

A TABLETOP ADVENTURE GAME



RANGERS OF SHADOW DEEP

TEMPLE OF MADNESS

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ILLUSTRATED BY BARRETT STANLEY



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TEMPLE OF MADNESS

A MISSION FOR
LEVEL 5-15 RANGERS

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INTRODUCTION

Welcome to *Temple of Madness*, the second supplement for *Rangers of Shadow Deep*. This booklet is divided into two main pieces. The first part contains expanded rules for magic, including a greatly expanded Spell List, new Heroic Abilities that relate directly to spellcasting, a few pieces of new equipment, and even a few new magically-inclined companions. All of these are designed to bring greater variety to the game, and to increase the player's options when designing a new ranger or when gaining new abilities when levelling up with an existing one.

The second part of this book is a four-scenario mission for rangers level 5–15. In this adventure, the rangers descend into the Shadow Deep in an effort to destroy an evil spellcaster who is sending his spells over great distances to plague the soldiers of Alladore. The mission also contains a short bestiary with a couple of unique creatures to plague your heroes.

As always, I appreciate any feedback about this supplement: what you liked and didn't like, and what you would like to see expanded going forward. If you do play through the mission in this booklet, I'd love to read a report of how the games went. Please share all of your thoughts, and game reports on the *Rangers of Shadow Deep* Facebook page. If you want to keep up with what is new for *Rangers of Shadow Deep*, and all of my games, please check out my blog: <https://therenaissancetroll.blogspot.com>.





SPELLCASTERS

The term ‘spellcaster’ applies to any figure that is capable of casting a spell. So, in the case of rangers, any ranger that knows at least one spell is a ‘spellcaster’. Companions can also be spellcasters, if they know one or more spells, as can creatures, although this will be listed in their notes. This distinction is important, as it will be seen throughout these rules that there are certain abilities and equipment that only spellcasters can employ.

Presented below are new options for Heroic Abilities, Spells, and Equipment. All of these items are available to starting rangers, or can be added to an existing ranger whenever he or she gains a level with an appropriate reward. There are also a few new companion types. These can be recruited by a ranger before any mission following the standard rules for companions.

SWAPPING SPELLS

In the main rulebook, a ranger acquires Spells in the same way as Heroic Abilities, and these Spells are then fixed in the same way. However, as Spells are often more specialized, and there are times when they aren’t that useful, this new rule allows rangers a limited ability to switch Spells.

Whenever a ranger gains a level, he may swap any one Spell he knows for any other Spell. He may only swap one Spell per level regardless of how many Spells he knows. This rule has no effect on any new Spells or bonuses that a ranger receives for going up a level.



HEROIC ABILITIES

All of the Heroic Abilities presented here can only be taken by a ranger (or companion) who is also a spellcaster.

ELDRITCH RECALL

This ability can be used at any time. The figure regains the use of any one spell that it has already cast during the scenario.

ENHANCED POWER

This ability may be used any time a figure casts a spell that generates a shooting attack. For each shooting attack generated, the figure may roll three dice for the shooting attack and pick the best one. The player must decide to use this ability before any dice are rolled. This Heroic Ability is an exception to the rule that only one Heroic Ability or Spell can be used per activation.

QUICK CAST

A figure that activates and has two or more actions may use this ability. During this activation it may use two actions to cast Spells. This overrides the normal rules that only one Spell may be cast during a figure's activation, and that one action must be movement.

SPLIT CAST

This ability may be used any time a figure casts a spell that has a specific target figure or target point. The caster may choose two different targets for the Spell, resolving the full effect of the Spell on both targets. For example, if the figure casts Heal, it can heal two figures within 6"; if it casts Smoke, it may place two bands of smoke, etc.



THE CASCADES

Far in the north of Alladore, deep in the rocky mountains that lead out into the desert wastes, sits the ancient monastery known as The Cascades. The monastery sits atop a natural spring that has been incorporated into the architecture. The water from the spring flows down a channel through the heart of the main building, the cloister, and down the front steps, before once again disappearing into the ground. It is the water flowing down the steps that gives the monastery its name.

