

Legendary Narrative Scenarios

This section details Legendary Narrative Scenarios. These are special scenarios that you will play that highlight the danger and thrill of exploring ArcWorlde.

When playing a Legendary Narrative Scenario, there is no cap on the game value of your warband. Thus, it is better to tackle these scenarios with a well-equipped warband and/or with some allies. Use the below to generate your scenario. Unless otherwise indicated, all other aspects of playing the scenario are as standard.

When using these scenarios, consider where they are taking place and who can be or should be involved. Adapt them to your story and think of what kind of interesting ramifications will play out if you succeed (or fail)! Generate your scenario by rolling a D3 and matching the result based off of the territory's primary terrain type.

Scenario	Coast	Fields	Forest	Mountain	Swamp	Tundra	Wastes
An Ancient Evil Awakens	1				1		1
Destroy the Artifact			1			1	2
Dueling Titans			2	1	2		
The Hungry Darkness	2		3			2	
The Invasion	3	1					
Rising Dead		2		2	3	3	
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An Ancient Evil Awakens	<i>Something evil, or misunderstood, slumbers nearby. Local legend speaks of an instrument that, when played well, will lull it back to sleep. Find the instrument and put it to rest before it's too late!</i>
Setting up the Board	<ul style="list-style-type: none"> • Set up the table to resemble ancient ruins • The rogue warband defender represents the denizens that have taken up residence in the ruins. Perhaps they are there incidentally or maybe they wish the Ancient Evil to awaken. They have a game value of 1000. • Scatter five rubble tokens around the board to represent potential locations for the Legendary Instrument (item)
Scenario Rules	<ul style="list-style-type: none"> • The defenders are working to stop the attackers or impede their quest • The attackers are searching for the Legendary Instrument (item). To do so, a character in base contact with rubble may perform a Feat to search for the item. Draw a card from the ArcDeck for each level of the Feat. If an Ace is drawn, then the character performing the feat has found the Legendary Instrument (item). If no Ace is drawn, then the instrument is not there. If no face card is drawn, that rubble cannot be searched further. If only one rubble remains to be searched, it will contain the Legendary Instrument (item) and will remain searchable until the instrument is found or the scenario ends. <ul style="list-style-type: none"> ◦ Easy: 1 card ◦ Medium: 2 cards ◦ Hard: 3 cards ◦ Legendary: 4 cards • A character in possession of the Legendary Instrument (item) may attempt to play it as a Medium Feat. If they already have an instrument, they may perform an Easy Feat instead. Successfully performing the Feat will lull the Ancient Evil back into deep sleep and win the scenario for the attacker.
Victory Conditions	<ul style="list-style-type: none"> • The attacker starts with 5VP and loses 1VP for each round that ends and they do not have the Legendary Instrument (item) in possession. The attacker loses if they reach 0VP or if the Ancient Evil Awakens.
Outcomes	<ul style="list-style-type: none"> • If the defender wins, then the Evil has Awoken! If the Tarrasque is not active in the campaign, proceed to activate it in accordance with the Tarrasque campaign rules. Otherwise, create a rogue faction of Dark Lords, Vampires, or Ancient Dead with a campaign value of 1000. For campaign actions, it will always explore and consolidate territories towards the territories of the player with the highest campaign value. Defeating the rogue warband directly will eliminate this evil and all of its territories will become neutral with a Danger Level of 3d3 each. • If the attacker wins, then decrease the Danger Level of surrounding territories by d3. This territory is reduced to 0 Danger Level.

