

Requirements: None

Goal: Unknown until ❶ is read

Introduction:

You raise your weapons to smash through the door when the garden grows unnaturally dark. Straining your eyes, you see several black shapes approaching through the bushes.

Apparently the ambushers have become the amushes.

Special Rules:

Door ❶ is locked and opens when it is destroyed. It has L+2xC hit points. Section ❶ is on the following page.

Conclusion A:

Jerrik proves quite resilient, but with enough effort, your attacks break through his defenses and knock him sprawled across the floor, his incantations interrupted and his dagger clattering away from his hand. He's still alive, as is Miles, but neither of them are in good shape.

down at the bloodied figure of councilman Jerrik.

"What is the meaning of this?" she asks.

"These men attacked me in my own home!" Jerrik yells. "They are crazed ruffians! Arrest them!"

You reach down and grab the dagger just as a contingent of soldier bursts through the door, stopping any further fighting. A Valrath emerges from the squad and looks

The Valrath looks skeptical as you try to explain the situation. "I'm calling an emergency meeting of the council, and we'll get to the bottom of this," she says. "Bring all of them to the guildhall!"

Rewards:

Black Knife (Item 053)

5 experience each for each ally City Guard left on the map

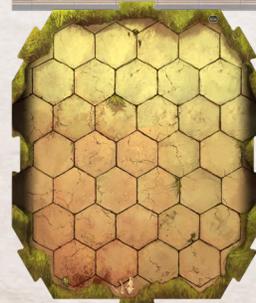
Conclusion B:

With the evidence in hand and all threats dead, there is a brief moment of calm as you contemplate your next move. There are a lot of documents to get through, and more guards could show up at any moment.

You help up the injured guards and head back through the rear entrance of the estate and down into the sewers. You will regroup back at the hideout and then strike back at the Sin-Ra with a vengeance.

Reward:

5 experience each for each ally City Guard left on the map



-  Night Demon
-  City Guard
-  City Archer
-  Cultist
-  Treasure Tile (x2)
-  Stairs (x4)
-  Cabinet (x2)
-  Bush (x6)
-  Fountain (x1)
-  Table (x2)
-  Shelf (x2)
-  Bookcase (x2)

Maps:

M1b
11a
12b

Capital Intrigue 8: Breaking and Entering

1

Deciding you can wait no longer to investigate the yells, you smash through the door to uncover a tense scene. Miles and all his guards are tied up around the room, and hostile archers stand nearby with their crossbows trained on them.

A man stands on the far side of the room with a dagger — THE dagger — held to Miles' neck.

"More intruders!" he says. "I see you got past my demons, but your friends weren't so lucky. Now you can either submit to my will and drop your weapons, or you can watch all of these poor fools die."

You don't drop your weapons.

"Ughhh," groans Jerrick. "Very well. I'm taking this one to the syndicate for questioning. Kill the rest!"

He begins channeling a spell as dark fog begins to gather around his feet. You prepare to charge, but from behind you notice a viscous, black liquid bubbling up from the fountain that begins to slowly take the shape of more demons.

Special Rules:

Place a number of City Guards on hexes **a** equal to the number of ally City Guards and City Archers left from scenario 6, up to a maximum of

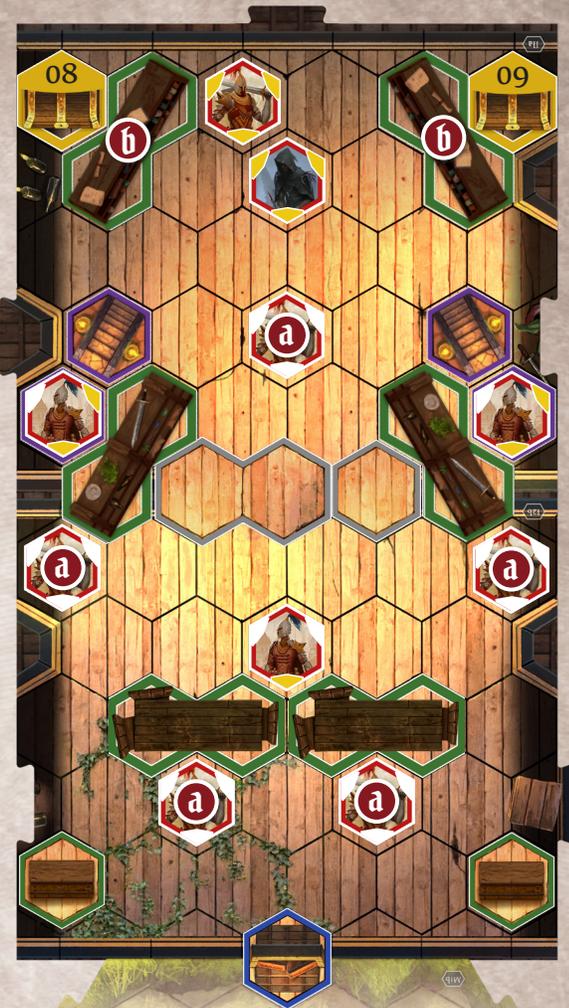
5. If there are fewer than 5, place them top to bottom, left to right. These City Guards are allies to you and enemies to all other monster types. They are all bound and do not draw an ability card, doing nothing on their turn, which is on initiative 01 for the purpose of monster focusing.

A character can release an adjacent bound normal Guard by forgoing a bottom action, discarding a card instead. As soon as a Guard is released, act as if it were newly spawned, drawing an ability card when necessary. The elite City Guard is Miles and cannot be released.

The elite cultist is Councilman Jerrick. He has HxC hit points, where H is the hit points of an elite cultist one level higher than the scenario level. He is immune to forced movement. He does not draw an ability card, doing nothing on his turn, which is on initiative 99 for the purpose of monster and summon focusing. Begin tracking the rounds, where the current round is round 1. At the end of round 6, if Jerrick is still alive, read **2**. If Jerrick is killed, the scenario is complete and read conclusion A on the previous page.

The bookcases **b** have L+2xC hit points.

Spawn a Night Demon at the end of each round adjacent to the fountain **c**. These are all normal for 2 characters, normal in the odd rounds and elite in the even rounds for 3 character, and all elite for 4 characters.



2

With one final incantation, Jerrick and Miles are both engulfed in a black fog, and when it dissipates, they are gone. Your only consolation is that the black liquid recedes from the fountain as well.

You will figure out where they went. You will find the evidence that you need, kill any bastard that stands in your way, and bring this whole thing down.

Special Rules:

After the Night Demon spawns at the end of this round, stop spawning any more in future rounds. The scenario is now complete when all enemies have been killed, every remaining City Guard is released, and both treasure tiles are looted. When that is accomplished, read conclusion B on the previous page.

Treasure 08: You find a strange powder, likely some sort of dangerous poison. Doom Powder (Item 062)
 Treasure 09: You find many suspicious documents, written in a cryptic shorthand and covered in diagrams and maps. Among the papers, you also find a card with the insignia of the Sim-Ra. Black Card (Item 129)