Apart from its unique architecture, The Cascades is mainly known as the largest centre for magical studies in Alladore. Over forty spellcasters live there at any given time, a mixture of old masters, administrators and students, and every year it sends forth a handful of journeymen to aid the kingdom in various matters. With the coming of the Shadow Deep, the monastery has announced that it will be increasing both its intake of new students, and the number of journeymen it sends out to help battle the encroaching darkness. Given the slow rate of teaching the mystical arts, it is unknown if these moves will truly be of any help, as the casualty rate among spellcasters is already outstripping the rate at which new ones can be taught.

Considering the magical nature of the Shadow Deep and many of its servants, it is clear that this knowledge will be crucial if there is any chance of achieving anything even resembling victory.





SPELL LIST

This Spell List includes the ten spells from the main *Rangers of Shadow Deep* rulebook as well as twenty new spells. These lists have been combined so that players will not have to flip between the two books looking for a specific spell. All of these spells are available to both starting and experienced rangers as well as conjurers.

AMPHIBIOUS

The target of this spell automatically passes all Swimming Rolls for the rest of the scenario.

AWARENESS

The caster may immediately cast this spell anytime he is called upon to make a Perception Skill Roll. It can be used either before or after a scenario, but will be counted as having been cast for that scenario. The caster automatically passes the Perception Roll.

ARMOUR

The target of this spell receives +1 Armour for the rest of the scenario.

BURNING LIGHT

Make a +3 shooting attack against all undead creatures within 8" and line of sight of the caster.

BURNING MARK

The caster may place a glowing rune anywhere within 6". As soon as any evil creature moves within 2" of this rune, it explodes. All evil creatures within 2" of the rune suffer a +5 magic shooting attack.

CALTROPS

Creates a 2" diameter circle of caltrops. Any figure moving through this circle suffers 2 points of damage and must make a Will Roll (TN12). If it fails, its activation ends immediately. Undead creatures are immune to this damage.



COMPASS

The caster may immediately cast this spell anytime he is called upon to make a Navigation Skill Roll. It can be used either before or after a scenario, but will be counted as having been cast for that scenario. The caster automatically passes the Navigation Roll.

DISTRACTION

The target of this spell must make an immediate Will Roll with a Target Number of 16. If it fails, the caster may move the figure up to 5" in any direction. This may not move the figure off the table, or into or through anything that would cause it damage (such as walking it off a cliff or through fire). It cannot be cast on a creature that is currently in combat.

ENCHANTED STEEL

The caster imbues one melee weapon with magic power. For the rest of the scenario, the weapon counts as a magic weapon with +1 Fight.

FIREBALL

Pick a point within line of sight. All figures within 2" of that point suffer a +3 shooting attack.

GLOW

For the rest of the game, all shooting attacks against the target of this spell are at +3.

HEAL

This spell may target any figure within 6" including the caster. The target figure regains up to 5 points of lost Health.

HOLD CREATURE

The target creature must make an immediate Will Roll (TN16). If it fails, it may not force combat for the remainder of the turn, and it loses its next activation. This spell has no effect on large creatures or undead.





INSECT CLIMB

The target of the spell does not suffer any movement penalty when climbing. In other words, do not count distance climbed as doubled for this figure. The figure receives +10 to all Climb Skill Rolls for the rest of the game.

LADDER

The caster may place a magical ladder against any vertical or nearly vertical surface. The ladder can be any height the caster wishes. Any figure may climb this ladder without any movement penalty for climbing and without needing to make any Climb Skill Rolls. As long as there is no figure on the ladder, the caster can end the spell at any time as a free action.

LEAP

This spell may only be cast on a ranger or companion. That figure may immediately make a 6" move in any direction, including up. It may not be cast on a figure currently in combat.

LIGHT

If the maximum line of sight for a scenario is below 24" because of darkness, this spell increases it back up to 24".

MAGIC BOLT

The caster makes a +5 magic shooting attack against one figure within line of sight. This attack ignores penalties for cover and intervening terrain.

OPEN

The caster may immediately cast this spell anytime he is called upon to make a Pick Lock Skill Roll. It can be used either before or after a scenario, but will be counted as having been cast for that scenario. The caster automatically passes the Pick Lock Roll.

QUICKNESS

The target of this spell will activate in the Ranger Phase next turn. In addition, the target receives +1 Move for the rest of the scenario.



SHIELD OF LIGHT

This spell may be cast on any figure within 8" and line of sight. All shooting attacks against this figure are at -3 for the rest of the game.