Destroy the Artifact		<i>One of your warband has found an artifact in some ruins, but unfortunately it is not a very nice artifact. Try to destroy it before it destroys you! Even worse, the artifact has called on some foes who want it for themselves.</i>
Setting up the Board	<ul style="list-style-type: none"> • Prepare a table that resembles a ruin or caverns. In the middle is where a character found the Fell Artifact (item). On one of the corners is a place where the artifact can be destroyed, like an anvil, chasm, altar, etc. • Place 4 entrances with one in the middle of each board edge. • The player is the defender and places the character with the lowest GP value and bravery in the middle of the table in possession of the Fell Artifact (item). The rest of the warband is scattered around the table. 	
Scenario Rules	<ul style="list-style-type: none"> • The Fell Artifact: The character in possession of the Fell Artifact (item) must pass a bravery test in order to maintain control at the start of their activation. The difficulty of the bravery test increases by 1 for each round the character possesses the artifact. The character cannot give the Fell Artifact (item) to another character. If the character fails their Feat, they must move and Leg It (without spending AP) towards the nearest entrance. Failing their Leg It does not cause them to fall Prone. The Fell Artifact is placed in base contact with the character before the character is removed from being Knocked Out • Heeding It's Call: At the beginning of the first round, 2d3 rogue Characters are placed within 3" of each Entrance • Unwitting Doom: Rogue characters will try to Knock Out the possessor of the Fell Artifact (item) and pick it up. Any rogue character in possession of the Fell Artifact will move and leg it to the nearest entrance. • Destroy the Artifact: A character in possession of the Fell Artifact (item) and in base contact with the destruction site can try to destroy the artifact. First they need to take a bravery test. Passing the bravery test makes the Feat Easy, failing the test makes the Feat Legendary. 	
Victory Conditions	<ul style="list-style-type: none"> • If the Fell Artifact is destroyed, the defender wins. Otherwise, the attacker wins. The winner gets 5VP 	
Outcomes	<ul style="list-style-type: none"> • If the defender wins, then decrease the Danger Level of surrounding territories by d3. This territory is reduced to 0 Danger Level. • If the attacker wins, then the Fell Artifact is loose in the world! If a player's character escaped with the artifact, remove them from the warband for they have succumbed to the Fell Artifact's influence. One random player territory becomes a neutral territory with a Danger Level of Legendary 	

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Dueling Titans	<i>You have found the location of a Fabled Artifact. Unfortunately, it is located within a titan's hoard. Even more unfortunately, the titan is there. Most unfortunately, there is a second titan The silver lining is that the two titans seem to be in a bit of a squabble. If you are quick on your feet, you can nab the artifact and some loot and emerge no worse for wear.</i>
Setting up the Board	<ul style="list-style-type: none"> • Place an entrance at one corner of the board. • Create a treasure horde of 5VP treasure tokens and 1 fabled artifact. Place this horde in the corner opposite of the entrance. • Place two titans in the center of the table, 6" away from each other. Scatter some 2d3 juvenile titans or other critters in the area. • The table should resemble a titan's den with a nest on one side and the entrance on the other.
Scenario Rules	<ul style="list-style-type: none"> • The attacking player should place their warband within 3" of the entrance. Anyone that cannot be deployed can be brought onto the table later in the first round as space opens up • Grab the Loot! The player wants to grab the Fabled Artifact and treasure tokens. The treasure tokens slow down the holding character's movement by 1 for each treasure held. Player characters need to leave the table with the treasure token via the entrance. • Do not draw their attention!: titans act as rogue characters unless there is another titan on a table. If there is another titan on a table, the titan will attack the other unless you roll a 6+ on a D6 in which case the titan will attack the nearest attacking warband character. This die result can be modified as described below and any modifiers are reset after the titan has partaken in an activation.: <ul style="list-style-type: none"> ○ +1 to the result for each character that has failed an Easy Feat to not draw attention ○ +1 to the result if a defending beast attacks or is attacked by an attacking character ○ +2 to the result if an attacking character is within 6" of the titan
Victory Conditions	<ul style="list-style-type: none"> • The attacking player gains 1 VP for each Treasure token they have taken from the table. • The defending player gains 1 VP for each Treasure token still on the table.
Outcomes	<ul style="list-style-type: none"> • The defending rogue warband wins if they have more VP but there is otherwise no other result. The player's warband must leave the territory. • The attacking player wins if they have more VP. The Danger Level of this territory is now 0 and it can be consolidated. • The attacking player may roll on the treasure table for each treasure token they have absconded with.

