



You have only recently arrived in the Frozen City and are busy recruiting soldiers for an expedition, when an old adventurer named Rotha approaches you. The grizzled warrior claims to know the location of a fabled treasure, the Armour of Redwar, and offers to lead you to it. He even offers to bring along a couple of his own men, a pair of thugs named Lee and Aaron.



It takes the better part of a day and a night to reach the ruined building that Rotha says contains the treasure. Near the ruins of the door, you find several corpses, and Rotha confirms that they were members of his previous expedition. A few minutes later, with torches lit, you descend into the broken interior of the building.

"Rotha, what is the meaning of this?" you demand. Rotha looks back, the vivid scar over his lost eye seeming to glow in the torchlight. "Sorry," he says, "but I've got an old score to settle before I help you get the armour. Just stay out of the way. The cat is mine!"





The wizard can only have a maximum of seven members in his warband during this scenario. He will, however, also be accompanied by a crossbowman (Rotha) and two thugs (Aaron and Lee).

The wizard and his apprentice (Enchanter).







A doorway in the centre is the entry point for the wizard and his warband.



Directly in front of the Armour of Redwar is a wraith, three skeletons at the centre point of the two walls. In the centre, there is treasure haphazardly arranged. In the right-hand corner furthest from the doorway, the wall has collapsed, creating a short ramp that leads up to a hole.



Directly in front of the Armour of Redwar is a wraith.





Three skeletons at the centre point of the two walls.



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Archers try to take down the skeletons while the barbarian waits his turn.

The wizard and his apprentice will make short work of the other skeletons.







Thief and treasure hunter take on the wraith who guards the Armour of Redwar.

The wizard and his apprentice will make short work of the other skeletons.

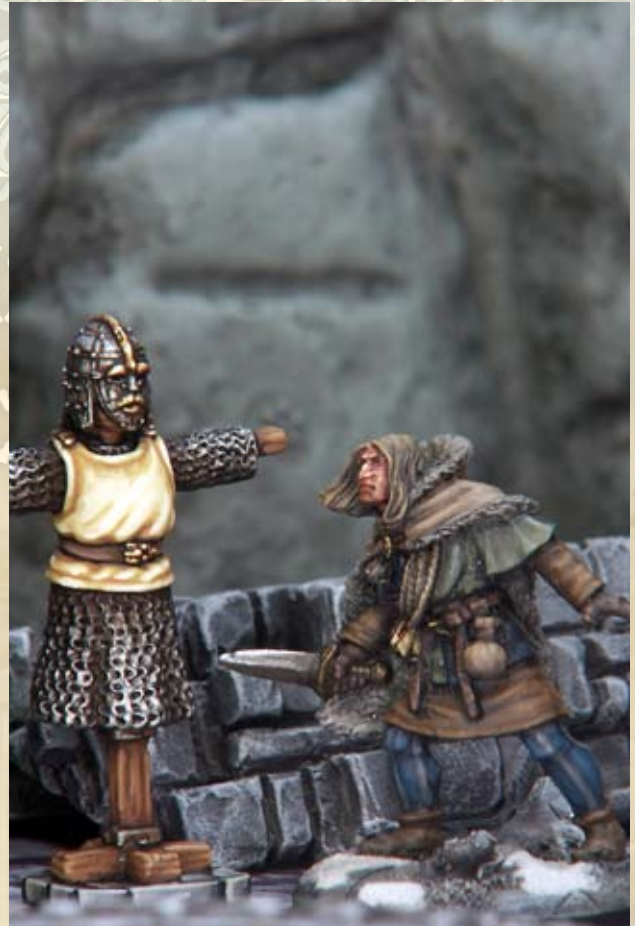


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Skeleton makes a rush for the barbarian.



