







Chapter 6 - The Path to Wildscale Swamps

Your journey has been long and arduous, but it's not over yet! The woods might be safe from corruption, but upon receiving troubling news from the Wildscale Swamps, the elder has gratefully requested that you travel there. After a quick rest and jotting down directions on your map, your team of Heroes sets off without hesitation, ready for the challenges ahead. It appears, however, that your travels are not without adversity. Before long you begin to find lingering monsters on the outskirts of the forest. The good news is, you've gotten word of another brave adventurer who's been staying at an Inn just near the forest-swamp border, trying to keep the swamp's infestation from spreading. You must make your way there, help this mysterious hero, and try to recruit them before heading further into the swamps!

Setup

Whether continuing from chapter 5 of the base game campaign or not, follow the setup instructions below as if you were beginning a new campaign. Before setting up the game, remove the Map card from the Loot deck.

1. Setup the forest using the tiles shown below, and place the appropriate markers on each tile where needed (you will need to place 11 , and 5 ).
2. Shuffle the Boss cards together, and place 1 Boss card face down next to the usual Boss lair (called the "first Boss lair") and 1 face down next to the Inn tile, which acts as a "second Boss lair." Place the Enraged Bosses card next to this second Boss card.
3. Shuffle the 4 Campsite markers () together, and place 2 in a face down stack on the Inn tile. These will represent Patrols. Place the 2 unused Campsites back in the box without looking at them. Place the Enraged monsters card in the play area. It will be used for Patrols.
4. Place the +1 Combat die marker () on the Inn tile. This represents the newcomer, who will be joining you in the final Boss fight.
5. Place all Heroes on the Starting Tile (). All Heroes begin the chapter with full health, 3 , both of their unique Powers unlocked, and 1 of the 4 colored power staves from the loot deck (one not matching their Hero's Power die color). For example, Bethras will start this chapter with any one colored staff Loot card, except the orange one.



SPECIAL RULES

1) No Forest Exploration/No Inn Cards

There is no Forest Growth phase in this chapter, and Heroes are not allowed to perform High-Risk Movements or otherwise add new tiles to the forest map. Also, since the Inn acts as a second Boss lair in this chapter, no Inn card is drawn when reaching it.

2) Double Boss Beatdown

Whatever our Hero friend is doing, it seems to be drawing a lot of attention. There's a nasty monster problem near this Inn, and from a distance it sounds like two of the enemies are commanding the rest.

You will fight two Bosses in this chapter - one normal and one Enraged. After each player turn, the threat track on all face up Bosses increases by one, **but threat only increases after each player turn and does not increase again at the end of the round.**

Before beginning the game, flip the Boss card on the first Boss lair over, and place a blue cube on its threat track. The threat level for this Boss begins increasing at the end of the first Hero turn, but is otherwise a normal Boss.

The second Boss card remains face down until either:

- A Hero reaches the Inn tile, or...
- Both Patrols report back to their Boss (see Patrols below).



When this second Boss is flipped over, its threat level will begin increasing. Place a blue cube on the Enraged Bosses card, as this second Boss is Enraged! (see Enraged Bosses on page 19 of the rule book).

3) Patrols

There are two Patrols, who report to the second Boss, and who will make their way towards the Starting tile one at a time, starting with the topmost Patrol in the stack.

After each player's turn, a **single Patrol** will move forward **two tiles** towards the Starting tile following this path:




Whenever a Patrol reaches a space containing one or more Heroes:
Reveal it (flip the Campsite marker), and place  on the tile with the Heroes, based on the number of  icons shown on the Campsite marker. These monsters are **Enraged**.
The Patrol also immediately blows a horn to signal their Boss - Place the Patrol marker face up on the second Boss card to indicate they've reported to their leader.

Whenever a Patrol reaches the Starting tile:
They immediately signal their Boss (place the Patrol marker face up on the second Boss card).

Once the first Patrol marker has signaled their Boss, the second Patrol will begin moving at the end of the next player's turn. **As soon as the second Patrol signals their Boss, the second Boss becomes active.** Flip the face down Boss card over and place a threat cube on the first space of this Boss's threat track on the Enraged Bosses card. The Patrols can then be discarded from play.

Note: You can try to hide from the Patrols on any of the 3 dead end tiles that are outside of their path, by waiting there for them to pass by you. This requires careful planning, but by doing this you might avoid battling the Enraged Patrol monsters altogether, and can delay the second Boss' activation.


4) Your new Ally!

The Inn tile contains a +1 Combat die marker () , which represents a new ally who will be joining you. The marker remains on the Inn tile, and provides an additional Combat die to any active Hero there.

Read this aloud as soon as any Hero reaches the Inn tile:

"About time!" you hear from the corner of the lobby. You watch in awe as a river otter acrobatically fends off several attacks from the Boss, who has all but destroyed the inside of the Inn she was staying in. "Hey, I'm Athu!" she shouts. "Are you guys going to help out, or...? I could use a hand here." She doesn't seem surprised to see you, but is struggling to defeat the Boss by herself. Better get to it!

Defeat: The chapter ends in defeat if all the Heroes are knocked down at the same or if any Boss's threat track reaches the last space.

Victory: The chapter ends in victory when you've defeated both , aiding Athu in her heroic efforts, and establishing trust with her.

