

A TABLETOP ADVENTURE GAME



RANGERS
OF
SHADOW DEEP

GHOST STONE

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY



RANGERS OF SHADOW DEEP



GH^OST ST^ON^E

A MISSION FOR LEVEL 0-5 RANGERS
AND LEVEL 10-15 RANGERS

JOSEPH A. MCCULLOUGH

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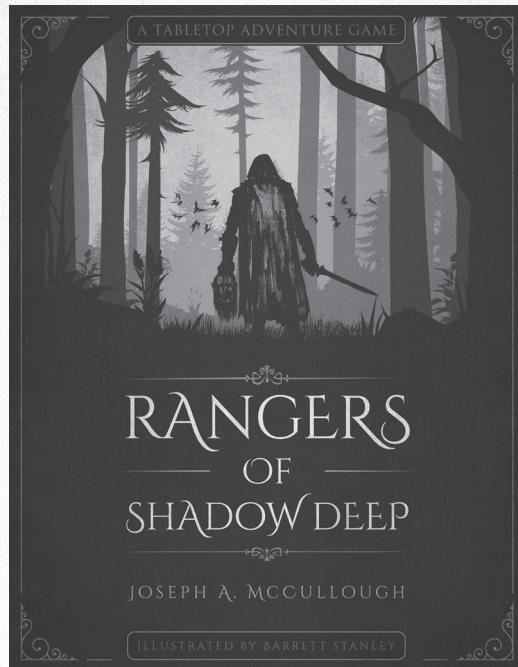
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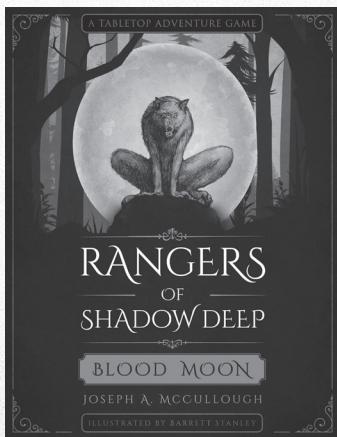
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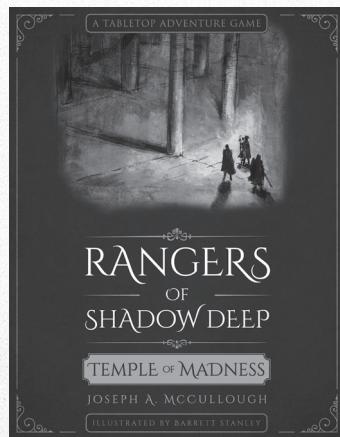
THE
RANGERS OF SHADOW DEEP
COLLECTION



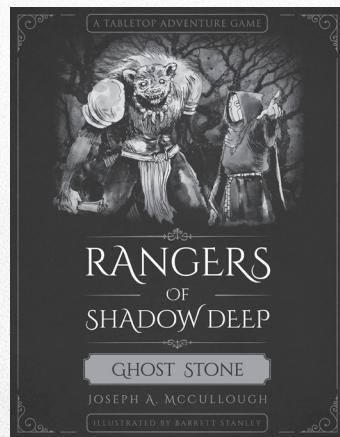
RANGERS OF SHADOW DEEP:
A TABLETOP ADVENTURE GAME



BLOOD MOON



TEMPLE OF MADNESS



GHOST STONE



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INTRODUCTION

Welcome to *Ghost Stone*, the latest supplement for *Rangers of Shadow Deep*. This book is divided into two main sections. The first section presents a new mission with four scenarios. Unlike previous missions, this one is designed to be played by two different ranger groups of differing levels. Scenarios 1 & 3 are designed for level 0–5 rangers, while scenarios 2 & 4 are designed for rangers that have reached levels 10–15. Each of the scenarios has an effect on future scenarios, and the whole mission is structured to show how different ranger groups sometimes work together to complete a task that is too complex for one to handle alone. I did, briefly, worry about writing a mission that would force players to create a second ranger, as I know how people get attached to their characters. However, I figure this mission gives players a chance to use their main ranger in the higher level scenarios, while creating a new ranger for the lower level ones. Plus, I've come to realize that most players take the need for a new figure as an opportunity! As an added bonus, the mission potentially gives players the chance to bring back some older companions that may no longer have a place in their main ranger's party and use them to support the new ranger. One of the scenarios also calls for the rangers to work with a unique companion, who can potentially be used in future missions, assuming she survives...

The second part of this book is called 'The Weapon Hoard'. Not long ago, I went to the British Library to see a special exhibit on the Anglo-Saxons. The exhibit mainly contained ancient manuscripts, but there were a few other items as well. One of these was an Anglo-Saxon *seax*. The word means 'knife', but most people would call such a large weapon a sword. What was peculiar about this *seax* was that it had bronze wire beaten into the blade so that it spelled out a name. No one knows if the name belonged to the creator, the owner, or was actually the name of the blade. Looking at that beautiful ancient weapon, I realized how important a unique weapon can be to a legendary hero. King Arthur, Roland, Strider, the Grey Mouser, they all had their own named weapons that accompanied them on their adventures.



I decided in that moment that I wanted to give *Rangers of Shadow Deep* players the opportunity to find unique weapons with their own special abilities and their own mysterious pasts. After all, the Shadow Deep has existed at least as long as recorded history, and in that time it has swallowed an unknown number of lands. Many of the weapons of those lands will likely have survived, either left buried in the rubble, or recovered by the minions of the Shadow Deep. So, ‘The Weapon Hoard’ is essentially a list of 52 unique weapons that can be found during your adventures. Hopefully, this will bring a little more narrative, a little more mystery, and a little more fun to your games.

As I’ve continued to work on *Rangers of Shadow Deep*, I’ve come to realize that there are two types of supplements, or, at least, two types of missions: those that carry forward the main narrative, such as the main rulebook and *Temple of Madness*, and those that are part of the greater war but not driving the central narrative forward, such as *Blood Moon*. *Ghost Stone* fits more into this second category. While it covers some large events, it really serves more as a side-quest. It keeps us in touch with the ongoing conflict, but can essentially slot in anywhere during the story. Going forward, I hope to continue writing both kinds of missions, to keep the story rolling, but also to provide players with adventures that they can work into their stories at any time.

Once again, a big ‘thank you’ to everyone who has bought the game and otherwise supported my work. I continue to get a huge amount of satisfaction out of developing and experimenting with the game, and my ability to do so is largely due to your support. I hope you enjoy this new supplement, and, if you get the chance, please share the results of your adventures on the *Rangers of Shadow Deep* Facebook page, on Board Game Geek, or on one of the great miniatures forums.





RANGERS AND COMPANIONS

To play the *Ghost Stone* mission, players must assemble two different ranger companies. These two companies are independent of one another and follow the standard rules. The only difference is that one company should be centred on a ranger level 0–5 and the second on a ranger level 10–15. The players should calculate the Recruitment Points for each ranger in the normal way, based on the number of players. However, if players wish, their two ranger companies may draw on a common pool of companions, meaning that the level 0 ranger may recruit companions that normally accompany the level 10 ranger, and vice versa. That said, a companion may only join one of the two companies, and thus may only participate in Scenario 1 or 2, not both. After Scenario 2, the rangers are allowed to reorganize their companions and can once again shuffle which companions accompany which ranger. In this way, each companion will be able to participate in Scenario 3 or 4, but again not both.





AUXILIARY COMPANION

Scenario 4 requires the rangers to take one auxiliary companion. She is a ‘free’ addition and does not cost any Recruitment Points for that scenario.

NESRA

A middle-aged woman with striking features and piercing eyes, Nesra holds the distinction of being one of the only initiates ever to be thrown out of the Cascades. Her ability with magic is only matched by her inability to work under any form of authority. She spent most of her young-adulthood as a journeyman mage, and sold her services to a number of the Tollowian princes. She soon developed a reputation as a woman who could create very large explosions. However, no matter how good her service, either she or her employer soon chafed of the relationship, and Nesra moved on.

After the Shadow Deep struck, Nesra returned home, and offered her services to the king. Although she remains a difficult and unruly agent, her skills in destructive magic are without equal in the kingdom.

Nesra will join the rangers as an auxiliary companion in Scenario 4. She does not cost any recruitment points, and the players can decide amongst themselves who will control her during the scenario.

If players ever want to use Nesra in a future mission, they must make a Leadership Roll (TN18). If successful, she can be recruited as normal. If the roll is failed, she won’t join the mission, although the roll can be made again before each mission.

Nesra has the unique spell Detonation. Only Nesra knows the secrets of the spell, so it may not be learned by other heroic figures. [If players wish, after each Mission they may make a Leadership Roll (TN26) to convince Nesra to teach the spell to them.]

Detonation: When Detonation is cast, place a marker on the table. At the end of the turn after the turn in which the marker was placed, it detonates. Every figure with 4” suffers a +5 shooting attack. If the



marker was adjacent to a small terrain piece, such as a statue, tree, or wagon, that small terrain piece is completely destroyed and should be removed from the table. If this spell is used in conjunction with the Enhanced Power Heroic Ability, then the detonation generates +7 shooting attacks and is capable of destroying or collapsing large terrain pieces such as buildings, towers, large sections of wall, or a ship.

Nesra						RP	40
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+6	14	Hand Weapon, Light Armour, Wand. Heroic Ability: Enhanced Power. Spells: Fireball (x2), Detonation.	





MISSION I: GHOST STONE (PART I)

Armies are marching. In the north, the forces of the Shadow Deep have swept all before them, destroying villages, burning farms, and crushing what little resistances the forces of Alladore have been able to mount. Now, the king has dispatched a new army, under the command of his cousin Lord Arklin, to form a new line of defence. His first task is to stop the advance of evil, and then counter-attack, hoping to drive them back into the dark. Numerous ranger companies travel with the army, operating as scouts and messengers, finding safe routes of march, and fighting small skirmishes with advance parties of gnolls and cultists.

Meanwhile, within the dark realm of the Shadow Deep, more experienced rangers have been tasked with attacking the enemy supply lines in an effort to prevent reinforcements from moving to the northern front. The more damage that can be done, the more men the enemy will have to commit to protecting its lines of advance. It is a dangerous game of cat and mouse, and, every so often, the rangers come across something that they have never seen before.



MINIATURES

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

- 1 Cultist Leader
- 3 Cultists
- 6+ Gnoll Archers
- 2+ Gnoll Sergeants
- 1 Gnoll Shaman
- 5+ Gnolls
- 1 Spectral Horseman
- 10 Spectres
- 8 Wounded Alladorean Soldiers



SCENARIO I: REAR GUARD

For level 0–5 rangers

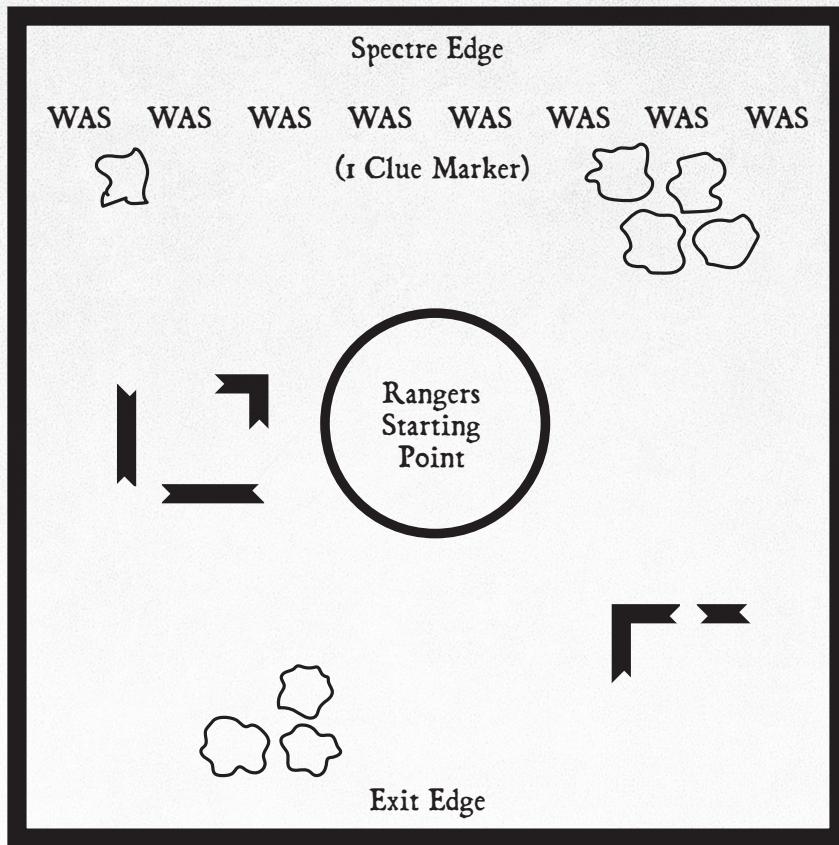
Lord Arklin has drawn up his battleline on a gently rolling plain. To the south, his line is protected by the swift-running river Yorris, to the north, by broken, rocky fields. You and your companions have been posted in the ruins of an old barn, on a low outcrop, just to the north and behind the army. In the distance, you can just see the long line of green-clad warriors, and the dark, ragged line that approaches it. Your duty, however, is to look the other way; to guard the northern flank and report the movement of any force that might try and outflank your army.