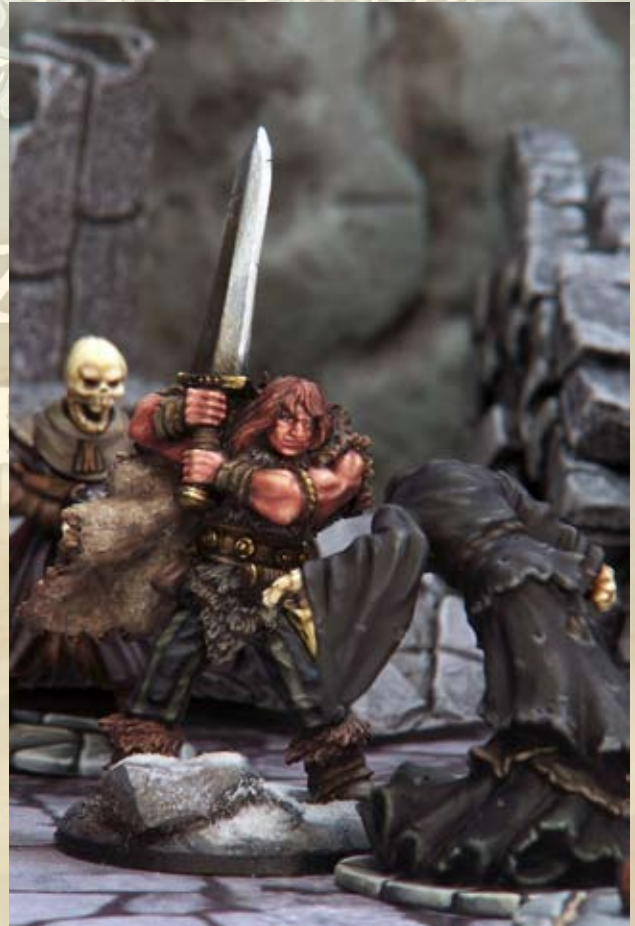
Thief secures the Armour of Redwar.







And the something appears.



Barbarian takes on another wraith.

Rotha, Lee, and Aaron head for the leopard and it heads for them.







Rotha enters combat with the leopard with Lee, and Aaron supporting him.

Another wraith appears while the cat fight goes on, the archers have it their sights.

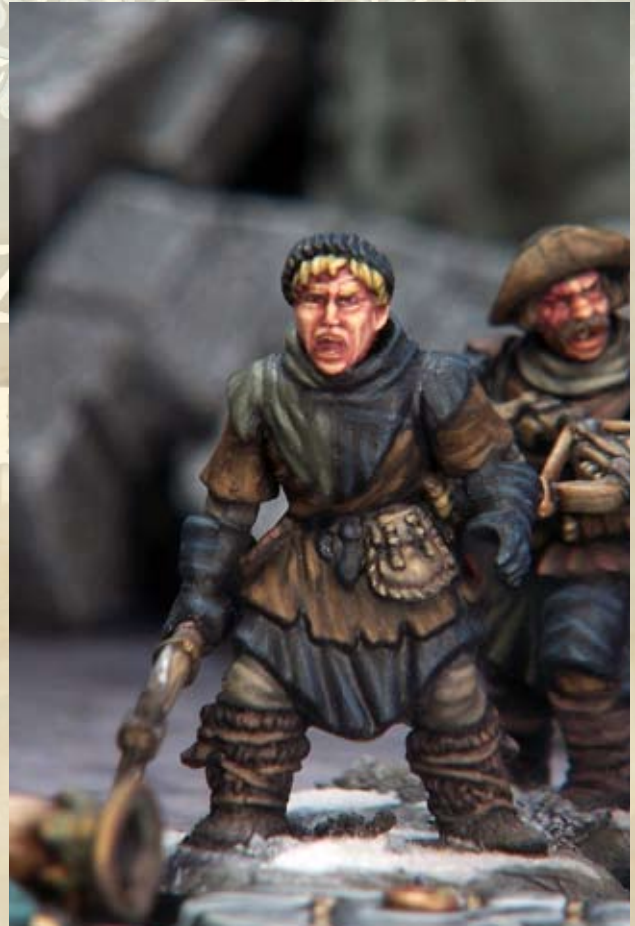


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Archers are always busy.



Lee, or is it Aaron?

Enchanter gets the Armour of Redwar for himself and why not.



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There is always another wraith to deal with, this time it's the treasure hunters turn.

There is plenty of treasure to be had.

Rotha, the vivid scar over his lost eye.







The inevitable group shot after a successful mission, look at all that treasure!

It all could have been different if we had the construct in the party.



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