

DEATH KEEP (SOLO SERIES)

ENCOUNTER 1

The old keep has been taken over by a strange sect of acolytes, and dark magic is being summoned, with recent sightings of wild red eyed dogs and strange shambling half human creatures. Frequently the night sky has lit up with sizzling magic, its power drifting on the morning breeze. Something significant is happening there and it is clear that this growing evil has to be stopped before it is too late. Your party must enter the small keep to seek out and destroy the dark acolytes, but what else you will find there...

MONSTERS

This quest was designed for new heroes as an act 1 scenario and monsters are placed according to usual party limits, unless shown otherwise in set up or special rules. For theme purposes if available use a Crypt Dragon instead of a Shadow Dragon (found in the pack 'Guardians of Deephall' or the conversion kit). Treat each room as an individual encounter and follow any special rules, with monsters only activating once a hero has attacked them, or entered their room.

SETUP

Your party can be formed of two to four characters, and for solo play was originally designed and balanced for two heroes. Place heroes on the entrance and take their turn first.

SPECIAL RULES

Courtyard

The undead wolves rest here and will investigate if they hear noise from the entrance hall. Each time a hero starts their turn in the crossed hall they must test ☠ and if they fail then they have alerted the barghests who will now activate and attack on the overlords turn. They will also attack if any hero enters the muddy courtyard.

Acolyte Chamber

The yellow doors are not locked and the corrupted apprentice acolytes (minion flesh moulders) are sleeping here. They will not awaken unless their door is opened, at which point they will activate on the overlords next turn. The X is a secret door that leads to the grand hall, however it is magically sealed shut and can only be opened by the master necromancer in the grand hall.

Dark Laboratory

Magical experiments are undertaken here, mindless zombies are humans exposed to the dark rituals who activate once heroes enter the storeroom.

Storeroom

A ➡ search will find a chest containing the red key (red token) which opens the locked red door. The chest is spike trapped and a hero searching must pass a test ☠ or take 1 ♥ and a poison condition.

Grand Hall

The master necromancer (flesh moulder) has undertaken his greatest achievement and summoned a Crypt Dragon from beyond the grave (use a Shadow Dragon if needed). Both the necromancer and the master dragon will activate and attack once the red door is opened. The necromancer will also first ➡ magically open up the secret door X (does not need to be adjacent) and any surviving apprentice acolytes will attack to protect their master. If the necromancer is defeated he vanishes before the heroes eyes. A blue chest can be ➡ opened to reveal a random blue shop item. A hidden stairway can be found near the secret door.

Heroes

When heroes are knocked down for the first time they place their player card to side two (if not already done) and lose their heroic feat (if not already played). The hero may then stand up or be revived as normal. If they are knocked down for a second time then they are captured by the acolytes and taken to a cell out of play.

Solo Rules (optional)

The scenario was originally designed with solo play in mind, and the following rules can apply to automate the overlord.

Overlord - starts with a random deck of 12 basic cards (optionally amend this deck's contents to add difficulty) and with no cards initially in play. At the start of the overlords turn, draw the top card from the overlords deck - this card will be activated at the first suitable opportunity between now and the next overlord turn e.g when the next hero moves or searches, or a monster rolls an attack dice. This is designed to keep a dungeon encounter threat rather than maximise the use of the cards. Once triggered (or if the card in play doesn't ever trigger before the next overlord turn) the card is discarded. When all the overlord cards have run out then follow the reinforcement rule.

Monsters - to determine monster actions use the cards from 'Forgotten Soul' turning over a monster card each time a new group is activated (shuffle and re-use if required). Where cards are unavailable, roll a blue dice for each model and use the number shown on the table below, starting with the master and then minions:

Ranged monsters each activation will try to move to maintain a distance of 3 spaces from their target hero, so long as they keep a line of sight, as attacking is the priority :

X a master monster activates as if they rolled a 2,3 and also gains an extra attack action this turn - all minion monsters are indecisive and take no action this turn.

2,3 move into range or line of sight to then try and attack the nearest or adjacent hero.

4 move into range or line of sight to then try and attack the hero with most health points left.

5 move into range or line of sight to then try and attack the hero with least health points left.

6 move into range or line of sight to then try and attack the hero furthest away.

Surges - a monster ⚡ will be used up in the following priority order : immobilise the hero, any other attacking special action found on the card (read from left to right), heal up, pierce, extra damage.

REINFORCEMENTS

Once the overlord deck has been used up, then at the start of each overlord turn place a minion acolyte at the keep entrance and activate during the overlord turn.

VICTORY

If the master acolyte and the dragon is defeated then the heroes may emerge from the keep victorious, knowing they have saved the land from being overrun by the undead. Any captured heroes are also rescued.

If the heroes are all defeated (have received two knock outs) then the overlord is victorious and the land remains in great peril. The heroes are captured and subjected to dark rituals within the laboratory. As a last gasp effort each hero may test ☠ to resist the magical transformation long enough to break the magical bonds, freeing themselves and their companions, and escaping to fight another day. Any treasures they had found in the keep are lost. Should every hero fail this final test then in time they succumb to the dark magic, becoming shambling husks of their former selves.

REWARDS

Victorious heroes are rewarded with 1XP and 25 coins. Not a great deal, but heroes can risk entering the dark tunnels beneath the keep to find even greater rewards.

