

A TABLETOP ADVENTURE GAME



RANGERS
OF
SHADOW DEEP

ACROSS THE WASTES

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY



RANGERS OF SHADOW DEEP



ACROSS THE WASTES
(THE RESCUE: PART I)

A MISSION FOR LEVEL 10+ RANGERS

JOSEPH A. MCCULLOUGH

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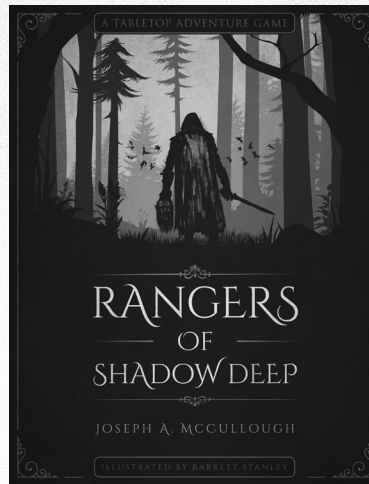
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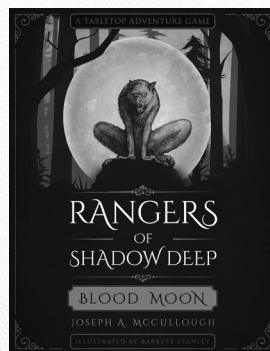
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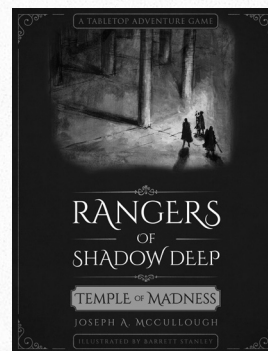
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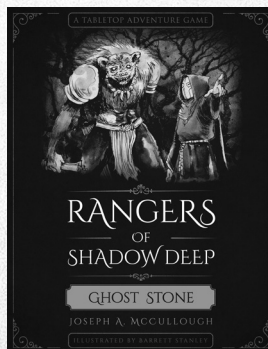
RANGERS OF SHADOW DEEP:
A TABLETOP ADVENTURE GAME



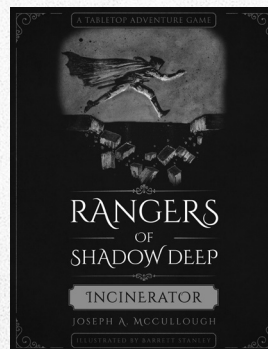
BLOOD MOON



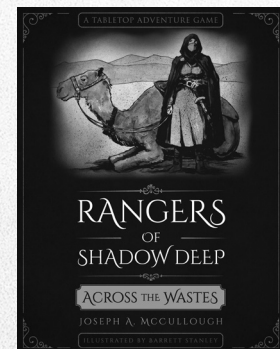
TEMPLE OF MADNESS



GHOST STONE



INCINERATOR



ACROSS THE WASTES



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SPOILER WARNING

First things first, if you have not played and won *Temple of Madness*, you may not want to continue reading. The mission presented in this book follows directly on from the ending in that one. It is not necessary to own or have played *Temple of Madness* to play and enjoy this mission, but it will likely make for a more fun, narrative experience if you play them in order. If you have defeated the dangers in *Temple of Madness*, or are not bothered about playing the missions in chronological order, then read on!





INTRODUCTION

Many thanks for purchasing *Rangers of Shadow Deep: Across the Wastes*. This book is the first of three that together make up a single mission, called 'The Rescue'. If all goes according to plan, each book in the mission will appear within a few months of the one that preceded it. Originally, I had planned to release the whole of The Rescue as just one large collection, but, upon reflection, I thought it would be more fun and more useful for players to release it piecemeal. That way players can get started with the mission sooner, will have more to look forward to, and will not feel overwhelmed by a single mission that is likely to contain a dozen or more scenarios! It also works better for me as a creator, as it helps me focus my attention on one part at a time, trying to make it as good as I can, before moving onto the next.

This is one of the real boons of self-publishing and the PDF / print-on-demand format of the game. Even experienced authors can get daunted by large projects, and the chance to break it into smaller pieces, and get the more frequent dopamine hit that accompanies publication and seeing people enjoy the product, can really aid in motivation.

That's the theory anyway, and I wanted to give it a try. When it's all done, I may decide that it wasn't the best way to approach the project, or maybe the players will declare their preference for less frequent, but bigger books. We shall see!

For now, though, I hope you enjoy this latest entry in the *Rangers of Shadow Deep* series. This book follows on directly from the ending of *Temple of Madness*, where the rangers learned that a Lorenthian prince had survived the destruction of his kingdom, but was held prisoner somewhere in the dark realm. This adventure tells the first chapter in the attempt to rescue him, as the rangers are forced to travel through the desert wastes north of Alladore to discover another entrance to the Shadow Deep. This part of the mission has given me a chance to play with a 'new setting', to introduce new monsters as well as rules for pack camels, and to play with scenario ideas such as a sandstorm.

As always, players should feel free to represent as much, or as little, of this setting on the tabletop



as they wish. If you have a 'sand mat' or, heaven forbid, even a 'sand table', that will be perfect for the scenarios in this book. If not, don't worry too much about it. You can still play on a normal grass matt, with grassy hills posing as sand-dunes, rivers as dry river beds, and rocks... well, still being rocks. The same goes with the monsters. I have introduced several new monsters to bring a bit more flavour to the scenarios. These should be viewed as opportunities: grab a few new miniatures if you want the excuse, just proxy if you don't. Don't worry, though, it's not all new threats; there are many classic Shadow Deep monsters as well.

Also, for no better reason than I thought it would be fun, I have greatly expanded the rules for herbs. There are now 40 different herbs that the rangers can potentially find and use. Rangers can now search for herbs after any scenario, and what they can find depends on where they are! These rules even led to the creation of a new companion, the herbalist. Again, these rules were mostly for my own amusement, so feel free to use them or not!

Across the Wastes is the start of a long and dangerous mission, almost certainly the most dangerous the rangers have attempted. It is a grim tale, and it is likely that not everyone is going to make it. But, to my mind, light always shines brighter in the darkness, and acts of heroism are even more courageous in a dark setting. If you have the chance, come and share the tales of your heroes on the *Rangers of Shadow Deep* Facebook group, or on one of the many forums or news groups where other players hang out. Sharing the adventure, even if you are playing solo, increases everyone's fun.

Many thanks for your continued support, and I'll talk to you again soon!



COMPANIONS

Rangers receive their full complement of companions for this mission. In addition, they receive the auxiliary companions listed below. At least one heroic figure, either a ranger or companion, must be a Lorenthian (see 'New Lorenthia' text box).

AUXILIARY COMPANIONS

For this mission, the rangers receive four auxiliary companions in the form of Arisien, the royal cartographer, Pabrim, the camel handler, and a pair of camels. Players should decide before each scenario which player will control which auxiliary companions. They may be divided among players in any way the players choose, and can be switched around between scenarios, although it makes sense for each camel to be under the control of the player whose figure is 'guiding' it during that scenario, as explained below.

The players receive these auxiliary companions for free and do not have to pay any Recruitment Points for them, nor do they count against the maximum number of companions. So, if you are playing solo, you may still take your ranger, seven companions, Arisien, Pabrim, and the camels.

All of the auxiliary companions are given Recruitment Point costs so that if players want to recruit them for future scenarios they may do so; however these companions are generally only useful in very specific conditions inherent in a scenario.



ARISIEN, ROYAL CARTOGRAPHER

Now in his early fifties, Arisien has held the post of royal cartographer for a little less than a decade. While he is not considered by most to be the greatest mapmaker in the country, nor the greatest surveyor, he possesses a high proficiency in both skills, and combines them with a calm, easy-going manner that makes him a good leader and administrator. In his youth, Arisien was a great traveller and his wealth of academic learning is backed up with a host of practical skills.

Arisien wears the badge of his office, a cloak clasp in the form of a compass rose made of silver and gold. This is actually an enchanted item. Once per mission, Arisien may reroll any failed Will Roll or Navigation Roll. If Arisien is killed, another heroic figure may take this item and use it. It takes up an item slot. It must be returned if the heroes return to Alladore.

Arisien, Royal Cartographer						RP	25
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	11	+4	12	Staff, Magic Compass Rose, Heroic Ability: Parry, Navigation +10, Leadership +5, Ancient Lore +3.	



PABRIM, CAMEL HANDLER

Born in one of the small, unnamed mining villages along the northern border of Alladore, Pabrim grew up staring into the vast emptiness of the desert wastes. Despite the stories of lost expeditions, sandstorms, and horrific creatures, Pabrim longed to explore that seemingly endless sea of sand.

Orphaned as a teenager, and desperate to escape working in the mines, Pabrim joined one of the nomadic trading caravans that passed through his village. For the next decade, Pabrim travelled with the



caravan as it weaved its way back and forth along the northern border, sometimes dipping into the waste to visit a small oasis settlement or to chase a rumour of lost treasure. In those years, Pabrim became an expert at handling camels and surviving in the desert wastes. His caravan, which had become his family, was near to the border with Lorenthia when the Shadow Deep came, and one horrible night soon after, the caravan was attacked by a rampaging group of gnolls. During the chaos and slaughter, Pabrim managed to grab a child, mount a camel, and escape into the wastes. Eventually, the two made it to a large mining town. Pabrim gave the child to the care of a kindly couple, then immediately found the town sheriff and offered his services in the war.

Pabrim is an expert in dealing with camels, and never has to make a roll to guide them. He is also an experienced camel rider, but as none of the rangers possess this skill, and there aren't enough camels anyway, he will not ride a camel during this mission. He is also an expert in desert survival, including water rationing and managing his own personal exertion in the heat. His Survival Skill is normally +5, but increases to +10 when in a desert environment. Pabrim automatically passes any Survival Roll in the desert, if that roll only affects himself.

Pabrim						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+1	11	+3	12	Hand Weapon, Bow, Quiver, Light Armour, Camel Expert, Ancient Lore +3, Navigation +4, Perception +3, Survival +5 (+10 in desert).	



PACK CAMELS

Camels are a common means of transportation in the northern reaches of Alladore, and amongst the nomadic groups that roam the desert wastes. Strong, tough, and capable of travelling long distances with minimal water, they greatly extend the reach that any human could hope to travel in barren regions. Camels are also ornery, stubborn, and liable to spit at or even kick those unused to dealing with them.

To be of any use, a pack camel must be guided. At the start of a scenario, each camel should be assigned to a heroic figure (this cannot be an animal). No figure may be assigned more than one camel. The camel should be placed in base contact with this figure. Whenever the guiding figure is activated, it should make an immediate Leadership Roll (TN8). If this roll is failed, the camel refuses to budge. The figure immediately loses one action. The figure may attempt a second roll, and if successful, the figure and camel may move as normal. If a figure fails a second Leadership Roll in the same turn, make a +1 attack against this figure as the camel attempts to kick it.

If either Leadership Roll is passed, or if the figure is a camel expert and doesn't have to make this roll, then the figure may take its actions as normal. The camel remains adjacent to this figure wherever it moves, although it will not move into combat. A camel will never intentionally move into combat. If a figure fails its first Leadership Roll and decides not to make a second, it may take any action it can normally take, although, if this is movement, the camel will not follow and remains in place.

If a camel has no guide, because its guide was either killed or otherwise moved away, the camel will make one move in a random direction at the end of the turn. The camel may accidentally move into combat with evil creatures this way or move off the table, in which case it counts as having been reduced to 0 Health.

If a camel is reduced to 0 Health during a scenario, it is treated as killed, and no Survival Roll should be made. If a camel is reduced to 3 Health or less during a scenario, then it is too wounded to continue and must be put down; again treat it as killed. If the heroes have any healing magic left over from the scenario just played, they may use it on a camel.



Camels have five item slots. Any figure may spend one action to take an item from a camel, or to swap an item it carries with one on the camel.

Camels automatically pass any Survival Rolls made while in a desert environment.

Camels never count as a supporting figure in combat.

Pack Camel						RP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	11	+5	16	Desert Survival, Pack Animal, Five Item Slots	



NEW LORENTHIA

At the time the Shadow Deep destroyed Lorenthia, over a million-and-a-half people lived in the kingdom. Most of them died in a cataclysmic instant. Yet the blood of Lorenthia wasn't completely wiped out. Some 20–30,000 Lorenthians were outside the kingdom when it fell, most of them in Alladore. Along with the numerous artisans, merchants, travellers, diplomats, and tradesmen, these Lorenthians included one large infantry unit and a unit of rangers who were training with the Alladorean military.

The highest-ranking Lorenthian known to have survived the disaster is Count Gelleck. As a fourth son, he had come to Alladore to train as a diplomat, but with his father and brothers presumed dead, he has adopted his father's title, and done his best to serve as a rallying point to other survivors. In the year of war that has followed the destruction of his home, Count Gelleck has often consulted with King Arethic, offering all the help that he, and the few remaining Lorenthian soldiers, can give.

In repayment for this service, King Arethic has made a huge land grant to 'The People of Lorenthia'. Located in the far south-western corner of Alladore, this land borders both the



forest of Nar and one of the poorer Tollonian Principalities. It is a nearly empty land of gently rolling hills. The soil is not the best, but it will grow crops and feed livestock. Several small groups of Lorenthians have already journeyed to this new land, and recently King Arethic sent a supply convoy, including a group of royal engineers, to help found a new town. There are many amongst the royal council who argued against this move, seeing it as a waste of vital resources that should be devoted to the ongoing war effort, but the young king dismissed their concerns, saying only that he was 'planting seeds'.

Although this 'New Lorenthia' is about as far from the Shadow Deep as it is possible to be in Alladore, no people are more aware of the threat and danger posed by the dark realm. While many families have moved to this new settlement, most of the young, the unattached, and those who have lost everything have offered their services in the war.

During this mission, and all of the missions that make up 'The Rescue', it is important to know which, if any, of the heroes are Lorenthian. Any ranger or companion can be a Lorenthian, simply by noting it on the Ranger Sheet. All Lorenthians receive +1 Will for the duration of the mission. Specific scenarios may also include times when it is beneficial or detrimental to be Lorenthian.



MISSION I: ACROSS THE WASTES





Stepping inside the tent, you see your captain standing behind a camp table with two men you don't recognize. One is tall and thin, dressed in practical travel clothes, but with a gold and silver cloak clasp in the shape of a compass rose. The other is shorter and younger, with an aristocratic bearing and stylish dress, including a cloak of Lorenthian blue. Your captain nods as you enter and immediately introduces the others.

