Run for Your Life!

City of Thieves
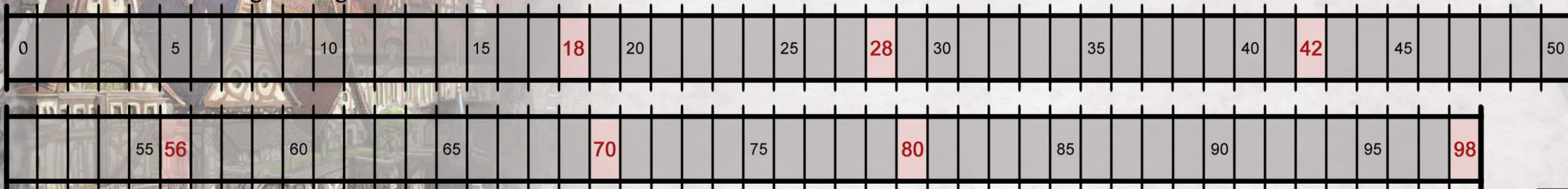
This adventure uses the expansions "The Inn," "Cry Havoc!" and "Gamble in the Dark" (from our website). For 4 players.

A frightening rumor spreads through the Free City: The Mages of the High City prophesy that a terrible cataclysm is about to strike! Panic erupts as the denizens of the city flee in terror. Among the cries and the scramble, a handful of thieves are determined to stay in the city and finally get rich... even if it means going through hell!

Seismic Scale of the Mage-Geologist Von Riechter

| 0 | | | 5 | | | | 10 | | | | 15 | | | 18 | 20 | | | | 25 | | | 28 | 30 | | | | 35 | | | | 40 | | 42 | | 45 | | | | 50 |

| | 55 | 56 | | | 60 | | | | 65 | | | 70 | | | | 75 | | | | 80 | | | | 85 | | | | 90 | | | | 95 | | | 98 |

Seismic Scale Table

Level 18	**The Earth Shakes!** Starting with the player who reached this level, each player places one rubble token on any empty street space. Each character that is in a room in the district must roll one die: If the result is 1, 2, or 3 he is stunned.
Level 28	**Fire!** Starting with the player who reached this level, each player places one fire token on any room in the district (not occupied by any character).
Level 42	**Aftershocks!** Starting with the player who reached this level, each player places one rubble token in any empty street space and one fire token in any room in the district (not occupied by any character).
Level 56	**Panic!** The portcullises around the district close (following the normal rules). Shuffle all mission cards and draw 3 new ones. A passage to the Secret Chamber opens in the dungeons!
Level 70	**The Mystic Tower Explodes!** Each gang permanently loses 1 Action Point token. Remove all militiamen from the district.
Level 80	**Tsunami!** Each character that is in a street space must roll one die: If the result is 1, 2, 3, or 4, he is carried away by the wave and removed from the game with all treasures he was carrying.
Level 98	**The End.** The game ends immediately when this level is reached. The player who reached this level does not get a turn.

Fire Table

1	The character chokes to death in the smoke! Remove the figure from the game. If the character had any treasures, place them in any empty rooms.
2 - 3	The character is stunned. His activation ends.
4 - 5 - 6	The character may be activated as normal.

Secret Chamber Table

1	The character is crushed by a rock! Remove the figure from the game with all treasure he was carrying.
2 - 3 - 4	Wrong way! Place the character on any empty pentacle space. If all pentacles are full, place him on an adjacent empty space.
5	Exit! The character immediately leaves the district safe and sound.
6	Treasure! The character gets 5 ducats from the bank, then leaves the district safe and sound.

Setup:

Place the Ritual Chamber near the game board and attach it to the Gambling Den and the Scriptorium.

Set the Secret Chamber nearby. It is connected to the Ritual Chamber only when the Seismic Scale reaches level 56.

Place the Seismic Scale Counter on the "0" space. Draw 3 mission cards and place them beside this Adventure Board.

Special Rules:

The Seismic Scale of the Mage-Geologist Von Riechter:
In this adventure, the round counter is replaced by the Seismic Scale. At the beginning of each player's turn, he rolls one die and moves the counter up the Seismic Scale the amount rolled. The Scale shows when the events happen during the earthquake. As soon as the counter reaches a new level on the Seismic Scale, the event shown immediately occurs.

Rubble:
During his movement, a character must spend 1 extra Action Point each time he enters a space with a rubble token.
A player cannot place a rubble token on a space that already has one.

Fire:
During his movement, a character must stop as soon as he enters a room with a fire token. At the beginning of his turn, a character in a room with a fire token must roll one die and refer to the Fire Table.
A player cannot place a fire token in a room that already has one.

The Secret Chamber:
The Secret Chamber is connected to the Ritual Chamber as soon as the Panic! event occurs. Characters can leave the district through this secret dungeon passage (instead of an unblocked exit from the district above). A character in the Secret Chamber can spend 1 Action Point to try to leave the district. He rolls one die and refers to the Secret Chamber Table. If the character carries a scroll, he may re-roll the die. He must accept the result of the second roll.

MISSION CARDS

The Secret Chamber

Seismic Scale Marker