

Goal: Protect the Fountain

Introduction

In preparation for your next expedition into the desert, you stop at the Hathgild Waterworks in Lahl to buy water. (Players should pay for this water before starting the scenario.) The Valrath who collected your

payment watches from above with a wary eye and a nocked bow, ready to shoot if trouble erupts.

Closer at hand, a pair of scruffy looking humans linger at the fountain, lounging against barrels. You feel a hand brush against your

pocket: one of them is trying to pickpocket your coin! But before you can react, a commotion breaks out down one of the alleys leading to the fountain. Desiccated corpses have shambled in from the desert, drawn by the fountain. If they reach it, Lahl's chief water supply will be dangerously depleted!



Special Rules

At the beginning of each of Rounds 1 to 5, two desiccated corpses spawn at either A or B; randomly the spawn point with a coin toss or some other method. They are both normal for 2 characters, normal + elite for 3 characters, and both elite for 4 characters.

The desiccated corpses focus on the fountain, using any movement to get closer to it. They move faster than normal, performing an additional Move 1 action at the end of each of their turns.

At the end of each desiccated corpse's turn, if it is adjacent to the fountain, place a damage token on the fountain.

The desiccated corpses are enemies to the characters and all other figures, and although they only focus on water when moving, they will attack any figure that happens to be within range during their turn.

The desiccated corpses will also focus on the barrels, which are full of water. They move either towards a barrel or the fountain, whichever is closest. If a desiccated corpse ends its turn adjacent to a barrel, the barrel is destroyed.

Barrels can be moved by the characters, either through a push or pull action, or by rolling the barrel (see "Rolling Barrels").

At the start of Round 3, a pack of six jackals spawns at C. The pack includes 1 elite for 2 characters, 2 elite for 3 characters, and 3 elite for 4 characters. Jackals spawn and move in pack formation (see the "Pack" rules in the *Blood and Sand campaign book*).

The jackals are enemies to all living creatures (the characters, bandit guards, and valrath tracker). They ignore the desiccated corpses and can move through spaces the desiccated corpses occupy.

Tile B4a is above street level, and is only accessible via the stairs (or by teleportation). It is possible to trace line of sight between it and the street, however.

The treasure chest holds all of the gold the characters just spent to buy water, plus 10 more gold. There is a chance it also holds one of the items the characters are seeking. Use Objective Tokens 1 to 6, and randomly draw one. On a 1, there is a treasure; use Objective Tokens 1 to 4 to determine what type it is: 1) Heirloom, 2) Artifact, 3) Trophy, 4) Relic. Draw a random treasure item card of that type.

The valrath tracker will not leave Tile B4a, and will not enter the stairs hex. His goal is to protect the fountain by shooting desiccated corpses; he ignores the characters and all other monsters, only attacking them if they enter the stairs hex or Tile B4a.

As soon as any character steals from the treasure chest, the valrath tracker regards all of the characters as enemies, regardless of where they are on the map.

Note: if you don't have Forgotten Circles, use an elite bandit archer in place of the valrath tracker, and increase the archer's range to 5.

The bandit guards are enemies to all monsters, and are neutral to the characters and the valrath tracker. They cannot move through other figures and will not willingly enter Tile B4a or the stairs hex (although they could be pushed or pulled there).

The bandit guards' goal is to pickpocket the characters. They split their focus: when performing movement actions, they focus on the nearest character, trying to move adjacent to them so they can pickpocket. When performing attack actions, however, they focus on the nearest monster. They do not attack characters.

Any bandit guard adjacent to a character at the end of its turn steals 1 gold from that character. (If the bandit guard is adjacent to more than one character, randomize which character is pickpocketed.) This gold is permanently lost; if the bandit guard is later killed, it only drops one coin, as normal.

Conclusion

The scenario ends when all of the desiccated corpses and jackals have been killed. It is not necessary to kill the bandit guards; once the battle ends, any surviving bandit guards flee with their ill gotten gains.

Depending upon the damage the desiccated corpses did to the fountain, the cost of water may go up. Add up the number of damage counters on the fountain; this number is the amount of gold four gallons of water will cost, from this point on in the campaign.

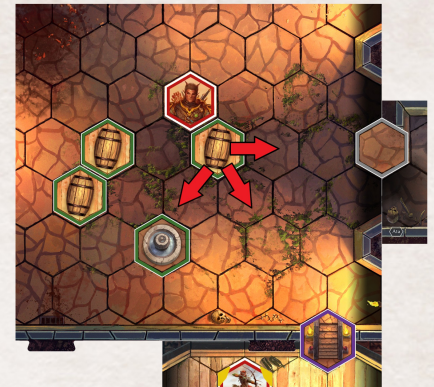
The characters, however, will receive a discount for their help in the battle – but only if they didn't steal from the treasure chest. If they left it alone, they can buy water at the original rate (1 gold per four gallons of water) and gain +1 Reputation. If they stole from the treasure chest, they do not gain the discount, and suffer -1 Reputation.

Rolling Barrels

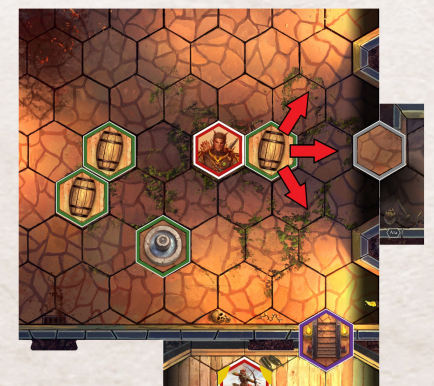
At any point during a character's move, a character may roll a barrel they are adjacent to. The character rolls the barrel ahead of them, following in its wake.



The Quartermaster chooses a Move 4 action. In order to roll a barrel he must be adjacent to it, so he must spend his first point of movement doing that.



Having moved adjacent to the barrel, he can only roll it forward (red arrows).



He rolls the barrel towards the alley and follows behind it, spending his second movement to enter the space the barrel was in. If he wants to continue rolling the barrel, he must roll it forward (red arrows).

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He spends his third point of movement rolling the barrel closer to the alley, once again moving into the space it was in. If he wants to continue rolling the barrel, he must move it forward (red arrows).



Deciding to leave the barrel where it is, he uses his fourth point of movement to move away from the barrel.