

# A FIST FULL OF COINS

## TWO PLAYER SCENARIO FOR DARKESTORME

### Part I

The door to Tanglebrook tavern slammed open with a loud bang as Eberhardt strode through the doorway, scattering peasants as he did so. Dressed as he was in his long blue robe adorned with mystical symbols, with his long grey moustache, flowing beard, tall hat and staff, the wizard's entry caused the local peasants to stop and stare in awe as he strode across the bar to join Markus and the grubby Elf girl sat at the wooden table. Markus' three huge deerhound dogs lay curled around each other under the table. One looked up as the wizard approached & sniffed once, then slumped back down again, satisfied.

*Without looking up Markus pushed a wooden cup across the table. "You're late, as usual. Here, I got you an ale."*

Taking the proffered cup, Eberhardt didn't look even remotely contrite.

*"I'm sorry, I was delayed – magicke simply can't be rushed. But I'm here now – what have you got for us this time?"*

Markus pulled a map from his backpack and spread it on the table, holding the corners down with assorted ale jugs and cups. Pulling a quill from his backpack he pointed to a road marked on the map.

*"Three days ago a large group of bandits robbed a rich merchant, Master Ivan von Stollenberg, of his wares on the Greenway Road not far from Tanglebrook and then left him for dead. When he recovered his senses he discovered they'd also kidnapped his daughter, Karin, who was with him at the time. They've demanded a ransom of 600 coin for her safe return and given him three days to raise the money. Having lost all of his wares in the robbery he simply can't raise that much coin in time – which is where we come in."*

The grubby Elf looked up from her ale cup and swept the bar with her cold, piercing gaze before looking at Markus and Eberhardt. A crooked grin broke onto her thin face.

*"So, its a go rescue job, yes? We go get good money, no?"*

At least her language skills are improving, thought Eberhardt. He'd known the skinny ex-slave for more than four years now, and she still hadn't mastered Dresdan words yet - mostly she spoke that awful croak language she learned in her years as a Goblin slave, which only Markus seemed to understand. He'd discovered her during one of his Goblin hunting jobs and had rescued her. Out of gratitude the skinny, grubby Elf now loyally accompanied him as he travelled to find employment. But she was also fey and unpredictable, and Markus had spent a lot of time and his much of coin buying his Elf friend out of whatever trouble she'd got herself into this time.

*"Yes – if we can rescue his daughter within the three day time limit the good master merchant will pay us 300 coin for our time and troubles. And the heads of the bandits will be worth a few coin too."*

Looking up, Markus gestured to the ale-maid. *"Three more ales here."*

*"I've asked some questions around Tanglebrook, and spread a few coin about, and it would seem that a few miles from the Greenway Road there's an old abandoned keep – mostly a heap of ruins or so I'm told – and the bandits are hiding up there. It's about a 6 hour walk through heavy going, so we'll want to arrive early, rest a bit, and then hit them during the night. With a bit of luck we can grab the girl and a few bandit heads and be back here before even-meal the day after."*

Eberhardt looked closer at the map. *"Those ruins are not too far from here. I'd be willing to wager a few coin on the bandits having a contact or two in the village just to keep a look out for any thing happening – we should ..."*

Eberhardt stopped as the ale-maid placed three more cups of frothy ale on the table, and Eberhardt saw the coy look she flicked at Markus. Another conquest, he sighed.

His eye still fixed on the ale-maid, Markus rolled the map back up and stood. *"We'll be leaving early, so be sure to get some sleep. Eberhardt, only you know what magicke you need to prepare, and you, 'Ril, I want you ready to see if you can find us a way in tomorrow night. So, go get some sleep."*

With that, Markus turned and followed after the ale-maid ...

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The sun was not yet up when Eberhardt, Arrilla and Markus made their way out of the tavern and started towards the hills looming in the middle distance ahead. Around them Markus' three hounds loped, sniffing the ground all around in the manner of all dogs everywhere.

They'd been walking for around an hour and were just passing a ramshackle old barn when Fritz, one of the hounds, stopped and began to growl, his hackles rising. The other two hounds, Fonso and Franz, quickly joined in, and as Markus, Eberhardt and Arrilla slowed, several figures emerged from the undergrowth beneath the trees around of them.

