

Goal **Escape**

Introduction

The blacksmith's smile slowly fades as you pull back your hand holding the star iron. Something is not right here.

"What's the problem, friend?" There is an edge to the blacksmith's voice. "I've been waiting a long time to get my hands on that metal. Is the money not enough? I can pay you more."

You distractedly shake your head and look around the room. There are a number of other patrons in the smithy, and they are all staring at you.

"Give him the metal," one of them says in a hollow tone. "He's got enough money to make your wildest dreams come true. Why are you hesitating?"

You pocket the metal in response.

"Listen," the blacksmith starts once again. The edge in his voice has mutated into a full-blown menace that doesn't seem entirely human. "Hand over the star iron right now, or things will get very messy very quickly."

He hefts his hammer, and all the patrons pull out bows. Messy it is.

Special Rules

The Bandit Guard is the Blacksmith. Place C numbered tokens on his stat card. For X number of tokens, he adds +X Attack to all his attacks and performs an extra Move at the start of each of his turns.

Door **3** is locked.

When the Blacksmith dies, read section **1** on the next page.

If any character becomes exhausted, the scenario is lost.

Map Layout



Scenario Key

Boulder (x3)	Bush (x3)	Crate (x1)	Stone Pillar (x2)	Stump (x2)	Door (x2)	Door (x1)	Supply Shelf (x2)	Tree (x1)
Bandit Archer	Bandit Guard	Deep Terror	Night Demon					

1

The burly man goes down under your blows, growling and cursing. When he hits the floor, a strange wind rushes through the smithy and pushes the door open wide. The man seems subdued, but despite his numerous wounds, he is still muttering something. Best to take this opportunity and get out of here.

Special Rules

Don't remove the Blacksmith from the board or place a loot token. Instead, lay his standee down in the hex in which he died. This hex is still considered occupied, but the Blacksmith is no longer considered a figure and cannot act. Remove one numbered token from his stat card, along with all damage and condition tokens.

Door **3** is no longer locked and can be opened normally. When door **3** is opened, read section **3** below.

At the start of the next round, read section **2** to the right.

2

There is a bizarre gurgling noise and the blacksmith stands back up with a jerking motion. He tries to yell, but with his throat slashed open, all he can manage is a low moan. His flesh sags a bit, like an ill-fitting suit, and his eyes turn pitch black. Something is definitely wrong.

Special Rules

Spawn the Blacksmith back in the hex in which he died by standing up his standee. He will continue to act this turn, applying any effects of the numbered tokens he has left on his stat card.

Any time the Blacksmith dies, follow the same procedure as before, laying down the standee, removing one numbered token (if any are left) and all damage and condition tokens from his stat card, then spawn him again at the start of the following round by standing his standee back up. The Blacksmith can never be permanently killed.

3

You run out of the smithy, expecting the bustle of a populated city. Instead, you find yourself in a dank, stone hallway. Was the smithy not located where you remember it? How could you have forgotten? This place does feel somehow familiar, but also entirely foreign.

As you wrestle with those conflicting thoughts, the walls shimmer on the edge of your vision. Something is lurking in the spaces you can't quite comprehend. Something full of malice.

Special Rules

Add 1 numbered token to the Blacksmith's stat card.

If a character ends their turn on hex **A**, read section **4** below. If a character ends their turn on hex **B**, read section **5** below.

When door **6** is opened, read section **6** on the following page.



4

Something feels...thin here. You sense a source of all this madness is close. You may be able to lash out against it if you act quickly.

Special Rules

You may immediately destroy one adjacent obstacle. If you destroy the boulder, read section **10**. If you destroy the stone pillar, read section **11**. If you destroy the supply shelf, read section **12**. If one of these obstacles has already been destroyed through other means, read the corresponding section now as well. If one of these obstacles is destroyed in the future, read the corresponding section when it is destroyed.

5

Something feels...thin here. You sense a source of all this madness is close. You may be able to lash out against it if you act quickly.