As the morning sun reaches its height, the first horns are blown, and a mob of gnolls charges forward, crashing into the Alladorean line. Even at this distance, you can hear the clash of metal, the horrible barks of the gnolls, and the screams of the dying. The initial attack is repulsed, as are two more. As the late afternoon sun descends toward the horizon, your line still holds firm. Piles of dead lie in front it.

Then, one of your companions grabs your arm, and points away to the north. Little flickers of green light can be seen moving over the rocks. They are much too fast to be human. As they grow closer, a horrific wailing cuts through the air. You see them now, ghastly spectres, flying above the ground, their long arms outstretched before them. Hurriedly you blow your horn, desperate to warn Lord Arklin. Then you draw your weapon and prepare to fight.

In an instant, the creatures wash over you. They fly too high to strike, and despite the few arrows you fire, they ignore you completely. On the plain below, you see the end of the Alladorean line turn to face whatever new threat is coming, but even as the manoeuvre is completed, the spectres crash into the warriors, bowling them over, dashing them to the ground. At the same instant, a new group of heavily armoured cultists surges forward at the point where the line has turned. Suddenly attacked from two sides, the line crumbles in an instant. While Lord Arklin manages to rally the southern half of the army, the northern is routed, with men fleeing in all directions.

Your duty is clear: you must join the fight, and provide as much protection as you can to give the fleeing soldiers a chance to escape and regroup.



SET-UP

This mission is played on a 2.5' x 2.5' table. The table should include a couple of small ruins, a few outcrops of rock, and a few trees, but should be largely open. All of the rangers and their companions should be placed in within 3" of the centre point of the table. Eight wounded Alladorean soldiers (see Bestiary) should be placed, equally spaced, 5" from one table edge. This table edge is designated the 'spectre edge'. The opposite edge is the 'exit edge'.

One clue marker should be placed adjacent to a random Alladorean soldier.



SPECIAL RULES

During the first creature phase, place eight spectres on the table. They should be placed on the spectre edge mirroring the positions of the eight wounded Alladorean soldiers. These spectres take no actions during this turn. Starting in the creature phase in turn 2, the spectres will activate normally. Note that wounded Alladorean soldiers do count as heroic figures when determining the actions of evil creatures.

During each companion phase, after all companions have activated, each wounded Alladorean soldier will take one action. This will either be to fight, if it is in combat, or to move 5" directly towards the exit table edge. If this moves it off of the table, it has escaped.

At the end of the companion phase, each ranger or companion that is within 10" of a wounded Alladorean soldier that is not in combat may make a Leadership Roll (TN15). If successful, move the wounded Alladorean soldier 2" closer to the exit edge. Each wounded Alladorean soldier may only move once in this manner each turn.

The first time a wounded Alladorean soldier is killed, replace the figure with a clue marker.

One Event Card should be drawn during each event phase.

The Target Point for this scenario is the centre point of the exit edge.

This scenario lasts for nine turns. At the end of the ninth turn, roll a die for each wounded Alladorean soldier still on the table. On a 6+ it is counted as having escaped.



Rear Guard Clue Marker Table

Die Roll	Result
1–5	Replace the clue marker with a treasure token. This may be picked up as a free action by the figure that just investigated the clue marker.
6–10	The figure finds a Filter of Fairy Dust, which it may sprinkle on its weapon as a free action if it chooses.
11–15	The figure finds the body of a dead friend. Clutched in his hand is a half-finished letter to his wife.
16–20	The figure finds a small ring, composed of some kind of stone you don't recognize.

Rear Guard Event Cards

Card Number	Event
Red Ace	Place a spectre at the centre point of the table edge to the right of the exit edge.
Red King	Place a spectre at the centre point of the table edge to the left of the exit edge.
Red Queen	Place a spectre at the centre point of the spectre edge.
Red Jack	Place a gnoll sergeant in a random table corner.
Red 10	Place a wounded Alladorean soldier at the centre point of the table edge to the right of the exit edge.
Red 9	Place a wounded Alladorean soldier at the centre point of the table edge to the left of the exit edge.
Red 8	Place a pair of gnoll archers in a random table corner.
Red 7	Select a random wounded Alladorean soldier. This man loses his mind and counts as an evil creature for the rest of the scenario.
Red 6	The swirling green light and wailing of the spectre plays heavily on the nerves. All of the rangers, companions, and wounded Alladorean soldiers must make a Will Roll (TN14). If they fail, they will not activate next turn.
Red 5	Place a spectre at the centre point of a randomly determined table edge (except the exit edge)



OUTCOME AND EXPERIENCE

Make a note of how many wounded Alladorean soldiers escaped during the scenario as it will be important for Scenario 4. Rangers gain experience for the following:

- +3XP for each spectre or gnoll killed.
- +5XP for each wounded Alladorean soldier that survives.
- +5XP for each ranger or companion still on the table at the end of the scenario.
- +8XP if you find the half-finished letter.
- +8XP if you find the stone ring.





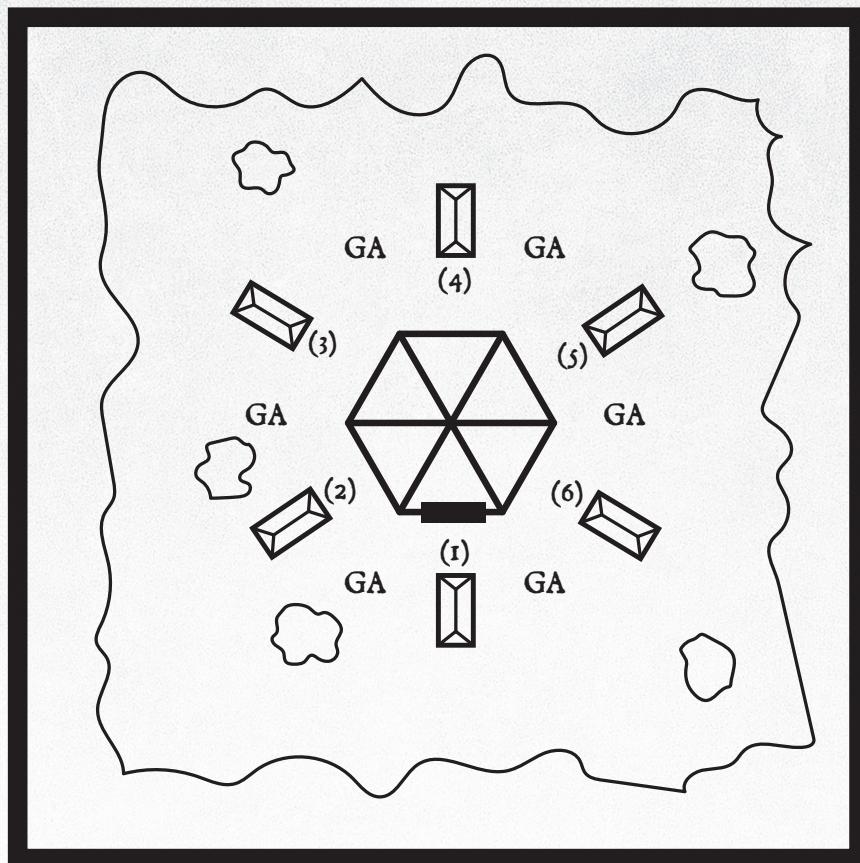
SCENARIO 2: THE GNOLL ENCAMPMENT

For level 10–15 rangers

For two days you've shadowed a group of gnolls as they've made their slow way through the forest of dead trees. Although the thick, polluted air of the Shadow Deep has made the journey a struggle, the eternal dimness has helped keep you out of sight. That night, just after the gnolls made camp, they were joined by a small group of cultists. You watched from the shadows as the leader of the cultists met with the gnoll shaman. The cultist carried a set of bound scrolls, which he presented to the shaman. Then he pointed over a far hill. Once you've dealt with these monsters, you'll scout in that direction.

A few moments later, the cultists and the shaman all disappeared into the largest tent in the centre of the camp. You waited. Slowly the noise of the camp died down, and the fires burned low. Only a few gnolls were left patrolling the camp. Now is the time to strike.

Slipping back to your companions, you explain the situation. While you are unlikely to be able to take out the whole encampment, a quick decapitation strike could reduce the group to chaos. Plus, you really want to know what is contained on those scrolls...



SET-UP

This scenario is played on a 2.5' x 2.5' table. In the centre of the table, place one large tent, with one opening. Then take six smaller tents and place them in a circle around the large tent, about 8" away. All of the entrances to the smaller tents should be facing towards the large tent. These tents should be numbered in some fashion 1–6, although it doesn't matter which tent is assigned which number. Place several small bits of terrain, such as fires, crates, barrels and wagons within the circle of tents. Trees and rocks should be placed all around outside the circle of tents.

Place six gnoll archers on the table, one between each of the small tents, so that they form their own circle centred on the large tent.

Off to one side, mark out a separate table, 10" x 10". This represents the inside of the large central tent. Place a doorway in the centre of one edge, but otherwise leave this room empty.

Players may set up their heroes adjacent to any table edge. Figures do not have to be together and may set up adjacent to different table edges.



SPECIAL RULES

Before the scenario begins, every figure should make a Survival Roll (TN12). If it fails, it is suffering from Hunger and begins the game at -2 Health. Additionally, pick one figure to make a Traps Roll (TN16). If this is failed, a random heroic figure immediately suffers 5 points of damage.

At the start of each turn, the players may select two different figures to each make a Stealth Roll (TN15). If successful, the players may move one gnoll figure up to 6" in any direction for each figure that passed. If the players succeeded at both rolls, they must move two different gnolls. 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 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. It is also raised if a gnoll takes damage from a shooting attack but is not killed. Once the alarm is raised, the players no longer get to make Stealth checks or receive the attack bonus.

If the alarm has not been raised, then the gnolls will make one random move each turn and be done. Once the alarm has been raised, or beginning with turn 3, treat the entrance to the large tent as the Target Point for the scenario.

No Event Cards are drawn on the first two turns of the game. Draw one Event Card during the event phase of the third turn, and every turn thereafter until the game ends or the event deck is exhausted.

No heroic figure may enter into the smaller tents. Any figure may enter the large tent by moving into contact with the tent entrance. Immediately place this figure adjacent to the entrance on the smaller table. If this is the first heroic figure to enter the large tent, draw a random 'Tent Card'. This will explain how to set-up the inside of the tent. The figure that entered the tent may now complete its activation, including using any movement left from the move that brought it into the tent.

Any heroic figure inside the tent can cut an 'escape door'. It must be adjacent to a wall, spend an action and succeed on a Strength Roll (TN10). Immediately place a new doorway at that point and also mark a new doorway on the outside of the tent at a corresponding location.



Note that creatures outside of the main tent, but adjacent to a door, count as having line of sight to everything inside the tent that can be seen from the entrance.

This scenario only ends if there are no heroic figures left on the table, or if there are no evil creatures on the table and the event deck is exhausted.





TENT CARD 1

The inside of the tent is filled with crates, sacks and barrels. Place one gnoll shaman and one cultist leader against the wall directly opposite the entrance. Place one gnoll archer in each corner furthest from the entrance, and three cultists in the middle of the chamber. Place one clue marker in each corner. All creatures follow the standard rules for evil creatures.

TENT CARD 2

Place a large fire in the centre of the tent. The rest of the tent should have a few crates, sacks, and barrels scattered about. Place one gnoll shaman and one cultist leader against the wall, directly opposite the entrance. Place one gnoll sergeant in each corner furthest from the entrance, and one cultist directly in front of the fire facing the entrance. Place one clue marker in each corner.

The gnoll shaman will never move in this scenario, unless compelled to do so by a hero. At the end of each turn, if the shaman is on the table, make a +3 elemental magic attack against a random hero figure in the room. This attack can be made against figures currently in combat.

TENT CARD 3

Place a large cauldron in the centre of the tent. The rest of the tent should have a few crates, sacks and barrels scattered about. Place a gnoll shaman adjacent to the cauldron, on the opposite side from the entrance. Place one gnoll archer in each of the corners furthest from the door. Place a cultist leader and two cultists adjacent to the cauldron on the side closest to the entrance. Place a clue marker in each corner.

The gnoll shaman will never move in this scenario, unless compelled to do so by a hero. At the end of each turn, if the shaman is on the table, every heroic figure inside the tent must make a Will Roll (TN12) or be poisoned.



The Gnoll Encampment Clue Marker Table

Die Roll	Result
1–4	The Scrolls. Any figure that finds the scrolls may pick them up as a free action. It does not take an item slot. If the scrolls have already been found, a treasure token is discovered instead.
5–8	The Scrolls. Any figure that finds the scrolls may pick them up as a free action. It does not take an item slot. If the scrolls have already been found, a treasure token is discovered instead.
9–12	Make a Survival Roll (TN8). If successful, you find three doses of Dremlock weed. These may be picked up as a free action and carried like a treasure token for the rest of the scenario. After the scenario, each dose becomes as an item as normal.
13–16	Make a Navigation Roll (TN8). If successful, the figure finds a map. This map may be picked up as a free action and carried even if it has no item slots available.
17–20	Make a Perception Roll (TN10). If successful, the figure finds a peculiar skull mask. This mask may be picked up as a free action and carried even if it has no item slots available.

