

VAGRANTSONG

Scenario Book

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ALL ABOARD



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Welcome

Welcome to the Vagrantsong demo!

In this demo, you and up to 3 of your friends can try the first two Scenarios in Vagrantsong!

In Shelter from the Storm, the first Scenario in the game, players are given room to explore the train and their Actions. After the first Camp Phase, players can then give the second Scenario Under My Skin a shot, which introduces the type of challenge players should expect in the Scenarios to come.

To learn more, visit the Vagrantsong website at wyrd-games.net/vagrantsong where you will be able to download the rule book for free!

There are still over 20 Scenarios in Vagrantsong left to explore when it comes out later this fall!

Did you enjoy the Vagrantsong demo? Let us know on BoardgameGeek, Facebook, Instagram, and Twitter!

Scenarios

Shelter from the Storm	1
Under My Skin.....	5

Shelter from the Storm

Humanity Threshold

Two Players: 8 • Three Players: 10 • Four Players: 12



Hurtin' Since Hazlehurst

You're just one from a handful of trainhoppers trying to find shelter from the storm. You don't recognize any familiar faces, and come to think of it, you don't even remember seeing them hop on the train with you.

But every one of them swears up and down that they just got here. And based on your own experience, you can't help but believe them. The strange thing is that everyone seems to be from a different part of town - or towns - places you've never even heard of.

After a few handshakes and how-do-you-dos, you all try to settle in the best you can. But without a haybale or old cushion calling your name, neither the train nor the situation bring you much comfort.

The only thing you all have in common, it seems, is the welcoming hand that helped each of you aboard. White glove, loose skin... couldn't forget it if you tried. You can't tell if it's a good or bad thing that Mr. Welcoming Hand appears to be missing.

Either way, hopefully things stay nice and peaceful on this leg of the journey. That sinking feeling in your gut is telling you otherwise.



Setup

1. Place the Tokens, Terrain, and Markers (Break and Rounds) as shown above.
2. Players place their Vagrants on any **V** shown above.
3. Place the Threshold Token on the appropriate space on the Humanity Track based on player count.
4. Place the Turned Faces on their designated space and the 3 Shelter from the Storm Ritual Cards on their designated spaces.
5. Once players are ready to begin, read Event **1**.

Special Rules

There are no Special Rules for this Scenario.

Remember: "Losing Humanity" is different for both Haints and Vagrants (pg. 12).

Terrain Effects

There are no special Terrain Effects for this Scenario. Remember that Haints may Move onto Terrain, but Vagrants may not (pg. 12).

Haint Effects

The Shakes (●): Lower your Move value by 1. To remove **The Shakes**, discard an Iron Nail.

Spooked (O): If you end your turn in Range 2 of the Turned Faces, lose 2 Humanity. To remove **Spooked**, discard Salt.

Remember: Haint Effects are added to Vagrants periodically throughout the Scenario (pg. 22).

Breaks

When the Turned Faces Break, each Vagrant may Rummage 1.

Remember: Whenever a Haint Breaks, the next turn a Haint would take is skipped and all Vagrants gain 1 Humanity. The effect above is unique to the Turned Faces.

Victory

Save the Turned Faces.

Remember: To Save the Turned Faces, give them back all of their lost Humanity until they have no more Breaks.

Turned Faces *Lost*

Special

If the Haint is adjacent to the Break side edge at the end of its turn, read Event 5.

Cycle Effect

There are no Cycle Effects for this Mood. Cycle normally (after the current Action is resolved, take all of the Rummage Tokens on the Cycle Track and put them back in the Bindle).

Haunted Effect

Goosebumped: Lose 1 Humanity.

Remember: Edges (pg. 5) are the outer borders of a train car. A character is adjacent to an edge if they are in a space that touches a side (Humanity side, Cycle side, Break side, and Round side).



Findin' Our Way Back Home

Moves toward Break side.



That Lonesome Valley

Moves toward Break side.
Target Vagrant loses 2 Humanity.



Keep Runnin'

Vagrants in Range lose 2 Humanity.
For each Vagrant that loses Humanity this way, Move 2 toward Break side.



Pull It Together

Moves toward Break side. Vagrants in Range Move 2 toward Break side and lose 2 Humanity.



