

A TABLETOP ADVENTURE GAME



RANGERS
OF
SHADOW DEEP

BLOOD MOON

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY



RANGERS OF SHADOW DEEP



BLOOD MOON

A MISSION FOR LEVEL 0-5
OR LEVEL 6-10 RANGERS

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INTRODUCTION

Thanks for picking up *Blood Moon*, the first micro-supplement for *Rangers of Shadow Deep*. This booklet contains a single mission with a single scenario, in which the rangers are called upon to investigate the scene of a werewolf attack, in the hopes of rescuing any survivors, identifying the guilty party, and destroying the threat. Unfortunately, the rangers will not get to work with all of their regular companions in this mission; instead, they will be joined by a group of local auxiliary fighters, one of whom might just be the werewolf...

This mission is designed to work for rangers that are either level 0–5 or level 6–10. To play with higher-level rangers, simply use the Blood Moon Event Cards II Table as this will make for a more challenging game.

As always, pop onto the *Rangers of Shadow Deep* Facebook page, or your favourite group or forum and let us know how the scenario went for your ranger!





COMPANIONS

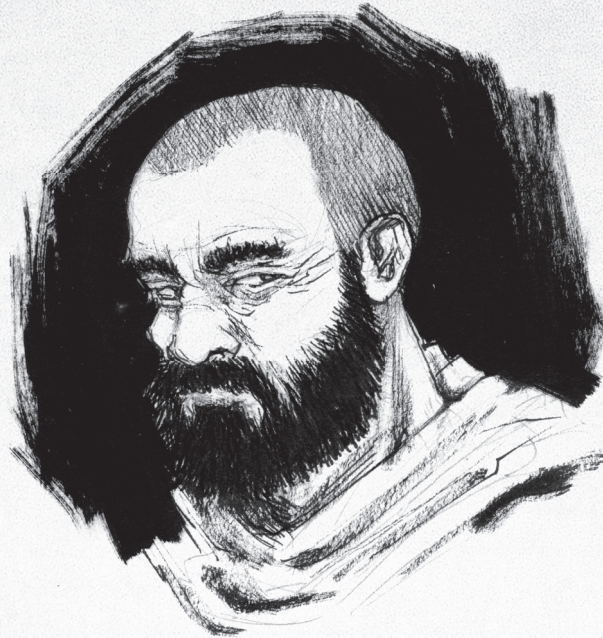
The rangers do not have access to their full complement of companions for this mission. Instead, refer to the chart below to see how many companions they can take, and the maximum Recruitment Points they can spend.

In addition to their normal companions, the rangers also receive the four auxiliary companions listed below. These auxiliary companions follow all of the normal rules with two important exceptions. Auxiliary companions may not interact with clue markers. If one moves next to a clue marker, nothing happens. Additionally, if an auxiliary companion is reduced to 0 Health during the game, lay the figure on its side, but leave it on the table.

The players should decide amongst themselves which player will control which auxiliary companions.

Number of Players	Total Recruitment Points Calculation	Maximum Number of Companions
1	= (BRP x 0.7)	3
2	= (BRP x 0.3)	1
3	10	1
4	0	0

* BRP = Base Recruitment Points



AUXILIARY COMPANIONS

All of the auxiliary companions have been given a Recruitment Point cost. This is not relevant for this mission, but can be used if players want to include them in future missions.

SEB

A hulking bear of a man, Seb spent most of his life as a lumberjack in the forest of Nar. Once the Shadow Deep appeared, however, he shouldered his axe and joined up. He is very dishevelled looking and his clothes are badly torn.

Seb						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	10	+2	14	Two-Handed Weapon, Strength +4	



COVIN

Covin served in the standard army until he lost three fingers on his left hand in a knife fight. He had been living in retirement for several years before the Shadow Deep appeared, and he once again picked up his sword.

Covin						RP	15
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+1	12	Hand Weapon, Light Armour, Leadership +3, Perception +3	

NICOLAN

The fifth son of an aristocratic family, Nicolan failed at every trade his family set up for him. The coming of the Shadow Deep was almost a blessed excuse for him to escape from his family and strike out on his own. Nicolan is noticeably better dressed than the others, and wears several expensive rings on his fingers. His smile is marred by a missing tooth.