The Gnoll Encampment Event Cards

Card Number	Event
Red Ace	Place three gnoll fighters in front of tent 1.
Red King	Place three gnoll fighters in front of tent 2.
Red Queen	Place two gnoll archers in front of tent 3.
Red Jack	Place one gnoll sergeant and two gnoll fighters in front of tent 4.
Red 10	Place one gnoll sergeant and two gnoll fighters in front of tent 5.
Red 9	Place three gnoll fighters in front of tent 6.
Red 8	Place a vulture on top of the large tent.
Red 7	There is a thunder clap and a flash of green light from the other side of the hill. Every figure on the main table (but not in the tent) including evil creatures should make a Will Roll (TN10). Figures that fail lose their next activation.
Red 6	Place two spectres in a random table corner.
Red 5	Randomly select one of the smaller tents. This tent catches fire. Any figure that moves into contact with it immediately suffers 2 points of damage. Ignore any Event Card that places gnolls in front of this tent.



OUTCOME AND EXPERIENCE

Make a note if you found the scrolls, the map, or the mask as these will be important for Scenarios 3 and 4.

+3XP for each gnoll fighter, gnoll archer, gnoll sergeant, cultist, or vulture killed.

+10XP if at least one heroic figure is forced to make a Will Roll because of the green light.

+12XP for killing the gnoll shaman and the cultist leader (this is more than their usual reward, this reward is for each killed).

+20XP if a figure carrying the scrolls exits the table or survives to the end of the scenario.

+12XP if a figure carrying the map exits the table or survives to the end of the scenario.

+12XP if a figure carrying the mask exits the table or survives to the end of the scenario.





MISSION I: GHOST STONE (PART 2)

After the raid on the gnoll encampment, you circled around until you reached the top of a line of hills. This is the direction in which the gnolls had been heading, as well as the direction in which the cultist leader had pointed. From a concealed depression, you looked down into a long, dark plain and felt a coldness grip your heart. A small army camped upon the plain, next to a sluggish river.

From the heights, you could just make out dozens of gnolls, cultists, and other creatures moving about. Some unloaded supplies from a barge on the river, others appeared to be working on weapons and armour. All of this, though, you took in at a glance, for your eyes were immediately drawn to the centre of the camp, where a towering monolith loomed over everything. It was a stone, many stories high, covered in roughly carved runes that glowed with a nauseating green light. A group of robbed cultists prostrated themselves in front of the stone, while another stood before it with his hands raised. As you watched, the runes glowed brighter and thick green mist seeped out of them. The mist writhed and twisted and then flowed together until it took the form of a floating spectre. The spectre gave out a piercing wail that reached all of the way to the hill top, then sped off in the direction of Alladore.

Quietly signalling to your companions, you slipped back down the hillside, and headed for home. You only had a short time to take in the scene, but this intelligence was vital. This monolith, this ghost stone, was obviously a weapon of great power, one that could potentially overwhelm your kingdom.

After a wearying journey, you escaped the thick, dark air of the Shadow Deep, only to find Alladore in chaos. Once again, you were forced to sneak past an enemy army before finally locating your company. Reporting directly to your captain, you soon heard about the horrible defeat of the



army of Lord Arklin, and the role played by the green spectres. Most of the story was told by another group of rangers who had been on the outskirts of the battle. You then shared your own intelligence about the gnoll encampment, the things you found, and most importantly, about the Ghost Stone that created these spectral warriors.

For a moment, a grim silence fell upon the little council. Then your captain spoke up. ‘There is no choice. The stone must be destroyed.’

You shook your head. ‘It’s the size of a tower. We’d need a siege engine to topple it.’

Your captain grinned. ‘There is one woman who could do it, if we can get her close enough.’

‘How? There is an army between us and that stone.’

The captain looked over at the other group of rangers. ‘We’ll need a distraction...’





REORGANIZE

Unlike most missions, players are allowed to reorganize their companions before Scenarios 3 and 4.

MINIATURES

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

- 4 Alladorean Men-at-Arms or Guardsmen
- 1 Ballista
- 2 Cultist Leaders
- 8+ Cultists
- 6 Giant Flies
- 5+ Gnoll Archers
- 7+ Gnoll Fighters
- 2+ Gnoll Sergeants
- 1 Gnoll Shaman
- Nesra
- 2 Ogres
- 2 Skeletal Knights
- 2 Spectral Horseman
- 5+ Spectres
- 1 Troll
- 1 Vulture
- 2+ Werewolves



SCENARIO 3: THE DISTRACTION

For level 0–5 rangers

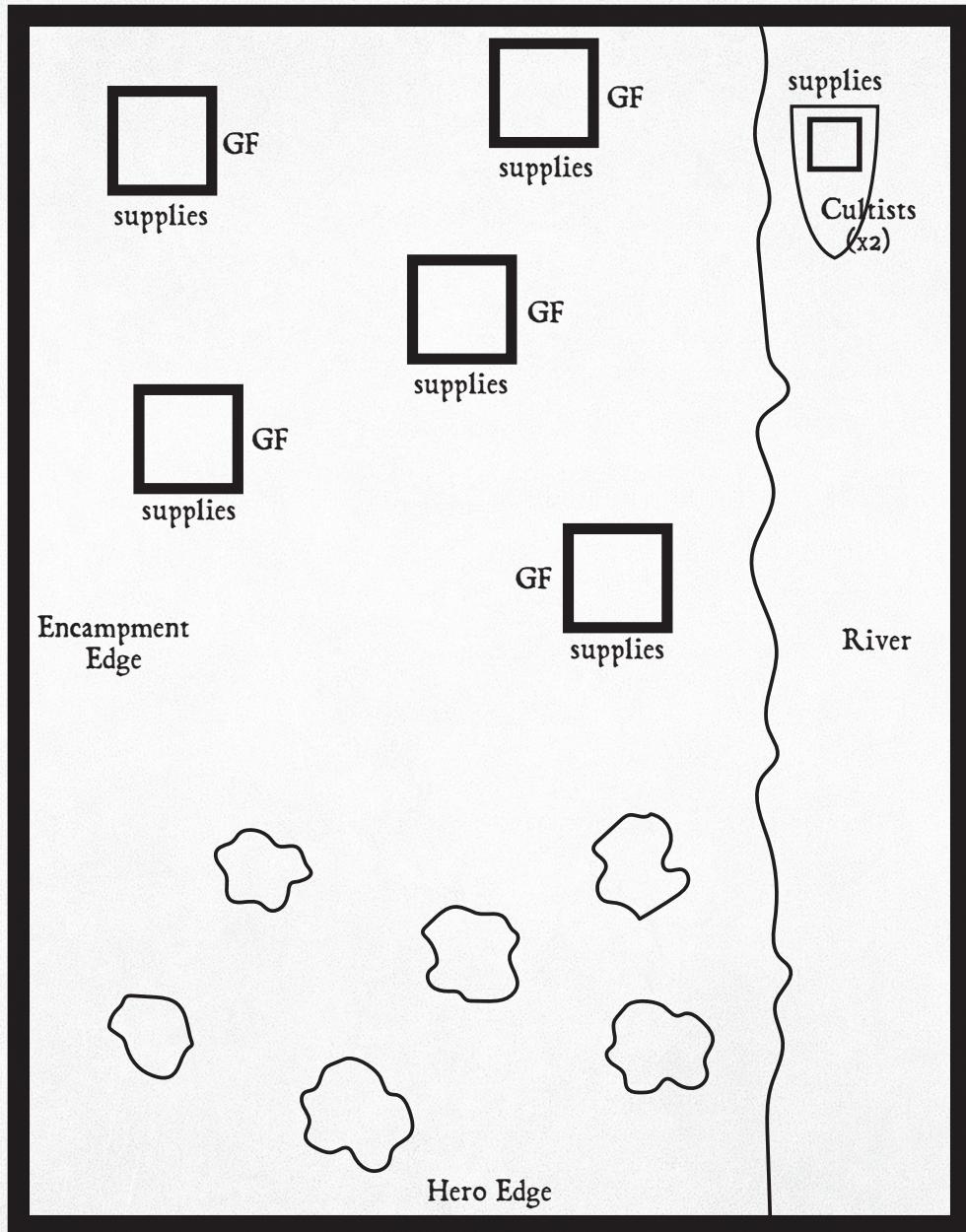
Along with the other ranger group, you slipped down into the Shadow Deep, and made your way carefully to the line of hills they had spoken of. It was tough going, and often you had to stop and hide from patrols, but eventually you reached the ridge without major incident. From that height, you could see the difficulty of the task before you. Hundreds of cultists and gnolls moved about on the plain.

You scanned across the whole area, looking for weaknesses. Finally, your eyes settled on the river. At the far end of the camp, masses of supplies had been unloaded on the ground next to the water, forming a kind of open-air warehouse. A small boat is moored nearby, and a couple of cultists



are unloading supplies. If you could get in amongst those supplies, and set them alight, it would be sure to create chaos in the camp and draw significant forces away from the stone. In theory, if you could do this quickly enough, you could then steal the boat and make your get-away.

The main difficulty will be in getting close enough without raising the alarm...





SET-UP

This scenario is played on a 2.5' x 3' table. One of the short edges should be designated as the hero edge. The long table edge to the left of the hero edge is the encampment edge. The long table edge to the right of the hero edge represents the river. All of the table within 6" of this edge is considered part of the river. In the river, about 24" from the hero edge sits a small boat containing one pile of supplies and two cultists.

Five additional piles of supplies should be placed on the table. These should be scattered about, but none should be closer than 16" to the hero edge, and none should be closer than 8" to one another. One gnoll fighter should be placed adjacent to each pile of supplies.

The rest of the table should contain tents, wagons, and rocks, and other small bits of scatter terrain that are not designated as 'piles of supplies'.

SPECIAL RULES

The goal of this scenario is for the players to set alight as many of the six piles of supplies as possible and then make good their escape. Thankfully, until the alarm is raised, they have the element of surprise. As long as the heroes have the element of surprise, they receive +4 to all attack rolls, including shooting attacks. The element of surprise is aided by the darkness, which limits all line of sight to 12".

Before the scenario begins, each figure should make a Stealth Roll (TN12). If successful, they may be set up anywhere on the table within 10" of the hero edge. Otherwise, they must be set up adjacent to the hero edge. If the map was recovered in Scenario 2, all figures receive +5 to this Stealth Roll.

The alarm is raised as soon as an evil creature activates within line of sight of a hero, a creature suffers an attack that causes damage but doesn't kill it, or a creature takes damage within line of sight of another creature. Until the alarm is raised, all evil creatures will make one random move each activation and will not take a second action. The two cultists on the boat will not take any actions at all until the alarm is raised. Once the alarm is raised, the boat becomes the target point for the scenario.



The river sits at the bottom of a deep-sided canal. A figure on the land cannot draw line of sight to a figure in the river, unless it is standing on the very edge of the river. Likewise, figures in the river cannot draw line of sight to a figure on land. Because of the deep shadows in the river, the maximum line of sight for figures in the river is 6". This includes figures on the boat. The river counts as deep water, but because figures can hold onto the side of the canal as they move through the river, all figures receive +5 to all Swimming Rolls in the river.



When a hero is in contact with a pile of supplies, it may take one of two 'special actions'. First, it can search the pile of supplies, in which case it should roll immediately on the Distraction Clue Marker Table. Each pile may only be searched once, and each result on the table may only be



rolled once. Second, the figure may attempt to set the pile alight. To do so, the player must make his choice of either a Survival or Armoury Roll (TN14). If successful, the pile catches fire. The alarm is immediately raised as soon as a pile of supplies is set alight. If a figure activates while adjacent to the burning pile of supplies, it immediately suffers 2 points of damage (the figure that actually set the pile alight gets to ignore this rule for its first activation after setting the pile alight).

If the players recovered the mask in Scenario 2, they may designate one figure to be wearing it. At the end of this figure's activation each turn, they should make a Leadership Roll (TN6). If successful, evil creatures will ignore this figure, both for the purposes of movement and raising the alarm. However, if this figure ever attacks, but does not kill an evil creature, or attacks an evil creature within line of sight of another evil creature, the disguise ends, the alarm is raised, and the figure is treated as normal for the rest of the scenario.

If there is a hero in the boat, and no evil creatures, the hero may spend an action to 'cast off'. This can replace a move action. From then on, at the end of every turn, the boat, with anyone in it, is moved 8" down the river. The boat should be big enough to contain all of the heroes. If the boat reaches the hero edge of the table, all heroes on the boat are treated as exiting the table. If the boat still contains a pile of supplies, the players may make a free roll on the clue table after the scenario, and this pile counts as set alight for all other purposes. If the pile of supplies on the boat is set alight, the boat is destroyed.

Heroic figures may only exit the table on the hero edge.

Event Cards should only be drawn at the end of turns 1 and 2 if the alarm has been raised. Otherwise, draw an Event Card at the end of turn 3 and every turn thereafter. If the Event Card deck is exhausted before the scenario is finished, reshuffle the deck and start again.

This scenario continues until there are no heroic figures left on the table.





TACTICS

Since setting a pile of supplies alight raises the alarm, it is a good idea to have as many heroes in position near piles as possible before the first is set burning. There are a couple of ways to go about this. Players can simply sneak through the various scatter terrain on the table. They can also utilize the river as a covered road, to move closer, and possibly secure the boat as an escape route. Finally, if they have the mask, they can use it to potentially position one figure wherever they want on the table.