Hungry Darkness	<i>Your original goal has been forgotten. Right now, you need to survive the night. Something lurks in the darkness and your only hope of making it to dawn is by stoking the flames of your campfire.</i>
Setting up the Board	<ul style="list-style-type: none"> The center of the board should be your warband's camp with a campfire in the dead center Place your warband within 6" of the campfire in the middle of the board Scatter 3d3 Strange Noise tokens. Rescatter if the position would be within the radius of the campfire. Scatter 2d3 wood bundles(items) on the board, re-scatter if the position would be within the radius of the campfire
Scenario Rules	<ul style="list-style-type: none"> The Light: Your campfire is your primary source of light. It starts with a 6" radius of light. Characters wholly within this circle of light are safe. Characters with torches or similar sources of light provide a 2" radius of light. The Hungry Darkness: Characters not wholly within the light take hits equal to 2x current round at the start of their activation. <ul style="list-style-type: none"> Round 1: 2 Hits Round 2: 4 Hits Round 3: 6 Hits Round 4: 8 Hits Round 5: 10 Hits Dying Flames: At the start of each round, including the first, the radius of the flames is reduced by D3". If the radius ever goes out, the fire dies. Collecting Wood: Characters may pick up wood bundles (items) scattered around the board. These wood bundles can be used to stoke or relight the flames. Wood bundles are one-use only. Stoking the Flames: As an easy feat, the flames of the campfire can be stoked, increasing the radius by d3". Relighting the Flames: The fire can be relit by a character with a wood bundle (item) performing a feat. The level of the feat will determine the starting radius of light. <ul style="list-style-type: none"> Easy Feat: 3" Medium Feat: 6" Hard Feat: 9" Legendary Feat: 12" Strange Noise: There are a number of Strange Noise tokens. Before a Character moves or performs an action, they can try to be silent by performing an Easy Feat. If they succeed with their Easy Feat, they may act as normal. Otherwise, Any Strange Noise token that is within 6" of them moves towards the activated character 1d6". If the strange noise token enters into an area of light or into base contact with a character, roll a d6 and do the following: <ul style="list-style-type: none"> 1: Replace the token with a rogue Titan 2-3: Replace the token with a rogue monster and scatter 1 other Strange Noise token 4-6: Replace the token with a rogue beast and scatter 2 other Strange Noise tokens
Victory Conditions	<ul style="list-style-type: none"> The defending player gets 1VP for each 20% of their starting warband that is still on the table The attacking player gets 1VP for each 20% of the defender's warband is no longer on the table
Outcomes	<ul style="list-style-type: none"> If the defending player has won the scenario and somewhat survived the night, in sifting through the night's remnants they will find 3 treasures and 1 Fabled Artifact. This territory is now at Danger Level 0 and can be consolidated. If the defending player has lost, then they need to leave this territory.

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The Invasion	<i>Your warband has stumbled into an oncoming horde. Whether it is an invading faction, stampede of creatures, or some hitherto unknown force, you must delay their approach as much as you can!</i>
Setting up the Board	<ul style="list-style-type: none"> • Divide your board roughly into four or more equal sections. You can do this by using terrain or scenery to mark out areas.
Scenario Rules	<ul style="list-style-type: none"> • The attackers deploy in base contact with a single table edge. They must make their way to the opposite edge by moving through each of the sections. Whenever the attacker deploys at the start of the round, they may deploy on any table edge of a section that they have entered. • The defenders do not deploy at the start of the game. Instead, deploy d6 characters in the first section. Whenever an attacking Character first enters a new table section, the defender may deploy up to D6 characters wherever they please in the section. • The defenders create their Warband as normal. However, the attackers control random waves of Characters picked from their Faction Ruleset(s). • At the start of the round, the attacking player rolls a D6: <ul style="list-style-type: none"> ○ 1: Deploy 2 units/beasts ○ 2: Deploy 3 units/beasts ○ 3: Deploy 4 units/beasts OR a Mage ○ 4: Deploy 5 units/beasts OR 3 Irregular/Elites ○ 5: Deploy 5 units/beasts OR 2 irregular/elites ○ 6: Deploy 5 units/beasts OR 1 heavy/monster • Defenders may build walls and barriers to impede the attackers' advance. If a character successfully performs a Hard Feat, you may place a 6" wall section with 6HP. It provides cover and makes defense rolls as normal. Opposing warbands treat these walls as impassable. <ul style="list-style-type: none"> ○ Characters in base contact with a character attempting this feat may assist with the active character using these character's AP for the Feat. ○ Characters in base contact with the barricade may attempt to repair or enhance a fortification by attempting a feat. 0HP fortifications cannot be repaired. <ul style="list-style-type: none"> ■ Easy: D3 HP ■ Medium: D6 HP ■ Hard: 2D6 HP ■ Legendary: 4D6 HP
Victory Conditions	<ul style="list-style-type: none"> • At the end of the game, 1VP is awarded to the attacker(s) for every 100GP, rounding up, of Game Value that makes it to the opposite table edge in the final section. • The defender starts with 5VP and loses 1VP for each 1VP the attacker earns.
Outcomes	<ul style="list-style-type: none"> • If the Attacking horde wins the scenario, then increase the Danger Level of surrounding territories by d3 and adjacent player territories become neutral territories with a Danger Level of 4+d6. Player warbands are pushed back to the nearest unaffected friendly territory. • If the defending player wins the scenario, then decrease the Danger Level of surrounding territories by d3. This territory is reduced to 0 Danger Level.

