

Environments

As explained in the core rule book, you can (and should!) add Environment rules to your scenarios.

When using an environment, you are presented with a list of effects and a corresponding card. At the start of a round in an ArcWorlde scenario, you draw a card from your ArcDeck and see what result you get from your environment's list of effects. These effects might happen immediately, be in effect for the round, or have a lasting presence.

For this campaign, every territory may have one or more environments. In the case of multiple environments, you will roll to see which environment is in effect. If an Environment does not have a filled table, use the Mildaark Forest Environment instead.

This campaign uses the following environments which are included later in this section:

- Albionnica
- Alphos
- Dark Wastes
- Eirdefold
- Galanaux
- Hobbleshire
- Mildaark Forest*
- Mt. Orion
- Netherregion*
- Njorsvald
 - Drakenfall Mountains
 - Herzogenlande
- Riverrijik
- Scotstaine
- Swamplands
- Vauhemia*
 - Czaetsan
 - Horakrania
 - Iesnasrama
 - Larjinturi
 - Tahitima
- Wild Elf Realm
 - Caledon
 - Gaelish Isles

*: Official Environment

Albionnica Environment	
Card	Environment Reaction
2	A waylaid equipment shipment rolls into the battlefield, apparently let loose from a pack animal kicking off their wagon. Randomly place the equipment cache. A character may access the cache via an Easy Feat and equip any single Common Armoury equipment. Discard the cache afterwards.
3	It has been deemed that your warbands are partaking in unlicensed adventuring and participatory violence which has been deemed finable by the Alabaster Council. Until someone spends 1 arcanite to bribe the constable to leave, you must spend 1 GP for each AP you wish to spend. The constable leaves at the end of the round promising to return if you do not get a license.
4	An individual infamous for investigating the astonishingly high murder rate of Albionnica (as the tomes would lead you to believe) has come to arrest their latest suspect. The non-Creature character that has knocked out the most characters in this scenario is removed from the table. Randomly select them if there is a tie. They are returned at the end of the round when it becomes clear that it is a classic case of mistaken identity.
5	Some ammo monkeys have escaped from camp and have scurried onto the field. While reveling in their freedom, they have not forgotten their training. Any character that fires a weapon that can only be used once per round, may use that weapon a second time. The monkeys are found and scooted back to camp at the end of the round.
6	A peppy martial tune belts out over the hills. It's catchy and makes you feel like marching. You may double the amount moved for the first successful leg it roll for each character this round.
7	A call rings out: it's time for tea! For this round, every character that does not move or Leg It may attempt an Easy Feat to have a nice cup of tea. If they succeed, they perk up and heal d6 wounds.
8	A horn blares as a corps of dragoons come riding out on a fox hunt. Place one or more dragoons randomly on the board. The smallest character is mistaken for a fox and must run away or be run down! The character needs to run off the table or the dragoons will move and leg it twice until they can attack and attempt to knock out this character. If the character runs off the board they no longer partake in the scenario. The dragoons disperse if their quarry is knocked out or off the table. The character returns to camp unharmed if they escape the table, carrying 1d3 pelts worth 30 GP as a gift from the dragoons as they realize their mistake.
9	A drunken Imperial Officer stumbles onto the field waving a brace of arcloque pistols and challenging everyone to a duel. One character may accept the duel (randomly determine which if there are multiple candidates). That character and the Officer each can take a shot at each other using the arcloque pistol profile. If your character survives, they keep the arcloque pistol as the Officer ambles away feeling somewhat satisfied.
10	The storied Albionnic fog descends on the field. Line of sight is reduced to 6". At the end of the round, the fog lifts.
J	A call rings out: it's time for tea! For this round, every character that does not move or Leg It may attempt an Easy Feat to have a nice cup of tea. If they succeed, they perk up and heal d6 wounds.
Q	The sun shines at the right angle and glints off of a miraculous sight: a sword embedded in a rock! Randomly place this magnificent sight upon the table. Any character within base contact may attempt to pull the blade from the rock, succeeding by passing a Legendary Feat. Upon success, the character gains the Claymost fabled artifact.
K	The recruiters have come 'round to entice you to join the Albionnic army, seemingly unaware or uncaring that there is a conflict already occurring at this very time and space. Any of your characters may elect to enlist. Characters that enlist are unavailable for 1d3 Chapters until they find a convenient time to desert. For each chapter that your Character is away, you get GP equal to their Bravery. When they are ready to return, they gain VP equal to a D6 roll but do not return at all on a roll of a 1. If they do not return, you get their belongings and an Arcloque Rifle as compensation on top of their pay.
A	A call rings out: it's time for tea! For this round, every character that does not move or Leg It may attempt an Easy Feat to have a nice cup of tea. If they succeed, they perk up and heal d6 wounds.
JOKER	"Wot's all this, then?" bellows the sergeant of an Imperial patrol passing by. They survey the scene and do not like what they see. Place a rogue warband of Imperials on the table edge. They are hostile to all non-Imperial participants.

