

The Elder Scrolls V

SKYRIM®

THE ADVENTURE GAME
SCENARIO BOOK

Bethesda®

MÖDIPHÜS®
ENTERTAINMENT



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ABOUT THIS BOOK

This is the Scenario Book for The Elder Scrolls V: Skyrim The Adventure Game. Here, you'll find the Setup rules for each of the six scenarios of the game. This book does not contain rules explanations, but will reference specific pages in the Rulebook when necessary.

GAME SETUP

Each Chapter in the game has a different setup, and specific in-chapter rules. Before playing, check this section to set up the game board and the Character Boards accordingly.

CAMPAIGN 1 - THE BLADES

Depending on the number of players, you may need to discard a few cards and place a  token on the map. The token will be relevant later on during the game and will determine whether the players succeeded or failed in the first Chapter. The cards direct you to the end of the Chapter. When there are more players in the game, more cards are needed to get to that end. Remember, if you are asked to draw a card that is not in the Numbered deck anymore, you should always draw the next card. So, if at the end of the Chapter you are prompted to  180, and cards 180, 181, and 182 are not in the deck anymore, draw card 183.

Shuffle cards 217 to 226 and place them face down beside the board. This is the Blades deck. This deck will remain in use throughout Campaign 1. Any time the icon  appears,  the top card of the Blades deck. This deck represents other members of the Blades that are hiding in Skyrim. During the game, players will be able to find those Blades and gain their assistance. You'll notice that the backs of these cards mark them as belonging to different decks in the game. They will be distributed to their respective decks at the beginning of Campaign 2, so make sure you keep them separate.

Players	 Cards	 Token
1	180, 181, 182	Solitude
2	180, 181	Solitude
3	180	None
4	None	None



CAMPAIGN 1 CHAPTER 1

A group of Blades escapes the Great War in Cyrodiil, hoping to find a safe haven in Skyrim. Once they are there, they try to build a normal life, but conflict follows them.

Shuffle the Campaign 1 Chapter 1 Event cards and place them on the Event deck slot.

The Markarth Stronghold is under the control of King Madanach and the Reachmen. It isn't accessible and it won't accept any 🏰 tokens during this Chapter and the next one.

📄 cards 160, 161, 162 and 163. Shuffle these 4 cards, and deal one to each player. If there are less than 4 players at the table, 📄 any remaining cards. Do not place your Player Figures on the game board until instructed to by the Main Quest cards.

During the first turn of the game, players read their own introduction to the world. The first Main Quest card they receive gives them information about their own story, allows them to choose equipment and gives them a choice to kickstart their adventure. By the end of this first turn, players should have the following:

- ◆ 1 Character card
- ◆ 2 Equipment cards
- ◆ 1 Minor Health Potion
- ◆ 2 🌿
- ◆ 1 Main Quest card
- ◆ 📄 209 to begin playing and for Special Rules.

THE HIGH KING

Skyrim is ruled by nine Jarls, one for each hold. Reigning over all of them is the High King, the most powerful person in the province. The death of a High King is a momentous event that is bound to bring chaos and disarray to the region.



CAMPAIGN 1 CHAPTER 2

The Blades find themselves targeted by a dark conspiracy across Skyrim, led by a Khajiit named Moivva Karnai. The Great War ends, and the Thalmor gain access to the province, putting the Blade's lives in jeopardy.

Remove all  from cards and the Strongholds Chart.

Shuffle the Campaign 1 Chapter 2 Event cards with the Event cards left over from the last chapter and place them on the Event Deck slot.



Place the Ulfric's Militia token on Eastmarch. This token doesn't go onto any specific spaces on the game board; instead, it is placed on the empty space between roads on the hold it's occupying. This token represents the army Ulfric Stormcloak is leading to liberate Markarth from King Madanach and the Reachmen.

 213 to begin playing and for Special Rules.

Place all Player Figures in Solitude.  cards 184 to 187, read the titles of the cards out loud and allow each player to select one.  any remaining cards.

DAEDRIC PRINCES

Daedric Princes are always keen to get involved in the lives of heroes and villains alike. At some points of the story, they will become pivotal characters. Whenever a Daedric Prince speaks in the game, their text will be colored, with a different color for each Prince.

CAMPAIGN 1 CHAPTER 3

Markarth is liberated from King Madanach and his Reachmen. Peace seems to reign in Skyrim. However, the Blades have been betrayed. One of their own has sold their colleagues to the Thalmor, and a Daedric Prince has become interested in the characters. The Prince's voice beckons them to Markarth. Once they arrive, it whispers in their mind, suggesting murderous activities.