SLOW

The target of this spell must make an immediate Will Roll (TN18). If it fails, it suffers -3 Move (to a minimum of 1) for the rest of the scenario.

SMOKE

The caster may place a thick cloud of smoke, 3" in diameter, anywhere within 3". The smoke blocks all line of sight but does not inhibit movement.

STRENGTH

The target of this spell does +1 damage in hand-to-hand combat for the rest of the scenario. In addition, it receives +5 to any Strength Skill Rolls it makes.

STRONG HEART

This spell may be cast against any figure within 8" and line of sight. The next time this figure must make a Will Roll it does so with a +5 modifier. The time after that, it receives +4, and so on, down to +0 when the spell's effect ends.

SUMMON CROW

The caster summons a crow (or other large bird) to his aid. At the end of the turn, place a bird in contact with the caster. This bird has the same stats as a raptor, except it only has Armour 10 and no skills. Treat this bird as a companion. At the end of the bird's activation each turn, roll a die. On a 16+ the bird flies off and is removed from the table.

SWAT

Make a +8 attack against one giant fly or giant spider in line of sight.



TELEPORT

The caster may immediately move up to 9" in any direction, including up. This may not take the figure off the table. The figure may take no actions for the rest of the turn after casting this spell.

TRANSLATE

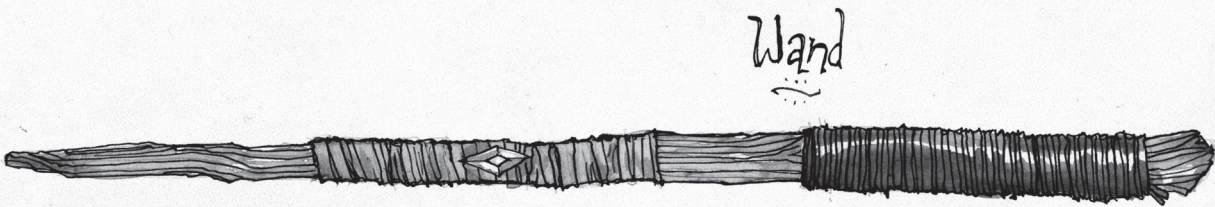
The caster may immediately cast this spell anytime he is called upon to make a Read Runes Skill Roll. It can be used either before or after a scenario, but will be counted as having been cast for that scenario. The caster automatically passes the Read Runes Roll.

TRANSPOSE

Immediately switch the places of any two rangers or companions on the table. Either or both of these figures may be in combat.

WEAKNESS

The target of this spell must make an immediate Will Roll (TN18). If it fails, it suffers -1 Fight, -1 Shoot, and -1 Armour for the rest of the scenario.