Wanderin' Willies

Moves toward Break side. Target Vagrant loses 3 Humanity and gains **The Shakes** (●).



Turned Faces *But Not Alone*

Special

Vagrants in Range 2 of the Turned Faces cannot remove **Spooked** (O).

Cycle Effect

No Turnin' Back Now: Vagrants in the same train car Move 1 toward the Turned Faces. Then, Vagrants adjacent to the Turned Faces gain **Spooked** (O).

Remember: The Cycle Effect occurs at the end of the current character's turn.

Haunted Effect

Goosebumped: Lose 1 Humanity.



Roll and Tumble

Vagrants in Range lose 2 Humanity, then Move 1 away from the Turned Faces.



Shakin' Hands

Target Vagrant loses 2 Humanity.
If this Wounds a Vagrant, that Vagrant gains **The Shakes** (●).



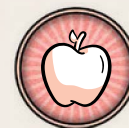
Shoo Fly Shakedown

Vagrants in the same train car gain **The Shakes** (●). Vagrants adjacent to an edge or Terrain in any train car lose 2 Humanity.



On the Yonder

Target the furthest Vagrant.
Move to the furthest adjacent space of the target, Haunting any Vagrants in the most immediate path toward them.



Uphill Ride and a Slow Goodbye

Vagrants in the same train car Move 3 toward Round side and lose 3 Humanity.

Event 1

Awfully dark in here, but at least it's quiet. Huh, doesn't look like you were the only group to hop on, after all. Maybe it's time to introduce yourselves. Move the Turned Faces 2 spaces toward Break side.

Remember: Haints can Move onto Terrain, but Vagrants can't!

Event 2

Looks like they left somethin' behind. What kind of traveling tramp starts shedding all their things? **Investigate (pg. 16).**

0: Whatever it is, it doesn't look worth picking up. Nothing happens. Keep Event 2 on the train board.

1+: Oh, well... this sure looks useful. Rummage 2. Only keep one of the Tokens Rummaged this way, but you may give the other Rummage Token drawn to any other Vagrant. After keeping a Rummage Token, add Event Tokens 8 and 9 to the Bindle, then give the Bindle a good shake. Then remove Event 2.

Remember: When you Rummage 2, draw 2 Rummage Tokens from the Bindle. Your Rummage value indicates how many Rummage Tokens you can hold at a given time. For more info on Rummaging, go to pg. 15.

Event 3

You hear something behind you: a heavy thud, and then a slow drag. Things, uh, fall from the top of train cars all the time, right? Place Event 4 on any open space adjacent to the Round side in Train Car A. Then remove Event 3.

Event 4

An old suitcase. Real old. Like hell-and-back old. Couldn't hurt to have a little look-see inside. **Investigate (pg. 16).**

0: Who in their right mind keeps a suitcase filled with bones? Animals, humans, and some that... hard to explain. Just don't look right. Remove Event 4. Lose 1 Humanity and gain **The Shakes (●)**.

1+: Bones. Filled to the brim with bones. All kinds of 'em. And only some of them are human. One seems a little cleaner than the others... For each success after the first, you may Move 1. Pull out a Rabbit's Foot from the Bindle, then give the Bindle a good shake. Then remove Event 4.

Event 5

Can't they see there's no door there? Change the Turned Faces' Mood to But Not Alone, then the Turned Faces immediately performs its Rabbit's Foot Action (On the Yonder). After performing the Haint Action, Vagrants in Range 2 of the Turned Faces lose 2 Humanity.

Event 6

Carved in the wood is an arrowhead pointed downward. You've seen it before on the road. It's the Code. Get ready to defend yourself. **Automatically succeed this Investigate Action.**

Choose one (then remove Event 6):

1. You may have any Vagrant in Range 3 gain 2 Humanity.
2. You may give another Vagrant one of your Rummage Tokens. If you do, Rummage 1.

Event 7

The whole damn train starts to shake like a wet dog. That can't be good. Each Vagrant rolls 1 Bone and resolves an effect based on the value rolled. Then remove Event 7.

1-2: Gain **Spooked (O)**.

3-4: Move 3 toward Round side.

5-6: Move 3 toward Break side.

If a Vagrant's Move would end due to an edge or Terrain, that Vagrant stops their Movement and loses 3 Humanity.

