

START AR CAMPAIGN

The cult's underground temple had a side entrance, but finding it was no simple task. For days the group of adventurers hiked, backtracked, and went in circles as they tried to follow the torn map fragment.

The bug bites and blisters finally paid off when they stumbled out of the swamp and into the hills beyond, spotting the ancient sacrificial mound.

Niffil's nose bristled at the smell of death as they entered the clearing. A dark entrance in the hillside beckoned them even as it repelled their every sense.

The low, narrow tunnel forced them to crawl, single file, through stone that looked more torn than carved by man. Elisa took up the rear as usual, and was secretly glad that the others' passage rubbed some of the slime off the walls in front of her. After what seemed like ages, Olazābal's keen eye detected a dim light at its end. Just then she felt a low rumble in the stone. Recognizing the growing sound, she cried out in warning. Elisa and Neshilim scrambled quickly backward as rocks pelted them from above.

After the earth stopped moving around them, Elisa yelled through the ton of roughly piled stone separating them from the others, "Fear not, it will take but a few hours for me to prepare a teleportation ritual. Take care, and we will be reunited soon enough." The two began their long backward crawl toward the tunnel entrance while the rest of the group continued warily toward the unsure light.

NOTE: This scenario is designed as a way to introduce the basic mechanics to new players, as the game flows rather differently from other games of the same genre; as such, many of the advanced (and most interesting) features of PM: AR have been left aside.

There's still much more to discover and master in the game. A victory in this scenario means you are already prepared for what lays ahead. But be aware, what is yet to come will be much worse, so watch your steps...

RULES REMINDERS

Rubble Δ floors have scattered obstacles, which makes movement trickier. Moving into rubble costs 3 ⚡ , like the Δ symbol indicates. Special terrain cost can be seen from the symbols by counting the dots. Moving out of any special terrain does not cost additional ⚡ .

Italic text is flavor. You can safely ignore it, should you wish. It has no game term effects. All doors are **unlocked** (opening takes 1 ⚡).

SPECIAL

If boneworms appear on this level, they'll arrive from the **Exit**.

HARD RULES

Add one Guard (9E) *smoking bong*. All doors are **locked**. (Opening takes $\text{🔪} + \text{🔪} \cdot \text{⚡}$).

SETUP

Entrance (6C)

Exit (4O) leads to scenario AR4

Δ (14H)

3 Guards (10E, 10M, 9F) *chatting amiably*

1 Acolyte (10I) *trying to follow the conversation and look smart*

Map: 1 – Entrance



2 Acolyte
2 Guards
2 Summoners



2 Acolytes
3 Summoners



2 Acolytes
2 Boneworms