*"You been arskin' too many questions ..."*



## A FIST FULL OF COINS

Welcome to A Fist Full of Coins, a DarkeStorme scenario for two players.

The scenario is organised in three parts, cunningly named Part I, Part II and Part III. In these three small games Markus Dante's Mercenary Company is trying to rescue the kidnapped daughter of a rich merchant, whilst the bandits who kidnapped her are determined to prevent that.

### Motivations

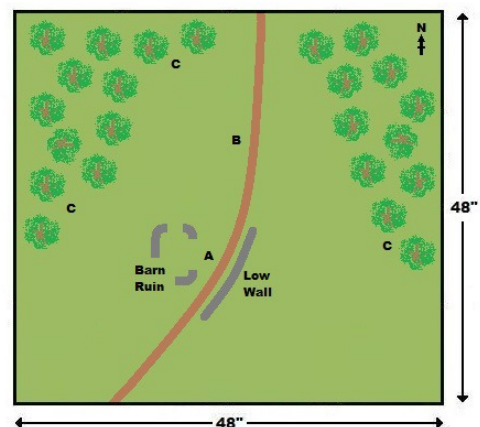
In Part I Markus Dante and his companions are heading to the ruined keep where the bandits are suspected to be hiding when they are ambushed by a few of the bandits laying wait for them.

Markus Dante's motivation is to both get past the bandits ambush and prevent any of the bandits escaping and warning their fellows at the keep.

The bandits want to kill Markus and his companions.

### Terrain

Refer to the map. The playing area is 48"x48" (4ft x 4ft). All terrain is classed as 'grasslands', whilst the clumps of trees and undergrowth are classed as 'Rough', costing double to move through.



## Deployment

Markus Dante, Arrilla and Eberhardt start within 6" of position 'A' on the map next to the ruined barn, whilst Dante's three hounds start within 6" of position 'B' on the map.

The bandits start in three groups of three bandits each, 1 group at each of position 'C' on the map, having just emerged from their hiding places ...



## Units

Players should use the provided units (see the end of the scenario), but as an option they can choose to create their own units via the unit creations rules (DarkeStorme p.40-43). In this case each player has 520 Points and 360 Coin with which to create their desired units. However, no magicke items may be purchased for any characters, nor may a unit have a monster unless both sides agree, or both sides decide they'd like a monster each.

All unit creation rules must be adhered too.

## Special Rules

The following Special Rules are in effect:

The bandits in this scenario are those from the village of Tanglebrook, not those from the keep. Having become aware of Markus asking questions about the bandits in Tanglebrook they've taken it upon themselves to 'deal' with the problem, rather than alert their allies at the keep. However, should the fight begin to go badly against them they'll think better of 'dealing' with it and try to escape to warn their allies at the keep.

Once the bandits have had more than 5 of their number killed in the fight all remaining bandits will attempt to flee the fight, running off the north edge of the table as soon as they can manage it. If even 1 of the bandits successfully escapes off the table in this manner then the bandits at the keep will be warned about Markus and his friends approach and will be ready for them.

## Victory Conditions

Markus Dante's' Company – kill all the bandits, allowing none to escape to warn the rest of the bandits at the keep.

The bandits win if they kill Markus Dante, Arrilla, Eberhardt and all three of Markus' hounds.



## DANTE'S COMPANY

### Markus Dante Human (Dresda) - Leader

Actions 2

Cause Wound 8+

Resist Wound 8+

Resist Magicke 9+

Walk 2" / Run 5"

Wounds – 1 (1)

Weapons – Two Hand Axe, Shortsword, Dagger

Armour – Exquisite

Skills – Leader, Iron Skin, Natural Warrior, Sixth Sense, Talent 3

Recommended Miniature – FL12-03

### Eberhardt the Mage Human (Dresda) - Mage

Actions 2

Cause Wound 9+

Resist Wound 8+

Resist Magicke 8+

Walk 6" / Run 9"

Wounds – 1 (1)

Weapons – Staff (just to lean on, you understand), Dagger

Armour – None

Skills – Sub Leader, Natural Warrior, Iron Skin, Inspired, Competent

Mage Level 5

Rote Spells – Shock Blast, Shimmer Shield, Enemy Slow, Cushion Shock, Mist of Blindness, Disarm of Blades, Monstrous Appearance, Growth of Grass, Lightning Fork, Alter Resistance, Soap Bubble, Absorption, Rain Storm, Dispersion of Magicke, Greater Shimmer Shield, The Fireball, Wind Blast, Water Hammer, Heat Lance  
Composed Spells – Halt, Illuminate, Increase Armour Mass, Flame Blast, Breath of Decay