'This is Count Gelleck of Lorenthia, and Arisien, the royal cartographer. They have been working on the problem of the lost prince.'

'A bit less lost that he was before,' says Arisien, pulling a large parchment from a bag and rolling it out on the table. The parchment contains a large scale map of the border between Alladore and the Shadow Deep. 'After carefully studying the star chart brought back by your rangers, we've been able to determine that the prince should be right about here.' Arisien points to a small 'x' that sits in an otherwise blank area of the Shadow Deep, in the north-west corner of the map.

Looking over the map, you shake your head. 'The northern front is completely overrun. An entire army stands between us and any access to the Deep in that area. The few entrances that are open to us are leagues away. We'd never survive such a long journey in the Deep.'

'Giving up before you've started?' asks Gelleck.

Your captain raises a hand to stop your reply. 'The first step in any plan is establishing what is possible and what is not, and it is true that all of the entrances available in Alladore are too far away from the target. However, one of our far scouts has discovered small groups of enemy soldiers emerging from a hole, here.'

Your captain touches another small 'x' on the map, this one firmly in the desert wastes north of Alladore.

'Although it means crossing a large section of desert, and either battling or slipping past whatever enemy forces may be at or guarding the entrance, from this point, it is a much shorter distance to the prince. A small team, travelling fast and light, should be able to make it.' Your captain looks you directly in the eye. 'I know there are a huge number of unknowns in this mission, not the least that we are trusting a "magic mirror" found in enemy territory to tell us that the target even exists. But if there is a chance, even a slim one, that we can save a prince of the house of Lorenthia... well, the King himself has ordered this mission. We must see it done.'

'I would very much like to see a Lorenthian included in this mission,' says Count Gelleck. 'It means more to us than anyone, and their specific knowledge may prove useful.'



Your captain nods. 'Of course, my lord.' He then looks back at you. 'I've also got a man that can help you through the wastes. He's an expert. If anyone can get you to that hole safely, it's him.'

'And I will be coming as well,' says Arisien, looking slightly surprised. 'Though I didn't know that until this minute. This map is mostly blank. It will take an expert navigator to even get within miles of the target point. I can get you there, and maybe I can fill in some of these blanks as I go.'

Again your captain nods. 'It's a grim road you must travel, but so are most of the roads in these times. Gather your men and take what supplies you need. Go as soon as you are able...'

MINIATURES

Arisien

Camels 2

Djinn

Giant Scorpions 3+

Guardian Statue

Humpback

Ogre

Pabrim

Sandblades 5+

Sandflies 6+

Sandhusks 8+

Shadow Knight

Temple Guardians 2

Temple Guardian Archers 2

Skeletons/Skeletal Knights 8+

Skeletal Ogres 2

Vulture

Warden

Zombies 3

Zombie Camels 2+



SCENARIO I: SANDSTORM



It has been two days since you left the last patch of grass and low shrub behind and stepped out into the seemingly endless sands of the desert waste. While the heat and sliding sand have been challenging, it is the dull monotony of the scenery that weighs most heavily. Low dunes, unmarked by any footsteps apart from your own, stretch in every direction, and it has been hours since you have seen so much as a bird in the sky. Pabrim says it'll be another two days, at least, before you reach the Ba'tel oasis, and a further five or six days beyond that before you reach the hole that you hope will take you into the Shadow Deep.

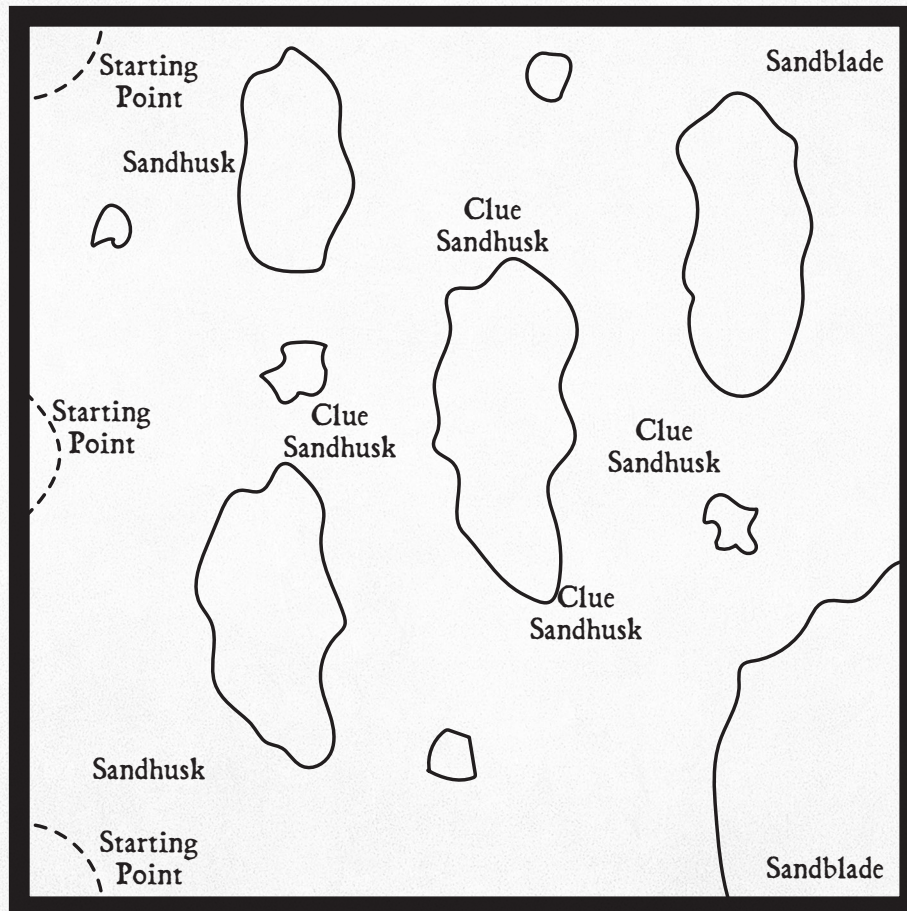
As you trudge onward, your mind begins to wander to battles past and friends lost. You can



feel your mood darkening, but suddenly, you realize this change of mood isn't coming from within. Something else... a feeling, like you are walking through a graveyard.

You look up to a darkening sky; then glance down and see little ripples in the sand. One of the camels grunts loudly. Up ahead, Pabrim has called a halt and is looking around with a puzzled expression.

Then everything seems to happen at once. Pabrim shouts, 'Sandstorm...' before a driving wind carries the rest of his words away. Sand swirls up all around, until you can barely see your companions. Then something erupts from the ground in a geyser of sand and gives a hoarse moan...





SET-UP

This scenario is played on a 2.5' x 2.5' table. One table edge should be designated the hero edge. The opposite edge is the exit edge. The table should be liberally covered with low sand dunes and rocks. Place four clue markers on the table. Each should be 8" from the centre of the table on a line running to the centre point of each table edge.

Assign each of the camels to a guide. Then, treating camel and guide as one figure, randomly divide all of the heroes into three equal groups (or as close as you can get them). Choose one of these groups and place all of the figures in that group within 3" of one of the corners of the hero edge. Randomly select one of the other two groups and place all of those figures within 3" of the other corner of the hero edge. The third group of figures does not start the game on the table.

Place one sandhusk next to each clue marker. Place an additional sandhusk 6" away from each corner of the hero edge on a line running to the centre of the table. Place one sandblade in each of the two corners of the exit edge.



SPECIAL RULES

At the start of the scenario, choose one hero that is on the table to make a Perception Roll (TN20). If successful, place a fifth clue marker directly in the centre of the table.

At the end of the first turn, have one figure in the group of heroes not on the table make a Navigation Roll (TN12). If successful, place all of the figures in this group within 3" of the centre point of the hero edge. If the roll is failed, it may be attempted again at the end of each turn until successful.



The swirling, driving winds of the sandstorm reduce visibility, make communication difficult, and render missile weapon attacks nearly impossible. The maximum line of sight for heroes in this scenario is 12", and all shooting attacks are at -3. This does not include shooting attacks generated by spells.

A figure adjacent to a clue marker may spend an action to examine the marker. Remove the marker from the table and roll on the clue marker table below.

Draw one Event Card during each event phase until the event deck is exhausted. Once exhausted, continue playing the scenario until there are no heroes left on the table, but no new Event Cards are drawn. After the turn in which the last Event Card is drawn, the sandstorm ends. Heroes no longer suffer any of the penalties for the sandstorm noted above.

The target point for this scenario is the nearest clue marker. If there are no clue markers, then the target point becomes the centre point of the exit edge.

Heroes may only exit the table via the exit edge.

Clue Marker Table	
Die Roll	Clue
1–2	<i>See Note 043</i>
3–4	<i>See Note 153</i>
5–6	<i>See Note 229</i>
7–8	<i>See Note 399</i>
9–10	<i>See Note 455</i>
11–12	<i>See Note 524</i>
13–14	<i>See Note 676</i>
15–16	<i>See Note 744</i>
17–18	<i>See Note 811</i>
19–20	<i>See Note 952</i>



Event Cards	
Card Number	Event
Red Ace	Place one sandblade adjacent to the centre point of the exit edge.
Red 2	Place one sandblade in a random table corner.
Red 3	Place one sandblade in the centre of the table.
Red 4	Place one skeleton in combat with a random hero.
Red 5	Place one sandhusk in combat with a random hero.
Red 6	Sandslide! Select one random hero; that hero, and all other heroic figures within 6" of that hero, must make an immediate Acrobatics Roll (TN14) or move 6" directly towards the player edge.
Red 7	Place three skeletons at the centre point of a random table edge.
Red 8	Place one sandhusk in a random table corner.
Red 9	Place one skeleton in combat with a random hero.
Red 10	Place one giant scorpion next to a random clue marker. If there are no clue markers, place it adjacent to the centre point of a random table edge.
Red Jack	Place one zombified camel at the centre point of a random table edge.
Red Queen	Select one random hero. That hero must make an Acrobatics Roll (TN16). If the figure is successful, there is no effect. If it fails, it has become stuck in sinksand. While stuck it may not move and is at -2 Fight. A figure may spend an action to make a Strength or Survival Roll (TN14) to escape. Figures receive +3 to this roll for each friendly adjacent figure.
Red King	Sandslide! Select one random hero; that hero, and all other heroic figures within 6" of that hero, must make an immediate Acrobatics Roll (TN14) or move 6" directly towards the player edge.
Black Ace	No event.



CHALLENGE LEVEL

Add one sandblade at the centre point of the exit table edge. Add four skeletons in the middle of the table.

OUTCOME AND EXPERIENCE

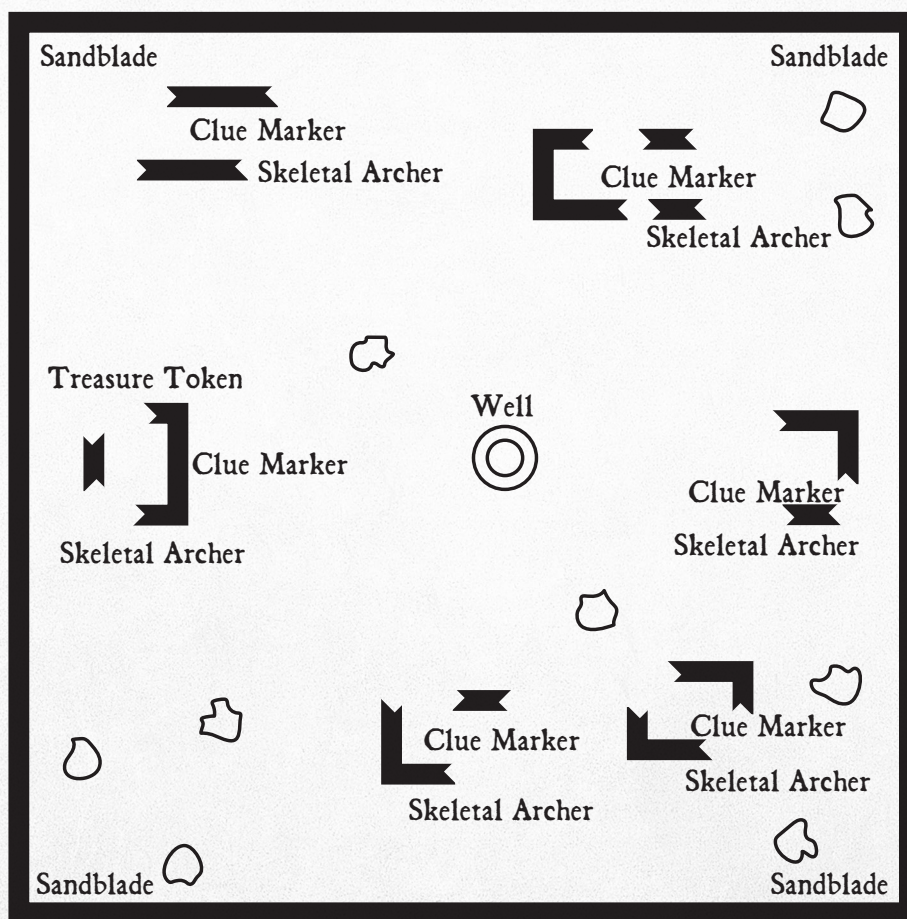
If the heroes survive, they should proceed to Scenario 2. Figures return to their full Health for the next scenario. Players gain the following Experience Points for this scenario, plus any mentioned in the notes.

- +2XP for each skeleton killed.
- +3XP for each sandhusk killed.
- +5XP for each sandblade killed.
- +5XP for zombie camel killed.
- +5XP for each hero that exits the table on the exit edge. (Including camels!)
- +10XP for each giant scorpion killed.



SCENARIO 2: DEADLY OASIS

Having survived the sandstorm and the undead attack, you struggled on towards the Ba'tel oasis. Long ago, a village stood around the well there, though it has now crumbled into ruin so that only isolated walls are left standing. As you trudged along, Pabrim told you stories about Ba'tel and the people that lived there. It seems that long ago, a strange sorcerer made his home there, and, in order to deal with thieves and bandits, he summoned some extra-planar creature, a djinn, to guard the well. Apparently, you can still read inscriptions on some of the walls that relate to this djinn. Thankfully, Pabrim has made several visits to Ba'tel before, and has never seen any sign of the creature, so likely it left long ago...





