

Scenarios

Designing Scenarios

Challenges

- Variable player attendance
 - Variable warband strength
 - Players dropping out during a scenario
- Mix of Roleplayers and Non-Roleplayers
 - Variable character strengths

Past Scenarios

Rules from HS v1.0

Date	Name
10/10/15	Adventurer's Handbook (2nd ed)
19/09/15	Cold Steel
30/08/15	Escape from Balcataz
08/08/15	Codex Abominatus - The Magus
18/07/15	A Darkness Grows
14/06/15	Bitter Seeds
30/05/15	The Dead Lands
02/05/15	Crimson Fields
18/04/15	The Warrior Queen
29/03/15	The Bloody Fort (Flag Battle 3)
14/02/15	War in the Shadows
17/01/15	Battle of 5 Bridges - Red River
15/11/14	The Hammer Falls
11/10/14	War of the Necromancers
20/09/14	Codex Abominatus - Abominog
09/08/14	Codex Abominatus
26/07/14	Hero Quest
12/07/14	Dogs of War
28/06/14	Usurper!
07/06/14	The Battle of Three Armies
03/05/14	The Dragon's Fire
26/04/14	One Land One King
05/04/14	Scorched Earth
30/03/14	Flag Battle 2
01/03/14	The Killing Blow
08/02/14	Evil Never Dies

Mini Games

- [Troll Ball](#)
- [The Blind Leading the Blind](#)
- [That's gotta hurt](#)
- [The peasants are revolting!](#)
- [Moves like Jugger](#)
- [Boss fight – shame you only brought a butter knife](#)

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