Recommended Miniature – FL11-01

### Arrilla Elf (High) - Scout

Actions 3

Cause Wound 8+

Resist Wound 6+

Resist Magicke 6+

Walk 7" / Run 12"

Wounds – 1 (1)

Weapons – Two Daggers, 3 Throwing Knives

Armour – Flimsy

Skills – Natural Warrior, Nimble, Iron Skin, Inspired, Talent 3

Recommended Miniature – CE22-02

### Fritz, Franz and Fonso - Hunting Dogs

Actions 2

Cause Wound 8+

Resist Wound 8+

Resist Magicke 8+

Walk 10" / Run 15"

Wounds – 1

Weapons – Big Teeth

Armour – None

Skills – None

Recommended Miniature – ER28

## TANGLEBROOK BANDITS

### Herman Zermitts Human (Dresda) - Leader

Actions 2  
 Cause Wound 9+  
 Resist Wound 8+  
 Resist Magicke 9+  
 Walk 5" / Run 8"  
 Wounds – 1 (1)  
 Weapons – Short Sword, Dagger  
 Armour – Flimsy  
 Skills – Leader, Iron Skin, Talent 1  
 Recommended Miniature – FL26-01

### Bernardo the Tough Human (Dresda)

Actions 2  
 Cause Wound 9+  
 Resist Wound 8+  
 Resist Magicke 9+  
 Walk 6" / Run 9"  
 Wounds – 1 (1)  
 Weapons – Hand Axe  
 Armour – None  
 Skills – Iron Skin  
 Recommended Miniature – FL26-03

### 2 x Bandit Archers Human (Dresda)

Actions 2  
 Cause Wound 9+  
 Resist Wound 8+  
 Resist Magicke 9+  
 Walk 6" / Run 9"  
 Wounds – 1  
 Weapons – Bow with 20 Arrows, Dagger  
 Armour – None  
 Skills – None  
 Recommended Miniature – FL26-02

### 5 x Bandits Human (Dresda)

Actions 2  
 Cause Wound 9+  
 Resist Wound 8+  
 Resist Magicke 9+  
 Walk 6" / Run 9"  
 Wounds – 1  
 Weapons – Crude Wooden Club (treat as a Dagger)  
 Armour – Buckler  
 Skills – None  
 Recommended Miniature – FL16-01

## Part II

In the fading light after dusk Markus, Eberhardt and Arrilla crouched low in the undergrowth on the crest of a low rise overlooking the ruins of the old keep - behind them Markus' three hounds hunkered silent and expectant, tongues lolling & eyes bright.

In one corner of the ruins below a crude tent was pitched, whilst in the centre of the small courtyard a firepit flickered and crackled. In the dim light from the fire several figures could be discerned slumped against the old stone walls or walking slowly around the perimeter.

*"The tent's where they must have her. We'll wait until later on, when it's darker then, when they're all asleep we'll remove the sentries as quietly as we can & take them by surprise. With a bit of luck there'll be little or no organised resistance before it's all over. Then we can get the girl and make our way back to her father and ..."*

Markus' whisper faded as two new figures wandered into the fire-light. One was huge, easily over seven feet tall, and almost as bulky with it, whilst the other was a older man, but dressed in expensive clothes in the current high fashion of the courts of Dresda. As Markus and the others watched a bandit emerged from the tent and moved to speak to the new arrivals.

*"We did as ye arsked, Master Kohler – he's all busted up an' we took all his stuff an' the girl too. By the time he's done payin' what we want he won't bother you no more – then you'll be the most powerful merchant in town."*

The well dressed man proffered a pouch to the bandit.

*"Here's your 300 coin, Hugo, as promised, and you can keep any loot too - you might be able to sell it on somewhere. Once the old fool pays up I wouldn't wonder if his girl was to accidentally fall down and get badly hurt – no witnesses, you understand?"*

The bandit nodded. *"As you say, Master Kohler. Can I offer you some brandy? Seems I came into a few kegs of finest Dwarven a couple of days ago or so ..."*

The two men laughed nastily then, before heading towards the tent, the one named Kohler turned to his huge companion.