SET-UP

This scenario is played on a 2.5' x 2.5' table. In the centre of the table, place a well of some sort. Around the well, place six sets of ruins. Each ruin should be about 10" from the well and form a rough circle around it. Each ruin should have a clue marker in the centre of it. Place one treasure marker next to a random clue marker. Place one skeletal archer next to each clue marker. Place one sandblade in each corner of the table.

Place all of the heroic figures within 4" of the well.



SPECIAL RULES

Before the scenario begins, each heroic figure must make a Survival Roll (TN20). Each figure may add +5 to this roll for each pack camel that is still with the party. Pabrim and the pack camels pass this roll automatically. Any figure that fails this roll is suffering from Hunger and Thirst.

At the start of each turn, select one random heroic figure (except camels). That figure hears a strange, persuasive whispering and must immediately make a Will Roll (TN14). If this figure passes the roll, nothing happens. If it fails, as soon as it activates, it must make one move in a random direction. This move counts as its first action. After this it may take any other actions it is entitled to make. If the figure



is in combat, it does not have to make this move. Regardless of whether the figure is in combat or not, if it fails the Will Roll, it is at -1 Fight for the rest of the turn.

At the end of the second turn, place the Djinn of Ba'tel at a random point adjacent to the well. This creature follows all of the normal rules for creatures, with two exceptions. Each Event Card contains a Djinn Spell. If the djinn is on the table when that card is drawn, this spell is cast in addition to any other event listed on the card.

The djinn is completely immune to all forms of damage until its true name is spoken. The pieces of his true name are scattered about the ruins. Many of the clue markers will give players a chance to learn a piece of the djinn's true name. The players should keep a running tally of the pieces of the true name they discover. Once this total reaches ten, one of the heroes automatically shouts the true name. From this point onward, the djinn suffers damage as normal. This scenario ends as soon as the Djinn of Ba'tel is reduced to 0 Health. If the players uncover all of the clue markers, but do not reach ten pieces of the true name, then they have lost the scenario, and have no choice but to retreat off the table.

One Event Card should be drawn in each event phase. Once the event deck is exhausted, continue to play the scenario, but do not reshuffle the deck or draw more Event Cards.

The target point for this scenario is the well.

Clue Marker Table	
Die Roll	Clue
1–3	Make an Ancient Lore or Read Runes Roll (TN8). If successful, gain three pieces of the djinn's true name. Also, <i>see Note 887</i> .
4–7	Make an Ancient Lore or Read Runes Roll (TN10). If successful, gain five pieces of the djinn's true name.
8–10	Make an Ancient Lore Roll or Read Runes Roll (TN6). If successful, gain four pieces of the djinn's true name. Also, <i>see Note 699</i> .
11–13	Make an Ancient Lore Roll or Read Runes Roll (TN6). If successful, gain two pieces of the djinn's true name.
14–17	Make an Ancient Lore Roll or Read Runes Roll (TN8). If successful, gain three pieces of the djinn's true name.
18–20	Make an Ancient Lore Roll or Read Runes Roll (TN8). If successful, gain three pieces of the djinn's true name. Also, <i>see Note 078</i> .



Event Cards	
Card Number	Event
Red Ace	Place a zombified camel in a random table corner. Djinn Spell: the heroic figure with the highest current Fight Stat (rolling for ties) must make a Will Roll (TN16) or suffer -1 Fight for the rest of the scenario.
Red 2	Place two skeletal archers adjacent to the well, as close to a heroic figure as possible. Djinn Spell: the heroic figure with the highest current Fight Stat (rolling for ties) must make a Will Roll (TN16) or suffer -1 Fight for the rest of the scenario.
Red 3	Choose one heroic figure that is within a set of ruins. If no heroic figure is, select any heroic figure. That figure hears a beautiful, enchanting song that fills its heart with courage. This figure regains 5 Health, and receives +2 Will for the rest of the scenario. Djinn Spell: select one heroic figure wearing non-enchanted heavy armour. That armour suddenly rusts and becomes brittle. It now only provides +1 Armour (instead of +2). Otherwise, all of the normal rules apply to it. This effect is permanent. If no hero has heavy armour, ignore this spell.
Red 4	Place one giant scorpion in the centre of a random table edge. Djinn Spell: select a random heroic figure. One non-magic and non-enchanted weapon carried by that figure is destroyed. The player may choose which weapon, if there is more than one possibility.
Red 5	Place one sandhusk in the centre of a random table edge. Djinn Spell: select the hero with the highest current Move Stat (rolling for ties). That figure must make a Will Roll (TN16) or have its Move reduced by -2 for the rest of the scenario.
Red 6	Place one skeletal knight in the centre of a random table edge. Djinn Spell: select the hero with the highest current Move Stat (rolling for ties). That figure must make a Will Roll (TN16) or have its Move reduced by -2 for the rest of the scenario.



Red 7	<p>Select one heroic figure. That figure suddenly realizes it has the perfect shot. It receives +3 shoot for the rest of the turn.</p> <p>Djinn Spell: select the hero with the highest current Health (rolling for ties). That hero must make a Will Roll (TN18) or suffer 4 points of damage.</p>
Red 8	<p>The players may select one evil creature, and move it 6” in any direction. This can include a creature that is currently in combat. It must otherwise be a legal move and may not move a creature off of the table.</p> <p>Djinn Spell: select the hero with the highest current Health (rolling for ties). That hero must make a Will Roll (TN18) or suffer 4 points of damage.</p>
Red 9	<p>Place two skeletons in the centre of a random table edge.</p> <p>Djinn Spell: select a random heroic figure. One non-magic and non-enchanted weapon carried by that figure is destroyed. The player may choose which weapon, if there is more than one possibility.</p>
Red 10	<p>Place a vulture in a random table corner. This vulture is always considered to be in the air. Only figures that can fly can move into combat with it. Though it can move into combat with any figure. Otherwise, it may only be attacked by shooting attacks.</p> <p>Djinn Spell: select one heroic figure wearing non-enchanted heavy armour. That armour suddenly rusts and becomes brittle. It now only provides +1 Armour (instead of +2). Otherwise, all of the normal rules apply to it. This effect is permanent. If no hero has heavy armour, ignore this spell.</p>

CHALLENGE LEVEL

Add one giant scorpion in a random table corner during set-up. Increase the pieces of the djinn's true name required to 11.



OUTCOME AND EXPERIENCE

If the heroes defeat the djinn, then they are all healed back to their starting Health, and all Hunger and Thirst is removed. If the heroes lose this scenario, they either regain 3 Health or heal up to Health 9, whichever is higher. In addition, any levels of Hunger and Thirst that they had going into the scenario carry on to the next.

Players gain the following Experience Points for this scenario.

+2XP for each skeleton, skeletal archer, or skeletal knight killed.

+3XP for each sandhusk or vulture killed.

+5XP for each sandblade killed.

+5XP for zombie camel killed.

+10XP for each giant scorpion killed.

+20XP for killing the Djinn of Ba'Tel

+3XP for each piece of the true name of the djinn discovered.



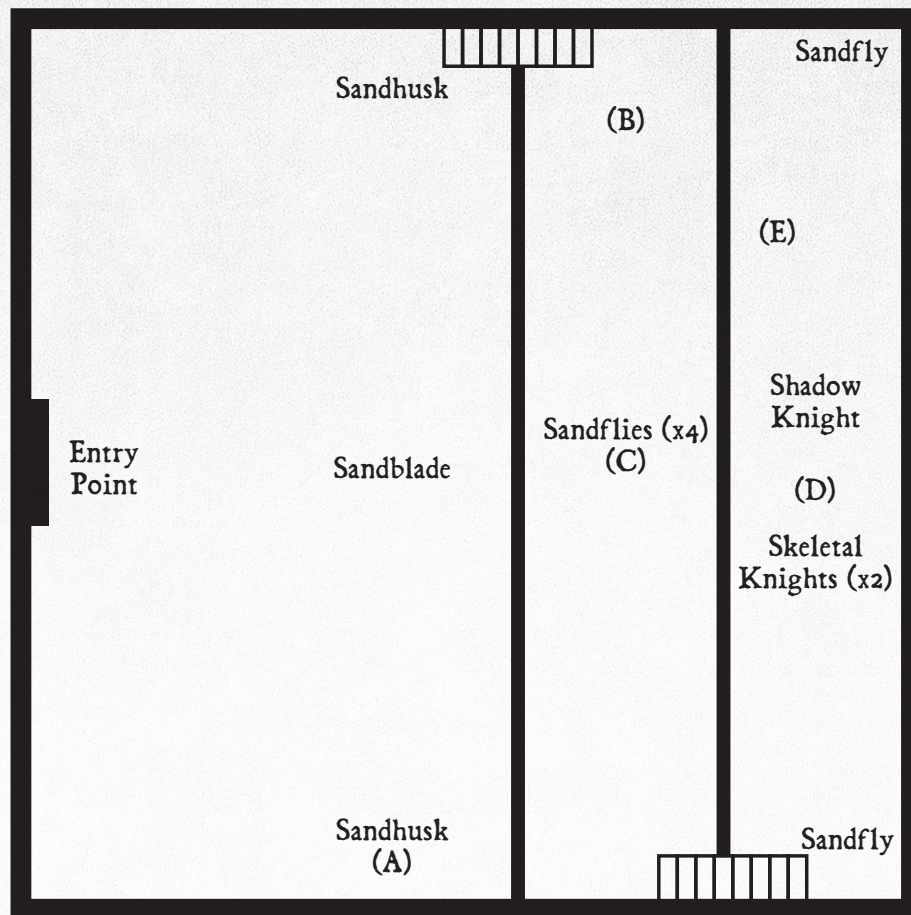
SCENARIO 3: THE SAND TOWER

With the Ba'Tel oasis now several days behind, the long, punishing journey through the waste is taking its toll on the party. Every day you cover a little less ground than the day before, and the number and length of rest breaks increase. Still, you push on, driven by your duty and the hope that you might make a difference in this desperate war.

As you struggle and gasp your way to the top of another sand dune, you pause in confusion. In the distance, something large and black points to the sky, like a tower, but standing at an uneasy angle. According to the maps and your guide, there shouldn't be anything in this part of the waste.

You move closer, and it becomes clear that it is, in fact, an ancient stone tower, battered and broken. Although there has been no wind for some time, you can see small clumps of sand spilling and dripping from the stones.

Halting within a few dozen yards of the tower, the party gathers round and discusses the situation. Seemingly this has nothing to do with your journey, and is likely better avoided. However, just as you are about to go around, you hear a desperate scream come from somewhere high up in the tower. Then there are shouts... shouts with a very noticeable Lorenthian accent...



SET-UP

This scenario is played on a 2.5' x 2.5' table, which is divided into three distinct sections. Essentially, the tower is leaning at about a 60-degree angle. Along with the ground floor (level 1), there are two partial floors (levels 2 & 3) projecting out of the walls. Level 1 is 2.5' wide and 20" across. Both level 2 and level 3 are 2.5' wide and 8" across.

Place a door to mark the player entry point in the centre of the long table edge of level 1. In the far left-hand corner of level 1, as seen from the door, place a ladder up to level 2. Place Point of Interest



A in the far right-hand corner of level 1. Place one sandhusk next to the ladder and another next to Point of Interest A. Place one sandblade equidistant between the two sandhusks.

On level 2, place Point of Interest B, a pile of skulls, a few inches from the top of the ladder up from level 1. In the exact centre of this level, place Point of Interest C, which lies amidst a small pile of corpses. Place four sandflies around these corpses. Place a ladder running up to level 3 against the table edge on the opposite side to the ladder coming up from level 1.

On level 3, place one sandfly in each table corner. Place a large, dark crystal in the middle of this level. This is Point of Interest D. Adjacent to the crystal, on the side with the ladder, place two skeletal knights. On the opposite side of the crystal, and a few inches back from it, place a Shadow Knight. A couple of inches behind the Shadow Knight, place a bound captive, Point of Interest E.





SPECIAL RULES

Before the scenario begins, each heroic figure must make a Survival Roll (TN20). Each figure may add +5 to this roll for each pack camel that is still with the party. Pabrim and the pack camels pass this roll automatically. Any figure that fails this gains an additional level of Hunger and Thirst.

If the party still contains any camels, they must be left outside the tower. If they are left unattended, they immediately count as killed. Alternatively, one heroic figure, other than an animal, can be left to care for them. This hero will not enter the table during the game. This figure gains 1 Progression Point for this scenario.

Finally, before beginning, select one member of the party (that isn't looking after the camels) to make a Stealth Roll (TN16). If this roll is passed nothing happens. If it is failed, move the sandhusks and sandblades on level 1 directly towards the doorway 6" and add a pair of skeletons at the foot of the ladder. Then choose one figure in the party to make a Tracking Roll (TN16). If successful, every heroic figure may make one free shooting attack, or move 3" before the game begins.

To move between levels, a figure can either move up a ladder, which costs no additional movement, or climb the walls. To climb the walls, a figure must be adjacent to the wall, spend an action (which can be a move action) and make a Climb Roll (TN14). If successful, move it up to the next level. If it fails, the figure falls, takes 2 points of damage, and its activation ends immediately. Figures that can fly do not have to make a Climbing Roll and can move between levels simply by being adjacent to the level and spending an action.

No figure may draw line of sight between levels during this scenario. The sandflies on level 2, and the shadow knight and skeletal knights on level 3, will not activate until a hero sets foot on their level, at which point they will activate as normal. Note that the sandflies on level 3 will activate as normal.