Special Rules

You may immediately destroy one adjacent obstacle. If you destroy the boulder, read section **13**. If you destroy the stone pillar, read section **14**. If one of these obstacles

has already been destroyed through other means, read the corresponding section now as well. If one of these obstacles is destroyed in the future, read the corresponding section when it is destroyed.

6

You finally emerge from the corridor into the open air, but the air still feels stale and the sun is nowhere to be found. Is it night? Did you enter the smithy during the day? You can't seem to straighten anything out in your head, and more malicious beasts attack from the shadows.

Special Rules

Add 1 numbered token to the Blacksmith's stat card.

If a character ends their turn on hex **C**, read section **8** below. If a character ends their turn on hex **D**, read section **9** below.

When door **7** is opened, read section **7** below.



7

As you rush forward, deeper into the night, the illusions around you begin to slip away. You are not outside under a starry sky, but instead still seem to be stuck in this accursed cave. Your escape is just up ahead, but very real adversaries still block your way.

And behind you, the mangled form of the blacksmith howls. He is somehow getting stronger, even though his limbs are barely even attached to his body anymore.

Special Rules

Add 2 numbered tokens to the Blacksmith's stat card.

If a character is on a hex **E**, they may spend one movement to remove themselves from the scenario and escape. They no longer have any effect on the scenario.

The scenario is complete when all character escape. At that time, read the conclusion on the following page.



8

Something feels....thin here. You sense a source of all this madness is close. You may be able to lash out against it if you act quickly.

Special Rules

You may immediately destroy one adjacent obstacle. If you destroy the boulder, read section **15**. If you destroy the stump, read section **16**. If you destroy the bush, read section **17**. If one of these obstacles has already been destroyed through other means, read the corresponding section now as well. If one of these obstacles is destroyed in the future, read the corresponding section when it is destroyed.

9

Something feels....thin here. You sense a source of all this madness is close. You may be able to lash out against it if you act quickly.

Special Rules

You may immediately destroy one adjacent obstacle. If you destroy the bush, read section **18**. If you destroy the stump, read section **19**. If you destroy the tree, read section **20**. If one of these obstacles has already been destroyed through other means, read the corresponding section now as well. If one of these obstacles is destroyed in the future, read the corresponding section when it is destroyed.

10

Special Rules

You have destroyed nothing important. The obstacle vanishes, and nothing special happens. This last sentence is to make the sections look more uniform.

11

Special Rules

You have destroyed a crystal. Remove 1 numbered token from the Blacksmith's stat card. This last sentence is to make the sections look more uniform.

12

Special Rules

You have destroyed nothing important. The obstacle vanishes, and nothing special happens. This last sentence is to make the sections look more uniform.

13

Special Rules

You have destroyed a crystal. Remove 1 numbered token from the Blacksmith's stat card. This last sentence is to make the sections look more uniform.

14

Special Rules

You have destroyed nothing important. The obstacle vanishes, and nothing special happens. This last sentence is to make the sections look more uniform.

15

Special Rules

You have destroyed a crystal. Remove 1 numbered token from the Blacksmith's stat card. This last sentence is to make the sections look more uniform.

16

Special Rules

You have destroyed nothing important. The obstacle vanishes, and nothing special happens. This last sentence is to make the sections look more uniform.

17

Special Rules

You have destroyed a crystal. Remove 1 numbered token from the Blacksmith's stat card. This last sentence is to make the sections look more uniform.

18

Special Rules

You have destroyed a crystal. Remove 1 numbered token from the Blacksmith's stat card. This last sentence is to make the sections look more uniform.

19

Special Rules

You have destroyed nothing important. The obstacle vanishes, and nothing special happens. This last sentence is to make the sections look more uniform.

20

Special Rules

You have destroyed nothing important. The obstacle vanishes, and nothing special happens. This last sentence is to make the sections look more uniform.

Conclusion

Otherworldly screams echo through the cavern as you race away from whatever chaos persists behind you. As you move down the tunnel, things seem to be getting clearer, but this could all just be another trick of the eye. There's no way to know for sure.

Rewards

Gain 5 experience each for each crystal destroyed.