



Consolidated Scenario List... All the scenarios from:

- Core Rule Book
- Perilous Island
- The Lost World of Lemuria
- Vice Alley
- Tomb of the Serpent
- Scenario of the Month 1-47

Updated December 2021

| Source | | Title | Players | Versus | Co-Op | Solo | Description |
|-----------------------|----|-----------------------|---------|--------|-------|------|--|
| Core Rules | 1 | Smash & Grab | 1-4 | y | y | y | Claim as many plot points as possible |
| Core Rules | 2 | The Lost Keys | 1-4 | y | y | y | Claim as many plot points as possible, cannot attempt major plot point until holding one minor plot point |
| Core Rules | 3 | The Trail of Clues | 1-4 | y | y | y | Major plot point placed by first player to pass a minor plot point |
| Core Rules | 4 | The Sign of Four | 1-4 | y | y | y | 5 reward cards plus red herring. If red herring drawn plot point moved D8" random direction |
| Core Rules | 5 | Dangerous Delivery | 1-2 | y | y | y | Attacker starts with major and two minor plot points and must cross and exit table |
| Core Rules | 6 | The Death Trap | 1-2 | y | y | y | Defending Leader is separated and surrounded by attackers, defending league must rescue leader |
| Perilous Island | 1 | Hidalgo Fire | 1-4 | y | n | y | Recruit Darrows daughter who is working on a remote desert dig site. |
| Perilous Island | 2 | Final Flight | 1-2 | y | n | y | Leagues attempt to either get Elaine Darrow onto the last flight out of Casablanca or prevent flight taking off |
| Perilous Island | 3 | At Death's Door | 1-2 | y | n | y | Leagues search for a hidden package inside a huge warehouse or storage compound |
| Perilous Island | 4 | Soerabaja Manhunt | 1-4 | y | n | y | Search for an old sailor from Darrows expedition around a dock, port or marina |
| Perilous Island | 5 | Lagoon of Terror | 1-4 | y | n | y | Escape the Lagoon Terror when shipwrecked of the coast |
| Perilous Island | 6 | Sinister Swamp | 1-4 | y | n | y | Search the unhallowed ground for clues while avoid being attacked by the Perilium Zombies |
| Perilous Island | 7 | Jungle Trail | 1-2 | y | n | y | Cross the jungle, searching for clues while avoiding being attacked by the young natives. |
| Perilous Island | 8 | Blood Sacrifice | 1-4 | y | n | y | Rescue the victim who is to be sacrificed to the 'Great Gongga' by defeating the loyal bodyguards and witch doctor |
| Perilous Island | 9 | Forbidden City | 1-3 | y | n | y | Deactivate the huge metal construct and escape through gate by completing a ritual that involves activating three altars in same turn. |
| Perilous Island | 10 | Hell Unleashed | 1-3 | y | n | y | Retrieve the Elder Stone from 'The Wanderer' in an ancient crumbling city filled with crumbling ruins as an unworldly event sends huge flying boulders hurtling through the city |
| Perilous Island | 11 | The Escape | 1-3 | y | n | y | Defeat the Lagoon Terror to escape from the Island |
| Scenario of the Month | 1 | The Lost Cause | 1-4 | y | y | y | Find the councillor and protect him before the colonel's soldiers capture him. Setting village, airfield or jungle trail. |
| Scenario of the Month | 2 | Four Faces of Dr Fang | 1-4 | y | y | y | Amongst the streets and alleyways, murders are being committed, to prove your innocence you must piece together the clues and bring murderer to justice |
| Scenario of the Month | 3 | Crossroads Showdown | 1-4 | y | y | y | No plot points, just victory chips for controlling the crossroads. |
| Scenario of the Month | 4 | The Diamond Murders | 1-4 | y | y | y | An investigative scenario played across four locations culminating in a major showdown against the big bad and his minions |
| Scenario of the Month | 5 | Escape from Ormuz | 1-4 | y | y | y | Using stealth to avoid the sentries and reinforcements find the clues to the Professors location and rescue him from his prison |
| Scenario of the Month | 6 | The Fire Idol | 1 | y | n | | Overcome the perils of the jungle, the lava river, the rope bridge and the native warriors to seize and remove the idol to appease the volcano |

