

FIRE CAVERNS (SOLO SERIES)

ENCOUNTER I

A distant glow of fire lights the night sky, and plumes of smoke drift on the breeze. The dark caverns lay dormant for many years, but recent activity there caused alarm in the valley, turning into panic as the fires appeared and dark shadows begun to fly overhead. Valleymen were summoned to discover the cause, but none so far have returned. Heroes are promised rewards, and the lost treasures of the caverns if they can rid them of this new menace. Following a stream through the forest valley, you emerge at a high waterfall which cascades down the side of the rock face. Behind the falling water lies the hidden entrance into the caverns...

MONSTERS

This quest was designed for new heroes as an act I scenario and monsters are placed according to usual party limits unless stated otherwise in set up or special rules. Monsters will not leave their own rooms to support each other.

SETUP

Your party can be formed of two to four heroes, and for solo play was originally designed and balanced for two heroes. Place the heroes on any grass position at the edge of the waterfall and take the first turn.

SPECIAL RULES

Lava Pit

The heat in this room is unbearable and energy sapping. Heroes when starting their turn in this room test  and if they fail take a  marker (or a  if the hero has no stamina left). Fire imps will try to move into the lava and attack their target from there, so long as they can achieve their required line of sight. The walls of the scorched passage are blackened by smoke, but the heat is a little less intense and gives the heroes some small respite with no tests required.

Forge

The heat in this room is again energy sapping (the lava pit fatigue test rules also apply at the forge). This is where the sentinel blacksmiths are forging new weapons for the growing army (if more than 2 heroes then add another minion sentinel). Red doors can only be opened with the red key (red token), the yellow door is unlocked and can be opened by heroes and sentinels.

Flooded Room

The pool in this room has been specially treated to add magical properties to the forging process.

Interestingly the cool water has a refreshing effect on any hero who enters. Roll 2 red dice and restore  (fatigue) and  (wounds) similar to normal stand up rules. This revival only ever works once on each hero. The red key is in a battered chest in the corner which can be  searched. However it is trapped and when opened poison gas fills the room. Each hero must pass a  test to avoid taking a poison condition. The chest also contains treasures, draw 4 random blue shop items and choose to keep items equal to the number of heroes.

Elemental's Prison

A master fire elemental has been captured and is being guarded by a master hybrid sentinel, who were planning to use the creature to spearhead an attack on the valley. Both monsters will attack the heroes if the red door is unlocked. Use act I levels for 2 heroes, act II levels for 3 heroes and both act II masters for 4 heroes.

Heroes

When heroes are knocked down for the first time they must put their player card to side two (if not already done) and will 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 then they are captured by sentinels and put in a cell with other valleymen (see token) and taken 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 deck of 15 basic cards (decrease this deck number to increase 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 when the next monster rolls an attack dice. This is designed to keep a threat of the overlord rather than maximise the use of his 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 - the best option to determine monster movement and attack is to use the cards from 'Dark Elements' 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 not available roll a blue dice for each model and use the number to fulfill the following actions, 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 : fire actions, any other attacking special action on their 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 hybrid sentinel at the cavern entrance. It can be activated during the overlord turn.

VICTORY

If you defeated the elemental and all sentinels then you saved the valley from invasion, and you free the prisoners from the cell, both heroes and valleymen. If the heroes are all defeated (have received two knock outs) then the overlord is victorious and the valley remains in great peril. The heroes are locked in the cell, and plan how they can escape. Each hero may test  to determine if their escape plan is clever enough. If any hero is successful their plan succeeds and all the heroes eventually free themselves, quietly dragging themselves out the hot caverns to fight another day. Any treasures they had found in the caves are lost. Should every hero fail this test then in time they are tortured to death as playthings for the sentinel hybrids.

REWARDS

Each hero that survives the quest victorious gains 1XP and is rewarded with 50 coins and free ale all night.

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ENCOUNTER 1



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