**Example Template:**

**# General**

**Hero Objectives:**

* Part 1: speak with the wounded guard
* Part 2: Kill Mauler, prevent 5 goblin archers from escaping

**Mechanics:**

* hero loss condition: 5 goblins escape or loss due to morale.
* hero win condition: Kill Mauler.
* count escaped goblins via fatigue tokens.

**# Monsters**

**Reinforcements:**

Goblin archers: 1 goblin archer / turn; 2 goblin archers / turn after 4 goblin archers escaped
Ettins: None
Open Groups: None

**AI Behavior:**

Minion Goblin Archers:
Effects: Bonus movement effect, ignore terrain effect
Actions: Attack, Spot, Engage Exit and leave map

Master Goblin Archer:
Effects: Bonus damage
Actions: Spot heroes, Attack heroes

Mauler: Master Ettin (ignoring group limits). Bonus Health 2 HP per hero.
Effects: standard
Actions: standard

Minion Ettin:
Effects: standard
Actions: standard

Open Groups: None

**# Exploration (Tiles, Monsters, Tokens and Flavor text):**

**Start:**
Set aside tiles 8, 9, 12, 16, 26, 1 entrance, 1 exit, 3 end caps, and one villager token.”

Intro flavor: As you are travelling toward Arhynn, you come across the still-smoldering remains of a traveling caravan. One of the caravan guards, wearing the livery of Baron Greigory, lies wounded nearby.

**Part 1:**

Revealed tiles: Entrance, 9A, End cap.

Tokens: One villager token on 9A (wounded guard), 1 search token on 9A (same as in quest description)

Action: As an action a hero in the same space or adjacent to the wounded guard can talk to him to learn what happened here. (remove token and reveal tiles).

**Part 2:**

Flavor1: “An ambush," the guard gasps. "An ettin is sending his minions straigth into Arhynn through the secret path! How could he have known? I heard them calling him Mauler. You must stop him!" The guard points in the direction the ettin disappeared after the attack on the caravan.\n\nYou follow the footprints of what must be a benemoth of an ettin...

Revealed tiles: 16A, 26A, 8A, 12A, Exit, 2 End caps. 1 master ettin (Mauler) on tile 8A, 1 minion ettin (4 Players) on 8A, goblin archer group on 26A.

Flavor2: Ahead, you see the lumbering, two-headed form of an ettin. Mauler's goblin minions are taking a secret route to attack Arhynn, Baron Greigory's seat. If too many of his goblins escape off the far side of the trail, Mauler will have triumphed over you. Your goal is to kill Mauler before that happens.

Tokens: 3 search tokens on 8A, 12A, 26A (same as in quest description).

Flavor3 {rnd:hero} has an odd feeling of deja vu. But somehow this time something seems to be different ... Setup complete. Defeat Mauler and protect Arhynn from the goblin invasion.

**Flavor: Search tokens**

9A End cap: You find a damaged crate from the remains of the plundered caravan. Trap: As you try to open the crate you hear a too familiar <click>. Test {awareness}. Fail: You suffer 1 damage and are poisoned.

8A End cap: Near the fireplace you notice a big bag, possibly the stash of mauler.

26A End cap: The goblin archers seem to have hidden some supplies behind the bushes.

12A: In the dirt you notice an old abandoned satchel.

**Flavor: Goblin escape**

1 goblin escapes: You hear sounds of more goblins approaching your position.

3 goblins escape: Goblin archers hidden in the surrounding thicket are shooting arrows at you! Each hero tests {awareness}. Heroes who fail are distracted and suffer 1{fatigue}.

4 goblins escape: Another group of goblins to has cleared a way through the shrubs, further reinforcing Mauler's troops. Goblin reinforcement is permanently increased to 2 per turn.

**# End:**

Win by killing Mauler: The ettin collapses to his knees, one of his heads emitting a grumbling wail. The other head struggles to speak: "Though we may die, we are but servants of the almighty overlord. Our master will be triumphant in the end! Arhynn will fall!" Then both heads grow silent and the beast topples over.

Loss by Escaped Goblins: Mauler swats you aside and turns to go. His two heads speak in concert. "That is enough, my little friends. Our message is sent. The pathetic humans of Arhynn know now to fear the might of the Overlord!" The ettin and the goblins vanish into the wilderness, leaving you to nurse your wounds.

Loss by Morale: Mauler swats you aside and turns to go. His two heads speak in concert. "That is enough, my little friends. Our message is sent. The pathetic humans of Arhynn know now to fear the might of the Overlord!" The ettin and the goblins vanish into the wilderness, leaving you to nurse your wounds.

**# Rewards:**

Win (0 goblins escape): 1 XP per hero, draw 6 Shop Item cards, 50 Gold per hero.
Win (1 goblin escapes): 1 XP per hero, draw 5 Shop Item cards, 50 Gold per hero.
Win (2 goblins escape): 1 XP per hero, draw 5 Shop Item cards, 40 Gold per hero.
Win (3 goblins escape): 1 XP per hero, draw 4 Shop Item cards, 40 Gold per hero.
Win (4 goblins escape): 1 XP per hero, draw 4 Shop Item cards, 30 Gold per hero.
Loss (5 goblins escape): 1 XP per hero, draw 4 Shop Item cards, 20 Gold per hero.
Loss (Morale): 1 XP per hero, draw 4 Shop Item cards, 20 Gold per hero.