The key is to establish the best position possible before the alarm is raised, because once that happens, things get a lot harder...



Distraction Clue Marker Table

Die Roll	Result
1–3	The pile contains nothing but maggoty bread.
4–6	The pile contains nothing but poor quality tools.
7–9	The pile contains a sack of herbs. The figure may take this sack as a free action, even if it has no item slots available. After the scenario, it may roll twice on the Herb and Potion Table to see what it found.
10–12	The box is full of small books. The figure may take one as a free action and carry it even if it has no item slots currently available. After the scenario choose one figure to make a Read Runes (TN10) roll. If successful, each ranger either gains 10 Experience Points or can select one companion to receive one Progression Point. The book is some kind of ‘prayer book’, and is turned over to academics for further study. A figure receives +3 to any roll to set this pile alight.
13–15	The figure finds an oil flask. It receives +8 to any one attempt to set a pile of supplies alight.
16–18	The figure finds an unusual weapon. It may pick up and carry this weapon even if it has no item slots currently available. After the scenario, follow the instructions in the Weapon Hoard section of this book to discover what weapon has been found.
19–20	The figure finds an unusual weapon. It may pick up and carry this weapon even if it has no item slots currently available. After the scenario, follow the instructions in the Weapon Hoard section of this book to discover what weapon has been found.



Distraction Event Cards

Card Number	Event
Red Ace	Place an ogre in the far left corner, as seen from the hero table edge.
Red King	Place two gnoll archers in the centre of the encampment table edge.
Red Queen	Place a gnoll sergeant adjacent to the encampment table edge, 6" from the centre point towards the hero table edge. If the alarm has been raised, add two gnoll fighters as well.
Red Jack	Place two skeletal knights at the centre of the table edge opposite the hero table edge. Increase this to four skeletal knights if the alarm has been raised.
Red 10	Place two cultists at the centre of the table edge opposite the hero table edge. Add a cultist leader if the alarm has been raised.
Red 9	Place a spectre in the centre of a random table edge.
Red 8	Place a spectral horseman in a random table corner.
Red 7	Place a troll in the centre of the encampment table edge.
Red 6	There is a strange crack of thunder and the figures see the ghost stone light up in the distance. If the alarm has not been raised, all evil creatures immediately move 4" directly towards the encampment table edge. All hero figures not in the river must make an immediate Will Roll (TN12) or receive only one action next activation.
Red 5	Place three giant flies in a random table corner. Increase this to five giant flies if the alarm has been raised. Never take into account giant flies when determining if the alarm has been raised. They are incapable of raising the alarm.



OUTCOME

Players may earn a maximum of 50 Experience Points for killing creatures in this scenario. Experience Points are earned for the following:

- +2XP for each giant fly or skeletal knight killed.
- +3XP for each gnoll fighter, gnoll archer, gnoll sergeant, cultists, or spectre killed.
- +5XP for each cultist leader or ogre killed.
- +8XP for each troll killed
- +10XP for each spectral horseman killed.
- +8XP for each pile of supplies set alight (or stolen on the boat).
- +4XP for each hero that exits the table if at least three piles of supplies have been set alight.



SCENARIO 4: DESTROY THE STONE

You have moved as close to the stone as you dare, and can see several gnoll pickets wandering about. It is a grim task you've been given. Even if your allies manage to create a distraction, it is still a long way to the stone with numerous enemies in-between. To make matters worse, Nesra says that not only do you need to get her to the stone and hold off the enemy while she prepares her magic, but that you will also likely need to slay the gnoll shaman nearby, or his magic may prevent hers from working.

Even with the extra men you've got available, this is going to be a desperate fight...





COMPANIONS

In addition to your normal companions, you have been given some extra help for this scenario. You are joined by Nesra, who is vital to completing the mission. In addition, you receive extra Alladorean men-at-arms or guardsmen (your choice, use the Stats for a companion of that type) based on how many wounded Alladorean soldiers escaped in Scenario 1. See the table below to determine the number of extra men-at-arms or guardsmen received. All of these companions follow the normal rules for companions, and the players are free to decide who will control which ones during the scenario.

Extra Men-at-Arms or Guardsmen	
Wounded Alladorean Soldiers that escaped in Scenario 1	Bonus Men-at-arms or Guardsmen
0	0
1–2	1
3–4	2
5+	3

SET-UP

This scenario is played on a 2.5' x 3' table. One short edge should be designated the hero edge. The Ghost Stone should be placed 6" in from the centre point of the edge opposite the hero edge. A spectral horseman and two spectres should be placed a couple of inches in front of it. Place one clue marker between these creatures and the Ghost Stone. In the exact centre of the table place a cultist leader, four cultists, and one werewolf. If you do not have the rules for werewolves (found in *Blood Moon*) replace the werewolf with an ogre.

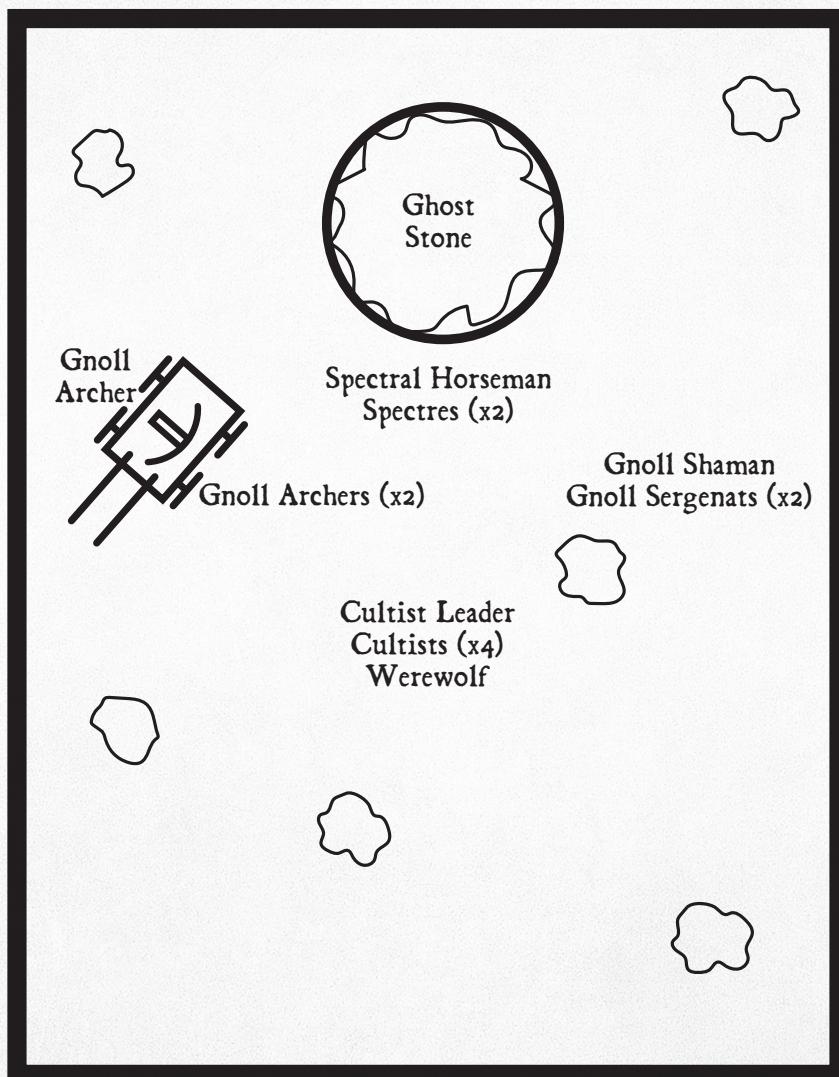
Midway between the stone and the cultists, though 8" to the right of this line, place a gnoll shaman and two gnoll sergeants. Midway between the stone and the cultists, but 8" to the left of this line, place a wagon containing a ballista. Place one gnoll archer manning the ballista, and two other



gnoll archers in front of the wagon. Place a clue marker next to the wagon.

Draw one random Event Card. If this card has creatures enter the table, place them on the table now. Ignore all other results from the card. This card should not be shuffled back into the Event Card deck, until the Event Card deck is exhausted.

The rest of the table should be sparsely covered with rocks, piles of supplies, wagons, and other bits of camp equipment.





SPECIAL RULES

The goal of this scenario is to destroy the Ghost Stone. This may only be accomplished by moving Nesra adjacent to the stone. Nesra must not have used either her Detonation spell or her Enhanced Power Heroic Ability. If Nesra activates adjacent to the stone, and is not in combat, she must make a Will Roll (TN24). She receives +5 to this roll if the players recovered the scrolls in Scenario 2, +3 if they recovered the stone ring in Scenario 1, and +6 if the gnoll shaman that started the scenario on the table has been killed.

Nesra may attempt this roll once per turn. If successful, she uses both her Detonation spell and Enhanced Power Heroic Ability. She must then select a time delay on the spell, which can be 1–3 turns. Start counting at the end of the turn, after the turn on which the spell was cast. Once the time delay has been reached, the spell goes off and the Ghost Stone explodes in a violent magical detonation. Every figure, including all evil creatures, within 6" of the stone suffers a +6 magical shooting attack. Every figure with 12" suffers a +3 magical shooting attack. Every figure with 24" suffers a +0 magical shooting attack. Any figure that takes damage from this shooting attack receives no actions on its next activation.

All evil creatures follow the normal rules, except the gnoll shaman, the two gnoll sergeants, and the gnoll archer manning the ballista. None of these figures will ever make a move action during the scenario, unless the Ghost Stone has been destroyed. Treat the ballista as a crossbow that does +4 damage instead of the normal +2. Any figure that has a Shoot Stat greater than +0 may use the ballista if there are no enemy figures in contact with it. The ballista may not be moved during the scenario.

Players should use the chart below to determine on which turn they start drawing Event Cards, based on how many piles of supplies the rangers manage to set alight in Scenario 3. Once the first Event Card is drawn, a new Event Card should be drawn at the end of every turn thereafter. If the Event Card deck is exhausted, it should be reshuffled and used again.

The Ghost Stone is casting a green glow over the whole area. The maximum line of sight for this scenario is 20".

This scenario continues until there are no heroic figures left on the table. Heroes may exit off any table edge.

The target point for this scenario is the Ghost Stone. If the Ghost Stone is destroyed, there is no target point.



When to Draw the First Event Card

Piles of Supplies set Alight	Draw First Event Card at the End of Turn
0	1
1-2	2
3-4	3
5-6	4





Destroy the Stone Clue Marker Table

Die Roll	Result
1–5	Treasure Token. The figure may pick up this treasure token as a free action.
6–10	The figure finds an unusual weapon. It may pick up and carry this weapon even if it has no item slots currently available. After the scenario, follow the instructions in the Weapon Hoard section of this book to discover what weapon has been found.
11–15	Prisoner. The figure finds a bound soldier, which he cuts free. Use the Stats for a wounded Alladorean soldier. This figure is treated as a companion for the rest of the scenario.
16–20	The figure finds a small cache of Healing Potions. There are four potions here. The figure may drink one potion as a free action or pick it up if it has a free item slot. Otherwise, leave the token, and other figures may pick up or drink these potions by spending an action.



Destroy the Stone Event Cards

Card Number	Event
Red Ace	Place a troll in a random table corner.
Red King	Place a cultist leader and one cultists in a random table corner. In addition, the Ghost Stone sends out a shower of green sparks. Any heroic figure within 6" of the stone suffers a +0 shooting attack (except Nesra whose magic makes her immune).
Red Queen	Place a gnoll sergeant and three gnoll fighters in a random table corner.
Red Jack	Place a spectral horseman 6" away from the Ghost Stone in a random direction.
Red 10	Place two cultists in the centre of a random table edge. In addition, the Ghost Stone lets out a horrific scream. The next time each heroic figure activates, it must make a Will Roll (TN16) or be reduced to a maximum of one action for this activation.
Red 9	Place three spectres in the centre of a random table edge.
Red 8	Place two ogres in the centre of a random table edge.
Red 7	Place two werewolves in a random corner. If you do not have the rules for werewolves (found in <i>Blood Moon</i>), place four gnoll archers in a random corner instead.
Red 6	The Ghost Stone flares up with green light. Make a +4 magical shooting attack at the closest heroic figure (except Nesra) that is within line of sight of the stone, but not adjacent to it.
Red 5	Place four giant flies in a random table corner. In addition, the Ghost Stone burns with green fire; any heroic figure (except Nesra) adjacent to the stone must immediately move 2" directly away and suffers 1 point of damage.



OUTCOME

This scenario continues until there are no heroic figures left on the table. Players receive no Experience Points for killing monsters. Instead, they only receive Experience Points for the following:

- +50XP for participating in the scenario.
- +100XP if the Ghost Stone is destroyed.
- +5XP for every heroic figure that exits the table.





EPilogue

If the players manage to destroy the Ghost Stone, then Lord Arklin is able to rally his army and stabilize the northern front. He hasn't the manpower available to push all of the forces of the Shadow Deep back, but he can, at least for the moment, hold them at bay. If the players fail to destroy the Ghost Stone then Lord Arklin is forced to retreat his army and yield the entire northern sector to the forces of the Shadow Deep. Either way, the war continues...



BESTIARY

CULTIST

The Shadow Deep employs many human agents. These horribly corrupted individuals usually wear masks that hide the self-inflicted scarring and disfiguration of their faces. Where exactly these individuals come from is a mystery, but they seem utterly beyond redemption.