Nicolan						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	11	+1	12	Hand Weapon, Dagger, Light Armour, Ancient Lore +3, Armoury +3, Read Runes +2	



ORLA

At just eighteen years old, Orla is young to be serving in the auxiliary, but in this time of crisis, anyone who can shoot a bow or wield a sword is welcome to join. Despite her youth, striking red hair, and slender build, Orla is an experienced hunter.

Orla						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+2	11	+3	10	Bow, Quiver, Dagger, Light Armour, Track +4, Stealth +3	





MISSION I: BLOOD MOON

Your captain summoned you in the middle of the night, and gave you a letter that must be delivered to an army unit camped towards the northern end of the border with the Shadow Deep. With limited time to gather your companions, you set off immediately, racing through the rocky hills and valleys. You sped on through the dawn, and stopped only briefly for a quick meal and rest, before you set off again. Pushing your weary legs onwards, you watched as the sun slowly sank behind the hills. Thankfully a full moon shone in the night sky and helped guide you onward. You were just about to call for another rest, when you stumbled upon a small group of auxiliary troops, huddled around a fire.

The troops looked up at your approach and you saw hope alight on their grim faces. A tall man, well dressed, stood up to speak for the group.

'Your arrival could not be more fortuitous, as we gravely need your help. We are all that is left of a small garrison set to defend High Rock, a little village just over this hill. Last night, a pair of werewolves descended on us. They tore through the village and the rest of our company. We did our best, but we were no match for them. We last saw them heading for the manor house. There might still be survivors, but without help, we have no chance.'

While you were loath to delay your task of delivering the letter, you could not ignore such a call for aid.



MINIATURES

For this mission you will need the following miniatures.

- 2 Werewolves
- 5+ Wolves (or Grim Wolves)
- 4+ Giant Rats
- 5+ Giant Flies
- Giant Snake
- Old Man
- Young Girl
- Young Boy
- 4 Auxiliary Companions

SCENARIO I: CLAW AND FANG

Following the lead of the four auxiliaries, you move quietly over the rocky hill, and look down upon the dark village and looming manor house. Everything is shadows and gloom. For a moment, nothing seems to stir, no wind, no life. Slowly, though, as you study the darkness, you see movement near the manor house and decide to investigate.

SET-UP

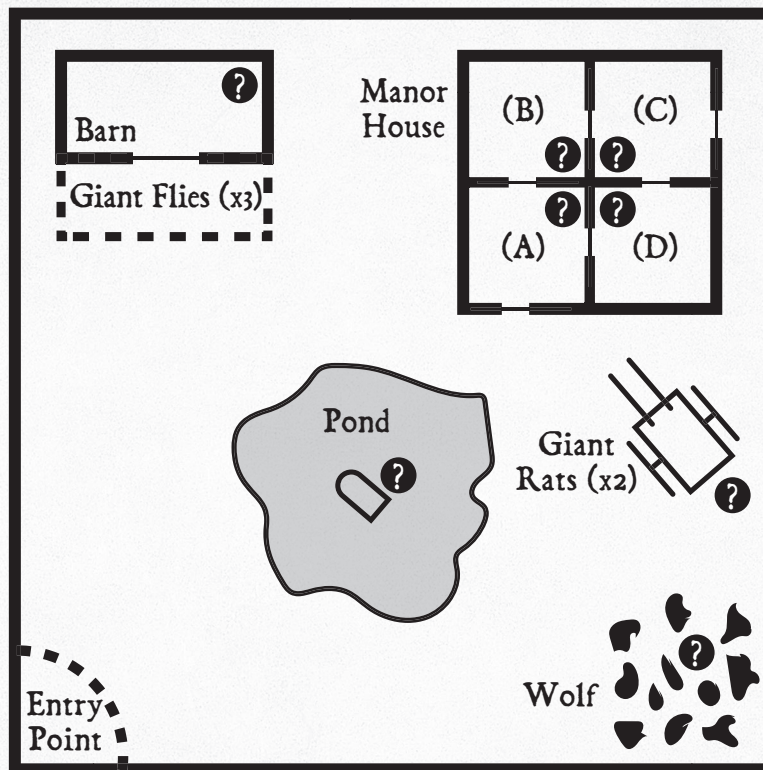
This scenario is played on a 2.5' x 2.5' table. One corner of the table is designated as the player's entry point. In the opposite corner sits a large, square manor house. The manor house is divided into four rooms, each about 5" square. Each room has doors to both of the rooms adjacent to it. Rooms A and C also have doors that lead to the outside. One clue marker should be placed in each room, in the corner where the four rooms meet.