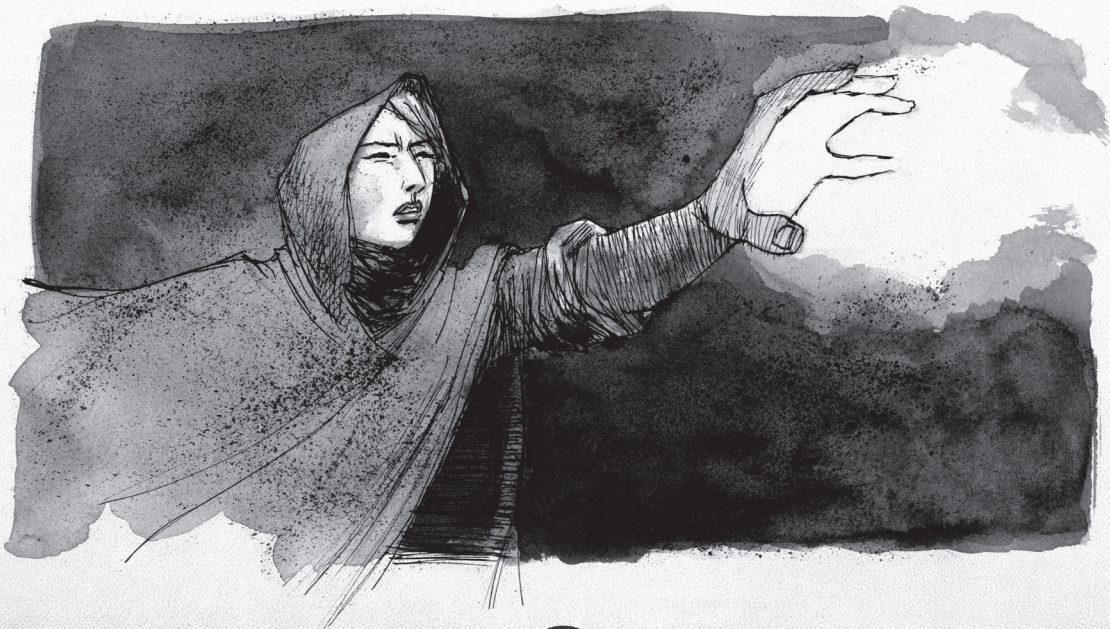


COMPANIONS

BATTLE-MAGE

The so-called battle-mages are a small order of martial warriors, who have also learned the art of mystical fire. While they are neither the best fighters, nor the best spellcasters, the diversity of their training can prove extremely useful against the dangers of the Shadow Deep.

Battle-Mage						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+2	10	Hand Weapon, Light Armour, Spell: Fireball	





HEALER

Generally, those blessed with the magical powers of healing tend to practise their art either in large hospitals or near the armies, trying to save those wounded on the battlefield. From time to time, however, a ranger convinces a healer to go out on a mission, or the healer feels a calling to ‘do more’ for the war effort. A simple healing spell can often mean not just life or death for the individual, but the difference between the success or failure of an entire mission.

Healer						RP	15
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	10	+3	10	Hand Weapon, Spell: Heal, 2 nd Heal Spell (+5RP)	

ILLUSIONIST

Even those who once performed on the stage, and spent their time practising simple tricks and illusions, must answer the kingdom’s call. Although few in number, the magicians and illusionists of Alladore are masters of simple magics and can often prove useful on dangerous missions.

Illusionist						RP	25
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+0	10	+2	12	Hand Weapon, Spells: Smoke, Teleport, Transpose	



SPY

Like every other nation, Alladore employs a group of agents to go out and gather information on other kingdoms, both allies and enemies. At present, though, only one 'kingdom' really matters, the Shadow Deep. Most of Alladore's spies have been recalled to aid in collecting information about this greatest of foes.

Spy						RP	25
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+3	+0	11	+4	12	Hand Weapon, Pick Lock +3, Stealth +3, Spell: Distraction	





EQUIPMENT

The kingdom of Alladore maintains a small ‘armoury’ of magical equipment for its spellcasters. Since this equipment is both rarer and more expensive than conventional weapons, it is stored in separate, more heavily guarded, locations. Rangers are allowed to draw upon these stores, but with limitations. Any ranger that is also a spellcaster (but not companions) may take one, and only one, of these items at a time. After any mission, he may trade the item for another, or replace the item if it was lost. It is possible that a ranger may acquire one of these items during his adventures. In this case, the item will be considered his personal property (this should be noted on the Ranger Sheet), and will not count against his limit of one of these items.

FOCUSING CRYSTAL

If a figure carrying this crystal casts a spell that forces the target to make a Will Roll, the Target Number for that Will Roll is increased by 2. For example, if a ranger casts Hold Creature, the creature will have to make a Will Roll with a Target Number of 18, instead of the normal 16.

HOLY ICON

Whenever a figure carrying a holy icon casts Heal, the target recovers 6 points of Health instead of the normal 5. Whenever it casts Burning Light it makes +4 shooting attacks instead of +3, and whenever it casts Shield of Light all shooting attacks against the target are at -4 instead of -3.

SPELLBOOK

If a figure is carrying a spellbook, and it reaches the end of a scenario with uncast spells, it may select one of these uncast spells to be ‘saved’ in the spellbook. This spell may then be cast in a future