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

CULTIST LEADER

The main qualification for leadership within the ranks of the Shadow Deep appears to be ruthlessness. In fact, it is usually the best, most brutal warriors that rise to command. Their tactics normally consist of charging straight at the enemy.

Due to the fear they instil in their men, all cultists receive +2 Will if there is a cultist leader within 12". Cultist leaders are equipped with expertly crafted, but horrific weapons, that do +1 damage.

Cultist Leader						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+4	+0	12	+6	14	Hand Weapon, Shield, Light Armour, +1 damage	



SPECTRAL HORSEMAN

Whenever there is a large concentration of spectres, there is sure to be a spectral horseman or two. Mounted atop gigantic steeds, whose legs, tail, and mane flicker and writhe with ethereal energy, these dangerous creatures ride screaming through the battlefield, pursuing the largest, toughest foes they can find.

Spectral horseman are semi-ethereal so non-magical weapons do only half damage, rounded down, against them. As they float above the ground, they ignore terrain for the purposes of calculating movement. If a spectral horseman is free to move when it activates, it will always move directly towards the heroic figure with the highest Fight Stat that is in line of sight, ignoring all others. In a multiple combat, it will always attack the hero with the highest Fight Stat. Otherwise it follows the normal rules for evil creatures, including forcing combat with any figure that moves within 1”.

The large, semi-ethereal weapons wielded by these creatures make a mockery of armour. Whenever a figure is damaged by a Spectral Horseman, it is treated as having a maximum Armour score of 11.

Spectral Horseman						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	12	+10	14	Undead, Flying, Half-Damage from Non-Magical Weapons, Semi-Ethereal Weapon, Attack the Strongest	



SPECTRE

Rarely encountered before the coming of the Shadow Deep, spectres are a violent form of semi-ethereal undead. In form they resemble robed humans, with long, grasping arms and skeletal faces. Unlike most undead, which float or glide, spectres truly seem to fly, often horizontal to the ground with their arms stretched out before them. Spectres ignore all terrain for the purposes of calculating movement, as they can fly over and through anything that gets in their way.



Because spectres are semi-ethereal, non-magical weapons do only half damage, rounded down, against them. Whenever a spectre is reduced to 0 Health, it lets out a horrendous, paralyzing shriek. Any figure in combat with the spectre must make an immediate Will Roll (TN12) or lose its next activation.

Spectre						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	10	+10	10	Undead, Flying, Half-Damage from Non-Magical Weapons, Death Scream	

WOUNDED ALLADOREAN SOLDIER

With their line overrun by spectres, and their weapons of only limited effectiveness, even the brave soldiers of Alladore have broken. While they will turn and fight for their lives, they are incapable of any organized resistance at this point.

Wounded Alladorean Soldier						XP	NA
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+1	+0	12	+0	1	Wounded – only take one action per activation.	



WEAPON HOARD

This section is presented for players who want to bring greater variety and more narrative to the weapons and armour that are found during their adventures. While players are free to come up with any description and backstory they want for any weapon they possess or find, sometimes it is more fun to see what fate or chance throws your way. So presented here are 52 unique weapons, each with their own description, mysteries, and abilities.

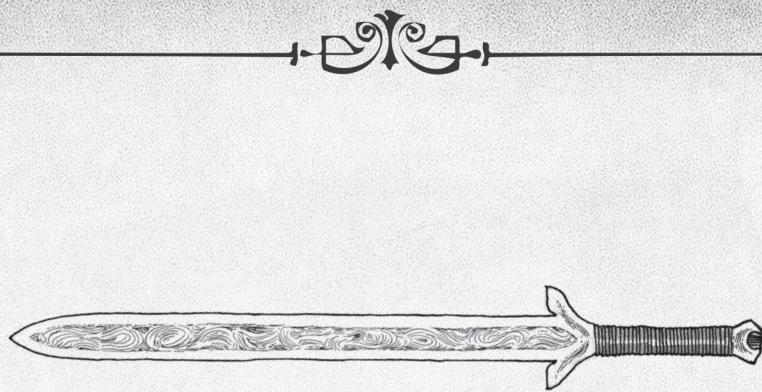
Whenever players are granted a roll on the Weapons and Armour Table in the main rulebook, they may choose to use this list instead. In this case, simply take a standard deck of 52 playing cards, draw one card at random, and find the corresponding entry below. This will give details of the weapon that has been found.

Most, but not all, of the weapons listed here are enchanted, which means that they have some kind of mystical spell worked upon them. This does not mean that these weapons are ‘magic’ in the sense of harming creatures that can only be harmed by magic weapons. For this to be the case, the weapon must specifically state that the weapon has Magic (X) with the ‘X’ being the number of uses as explained in the main rulebook.



All of the weapons below have one or more special properties, but most of these are not immediately obvious, and thus cannot immediately be used. Each weapon contains one or more entries that call for a Skill Roll with a Target Number. In most cases this will be Armoury, but there are a few others. After any scenario or mission in which a ranger is allowed to reorganize his companions, one figure that participated in the last scenario may make a roll for each weapon. If the roll is successful, then that ability has been unlocked, and can be used in future scenarios. Otherwise, this ability continues to go unnoticed. In the case where a weapon has multiple abilities, both of which require the same type of Skill Roll but with different Target Numbers, then one roll will unlock all abilities for which the Target Number was achieved. For example, if a weapon has abilities that can be unlocked with (Armoury 8) and (Armoury 18) and the figure rolls a 19 on its Armoury Roll, then both abilities are unlocked. If the figure rolls a 16, the (TN8) ability is unlocked, and the other ability can be rolled for again after the next mission.

All of the weapons on this list are unique. Once a specific weapon has been found, it should be crossed off the list and can never be found again during the campaign. If players have no use for a weapon they find, they can turn it over to their superiors. The weapon is permanently lost to the campaign, but the player may give either 10 Experience Points to their ranger or 1 Progression Point to any companion.



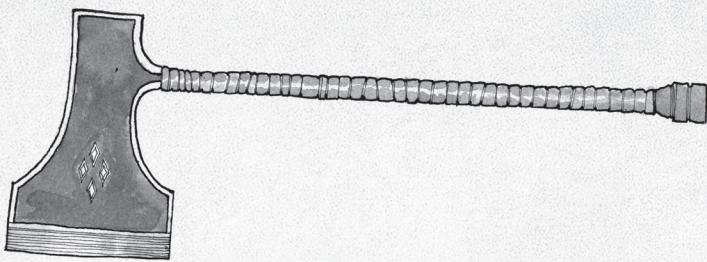
(ACE OF DIAMONDS)

ENCHANTED HAND WEAPON

This short sword rests in a plain leather sheath and at first glance appears unremarkable. However, when it is drawn, the light catches on the extremely fine, acid-etched swirling patterns that run down the centre of the blade. Contained within this pattern is the word 'Shailven', an archaic term, occasionally encountered in some of the oldest religious texts in Alladore. So rare is this word that the exact meaning has been lost, although it is probably something like 'strength of character' or perhaps 'guiding purpose'.

(Armoury 12) Once per scenario, a figure carrying this weapon may add +1 to any Will Roll. This ability may be used after the Will Roll has been made.

(Armoury 20) Once per scenario, if a figure carrying this weapon has a Heal Spell cast upon it, it gains back 2 more points of lost Health than it normally would.



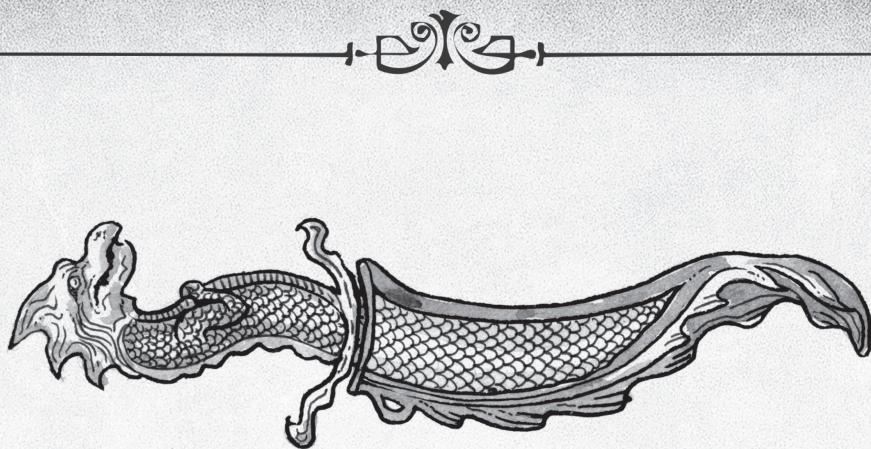
(KING OF DIAMONDS)

ENCHANTED TWO-HANDED WEAPON

An exceedingly heavy, and oddly shaped, two-handed axe. The haft is over three feet long and consists of thick leather straps wound tightly over a core of steel. This steel core flows directly into the axe head. The weapon possess a single blade, but unlike most axes, the tips at either end of the head have been squared off, giving it a strange boxy appearance. In the centre of the blade four small diamond-shaped holes are grouped together to form a larger diamond shape. This diamond glows faintly each day in the hour after sunset.

(Armoury 8) This weapon does an additional +1 damage against spiders.

(Armoury 20) If the wielder of this weapon is poisoned, it may make a Will Roll (TN20) whenever it activates as a free action. If this roll is successful, it is no longer poisoned.



(QUEEN OF DIAMONDS)

ENCHANTED DAGGER

This golden dagger sits in a matching sheath. The hilt of the dagger is an expertly sculpted dragonhead with a pair of tiny rubies for eyes. The sheath is modelled into the dragon's tail, including delicate golden scales. Whenever the blade is drawn it makes a soft, snake-like hiss. The blade itself is a thin stiletto with delicate golden wire beaten into the steel. The wire seems to form the letters: T, S, T, S, C, A, A. The letters don't correspond to any word spoken in any language in Alladore or the neighbouring regions, nor is it recognizable as a name.

(Armoury 16) Once per scenario, the wielder may use this weapon to make a magical attack with +2 Fight. This must be declared before the dice are rolled.

(Armoury 22) Once per scenario, the wielder may add +1 to any die roll it makes, but this must be declared before the die is rolled.



(JACK OF DIAMONDS)

ENCHANTED BOW

The leather grip of this bow is well-worn and will soon need replacing; however, the wood remains in pristine condition. On the front of the bow, inset in delicate marquetry, two dark roses, on long thorny stems, radiate out from the grip. On the back side, two small sets of initials, 'T.M.' and 'V.Y.', have been somewhat crudely scratched into the wood.

(Armoury 18) If the wielder of the bow spends an action to say a short prayer (which can replace a move action), and then uses its next action in the same Activation to make a shooting attack, the attack does +1 damage.

(TEN OF DIAMONDS)

HAND WEAPON

While the handle of this axe looks relatively new, the head is obviously old and well-worn. Both sides of the axe head feature engraved scenes. On one side, a stylized group of men are chasing a boar. On the other side, the three men have killed the boar and are standing around their kill. The axe blade has one small, deep notch in the blade.

(Armoury 6) The axe head is coated in silver. Although this means the blade will tarnish if not regularly polished, it also means that it is more effective against certain creatures such as werewolves who are allergic to silver.

(Armoury 12) Concealed within the bottom of the handle is a small throwing knife. This allows the bearer of this axe to carry a throwing knife that does not take up an item space. Any figure that can normally carry a hand weapon may carry this item, but only those that can normally carry a throwing knife are allowed to use the throwing knife.



(NINE OF DIAMONDS)

ENCHANTED HEAVY ARMOUR

This steel breast plate features a small four-pointed star of Alladore engraved over the heart. The style of the star is centuries old and, if examined closely, the line of the star is actually made up tiny little triangles. On the inside of the plate, a list of names have been carefully scratched into the metal, each of them obviously by a different hand: Tarrenis, Erethon, Yuwellen, Codrice. The leather straps have been replaced at some point and feature silver buckles with gold highlighting.

(Armoury 16) All hand-to-hand attacks made my gnolls against the wearer of this armour do -1 Damage.

(Armoury 26) Once per scenario, the wearer of this armour may add +1 to any Skill Roll. This decision must be made before the die is rolled.

(EIGHT OF DIAMONDS)

ENCHANTED TWO-HANDED WEAPON

This immense sword has no point and is only bladed on one side. If not for its length and slenderness, it would look more like a cleaver than a sword. The steel of both the blade and the hilt are very dark, as though some type of impurity were included in the alloy. The blade is held in a sheath of black leather. Near the hilt, three short strips of leather dangle from it. Each strip features several animal teeth that have been drilled through and used as beads. A few of these teeth come from unknown animals.

(Armoury 12) If the wielder of this blade scores a critical hit, it does an extra +7 damage instead of the normal +5.

(Armoury 20) This sword also has the Magic (3) trait.



(SEVEN OF DIAMONDS)

ENCHANTED STAFF

At just five feet in length, this staff is shorter than most staff weapons; however, it is cut from hard, dark cherry wood. The top half of the staff features numerous small scenes carved into the wood. Some of these scenes contain recognizable Alladorean or Lorentian landmarks, but most are unknown. One scene, about halfway down the length, is unfinished. On the bottom tip of the staff, a small star of Alladore has been carved, so that when the staff is pushed into soft earth, the star imprint is left.