Between the entry point and the manor is a large pond, approximately 12" in diameter. A small boat is floating in the middle of the pond. One clue marker sits in the boat.



In the corner to the left of the entry point stands a barn, with a broken fence marking off a small pen in front of it. Place one clue marker in the corner of the barn furthest from the player's entry area. In the corner to the right of the entry point is a small woodland. Place one clue marker in the centre of the woods. Between the woods and the manor house is a large wagon. Place one clue marker in the wagon.

Place three giant flies in the pen in front of the barn. Place two giant rats in front of the wagon. Place one wolf on the edge of the woods. All of the heroic figures should begin within 6" of their entry point.



THREE OR FOUR PLAYERS

If playing this scenario with either three or four players, the threat-level should be increased. Increase the number of giant flies to four and the giant rats to three, and all of the wolves – both those on the table and those that appear during the game – should be upgraded to grim wolves. Auxiliary companions cannot activate in the Ranger Phase.



SPECIAL RULES

This whole scenario takes place at night, and while the full moon is out, it is still dark. The maximum line of sight for this scenario is 14”.

None of the creatures will activate on the first turn of the game. After this turn, they will activate as normal.

There are eight clue markers in this scenario. These are divided into two groups, ‘Manor House Clues’ and ‘Outside Clues’. Whenever a figure (except an auxiliary companion) moves into contact with a clue marker, its activation ends immediately and it should roll on the appropriate clue marker table. Each result from each table can only be obtained once, so duplicates should be re-rolled. Many of the results on the clue tables will contain a note that looks like this: ‘Increase Investigation Score by 2 (Seb)’. Players should keep a running tally of their Investigation Score during this scenario. If they ever uncover a clue that pushes their Investigation Score to 10 or higher, they should immediately replace the auxiliary companion listed in that note with a werewolf. They should do this even if that figure has been reduced to 0 Health. Once the werewolf has been revealed, the players can cease keeping track of their Investigation Score.

The exterior doors of the manor house are locked. A player must move adjacent to a door, spend an action, and make either a Pick Lock (TN10) or Strength (TN12) Roll to open the door. All of the doors in the house are unlocked and standing open.

The pond counts as deep water. Any figure that moves adjacent to the boat may climb into it as a free action. A figure may paddle the boat at half of its own movement rate.

The barn has one, large open door to its front.

There is no Target Point in this scenario. All creatures outside the house are assumed to have line of sight to all heroic figures outside the manor house. All creatures inside the house are assumed to have line of sight to all heroic figures inside the manor house. Creatures that are inside the manor house, and have no line of sight to heroic figures, will not activate.

Draw one event card during each event phase. If the event deck is exhausted, reshuffle it and keep drawing events; however, if you do this, treat any event containing either the old man or a child as ‘no event’ instead.