Remember: When a Haint Breaks, skip the next Haint turn and all Vagrants gain 1 Humanity. The Turned Faces also have the extra effect when they Break that allows Vagrants to Rummage 1 if they choose.

Event 8

A mirror? How did that get in there? Find Junk Card #21. Add it to your Junk Slot or to the Belongings if your Junk Slot is filled. (For information on Junk, go to pg. 12). Then discard Event 8 (it does not go back into the Bindle).

Event 9

Their hands reach out, stretched fingers curling into clenched fists. The metal of the train stretches and yawns. All Vagrants in the same train car as the Turned Faces gain **Spooked (O)**. Then add Event 9 back into the Bindle.

Event 0

The wooden beams that make up the train car walls begin to shift and slide outward, creatin' makeshift windows in the walls. But instead of seein' the wilderness or a train yard outside, all you see are bright blue faces lookin' in, grinnin' wide. From now until the end of the Scenario, the first Vagrant to take a turn each round loses 4 Humanity. Remove Event 0.

Victory

Read Moment 28

Camp Phase

Defeat

Read Moment 29

Tear Down

1. RESTORE HUMANITY →
2. CLEAN UP SCENARIO

Build Up

1. SPEND COINS

Skills to Acquire

Left: This little dance might help move you outta harm's way.

(Skill #2)



Right: Looks like the saying "the early bird gets the worm" turned out to be true.

(Skill #1)



Camp Actions

Heal 1 Wound /
Fix Broken Junk



Rummage



Draw Different Junk



Acquire Junk



Perform a Séance



(per Vagrant)

Bank Coins



2. SAVE GAME (OPTIONAL)

3. MANAGE VAGRANTS

4. WITNESS THE IN-BETWEEN

5. START NEXT SCENARIO

Remember!

Acquiring Skills also increases your total Humanity!
We recommend acquiring both Skills if you are able.

Look, you just saw a bunch of faceless phantoms who were in the same predicament as you. Stuck on this train to nowhere...

And now you're talkin' to a cat. Don't make it weird, or else I won't offer you the help you so desperately need.

Now, what're you hungry for?





Mr. Welcoming Hand

It doesn't seem like anyone got a wink of sleep the night before, though you can't blame them. It's not easy in a boxcar in the most normal of circumstances, and after fending off those folks with no faces...

Probably best not to think on it much more. No point in lingering on the unexplainable when you've still got to figure out how to get off this locomotive.

Jumping off is outta the question. There's no telling where you might end up. No, the only way out is forward... and finding out who's playing that fancy fiddle out yonder.

You don't find any friends in any of the next few train cars. Just a bunch of cobwebs and empty freight boxes. That is until you all lay eyes on a hunched figure a car ahead of you, swaying and wobbling like he's having trouble staying up on his own two feet.

In the reaching moonlight, the form takes shape. A white glove tightens around a flaying knife. He extends his arm, thin as a leather jacket, and smiles a hollow, toothless grin.



Setup

1. Place the Tokens, Terrain, and Markers as shown above.
2. Players place their Vagrants on any **V** shown above.
3. Place the Threshold Token on the appropriate space on the Humanity Track based on player count.
4. Add Event Tokens **6**, **7**, and **8** to the Bindle. (**Remember:** Any time Tokens are added to the Bindle, give it a good shake!)
5. Place the Flayed Man on his designated space and the 3 Under My Skin Ritual Cards on their designated spaces.
6. Begin!

Special Rules

- If all Vagrants are **Enveloped**, read Event **9**.
- Vagrants that are **Enveloped** are considered adjacent to the Flayed Man, but cannot be targeted.

Haint Effects

Enveloped (●): When you gain **Enveloped**, remove your Vagrant(s) from the train board (you are still in play). At the beginning of your turn, lose 2 Humanity. You may only perform the Rummage Action and/or use Iron Nails while **Enveloped**. After you or another Vagrant uses an Iron Nail on the Flayed Man, remove **Enveloped**. When **Enveloped** is removed, place your Vagrant in an open space adjacent to the Flayed Man.

Bleeding (O): When you place a Coin on Move, lose 1 Humanity (losing 1 Humanity for each Coin). At the end of your turn, if you successfully performed Patch Up, remove **Bleeding**.

Breaks

When the Flayed Man Breaks, Cycle the Bindle (and resolve his Cycle Effect), and then change his Mood.