(Armoury 14) Once per scenario the wielder may add +1 to a Navigation Roll. This decision may be made after the die has been rolled.

(Armoury 22) Once per scenario the wielder may add +1 to a Track Roll. This decision may be made after the die has been rolled.

(SIX OF DIAMONDS)

ENCHANTED SHIELD

At first glance, this heavy metal and wood shield appears to be a circle, but a closer inspection shows that it actually has 40 equal flat sides. The stylized image of a roaring lion has been engraved onto the shield's face, with the mane composed of embedded bronze wire. The image has been marred in a few places by heavy strokes from an axe. On the inside of the shield, a line of verse has been written in one of the rarer languages from the Tollandian Principalities. Translated it reads: *when death calls, he shall roar like a lion*; although this translation loses the balanced alliteration of the original. Also on the inside, a small golden ring with a single green tourmaline has been attached to the wood by more bronze wire.

(Armoury 16) This shield has Blocking (1).

(Armoury 24) Once per scenario, the wielder of this shield may add +3 to a Will Roll. This decision must be made before the die is rolled.



(FIVE OF DIAMONDS)

ENCHANTED HAND WEAPON

A longsword of exceptional beauty and craftsmanship, this weapon was likely forged for some great king or general. Its sheath is covered in plated gold, with a line of four gems, two rubies and two emeralds, inset near the top. Delicate tracery covers the rest of the sheath with hundreds of tiny swoops and swirls. The hilt of the sword has been crafted in the form of a bird with its head serving as the pommel and its outstretched wings forming the crossguard. The blade is long and slender, unmarred by any nick or notch, and tapers to a needle sharp point. The word 'Balath' is etched into the blade near the hilt. It is an archaic word meaning 'courageous' or 'gallant'.

(Armoury 14) This sword has Magic (4).

(Armoury 26) If this sword has had all of its magic uses exhausted, then the following ability comes into effect. Every time this sword is carried during a scenario, but its magic is not used, it gains Magic (1) for the next scenario. This ability can never take the sword higher than Magic (1), no matter how many scenarios pass without the magic being used. However, every time the magic is exhausted, it can go back up to Magic (1).

(FOUR OF DIAMONDS)

CROSSBOW

An ugly and evil-looking weapon, this crossbow features several metal spikes and studs that have been included purely to make the weapon look vicious. On the stock, 14 short but deep scratches have been made into the wood as though someone were keeping tally. Each of these scratches has been carefully stained with a line of blood. Attached to the top of the crossbow by a clever, if somewhat crude mechanism is a short length of pipe that can be peered through while the bow is aimed.

(Armoury 5) If the wielder of the crossbow spends an action to aim (which can replace a move



action), and then uses its next action in the same activation to make a shooting attack, the attack does +1 damage (so +3 damage when combined with the crossbows normal +2 damage).

(THREE OF DIAMONDS)

ENCHANTED TWO-HANDED WEAPON

Despite this spear's short length, it is much too heavy to be wielded one handed. The head is a heavy triangle, the back of the triangle runs straight with the haft of the spear leaving a sharp point, then angles down, creating a blade that is almost axe-like. More immediately striking, though, is the haft, which in several places is decorated by tightly wound loops of tiny, colourful beads. A careful examination reveals that each bead is made of soft stone. There is no clear pattern to the colours of the beads, and yet, their order doesn't seem completely random either. A hole has been bored through the bottom of the haft, and a leather thong attached. The purpose of this can only be guessed, but perhaps was used to hang the weapon upside-down on a wall.

(Armoury 8) Once per scenario the wielder may add +1 to a Survival Roll. This decision may be made after the die has been rolled.

(Armoury 24) Once per scenario, if the wielder takes damage in hand-to-hand combat, that damage is reduced by 1 point.

(TWO OF DIAMONDS)

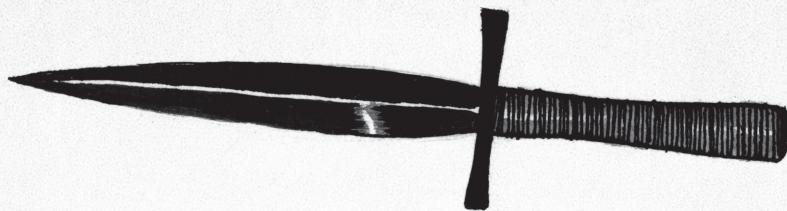
LIGHT ARMOUR

This leather breast and back plate has a quiver expertly fitted onto the back using a series of small metal buckles woven into the leather. Strangely, it also has a line of small loops impressed across the breast plate designed, apparently, to mimic a strap for a quiver, which is unnecessary. Woven into



the inside of the breast plate are three cloth pockets. Each pocket contains a large silver coin, each so worn that the details are unrecognizable, but they are clearly not from either Alladore or Lorenthia.

(Armoury 2) A figure wearing this Light Armour may carry a quiver without the quiver taking up an item slot.



(ACE OF HEARTS)

ENCHANTED DAGGER

This knife is composed entirely of some unidentifiable black metal. There is no variation in its colour from blade through its hilt. The blade is short, thin and double-edged, ending in a short, sharp point. Every bit of it is purely designed for function without a single embellishment. It is held in a leather sheath, equally dark, with small metal loops at both the top and bottom, suggesting that it was designed to be strapped tight to a thigh or ankle. Despite the temperature, the dagger always feels slightly cool to the touch.

(Armoury 12) Once per scenario, a figure carrying this dagger may add +1 to a Stealth Roll. This decision can be made after the die is rolled.

(Armoury 26) This dagger has Magic (5) and whenever its magic is used it grants the user +2 Fight.



(KING OF HEARTS)

ENCHANTED THROWING KNIFE

This throwing knife has two short blades, one at either end of a short metal shaft. An idyllic scene of mountain waterfalls is sculpted into the silver plating of the shaft. The tip of one of the mountains is actually a tiny button. When pressed, a catch is released and a small door swings opens in the shaft, revealing a secret two-inch long hollow. A lock of dark hair, bound in a simple yellow ribbon, rests in the hollow.

(Armour 12) This knife has been master crafted for throwing and adds +1 Shoot when thrown.

(Armoury 26) Any organic material stored in the chamber is perfectly preserved as though time does not pass for anything contained within.

(QUEEN OF HEARTS)

ENCHANTED HAND WEAPON

The head of this warhammer is flat on one side, but curves down to a wicked point on the other. Each side of the head contains a different set of magical runes that glow faintly when the head is submerged in water. The haft is made of hardwood, with a metal handgrip and pommel. The bottom of the pommel contains an inset, half-spherical tiger-eye jewel, with very fine magic rules running in a circle around it.

(Read Runes 12) Once per scenario, a figure carrying this weapon may add +1 to a Swim Roll. This decision can be made after the die is rolled.

(Read Runes 18) This weapon has Magic (3).



(JACK OF HEARTS)

DAGGER AND THROWING KNIVES

The sheath for this dagger is made of red-lacquered wood with gold metal trim. Beside the dagger, the sheath also holds two small throwing knives so that the hilts of all three weapons are in a line running away from the wearer. The sheath is fixed to a chain belt which is made up of small, gold-plated leaves held together by copper wire. A figure wearing this dagger can also carry two throwing knives without those throwing knives taking up an item slot.

(Armoury 22) The throwing knives are strangely weighted, but once that weight is understood, they can be thrown to hit with more power than is usual. These throwing knives do +1 damage.

(TEN OF HEARTS)

HAND WEAPON

At first glance, this item appears to be some kind of long, slightly curved tusk or horn, although from no animal known to Alladore. On closer inspection though, there is a hair-thin line running around it about a foot from one end, and when pulled, a shining blade comes free from the sheath. This long blade is only sharpened on the outer curve and ends with a slightly rounded tip. Some kind of rune or character is engraved in the blade near the hilt, but the origin and meaning of this character is unknown.

(Armoury 6) The sheath of this weapon is immensely hard and strong. A figure that only carries the sheath counts as being armed with a dagger.

(Armoury 16) The blade is incredibly sharp and can easily slice through flesh and bone. If this weapon causes damage against a creature with Armour 11 or less, it does +1 damage.



(NINE OF HEARTS)

ENCHANTED HANDED WEAPON

The head of this pick, or possibly ice-axe, is sculpted to resemble a crocodile. The front of the pick is the snout with numerous small teeth sticking down, while the back is the long tail, which tapers to a wickedly sharp point. The tiny eyes of the creature have been picked out with beads of black onyx. The shaft, which appears newer than the head, is of dark hardwood, while the bottom is capped with a metal pommel that contains a ring of more onyx beads. The bottom of the pommel contains a small hoop to which a leather thong has been fitted.

(Armoury 8) Once per scenario, a figure carrying this weapon may add +1 to a Climb Roll. This decision can be made after the die is rolled.

(Armoury 16) Any time the figure wielding this weapon rolls a critical hit, it may immediately make a Strength Roll (TN16). If successful, the critical hit does +8 damage instead of the normal +5.

(EIGHT OF HEARTS)

ENCHANTED QUIVER

This beautiful, dark leather quiver has the Lorentian eagle engraved on the front. On the back, which is rarely visible, is the word ‘Rencharis’, which was one of the smaller, more remote Lorentian provinces.

(Armoury 6) Worked into the leather at the bottom of the quiver is a separate little pocket which holds a small herb box. A figure carrying this quiver can carry one dose of any herb without it taking up an item slot.

(Armoury 18) Once per scenario, a figure wearing this quiver that makes a shooting attack with a bow may add +1 damage to the attack. This must be declared before the dice are rolled for the attack. This ability can only be used in scenarios set within the Shadow Deep.



(SEVEN OF HEARTS)

ENCHANTED DAGGER

This small dagger rests in a plain, red-leather sheath. The handle is composed of a dozen circles of different lacquered woods, giving it an odd, striped appearance. The pommel features the four-pointed star of Alladore stamped into the bottom. The dagger blade is decorated with finely etched stars that form some of the constellations that are commonly seen in the night sky above Alladore.

(Navigation 10) This dagger glows faintly when it points directly north. Any figure carrying this dagger gets +1 to all Navigation Rolls that are made either before or after a scenario.

(Armoury 16) This dagger draws power from being left unsheathed outside on starry nights. At the start of every mission, this dagger has Magic (1).

(SIX OF HEARTS)

ENCHANTED SWORD

The sheath of this longsword is made out of crocodile skin, and decorated with three large crocodile teeth sewn into the leather, equally spaced down its length. The hilt of the sword, which appears to be plated in green-tinged bronze, has been sculpted to resemble crocodile skin. In the centre of both sides of the crossguard, large multifaceted citrines gleam like clear yellow eyes. The long blade of the weapon is sharpened on both sides, and tapers to a slightly hooked point. A word has been engraved near the hilt of the weapon, but the language and characters are unfamiliar.

(Armoury 12) Once per scenario, the wielder of this blade may add +1 to any Will Roll. This decision may be made after the die has been rolled.

(Read Runes 20) The word on the sword comes from an obscure language, spoken on a few islands in the Southern Ocean. As near as can be translated, the word means 'Ghoulrazor'. This sword does +1 damage against any undead creature. If the undead creature is a ghoul, it grants the user +1 Fight, instead of +1 damage.



(FIVE OF HEARTS)

ENCHANTED TWO-HANDED WEAPON

Standing nearly five feet high, this is a massive, double-headed axe. The two axe blades are identical, both forming nearly complete semi-circles. Each blade has a triangular hole that forms a long, thin arrow pointing towards the blade. On both sides of the axe, in the middle of the head right between the two triangles, four red topaz form a small diamond. The haft of the weapon is of hardwood stained nearly black. Two more red topaz are imbedded in each side of the haft near the head.

(Armoury 6) The first time in each scenario that a figure uses this weapon to cause damage to a non-undead opponent, the wielder regains 2 points of lost Health. If the wielder is at full Health, then nothing happens, and the opportunity is lost for the scenario.

(Armoury 22) If this weapon causes damage to a non-undead opponent, the weapon counts as magic for the rest of the scenario.

(FOUR OF HEARTS)

ENCHANTED LIGHT ARMOUR

This leather breast and back plate also incorporates a short chainmail skirt and chainmail shoulder guards. Although it is badly worn, an image of a rearing dragon with its wings outspread has been worked into the leather of the breast plate. On the inside of the breast plate a famous Lorentian prayer of gratitude has been stitched into the padding. The back plate bears the scars of two arrow holes. These have been filled with some kind of resin, and small leather patches have been attached underneath.

(Armoury 6) This amour is lighter than would be expected, and does not confer the usual -2 penalty to Swim Rolls.

(Armoury 20) If the wearer spends an action to say the prayer of gratitude (which can replace a move action), it gains +1 Health for the remainder of the scenario. This can take the figure over its usual starting Health. This ability can only be used once per mission.



(THREE OF HEARTS)

ENCHANTED BOW

This short, double curved bow, features nearly identical carvings of bird heads at both the top and bottom. Although the carvings are extremely intricate and life like, they don't represent any known type of bird. The beaks are curved nearly into a semi-circle ending in sharp points. The eyes of the birds are picked out with small garnets. The grip of the bow is fashioned out of polished ivory with small golden edges at either end. Tiny images of flying birds are sculpted into the gold.