Dark Wastes Environment

Card	Environment Reaction
2	A Dark Lord whispers false promises from their distant domain, testing the wills of everyone present. All Characters must make a Bravery Test at the beginning of their activation. If they fail, they must Leg It to the nearest board edge. At the end of the round, the whispers fade as the Dark Lord gets distracted thinking of other Evil things to do.
3	The land shakes with the distant struggle between two Dark Lord forces. Or there is an earthquake. Either way, Characters that cannot fly treat all ground as Difficult Terrain.
4	A Champion of Light has come to put an end to the Dark Lords. Randomly place a Commander of whichever faction you prefer. It is a rogue character friendly to other factions but hostile to Dark Lords faction characters and rogue Bestiary characters.
5	There is a sudden spike of heat in these terrible lands, causing most to sweat and the flammable to spontaneously combust. Every Character takes 1 hit. Flammable Characters take 3 hits, with the remaining hits taken doubled upon a failed defense roll. These hits ignore Armor.
6	Inconveniently, lightning strikes! Randomly determine where it does. Each character within 3" takes 6 hits. If the character does not successfully defend from the hits, then the nearest character within 3" then takes 3 hits. Characters in light armor take 3 additional hits, and those in heavy armor take 6 additional hits instead. These hits ignore armor otherwise.
7	A dark and evil ritual has gone awry. Which is good news! Every Character heals 1D3 HP each. If they would go above their starting health, you gain that much GP instead.
8	A thunderous cracking sound and shaking of the ground precedes a massive crevice opening up! Randomly determine two points. Trace a line, about the width of a tape measure between the two points. Anyone within 2" of the line must succeed in a Medium feat or be Knocked Out as the ground swallows them up. Until the end of the round, this line can be jumped over as an easy feat with failure leading to the character Knocked Out. At the end of the round, the crevice closes up. Knocked out characters wander back to camp, surprisingly unharmed (physically), in the aftermath with 1VP each as the ordeal had been quite the experience.
9	Uh oh! A patrol of the Dark Lord's minions has appeared. Place a warband of 2d6 Characters on the board edge. They use the rogue warband special rules and are hostile to everyone.
10	The Dark Lords promise you strange powers in exchange for Arcanite. For this round, Mages may spend 1 Arcanite to resolve successfully cast spells a second time.
J	With a fell screech, the legendary Greater Hellbeast swoops down and plucks up a character to take them to some unknown destination (probably not a good place). Pick the character with the least starting HP (choose randomly if there is a tie). They must pass a hard feat. If they fail, they are dragged into the sky leaving behind an increasingly distant scream. In the aftermath, they are returned to camp with two rolls on the injury table as they go through, uh, hell to get back. If they are carrying a food item, they can give that up instead to escape unscathed as the hellbeast is distracted by that morsel of a treat.
Q	A particularly strong gust unveils a halfling skeleton with an unremarkable golden bauble on its person. Randomly place this unfortunate fellow and their item of no intrinsic value (Completely Harmless and Normal Ring (Item)). If no one claims it, another gust covers up the site, hiding the ring for the foreseeable future. If anyone already has this item on their person or in their camp, the ring is an absolutely normal item worth 10 GP.
K	A fire starter, a twisted fire starter has roved onto the table looking for people to meet (burn) and places to see (burn). Randomly place this Hobgoblin Fire Starter which is neutral to everyone but will spend each activation trying to set flammable terrain and characters on fire. Once everything that can burn is burned, this character will flee to find more victims.
A	A Dark Lord somewhere has been defeated. A feeling of joy and calm briefly falls upon your forces, allowing them to automatically pass any Bravery tests for this round as their hearts fill with hope. This effect ends at the end of the round as everyone remembers that there are more than one Dark Lord out there.
JOKER	Something evil is coming! Every Character that needs to take a Bravery test does so at a disadvantage until the end of the round. If the second Joker is drawn, then Evil has arrived! Place a Dark Lord hostile to everyone in the center of the table. It uses the rogue warband special rules.

