

## **The Camp** - A scenario for Arcane Journeys the Fantasy Adventure Board Game

**Setup:** Cities have been destroyed! Turn them all face down on the board, after setting the board up as you normally would. Face-down Cities count as a generic terrain where you encounter enemies like other terrain. Take the city quest card out of the quest deck.

There is a refugee camp that moves around the board. Find a marker to represent it. Place it on the tower to start. Everybody starts the game at the camp. If you die, you move back to the camp, instead of a City.

When you land on the camp, you can pay to heal like in a city. Also, draw three items for sale this turn. At the end of your turn, discard any items left at the camp, and the camp moves 2d6 clockwise around the board.

The camp cancels the effect of terrain it is on, and you don't encounter monsters that are there. So you don't lose health in the desert, roll for the volcano, or draw encounter cards in other spaces if the camp is there when you land on it.

Effects that reference Cities do not apply to the Camp, so Puppets are useless and the City Guard is out of luck. Or you could play so that those effects do apply to the camp, which is a bit easier, but not as different. Either way is fun, but decide before starting.

The Camp can be used with many other scenarios, like The River, for even more variety.

<http://www.arcanejourneys.com>

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