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| Scenario of the Month | 8 | Massacre Road | 1-4 | y | n | y | Defenders attempt to protect a VIP, attackers have some NPC reinforcements and gain victory points for winning fights or capturing VIP, but it could be a trap! |
| Scenario of the Month | 9 | Mystery at the Gallop | 1-4 | y | n | y | An investigative scenario played across four locations culminating in a solving the mystery |
| Scenario of the Month | 10 | Deadrise | 1-4 | y | n | y | One character per player who must survive against the living dead. |
| Scenario of the Month | 11 | The 11th Guest | 1-4 | y | n | y | One character per player who find themselves stranded overnight in an old hotel where an unknown killer is at large. |
| Scenario of the Month | 12 | Arctic Rescue | 1-4 | y | n | y | A plane has crashed in the arctic. You lead a team of rescuers searching for the inventor, the bombsight and the pilot. |
| Scenario of the Month | 13 | Enemy Patrol | 1-4 | y | y | y | Leader must search for and find colleagues while avoiding attention of enemy patrols. |
| Scenario of the Month | 14 | Breakout | 1-4 | y | y | y | One of your leagues has been taken prisoner. You must mount a mission to rescue them. |
| Scenario of the Month | 15 | House of Lau | 1-4 | y | y | y | Scenario set inside a bar, combat prohibited but taunting and tricking enemy encouraged. Avoid the rowdy party, interact with the locals, get that important introduction to Mr Big! |
| Scenario of the Month | 16 | Big Trouble | 1-4 | y | y | y | Rescue and protect the characters that the authorities are looking for while avoiding the soldiers who are searching for them. |
| Scenario of the Month | 17 | Inferno | 1-4 | y | y | y | Capture the arsonists who are setting fire to the city. There is low visibility and lots of random events from scenario deck to make scenario unique. |
| Scenario of the Month | 18 | The Hijackers | 1-2 | y | n | y | Scenario using vehicles or mounts. One side tasked with delivering a mysterious crate the other with preventing its delivery. |
| Scenario of the Month | 19 | The Scroll | 1-4 | y | n | y | Each league has a scroll / treasure map. Only one of them is the real one. Plot points are knowledgeable locals who can check the authenticity of a scroll. This is a non-combat scenario where characters attempt to discredit the opposition. |
| Scenario of the Month | 20 | River Pirates | 1-4 | y | n | y | Scenario takes place on the pirates ship, mid river surrounded by the leagues boats. Search the boat, find the treasure map while avoiding the pirates. Scenario deck keeps it interesting. |
| Scenario of the Month | 21 | The Tomb | 1 | n | n | y | Explore the semi-submerged Tomb of Dagon, overcome the traps, obstacles and denizens to claim the treasure. |
| Scenario of the Month | 22 | The Fog | 1-4 | Y | Y | y | Half characters from League used. The city is gradually enveloped in an unnatural fog and the servants of Dagon are afoot. Visit the shrines to reveal the location of the major plot point. Horror deck and rules used. |