Hobbleshire Environment

Card	Environment Reaction
2	An abandoned packed lunch (item) catches everyone's attention. Randomly place it on the table. Whoever picks it up as an Easy Feat can eat it to heal 1d6 HP. It is a one use item.
3	An irate farmer comes to check out what all the ruckus is. Place a halfling militia on the table. It is neutral to all characters but becomes hostile to any character that steps into fields terrain. Use the rogue warband rules appropriately.
4	Uh oh! The local troll hounds have chased a troll into your area. Randomly place a troll monster on the table. It is hostile to all and uses the rogue warband rules.
5	A rather shifty halfling fellow rides a sheep into the area with a keg full of... something? Players can nominate up to any three characters to have a taste of what is on offer. After all characters have been nominated, draw three cards from the ArcDeck. The highest level spell from the halfling spells is the effect the nominated characters experience, for better and for worse.
6	Stampede of sheep! Someone's flock got loose and they are heading your way. Randomly decide a board edge, then determine which character is the closest. Roll off on any ties. This character takes a power 10 hit and is knocked Prone if they are on a 40mm or smaller base. Proceed to the next closest character to the board edge, subtract d3 from the power, and repeat the process. Keep doing so until the power of the hit is reduced to 0 or less or all characters have been hit.
7	A miraculous sight! A sheep with a golden fleece emerges from the brush. Randomly place the beast. It has 4HP and uses the rogue warband rules but counts as rolling Timid. You can shear a living sheep as a Medium Feat or skin a dead one as an easy feat. First character to do so gains the Golden Fleece item. It is worth 100GP
8	Any clouds in the sky part, to reveal a warm, shining sun. It is so beautiful that everyone feels energized. All Characters gain +2AP this Round.
9	What is that smell? Oh. Oh no. Each character must pass an Easy Feat to walk comfortably. Otherwise, they are too concerned about stepping in dung and treat all terrain as Difficult Terrain. At the end of the round, the apprehension fades as folks get distracted by more pressing concerns.
10	An errant thing was flung! Randomly determine, using the grid, the landing point of the flung thing and roll 2d6. The closest character within that range is the target and Hit. Roll on the Halfling Thing Flinger table to determine the outcome. If no one is within range, then everyone watches as the flung thing harmlessly splats upon the ground.
J	A strong, good rain breaks out. Good for crops, bad for anything that is aflame. Characters that are flame-based take D6 hits that ignore armor. Torches are extinguished and anything that requires fire is used at a disadvantage. At the end of the round, the clouds break and the rains end.
Q	A fine aroma wafts through the air, a sign of a nearby resplendent Hobbleshire feast. Anyone or anything, will surely find this tempting. When a character activates for this round, they need to succeed on an Easy feat to suppress their hunger and act normally. If they fail the feat, they must move d6" to the nearest board edge. They will stop if they come within 1" of the board edge.
K	A ravenous rabble of halflings mosey through the area, eyes wide and looking for foodstuffs. Characters with any consumable items must pass an Easy Feat or have their items eaten!
A	A nourishing rain has come. Ahhh...wait. It's raining arcanite! Scatter 4d3 arcanite.
JOKER	A wizard wanders onto the table, looking to upend the lives of some halflings and to end the lives of everyone else. Dangerous! Randomly place the wizard on the table as a rogue warband friendly to halflings and hostile to all other characters.