*"Harr, get yourself some ale and wait for me."* The giant figure nodded once then ambled off to sit by the fire.

Markus slowly blew out his breath.

*"Great – now we have an Ogre to deal with. Eberhardt, can your magicke deal with him? I don't fancy having to fight our way in there whilst coping with an Ogre too."*

Eberhardt nodded slowly. *"I should think so – as long as you can keep the rest of them off me whilst I do it ... you know I don't like interruptions whilst I'm working"*

Markus chuckled, then turned to the Elf next to him.

*"The sentries are yours to deal with, 'Ril – we'll follow you in once they're dealt with."*



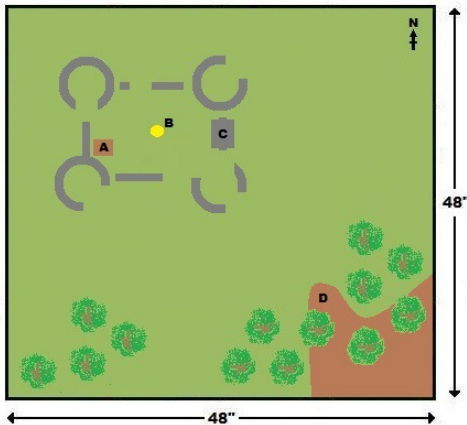
### Motivations

In Part II Markus Dante and his two companions have to defeat the bandits guarding the ruined keep, including an Ogre, before they can rescue the kidnapped daughter of the merchant.

The bandits want to kill Markus and his companions.

### Terrain

Refer to the map. The playing area is 48"x48" (4ft x 4ft). All terrain is classed as 'grasslands', whilst the clumps of trees and undergrowth are classed as 'Rough', costing double to move through.



### Deployment

Markus, Eberhardt, Arrilla & Markus' hounds all start at point D on the map.

Master Kohler and Hugo start in the tent at point A on the map.

Harr the Ogre bodyguard sets-up adjacent to the fire in the courtyard at point B.

Four bandits start set-up asleep in the courtyard.

Two more bandits (sentries) are patrolling around the keep in a clockwise direction at walking speed, starting one of the north side of the keep, the other on the south side of the keep, & they remain 4" from the keep walk as they walk.

A third bandit sentry stands in the ruins of the guard house, position C on the map. This bandit will not move unless the alarm is raised.

In the event that 1 or more bandits escaped off table from Part I then all the bandits will be awake, armed & ready.

### Units

Players should use the provided units (see the end of the scenario), but as an option they can choose to create their own units via the unit creations rules (DarkeStorme p.40-43). In this case each player has 520 Points and 360 Coin with which to create their desired units. However, no magicke items may be purchased for any characters, nor may a unit have a monster unless both sides agree, or both sides decide they'd like a monster each.

All unit creation rules must be adhered too.

### Special Rules

The following Special Rules are in effect:

**Darkness** – This scenario takes place at night, and it's dark, so visibility is limited to just 6". No character can be seen or have line of sight drawn to it by any other character beyond 6" distance.

**Letting sleeping bandits lie** – the four sleeping bandits will remain sleeping until the alarm is raised, either by a sentry or by any fighting taking place in the courtyard.

The sleeping bandits will require 3 actions to awaken & recover their weapons & equipment once awoken.

**Sneaking:** If any of Markus' company can manage to sneak up on a bandit and take them by surprise they can attempt to kill them silently without making a noise.

To sneak up on a target a character must first nominate a target to try and sneak up on and then roll 1D6 before moving, whilst the target character of the sneak attempt rolls 1D6 - if the sneaking character is Arrilla, she rolls a 2D6 instead of 1D6. If the targets roll is equal to or higher than the sneaking characters roll then the sneaking character has been spotted or heard as they approaches and the sentry will raise the alarm immediately before they can reach the target character. A character can only sneak up on 1 target at a time – if another character is within 6" and in line of sight of the target character the character making the sneak attempt rolls 1D6 less (so only Arrilla might succeed – Markus & Eberhardt would fail automatically). Markus' hounds CANNOT sneak & are automatically spotted if they come within 6" of any bandit.