Rising Dead	<i>You have entered a place you really shouldn't have. The dead do not suffer trespassers to live. You need to escape with your lives, but... there is so much gold nearby.</i>
Setting up the Board	<ul style="list-style-type: none"> • The warband has found the ostensible resting place of the unquiet dead. It's also quite the trove. This could be ruins, a long forgotten battlefield, an ancient swampy marsh, etc. The area is closed off from the rest of the world though, so place an entrance at one table corner. • Place grave sites at each point of 12" from each table edge and each other grave site. • Scatter 3d3 treasure (items) • Scatter the player's warband
Scenario Rules	<ul style="list-style-type: none"> • The rising dead: At the beginning of each round, the attacking warband deploys 3 characters within 2" of the grave site closest to the entrance and 1 character within 2" of the furthest grave site. Roll a d6 for each other grave site and on a 4+ deploy a character within 2" of that grave site. • Flee! The defending characters must try to flee the scene by making contact with the entrance. • Get the Goods! Defending characters may pick up Treasure (item). This is an Easy Feat. Each Treasure (item) reduces the character's movement by 1.
Victory Conditions	<ul style="list-style-type: none"> • The defender scores 1VP for each 20% of their Warband's game value that escapes • The attacker scores 1VP for each 20% of the defender's Warband that does not escape and/or is knocked out
Outcomes	<ul style="list-style-type: none"> • Player characters that do not not escape are treated as if they are knocked out • Any treasure (item) that is absconded with gives the player a roll on the treasure chart.

Wicked Ritual	<i>A rogue faction that occupies this land is working some ritual to bring more of their folks in. (Un)fortunately for you and them, your warband has stumbled upon the ritual in its final moments. Can you stop them?</i>
Setting up the Board	<ul style="list-style-type: none"> • Place a portal in the center of the board • Halfway between the portal and each corner, place a ritual circle so that there are four ritual circles • The defender rogue warband should have a mage and d6 additional characters in each ritual circle. • The attacker warband may deploy within 6" of each board edge
Scenario Rules	<ul style="list-style-type: none"> • Ritual Summons: At the start of the round, the defending player makes a ritual roll based off of the number of ritual circles with friendly mages in them. <ul style="list-style-type: none"> ◦ 4 ritual Circles: roll 2d6 keep highest for Summon result ◦ 3 ritual Circles: roll 1d6 for Summon result ◦ 2 ritual Circles: roll 2d6 keep lowest for Summon result ◦ 1 ritual Circle: roll 1d3 for Summon result ◦ 0 ritual Circle: no roll • Based on the result of the ritual result, deploy the following within 3" of the portal <ul style="list-style-type: none"> ◦ 1: Deploy 2 units/beasts ◦ 2: Deploy 3 units/beasts ◦ 3: Deploy 4 units/beasts OR a Mage ◦ 4: Deploy 5 units/beasts OR 3 Irregular/Elites ◦ 5: Deploy 5 units/beasts OR 2 irregular/elites ◦ 6: Deploy 5 units/beasts OR 1 heavy/monster • Completing the ritual: at the end of each round starting with the second, the defender will attempt to complete the ritual by performing a feat with as many AP as friendly mages in ritual sites. If no mages remain, then the ritual has been foiled and the attacker wins. Successfully performing the Feat will complete the ritual and the defender will win. <ul style="list-style-type: none"> ◦ Round 1: No Feat ◦ Round 2: Legendary Feat ◦ Round 3: Hard Feat ◦ Round 4: Medium Feat ◦ Round 5: Easy Feat
Victory Conditions	<ul style="list-style-type: none"> • At the end of the game, the attacker gains 1VP for each ritual circle without a defender's mage. The defender gains 1VP for each mage within a ritual circle, or 5VP if the ritual is complete. • The defender wins if they complete the ritual, otherwise the attacker wins
Outcomes	<ul style="list-style-type: none"> • If the attacking player wins the scenario, then decrease the Danger Level of surrounding territories by d3. This territory is reduced to 0 Danger Level. • If the defender completes the ritual, roll a d3. For the result, territories within that number of hexes of this territory's hex increase their Danger Level by 1. Player territories within range become neutral with a Danger Level of 3d3. Player warbands are pushed back to their closest friendly territory.