

The World Turns

While our characters are very important to the story of ArcWorlde, they are not the only actors in the world. Sometimes, new and exciting and/or terrifying things will happen! After everyone has performed their campaign actions and the chapter is nearing its end, check to see if any world events are ready to kick off.

Each world event has its own parameters for when it begins and when it ends. For the sake of sanity, we recommend that you have no more than three ongoing simultaneous world events. Unless otherwise specified, each event can only trigger once per campaign.

Event	Trigger	Overview
Approximately 65 days of Night	Roll 1d6 for each chapter played, including this one. Roll 1d6 for each player and rogue faction present. This bit is complicated: If some or all of the dice rolled can through addition provide you a set with a total of 10 and another with 31, then this event triggers.	Through prophecy or science, an extremely long night has befallen ArcWorlde. Vampires are glad, everyone else is sad.
Awakens, the Tarrasque	If any of the following are true: <ul style="list-style-type: none"> A player's campaign value exceeds 750 A player initiated a scenario in a legendary territory A player has more than 10 territories Roll 2d6, on a 10+ this event begins	The great and mighty tarrasque awakens and rampages across ArcWorlde. Join with your foes to send this beast back to its restful slumber lest the world be devastated in its wake.
Barcrawl!	Roll 1d6 for each player faction and rogue faction on the campaign map (minimum of 3d6). If there are any triples in the results, then the barcrawl is on!	An absolutely snookered horde of Ourks have decided to take a world tour of the ArcWorlde's taverns and bars. Stop them lest the lands get as absolutely trashed as the Ourks already are.
Campaign Season	Albionnica Grumblings starts at 0. If they reach 100, this event is triggered. At the end of each chapter, modify the Albionnica Grumblings thusly: <ul style="list-style-type: none"> -5 if Imperial-owned territories exceeds territories not owned by Imperials +5 for each scenario lost by Imperials in the chapter +10 if non-Imperials own more territories than Imperials 	Due to popular demand and outcry, Albionnica sends out three expeditions to claim new territories for the Empire.
The Danse Macabre	The Disturbance Counter is set at 100. For each scenario played in a territory with the Land of the Dead or Ruined Realms special rule, subtract 1 from the Disturbance Counter. Subtract D6 if the territory has both rules. When the Disturbance Counter reaches 0, this event is triggered.	The recent ruckus over the graves of the long dead have rekindled in the Ancient Dead a lust for life! Unfortunately, that manifests in a lust for conquest.

Event	Trigger	Overview
The Feast and the Furious	If at least one non-Halfling faction has a territory with the Hobbleshire environment, roll a D6. On a 6, this event triggers.	The Halflings are expanding into Mildaark and take exception at Mildaark expanding into their lands. Violently.
Fury of the Wild Elves	If 10 or more territories with Caledon or Gaelish Isles environments are occupied by non-Wild Elves factions, this event triggers on a 2d6 roll of 12. The target number is reduced by each territory occupied over the 10 minimum.	Territories in the Wild Elf realms are attacked and taken back by the Wild Elves
Fully-Funded Wizard Expedition Sets Out	The Funding Counter starts at 0. For each player that has one or more Arcanite in their campaign Chest, roll 1d6. For each 4+, advance the funding counter by 1. Once the funding counter reaches 12, this event triggers.	Having accumulated sufficient funding, the Wizards of Mt. Orion have sent out an expedition of unknown intent.
Gremlinvasion	A player warband loses the Gremlins campaign	Upset at the desecration of the Netherregions, Gremlins have started cropping up all over ArcWorlde!
Here and Away for the First Time	If a character picks up the Completely Harmless and Normal Ring, this event triggers. Otherwise it triggers on a 3d6 roll of showing three 1s..	A Dark Lord rises in the south, so toss his jewelry into a volcano to overthrow his growing, terrible might.
The Raiding Never Stops	If one or more player factions have a campaign value of 800GP or more, roll 1d6. On a 4+, this event triggers.	As wealth accumulates, the Undead Raiders begin to clamor for a piece of that pie.
Rebellion!	Roll 1d6 for each 10 territories owned by players, rounding down. Upon 3 or more successes, this event is triggered.	Disgruntled homebodies are annoyed at all the recent commotion and want to return to times as they used to be.
Stampede!	Roll 3 dice, if they create a sequence of numbers (ie: 2,3,4), then the event is triggered	A hordes of ArcWorlde creatures are stampeding through the lands!
A Tale of Two Villains	Roll a number of dice equal to the chapter number. If the number of successes are less than the player count minus 2, then this event triggers	Seeing a land ripe for conquest, two Dark Lords have emerged (unfortunately at the same time) to invade Upper ArcWorlde.
There can only be one Forestlander	If any Beastfolk player's commander Knocks Out another player's commander, this event triggers.	Word of a Beastfolk commander's prowess has reached concerned ears. Now several other mighty Beastfolk vie for the title of the mightiest.