Should one of Markus' company manage to sneak up on a bandit, any melee or ranged attack they make gets a +2 bonus to Cause Wound, and the target suffers a -2 penalty to their Resist Wound roll.

Once the alarm is raised Hugo, Kohler AND Harr the Ogre will become active and may take part in the fighting. However, Kohler will immediately attempt to flee the battle and escape off table if wounded.

**Searching the tent** – searching the tent in the courtyard takes 2 actions to complete.



### Victory Conditions

**Markus Dante's' Company** – kill all the bandits, allowing none to escape and then search the tent – however, searching the tent reveals that the merchants daughter isn't inside.

The bandits win if they kill Markus Dante, Arrilla, Eberhardt and all three of Markus' hounds.

## DANTE'S COMPANY

### Markus Dante Human (Dresda) - Leader

Actions 2

Cause Wound 8+  
Resist Wound 8+  
Resist Magicke 9+  
Walk 2'' / Run 5''  
Wounds - 1 (1)

Weapons - Two Hand Axe, Shortsword, Dagger

Armour - Exquisite

Skills - Leader, Iron Skin, Natural Warrior, Sixth Sense, Talent 3

Recommended Miniature - FL12-03

### Eberhardt the Mage Human (Dresda) - Mage

Actions 2

Cause Wound 9+  
Resist Wound 8+  
Resist Magicke 8+  
Walk 6'' / Run 9''  
Wounds - 1 (1)

Weapons - Staff (just to lean on, you understand), Dagger

Armour - None

Skills - Sub Leader, Natural Warrior, Iron Skin, Inspired, Competent

Mage Level 5

Rote Spells - Shock Blast, Shimmer Shield, Enemy Slow, Cushion Shock, Mist of Blindness, Disarm of Blades, Monstrous Appearance, Growth of Grass, Lightning Fork, Alter Resistance, Soap Bubble, Absorption, Rain Storm, Dispersion of Magicke, Greater Shimmer Shield, The Fireball, Wind Blast, Water Hammer, Heat Lance

Composed Spells - Halt, Illuminate, Increase Armour Mass, Flame Blast, Breath of Decay

Recommended Miniature - FL11-01

### Arilla Elf (High) - Scout

Actions 3

Cause Wound 8+  
Resist Wound 6+  
Resist Magicke 6+  
Walk 7'' / Run 12''  
Wounds - 1 (1)

Weapons - Two Daggers, 3 Throwing Knives

Armour - Flimsy

Skills - Natural Warrior, Nimble, Iron Skin, Inspired, Talent 3

Recommended Miniature - CE22-02

### Fritz, Franz and Fonso - Hunting Dogs

Actions 2

Cause Wound 8+  
Resist Wound 8+  
Resist Magicke 8+  
Walk 10'' / Run 15''  
Wounds - 1

Weapons - Big Teeth

Armour - None

Skills - None

Recommended Miniature - ER28

## RUINED KEEP BANDITS

### Hugo Bald-Pate Human (Dresda) - Leader

Actions 2

Cause Wound 9+  
Resist Wound 8+  
Resist Magicke 9+  
Walk 5'' / Run 8''  
Wounds - 1 (1)

Weapons - Short Sword, Dagger

Armour - Flimsy

Skills - Leader, Iron Skin, Talent 2

Recommended Miniature - FL26-01

### Master Merchant Klaus Kohler Human (Dresda)

Actions 2

Cause Wound 9+  
Resist Wound 8+  
Resist Magicke 9+  
Walk 6'' / Run 9''  
Wounds - 1 (1)

Weapons - Dagger

Armour - None

Skills - Iron Skin

Recommended Miniature - FL4-03

### Harr the Ogre Body Guard Ogre (Wild)

Actions 2

Cause Wound 6+  
Resist Wound 5+  
Resist Magicke 9+  
Walk 3'' / Run 7''  
Wounds - 1 (3)

Weapons - Two Hand Sword

Armour - Acceptable

Skills - None

Recommended Miniature - VNT18-02

### 3 x Bandit Sentry's Human (Dresda)

Actions 2

Cause Wound 9+  
Resist Wound 8+  
Resist Magicke 9+  
Walk 6'' / Run 9''  
Wounds - 1

