

Kings under the mountain

Scenario 1



QUESTS

PVE :

- Find the Arkenstone (Blue token)
- Kill Thranduil or Thrain

PVP

- « Kill X Guild Hero »



REWARD CARD

- The Precious (Rune Ring, BG2-02)
- Blood Crown (R-RD)

SPECIAL SETUP

Shuffle the yellow quest token with the other exploration tokens. The blue quest token represents the Arkenstone.

Use Thornwood character for Thranduil (Use the Troll card for stats) and Lord Tyron for Thrain (Use Minotaur Stats). You can replace the 2 kings by any non-player characters.

Put 2 skelebones, and a ghost on the Spawn Tile.

SPECIAL RULES

You can spend once per turn, 1 movement point (on your Erebor map) to take a look at an exploration token (without taking it). You and you only can see what's the token and you put it back (you can bluff the other guild, because you have to find the Precious before the others).

When a character find (or steal) the Precious, he takes one damnation, and he can pass the dragon without being killed, and take the Arkenstone. If you try to pass the dragon and trigger a guard reaction without the ring, well You shall not pass ! And you're instant killed. The dragon can't be moved. The ring can be stolen by another player if he kills him. It can't be given to another member of the guild by resting, it's linked to his soul !

If you have the Arkenstone you win the lv2 Card « Rune Ring ».

The first player that kills one of the 2 kings wins the « Blood Crown ».



You have the Erebor map, and you're going inside the lonely mountain, but your guild isn't the only one in here that sought after the Arkenstone. Will you find the Precious to trick the fire under the mountain, and fight the monsters you'll face? The mad old King of Elves and Dwarf might be still there to find the Arkenstone, find it before them.

TITLE

« Find the Arkenstone » give the title « **Ring Bearer** ». You can choose to take a look at an exploration token (without taking it) each turn, (the downside is you have to take a damnation token each time you do it, and you have to spend 1 movement point as well).

The 1st player that kills **Mad Thranduil** win the title « **Elves Killer** ». You'll have +1 Die on bow attacks in the next scenario.

The 1st player that kills **Mad Thrain** win the title « **Dwarf Killer** ». You'll have +1 Die on sword attacks in the next scenario.





2B	27A	9B
4B	1A	8B
24A	7B	23A



					
Exploration token x12			Fire Dragon x1	Troll x1	Minotaur x1
	x6				
		x7		Goblin Archer x6	Spear Beastman x2
	x4				
Spawn token x4		x10	Orc Captain x2	Lord Tyron x1	Thornwood x1
	x4				Marauder x6

Arcadia Quest Base Game Map.

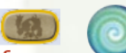


Special Rules : The Fire Dragon (Smaug) is represented by the red and green tokens on the map.



2B	5A	9B
4B	1A	8B
3B	7B	6B

 Fire Dragon x1


 x4
 Exploration token x12

 x4
 x10
 x4

 Troll x1
 Minotaur x1
 Orc Captain x2
 Goblin Archer x6
 Spear Beastman x2
 Lord Tyron x1
 Thornwood x1
 Orc Marauder x6