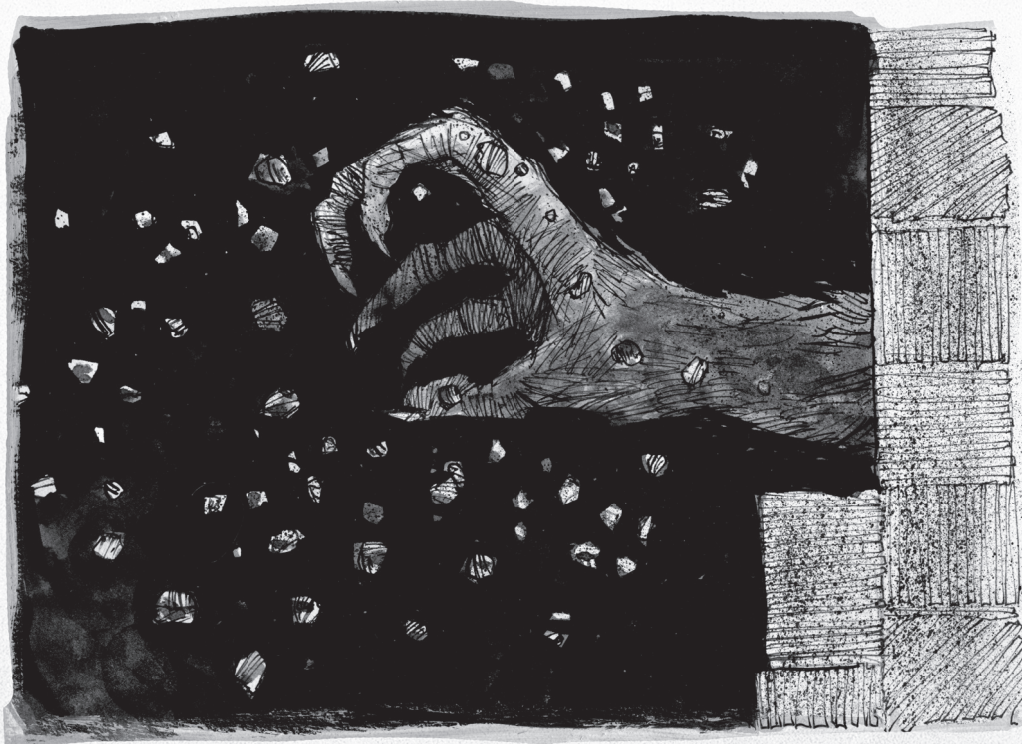


This scenario continues until two werewolves have been killed, or all of the rangers and companions have been reduced to 0 Health. The game also ends immediately if only auxiliary companions remain on the table and the second werewolf has not been revealed.





Outside Clue Table	
d20 Roll	Result
1–4	You discover a corpse that has been savagely mutilated. There is a scrap of clothing clutched in the corpse's bloody hand. Increase Investigation Score by 2 (Seb). Make a Perception Roll (TN6). If successful, the figure is now carrying a treasure token.
5–8	You find a corpse with a long, curved fang embedded in its shoulder. Increase Investigation Score by 2 (Nicolan). Make a Survival Roll (TN6). If successful, Increase Investigation Score by 3, instead of 2.
9–12	You find an old man, cowering under a blanket. Treat this old man as one of your companions for the rest of the scenario. Use the stats for a civilian, but he only has a Health of 8.
13–16	You discover a horribly mutilated corpse. However, some of marks don't seem to have the right number of claw marks. Increase Investigation Score by 2 (Covin).
17–20	You find the body of a dog. Its jaws are filled with long red hairs. Increase Investigation Score by 1 (Orla).





Manor House Clue Table	
d20 Roll	Result
1–4	You find the remains of a man lying in the ruins of a wardrobe. It appears the wardrobe was destroyed by a large axe. Increase Investigation Score by 2 (Seb).
5–8	You find a living, but very scared, little girl hiding under a bed. Treat the girl as a companion for the rest of the scenario. She has the civilian stats, except she has a total Health of 6.
9–12	You find a headless corpse, flung across a bed. From the tan lines on its fingers, you notice that it wore several rings that are missing. Increase Investigation Score by 1 (Nicolan). Make a Perception Roll (TN8). If successful, increase Investigation Score by 2 instead.
13–16	A bloody hand print has been smeared down the wall, seemingly missing a finger or two. Increase Investigation Score by 3 (Covin). Make an Armoury Roll (TN6). If successful, the figure finds a large silver dagger. The figure can use this dagger in place of its normal weapons for the rest of the scenario, even if it has no item slots available, and doesn't normally use a dagger. After the scenario, it may be given to any figure that has an item slot and can normally use a dagger.
17–20	This room is covered in discarded clothes that have been torn out of a wardrobe. All of the clothes are covered in red hairs. Increase Investigation Score by 2 (Orla). Make a Read Runes Roll (TN8). If successful, the figure spots a pair of boots with strange embroidered runes. These are a pair of Boots of Soft Tread. They may be worn by the figure, if it has an item slot available. Alternatively, they may be given to any ranger or companion after the scenario.

OUTCOME AND EXPERIENCE

This scenario ends the mission. If the rangers killed both werewolves, then the immediate threat in the area has ended, and the surviving villagers will be able to rebuild or relocate. The heroes are free to continue their task of delivering the letter. If all of the heroic figures were killed, then they may regroup and make another attempt by playing the scenario again.

Rangers gain the following Experience Points for this scenario.



- +2XP for each giant fly, swamp zombie, wolf and grim wolf killed.
- +10XP for each werewolf killed.
- +20XP for revealing which auxiliary companion was the werewolf.
- +10XP for each auxiliary companion (other than the werewolf) and villager (the old man and children) that is on the table at the end of the scenario.