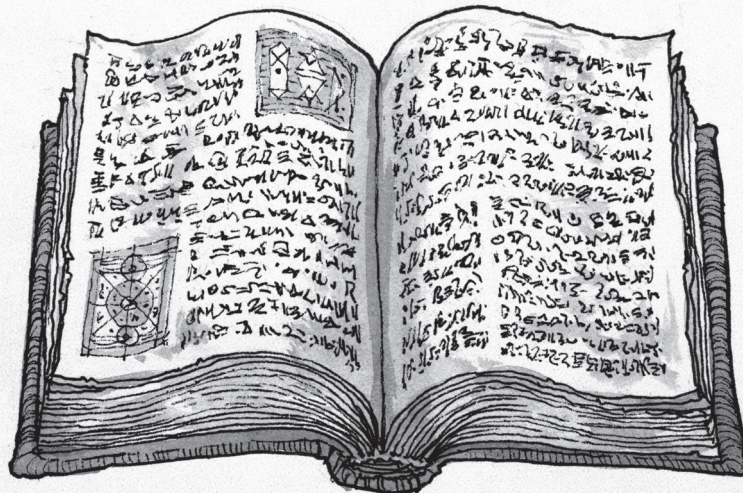
scenario following the normal rules for spellcasting. Once the spell is cast, it is removed from the spellbook. A spellbook can never hold more than one spell at any given time.

WAND

While carrying a wand, a figure can add +1 to the roll for any shooting attack generated by a spell it cast. For example, if a figure carrying a wand casts Fireball, then all figures within 2" of the chosen target point will suffer a +4 shooting attack, instead of the normal +3.

WIZARD'S STAFF

This item follows all of the rules for the 'staff' weapon, with the following additions. If a figure makes a Will Roll while carrying this staff, it may trade its own Health to increase its roll on a one-for-one basis. For example, if a ranger makes a Will Roll (TN12) and rolls an 8, he may reduce his current Health by 4 in order to increase the Will Roll to a 12. He passed the roll, but it hurt. Additionally, whenever a figure carrying a wizard's staff is activated, it may spend one point of Health to make the staff count as a magic weapon until its next activation.





MISSION: THE TEMPLE OF MADNESS

For the past two weeks, the soldiers of Alladore have lost nearly every battle and skirmish they have fought against the forces of the Shadow Deep. The army has been forced to fall back along nearly the entire front and almost every beacon tower has been lost. While cultists, gnolls, and undead continue to pour up out of the shadows, it is not their number or their fighting prowess that has caused these defeats, it is something else. There is dark sorcery at work that is sapping the strength and the will of the soldiers.

In all of these battles, soldiers have reported a few creatures carrying ‘shields’ of polished glass. These creatures stay behind the front lines, slowly waving these shields back and forth. Thankfully, after one skirmish, a brave group of rangers recovered one of these shields and sent it back for study. Eventually, the answer was found deep in the library of The Cascades. The shields were ‘spell mirrors’. Somewhere within the Shadow Deep, an evil mage used these mirrors to see and cast his spells during the battle. Although the wizards of The Cascades could find no way to counteract these mirrors, they did discover a spell that could track the evil sorcery back to its original location.

The next time the forces of Alladore and the Shadow Deep met in battle, a conjuror stood nearby and waited. As soon as she saw a cultist carrying one of the mirrors she cast her spell, and received a vision of a long, dark road, leading to an earthen mound with a dark cave entrance. Inside the cave, everything was madness and confusion and the conjuror could understand nothing more. Still, before exhaustion overwhelmed her, she wrote down everything she had seen and drew a rough map of the road.

This precious map has just been given to you. Your captains have tasked you with taking a small team down in the Shadow Deep in an effort to find this mound and to locate and destroy the sorcerer who must dwell within. Your mission is crucial to the war. If you fail, then there is little doubt that the forces of Alladore will continue to suffer defeat after defeat.



MISSION SPECIFIC RULES

The Temple of Madness is a four-scenario mission. Due to the difficult nature of the mission, and the power of some of the evil creatures that will likely be encountered, it is suggested for rangers level 5–15. To play this mission, begin by reading ‘The Journey’ section and following the instructions contained therein. After this, proceed to *Scenario 1: The Laughing Columns*. From that point on, events in the scenario will dictate the order in which the remaining scenarios should be played.

It is suggested that one player read through all of the scenarios before attempting to play the mission so that it is known what terrain will be required. This player should not, however, read any of the notes. These should only be read as the scenarios are played.



This mission uses Points of Interest and Notes as seen in *Burning Light* in the *Rangers of Shadow Deep Rulebook*. Please refer to the instructions in that mission if you are unsure how to use these mechanics. Because the scenarios in this mission fall directly after one another in time, a ranger may not reorganize his companions after each scenario, nor do the figures necessarily regain all of their lost Health. After each scenario, all heroes gain back up to 8 points of lost Health. (Badly Wounded figures still start a -5 to their starting Health). Figures may use any healing potions or unused healing spells from the last game before the start of the next.