Approximately 65 days of Night

Through some means, the Vampires have blocked out the sun. It's a thriller for these nocturnal killers. For multiple reasons, it would be good to see the sun again.

Goodnight

For the duration of this world event, you must always use the Vauhaemia Environment. When you are playing a scenario against a rogue faction, roll a d6, on a 4+ that faction is Vampires.

It's Getting Batty

There is a Clue Counter that starts at 0.

Each time you Knock Out a Vampire character, it drops a Clue (item). If a Character is in possession of a Clue (Item) they may investigate it as a Medium Feat. If they succeed, the Clue Counter is increased by 1.

Once the Clue Counter reaches 5, you have located the source of this long-lasting night. Roll 2d6. Using the territory occupied by the warband that investigated the final clue, Choose the territory a number of hexes away equal to the first d6 result in the direction based off of the second d6 result:

- | | |
|--------------------------------|--------------------------------|
| 1. North of the territory. | 4. South of the territory. |
| 2. Northeast of the territory. | 5. Southwest of the territory. |
| 3. Southeast of the territory. | 6. Northwest of the territory. |

The resulting (friendly, neutral, or hostile) territory gains the Land of the Dead special rule and the Vampire Ritual special rule. Pick the closest territory if whichever reason the result is ineligible.

Anyone can play a scenario in a territory with the Vampire Ritual special rule if they occupy a territory adjacent to it. If they do, they will play the Take and Hold scenario against a Vampire Rogue warband with a campaign value of 666 GP. The target zone should represent a Vampire ritual site. I presume if you perform the appropriate Narrative Feat that you can counter the ritual as well.

Then It Dawns on You

If a player wins the Take and Hold Scenario against the Vampires, they do not gain the territory but get 1d3 rolls on the Fabled Artifacts table. The territory loses the Vampire Ritual special rule and this event ends. If they lose, the Vampires relocate, the territory loses the Vampire Ritual special rule, the event continues, and the Clue Counter is reduced by 1d3.

Awakens, the Tarrasque

If you listen close, the steady pounding sound within you is not your heart. It's the distant footfall of the dread Tarrasque. I would say do not be afraid, but there are some things we should not lie about. There is no way to defend yourself from its approach. The best you can do is flee and hope that it does not follow.

It Awakes

Regardless of the trigger, there is now a rather large and unstoppable beast now awake and traipsing through the land. Do the following:

1. Pick one of the 4 corners of the map.
2. Roll 2D6 and move that many hexes up or down from the chosen corner
3. Roll 3d6 and move that many hexes left or right from the current point
4. The final position is where the Tarrasque has awoken.

Place a Tarrasque marker on the hex. If it is a neutral territory, that is fine. If it is a player territory, it has become neutral with a Danger Level of 0.