Any figure adjacent to a point of interest may spend an action to investigate. It should immediately read the appropriate note:

Point of Interest A (Wall Carving) – *see Note 091.*

Point of Interest B (Pile of Skulls) – *see Note 313.*

Point of Interest C (Pile of Corpses) – *see Note 588.*



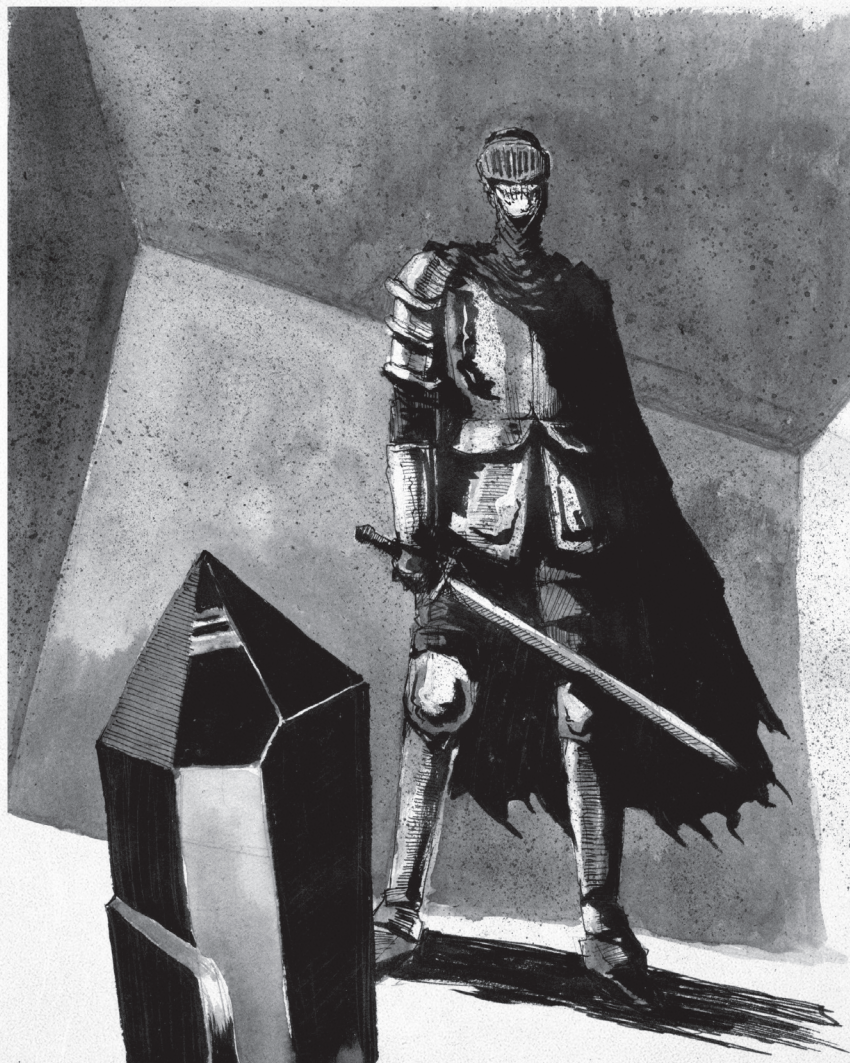
Point of Interest D (Black Crystal) – *see Note 715.*

Point of Interest E (Bound Captive) – *see Note 902.*

At the end of each turn, draw a card from the event deck. If the event deck is exhausted continue to play the scenario, but draw no more cards.

If there are no creatures on the table at the end of a companion phase, the players may end the game at that point and not draw an Event Card that turn. Otherwise, continue to play the scenario until there are no heroes left on the table.

The target point for this scenario is the nearest hero.



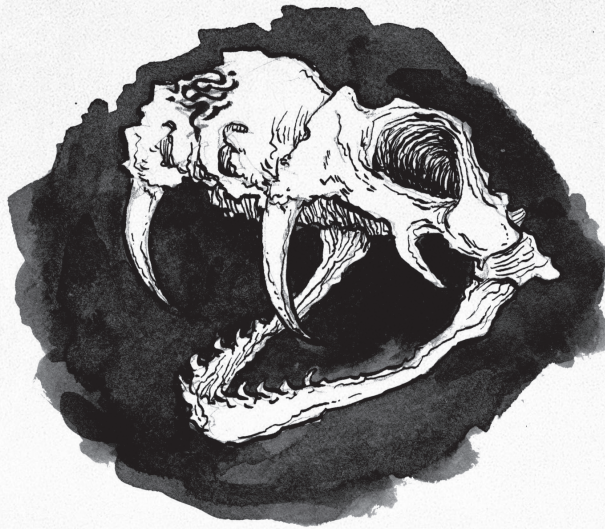


The Sand Tower Event Cards	
Card Number	Event
Red Ace	If any hero figure has been on level 2 during the game, immediately place three zombies next to the pile of corpses (Point of Interest C). If no hero has been on level 2, place two skeletons adjacent to the doorway.
Red 2	The entire tower shakes. All heroes on levels 2 or 3 must make a Move Roll (TN14). They may add their Acrobatics Skill to this roll. Any figure that fails is moved 3" towards the edge to the level below. If this moves it off the edge, it falls and takes 4 points of damage.
Red 3	The entire tower shakes. All heroes on levels 2 or 3 must make a Move Roll (TN14). They may add their Acrobatics Skill to this roll. Any figure that fails is moved 3" towards the edge to the level below. If this moves it off the edge, it falls and takes 4 points of damage.
Red 4	Roll randomly between the two ladders. This ladder suddenly breaks. Remove it from the table. Any figure on the ladder must make an Acrobatics Roll (TN10) or take 2 points of damage.
Red 5	Place two skeletons adjacent to the doorway.
Red 6	Select a random hero. That figure is struck by visions of horror and must make a Will Roll (TN12) or receive no actions the next time it activates.
Red 7	Select a random hero. That figure is struck by visions of horror and must make a Will Roll (TN12) or receive no actions the next time it activates.
Red 8	Place a tortured soul in the middle of level 1.
Red 9	The players may select one enemy figure on level 2 or level 3. The floor collapses underneath it. Move it down to the next level, and it takes 4 points of damage.
Red 10	The floor collapses under a random hero on level 2 or 3. This figure must make an Acrobatics Roll (TN12) or take 4 points of damage and be moved down to the next level.
Red Jack	Place a sandfly in a random table corner.
Red Queen	Place a sandfly in a random table corner.
Red King	A stone falls from the ceiling. Select a random figure – hero or creature – and make a +2 shooting attack against it, doing +2 damage.
Black Ace	If a figure was left outside with the camels, a skeleton attacks that figure. Run a fight to the death between that hero and the skeleton. If the hero wins, he gains 1 progression point. If he loses, any camels he was watching are reduced to 0 Health. If no figure was left outside with the camels, place one skeleton adjacent to the doorway.



CHALLENGE LEVEL

Add one extra sandhusk next to each of the other sandhusks on level 1. Add two additional skeletal knights to the two already there on level 3.



OUTCOME AND EXPERIENCE

Regardless of the outcome of this scenario, the heroes should proceed to Scenario 4.

Players gain the following Experience Points for this scenario:

- +2XP for each sandfly, skeleton, skeletal knight and zombie killed.
- +3XP for each sandhusk killed.
- +5XP for each sandblade killed.
- +10XP for removing the tortured soul.
- +10XP for killing the shadow knight.
- +10XP if any hero moves into contact with the black crystal (Point of Interest D).
- +20XP if the players end the game because there are no creatures on the table.

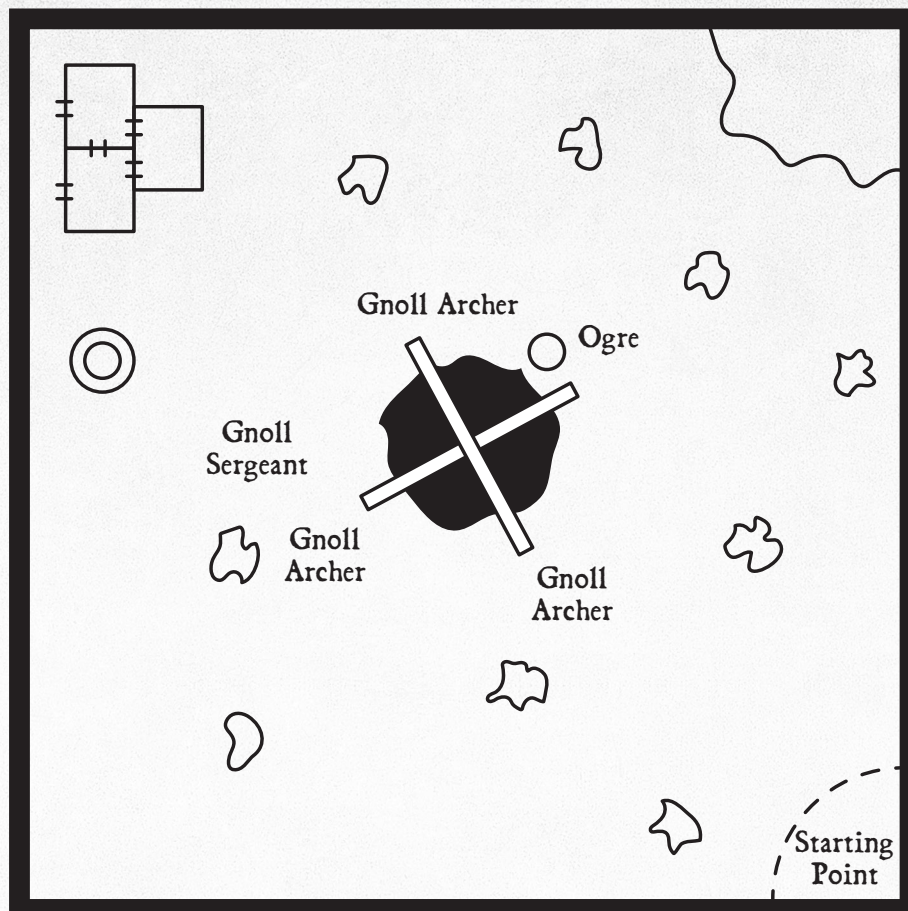


SCENARIO 4: THE HOLE

Many days have passed since you left the tower behind, and the journey has been one continuous agony, even to rangers who are used to toil and hardship. But now, at last, you are nearing your goal. The endless sand dunes have given way to barren, parched rock. Finally, down in a valley in the far distance, you see something. A couple of structures with figures moving about them.

Leaving most of the party behind, you scout forward to get a better view. From the rocks just above, you can see a small camp. In the midst of it sits a great hole with a wooden framework over it. A heavy rope leads from the frame down into the darkness of the hole. Off to one side stands an ancient stone building, worn and partially collapsed. Its roof has been replaced by a great tarp.

There are gnolls and a few men moving about, standing guard, or carrying supplies from a pile next to the hole into the building. It is clear that sneaking past them is impossible. The only chance to reach the Shadow Deep this way is to eliminate this small garrison. The only choice is whether to attack during the day or at night...



SET-UP

This scenario is played on a 2.5' x 2.5' table. In the centre of the table should be a great hole, about 6" in diameter. A wooden framework sits like an open-sided pyramid over the hole, but it's not necessary to depict this on the table. At one corner of the framework is a massive spool, with a wheel, that is obviously used to raise and lower the rope.



Designate one corner as the players' starting corner. In the opposite corner, but around 4" from the edge of the table, place a building with three rooms. Each room should be about 4" square. Two of the rooms have exterior doors facing the table edge, as well as doors to the other two rooms. The third room has no exterior door, only the doors to the other two rooms. A well sits about 6" away from the building.

The rest of the table should contain some scattered rocks.

Place one ogre next to the spool. Place one gnoll archer at each of the other three corners of the frame. Place a gnoll sergeant next to a random gnoll archer.

See the Special Rules for how to set-up the heroes.





SPECIAL RULES

Before the scenario begins, each heroic figure must make a Survival Roll (TN20). Each figure may add +5 to this roll for each pack camel that is still with the party. Pabrim and the pack camels pass this roll automatically. Any figure that fails this gains an additional level of Hunger and Thirst.

The players must now decide if they are going to attack the camp in the day, or at night. If the attack takes place at night, remove the gnoll sergeant from the table; however, line of sight for the entire game is decreased to 8" due to darkness.

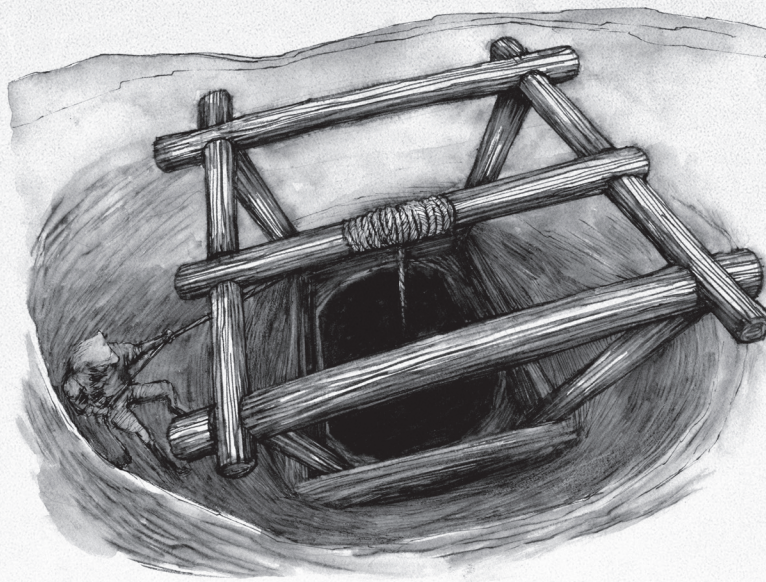
Place all of the heroes within 6" of the starting corner. However, if a player wishes, it may attempt to sneak to the doors of the building before beginning its attack. Select one figure, and make a Stealth Roll (TN6). Add +2 to this roll if attacking at night. If successful, move this figure next to either of the exterior doors of the building. The players may then select another figure and do the same. Players may attempt to move as many figures as they want in this way. However, if they ever fail a Stealth Roll, then do not move that figure and the game begins immediately.

To enter the building, a figure merely needs to move through the doorway. The doors are only covered by curtains. As soon as a hero first enters a new room, draw a random room card and set up the room as described on the card. Some cards have differences based on whether that card is revealed on the first turn of the game or a subsequent turn, or whether it is day or night. Note that there are four room cards, but only three rooms, so one card will not be used.

At the end of each turn, draw an Event Card. If the event deck is exhausted, continue to play the scenario, but do not draw any more Event Cards. The players may end the game at any point if all of the following conditions are met: there are no evil creatures on the table, room cards have been drawn for all three rooms, and the platform has arrived. Otherwise, continue to play the scenario until all of the conditions are met or all of the heroes have left the table.

Any figure that would be pushed over the edge of the hole should make an Acrobatics Roll (TN10). If it succeeds, it stops just at the edge. If it fails, it falls and is immediately reduced to 0 Health.

The target point for this scenario is the hole.