(Armoury 12) This bow does +1 damage to any creature that has Flying.

(Armoury 22) Once per mission, the wielder of this bow can spend an action (which can replace a movement action) to enchant an arrow. This arrow counts as magic and gives +1 shoot. This magic arrow must be used during the same scenario or the enchantment dissipates.

(TWO OF HEARTS)

ENCHANTED SHIELD

At first glance, this appears to be a rather ordinary round, wooden shield. At one time, it appears to have had some kind of serpent or dragon painted on the exterior, but the paint is so badly chipped and faded that it is hard to be sure. On closer examination, though, the shield has one rather odd element. There are a dozen small copper nails driven into the face of the shield, so that their points just come through to the back. These nails seem to serve no purpose in the construction of the shield, but the pattern they form of a pair of concentric circles is too perfect to be an accident. These nails are impossible to remove without damaging the shield.

(Armoury 16) Once per scenario, if the bearer has suffered damage from a non-magical attack, he may use this shield to add +2 Armour. This bonus only lasts for that one attack. Using this ability causes one of the copper nails to vanish. Once all twelve nails have vanished, the shield becomes an ordinary shield.



(ACE OF CLUBS)

TWO-HANDED WEAPON

This silver-headed halberd features a heavy axe head with a sharp-pointed hook on the other side. A tall spike juts out of the top of the weapon. The axe head is imprinted with the flowing script of a long-dead language. The words seem to be a kind of poem of battle, but too much of the language has been lost for a real translation. The pole of the weapon is made of an unidentifiable, but extremely hard wood, banded in several spots by silver rings, containing more words in the dead language.

This weapon counts as silver when fighting animals that have a silver allergy.

(Armoury 16) The halberd contains some internal, spring mechanism which allows the top spike to be fired by releasing a hidden catch on one of the metal bands on the pole. Once per scenario, the wielder may use the halberd to make a throwing knife attack, following the usual rules.

(KING OF CLUBS)

ENCHANTED THROWING KNIFE

This odd-looking weapon consists a short handle, connected to a small circle, with five blades radiating out from it at equal intervals. The blades are each as long as the handle, and all are equally weighted so that it spins perfectly when thrown. The blades and handle all contain small coloured bands of red, orange, and yellow that are somehow stained into the metal. At first these appear random; however, when the weapon is thrown, it creates the effect of little flames flickering up from the centre circle. Although it is very hard to make out, a line of tiny runes are engraved into the central circle.

Whenever a figure makes a shooting attack with this weapon, and rolls a natural '1', it immediately suffers one point of damage.

(Armoury 6) This weapon has a damage modifier of +0, instead of the usual -2 for a throwing knife.

(Read Runes 22) Once per scenario, a figure may speak the runes as it throws the weapon. As soon as it leaves the thrower's hands, it bursts into flames. The weapon counts as magic and gives +2 Shoot for that attack.



(QUEEN OF CLUBS)

CROSSBOW

This odd-looking crossbow features two complete bow mechanisms, one stacked on top of the other. There are two separate triggers for firing the two different bows. In all other ways, the crossbow appears to be of normal metal and wood construction.

At the start of any scenario, this crossbow is assumed to have both bows loaded. Thus it can be fired twice before it must be reloaded. The top bow can be reloaded and fired following the normal rules. The under bow is more difficult to reload. A figure must spend two actions in the same activation to reload it. Firing the under bow changes the target point slightly. All shots made with the under bow are at -1 Shoot.

(Armoury 14) The bow actually contains a second aim point, which is used for the under bow. It no longer suffers the -1 Shoot.

(Armoury 20) The stock contains a hidden compartment which is just big enough to hold one dose of a herb. The figure may carry one dose of any herb without it taking up an item slot.

(JACK OF CLUBS)

ENCHANTED HAND WEAPON

This unusual-looking sword has a nearly straight blade except that near the tip, it loops forward, leaving a nearly complete circle at the end. This makes the sword oddly top-heavy, and causes it, in some ways, to behave more like an axe than a sword. Golden wire has been beaten into one side of the blade, spelling out the word 'Verith', which is a foreign word for 'monkey', an animal not native to Alladore, but occasionally seen in travelling zoos and other exhibitions. The sword has a metal hilt with no crossguard that has been decorated with more embedded golden wire that swoops and curls.

(Armoury 8) This sword does +1 damage against animals.

(Armoury 18) This sword has Magic (5).



(TEN OF CLUBS)

ENCHANTED HAND WEAPON

The ball of this morning star is actually a dodecahedron. Each of the twelve sides features a different rune, although they do not seem to belong to any language, or even magical language, known in Alladore. The whole weapon, ball, chain and handle, appear to be crafted out of simple iron, but careful examination reveals this actually to be a kind of black steel. The top and the bottom of the handle have golden caps, with the top containing a circle of six small, red carnelian stones.

(Armoury 2) When this weapon is used inside the Shadow Deep, the carnelians glow faintly. The weapon does +1 damage, but the wielder also suffers -1 Will.

(Armoury 24) This weapon has Magic (6). However, once its Magic is exhausted it also loses the +1 damage explained above.

(NINE OF CLUBS)

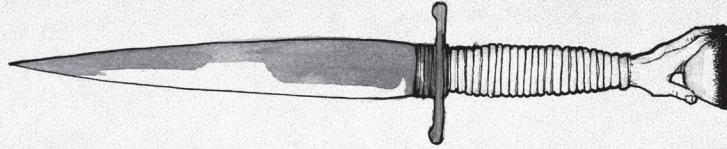
ENCHANTED TWO-HANDED WEAPON

Where the blade meets the hilt of this giant two-handed sword, the metal angles back and forth, in a way similar to a snake slithering. This section last for only a foot, and then the blade straightens out. In the centre of the slithering section, small bronze nails have been beaten into the blade, spelling out the word 'Trethnoth', which means 'Bear Arm' in the now seldom spoken language of some of the villages on the edge of the Nar Forest. The hilt features small leather strips carefully wound around the grip, so that five names are spelled out running down the grip: Vella, Onron, Dalmeth, Hurel, and Venra.

(Armoury 6) During scenarios set in Alladore, the wielder of this weapon gains +1 Will.

(Armoury 18) This Weapon has Magic (3).

(Armoury 20) The wielder of this weapon receives +1 Fight if there are no allied figures within 8".



(EIGHT OF CLUBS)

ENCHANTED DAGGER

This dagger consists of an unremarkable steel blade, but has a handle carved of polished ivory. The handle is slightly ribbed, making it easier to keep a grip. The pommel has been expertly sculpted to resemble a small human hand holding a little bowl. One of the fingers is sculpted to be wearing a ring, with a real tourmaline set in it. The inside of the bowl and the tips of the three fingers that slightly stick over it, have been stained black. It appears that the bowl has often been used to hold bits of burning plant.

(Armoury 10) If the figure carrying this dagger is entitled to make a Survival Roll for the purposes of gaining back Health after a scenario, it receives +3 to that roll.

(Armoury 20) The bearer of this dagger may use a dose of Haikwheat that it is carrying before a scenario begins. If it does, it gains the +2 temporary Health, but does not suffer the normal -1 Will.

(SEVEN OF CLUBS)

ENCHANTED HAND WEAPON

This heavy sword has no point and is bladed on only one side; however, the bladed side includes hundreds of tiny, razor-sharp teeth. In all, the weapon almost looks more like a saw than a sword. The blade is engraved all down both sides with intricate tracery, which may depict fish in the water, or may just be random patterns. The hilt, which is plated in gold, has only a small crossguard, but also includes a



small basket to cover the outside of the fingers. A large red ruby is set into the pommel. The sword has a matching sheath, plated in gold to match the hilt. A line of six small rubies is embedded in the outside of the sheath.

(Armoury 16) If this blade is wielded by a figure with the Deadly Strike Heroic Ability, that figure may use Deadly Strike on a roll of 17–19.

(Armoury 18) If a figure carrying this sword has any spell cast upon it, it gains +3 Will for the rest of the scenario.

(SIX OF CLUBS)

ENCHANTED HAND WEAPON

This polished silver longsword gleams as it is waved through the air. Although of rather plain design, it does include one strange feature. On either side, at the top of the hilt right between the wings of the crossguard, are a pair of little doors held shut with tiny clasps. When unclasped, the doors swing open to reveal a bit of polished ivory with black lettering carved in it. Each piece of ivory contains about twenty words, but they are in no language known in Alladore. The sword has a matching sheath, again plain, but well-constructed. Unfortunately, the sheath has been badly torn in two places as though a powerful claw had struck it.

This weapon is silver, and is thus more effective against creatures that are allergic to silver, such as werewolves.

(Armoury 14) If there are undead creatures on the table, the bearer of this sword gains +2 Will.

(Armoury 20) If there are undead on the table, this sword does +1 damage.



(FIVE OF CLUBS)

ENCHANTED TWO-HANDED WEAPON

While this battleaxe is of a standard design, it does have a couple of unique features. The easiest to notice is that it has a fox tail attached by a silver ring to the bottom of the shaft. The fox tail has been dyed a bright blue, and several silver beads have been woven into it. Also on the shaft, but up near the axe head, a small disk of ivory has been affixed to the wood. The disk is a carved profile of the head of a beautiful woman with curly hair. The hair has been painted jet black, and her eyes have tiny dots of blue, but her skin has been left unpainted.

(Armoury 6) A figure carrying this axe receives +1 Fight whenever it is in combat with a gnoll.

(Armoury 18) If this figure is ever reduced to 0 Health or less while in hand-to-hand combat, roll a die. On a 15+, it goes to 1 Health instead. This ability may only be used once per scenario.

(FOUR OF CLUBS)

ENCHANTED HAND WEAPON

The most remarkable element of this sword is the hilt which is constructed out of polished deer antler. Although it has been cut and fashioned, it still branches into a couple of prongs right at the bottom. The sword has no crossguard and transitions from the hilt straight into a long blade, sharpened on both sides, and tapering to a deadly sharp, and just slightly curved, point. The sword has a matching sheath, made of polished leather of a colour similar to the antlered hilt. Stitched into the backside of the sheath, in the common language, is ‘The trees of Nar are tall and green’. It is the first line of a famous nursery rhyme known throughout Alladore about a little buck who bites off more than he can chew. He survives the story, but loses an antler for his foolishness.



(Armoury 8) Once per scenario, a figure carrying this weapon may add +1 to a Survival Roll. This ability may be used after the Survival Roll has been made.

(Armoury 10) Once per scenario, a figure carrying this weapon may add +1 to any Tracking Roll. This ability may be used after the Tracking Roll has been made.

(Armoury 18) Once per scenario, if the figure wielding this sword wins a fight and causes damage to an enemy, it may choose to inflict +1 damage.

(THREE OF CLUBS)

ENCHANTED HAND WEAPON

At first glance, it is not immediately clear if this object is a weapon or some kind of ceremonial sceptre. It is about two feet long and completely covered in gold plate. The top of the weapon is sculpted to resemble the foot of a bird, except that all three toes are pointing in the same direction. Each toe ends in a wickedly sharp talon. A close examination reveals that small flecks of dried blood are still attached to the talons. The haft of the weapon is decorated in numerous little pictographs, although the meaning of any of them is far from clear. One symbol though, that of a bird-headed demon, is repeated numerous times along the length.

(Armoury 8) The bottom of the weapon unscrews, revealing a little chamber just big enough hold a small vial. There is a healing potion already in there. A figure carrying this weapon can also carry one potion without that potion taking up an item slot.

(Armoury 14) This weapon does +1 damage to figures that have an armour of 11 or less.



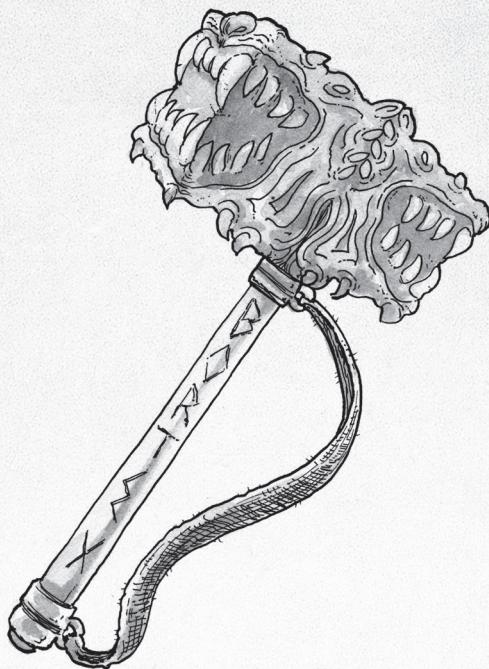
(TWO OF CLUBS)

ENCHANTED TWO-HANDED WEAPON

The head of this short pole arm is a vicious dark-metal sickle with several notches in the blade. The tip of the sickle has been sculpted to look like a snake's head, but the workmanship is crude. The shaft is of plain dark wood, but half-a-dozen 'X's have been carved into it. At the bottom of the shaft is a metal spike, several inches long.

(Armoury 8) If the figure wielding this weapon rolls a natural 20 in hand-to-hand combat, it immediately gains +2 Experience Points. A maximum of 6 Experience Points per scenario can be earned this way.

(Armoury 18) This weapon has Magic (2).