Weapons - Crude Wooden Club (treat as a Dagger)

Armour - Buckler

Skills - None

Recommended Miniature - FL16-01

### 4 x (Sleeping) Bandits Human (Dresda)

Actions 2

Cause Wound 9+  
Resist Wound 8+  
Resist Magicke 9+  
Walk 6'' / Run 9''  
Wounds - 1

Weapons - Crude Wooden Club (treat as a Dagger)

Armour - Buckler

Skills - None

Recommended Miniature - FL16-01



### Part III

Markus poked through the filthy skins and blankets in the foul smelling tent. Amidst the dirt, discarded wine jugs and cups, the glitter of something caught his eye. Reaching in, from under a muck-smearred skin he picked out a thin silver chain with a tiny locket on it.

*"She was here. They must've moved her somewhere else – take a look around the place and see if you can find anything."*

Whilst Markus continued to poke through the tents contents, Eberhardt and Arrilla began wandering around the courtyard and peering into the darker corners. After some time Eberhardt called out to Markus ...

*"Markus, 'Ril – over here."*

Markus & Arrilla hurried over to where the mage was standing in one of the collapsed corner towers. There, on the floor, someone had swept clear an area of rubble to reveal a wooden trapdoor set in the floor. A newly made slide bolt was fixed to the flag stones, holding the door shut.

Markus slid the bolt across and lifted the trapdoor. A crude wooden ladder descended down into dark, and a foul smell of rotting flesh rose from below, surrounding Markus and the others in a stinking miasma. As Eberhardt gagged and Arrilla retched, Markus choked down a cough and called into the deathly silence below.

*"Karin - are you down there?"*

After a few seconds there came from below came the sound of scuffling, and a low whimpering sound. Then a weak quavering voice, made faint by distance, called up out of the darkness.

*"Hello? Is anybody there? Help me! I'm locked up down here, and there are dead people down here too – I can hear them moving ... help me, please ..."* The voice then faded away to nothing.

Markus turned to Eberhardt and pointed to the bodies of the fallen bandits.

*"Fetch me some of those sticks and go cut some rags from those dead men – we'll make some torches, and once ready, we can head down."*

Once the torches were ready and lit, Markus turned to his hounds and commanded them to wait. As the three hounds lay down by the hole in the ground, Markus gingerly clambered onto and down the ladder - under the weight of the heavily armoured man the ladder creaked alarmingly.

*"Be careful – the ladders none to strong."*

Arrilla followed Markus, coughing and gagging in the rank air, then Eberhardt followed. A crude stone flagged corridor ahead of them was lit up by their torches, and in the dim light a group of malformed bodies could be seen. As one they turned around to face Markus and his allies.



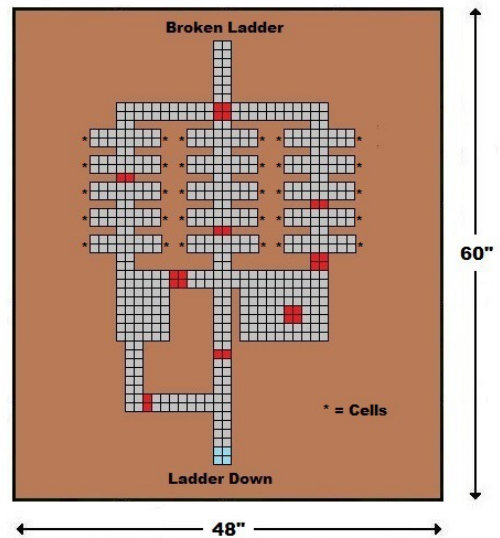
### Motivations

In Part III Markus Dante and his two companions have to search the dungeon under the ruined keep where the bandits have imprisoned Karin, the daughter of the merchant. Once they've found her they have to escape the ruins alive ...

The defenders of the dungeon will want to kill Markus, his companions, the girl and then escape into the world above to wreak havoc ...

### Terrain

Refer to the map. The playing area is 60"x48" (5ft x 4ft). All terrain is classed as 'normal' terrain.



### Deployment

Markus, Eberhardt & Arrilla all start in the light blue squares on the map, next to the 'Ladder Down'. Markus' three hounds aren't involved in this scenario.

The Alchemical Zombies start 1 per red square on the map.