Séance

This effect is active as long as you have a Séance card: the Flayed Man gains 1 extra Humanity if Iron Nails are used on him. Discard the Séance card when the Break Marker reaches 1.

Victory

Save the Flayed Man.

Remember: If a Vagrant loses all of their Humanity and all of their Skills are Wounded (and all of their Junk is Broken), they become Westbound. If all Vagrants are Westbound, read **Moment 13**.



The Flayed Man

Unsettled

Special

This Mood has no additional Special Effects.

Cycle Effect

Flailing Limbs: All Vagrants adjacent to the Flayed Man lose 2 Humanity.

Haunted Effect

Thick Skinned: Roll 1 Bone and resolve the effect based on the value rolled.

- 1: Gain **Enveloped** (●).
- 2: Lose 2 Humanity.
- 3-5: Lose 1 Humanity.
- 6: Nothing happens.



Muscle Memory

Target Vagrant loses 3 Humanity.



Disconnective Tissue

Vagrants in Range lose 2 Humanity, then each loses 1 more Humanity for each Coin placed on their Patch Up Action.



Super Elastic

Target furthest Vagrant switches places on the train board with the Flayed Man. The target may choose to lose 1 Humanity to have the Flayed Man Move to an adjacent space to the target instead.



Cut Open

Target Vagrant loses 3 Humanity and gains **Bleeding** (○).



Suffocating Slingshot

Target Vagrant Moves 6 toward the furthest edge from the Flayed Man. If they end this Move adjacent to Terrain or an edge, they lose 6 Humanity.



The Flayed Man

Unruly

Special

The first time the Flayed Man changes to this Mood, read Event 4.

Cycle Effect

Flailing Limbs: All Vagrants adjacent to the Flayed Man lose 2 Humanity.

Haunted Effect

Thick Skinned: Roll 1 Bone and resolve the effect based on the value rolled.

- 1: Gain **Enveloped** (●).
- 2: Lose 2 Humanity.
- 3-5: Lose 1 Humanity.
- 6: Nothing happens.



Begin to Peel

Target Vagrant loses 3 Humanity.



Stretch Out

Vagrants in the same train car are Haunted.



Super Elastic

Target furthest Vagrant switches places on the train board with the Flayed Man. The target may choose to lose 1 Humanity to have the Flayed Man Move to an adjacent space to the target instead.



Welcoming Embrace

Target the furthest Vagrant in Range. That Vagrant loses 2 Humanity, Moves to an open space adjacent to the Flayed Man, and gains **Bleeding** (○).



Swallowing Skin, Made Whole Again

Target Vagrant gains **Enveloped** (●).



Event 1

There's something dark and grimy propped up in the corner of the train car. **Investigate.**

- 0:** You kick the cast iron pan on the ground. Centipedes and roaches crawl out from beneath it. Despite the bugs, your stomach starts to growl, wishing you had a large fire to cook something up on. Remove Event ①. You do your best to forget what you found.
- 1+:** You find an iron skillet. Despite the grime, you can't help but think it might be useful. Keep the Event Token. Treat this Event Token as a Rummage Token in every way. This Event Token may be used when adjacent to the Flayed Man. When this Event Token is used, the Flayed Man gains 4 Humanity.

Event 2

There's an old knapsack covered in dust. **Investigate.**

- 0:** A rusty blade catches against the tip of your finger. The cut is deeper than it feels. Gain **Bleeding (O)**. Then remove Event ②.
- 1+:** You find a little music box. Looks like it still works, too. Wonder if it's got a nice tune. Keep the Event Token. Treat this Event Token as a Rummage Token in every way. When this Event Token is used, all Vagrants may immediately Move 2.

Event 3

A wadded-up pile of cloth. It's hard to tell without taking a closer look. **Investigate.**

- 0:** The cloth seems familiar in a way, but for whatever reason, you can't bring yourself to touch it. Nothing happens. Keep Event ③ on the train board.
- 1:** Your mind wanders to the moment you hopped on the train. That welcoming hand. The White Glove. The loose skin. That's when you feel the familiar handshake once again, and you jump back from the touch. Goose pimples runnin' across your arm. The hand waves at you, invitin' you back with a gesture of its pointer finger. Lose 2 Humanity. Keep Event ③ on the train board.
- 2+:** It'd be impossible to forget that hand that welcomed you aboard. That White Glove. Felt like squeezin' a crumpled paper bag filled with beef jerky. You reach for it on the ground, and give it one heckofa hearty handshake, hopin' to show it who's the boss. Gain 1 Humanity and complete the Ritual: A Hearty Handshake. Then remove Event ③.

