

The Monastery (In Neutral Terrain)

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Story

The Archimage, without pity, dared to transform a monastery into one of his devilish labyrinths. And crueler still he did not expel the clerics who had resided there from their home. Instead, he held them captive, locked up in this horrible keep during its transformation. The clerics, in their wisdom and their kindness, did not have the capacity to rebel. And so during the long years of construction, the Archimage used the captive clerics to look after and reinvigorate his workmen, thus accelerating the process of construction while limiting human losses.

He had promised them that after the labyrinth was complete they would go free. This promise and their pity for the unhappy souls who endured such back-breaking labor kept the clerics from leaving. As should have been guessed, the Archimage never held his promise to free them and kept the clerics captive in his hellish labyrinth so that they would be forced to take part in the mishaps of the combatants whom he would teleport there. The clerics faced with such violence had pity of the poor adventurers which, not having asked for this fate, found themselves cast into the middle of chaos and death.

Thus, the clerics used their medicinal knowledge and their healing powers to save these poor souls whenever possible, knowing that if they left their transformed monastery, the number of those who would die would grow ever larger. They thought that God had given them a mission: to look after the oppressed and to slow down the fatal madness of the Archimage. And while the clerics could escape, for the welfare of others, they preferred to remain in the labyrinth to comfort the wounded and to achieve their mission while preaching the word of God. "To save another and thwart the Evil one" was their guiding principle.

Number of Players

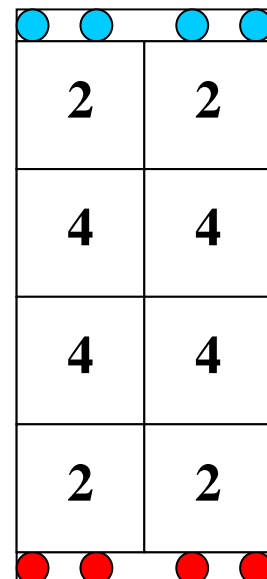
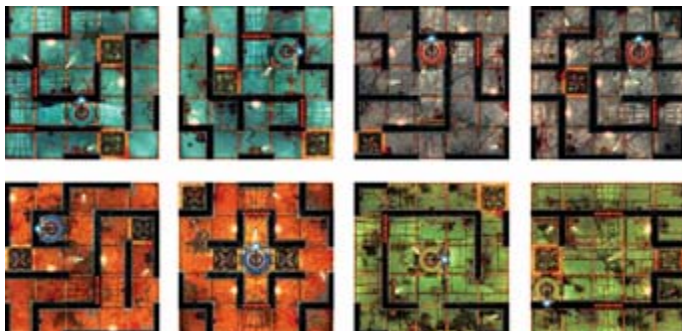
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Expansions Required

Only the basic game is required for this scenario.

Board Layout

All the rooms are mixed and placed face down as usual.



Starting Pieces

Each player starts the game with the 8 characters and 6 objects included in the basic game. In addition to his normal characters and objects, each player also starts with a neutral cleric. You should print (on white paper), cut out, and mount the neutral cleric pawns provided with this scenario.

Game Setup

Game setup is carried out as usual. The neutral clerics cannot be placed on the starting lines. Players cannot place more pawns on a room than indicated for each room (see the plan above). When placing characters and objects in the dungeon, the neutral clerics are placed on the board like any other character or object during the setup phase. Each Player can place his neutral cleric whenever it seems appropriate, on the room of his choice, as long as the token limits are not exceeded. Obviously, your opponent will know when and where you placed your neutral cleric, and vice versa.

Neutral Clerics - White Characters

If a room with a neutral cleric is revealed, the player who revealed the room places the neutral cleric. When placing tokens on a newly revealed room, neutral clerics are placed first. Neutral clerics can be placed on any space you would normally place a character. During play, each player can spend Action Points to activate a neutral cleric regardless of where the cleric is just so long as the cleric face up (i.e., is in a revealed room).

The Neutral clerics cannot:

- Attack or be attacked under any circumstance.
- Transport an object or a wounded character.
- Use an object.
- Stand on a character (wounded or unwounded).
- Reveal a new room.
- Leave the labyrinth or move onto a starting line (regardless of who owns it).

The Neutral clerics can:

- Pass through any character (wounded or unwounded).
- Be passed over by any character.
- Heal an adjacent wounded character for 1 AP.
- Rotate a room for 1 AP when located on a room's rotation gear.
- Jump using one of the active player's "Jump" cards.
- Stand on an object.

Victory Conditions

The scenario ends at the end of any turn in which a player has reached 5 or more Victory Points.

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