Blood Moon Event Cards (Level 0–5 Rangers)	
Card Number	Event
Red Ace	Place a werewolf in the barn in the corner opposite the clue marker. If a werewolf has already been placed due to a random event, place a wolf instead.
Red 2	Place a werewolf in Room B in the corner opposite the treasure token. If a werewolf has already been placed due to a random event, place a wolf instead.
Red 3	Place a werewolf in Room D in the corner opposite the treasure token. If a werewolf has already been placed due to a random event, place a wolf instead.
Red 4	A bone-chilling howl echoes all around. All heroic figures must make a Will Roll (TN12) or receive a maximum of one action next turn. Additionally, place a giant rat adjacent to a random corner of the manor house.
Red 5	A bone-chilling howl echoes all around. All heroic figures must make a Will Roll (TN12) or receive a maximum of one action next turn.
Red 6	A swamp zombie crawls up out of the pond. If there are any heroic figures in the pond, or in the boat, place the zombie in combat with a random heroic figure in the pond. If there are no heroic figures in the pond or boat, place the zombie adjacent to the pond at the point closest to a heroic figure.
Red 7	The heroes hear a scream and suddenly see a young boy pop up from under the wagon. Treat this figure as a companion for the rest of the scenario. The boy has the stats of a civilian with a Health of 6.
Red 8	A giant fly explodes out of the mutilated body of an animal nearby. Randomly select one heroic figure. This figure should make a Move Roll (TN14). If successful, place the giant fly anywhere up to 3” away from this figure. If the roll is failed, place the giant fly in combat with the heroic figure.



Red 9	A giant fly explodes out of the mutilated body of an animal nearby. Randomly select one heroic figure. This figure should make a Move Roll (TN14). If successful, place the giant fly anywhere up to 3" away from this figure. If the roll is failed, place the giant fly in combat with the heroic figure.
Red 10	Choose one heroic figure to make an Armoury Roll (TN10). If successful, the figure finds a silver-plated sword lying in the grass. This figure may use this weapon for the rest of the scenario, even if it neither has the item space nor usually uses a hand-weapon. At the end of the scenario, it may be given to any heroic figure that has item spaces and could normally use such a weapon.
Red Jack	Place a wolf in one randomly determined corner of the table.
Red Queen	Place a wolf in one randomly determined corner of the table.
Red King	For a moment, the moon seems to turn a deep crimson colour. Next turn, all wolves, grim wolves, and werewolves receive +1 Fight.

Blood Moon Event Cards II (Level 6–10 Rangers)	
Card Number	Event
Red Ace	Place a werewolf in the corner of the barn opposite the clue marker. If a werewolf has already been placed due to a random event, place a grim wolf instead.
Red 2	Place a werewolf in Room B in the corner opposite the treasure token. If a werewolf has already been placed due to a random event, place a grim wolf instead.
Red 3	Place a werewolf in Room D in the corner opposite the treasure token. If a werewolf has already been placed due to a random event, place a grim wolf instead.
Red 4	A bone-chilling howl echoes all around. All heroic figures must make a Will Roll (TN14) or receive a maximum of one action next turn. Additionally, place a giant rat adjacent to a random corner of the manor house.
Red 5	A bone-chilling howl echoes all around. All heroic figures must make a Will Roll (TN14) or receive a maximum of one action next turn. Additionally, place a giant rat adjacent to a random corner of the manor house.



Red 6	A pair of swamp zombies crawl up out of the pond. If there are any heroic figures in the pond, or in the boat, place both zombies in combat with a heroic figure. If there are no heroic figures in the pond or boat, place the zombies adjacent to the pond at the point closest to a heroic figure.
Red 7	The heroes hear a scream, and suddenly see a young boy pop up from under the wagon. Treat this figure as a companion for the rest of the scenario. The boy has the stats of a civilian with a Health of 6. Additionally, place a giant rat directly in front of the barn door.
Red 8	A giant fly explodes out of the corpse of an animal nearby. Randomly select one heroic figure. This figure should make a Move Roll (TN16). If successful, place the giant fly anywhere up to 3" away from this figure. If the roll is failed, place the giant fly in combat with the heroic figure.
Red 9	A giant fly explodes out of the corpse of an animal nearby. Randomly select one heroic figure. This figure should make a Move Roll (TN16). If successful, place the giant fly anywhere up to 3" away from this figure. If the roll is failed, place the giant fly in combat with the heroic figure.
Red 10	Choose one heroic figure to make an Armoury Roll (TN10). If successful, the figure finds a silver-plated sword lying in the grass. This figure may use this weapon for the rest of the scenario, even if it neither has the item space nor usually uses a hand-weapon. At the end of the scenario, it may be given to any heroic figure that has item spaces and could normally use such a weapon. Regardless of whether the figure successfully makes the roll, place a giant snake in combat with it.
Red Jack	Place a grim wolf in one randomly determined corner of the table.
Red Queen	Place a grim wolf in one randomly determined corner of the table.
Red King	For a moment, the moon seems to turn a deep crimson colour. Next turn, all grim wolves and werewolves receive +1 Fight.