It Walks

The Tarrasque is a rogue faction that does the following on its turn to perform a campaign action:

Roll 1d3 and do the following as many times as that d3 result:

1. Roll 1d6
2. Move the tarrasque one hex based on the d6 result:
 - a. 1: North
 - b. 2: Northeast
 - c. 3: Southeast
 - d. 4: South
 - e. 5: Southwest
 - f. 6: Northwest
3. If the tarrasque enters a player territory, reduce it to a Danger Level 0 neutral territory as described when it awoke. If it walks into a territory with a player warband present, the player may elect to play the Stop the Tarrasque scenario or displace to the nearest friendly territory.

Players have the option to try to Stop the Tarrasque and return it to sleep. This can be done by one player acting solo or by several player warbands teaming up. No matter their differences, the tarrasque is such an existential threat that players will help each other in the scenario.

If a player chooses to play a scenario in a territory occupied by the Tarrasque, they will play a Stop the Tarrasque scenario together with any other willing participants, regardless of their place on the campaign map.

- Players who control a territory or have their warband adjacent to the Tarrasque use their full campaign value
- Players who control a territory or have their warband within 5 hexes of the Tarrasque use 75% of their campaign value
- Players who control a territory or have their warband within 10 hexes of the Tarrasque use 50% of their campaign value
- Players who control a territory or have their warband outside of 10 hexes of the Tarrasque use 25% of their campaign value

It Sleeps

If the player(s) are able to win the Stop the Tarrasque scenario, they have managed to put the mighty creature to sleep. It disappears from the world map for now. Where it has gone to, no one knows. But for now it will trouble you no more.

Stop the Tarrasque	<i>The Tarrasque has arrived! You have planned all that you can, now it is time to try to stop this walking fortress.</i>
Setting up the Board	<ul style="list-style-type: none"> • Set up a long table, preferably 4'x6' • Divide the table into six sections and in each section place a key terrain feature. Each key terrain feature has 15HP and can only be damaged by the tarrasque or by poor player choices. • Players must divide their warbands into six groups of equal size. Assign each group to a key terrain feature. A group may not leave the section with their key terrain feature unless their key terrain feature has been destroyed. • Place the Tarrasque in base contact with one of the corners of the board.
Scenario Rules	<ul style="list-style-type: none"> • Unbothered Destruction: Each activation, the Tarrasque will try to go to the nearest key terrain feature and destroy it. Once it has destroyed a key terrain feature, it will move onto the next nearest key terrain feature. If all key terrain features are destroyed, the Tarrasque will leave the board and end the scenario. • Drawn to Chaos: At the start of each round, roll 3d3. This is the number of chaos points that you may spend to bring in rogue beasts, monsters, and titans to attack the poor, beleaguered defenders. These rogues can be deployed within 3" of any table edge of a section either without a key terrain feature or with the tarrasque in it. For each 1 chaos point, you may deploy a beast. You may elect to spend 3 to bring in a monster and/or 6 to bring in a titan. Unspent chaos points are discarded. • All or Nothing: There is no limit of Rounds. Either the Tarrasque destroys all or it is driven away by Annoying it. (Knocking Out the Tarrasque is the only way to Annoy it)
Victory Conditions	<ul style="list-style-type: none"> • The Tarrasque gains 1VP for each key terrain feature it destroys at the end of the scenario • The Player gains 1VP for each key terrain feature the tarrasque does not destroy • The player only wins the scenario if they manage to annoy the Tarrasque. Otherwise, the player automatically loses
Outcomes	<ul style="list-style-type: none"> • If the Tarrasque loses, it is sufficiently annoyed by the small denizens of the world and decides to go back to sleep. Before it does, it leaves a steaming pile of.... wealth. Participating players find 3d3 arcanite each and may roll three times on the treasure table. • If the Tarrasque wins, it will follow this scenario by immediately walking as if it rolled a 3 on the d3.

Barcrawl!

Some Ourks have gotten deep into their cups and hanker for more. Some genius suggested a barcrawl of Upper Arcworlde. Unfortunately, that is a great idea.