<h1>Mt. Orion Environment</h1> <h2>Card Environment Reaction</h2>	
2	A spell scroll flutters down from.... Somewhere. Randomly place a spell scroll token on the board. A character can pick it up with an Easy Feat. Discard the token and give the character a spell scroll (item). This is a one-use item that lets the Character cast a random spell of a lore available to their faction as if they were a Mage.
3	A ball of magical flame appears and explodes! Randomly determine a location and place a token. If there are any Characters within 6" of a random point, proceed to draw two cards from the ArcDeck and keep drawing until the value is 16 or higher. Effects are either immediate or last until the end of Round. 16-17 value: affected character Melee attacks gain +3 power and target Flammable characters must re-roll successful Defends. 19-20 value: affected character is attacked by a power 6 fireball that ignores armor. If the character is flammable, they must re-roll successful Defends. 21+ value: The affected Character suffers D6 wounds. If they are Flammable, they take an extra D6 wounds. If no one is within range, the explosion is pretty but harmless.
4	A strange mist seeps through the area, causing everyone to feel a bit ill. For each character, do the following: roll a D ⁶ and on a failure that character takes D3 damage. Keep rolling the D6, taking a damage on failure, until the character dies or you roll a success. If the character dies, place an Arcanite for each D6 (not D3) rolled for that character.
5	A bubble appears hovering over all and grows and grows until it bursts with a mighty POP! If there are any Characters within 6" of a random point, proceed to draw two cards from the ArcDeck and keep drawing until the value is 16 or higher. Effects are either immediate or last until the end of Round. 16-17 value: Each affected character can re-roll Disengages and can move over any terrain or Characters. 18-20 value: Each affected character is activated, they take D3 hits that ignore armor. 21+ value: Affected characters take 4 hits. If they are within 12" of a water feature, they take 8 hits instead. If no one is within range, the bubble is pretty but harmless.
6	That's strange... you can fly! Free yourself from the stifling ground and soar! Every character this round has the Fly trait and +2 movement.
7	A strange flower bursts from the ground and blooms, releasing a mystical pollen, before it withers away. If there are any Characters within 6" of a random point, proceed to draw two cards from the ArcDeck and keep drawing until the value is 16 or higher. Effects are either immediate or last until the end of Round. 16-17 value: Each affected Character heals D6 HP. 18-20 value: Affected Characters have their movement and Leg It rolls reduced by 2". In addition, they cannot make Ranged attacks. 21+ value: For each affected Character, their owning player may select an enemy Beast, Monster, or Titan and activate it, spending up to 3AP. Creatures that have already spent all their AP may not be chosen. If no one is within range, the pollen is pretty but harmless.
8	Something is draining the magic in the area for some unknown purpose! For this round, Mages cast their spell by drawing one and not two cards from the ArcDeck. They may add more cards via Arcanite and AP as normal.
9	The earth shakes and a strange gem erupts from the ground, exploding into a magical cloud of dust! If there are any Characters within 6" of a random point, proceed to draw two cards from the ArcDeck and keep drawing until the value is 16 or higher. Effects are either immediate or last until the end of Round. 16-17 value: Affected Characters cannot be Activated, Targeted, or in any way affected by anything else this round. 18-20 value: Each affected Character has Heavy Armour. 21+ value: Each affected character gains D3 arcanite. If no one is within range, the explosion is pretty but harmless
10	A gift from the heavens, or from an exploding wizard's laboratory! Randomly place a treasure token on the table and roll 1d6. On a 6, the treasure is a fabled artifact! If unclaimed, the treasure is removed from the table at the end of the round as the wizard relocates and reclaims their lost possession.
J	A strange haze emerges over the area, dousing some in a strange smelling funk! If there are any Characters within 6" of a random point, proceed to draw two cards from the ArcDeck and keep drawing until the value is 16 or higher. Effects are either immediate or last until the end of Round. 16-17 value: Each affected Character may opt to permanently exchange one Item or Equipment for another one available to their faction of equal or less value. 18-20 value: Each affected character is attacked by a power 5 alchemical blast. On a crit, one of the Characters Items or Equipment is useless until the end of the round. 21+ value: Each affected character has Heavy Armour and +2 Power to their melee attacks but cannot cast spells until the end of the round. If no one is within range, the haze is disgusting but harmless.
Q	A swirling portal has emerged, drawing everyone towards it. Randomly place a portal on the table. Every character must pass an Easy Feat or be drawn 1d3" towards the portal. Each round, roll to see if characters are drawn to the portal, increasing the pull distance by d3" each time. Once a character comes in contact with the portal, they and the portal disappear from the game. The character is not treated as Knocked Out. In the aftermath of the scenario, roll 1d6. The character will return to your warband after that many chapters and with that many campaign traits as they learn from their experiences in unknown realms.
K	A swarm of souls converge on an area imbuing it with their otherworldly power! If there are any Characters within 6" of a random point, proceed to draw two cards from the ArcDeck and keep drawing until the value is 16 or higher. Effects are either immediate or last until the end of Round. 16-17 value: Affected Characters must re-roll successful Bravery tests this round 18-20 value: Affected Characters must pass a Bravery test or lose d3 HP. 21+ value: For each Affected Character, their owner may select an opposing Character to take a Bravery Test, re-rolling if the first result is a success. If no one is within range, the souls are spooky but harmless.
A	The air is enriched with magic as a distant attempt to amplify a Wizard's magic spills out into the surrounding region. Whenever a card is drawn from the ArcDeck for the purpose of casting or enhancing a spell, draw an additional card. (IE: draw three cards initially and when you spend AP/arcanite, you add two instead of one). This effect lasts until the end of the round.
JOKER	An errant spell zaps into your midst and with an acrid-smelling ZOT! A Titan has been conjured! Randomly place a Titan on the table. It is a rogue character that is hostile to everyone. At the end of the round, the Titan disappears from the table as the Wizard who cast the spell corrects their formula.