BESTIARY

GRIM WOLF

With careful handling, a wolf can be taught to hunger for human flesh, a fact that the agents of the Shadow Deep learned long ago. Often these wolves grow larger and more aggressive, and their fur turns a darker shade of grey. The rangers refer to these creatures as grim wolves, and do their best to slay them, wherever they are found.

Grim Wolf						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+3	+0	10	+0	10	Animal	





WEREWOLF

Werewolves are twisted combinations of men and wolves. They occur in two forms. The vast majority of werewolves spend their entire lives in a 'wolf-man' form, and appear to be either born or (perhaps more accurately) bred in the normal fashion. However, it is also possible for a human to be infected by a werewolf, and thus switch between human and werewolf form. This is comparatively rare, as werewolves rarely leave their victims alive. Any figure that is reduced to 0 Health from fighting a werewolf, and survives, has a chance of contracting lycanthropy. See the text box below for full rules.

Werewolves have amazing regenerative powers. Whenever they are activated, they gain back two lost points of Health. However, they also have an intense allergic reaction to silver. Anyone wielding a silver weapon against a werewolf receives +2 Fight and +2 damage in addition to any other bonuses or penalties the weapon normally has.

Werewolves are immensely strong, and thus they do +2 damage in combat. Werewolves are extremely fast and agile and expert climbers. They suffer no movement penalties for climbing.

Werewolf						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	12	+5	18	Infection, Regeneration, Silver Allergy, +2 damage, Expert Climber	



LYCANTHROPY

If a figure is reduced to 0 Health while fighting a werewolf, the player should roll for the figure's survival as normal after the scenario. If the figure survives, the player should immediately make a Will Roll (TN8). If the figure fails this roll, it has contracted lycanthropy, the disease that causes a person to turn into a werewolf. This should be noted on the Ranger Sheet.

Any time a figure with lycanthropy is called upon to make a Will Roll during a scenario, and a 'natural 1' is rolled, that figure should be immediately removed from the table and replaced with a werewolf model. This werewolf is treated as an evil creature using the stats for werewolves given above. If the scenario ends with this werewolf still on the table, it returns to human form and can be used in the next scenario or recruited for further missions. If the werewolf is reduced to 0 Health during the scenario, the figure must roll for survival after the scenario as usual. If it survives, it returns to human form and can participate in the next scenario or be recruited for further missions.

If the ranger goes on a mission, but does not take a companion suffering from lycanthropy, he should roll a die after the mission. On a roll of a 1, the companion disappeared while the ranger was gone and is never seen again. This companion may not be recruited for any future missions.

The only cure for lycanthropy is a brew made from the wolfsbane herb. After any mission, the player may select one figure to search for this herb. That figure should make a Survival Roll (TN18). If successful, it has found one dose of wolfsbane, which it may brew and give to any figure suffering from lycanthropy. The figure with lycanthropy should make a Will Roll (TN10). If successful, the lycanthropy is cured and should be removed from the Ranger Sheet. If the roll is failed, the brew has no effect. The figure continues to suffer from lycanthropy, but may attempt further Will Rolls anytime a wolfsbane brew is consumed.



BLOOD MOON STAT SHEET

COVIN						RP	15
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+1	12	Hand Weapon, Light Armour, Leadership +3, Perception +3	

NICOLAN						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	11	+1	12	Hand Weapon, Dagger, Light Armour, Ancient Lore +3, Armoury +3, Read Runes +2	

ORLA						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+2	11	+3	10	Bow, Quiver, Dagger, Light Armour, Track +4, Stealth +3	

SEB						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	10	+2	14	Two-Handed Weapon, Strength +4	

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



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

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

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

GRIM WOLF						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+3	+0	10	+0	10	Animal	

WEREWOLF						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	12	+5	18	Infection, Regeneration, Silver Allergy, +2 damage, Expert Climber	

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