The Hole Room Cards

Room 1: Gnoll Barracks Room. Place two gnoll warriors in bedrolls as far from the door as possible. If it is night, add a gnoll sergeant in the middle of the room. If this is the first turn of the game, treat the two gnolls in bed as Fight +0 until the end of the first turn.

Room 2: Administrator's Room. Place a small bed, desk, and chest in the room. In the centre of the room place a warden and a guard dog. If it is night and this is the first turn, use the Stats for a warhound for the guard dog. If either of those is not the case, use the Stats for a warhound, but increase its Fight to +3. Any figure may search the chest by spending an action, in which case, *see Note 202*.

Room 3: Artefact Room. This room is cluttered with large chunks of stonework, including broken statues and tablets. Place two temple guardians in the middle of the room. If it is night and the first turn of the game, treat one of these temple guardians as Fight +0 until the end of the first turn. If it is after the first turn, replace the temple guardians with temple guardian archers. Both get a free shot at the first hero through the door. As soon as any figure has taken damage in this room, *See Note 844*. If the room has no evil creatures in it, a hero may spend an action to search the room. Make a Perception Roll (TN8); if successful, *see Note 493*.

Room 4: Shaman's Workshop. This room is cluttered with boxes and barrels. In the centre of the room place two skeletal ogres with a gnoll shaman behind them. While in this room, all heroes suffer -1 Fight. If it is any turn after the first, add two additional skeletal ogres in random corners of the room. If the room has no evil creatures in it, a hero may spend an action to search the room, in which case, *see Note 358*.

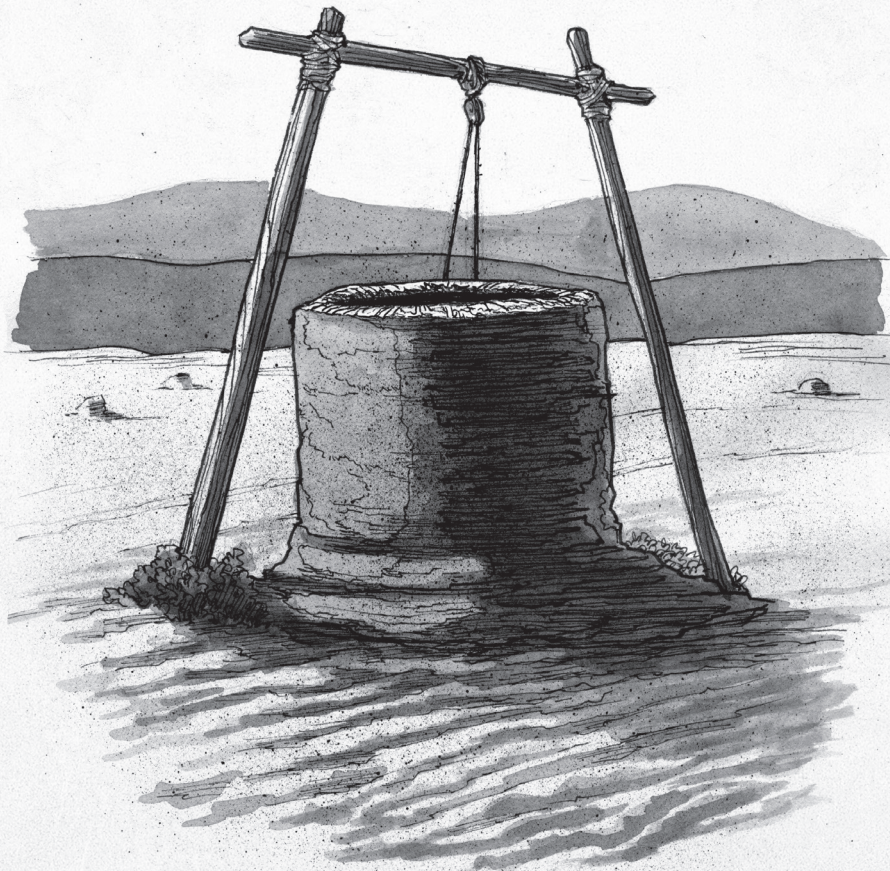


The Hole Event Cards

Card Number	Event
Red Ace	The platform arrives. Place a wooden platform in the middle of the hole. There should be about 1" of clearance all around. Place one humpback and two gnoll warriors on the platform and immediately move them to a random point on the edge of the hole. If the platform has already arrived place a skeletal knight in a random table corner.
Red 2	The platform arrives. Place a wooden platform in the middle of the hole. There should be about 1" of clearance all around. Place one humpback and two gnoll warriors on the platform and immediately move them to a random point on the edge of the hole. If the platform has already arrived place a skeletal knight in a random table corner.
Red 3	Place a giant scorpion in a random table corner. This scorpion follows all of the standard rules for evil creatures, except that it will treat any gnolls as heroes for the purposes of movement and attacking.
Red 4	Place a giant scorpion in a random table corner. This scorpion follows all of the standard rules for evil creatures, except that it will treat any gnolls as heroes for the purposes of movement and attacking.
Red 5	Place one gnoll sergeant and two gnoll archers in a random table corner.
Red 6	Place a zombie camel directly adjacent to a random hero model that is not inside the building. If this is not possible, place it at a random point adjacent to the well.
Red 7	Place a desert nomad (use Stats for an archer) in a random corner. Treat him as a companion for the rest of the scenario. If he is still alive at the end of the scenario, he may be recruited by a ranger that has Recruitment Points available. The nomad has Survival +4 and 4 Progression Points.
Red 8	Select a random hero that is not in the building. This hero must make a Move Roll (TN16). A hero can add his Acrobatics Skill to this roll. If the figure fails, it steps into sinksand and receives no actions on its next activation. If there are no heroes outside of the building, ignore this card.



Red 9	Select a random hero that is not in the building. This hero must make a Move Roll (TN16). A hero can add his Acrobatics Skill to this roll. If the figure fails, it steps into sinksand and receives no actions on its next activation. If there are no heroes outside of the building, ignore this card.
Red 10	Select a random hero that is not in the building. This hero is the target of a cactus that spits poisonous spines. Make a +1 poisoned shooting attack against this figure. This figure may add their Survival Skill to their Fight Roll. If there are no heroes outside of the building, ignore this card.
Red Jack	Place two sandflies at a random point adjacent to the well.
Red Queen	Windblast. Whenever any figure outside the building activates this turn, it must make a Survival Roll (TN12) or receive only one action in its activation.
Red King	Place two sandflies in a random table corner.





CHALLENGE LEVEL

Add a second ogre next to the first. Place two gnoll archers next to the well.

OUTCOME AND EXPERIENCE

Players gain the following Experience Points for this scenario:

- +2XP for each sandfly or skeletal knight killed.
- +3XP for each gnoll warrior, gnoll archer, gnoll sergeant, temple guardian, temple guardian archer, or zombie camel killed.
- +4XP for each skeletal ogre or guardian statue killed.
- +5XP for each ogre killed.
- +10XP for each humpback or giant scorpion killed.
- +5XP for each camel that is still alive at the end of the scenario.
- +10XP for each of Pabrim and Arisien if they are still alive at the end of the scenario.
- +50XP if the players end the scenario with figures still on the table.

EPILOGUE

The rangers are able to scrounge enough food and supplies from the camp that they are cured of all Hunger and Thirst and can re-equip with any items found on the Basic Equipment List. The only new companions that can be recruited are Yarra, the captive, if she was rescued, the desert nomad if he appeared, Pabrim, and the camels (although these will no longer be useful). Unless they are recruited, all of them depart at the end of Scenario 4. Arisien, the royal cartographer, continues on with the rangers, assuming he is still alive.



If Pabrim departs, he and any surviving camels may be given any items to return to Alladore, and the rangers receive all Experience or Progression Point bonuses for returning those items.

If the rangers succeed in Scenario 4, then they have completed this section of the mission. Unfortunately, this was only the first step in their quest. Next, they must descend into Dungeons Dark...





BESTIARY

DJINN OF BA'TEL

Pulled from its plane of existence, imprisoned within the stone walls of Ba'tel, and then abandoned for centuries on end, the Djinn of Ba'tel is a bitter, angry, and violent creature. Generally, it slumbers beneath the sand, but on rare occasions where conflict happens within the borders of Ba'tel, it rises up to destroy any intruders.

The djinn is a magical creature that can only be harmed by someone who knows its full, true name. Until its true name is spoken, it is immune to all damage, magical and mundane. It can still lose a fight and be pushed back following the normal rules, it just doesn't suffer damage. Rules for its true name are contained in Scenario 2. The djinn is a spellcaster, but, again, these rules are contained within the scenario. All attacks made by the djinn are magical attacks. Because the djinn can become semi-ethereal, it has flying and can ignore all terrain for the purposes of movement.

Djinn of Ba'tel						XP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	12	+8	18	Extra-Planar Entity, Spellcaster, Flying, Immune to All Damage Until True Name is Spoken	



GIANT SCORPIONS

With a pair of claws that can cut a man in half, and a wickedly barbed stinger dripping with potent venom, giant scorpions are some of the most feared predators of the desert wastes. Generally, these creatures live in holes or caves in a semi-hibernation, only emerging to hunt, and usually only when they can sense prey moving nearby. In this way, it is possible for these creatures to survive for decades, even if they only eat every year or two.



Giant scorpions are only interested in food and nothing else. If they manage to reduce a figure to 0 Health, place this figure on its side and leave it on the table. Whenever the scorpion activates, if it is not in combat, it will take one action, moving itself and its victim 4" toward the closest table edge. If the scorpion reaches the edge, remove it and its victim from the table. The victim should roll for survival as normal after the game, but suffers -2 to this roll.

Giant Scorpion						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+4	+0	12	+5	16	Animal, Large, Powerful (+2 Damage), Poison, Drag Prey	

GUARDIAN STATUE

The mystics of Ancient Shava had the power to imbue statues with a brief semblance of life, at the cost of a small blood sacrifice. Most of these 'guardian statues' are long lost, but occasionally one is accidentally discovered. While these statues are difficult to destroy, and capable of delivering powerful blows, they are generally slow, lumbering creatures and can be avoided unless a person is surprised or backed into a corner.

It is very difficult to destroy a statue with missile weapons. When targeted by a bow, crossbow, or thrown weapon, increase the guardian statue's Armour to 16.

Guardian Statue						XP	4
Move	Fight	Shoot	Armour	Will	Health	Notes	
3	+1	+0	13	+0	12	Powerful (+2 Damage), Increased Armour against Missile Weapons	



HUMPBAC

This monstrosity appears to be a fusion of an ogre, a bull, and a camel. While it has the size and general form of an ogre, it also features a large hump on its back, which gives it a pronounced hunched appearance. Its head is a hideous combination of bull and camel features, while its legs end in wide, heavy hoofs. Humpbacks have never previously been seen in the armies of the Shadow Deep, and they appear to be some new kind of elite trooper. They wear armour composed of heavy plates, including a heavy helmet, etched with runes of dark power. Adding to their odd appearance, on their left arm they wear the end of a giant scorpion tail, with the heavy, poisonous stinger projecting like a spike and scorpion plates running up their arm so it can be used as a shield. In their other hand, they generally carry a heavy weapon such as a mace, hammer, or cleaver.

The scorpion tail makes humpbacks poisonous. The rune-etched helmet means they get +5 to all attempts to resist or overcome spells. The sheer power and ferocity of the humpback is intimidating. Any time a figure is in combat with the humpback for the first time in the game it must make a Will Roll (TN12) before any Combat Rolls are made. If the Will Roll is failed, the figure suffers -1 Fight when in combat with a humpback for the rest of the game. If it succeeds at the Will Roll, then it does not suffer this penalty and does not have to roll again in that scenario. Humpbacks are trained to target the toughest foes, and will always attack the foe with the highest Fight Stat in a combat.

Humpback						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	13	+3	14	Large, Intimidating, Powerful (+2 Damage), Poison, +5 Will Roll Against Magic, Always Attacks Foe with Highest Fight Stat	



SANDBLADE

Sometimes called ‘desert ghosts’, these semi-ethereal undead creatures are formed of swirling wisps of sand. Usually, they take the form of desert warriors armed with large scimitars. Sandblades often appear on the sites of ancient desert battlefields, or the scenes of massacres, and it is thought by some that they are the incarnation of the fear, pain, and anger of those that have died. They have no purpose or desire but to kill the living.

Because they are semi-ethereal, normal weapons have less effect on them, and all damage suffered from normal weapons is halved, rounding down. Magic weapons do full damage against them. Sandblades never suffer any movement penalties for climbing or rough ground. The biting, driving sand of these creatures is very damaging to weapons and armour. If a figure ever rolls a natural ‘1’ while in combat with these creatures, it must select one of its weapons, armour, or shield. That item is immediately destroyed.

Sandblade						XP	8
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	12	+5	12	Undead, Semi-Ethereal, No Movement Penalties, Destroy Weapons and Armour	

SANDFLY

These cousins to the giant fly are leaner, tougher, and more aggressive than their temperate environment cousins. The harsh desert life means that they are always on the edge of starvation and willing to attack anything that contains fresh blood.

Sandfly						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	8	+5	5	Animal, Flying, Disease (TN8)	



SANDHUSK

A peculiar form of undead, similar to a zombie, but only found in extremely dry, sandy, locations. Sandhusks are desiccated corpses that have filled with sand. It is not clear what causes these creatures to reanimate, but it appears to be triggered by some natural, magic phenomena and not generally the work of necromancy. Sandhusks often lie dormant beneath the sand, only emerging if the ground is disturbed by either the passing of a large caravan or a sandstorm.

Since these creatures are essentially just bags filled with sand, they are slow, heavy, and extremely difficult to kill. Missile weapons are almost completely useless against them. Bow, crossbow, and throwing knife attacks do a maximum of 2 points of damage. In combat, sandhunks often spit dry sand into their opponent's faces in an attempt to temporarily blind them. When a sandhusk moves into combat with a figure (but not the other way around), make an immediate +0 shooting attack. This attack causes no damage, but if the opponent is hit, it suffers -1 Fight for the rest of the game (to a minimum of +0). A figure may only suffer this penalty once.

Sandhusk						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+2	+0	12	+0	12	Maximum Missile Damage, Spit Sand	

SKELETAL ARCHERS

When a skeleton is animated from the bones of an archer, it retains some of the memory of how to handle a bow. Although these skeletons are rather poor shots, they can still launch an arrow with plenty of force, so if they do get a lucky hit, it can still be deadly.