The merchants daughter, Karin, is deployed by via the special rules.

### Units

Players should use the provided units (see the end of the scenario), but as an option they can choose to create their own units via the unit creations rules (DarkeStorme p.40-43). In this case each player has 520 Points and 360 Coin with which to create their desired units. However, no magicke items may be purchased for any characters, nor may a unit have a monster unless both sides agree, or both sides decide they'd like a monster each.

All unit creation rules must be adhered too.

### Special Rules

The following Special Rules are in effect:-

**Darkness** – This scenario takes place underground, and it's dark, so visibility is limited to just 12". No character can be seen or have line of sight drawn to it by any other character beyond 12" distance.

**Alchemical Zombies** – these are not really Undead, instead they are crudely re-animated corpses created by a non-magickal alchemical process now long forgotten. Compared to 'normal' Zombies Alchemical Zombies are not as tough, but unlike 'normal' Zombies they don't have to make any rolls on the Undead Injury Table – they will keep fighting until their very last wound ...

Each turn, the Alchemical Zombies will move towards the source of any noise (someone fighting a Zombie, for example) at their walking speed until they enter both line of sight and 12" distance from any non-Zombie character, at which point the Zombie will run towards the non-Zombie character and attack it in melee.

**The Merchants Daughter** – a deck of playing cards will be needed for this scenario. Select 28 random cards from the deck, none of which may be an ace or a joker card. Then select 1 ace card and add it to the 28 other cards, and then add 1 joker to the deck, making a deck of 30 cards total. Shuffle this deck of 30 cards thoroughly without looking at it, and then place it face down to one side of the playing area.

Whenever either Markus, Eberhardt or Arrilla spend 1 action looking into a cell for Karin, draw the top card from the deck and look at it. If the ace card is drawn then Karin has been found unconscious in the cell. If the joker card is drawn then some kind of event has occurred – roll on the Events Table on the below ...

Once Karin is found it will take 4 actions to break open her cell door. Markus or Eberhardt must then carry the unconscious girl using their walk speed. Arrilla isn't strong enough to carry Karin, and so must drag the girl at half her walking speed only.

### Events

Roll one six sided dice for an Event.

**1** Get it off me! The character who drew the card gets a nasty bug in their clothes! The character has to spend 1 action undressing, another action removing the bug, and 1 action dressing again. During this time they may not move or attack, and resist wounds with a penalty of -1 and count as if they are not wearing any armour ...

**2** Yuck! Something nasty falls on the character who drew the cards head and gives them a fright – the character must immediately make one roll on the Morale Table.

**3** Achoo! A cloud of dust causes the character to spend their next turn doing nothing but stand & sneeze. During this turn they may not move or attack, and resist wounds with a penalty of -1.

**4** Creak-clang! The cell doors hinges fail and the door falls off onto the character. The character must spend its next 3 turns clambering out from under the cell door. During this time they may not move or attack, and resist wounds with a penalty of -1.

**5** Twang! A long forgotten & rusty trap is triggered, firing a nasty bolt at the character who drew the card. Roll a Cause Wound roll of 10+. If the character is hit, roll a Resist Wound roll. If this roll fails the character suffers 2 wounds if their armour fails to protect them.

**6** Boom! A pocket of natural gas ignites, causing a wall of flames to rush through the dungeon – all characters, including all the Zombies & Karin, must roll a Resist Wound roll or suffer 1 Wound. Armour offers no protection against this explosion.

### Victory Conditions

Markus Dante, Eberhardt & Arrilla win if they manage to locate Karin in the dungeon and escape carrying her out the same way they entered the dungeon – the other exits ladder is broken and can't be used.

The Alchemical Zombies win if they kill all non-Zombie characters. Then they're free to climb up into the world above to look for more brains food ...