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| Scenario of the Month | 23 | Moon Festival | 1-4 | y | n | y | In this non combat scenario characters participate in a number of contests. Players may attempt to jostle, trick or distract their opponents using might, finesse or cunning. |
| Scenario of the Month | 24 | Trade War | 1-4 | y | n | y | A military confrontation, plot points represent control of positions, leagues field an extra gang each. Scenario uses a scenario deck for added variety. |
| Scenario of the Month | 25 | The Diner | 1-4 | y | y | y | Leaders meet inside a building to negotiate. Negotiations eventually break down and conflict breaks out between rival leagues. |
| Scenario of the Month | 26 | The Hostage | 1-4 | y | y | y | An important person must be rescued who is being held hostage in a building by cultists |
| Scenario of the Month | 27 | The Bounty | 1-4 | y | y | y | A bandit leader must be captured from a village while avoiding trap and guards |
| Scenario of the Month | 28 | The Courier | 1-4 | y | y | y | Interact with the locals in a rural village to identify the identity of a courier carrying secret plans and apprehend her. |
| Scenario of the Month | 29 | Bullets & Ballots | 1-4 | y | n | y | Mount a political campaign and strive to collect the most votes to get elected. |
| Scenario of the Month | 30 | The Preacher | 1-4 | n | y | y | Attempt to protect the preacher for long enough to dispel the wraiths from the haunted church / church yard or house |
| Scenario of the Month | 31 | Innsmouth Gold | 1 | n | n | y | Escape with the gold idol from Innsmouth and the horror of the deep ones. (Solo or player & GM) |
| Scenario of the Month | 32 | The Escape | 1-4 | y | y | y | Leader is in prison and must escape with aid of rest of league |
| Scenario of the Month | 33 | Rocket Science | 1-4 | y | y | y | Interact with the bystanders, avoid the guards and either sabotage or protect the launch of a rocket from a desert launch site. |
| Scenario of the Month | 34 | The Hollow | 1-4 | y | y | y | Solve the clues that reveal the cursed grave of the Hessian and remove the curse before the horror destroys your league. |
| Scenario of the Month | 35 | Experiment 11-6 | 1-4 | n | y | y | Help the subject of a bizarre experiment in a government laboratory to close a temporal rift in the fabric of time and space |
| Scenario of the Month | 36 | From Another World | 1-4 | y | y | y | Defeat 'The Thing' from outer space in an arctic research station. |
| Scenario of the Month | 37 | The Lost Lagoon | 1-4 | n | y | y | League shipwrecked at edge of lagoon need to reach safety and rescue maiden being sacrificed |
| Scenario of the Month | 38 | Devils Bargain | 1-4 | n | y | y | League entertained by traders who drug most characters leaving leader to rescue them |

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| Scenario of the Month | 40 | Temple of Horrors | 1-4 | n | y | y | Characters explore spider infested temple to rescue trapped character |
| Scenario of the Month | 41 | The Hidden Jungle | 1-4 | n | y | y | Characters need to cross a dangerous predator infested jungle to escape |
| Scenario of the Month | 42 | The Bug Hunt | 1-4 | n | y | y | Characters need to escape by scaling a cliff while avoiding dangerous giant insects |
| Scenario of the Month | 43 | The Last of them | 1-4 | n | y | y | While searching some ancient ruins leagues attacked by hideous ghouls that can only be stopped by burning bodies |
| Scenario of the Month | 44 | Into the Deep | 1-4 | n | y | y | Characters need to escape from underground chambers before they are completely flooded |
| Scenario of the Month | 45 | The Cage | 1-4 | n | y | y | League apart from one-character need rescuing as trapped in cages |
| Scenario of the Month | 46 | City in the Jungle | 1-4 | n | y | y | Recover an Egg from an ancient city in jungle |
| Scenario of the Month | 47 | The Final Sacrifice | 1-4 | n | y | y | Rescue Darrow who is being held prisoner in a series of underground caverns |
| The Lost World of Lemuria | 1 | Arena of Blood | 1-4 | y | n | y | Arena combat against beasts and the mighty Zargon |
| The Lost World of Lemuria | 2 | Beast Hunt | 1-4 | y | n | y | Hunting exotic creatures in the jungle |
| The Lost World of Lemuria | 3 | Caravan Attack | 1-4 | y | n | y | Prevent bandits from robbing the priestess who is travelling in the refugee caravan |
| The Lost World of Lemuria | 4 | Dangerous Waters | 1-4 | y | n | y | Searching for treasure amongst a submerged village |
| The Lost World of Lemuria | 5 | Death Rides in the Sky | 1-4 | y | n | y | Avoid the pterosaurs while searching for a mysterious orb among the ruins of a jungle temple |
| The Lost World of Lemuria | 6 | Festival of Masks | 1-4 | y | n | y | A social affair amongst costumed revellers. A time to learn secret and recruit new allies |
| The Lost World of Lemuria | 7 | Hand of Muk | 1-4 | y | n | y | Search for the shaman amongst the native village and then protect him against an attack from the Queens Guard. |
| The Lost World of Lemuria | 8 | Hill Raiders | 1-4 | y | n | y | Help the villagers to defend their loot from an attack by hill raiders |
| The Lost World of Lemuria | 9 | Into the Darkness | 1-4 | y | n | y | Repair the ancient pumping equipment in an underground cavern, while avoiding the service robots to prevent the city from flooding |
| The Lost World of Lemuria | 10 | Prisoner of Zbata | 1-4 | y | n | y | Rescue the young prince from the fortified villa and escape avoiding the guards and sentries. |
| The Lost World of Lemuria | 11 | Tunnels of Doom | 1-4 | y | n | y | Find and rescue a missing child from an underground mine or cave complex avoiding the many dangerous denizens. |
| Tomb of the Serpent | 0 | The Serpent's Eye | 1-4 | y | n | y | Tracking down a thief in a crowded marketplace |