The First Rounds

When the Ourk Barcrawl is initiated, roll a d6.: on evens the Barcrawl starts in the west and on odds the Barcrawl starts in the east. In the designated part of the map, pick the neutral hex closest to the top corner that has the Ourks faction present. The rogue faction is placed there.

This rogue faction has the following attributes:

- The campaign value is 3000GP
- Create a Chieftain character and Dreameater character as commanders for the Barcrawl
- It has a campaign speed of 1D6

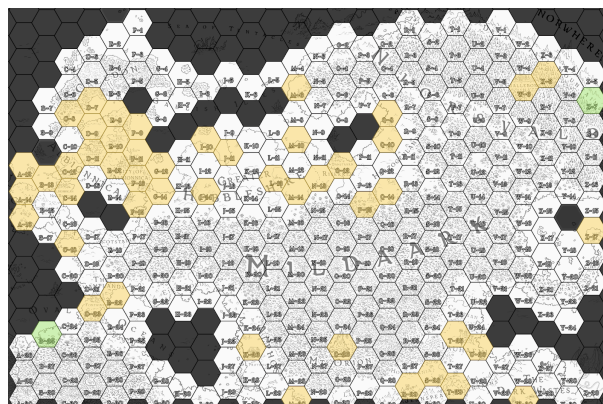
Drinking Games

The Barcrawl will journey towards the nearest settlement and play a scenario there when possible.

- In a neutral territory, it becomes under their control with a danger value of 1
- If they play a scenario in a player territory, they play with a maximum game value of 1000 as the attackers in the exploration of the unknown scenario
 - If the ourks win, then the settlement comes under their control with a danger value of 1
 - If the ourks lose, then they lose d6x100GP campaign value and immediately move towards the next closest settlement that isn't under the barcrawlers' control.
 - Players may elect to attack the barcrawlers, playing the exploration of the unknown scenario as described above but with the ourks not taking the territory if they win.
- You can always attempt to challenge the leader(s) of the Ourks to a drinking contest, winning the scenario if they lose. Your commander is Knocked Out, drunk, if they lose the contest.

Last Call

When the campaign Value of the Ourk Barcrawl is reduced to 0GP or less than the cost of either a Chieftain or Dreameater, then the fun is over and the barcrawl disperses. Any settlements taken by this faction remain under its control with a baseline danger value of 1 until taken over by anyone else.



Campaign Season

The Alabaster Council has heard too many grumblings about how much territory is being gained by the other denizens of ArcWorlde. More importantly, the coffers are looking a smidge less than bustling. It is time to send out the Albionnican regiments on a bit of a campaign to remind ArcWorlde of the definition of Imperial.

Muster the Troops

Nominate three territories with the Albionnica environment and the Settlement special rule that are either neutral or occupied by an Imperial faction. For each territory, generate an Imperial Rogue Faction with the conquering behavior.

Insert Appropriate Marching Tune

Each campaign action, the Imperial rogue warbands will march freely through Albionnica environment territories that are neutral or held by an Imperial Faction but will attempt to conquer all other territories following the conquering behavior. One warband will focus on moving towards the Swamplands, one will focus on moving towards Mt. Orion, and the third will focus on moving towards Njorsevald.

Retire in Good Order

Each time an Imperial Warband from this event loses a territory or loses a scenario, roll 1d6. On a 1, they are recalled back to Albionnica due to the reports back to the homeland proving to be too demoralizing for the populace.

This event ends when all three warbands are recalled. Any territories they occupy remain theirs until they are taken over by another faction or neutralized by another factor.

The Danse Macabre

Buried beneath the soil of ArcWorlde are numerous Ancient Dead from another time and, uh, the same place. They remember what it was like in those blissful days of war. That's right: war, not yore. So now they're back and they want a piece of the action.

Set Up

Select a starting location available for the Ancient Dead closest to the event that triggered this event.