Remove all  from cards and the Strongholds Chart and remove the Ulfric's Militia token from the board.

The Markarth Stronghold is now accessible and can accept  tokens. Place all Player Figures in Markarth.

Shuffle the Campaign 1 Chapter 3 Event cards with the Event cards left over from the last chapter and place them on the Event Deck slot.

 cards 229 to 232, read the titles of the cards out loud and allow each player to select one. Players can choose between trusting the Daedric Prince or seeking assistance at the College of Winterhold. Those who decide to trust the Daedric Prince can choose between cards 229 and 230. Those who decide to seek the assistance of the College can choose between cards 231 and 232.  any remaining cards.  card 216 to begin playing and for Special Rules.

CAMPAIGN 2 - CIVIL WAR

Move the ,  and  tokens 1 space to the left of the 0 on each character's board, making the total limit for each track 4. Select 1 Skill and 1 Item that your character possessed during Campaign 1 to keep. Increase either your ,  or  by 1. Remove any unfinished Personal Quest cards and any Status cards on the players' Character Boards.

Return the rest of the tokens and cards back to their respective decks and token bags. If you didn't play through Campaign 1, and you're playing Campaign 2 as a new game, select 1 skill and increase your ,  or  by 1.  (draw two and select one) Advanced treasure () cards, and choose 1 Equipment card.

Recover all discarded , , ,  and  cards from the box, and then reset all the , , ,  and  decks. Shuffle the  deck and place it next to the other treasure decks. Any other cards that were removed from the game during Campaign 1 will remain in the box.

CAMPAIGN 2 CHAPTER 1

25 years have passed. The Blades have grown older, and live a comfortable life pretending they're just regular people. Increasing violence in Skyrim, and a message from an old friend, makes them shake off their rust and embark on a new adventure.

Place 4 Thalmor Justiciar tokens on  spaces on the board. These Thalmor Justiciars cannot be fought.

Shuffle the Campaign 2 Chapter 1 Event cards and place them on the Event deck slot.

Each player selects their story:

- ◆ **Apothecary:** Start in Falkreath and  272. Gain the Alchemy Skill (**Alchemy**.)
- ◆ **Thief:** Start in Riften and  274. Gain the Pickpocketing Skill (**Pickpocketing**.)
- ◆ **Courier:** Start in Morthal and  273. Gain the Speech Skill (**Speech**.)
- ◆ **Blacksmith:** Start in Dawnstar and  275. Gain the Smithing Skill (**Smithing**.)
-  any remaining Main Quest cards.  270 to begin playing and for Special Rules.

CAMPAIGN 2 CHAPTER 2

The High King has died. The Blades could have prevented it, but a group of Dunmer cultists got in the way. The characters need to stop the strange events that are driving Skyrim into chaos and violence.

Remove all  from cards and the Strongholds Chart.

Shuffle the Campaign 2 Chapter 2 Event cards with the Event cards left over from the last chapter, and place them on the Event deck slot.

 410 and 416 and place them in 2 different World Quest slots. These Quests can only be completed by Imperial or Stormcloak players respectively. Every time one of these World Quests is completed, it will be replaced with a new one, up to 6 times. Place 3  tokens above each of these cards. These

tokens represent the balance of war, and will move between the two cards during the game. Tokens above card 410 represent an advantage for the Imperial Legion, while tokens above 416 represent an advantage for the Stormcloaks. Whoever has the advantage will enjoy beneficial effects during the game.

Replace the 4 Thalmor Justiciar tokens on  spaces on the board. These Thalmor Justiciars cannot be fought.

Place all Player Figures in Solitude.

 296 as a quest for all Imperial players and  298 as a quest for all Stormcloak players.

 294 to begin playing and for Special Rules.

CAMPAIGN 2 CHAPTER 3

The conspiracy is bigger than anyone imagined. The Blades need to stop Oviron Salith, leader of the Dunmer cult of Boethiah, before the Civil War takes more lives.

Remove all  from cards and the Strongholds Chart and remove all Thalmor Justiciar tokens from the board.

Shuffle the Campaign 2 Chapter 3 Event cards with the Event cards left over from the last chapter, and place them on the Event deck slot.

Whiterun is under siege. During this Chapter, that Stronghold is inaccessible and it won't accept any  tokens.

 317 to 320, read the titles of the cards out loud and allow each player to select one.  any remaining cards.

 S19 as a Status for the whole party.

The starting position for Player Figures will depend on the ending of Campaign 2, Chapter 3.

 405 to begin playing and for Special Rules.