Skeletal Archer						XP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+1	10	+0	1	Undead, Bow, Quiver	



SKELETAL OGRE

Although they are almost as brittle as normal skeletons, the animated skeletons of ogres at least hit with a bit more force. It is not uncommon to find one or two mixed in with any large group of skeletons.

Skeletal Ogre						XP	4
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+3	+0	11	+0	4	Large, Powerful (+2 Damage)	

TEMPLE GUARDIANS

& TEMPLE GUARDIAN ARCHERS

These hooded and masked minions of the Shadow Deep are men whose souls have been completely corrupted and fight with an insane fury and complete disregard for personal safety or preservation. It is unclear if these men are born and raised in the dark realm or if they are captured warriors from fallen kingdoms that have been turned. Either way, they are fanatically dangerous and beyond reason.

Temple Guardian						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+2	10	Two-Handed Weapon, Light Armour	

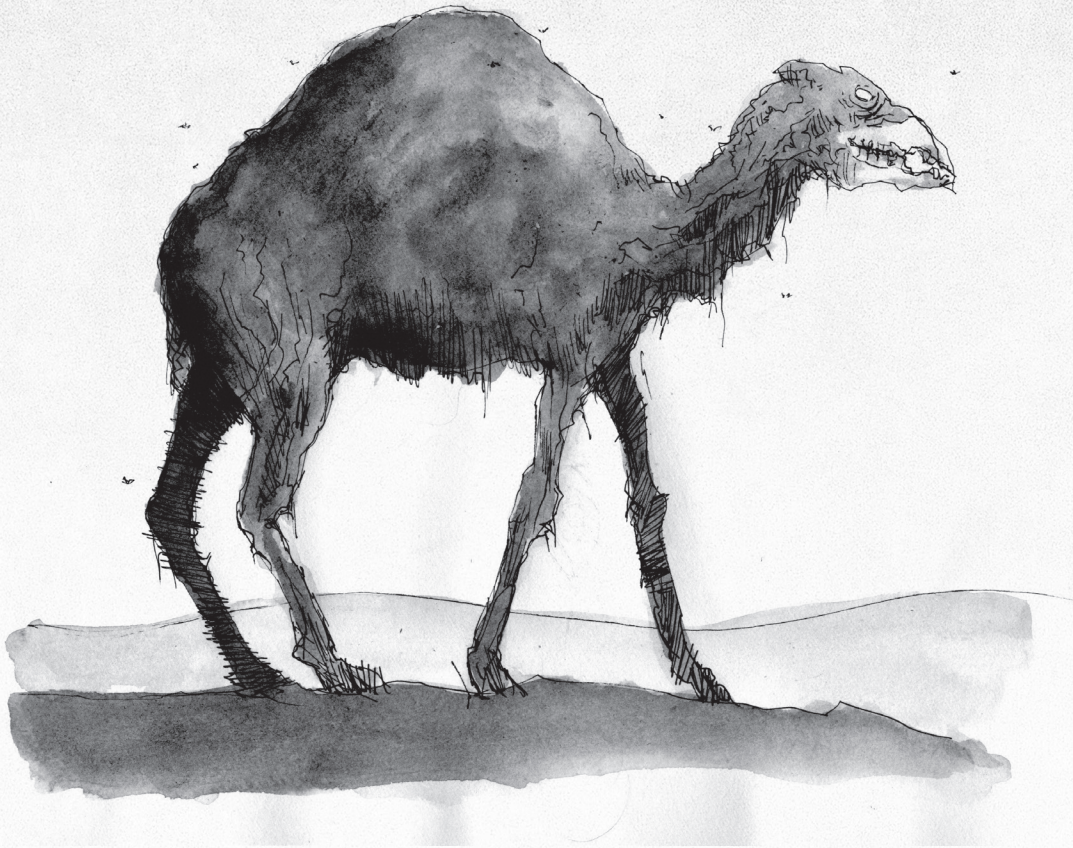
Temple Guardian Archers						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+1	11	+2	10	Bow, Quiver, Hand Weapon, Light Armour	



WARDEN

Within the Shadow Deep, achievement is measured in blood and advancement given to those who prove their worth through cruelty. Especially vile warriors can often earn a posting as the keeper of a small garrison or the warden of a prison.

Warden						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	11	+4	12	Hand Weapon, Hand Weapon, Light Armour	



ZOMBIE CAMEL

Although it is theoretically possible for any creature to be reanimated as a zombie, some animals, such as humans and camels, are more prone to it. Zombie camels are slow and stupid, but they bite at living creatures with a horrible ferocity, and are difficult to put down for good.

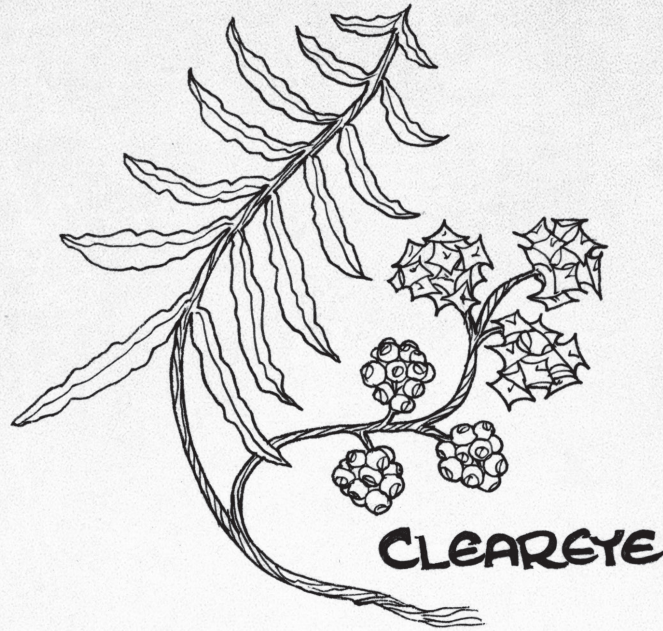
Zombie Camel						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+1	+0	11	+0	14	Powerful (+2 damage)	



ADVANCED HERBALISM

Since rangers spend most of their lives in the wilderness, travelling the length and breadth of Alladore, and now down into the Shadow Deep as well, it is no surprise that many become extremely knowledgeable about the plants that cover each region. While some basic knowledge, like what wood is best for making fires, is essential to all rangers, a few make the study of plants and their uses a speciality. These rangers know how to locate specific plants that have healing properties, those that can enhance magical spells, and those that feature other strange properties that can aid the rangers on their missions.

The following rules are offered to players who would like to expand the role played by herbs in the game. This includes a greatly expanded herb list, new rules on when and where herbs can be found, more specific rules on how they can be used, and even rules for potential addiction to herbs. None of these rules are necessary, and while they will give players that use them slightly more options, this comes at the expense of more complexity and book keeping. So, as always, players should decide for themselves if they increase the fun and are worth using.



USING HERBS

Unless otherwise noted, a single dose of any herb takes up an item slot. Herbs can be carried by any figure that has item slots. If a figure wishes, it may use an herb before the start of a scenario. It may also use an herb it is carrying on another member of the party. Once a scenario has begun, it requires an action to use an herb. Animals cannot use herbs themselves, and only a few can actually be used on them. These are specifically noted in the herb descriptions.

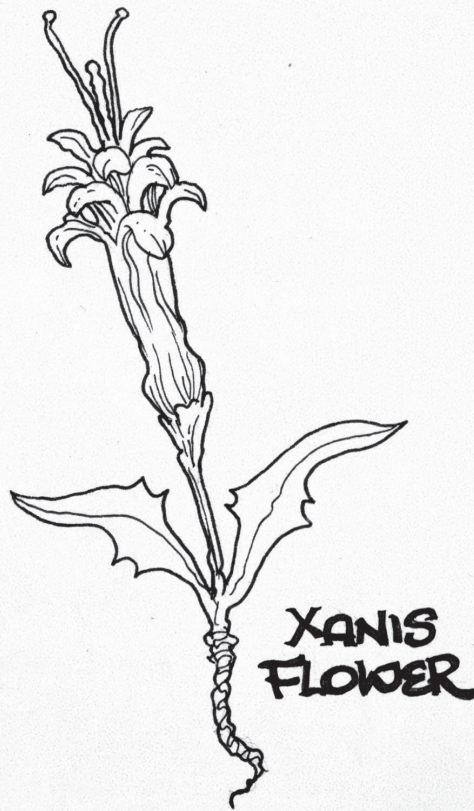
If an herb is used to enhance a spell, no action is required to use the herb. It is simply consumed as part of the action of casting the spell.

Unless their effect is immediate and one off, or unless otherwise stated, the effects of herbs last until the end of the scenario.



HERB BAGS

Any figure that has a Survival Skill of +5 or higher has become an expert at collecting, preparing, and storing herbs. This figure may carry a special herb bag, which takes up an item slot. Along with the tools necessary to use herbs properly, the bag also contains enough room to carry four herbs. Essentially, a figure carrying an herb bag uses one item slot to gain the ability to carry four herbs. Herb bags count as General Equipment and can be claimed or replaced for free from military supplies after any mission.





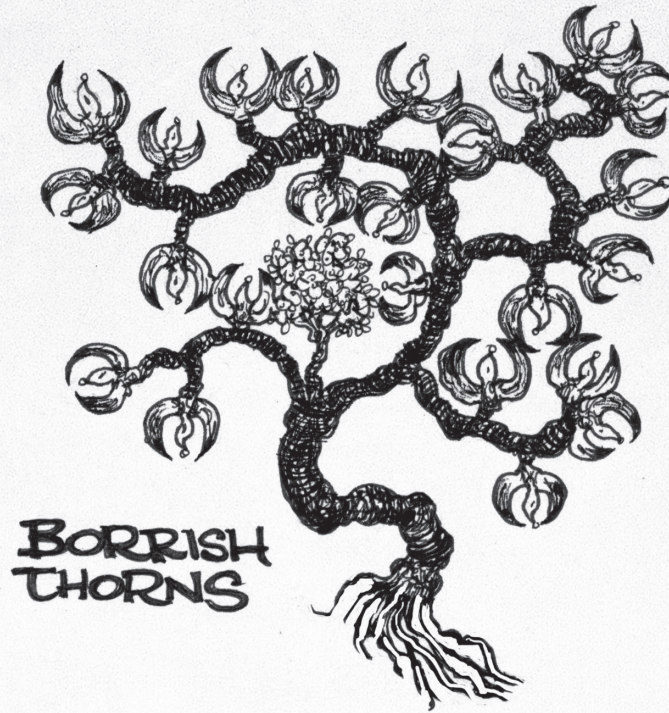
SEARCHING FOR HERBS

After any scenario in which the heroes are allowed to heal back to full Health, up to two figures with a Survival Skill of +2 or higher are allowed to search for herbs. There are two ways to go about this. They can either search for a specific herb, or they can search the area and see if they find anything. In either case, the first step is to determine what kind of terrain they occupy. There are nine different terrain types, and each one has its own table of what herbs are available in it. These are:

- Plains
- Forests
- Foothills
- Mountains
- Swamp
- Desert
- Riverside
- Underground
- Shadow Deep

There are no specific rules for determining the terrain type; players will have to use their own judgement to determine the exact type of terrain. However, in a case where multiple terrain types seem to apply, such as for rangers who just played a scenario set next to an underground river in the Shadow Deep, the player may select any of the terrain types that apply, so in this case 'riverside,' 'underground,' and 'Shadow Deep'.

Once the player has settled on a terrain type, they should go to the corresponding table for that terrain type. This shows which herbs can be found in that type of terrain. If the player wants to look for a specific herb, they should look up that herb on the table and note the Target Number (TN) listed after it. To find that herb, the ranger must succeed on a Survival Roll using that Target Number. If, on the other hand, a ranger just wants to scout around and see what can be found, the player should first roll randomly on the table. The ranger may then attempt to find the randomly generated herb in the same way, but this time the ranger receives an additional +6 to its Survival Roll. In other words, it is harder to find a specific herb than it is to just scout around and see what is available.



ADDICTION

The downside to herbs is that some of them are addictive, and any time a ranger or companion uses one of those herbs there is a danger of becoming addicted. If an herb is addictive, it will have (Addiction X) listed at the end of its description. If a figure uses this herb, then it must make an immediate Will Roll with a Target Number equal to X. Remember a roll of '1' is always a failure.

If a figure has become addicted to an herb, it must note this on the Ranger Sheet. That figure must consume at least one dose of that herb every mission or suffer from withdrawal. If a figure that is addicted to a specific herb does not consume at least one dose of that herb during a mission, it starts the next mission at -1 Will. If it does not consume a dose of the herb during its next mission, this penalty



is increased to -2 Will. It will then be increased to -3 Will on the next mission. This is the worst that addiction ever gets. At any point, if a figure consumes a dose of the herb it is addicted to, this penalty goes away, no matter what level it has reached.

If a figure reaches the end of a mission in which it was suffering -3 Will due to addiction, it may make a Will Roll (TN12). If it succeeds, it has broken their addiction. Otherwise, the only way to break an addiction is through the use of the kolient nut herb (full description below).

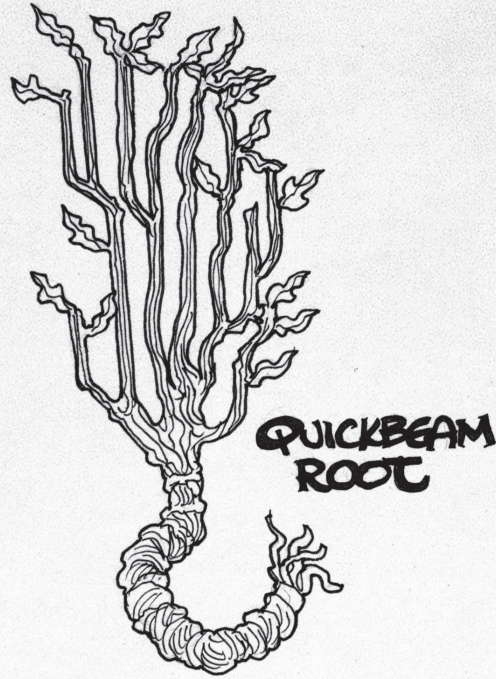
It is possible for a figure to be addicted to multiple herbs, in which case treat each addiction separately with all penalties stacking.

HERBALIST COMPANION

While they are not great fighters, herbalists can prove valuable companions, especially on longer quests, where the rangers will be cut off from any supplies for extended periods. The abilities of herbalists to find herbs can be the difference between keeping a party going, and a slow, miserable defeat.