Event 4

His body begins to wave and shake like a flag in a storm. His skin stretches and shrinks, his mouth grins and groans... As he trembles, the worn hat on his head drops beside him, and folds of skin and hair fall with it. Add Event ⑤ to an any open space adjacent to the Flayed Man (or as close to the Flayed Man as possible if no spaces are available).

Event 5

You can't stop staring at that hat. **Investigate.**

- 0:** Nope. Best to leave that hat exactly where it is. No point in touching that thing. What were you thinking? Nothing happens. Keep Event ⑤ on the train board.
- 1+:** You pick up the hat. It's about as gross as you thought it would be. And then, for whatever reason, you decide to put it on. Find Junk Card #22. Add it to your Junk Slot or to the Belongings if your Junk Slot is filled. Then remove Event ⑤ and complete the Ritual: Finders Keepers.

Event 6

You find a handful of teeth. You can't help but look at the Flayed Man's empty mouth. Keep the Event Token. Treat this Event Token as a Rummage Token in every way. You may use this Event Token after performing a Skill. When this Event Token is used, you may reroll any number of Bones from your Skill, but must keep the newest roll. **Remember:** After an Event Token is used, it is discarded.

Event 7

At first, you can't make odds or ends about what you pulled out of that bag. Then you can feel the little red blob pulse and squirm. The Flayed Man turns; you're holding one of his still-breathing lungs. If you are **Enveloped (●)** when drawing this Event, remove **Enveloped (●)**. Keep the Event Token. Treat this Event Token as a Rummage Token in every way. A Vagrant with this Event Token has Special Target Priority (pg. 19). When that Vagrant is Wounded or **Enveloped (●)**, discard the Event Token (it does not go back into the Bindle). If the Event Token was discarded due to being **Enveloped (●)**, the Flayed Man gains 3 Humanity.

Event 8

Eugh, gross. Crinkled bandages, caked in old blood. Keep the Event Token. Treat this Event Token as a Rummage Token in every way. You may use this Event Token to lose 1 Humanity to have another Vagrant gain 3 Humanity. **Remember:** After an Event Token is used, it is discarded.

Event 9

The skin of the Flayed Man balloons, stretching him to his limits. His mouth shakes, belting out a *Blurrghgl* before letting go. All **Enveloped (●)** Vagrants lose **Enveloped (●)** (and place their Vagrants in an open space adjacent to the Flayed Man), then those Vagrants each roll a Bone. Each Vagrant Moves away from the Flayed Man a number of spaces equal to the number rolled, then loses that much Humanity.

Event 0

He lets out a wagglin', wormin' exhale, imitatin' a whoopee cushion the best he can. When the air fills his lungs again, he bloats up like a puffer fish that pushed the panic button. His lungs... come to think of it, it's not too clear that he's got any of those... During this round, the Flayed Man does not Move on Actions that have a Move value, and increase Humanity lost from his Actions by 1. Keep Event ① on the Round Track.

Victory

Read Moment 30

Camp Phase

Defeat

Read Moment 31

Tear Down

1. RESTORE HUMANITY →
2. CLEAN UP SCENARIO

Build Up

1. SPEND COINS

Skills to Acquire

Left: I saw these dance moves at a parade once. From a **distance**. Maybe a Haint did, too.

(Skill #3)



Right: Sometimes, you just gotta stretch your legs before **movin'**.

(Skill #4)



Camp Actions

Heal 1 Wound /
Fix Broken Junk



Rummage



Draw Different Junk



Acquire Junk



Perform a Séance



(per Vagrant)

Bank Coins



2. SAVE GAME (OPTIONAL)

3. MANAGE VAGRANTS

4. WITNESS THE IN-BETWEEN

5. START NEXT SCENARIO



Been seein' him for a long time now. Wanderin' and wavin' around those limbs like he owns the place. Who knows, maybe he does. Probably not the last time you'll cross paths.



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