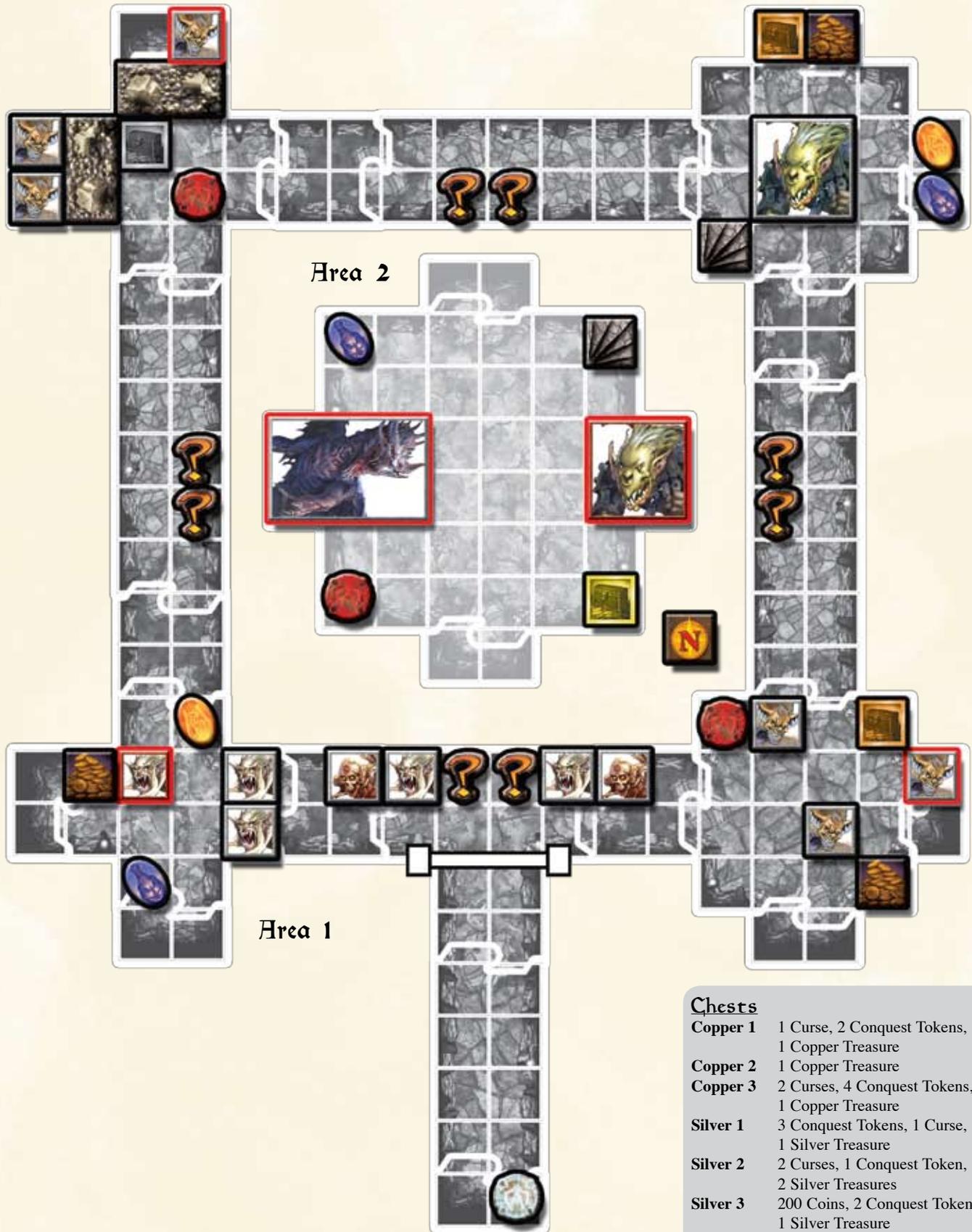


# Bonus Scenario: The Aerie of Death



## Chests

- Copper 1** 1 Curse, 2 Conquest Tokens, 1 Copper Treasure
- Copper 2** 1 Copper Treasure
- Copper 3** 2 Curses, 4 Conquest Tokens, 1 Copper Treasure
- Silver 1** 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
- Silver 2** 2 Curses, 1 Conquest Token, 2 Silver Treasures
- Silver 3** 200 Coins, 2 Conquest Tokens, 1 Silver Treasure
- Gold 1** 3 Conquest Tokens, 1 Curse, 1 Gold Treasure
- Gold 2** 3 Curses, 2 Gold Treasures

# Bonus Scenario: The Aerie of Death

## Introduction

Not all terrors that stalk in the darkness dwell deep beneath the earth. The creatures responsible for the recent slaughter of livestock and the sudden disappearance of travelers come from the sky, swooping down in the night to do their grisly work.