## DANTE'S COMPANY

### Markus Dante Human (Dresda) - Leader

Actions 2

Cause Wound 8+

Resist Wound 8+

Resist Magicke 9+

Walk 2" / Run 5"

Wounds – 1 (1)

Weapons – Two Hand Axe, Shortsword, Dagger

Armour – Exquisite

Skills – Leader, Iron Skin, Natural Warrior, Sixth Sense, Talent 3

Recommended Miniature – FL12-03

### Eberhardt the Mage Human (Dresda) - Mage

Actions 2

Cause Wound 9+

Resist Wound 8+

Resist Magicke 8+

Walk 6" / Run 9"

Wounds – 1 (1)

Weapons – Staff (just to lean on, you understand), Dagger

Armour – None

Skills – Sub Leader, Natural Warrior, Iron Skin, Inspired, Competent

Mage Level 5

Rote Spells – Shock Blast, Shimmer Shield, Enemy Slow, Cushion Shock, Mist of Blindness, Disarm of Blades, Monstrous Appearance, Growth of Grass, Lightning Fork, Alter Resistance, Soap Bubble, Absorption, Rain Storm, Dispersion of Magicke, Greater Shimmer Shield, The Fireball, Wind Blast, Water Hammer, Heat Lance  
Composed Spells – Halt, Illuminate, Increase Armour Mass, Flame Blast, Breath of Decay

Recommended Miniature – FL11-01

### Arilla Elf (High) - Scout

Actions 3

Cause Wound 8+

Resist Wound 6+

Resist Magicke 6+

Walk 7" / Run 12"

Wounds – 1 (1)

Weapons – Two Daggers, 3 Throwing Knives

Armour – Flimsy

Skills – Natural Warrior, Nimble, Iron Skin, Inspired, Talent 3

Recommended Miniature – CE22-02

### Karin the Merchants Daughter Human (Dresda)

Actions 0 (Unconscious)

Cause/Resist Wound 9+

Resist Magicke 9+

Walk / Run 0"

Wounds – 1

No Weapons / Armour / Skills

Recommended Miniature – None required, but try FL4-01

## ALCHEMICAL ZOMBIES

### Alchemical Zombie

Actions 2  
 Cause Wound 10+  
 Resist Wound 8+  
 Resist Magicke 5+  
 Walk 6" / Run 9"  
 Wounds – 1 (1)  
 Weapons – Teeth & Nails  
 Armour – None  
 Skills – None  
 Recommended Miniature – Any mix of VNT10 & VNT11

### And So...

Markus clambered up into the morning light, Fonso, Fritz and Franz yelping & gambolling excitedly as he did so. Pausing, he hauled the slender body of the unconscious merchants daughter up after him, helped by Eberhardt below. Placing the girl on the ground, he turned to help the mage up, followed by Arrilla.

Eberhardt looked grey in the early light - exhausted and drained, the mage leant on his staff before slowly sinking to the ground and opening a pouch half-filled with tobacco. His once neat and clean robes were now stained, torn and bloodied, whilst his tall hat was still somewhere in the pits below.

*"Never again, Markus! Next time you want to go delving in the muck & filth you go find some other fool to accompany you!"*

Markus cocked a crooked smile at the mage.

*"You know you'd miss me. And I do know ALL the best taverns and buy the nicest beers ..."*

The mage directed a fierce glare at Markus that then dissolved into the laughter that comes from relief at having survived. Again.

*"Ok, you buy me another pint when we get back and I'll think about it ..."*

Laughing, Markus turned to help his Elf friend. Arrilla was cradling her arm – blood dripped from fresh bite marks in the thin armour and there were new scratches on her neck and face.

*"Ok?"* Markus checked the bite marks – none were too deep to be really serious, so he smeared them with a bit of Erasmus' healing salve and bound them in an almost clean bandage. When he'd finished Arrilla hugged him, her eyes alight with ...

*"What we get big? Good things, no?"*

That's my girl, thought Eberhardt – shiny things always seemed to make her smile ...

## CREDITS

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### Continuing the Story

If players are using their own units in these scenarios then the following rewards will become available if Karin is safely returned to her father.

300 Coin as pay from Master Ivan von Stollenberg  
 15 points (5 per scenario won)  
 1D6+6 points at the end of the 3 scenarios

In addition to the reward and points, the following loot can be recovered after the 3 scenarios are completed.

17D6 Coin as loot from the bandits bodies  
 3D6 Coin from Master Merchant Klaus Kohler  
 One two handed sword off Harr the Ogre

Where players units go from here is up to them – the lands of Valon are currently engulfed in sweeping conflict, and there's more adventure and profit to be had - if you're bold enough to go & seek it out ...

***Heroes fall to dust,  
 their deeds distilled into ink  
 Immortal in words.***