Generate an Ancient Dead Rogue Faction with a campaign value of 4D6x100

The Dance in Question is a Metaphor

The rogue faction has the conquering personality and will try to take over as many territories as possible, like the good old days.

It Was Fun While it Lasted

When the rogue faction's commander is knocked out and they lose the scenario, they lose the will to keep on fighting and return to their relatively restful slumber. You can perhaps convince them to retire with the appropriate Narrative Feat. However, 2d6 Skelts pledge their loyalty to the commander that bested theirs. This event ends and the territories become neutral as described in the rogue faction rules.

The Feast and the Furious

Over the years, the Halflings have been delving deeper into Mildaark. That Mildaark denizens, or anyone else, has the gumption to delve into Hobbleshire is reprehensible. The halflings are on the march!

Now We're Mad

Generate 2d3 Halfling rogue factions and place them in territories with the Settlement special rule and Hobbleshire environment. Make do if you can't. They have their own campaign values but when attacking their territories, use the highest campaign value due to them sharing the territories together.

Out of the Pan and into the Shire or Something

Halfling rogue factions automatically take over neutral territories with the Hobbleshire environment. They have conquering behavior and will focus on territories within Hobbleshire first and then proceed to Mildaark.

Well, I have a Pie in the Oven Anyway

Any faction that gives up their Hobbleshire territories will become neutral and not attacked by Halfling rogue warbands.

Otherwise, the only way to stop the Halfling onslaught is to defeat each of their warbands in combat or through the appropriate Narrative Feats. Once a warband is defeated it is removed from the campaign map. When the final warband is defeated, then the faction is eliminated.

This event can happen again. See if it triggers after 1d3 chapters following the defeat of the final warband.

Fury of the Wild Elves

The Wild Elves of Upper ArcWorlde are wary of strangers who linger long in their ancient homeland. They have decided to do something about recent developments.

The Woods Awaken

Create a Wild Elves rogue faction Warband in the Wild Elves starting areas. One should be in a location with the Gaelish Isles environment, the second should be in a location with the Caeledon environment, and the last should be in a territory with the Mildaark environment. They are friendly to each other and to any Wizards, Wild Elves, and Dark Lords factions unless attacked.

Their starting locations gain the Elven Portal special rule.

- **Elven Portal:** Treat any territories with this special rule as adjacent to any other territory with this special rule. Non-Fae factions wishing to use the Elven Portal must roll 1d6. If they do not roll a 4+, then one Character must be removed from the warband as they are abducted during the traverse.

Elven Lands Reborn

They have the conquering behavior but will only aim to conquer territories with Wild Elf realms environments.

Consigned to the Dust Bin of History

If player factions control all three Elven Portals, then the Wild Elves disperse in the face of such stiff resistance. For the remainder of the campaign, anyone can use the Elven Portals without fear of abduction.

Fully-Funded Wizard Expedition Sets Out

The money has come in and the Wizards of Mt. Orion have set out several expeditions to test out a new theory of transubstantiation. Unfortunately, your warband might be the test subjects.

Departure

Every territory with the Mt. Orion environment get the Wizard Expedition special rule. Roll 1d6 for each territory adjacent to a territory with the Wizard Expedition special rule, on a 4+ they get the Wizard Expedition special rule. Repeat this process until every eligible territory had been rolled in order to determine the extent of the Wizard expeditions.

Wizard Expedition Special Rule

Scenarios played in territories with this special rule use the Mt. Orion environment when you roll a 1, regardless of the territory that occupies the 1 spot. For territories with only one environment normally, roll a d6 and use the normal environment on a 2+.

Characters knocked out in territories with this special rule that roll a 1 on the injury table are removed from the game permanently with any equipment, but leave 1d6 arcanite behind. One other Character in the warband may attempt an Easy Feat to avoid this from happening as they save their comrade from being turned into Arcanite.

Recall

Player warbands that win in scenarios that have the Wizard Expedition Special Rule may roll 1d6. On a 4+, the territory and any adjacent territories lose the Wizard Expedition special rule.