This mission calls for the use of a ten-sided die. If you don't have a ten-sided die, simply roll a d20 and ignore the first digit (so a 13 = 3, 15 = 5, 20=10).

FIGURE LIST

This list contains all of the figures that are likely to be needed during this mission. Where a figure has a '+' it means a variable number of these creatures are possible, so more than the given number could be needed. For creatures not found in the main rulebook, see the short bestiary at the end of the scenarios.

- Blood Bat
- Ghouls 10+
- Ghoul Fiends 1+
- Ghoul Rotters 1+
- Giant Spiders 2+
- Greviks, Man-Beast
- Shadow Knights 1+
- Skeletons 6+
- Skeletal Knights 2+
- Temple Guardians 6+
- Temple Guardian Archers 3
- Trekatis, Evil Sorcerer



THE JOURNEY

Despite the losses suffered in recent weeks, there are still a few roads down into the Shadow Deep that are accessible to the rangers. Along with your team, you descend beneath the black clouds, down into that twilight world. The map leads you over a long rocky plain that has few plants and animals and very little water. Thankfully, patrols also seem a rarity. The journey takes nearly six days of rough travel.

Choose one figure in the party to make a Navigation Roll (TN16). If this roll is failed, immediately select one figure in the party to make a Survival Roll (TN18). If this roll is also failed, then every figure in the party is suffering from Hunger and Thirst. Figures may not use any Spells or Heroic Abilities when making these rolls.

Eventually, after much toil and hardship, the party comes within sight of the mound and sees the dark opening in its side. After a quick scout around, you discover no signs of any guards or of any other entrance to the mound. There seems no choice but to proceed directly into the cave mouth.





THE PRICE OF FAILURE

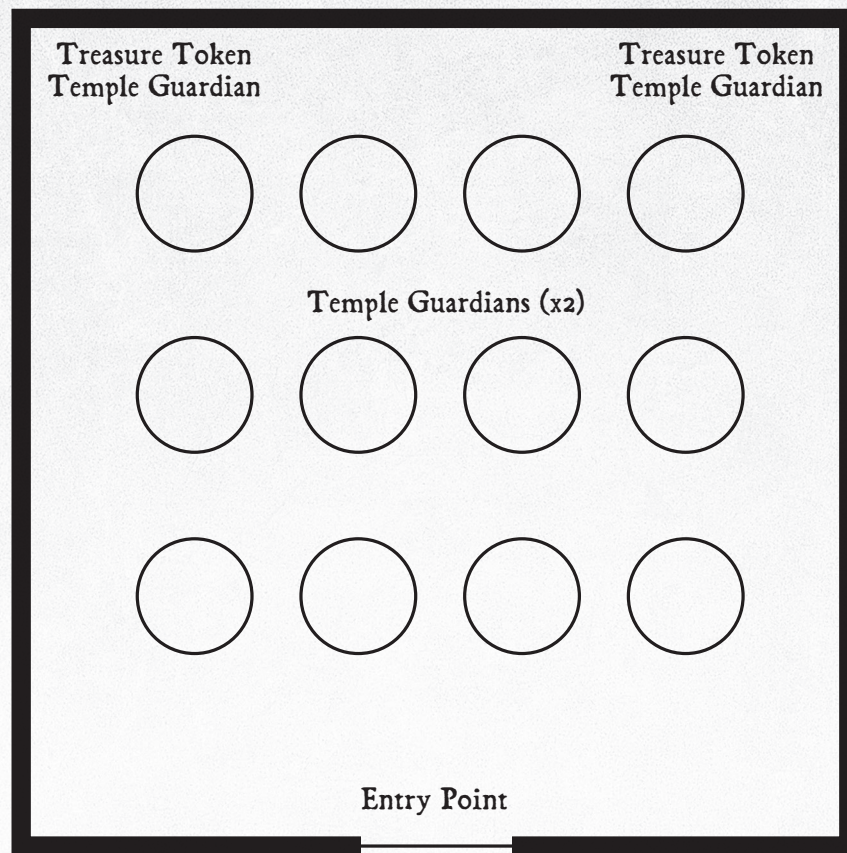
If the players fail in any of the first three scenarios, they have failed the mission entirely. However, these are difficult scenarios, and a little bad luck can sometimes prove disastrous. Players should feel free to play any scenario they fail a second time (making sure to start their figures back at whatever Health they started that scenario). The first attempt can be written off as an evil vision, placed into the head of one of the rangers by the evil sorcerer who dwells deep in the mound.