Herbalists have Survival Skill +3, however this is treated as +8 when used specifically to search for herbs. Herbalists can carry either a staff or hand weapon as well as an herb bag.

Herbalist						RP	15
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	11	+2	12	Hand Weapon or Staff, Herb bag, Perception +2, Survival +3 (increased to +8 when searching for herbs)	



COMPLETE HERB LIST

This list includes all of the herbs that can be found in the game, including those listed in the main rulebook.

ANTHALAS

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

BELLINGIN ROOT

Cures 1 point of damage. May be consumed as a free action. A figure may only benefit from one dose of bellingin root per scenario.

BORRISH THORNS

If a figure suffering the Psychological Scars permanent injury uses this herb before or during a scenario, it regains the Will lost to the injury for the rest of the game.



CLEAREYE

A figure that uses this herb receives +3 to all Perception Rolls (Addiction 2).

CRACKLING SUTHPOD

A figure may use this seedpod whenever it casts the Magic Bolt Spell. The Magic Bolt does an additional +1 damage.

DLINN SEEDS

If a figure consumes these seeds in a scenario that has a maximum line of sight due to darkness, the figure's maximum line of sight is increased by 6" (to a maximum of 24").

DREMLOCKE WEED

The figure receives +5 on all Will Rolls.

ERIS FLOWER

If a figure suffering from the Smashed Leg permanent injury uses this herb before or during a game, it regains 1 point of lost Move for that game only.

FARLIGHT LEAF

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

FIREHEART GREEN

A figure that takes this herb receives +1 action on its next activation. So, if the figure normally has two actions, it will receive three. No figure may have more than three actions per activation, so if the figure already has three, this herb has no effect. (Addiction 2)

FURY LEAVES

The figure does an additional 1 point of damage whenever it wins a combat. Additionally, it suffers -2 Will. (Addiction 2)



GREEN VIF

A figure that consumes this herb never suffers a Will penalty due to the presence of a Tortured Soul. Additionally, it receives +3 to Leadership Rolls to try and bring peace to the Tortured Soul.

GROLIEF BERRIES

A figure that consumes these berries can make a Will Roll (TN6). If successful, it is cured of one Lost Eye permanent injury. (Addiction 8)

HAIKWHEAT

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

HURN SEEDS

If a figure uses these seeds while casting Hold Creature, the Target Number to resist the spell is increased to (TN17).

IRONBARK POWDER

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

JELGERVINE

A weapon that has the paste of this vine smeared on it does +1 damage against all types of ghouls.

KOLIANT NUT

If a figure consumes this nut, it may make a Will Roll (TN6). If successful, it cures any one addiction from which the figure is suffering.

MOORFANG THISTLE

A figure that imbibes the juice of this herb regains the use of one Heroic Ability that was previously expended during a scenario. (Addiction 4)



MOTHER'S TEARS

This herb cures any poison from which a figure is suffering. Animals can use this herb. (Addiction 3)

NIGHTNOCK

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

NIL WEED

A figure that consumes this weed gains +4 to all Swimming Rolls.

ORLOOP BERRIES

These berries are incredibly juicy and filling. Consuming these berries counters all Hunger and Thirst the figure is suffering. Animals can consume these berries.

PAPIC

The user regains 2 points of lost Health. (Addiction 2)

PIPE LEAF

A figure that is currently addicted to Pipe Leaf may reroll all Addiction Rolls made for other herbs. In this case, the second roll must be used. A figure may choose to voluntarily become addicted to pipe leaf at any time. Unlike other herbs, one item slot, or one slot in an herb bag, is enough to hold three doses of pipe leaf. Also, a figure may always 'purchase' three doses of pipe leaf between missions, by spending 1 Experience Point. (Addiction 4)

QUICKBEAM ROOT

A figure that consumes this herb receives +2 Move, but -2 Will.

RAVENWOOD

If this wood is used while casting a Fireball Spell, then all figures within the damage radius suffer a +4 shooting attack (instead of +3).



RONKIN STEM

Heals 5 points of lost health, but only works on animals.

SAMHINE LIGHT

A figure that consumes this herb gets +5 to all rolls to resist disease.

SILVERHAIR

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

SPIDER BITE

A weapon coated in the paste made from this plant does +2 damage against all spiders.

TINDLE FLOWER

If this herb is used by a figure suffering from the Crushed Army permanent injury, the effect of that injury is counteracted for one scenario.

TURNAPICH

If a figure uses this herb while casting a Teleport Spell, the range on the spell is increased to 11”.

UMLOCKE THREADS

If a figure with the Never Quite as Strong permanent injury uses this herb, it does not suffer the effects of the injury for this scenario. (Addiction 3)

VARLISH SAP

This herb may be used after any scenario in which heroes are not allowed to heal up to their full amount. This herb heals 2 additional points of lost Health on top of the maximum allowed by the scenario. This may be used on animals. (Addiction 2).



VIOLET SHEER

If a figure coats its weapon in the juice of this plant, the weapon does +2 damage against dark roots and dark root vines.

WOLFSBANE

This herb can be used to cure lycanthropy. See the 'Lycanthropy' section in *Blood Moon* for a full explanation of wolfsbane.

XANIS FLOWER

Heals 3 points of lost Health. Can be used on animals, but only cures 2 points of lost Health. (Addiction 2)

YUNYUN BALL

If a figure uses this herb while casting the Smoke Spell, the diameter of the smoke cloud is increased to 4".

ZIKRIS ROOT

If a figure uses this herb while casting the Caltrops Spell, increase the diameter of the circle to 3".



MASTER HERB TABLE

This table includes all of the herbs in the game and is included for players who might want to roll for a random herb, say if an herb pouch is found, or perhaps to see what can be found in an apothecary shop. To roll on this table, it will be necessary to roll two dice sequentially.

Master Her Table		
Die Roll 1	Die Roll 2	Herb
1–10	1	Anthalas
	2	Bellingin Root
	3	Borrish Thorns
	4	Cleareye
	5	Crackling Suthpod
	6	Dlinn Seeds
	7	Dremlocke Weed
	8	Eris Flower
	9	Farlight Leaf
	10	Fireheart Green
	11	Fury Leaves
	12	Green Vif
	13	Grolief Berries
	14	Haikwheat
	15	Hurn Seeds
	16	Ironbark Powder
	17	Jelgervine
	18	Kolient Nut
	19	Moorfang Thistle
	20	Mother's Tears



11-20	1	Nightnock
	2	Nil Weed
	3	Orloop Berries
	4	Papic
	5	Pipe Leaf
	6	Quickbeam Root
	7	Ravenwood
	8	Rankin Stem
	9	Samhine Light
	10	Silverhair
	11	Spider Bite
	12	Tindle Flower
	13	Turnapich
	14	Umlocke Threads
	15	Varlish Sap
	16	Violet Sheer
	17	Wolfsbane
	18	Xanis Flower
	19	Yunyun Ball
	20	Zikris Root



KOLIENT NUT

TERRAIN TABLES

These tables are provided for rangers who want to search for herbs after a game to see what they can find. Players are left to decide for themselves what terrain they are currently in, but in general, this should be based on the last scenario played.



Desert Herb List	
Die Roll	Herb
1	Bellingin Root (TN26)
2	Cleareye (TN28)
3	Eris Flower (TN28)
4	Farlight Leaf (TN26)
5	Fury Leaves (TN26)
6	Haikwheat (TN28)
7	Kolient Nut (TN20)
8	Moorfang Thistle (TN28)
9	Orloop Berries (TN26)
10	Papic (TN30)
11	Pipe Leaf (TN22)
12	Ravenwood (TN24)
13	Ronkin Stem (TN30)
14	Silverhair (TN22)
15	Tindle Flower (TN28)
16	Umlocke Threads (TN22)
17	Wolfsbane (TN30)
18	Xanis Flower (TN30)
19	Yunyun Ball (TN30)
20	Zikris Root (TN26)

Foothills Herb List	
Die Roll	Herb
1	Anthalas (TN28)
2	Bellingin Root (TN20)
3	Cleareye (TN24)
4	Eris Flower (TN26)
5	Farlight Leaf (TN26)
6	Grolief Berries (TN24)
7	Haikwheat (TN24)
8	Ironbark Powder (TN26)
9	Kolient Nut (TN26)
10	Moorfang Thistle (TN26)
11	Nil Weed (TN26)
12	Papic (TN26)
13	Pipe Leaf (TN16)
14	Ravenwood (TN26)
15	Ronkin Stem (TN22)
16	Tindle Flower (TN24)
17	Wolfsbane (TN22)
18	Xanis Flower (TN28)
19	Yunyun Ball (TN22)
20	Zikris Root (TN18)



Forest Herb List	
Die Roll	Herb
1	Anthalas (TN28)
2	Bellingin Root (TN20)
3	Cleareye (TN24)
4	Crackling Suthpod (TN24)
5	Dlinn Seeds (TN26)
6	Eris Flower (TN24)
7	Fireheart Green (TN22)
8	Grolief Berries (TN24)
9	Haikwheat (TN28)
10	Hurn Seeds (TN24)
11	Ironbark Powder (TN20)
12	Mother's Tears (TN24)
13	Nightnock (TN26)
14	Nil Weed (TN28)
15	Papic (TN26)
16	Quickbeam Root (TN24)
17	Ravenwood (TN22)
18	Spider Bite (TN24)
19	Xanis Flower (TN28)
20	Yunyun Ball (TN20)

Mountains Herb List	
Die Roll	Herb
1	Bellingin Root (TN22)
2	Cleareye (TN28)
3	Crackling Suthpod (TN24)
4	Eris Flower (TN28)
5	Fury Leaves (TN24)
6	Haikwheat (TN28)
7	Ironbark Powder (TN26)
8	Kolient Nut (TN26)
9	Moorfang Thistle (TN26)
10	Nightnock (TN28)
11	Nil Weed (TN28)
12	Orloop Berries (TN26)
13	Papic (TN26)
14	Ravenwood (TN26)
15	Ronkin Stem (TN22)
16	Tindle Flower (TN24)
17	Wolfsbane (TN22)
18	Xanis Flower (TN28)
19	Yunyun Ball (TN26)
20	Zikris Root (TN18)



Plains Herb List	
Die Roll	Herb
1	Anthalas (TN26)
2	Bellingin Root (TN18)
3	Cleareye (TN26)
4	Eris Flower (TN24)
5	Farlight Leaf (TN18)
6	Grolief Berries (TN24)
7	Haikwheat (TN20)
8	Kolient Nut (TN28)
9	Moorfang Thistle (TN24)
10	Nil Weed (TN26)
11	Papic (TN22)
12	Pipe Leaf (TN12)
13	Ravenwood (TN24)
14	Ronkin Stem (TN20)
15	Tindle Flower (TN18)
16	Turnapich (TN30)
17	Wolfsbane (TN22)
18	Xanis Flower (TN26)
19	Yunyun Ball (TN26)
20	Zikris Root (TN16)

Riverside Herb List	
Die Roll	Herb
1	Borrish Thorns (TN20)
2	Dremlocke Weed (TN22)
3	Eris Flower (TN18)
4	Farlight Leaf (TN22)
5	Green Vif (TN26)
6	Grolief Berries (TN24)
7	Haikwheat (TN24)
8	Hurn Seeds (TN26)
9	Ironbark Powder (TN24)
10	Jelgervine (TN28)
11	Moorfang Thistle (TN28)
12	Mother's Tears (TN24)
13	Nil Weed (TN20)
14	Papic (TN22)
15	Quickbeam Root (TN24)
16	Turnapich (TN18)
17	Wolfsbane (TN20)
18	Xanis Flower (TN26)
19	Yunyun Ball (TN26)
20	Zikris Root (TN26)



Shadow Deep Herb List	
Die Roll	Herb
1	Bellingin Root (TN22)
2	Borrish Thorns (TN20)
3	Crackling Suthpod (TN22)
4	Dlinn Seeds (TN18)
5	Dremlocke Weed (TN24)
6	Fireheart Green (TN26)
7	Fury Leaves (TN18)
8	Green Vif (TN18)
9	Grolief Berries (TN24)
10	Hurn Seeds (TN22)
11	Ironbark Powder (TN28)
12	Jelgervine (TN22)
13	Moorfang Thistle (TN30)
14	Mother's Tears (TN20)
15	Nightnock (TN24)
16	Papic (TN26)
17	Silverhair (TN24)
18	Varlish Sap (TN18)
19	Violet Sheer (TN18)
20	Zikris Root (TN20)

Swamps Herb List	
Die Roll	Herb
1	Borrish Thorns (TN22)
2	Dlinn Seeds (TN22)
3	Dremlocke Weed (TN20)
4	Fireheart Green (TN20)
5	Fury Leaves (TN22)
6	Green Vif (TN20)
7	Grolief Berries (TN24)
8	Hurn Seeds (TN20)
9	Ironbark Powder (TN24)
10	Jelgervine (TN22)
11	Mother's Tears (TN22)
12	Nightnock (TN20)
13	Nil Weed (TN22)
14	Papic (TN26)
15	Samhine Light (TN18)
16	Spider Bite (TN20)
17	Varlish Sap (TN22)
18	Violet Sheer (TN20)
19	Xanis Flower (TN28)
20	Zikris Root (TN22)



Underground Herb List	
Die Roll	Herb
1	Boorish Thorns (TN24)
2	Crackling Suthpod (TN24)
3	Dlinn Seeds (TN16)
4	Dremlocke Weed (TN24)
5	Fireheart Green (TN22)
6	Fury Leaves (TN22)
7	Green Vif (TN20)
8	Hurn Seeds (TN24)
9	Jelgervine (TN24)
10	Mother's Tears (TN20)
11	Nightnock (TN18)
12	Papic (TN28)
13	Quickbeam Root (TN22)
14	Samhine Light (TN20)
15	Silverhair (TN26)
16	Spider Bite (TN20)
17	Violet Sheer (TN22)
18	Wolfsbane (TN28)
19	Yunyun Ball (TN30)
20	Zikris Root (TN24)



NOTES

043

The figure stumbles across the remains of a well-dressed man who has been completely mummified by the arid conditions. In his hand he clutches a scroll case. The figure which found the body may take this case and carry it, even if it has no item slots available. Make a note on the Ranger Sheet. After each scenario, one figure that was not reduced to 0 Health in that scenario may make a Read Runes Roll (TN20). If successful, *see Note 705*.