Wild Elf Realms Environment

Card	Environment Reaction
2	A strange bird calls out. Wait, was that a bird? Wait! Someone has gone missing! The Wild Elves kidnap the character with the least amount of HP in each warband. They will confusingly saunter back into camp in the aftermath with a pocket full of D6 GP.
3	A path glistens into existence, showing you the way to your destination. Each time a character first fails a leg it roll this round, the character legs it as if they succeeded.
4	Ambush! If there are any characters within 6" of a table edge or forest terrain feature, place D3 Wild Elf Characters in base contact with that Character. They will activate as normal and try to attack the ambushed Character. Any surviving Wild Elves will leave the board if the Character is slain or the round ends.
5	There is something off about this area... Have you been here before? This region is saturated with Wild Elven magic and navigating its paths has proven to be disorienting. Each time a character is activated for this round and they wish to perform their free move, first randomly determine their new place before they move.
6	A sacrifice has been chosen! The last character to activate in the previous round is to be sacrificed. Each non-Creature Character has the sacrifice special rule from the Wild Elves faction but can only use it on this chosen character if they would not otherwise have the rule. The character that succeeds on sacrificing the chosen character gains d3 arcanite.
7	With a long, drawn-out groan, the forest seems to rouse from its slumber. Characters within 3" of any trees take 5 hits that ignore armor. Characters within tree terrain features or in contact with a tree take 10 hits instead. Characters can pass an Easy Feat to dodge the hits.
8	A sudden feast! Randomly determine a location. Here, a Wild Elven feast appears! Until the end of the round any Character within base contact of the Feast may sup at the table with an Easy Feat, gaining D6 HP on a success. At the end of the round the feast disappears.
9	An eerie calm descends on the forest. Someone or something is watching you! All characters have -1 Bravery for the round.
10	The local wildlife are quiet...too quiet.... TWANG! A barrage of Wild Elf arrows pepper the area. For each character roll 2 D6, if there is at least one success the character receives a Power 6 ranged attack.
J	An altar appears amidst the undergrowth, thirsting for sacrificial blood. Randomly place the altar. A character in base contact with the altar may give it 1d6 HP as an Easy Feat (2D6 if they fail the Feat). If the Character survives, randomly place a Fabled Artifact on the table.
Q	Ancient elven portals have reawoken! Roll a D6, on a success randomly place three portals on the table, but only place two on a failure. Characters in base contact with a portal may use it upon succeeding an Easy Feat. Remove the character from the table and roll a die to determine which portal the character emerges from (it can be the same one!) and place the character in base contact with that portal.
K	Hypnotic music swirls through the air, filling hearts with languor. For this round, for each AP a character spends, they must roll 1d6. For each failed result, a second AP must be spent for the feat or action to work.
A	Heads pulsate as the Old Magic awakens. For this round, Magic-users may cast spells without spending the initial AP or Arcanite, but lose 2D6 HP if they Overpower the spell.
JOKER	There is something off about your foes... If you are playing against a Rogue Warband that are not Wild Elves, replace each character with a Wild Elf character at full health. Otherwise, remove all of those characters from the table and randomly place them back.