Gremlinvasion

A recent disturbance in the Netherregions has emboldened Gremlins to start popping up more frequently in ArcWorlde

New Burrows Discovered!

At the end of the chapter in which a player lost the final scenario of the Gremlins campaign, roll 1d6 for each territory adjacent to a territory with the Gremlin Hotspot special rule. On a 4+, that territory gets the Gremlin Hotspot special rule.

Netherregion Grumbings

This event ends once the hotspots have been rolled for. It can occur multiple times during the campaign.

Here and Away for the First Time

It appears that destroying a very specific but otherwise ordinary bauble in a very specific but otherwise dangerous locale will save Arcworlde from DOOM!

Council of Theronald

If the Ring was found by a player's character, they will keep in on their person at all times. You have heard of some folks, led by the Wild Elf Theronald, that might know what to do with it. You can send your character to hex I-20 to get the help they need. Either move your warband there or you can send them and a friend (escort). To do that: count up the number of territories between your location and I-20 and divide it by the movement value of the ringbearer, rounding down the final result. That is the number of campaign actions for which those two characters are unavailable.

Once the ring is at the Council of Theronald, either due to the trigger or a character getting there, the The Companions of the Band will set out to deliver the ring to its destruction.

The Companions of the Band

The Companions of the Band is a unique maneuvering rogue warband that is allied to all player characters. It is comprised of:

Name	Character	Equipment	Campaign Traits
Bjorn O'Mir	Imperial Trooper	Shield, Imperial Gryphon, Sergeant's Chevrons, Light Armor, Halfling Ranger cloak	Fearless (3), Hard Head, Shield Specialist
Captain Arrowcorn	Imperial Captain	Fine Two Handed Weapon, Torch, Halfling Ranger cloak	Story-Blessed, Fearless (2)
Fredo Haggis	Halfling Sheriff	Ranger Cloak, Town Banner, Completely Harmless and Normal Ring, Packed Lunch, Fine Two Handed Weapon	Story-Blessed, Hardy (2)
Grimleigh Gloinsdottir	TBD	Halfling Ranger cloak	Strongarm, Two-Handed Weapon Specialist, Hardy (4)
Grundulf	Wizard (Crimson College)	Halfling Ranger cloak, Wizard Ranged Weapon, Fine Two Handed Weapon	Sorcerous (3), Hardy (4),
Happy Whiskeydollar	Halfling Militia	Ranger Cloak, Packed Lunch, Halfling Ranged Weapon	
Le'e Goalus	Wild Elven Warrior	Dual Weapons, Strongbow, Halfling Ranger cloak	Dead Eye (4),
Pipsqueak Stole	Halfling Militia	Ranger Cloak, Packed Lunch, Shield	Fleet of Foot (2)
Tomfool Hamcheese	Halfling Town Guard	Ranger Cloak, Packed Lunch, Dual Weapons	Hardy (2), Fearless (2)

The Companions of the Band will try to get to the bottommost right hex territory to deliver the ring. They have a campaign speed of 4. Any time one of their number is knocked out and rolls a 1 on the injury table, they are removed from the game. Players may perform a special free campaign sub-action if they are adjacent to the Companions or if the Companions are in their territory. If the sub-action is performed, then the player donates one character to go with the companions on their journey.

Riders of Doom

Generate 3 maneuvering rogue warbands of the Dark Lords faction. All three start in the Dark Wastes and have a campaign speed of 9. Each Warband is composed of the following and cannot gain any other characters: 1 Fell Warrior Dark Lord with two-handed weapon, 1 Fell Warrior Dark Lord, and 1 Dark Warlock Dark Lord.

They will always move to play a scenario with the warband that has the ring. If they gain possession of the ring, they will then try to take it back to the dark wastes territory to the bottommost right. If any of these Dark Lords characters are knocked out, they are removed from their warband. Every time there are a full 3 Dark Lords absent from their warbands, a new warband of 3 will set out.