078

Half-buried in the sand, you find an old bronze lamp. Curiously, the lamp is still filled with a sweet-smelling oil. You may take this lamp, even if you have no item slots available. After the scenario, it

does take up an item slot, but may be given to any heroic figure. After each scenario, choose one figure to make an Armoury Roll (TN20); if successful, the oil is recognized as a magical form of protection. This oil may be applied to any figure before a scenario, and that figure receives +1 Armour and +2 Will for that scenario. There is enough oil for three doses.

091

One stone in the wall is carved with a base relief map. It's badly faded, but you think you recognize the waste and this tower marked upon it. Make a Navigation Roll (TN8) or Ancient Lore Roll (TN8). If successful, gain +10 Experience Points. This is apparently a map of the ancient Shava Empire, a mythical, nearly forgotten place. There are many in the kingdom that would be interested in this map, especially the location of the empire's capital city.



I14

You see the shell move slightly, as though something is living inside it. Gain +3 Experience Points. If you wish to pick up the shell, *see Note 381*.

I37

Select one character to make a Read Runes Roll (TN12). This roll may be attempted after every scenario. Once a successful roll has been made, the character recognizes the book as a spellbook. It contains the spells Fireball, Hold Creature, and Smoke. If a spellcaster figure is carrying this book, it may cast any of these spells in the same way it would cast one of its own spells. Once a spell is cast, it disappears from the book and may not be cast again.

I53

The figure's foot bumps against a small leather box that has become parched and brittle. Inside the case, you find two, small silver candlesticks. You

may carry this item for the rest of the scenario without it taking up an item slot. After the game, it must be given to a figure that has an item slot available or discarded. Any candle placed in one of these candlesticks burns twice as brightly as it normally would.

If these candle sticks are returned to Alladore, the rangers gain 5 Experience Points, or one companion may be given one Progression Point.

I75

The young woman's name is Yarra. She is a Lorenthian who lived in the capital city at the time the Shadow Deep destroyed her country. Her memories from that point on are sketchy, but she is certain that there were many other survivors, as she can remember being held in large cages with them. She doesn't know how she got to this tower or why she is here.

Any player may recruit Yarra if it has open space and Recruitment Points available. If so, use all of the Stats of a Recruit, except that she has Stealth +2, Ancient Lore +2, and 3 Progression Points. Yarra may be recruited after Scenario 3 or Scenario 4.

If she is not recruited, she plays no part in Scenario 4. After Scenario 4, if Pabrim is still



alive, she may return to Alladore with him, and the players gain +10 Experience Points. Otherwise, she fades into the background of the story and plays no further part.

202

The investigating figure should make a Traps Roll (TN12). If the roll is failed, a cloud of gas fills the room. Every figure in the room should make a Will Roll (TN12) or take 2 points of damage and be poisoned. Inside the chest are gold and jewels (which can be exchanged for Experience Points as usual), three random herbs, and a letter. The letter is in some sort of code. Make a Read Runes Roll (TN8). If successful, *see Note 629*.

229

The figure discovers a hole in the ground that leads down into the body of a covered wagon that is completely buried in the sand. If you want to climb down into the wagon, temporarily remove this figure from the table, but mark the spot where it previously stood.

The interior of the wagon is filled with books and scrolls. Each time the figure activates in

the wagon, and thus off the table, it may take one book. It may take a maximum of three books. These books do not take up item slots for the duration of this game, but will for any future scenario. Each time the figure takes a book, select one of these numbers and make a note of it: 137, 362, 519, 788, 955. Any time the figure activates and does not select a book, it must return to the table at the point it left. It may then take its actions as normal.

If this figure survives the scenario, the player should read the notes for each book selected.

238

This was obviously a pack camel that was being used to transport numerous hollowed gourdes and bottles. Most of these have broken open, and their contents long spilled into the sand or evaporated, but two small gourdes are still stoppered and sealed with wax. The figure that finds these may carry them for the rest of the scenario, even if it has no item slots available. After every scenario, choose one figure to make a Survival Roll (TN16). If successful, it identifies these as Potions of Toughness. After the scenario in which they are found, these potions each take up an item slot as normal.



283

The book has a powerful enchantment of drowsiness cast upon it. The figure that made the Read Runes Roll suffers -1 to Fight, Shoot, and Will in the next scenario. A figure may carry this book without it taking up an item slot, but it offers no further bonus other than helping a figure get to sleep. Gain +5 Experience Points.

362

This book appears to be an exploration of advanced mathematics. Although the language is unknown, most of the book is made up of formulas using recognizable numbers. Select one companion that has the Read Runes skill at +5 or higher. This figure may study this book and gain 1 Progression Point. Once the book has been studied it should be discarded.

313

The skulls in this pile look remarkably fresh. Make either a Perception Roll (TN10) or Read Runes Roll (TN10). If successful, *see Note 769*.

381

As you pick up the shell, a thin black snake drops out of it and attempts to bite you. Make an immediate +2 attack against the figure holding the shell (+0 if the figure passed the Perception Roll). This attack does a maximum of 1 damage but is poisonous. After the attack, the snake burrows into the sand and disappears. The shell itself is beautiful, but is of no other value.

358

Dangling from one wall of the room are three giant scorpion tails. As you step closer, one animates and lashes out at you. Make a +2 Attack against the investigating figure. This attack is poisoned. A figure may add its Traps Skill to its Fight Roll when defending against this attack. Gain +4 Experience Points.

399

You find a small sack containing one dose of Farlight Leaf and one dose of Nightnock. These



herbs do not take up an item slot for the rest of this game, but each dose becomes a separate item for any future games.

419

You notice a strange-looking stone in the sand. When you pick it up, you realize it is a whetstone that has been set into a platinum grip. You may carry this item for the rest of the scenario, even if you don't have an item slot available. After this scenario, it takes up an item slot as normal. If a figure is carrying this whetstone and a non-enchanted, bladed weapon, then the first time it does damage with that weapon during a scenario, it does +1 damage. If this item is returned to Alladore and turned over to your superiors, you receive +5 Experience Points or one companion receives 1 Progression Point.

455

You suddenly notice that you are surrounded by half-buried dishes, pots and silverware. They appear to be of fine quality, though badly tarnished and scraped. Make an Armoury Roll (TN10). If successful, *see Note 939*.

493

You find a beautiful, and obviously very ancient, necklace. A figure wearing this necklace (which counts as an item) gains +1 Leadership. If it is returned to Alladore and handed in, gain +5 Experience Points or choose one companion to gain 1 Progression Point.

519

This is a book of music, written in recognizable notation, but containing numerous works that are unknown in Alladore. Any figure may carry this book without it taking up an item slot, but it confers no bonus. Gain +4 Experience Points.

524

You see a giant sea shell, nearly the size of your head, lying in the sand. Make a Perception Roll (TN18). If you succeed, *see Note 114*. If you fail the roll, but wish to pick up the shell, *see Note 381*.



564

As you look deep into the crystal, you get a sudden vision of a large hole in the desert with a crane in place above it. There is an ancient building nearby, and gnolls moving all around. It is clear that this must be the hole for which you are searching. Gain +8 Experience Points.

588

This is a pile of fresh corpses. If the figure investigating is Lorenthian, it immediately recognizes them as being Lorenthians. This figure gains +1 Fight, but -2 Will for the rest of the scenario. If anyone else investigates, they must make a Perception Roll (TN5). If the corpses are recognized, gain +4 Experience Points.

629

The letter is written from the Cascades, the famous Alladorean school of magic, and includes detailed sketches of the school, making note of all entrances. It also includes notes on guard postings. It is clear that there is a traitor in the Cascades, and this is

likely a prelude to an attack. Gain +10 Experience Points, or give two companions 1 Progression Point each.

676

You see the tip of a weapon mostly buried in the sand. Immediately roll on the Weapons and Armour Table (or draw a card for The Weapons Horde in *Ghost Stone*). The figure may carry this weapon for the rest of the scenario, even if it doesn't have an item slot available; although it may only use it if it would normally be allowed to do so. After the scenario, it may be given to any figure to carry and use as normal.

699

Apart from scattered writing, the wall here contains several faded murals of people performing strange, and somewhat unsettling, dances. The figure investigating the clue marker must make a Will Roll (TN10). If it fails, it takes 1 damage. If it succeeds, gain +5 Experience Points.



705

The scroll is written in a strange, flowing script. The language appears to be a dialect of one of the ancient languages that died out in Alladore centuries ago. The letter is addressed to King Erethon, the great-grandson of King Erenthal, the founder of Alladore. Although you can't fully translate the scroll, it appears to be a letter of introduction from the ruler of a small kingdom. There is a lot of flowery language, offers of friendships, and hopes for a peaceful exchange of ideas. There is also the mention of numerous gifts. The letter is signed by Shaltan Agoric of Tangria. The name, or title, and the place, mean nothing to you. Gain 5 Experience Points. If a figure carrying this scroll ever returns to Alladore, it gains an additional 5 Experience Points, or one companion gains 1 Progression Point.

715

This black crystal is like a standing stone and it is a wonder how it got up here. As you look closer, you almost see shadowy figures moving in its depths. If you would like to look deeper, make a Will Roll (TN14). If you fail, take 3 points of damage. If you succeed, *see Note 564*.

744

Suddenly a zombified camel rises up out of the desert sand. Place this camel in combat with the figure that examined the clue marker. Make a note, if this zombified camel is killed, any figure in contact with the corpse may search it as a free action. In this case, *see Note 238*.

769

You notice one skull that is different from the others. It is nearly human-sized, but long and flat, almost snake-like. Gain +3 Experience Points. This skull may be picked up and carried by the finder, even if that figure has no item slots available. At the end of the scenario, it may be given to any figure, but takes up an item slot as normal. If a spellcaster is carrying this item, it may spend an action and discard this item to cast the Transpose Spell.

788

Select one figure to make a Read Runes Roll (TN15). This roll may be attempted once after each scenario. If successful, *see Note 283*.



811

You find a small, well-constructed grappling hook. You may carry this item for the rest of the scenario, even if you do not have item slots available. After the scenario, any figure that is carrying rope may attached the grappling hook to it. Make note of this. The combined item only takes up one item slot. Gain +2 Experience Points.

844

With a horrific scrape of stone on stone, one of the statues comes to life and attacks. Place a guardian statue in a random corner of the room. This creature follows all of the normal rules for creatures, except that it will attack other evil creatures if they are the closest figure.

887

You also find an old clay pot containing dried herbs. You may take this item, even if you do not have item slots available. If this figure survives to

the end of the scenario without being reduced to 0 Health, you may roll once on the Desert Herbs Table in this book. After this point, the herb takes up an item slot as normal.

902

A young woman, with her hands and feet tied. You may cut her free as a free action. Treat the young woman as a companion for the rest of the scenario, using the Stats of a recruit, although she is currently suffering -4 Health and is unarmed. Any figure may give her a weapon it is carrying as a free action. If this young woman is still alive at the end of the scenario, *see Note 175*.

939

You notice one particularly beautiful little cooking pot, decorated with golden script running along the top edge. You don't recognize the language, but there seems a beauty to the words, nonetheless. This figure may take this pot, and carry it, even if it doesn't have item slots available. After the scenario, it takes up one item slot. Should this pot be returned to Alladore and turned over to your superiors, either you gain +5



Experience Points or a companion of your choice gains 1 Progression Point.

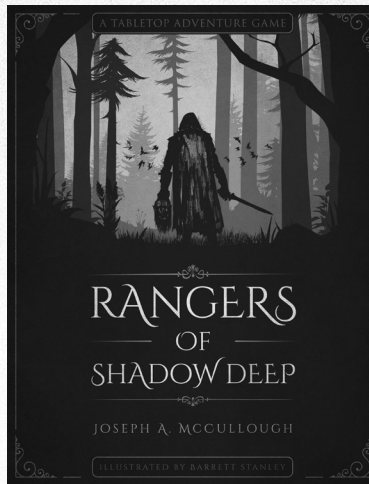
952

Make an Armoury Roll (TN8). If you pass this roll, *see Note 419*. If you fail, you see nothing of interest.

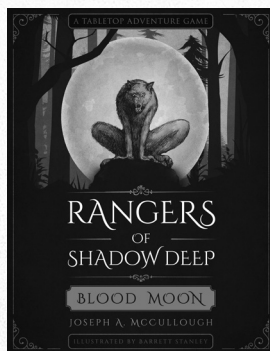
955

This is an instruction manual for sword fighting. Although it is written in an unknown language, it contains numerous drawings and diagrams that illustrate various tricks and manoeuvres. A figure carrying this book may add +1 to one single Combat Roll in each mission. This decision must be made before the dice are rolled. Once used, this bonus may not be used again until the next mission, even if the book is given to a different figure.

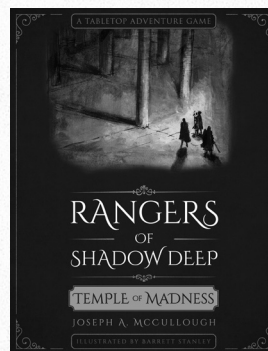
THE
RANGERS OF SHADOW DEEP
COLLECTION



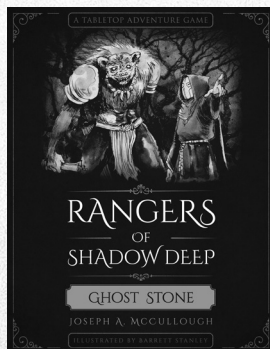
RANGERS OF SHADOW DEEP:
A TABLETOP ADVENTURE GAME



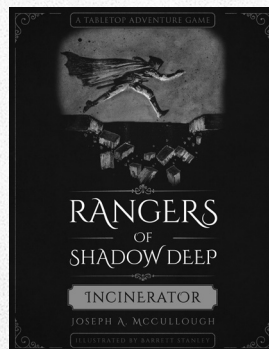
BLOOD MOON



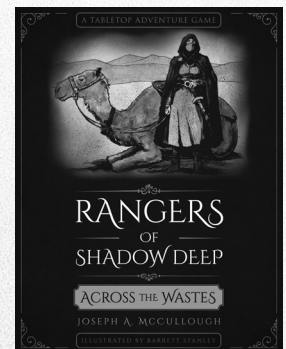
TEMPLE OF MADNESS



GHOST STONE



INCINERATOR



ACROSS THE WASTES