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| Tomb of the Serpent | 2 | The Thing in the Well | 1 | y | n | y | Relic searching in a forest while avoiding Servants of Apophis |
| Tomb of the Serpent | 3 | The Haunted Hall | 1 | y | n | y | Relic searching in a haunted house while avoiding Servants of Apophis |
| Tomb of the Serpent | 4 | The Evil Below | 1 | y | n | y | Relic searching in a cemetery while avoiding Servants of Apophis |
| Tomb of the Serpent | 5 | Cairo Caper | 1 | y | n | y | Search for relic without alerting the Servants of Apophis |
| Tomb of the Serpent | 6 | Dark Truths | 1-2 | y | n | y | Search for clues amongst museums and collections at start of scenario combat prohibited |
| Tomb of the Serpent | 7 | Shady Deals | 1-2 | y | n | y | Following up underworld leads to find artefact |
| Tomb of the Serpent | 8 | Buried Secrets | 1-2 | y | n | y | Searching for artefacts around a desert dig site |
| Tomb of the Serpent | 9 | Burning Desert | 1-3 | y | n | y | Encounters while crossing desert |
| Tomb of the Serpent | 10 | Nameless Ruins | 1-3 | y | n | y | Leagues must cross the ruins inhabited by the Servants of Apophis to reach tomb |
| Tomb of the Serpent | 11 | Serpent's Tomb | 1-3 | y | n | y | Pass through the traps and horrors of the serpent tomb to defeat Apophis |
| Vice Alley | 1 | Social Affair | 2-4 | y | n | n | Information gathering at a social venue - attacks prohibited! |
| Vice Alley | 2 | Crime Wave | 2-4 | y | n | n | Area is filled with low level criminal activity; leagues arrive to assist or halt activities |
| Vice Alley | 3 | Gang War | 2-4 | y | n | n | No plot point - rewards for winning fights, leagues meet to settle scores |
| Vice Alley | 4 | The Raid | 2 | y | n | n | Attack and Defence scenario, attacker attempts plot points. Defender gets any not completed by end of game |
| Vice Alley | 5 | The Heist | 2 | y | n | n | Robbery, hijacking or assassination. Attacker must overcome obstacles in order to achieve plan |
| Vice Alley | 6 | The Hit | 2 | y | n | n | Defender must protect an important person so that they can attend an event. Attacker must prevent this from happening |
| Vice Alley | 7 | Gangbusters | 2 | y | n | n | Leagues attempt to capture a target to gain information or prevent them being captured |
| Vice Alley | 8 | Investigation | 2 | y | n | n | Leagues attempt to gather evidence to identify major villain or prevent this from happening |
| Vice Alley | 9 | Queens Gambit | 2 | y | n | n | Showdown with the big bad |

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SCAN ME

