

## Scenario 4: Grave Danger

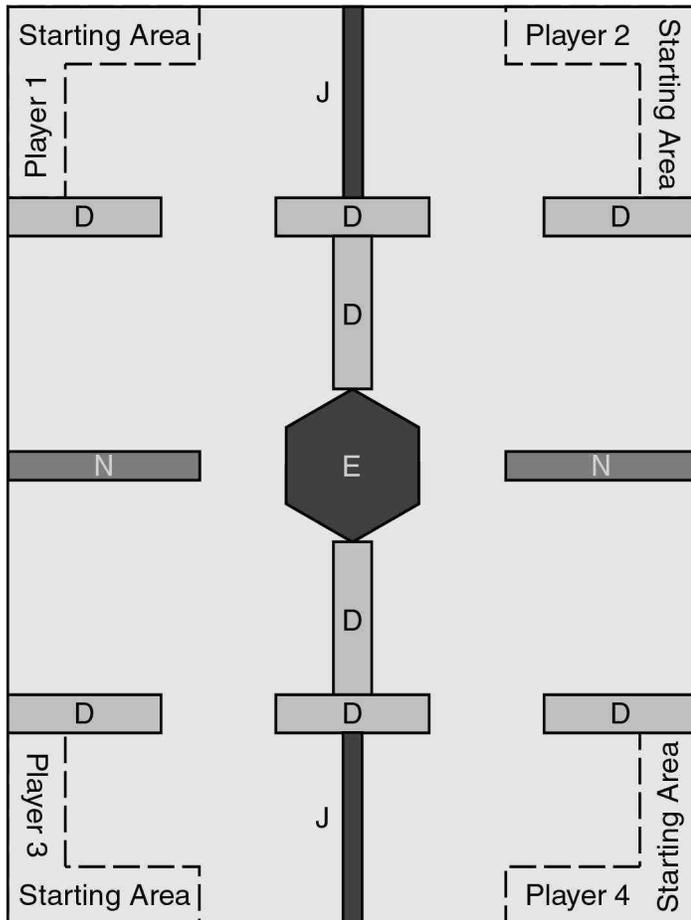
The thick, morning mist had held over toward noon, and it stank of soured earth. Death's embrace stilled the forest, the meadows, the marsh. No birds sang. No toads croaked. Here, the power building up within The Land had taken a darker turn. The vegetation did not thrive. And the dead walked.

Faint as it was, still Caber Landwalker felt the familiar thrum of the *Summons* crackling over his tough skin like the prickly touch of a thousand dull needles. It enticed him with the call of power, and yet also warned him of the danger. The troll cenobite watched the mists carefully, expecting any of a dozen wraith-like shadows to suddenly coalesce into an enemy warrior. Or an actual wraith.

A shade. The dark figure came in on death's wings, silent and determined, like the reaper itself. Caber wasn't close enough to strike at it. He simply saw the dark, cloak-like form as it fell on Targ, their orc scout, pulling him away kicking and screaming into the mists. Targ's howls drifted back to the warhost for several long seconds. Then all was still again.

Still, but certainly not *right*.

### BATTLEFIELD MAP: (SCALE 1" = 10")



**BACKGROUND:** By chasing the *Summons*, searching the countryside, or by just plain dumb luck, the magestone deposit has been located. Warlords converge on the site of an old graveyard, planning to wrest control of the location. The graveyard, however, has previous tenants who may object.

**OBJECTIVE:** Defeat your enemies while fending off the Crypt Shades.

**TIME LIMIT:** 1 hour 40 minutes.

**ARMY SIZE:** Four-player game, 250 points per player (3 actions per turn).

**SETTING THE SCENE:** Place terrain as shown on the battlefield map. Terrain piece "E" represents the Crypt.

### SPECIAL RULES

1. The creek sections are shallow water special terrain.
2. Play with four players. If only 2 players are playing this scenario, they must start opposite each other, for example, in the Player 1 and Player 4 starting areas.
3. Each player must complete his turn in 2 minutes. The *Summons* demands it! Unused actions are considered passes.
4. This is a free-for-all; each other player is an enemy and all players score their own Victory Points.
5. The proximity of the magestone makes magic-based actions unreliable. When using Magic Enhancement or Magic Levitation, roll 1D6. On a result of 1–3, the effect fails. When making a Magic Blast attack, if either attack dice result is 1, the attack automatically misses.
6. No player may withdraw.
7. At the end of each player's turn, roll 1D6. On a result of 1, place a Shade (called Crypt Shades in this scenario) in base contact with the center of a randomly-determined side of the Crypt. Give each Crypt Shade one action after the end of Player 4's turn; Crypt Shades do not accumulate action tokens, are enemy figures to all players, and have Magic Immunity. The Crypt Shade will attack the closest player-controlled figure and will make a capture attempt. Do not add 2 to the target's Defense Value to resist the capture attempt. Once the Crypt Shade has a captive, it will move to the closest battlefield edge. If it contacts the battlefield edge while it has a captive, remove the Crypt Shade and the captive from the game.

### VICTORY CONDITIONS

The winner of the scenario is the player or players with the highest Victory Point total at the end of the game.

Victory Point total =

Eliminated opposing figure points

+ Captured opposing figure points x 2, *but only if they are in your starting area*

+ Friendly *non-captured* figure points that have survived the entire game. If all of a player's figures are either captured and/or demoralized, add 0 points.

– Friendly figure points removed from the game by Crypt Shades x 2