Either way, gain 5XP.

526

On the top shelf is a small golden figurine of St. Emilia which may be given to any hero. This figurine counts as an item. Any figure carrying this item gains +1 Armour when fighting undead. At the end of the mission, the player may either keep this figurine or turn it over to his superiors. If the figurine is turned over, each ranger may either gain 10XP or give 1 Progression Point to one of his companions.

533

You scour the place from top to bottom and, just as you are about to give up, you spot a strange fold in the dirt on the floor. Grabbing hold of this, you pull up a cloth covering and reveal a dark hole. There, shining at the bottom of the hole, is a silver decanter covered in beautiful flowing script. You have found what you were seeking! Before you have any time to celebrate, however, you hear a horrible shriek and feel a coldness grip your heart. You must now play Scenario I to see if you can escape with your prize. The decanter must be carried by a specific figure. It does not take up an item slot. Gain 100XP.

567

The hero suddenly has a vision of the window fully lit. It is a beautiful depiction of St. Emilia holding the Decanter. She is pouring water and herbs and flowers are growing up all around her. The scent of rosemary and thyme fills the air. All heroes regain 4 lost points of Health. Gain 12XP.



574

You find one dose of haikwheat, one dose of ironbark powder, and one dose of nightnock, which may be given to any heroes that have open items slots. Gain 7XP.

You pull out one small book containing poetry. Choose one figure currently on the table to make a Read Runes Roll (TN12). If successful, *see Note 273*. Otherwise, you toss the book away as worthless and give up on the chest.

622

598

You rip open the cocoon, but the only things inside are a few bits of metal, a belt buckle, and a few buttons.

As you open the door, you hear a shuffling and snarling, and suddenly a pack of ghouls rushes forth. Place one ghoul in each corner of the room. Place one treasure token in a randomly determined corner. Gain 3XP.

609

As you push open the door, you hear a scream from within and see a young woman huddled behind an upturned desk. She is thin and half-starved. For the rest of the scenario, any figure in the room may spend an action and attempt a Leadership Roll (TN12). This may be attempted as many times as a player wishes. If successful, *see Note 992*.

649

The line reads 'It was moved...'. Gain 6XP.

655

This is a small bedroom. Place a bed in one corner. Taking up nearly the entire bed is a bloated white grub. It is just slowly writhing and shows no sign of being aware of the heroes' presence. If you would like to slay the creature, *see Note 937*.

614

You quickly search the chest which contains clothes and various bits of very simple jewellery.



661

The final fight was a brutal slaughter. Suffering from the accumulated wounds of the numerous encounters of the convent, you had little left when the terror wing arrived. You watched as your companions fell, one by one, until darkness consumed you as well. A few, however, managed to escape, to limp back through the barrens of the Shadow Deep, to tell the story to your captains. A sad tale indeed. After this scenario, each figure should roll for survival. However, each figure should roll one die and halve the result, rounding up, to see what result it gets on the Survival Table. So, a roll of 11 would be treated as a 6 – Badly Wounded. Rangers may add 1 to their final result as normal. Any ranger that survives gains 50XP. **Your mission ends here.**

675

Inside the cocoon is the desiccated corpse of a young man. Clutched in his hand is a half-finished letter to his wife. She almost certainly died when Lorenthia fell, but you decided to take the letter, just in case. Gain 5XP.

688

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.

696

You find one dose of haikwheat and one dose of ironbark powder, which may be given to any heroes that have open items slots. Gain 5XP.

702

Judging by the ruined stump of the statue's arm, and the fragments that lay scattered about, the statue's other hand used to point to the Library. You search a bit further and find a small jeweller's hammer lying nearby. While it is obvious that this was used to smash the statue's arm, it is quite a dainty tool for any servant of the Shadow Deep. Gain 6XP.



718

Inside the cocoon you find a desiccated corpse of what you suspect was an old man. The corpse has a golden medallion around his neck. Gain 2XP. Make an Ancient Lore Roll (TN8). If successful, *see Note 309*.

728

You search through the chest, but it contains nothing more than old clothes.

734

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.

759

It is with heavy hearts that you made the long journey back across the Shadow Deep, knowing that you failed in your mission, and that the

Decanter likely still lies somewhere in the ruins of the convent. For the next week you were harried by patrols of gnolls and wolves, but, through a combination of luck and skill, you eventually reached the shattered stairs and climbed up through the thick black clouds to the fresh air. When you finally made it back and reported to your captains, they praised you for your efforts and assigned no blame that the Decanter wasn't recovered. To have made such a long journey, fought so many battles, and returned alive is a worthy deed and will be reported as such in the official reports. Gain 75XP. Each of your companions gain 1 Progression Point. **Your mission ends here.**

777

This room was apparently a small chapel. A large wooden statue of St. Emilia stands in the middle of the room. Springs of rosemary have been laid at her feet. Gain 10XP. The first figure that enters the room should make a Will Roll (TN8). If successful, *see Note 951*.

781

You find one dose of haikwheat, which may be given to any hero that has open items slots. Gain 3XP.



792

The room contains a chest sitting in the corner of the table; three ghouls rotters stand in front of the chest. As soon as a hero stands adjacent to the chest, it must make a Traps Roll (TN8). If it fails, a needle shoots out of the lock and into its hand – it takes 3 points of damage and is poisoned. Regardless of whether it succeeds or fails the Traps Roll, replace the treasure chest with a treasure token.

803

Inside the chest, amongst a pile of old clothes, you find a small, beautifully painted icon of St. Doneera, the warrior priestess. Gain 15XP. Choose one hero on the table and have that figure make a Will Roll (TN8). If successful, *see Note 378*.