To fight them, you must climb as high above the earth as ever you have gone below it. The Aerie, that evil spire of black stone, looms above razor-sharp rocks. Around it can be seen the winged shapes of razorwings without number, and something bigger ... something worse ...

## Quest Goals

Razorwings are like magpies – giant, murderous magpies. They gather skulls and shiny things and bring them back to their roost, which makes them the perfect pets for the dragon that makes the Aerie its home. If you can find and kill the dragon, Azzigar, then the razorwings will disperse and the land will be safe once more. One misstep, however, and you may fall to your doom!

You start with five conquest tokens. If you ever run out of conquest tokens, Azzigar will have triumphed over you. Good luck!

And ... watch out for the edge.

## Special Rules

The following special rules apply only to this scenario.

### Special 1: The Aerie

The outside edges of both Area 1 and Area 2 are not walls, but rather steep drops. They do not block line of sight (however, figures must still count range and movement using on-board spaces). Any non-flying figure who goes off the edge of Area 1 for any reason is immediately killed. Any non-flying figure who goes off the edge of Area 2 is placed on the closest Perch (see below) and takes two damage, ignoring armor.

A flying figure that goes off the edge of Area 1 takes two damage, ignoring armor, and is placed on the closest Perch (see below). A flying figure that goes off the edge of Area 2 is placed on the closest Perch, but does not take damage.

### Special 2: Perches

The encounter markers in Area 1 are Perches. When a figure falls off of Area 2 (usually by being hit by a creature with **Knockback**), it lands on one of the Perch spaces corresponding

to the side off of which it fell. For example, a figure knocked off the western edge of Area 2 will land on one of the Perch spaces on the western edge of Area 1. The overlord chooses which of the available Perch spaces to place the figure on. If there are no available (empty) Perch spaces, the overlord places the figure on the closest available (empty) space. If a figure is knocked diagonally off of a level, it may go to either Perch on the two adjacent sides.

A large figure is considered to have fallen off if any part of its base is off the board when it is done moving. When a large figure lands on a perch, only part of its base need be on the encounter marker.

## Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

### Area 1

The howling wind whips at your cloaks and bites at your faces as you emerge from the protection of the high rock walls of the canyon. A few beastmen and skeletons huddle against the meager protection of the mountain face, and all around you see the winged forms of razorwings – and they see you, too! Best watch your step – it's a long drop to the foot of the Aerie...

### Area 2

You scramble up a natural stair in the rock and find yourself standing on the summit of the Aerie. The howling wind is even fiercer here, but fiercer still is the bellow of the dragon before you!

"I am Azzigar, insolent mortal!" the creature roars. "Attacking me here was foolish; every advantage is mine." With another roar, Azzigar spreads his wings and rises up into the air!

The Master Dragon here is Azzigar. Azzigar has the same stats as a normal Master Dragon, except as follows: Azzigar has five extra wounds per hero and **Fly**. Azzigar may make an extra attack each turn, which is a melee attack that rolls a red die, two green dice, and a black die, and has **Knockback**. This extra attack does not have **Burn**, **Pierce**, or **Breath**.

### If the heroes defeat Azzigar:

With a final roar, Azzigar staggers and falls, blood flowing from a dozen wounds. "No," the dragon murmurs, "this cannot be! Kill them, my pets, kill them!" The razorwings of the Aerie flap into the skies in numbers to blot out the sun ... and descend upon the dying dragon to feed. "Nooooo!"

Feeling sick to your stomach, you turn and pick your way back down the Aerie of Death.

The heroes gain 4 conquest tokens for killing Azzigar. They have finished their quest.