DEATH KEEP (SOLO SERIES)

ENCOUNTER 1



TWO HEROES SET UP SHOWN
(MODIFY FOR LARGER HERO PARTIES BY ADDING MONSTERS TO GROUP LIMITS)

The heroes have cleared the keep and temporarily at least defeated the acolyte threat, but they discover hidden stairs in the corner of the Grand Hall descending into the darkness. Are they feeling healthy or lucky enough to discover what else lurks within Death Keep's secret tunnels?

SETUP

Any hero can return to the village victorious to claim their encounter reward, or optionally push their luck and continue the quest into the darkest tunnels beneath the keep to find its hidden secrets. If they leave and return to the keep at a later time, it is repopulated with monsters by the necromancer. If they continue onwards they may spend 1XP immediately on a new skill if they wish to. Any hero knocked out that were received in encounter 1 are carried over into encounter 2. A captured hero can be rescued from The Cell.

Any hero can optionally choose to leave the keep's tunnels during encounter 2 at any stage after a room encounter is complete, but they cannot flee during an engagement. They will keep the rewards earned from encounter 1. Extra gold and treasure is earned in encounter 2. If any hero is knocked out for their second time during encounter 2 while the necromancer is alive, then they can only be rescued when the remaining heroes kill the necromancer, otherwise that hero would be left behind to their fate as a zombie.

SPECIAL RULES

The Cells

The cells are where captured humans are held and prepared for the dark rituals.

Any knocked out heroes from encounter 1 will be located here. A hero who is rescued takes a stand up action (roll two red dice and restore ♥ and ♣ as normal). That hero now has one knock down remaining again (is therefore on side two of his hero sheet).

Spider's Lair

The spiders lair is covered in sticky webbing and reduces normal hero movement by 1. Spiders will activate once their lair has been disturbed.

Fungal Passage

The walls of this dark passage glow with patches of fungus growing in yellow, green and blue colours, and the effect is quite beautiful to look at.

Heroes may optionally choose to ♣ eat any of the three different types of fungus (but only once for each colour or else they will overdose and instantly become knocked out).

For each colour chosen to eat, roll that colour dice once (green dice are available in expansions) and apply the effects as follows (some effects may net off against each other).

♥ recover wounds equal to the number of these rolled

♣ recover fatigue equal to the number of these rolled

1,2,3,4,5,6 take damage equal to the numbers showing on the dice

A blue X is a particularly potent fungus which restores a hero immediately to having full health and fatigue available

Necromancer Sanctuary

The dark acolyte transported himself to his hidden sanctuary as soon as he realised he was defeated in the grand hall. His shambling servants will attack anyone who enters. The necromancer will if possible try to hang back and heal up the zombies before engaging the heroes directly. However he won't let out the merriod, as the creature is too unpredictable to unleash safely without being properly calmed by a spell first.

Any captured heroes (knocked out twice) during encounter 2 are found tied up in the corner at X and can be revived under normal rules.

Merriod Lair

Behind thick iron bars is a den inhabited by a huge menacing creature, a pet of the necromancer. Glinting softly in one dark corner is a white chest which the heroes are sure will contain some lost treasures of the keep. If the necromancer is defeated you can obtain a key off his body to access the room and open the chest. However the merriod is a vicious creature and any hero knocked down during this fight will never recover from their severe wounds.

If the merriod is destroyed then the chest can be ♣ searched and players may draw 4 blue shop cards and share out one to each surviving hero.

Heroes

When heroes are knocked down for the first time they place their player card to side two (if not already done) and lose their heroic feat (if not already played). The hero may then stand up or be revived as normal but if they are knocked down for a second time (includes knock downs from encounter 1) then they are captured by the necromancer and taken to the Sanctuary.

Solo Rules (optional)

Overlord and monster rules continue to apply as per encounter 1 with the follows changes:

Overlord - re-shuffle a random deck of 10 basic cards (optionally amend this deck's contents to add difficulty) and with no cards initially in play. At the start of the overlords turn follow the overlord rules from encounter 1. When all the overlord cards have run out then follow the new reinforcement rule.

Monsters - to determine monster actions use the cards from 'Forgotten Soul' and also 'Nature's Ire' and turn over a new monster card each time a monster group is activated (shuffle and re-use if the deck runs out). Where these cards are unavailable, roll a blue dice for each model and use the number to activate the monster as per encounter 1.

REINFORCEMENTS

Once the overlord deck has been used up, then at the start of each overlord turn place a minion acolyte at the hidden stairs. It can be activated during the overlord turn.

VICTORY

If you defeat the master acolyte for a second time then the heroes will emerge from the keep victorious, knowing they have completely eliminated the threat of the dark necromancer.

If the heroes are all defeated during encounter 2 (have received their second knock out) then the heroes pushed their luck too far and are lost to the dark tunnels forever.

REWARDS

If the heroes survive and the necromancer is defeated in his sanctuary, then heroes are rewarded with a bonus 25 coins. If the merriod is defeated then heroes can search the white chest. If any hero helped defeat the necromancer and merriod and has not been knocked down twice at any time during either encounter, they will gain an extra 1XP.

DEATH KEEP (SOLO SERIES)

ENCOUNTER 2



TWO HEROES SET UP SHOWN.
(MODIFY FOR LARGER HERO PARTIES BY ADDING MONSTERS TO GROUP LIMITS)