818

Amongst the heaps of trash, you happen to notice a small book, bound with golden clasps. You recognize the book as a rare and holy text. This book may be given to any hero and counts as an item. Whenever the figure carrying the

holy book is in combat with an undead creature it receives +1 Armour. If the heroes still have the book at the end of the mission, it must be turned over to their superiors and the rangers will gain 10XP for doing so.

822

The hero has a sudden vision of the Decanter of Burning Light that fills him with strength and purpose. This hero is healed back to its full Health and is cured of any poison or disease from which it is suffering. Gain 5XP.

837

This closet is mostly filled with bed linens and towels. Make a Perception Roll (TN8). If successful, *see Note 222*.

846

The hastily scrawled writing is difficult to make out, and you are unsure about many of the words. What it seems to say, however, is that they have removed the Decanter from 'this place' and buried it 'in a corner'. Gain 15XP.



851

Having escaped the convent with your prize, you spent the next week dodging search parties and moving as quickly as possible towards home. Thankfully, it felt as though the saint herself was watching over you. Less than a week later, you made it back to the shattered stairs. The long ascent was agonizing, as you pushed your battered and bruised body up that last stretch, but, finally, you broke through the black clouds and breathed the fresh air again. A few days later, you reported back to your captains and turned over the Decanter. That night, a small celebration was held in the camp in your honour. The Decanter would be sent back to Tallis, to one of the great hospitals there, where it would prove a blessed relief to many sufferers. Having such a powerful artefact is sure to aid in the fight against the Shadow Deep. Gain 150XP. Each of your companions gains 2 Progression Points. **Your mission ends here.**

866

You are about to give up on the cupboard when you notice some faint writing on one of the larger bones. It takes you a second, but

you recognize the name 'Emilia'. These, then, must be the bones of the great saint. The bones may be given to any hero that has an item slot available. If this figure survives the mission, the bones must be turned over to its superiors. In this case, the rangers gain 20XP or 2 Progression Points, to be distributed amongst their companions as desired.

884

The cupboard contains numerous jars filled with dried herbs. Make a Survival Roll, and check the note that corresponds to the result. If the result is 1–5, you see nothing of interest. If it is 6–10, *see Note 781*. If it is 11–15, *see Note 696*. If it is 16–20, *see Note 574*. If it is 21+, *see Note 463*.

892

You search the place from top to bottom, but there is no sign of the Decanter. Just as you are about to give up, you hear a horrible shriek and feel a coldness grip your heart. Your mission has failed, it is now just a question of survival. You must play Scenario I to see if you escape.



901

The hero suddenly has a vision of the window fully lit up. It is a beautiful depiction of St. Emilia surrounded by flowers, holding the Decanter and ministering to the sick. All heroes regain 2 lost points of Health. Gain 5XP.

937

You drive your weapon deep into the bloated flesh of the creature and feel it hit something hard. Tearing the creature open further, you find a silver chalice. Gain 10XP. Make an immediate Health Roll (TN18) or be diseased.

927

Crammed between several books on the growing of various wildflowers is a red-bound book of magic. The book may be given to any hero and takes up an item slot. It can only be used by a figure that can cast spells, however. A spellcasting figure with the book may choose any two spells from the rulebook to be contained within the book of magic. The figure carrying the book may cast those two spells at any time using an action. Once the two spells are cast, the book is used up and discarded. Alternatively, if the book's spells are not used, it may be turned over to the heroes' superiors at the end of the mission. If it is turned over, each ranger may either gain 10XP or give 1 Progression Point to one of his companions.

945

The cabinet contains all kinds of salves, ointments, and potions. A quick rummage produces three healing potions. Any figure can pick up these potions if it has the item slots free to carry them. Gain 3XP.

951

A brilliant light suddenly bursts forth from the statue. Choose one hero on the table. That figure is restored to its starting Health and is cured of any poison, disease, and permanent injuries from which it is suffering.



963

Unfortunately, most of the writing has been lost due to the blood soaking the parchment. With a little work, however, you can make out the words ‘We have buried it in soft earth...’
Gain 5XP.

975

As soon as you open the cupboard, a poison cloud wafts from it. All heroes with 3” of the cupboard must make an immediate Health Roll (TN18) or be poisoned. Everything within this cupboard has been completely covered in a poisonous fungus. Gain 3XP.

989

Judging by the ruined stump of the statue’s arm, and the fragments that lie scattered about, the statue’s other hand used to point to the Library. You search a bit further and find a small jeweller’s hammer laying nearby. While it is obvious that this was used to smash the statue’s arm, it is quite a dainty tool for any servant of the Shadow Deep. Finally, you find the statue’s other hand, lying nearly intact.

It now sits behind the statue on the ground, pointing in the opposite direction it once did.
Gain 12XP.

992

The young woman was an initiate of the Order of Saint Emilia. She knows very little of what happened. She remembers a horrible earthquake and thick clouds of ash. The nuns that survived started rushing about, but none stopped to explain anything to her. Then the creatures attacked. Monsters, pouring out of every corner. She ran in here and locked the door. She found a bit of food and has drunk rain water. She doesn’t know how long she has been here. The young woman joins the heroes as a free companion. She has the Stats of a conjurer and knows two spells – Heal and Strong Heart. She is completely unarmed unless another figure gives her a weapon. If the young nun survives to the end of the mission, gain 15XP. She can continue to be used as a companion after this mission, gaining Progression Points as normal, but players will then have to pay her Recruitment Points.