The Ring

Keep track of which character is carrying the ring. They will never freely give it away, but it can be stolen as normal. If they are Knocked Out, then whomever knocks them out automatically picks it up and carries it. You might have to keep track of an otherwise notable character or creature as they carry it about their way.

Doom Stirs

While the ring is on the map, territories with the Dark Wastes environment gain the Doomed special rule. At the end of the chapter, territories with the Doomed special rule gain the Extremely Doomed special rule. Territories without either form of the Doomed special rule adjacent to territories with the Extremely Doomed special rule gain the Doomed special rule.

The Fate of Upper ArcWorlde

If the Companions reach their destination, then evil is vanquished! All forms of the Doomed and Extremely Doomed special rules are removed from territories. Furthermore, territories not occupied by player Dark Lords factions lose the Dark Lords faction from their occupants list. Any companion characters that accompanied the Companions are returned to their warband with 3d6x50 GP, a Fine Weapon of their choice, and d3x10 VP.

If the Companions are defeated or the ring returns to its home without the Companions, then all territories on the map gain the Extremely Doomed special rule and all territories increase their Danger Level by 3.

The Raiding Never Stops

Even in death, the Undead Raiders maintain a desire to rob and plunder. The recent accumulation of wealth by the burgeoning factions of ArcWorlde have drawn the avaricious attention of these ne'er-do-wells.

Surge of Infamy

When this event triggers, for each player whose faction helped trigger this event, do the following:

1. Place an Undead Raiders rogue faction warband in a territory adjacent to that player's territories as far from the player's warband as possible.
2. Generate the commander for that warband.
3. Assign that warband a campaign value of 3d3x100.

Always with the Raiding

These warbands do not claim or occupy territory but can move through any territories unoccupied by player warbands.

Each time they can perform a campaign action, they perform the Raid campaign action.

- Move up to your campaign speed to the nearest player territory
- Raid that territory by rolling 10d6.
 - For each 4+, that player loses 5GP from their campaign chest.
 - If the territory had been raided previously, it is now a Neutral Territory with a Danger Value of 0.

Players may elect to play a scenario in a Territory occupied by this rogue warband. If you do, the scenario is automatically a Brawl Scenario with no secondary missions and the game value equal to this rogue Warband's. Use all other territory attributes.

The Raiding Stops, Actually

If a player plays a scenario against this Warband, and loses they follow the usual outcomes for losing. You can also pay them GP and pass a Legendary Feat. The difficulty of the Feat is reduce by one level for every 100GP you pay them.

If the player wins or bribes them, they do not take the territory occupied by this warband, but the following happens:

- The rogue warband is destroyed
- The player gains GP equal to half the campaign value of the rogue warband (getting the accumulated loot) You do not get this if you defeat them via bribes.

Rebellion!

As your territorial claims expand, folks start to feel a bit unloved and abandoned. So they want to set out on their own.

We've Done and Had It

For the player that has the most territories and any additional player with 10 or more territories, do the following:

1. Identify a friendly territory with the Settlement special rule the furthest from the player's warband. If there is no such territory, pick the territory furthest away.
2. Create a rogue faction with a campaign value equal to half the player's and sharing their faction.
3. They occupy and control the territory identified in step 1
4. For each 100 GP of campaign value, rounding down that the rebelling warband has, they gain an additional territory from the player.

What are they up to?

They have the conquering behaviors but will automatically take territories that share their faction by rolling a 5+ on a 1d6. They get +1 to the roll for each territory they control.

Settling Down

The rebellions can end by:

- Retaking all of their territories and then defeating their warband
- Using Narrative Feats to ask them to rejoin or to become allies.

Stampede!

Something has startled the fauna of ArcWorlde, causing a roving menagerie pack to crash through the realm. The only way to stop it is to tucker them out!