(ACE OF SPADES)

ENCHANTED TWO-HANDED WEAPON

This giant two-handed hammer has a large rectangular head. Both faces of the head are sculpted into grinning gargoyle faces. The teeth of the gargoyle have been covered in gold plate, while the rest of the head is dark steel. The shaft of the weapon is simple and appears to be newer than the head. It has been fitted with two silver fastenings near each end. A cord of woven hair runs between the two fastenings and appears to be used to sling the weapon over the shoulder. Burned into the wood of the shaft is the word 'Bortrex'. Although written in the standard alphabet, it is neither a recognizable word nor name.

(Armoury 8) If this figure makes a Strength Roll to open a door, it may add +2 to the roll.

(Armoury 12) This weapon does +1 damage against creatures with Armour 13 or higher.

(Armoury 16) This weapon has Magic (3).



(KING OF SPADES)

ENCHANTED HAND WEAPON

The slightly curved blade of this long heavy sword actually grows wider as it nears the top, giving it an unusual weight. It is the hilt of the weapon, though, that mainly draws the eye. Decorated in gleaming bronze plate, the hilt is sculpted to resemble the Lorentian eagle, although with its wings folded. The eyes of the eagle are picked out with tiny sapphires. Four more sapphires decorate the ends of the small crossguard. The weapon comes in a matching sheath of dark leather with bronze fixtures. The bronze band at the top of the sheath is engraved with the crest of Vyllen, one of the minor Lorentian noble houses.

(Armoury 6) This weapon does +1 damage when fighting against Large creatures.

(Armoury 8) This weapon has Magic (4).

(Armoury 18) If a ranger carries this weapon on a mission, he gains +3 Recruitment Points.

(QUEEN OF SPADES)

ENCHANTED DAGGER

This short dagger features two thin blades rising out of the same hilt, one virtually on top of the other. Engraved onto the outside of each blade is the constellation known as ‘the twins’. The hilt itself has been crafted to resemble two, highly stylized human bodies intertwined, so that their heads are held together and the hands of one are on the back of the other. Strangely, all four hands feature six fingers. The dagger comes in a sheath carved entirely out of a single piece of wood, featuring a carved pair of snakes winding their way up it. When the knife is in the sheath, the open mouths of the two snakes sit just below the toes of the two people. The overall effect is somewhat disturbing.

(Armoury 8) This dagger counts as magic and gives Fight +2 when the wielder is in combat with snakes or serpents.

(Armoury 20) Once per mission, if a figure carrying this dagger is poisoned, it may negate that poison as a free action.



(JACK OF SPADES)

ENCHANTED SHIELD

This large kite shield is mainly constructed of wood, but with a heavy iron band around the edges. The front of the shield features a beautifully painted image of three ships on the ocean. As the bearer quickly discovers, this shield slowly heals itself of any damage taken, including the image. Minor cuts take a few hours, while full holes or missing pieces can take a couple of days. On the inside of the shield, just below the arm, sit two small throwing darts, with heavily weighted tips. The bearer of this shield may also carry two throwing knives without those throwing knives taking up item slots.

(Armoury 16) If this shield is carried during a mission that does not allow full healing between scenarios, the bearer gains back 1 more point of Health than is normally allowed.

(TEN OF SPADES)

ENCHANTED BOW

This bow is made not of wood, but some light, flexible unidentifiable metal. It gleams like polished steel, but doesn't weigh nearly enough actually to be steel. The outside of the bow features numerous, masterfully etched bunches of grapes, connected by a thin, snaking vine. The grip is black leather, with golden wire wrapped round to hold it in place. The bow string is composed of finely wound golden hair, possibly human. Whenever the bow is fired, instead of the normal 'snap', it makes a sound like a single, soft, musical note.

(Armoury 6) Once per scenario, a figure carrying this weapon may add +1 to any Leadership Roll. This ability may be used after the Leadership Roll has been made.

(Armoury 9) Once per scenario, a figure carrying this weapon may add +1 to any Will Roll. This ability may be used after the Will Roll has been made.

(Armoury 18) If this bow is carried by a figure with the Evade Heroic Ability, then that figure may make a 3" move when using Evade, instead of the normal 1".



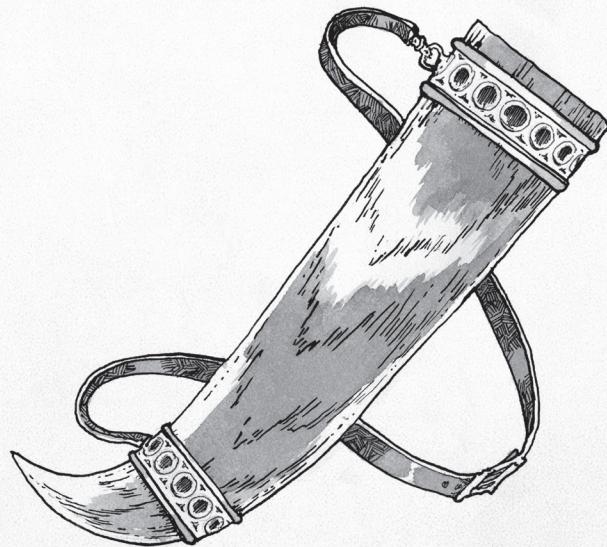
(NINE OF SPADES)

ENCHANTED STAFF

This staff is constructed out of unstained mahogany. Carefully burned into the wood, in a nearly extinct Lorenthian language, is the line 'This way to the Scarch'. A map has been carved into the rest of the surface of the staff, filled with numerous points of reference such as mountains and rivers, and a clearly marked path running through it all. Unfortunately, none of these landmarks conform to any known place, and even Lorenthian survivors have never heard of a place called 'the Scarch', if indeed it is a place.

(Armoury 6) Once per scenario, a figure carrying this weapon may add +1 to any Navigation Roll. This ability may be used after the Navigation Roll has been made.

(Armoury 16) When the bearer of this staff is the target of a shooting attack from a bow or crossbow, it receives +1 Armour for that attack only.





(EIGHT OF SPADES)

ENCHANTED QUIVER

This quiver is made out of a single, hollowed-out horn or tusk. It curves slightly, but remains straight long enough for arrows to sit comfortably within. Two narrow bands of gold have been worked into the horn near the top and bottom to attach the straps. Each of these bands is decorated with engraved circles. In the midst of each circle is a tiny garnet. The straps are composed of dark leather, and fitted with a small, golden buckle. Inside the quiver, there is also a little leather pocket that has been affixed to one side, just big enough to hold a tiny trinket. It currently contains a small silver flower that was probably worn as an earring.

(Armoury 8) Once per scenario, the wearer of this quiver may fire an arrow that does +2 damage against animals. This decision must be made before the dice are rolled.

(Armoury 18) The silver flower is an enchanted charm. If it is kept in the quiver, it does not take up an item slot. If it is carried by someone who does not have the quiver, it does take up an item slot. Either way, if the figure possessing the charm has the Hand of Fate Heroic Ability, it receives +1 to the roll when using Hand of Fate to make a re-roll.

(SEVEN OF SPADES)

ENCHANTED HAND WEAPON

This shining silver mace features a ball on top with numerous razor-sharp points, like a star radiating in all directions. The shaft is octagonal, and each of the eight sides contains a phrase etched into the metal. These are written in the common alphabet, but the words appear to be meaningless gibberish or come from some other language altogether. The handle is wrapped in soft black cloth which is worn and starting to come away. The pommel has a large, beautifully cut, and highly polished lapis lazuli.

(Armoury 4) Underneath the cloth of the handle is a little cavity, just big enough for a tiny



vial. It currently holds a Potion of Heroism. A figure carrying this weapon may always carry a Potion of Heroism without it taking up an item slot.

(Armoury 14) This weapon has Magic (4).

(Armoury 24) Once per scenario, if this weapon causes damage that leaves the target with a current Health score of 1, it immediately inflicts an additional 1 point of damage.

(SIX OF SPADES)

ENCHANTED HAND WEAPON

Upon drawing this longsword from its sheath, the observer is immediately drawn to a narrow crystal shaft that runs nearly the entire length of the blade. The crystal is set below the metal, so that when blocking another blade, the crystal will not be hit. As the sword is moved around, it becomes clear that there is some kind of liquid within the crystal. This liquid is unusually heavy, and when the blade is swung, the liquid rushes to the top and adds power to the attack. Etched into the blade near the hilt is the word 'Starfire', written in an ancient language that is no longer spoken. The hilt itself is round and wrapped in red leather. A slender guard curves out from the top of the hilt to protect the fingers as the weapon is used. The weapon's sheath is composed of red leather, with gold decoration at the top and bottom.

If a figure is wielding this weapon in a combat, and both combatants roll natural '1's for their Fight Rolls, then the crystal inside the blade has cracked, and both figures are showered in a heavy, poisonous liquid metal. Both figures should make immediate Health Rolls (TN30) or immediately suffer 3 points of damage and be poisoned. The weapon immediately loses all of its special properties and becomes a generic hand weapon.

(Armoury 2) This weapon does +1 damage.

(Armoury 16) This weapon has Magic (2).

(Armoury 22) This weapon always counts as magic when fighting undead in scenarios set outside of the Shadow Deep.



(FIVE OF SPADES)

ENCHANTED SHIELD

This ‘shield’ is really an extra-heavy piece of forearm armour that runs from the elbow all of the way over the hand. A short, thick, punch-dagger is built into the end of the hand allowing it to be used offensively as well. While the outside plate is understandably criss-crossed with numerous scars and dents, the inner fold is mostly untouched. Etched into this portion of the metal is a list of half-a-dozen battles that were fought in the Tollowian Principalities around sixty years ago.

A figure carrying this shield also counts as carrying a dagger, which does not take up an item slot.

(Armoury 8) Tucked into the inside of the shield, between the padding and the metal, is a folded and brittle piece of parchment containing a poem, or possibly prayer, written in one of the rarer Tollowian languages. The figure carrying this shield receives +2 to the first Will Roll it makes in each scenario.

(Armoury 18) Once per scenario, when the figure carrying this shield activates, it may claim +2 Armour. This bonus lasts until its next activation.

(FOUR OF SPADES)

TWO-HANDED WEAPON

The head of this extremely heavy axe has a wide curved blade on one side and a mallet head on the other. Impressed into one side of the head, in small copperplate letters, are the words ‘Door Breaker’, written in the common language. The shaft is composed of strong hardwood, stained almost black. On either side, small Alladorean stars have been carved into the wood, and gold leaf foil pressed into them. Below each star, three golden tacks have been pressed into the wood, so only their round heads can be seen. The bottom of the shaft includes a steel handle wrapped in leather.



The axe smells faintly of some floral mixture, as though perfume had been poured over it at some point in the past.

(Armoury 6) This weapon does +1 damage (for a total of +3 since it is a two-handed weapon) against undead creatures.

(Armoury 10) This weapon grants the user +2 to all Strength Rolls made for the purposes of opening a door.

(Armoury 14) This weapon has Magic (4).

(Armoury 24) If this weapon every reaches Magic (0), and then reduces an undead creature to 0 Health, it automatically gains Magic (1).

(THREE OF SPADES)

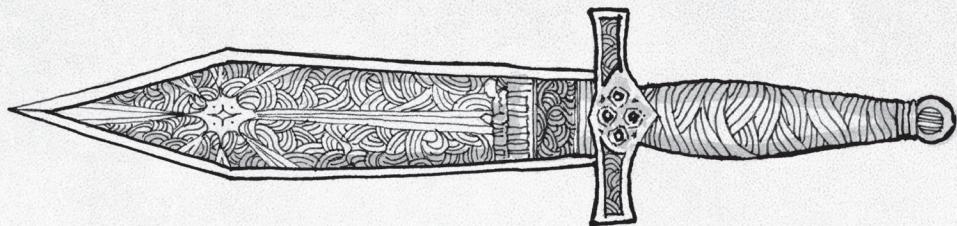
ENCHANTED DAGGER

This small silver dagger is a work of art. Much of the blade is covered in intricate artwork of black and gold. On one side is a scene of a star shining down upon a man apparently on his death bed. On the reverse is a similar scene, except that the man has risen and holds his arms aloft to the star. Both scenes are crowded with intricate golden swirls. The hilt of the dagger is also silver and gold. Four small, red topaz set in a diamond pattern decorate the hilt, in the centre of the short crossguard. The dagger rests inside a matching sheath, again decorated in expertly crafted golden swirls.

This weapon is silver, and is thus more effective against creatures that are allergic to silver, such as werewolves.

(Armoury 18) If the figuring carrying this dagger casts Heal, then the target regains 6 points instead of 5.

(Armoury 26) If the figure carrying this dagger is reduced to 0 Health, it gains +1 on its Survival Roll. This is not cumulative with the optional +1 already gained by rangers.



(TWO OF SPADES)

ENCHANTED HAND WEAPON

At first glance, this warhammer looks just like any other. Its plain steel head and simple wooden haft give no indication that it is anything other than the kind of weapon that is produced in great quantities by the kingdom's armouries and which might be found in the hands of any guardsman. However, upon closer study, it contains the mark of the Order of Carrion Knights, guardians of cemeteries, catacombs, and mausoleums. When viewed beneath a full moon, tiny runes covering the hammer-head glow with a pale, ghostly light.

(Armoury 8) This weapon does an additional +1 damage against undead.

(Armoury 20) When the figure wielding this weapon uses the Halt Undead Heroic Ability, it affects all undead within 12".