Start of the Stampede

Randomly pick a territory with a Danger Value of L. Place the stampede there. The stampede is a rogue faction that does not occupy territories but will move through neutral territories. It has no campaign value because it can only be encountered as a never-ending horde.

The Never-Ending Horde

The stampede has three states: Rambunctious, Lively, and Wavering. It starts in the Rambunctious State.

Rambunctious

While in this state, the Stampede will perform 2 campaign actions each chapter. Each campaign action it will do the following:

- Move towards the closest player territory up to double its movement.
- If it moves only up to its campaign speed and is adjacent to a player territory, it will play a Never-ending Horde scenario as the attacker against the player.

If it wins, the player territory is a Neutral Territory with a Danger Value of 0. If it loses, change the Stampede state to Lively.

Lively

While in this state, the Stampede will perform 1 campaign action each chapter. Each campaign action it will do the following:

- Move towards the closest player territory up to double its movement.
- If it moves only up to its campaign speed and is adjacent to a player territory, it will play a Never-ending Horde scenario as the attacker against the player.

If it wins, the player territory is a Neutral Territory with a Danger Value of 0. If it loses, change the Stampede state to Wavering.

Wavering

While in this state, the Stampede will perform 1 campaign action each chapter. Each campaign action it will do the following:

- Move towards the closest player territory up to one movement.
- If it moves only up to half its campaign speed and is adjacent to a player territory, it will play a Never-ending Horde scenario as the attacker against the player.

If it wins, the player territory is a Neutral Territory with a Danger Value of 0. If it loses, change the Stampede state to Dispersed.

Dispersed

If the Stampede is dispersed, it is removed from the campaign map. The player that dispersed the stampede may hire any Beasts or Monsters at a Bargain price as they catch some fleeing creatures.

A Tale of Two Villains

Two Dark Lords in particular have taken an interest in conquering Upper ArcWorlde and have the wherewithal and ability to attempt the feat. Needless to say, that is not good news and you probably want to stop them.

Fires on the Horizon

Create a Dark Lords rogue faction on the Eastern border and one on the Southern border using the Dark Lords starting locations as guidelines. Ideally they will be far from player factions.

- The Beast of the East has a campaign value of 3+1d6x100 GP
- The Mouth of the South has a campaign value of 4d3x100 GP.

Track each Dark Lords warband separately.

Unfortunate Developments

They have the conquering behavior and will focus always on the lowest Danger Level/threat territories.

If they amass 5 or more territories, adjacent territories count as having the Doomed special rule. They have the Extremely Doomed special rules if the amassed territory count exceeds 10.

The End. Or is it?

Each time you defeat a Dark Lords rogue faction warband, they lose 1 territory. They lose 1d3 territories if their commander is Knocked Out, whether they win or lose that scenario. If the Dark Lords faction is reduced to 0 territories after they lose, they vacate the map to go back home and lick their wounds.

There can only be one Forestlander

The beastfolk pride themselves in being the biggest and the strongest. As one packmaster gains prestige, others seek to bolster their own fame by overthrowing them.

Sounding of the Horns

Generate 6 Beastfolk warbands and place them in Beastfolk starting territories.

The Killening

Each Beastfolk rogue faction will move towards the closest Beastfolk faction and aim to play a scenario with them. In those scenarios, their packmaster will try to knock out the other packmaster(s). If playing against non-Beastfolk, they will try to knock out enemy commanders, Titans, and Monsters (in that order). Each time they knock out such a target, they gain 1d3 Arcanite, XP, and Forestlander points. If a defeated target has Forestlander points, gain additional Arcanite, XP, and Forestlander points equal to theirs.

You can convince a packmaster to give up their hunt through an appropriate Legendary Narrative feat. If you do, you gain a clanbeast with the same equipment, xp, and traits as that packmaster. The rest of their warband disbands.

There Can Only be One

This event only ends when none of these rogue Beastfolk factions remain, or if one of those factions defeats all others.