If you fail the scenario a second time, don't look at me, you are on your own.

SCENARIO I: THE LAUGHING COLUMNS

Inside the cave, the darkness quickly becomes absolute, and you are forced to uncover your lanterns. Although this may announce your presence, it is better than allowing some creature to sneak up on you in the dark. From the entrance, a tunnel leads down at a gentle angle. You walk for nearly ten minutes, seeing nothing but more tunnel and hearing nothing but the soft tread of your companions' feet. Then, the walls to either side of you disappear. Apparently you are in some kind of chamber. As you take a few more steps, you make out the shadowy outline of heavy stone columns reaching from floor to ceiling. A little further and you see even more columns, stretching out in every direction, organized in neat rows.

Suddenly, bright runes flare to life on each of the columns, perhaps offering some clue to this strange complex. Then, a whispered laugh echoes from all around, and then another, and another. As you turn about, trying to locate the source, the columns seem to move and shift positions about the chamber. Probably this is just some trick of the light, but it is enough to make you dizzy and confused as to direction. Suddenly a new sound comes to your ears, heavy footsteps. Figures advance out of the gloomy darkness, wicked polearms in their hands.



SET-UP

This scenario should be played on a 2.5' x 2.5' table or as near to that as is feasible. The table represents one large chamber. All of the table edges are considered impassable walls. In the middle of one table edge, place a doorway, which serves as the hero's entry point. Twelve columns should be placed in the chamber, so that they form three rows of four columns, running parallel to the side containing the doorway. Each column should be 6" from the columns to either side of it, or to the sides of the chamber. The first row of columns should be 8" from the table edge containing the doorway. The second row should be 8" behind that row, and the third 8" behind the second row.

Two treasure tokens should be placed on the table, one in each of the corners furthest away from the doorway. Four temple guardians should be placed on the table. Place one adjacent to each of the treasure tokens. Place the other two adjacent to random columns.

Place all of the party members within 3" of the entry point.

The Target Point for this scenario is the centre of the table.



SPECIAL RULES

At the start of the scenario, the only way off of the table is the doorway through which the party entered. Other doorways may be revealed during the game. Treasure tokens may only be secured by a figure that exits the table by a revealed doorway, not the doorway through which it entered.

The chamber is completely dark so that the maximum line of sight for rangers and companions is 6". The temple guardians can see in the darkness; they have no maximum line of sight for this scenario.

The combination of the laughing and the shifting perspective on the columns makes moving around the chamber, and maintaining balance, difficult. The first time a heroic figure activates during the scenario, it must make a Will Roll (TN12). A figure that has the Navigation Skill can add this to its Will Roll. If the figure fails this roll, it becomes momentarily confused and spends its first action moving in a random direction. The figure will move up to its full Move Score, unless it moves into something, in which case it will stop. If the figure has actions remaining, it may use them as normal. This confusion only affects heroic figures on the first turn; afterwards they activate as normal. Temple guardians do not have to make this roll.

Each of the columns has a glowing rune engraved in it. Any time a figure is in contact with a column it may make a Will Roll (TN8). If it has the Read Runes Skill, it may add this to the roll. If successful, the column has been 'engaged'; roll a ten-sided die and record the result. Figures may make as many attempts on a column as they wish, but when they are successful, this column becomes engaged and no further attempts can be made. Whenever a figure rolls the ten-sided die and the result is the same as a result received previously in the scenario, stop and immediately read the note that corresponds to that result repeated three times. For example: your ranger makes his Will Roll while standing next to a column and rolls a 3 on the d10. This is the second time during the game that you have rolled a 3. So, you should immediately stop and read Note 333.

Additional duplicate results after the second have no effect; however, it is possible to have multiple duplicate results, and thus end up reading Notes 000, 222, and 888 for example.

At the end of each turn, one more temple guardian appears. Place each temple guardian in a randomly determined corner of the table.



OUTCOME AND EXPERIENCE

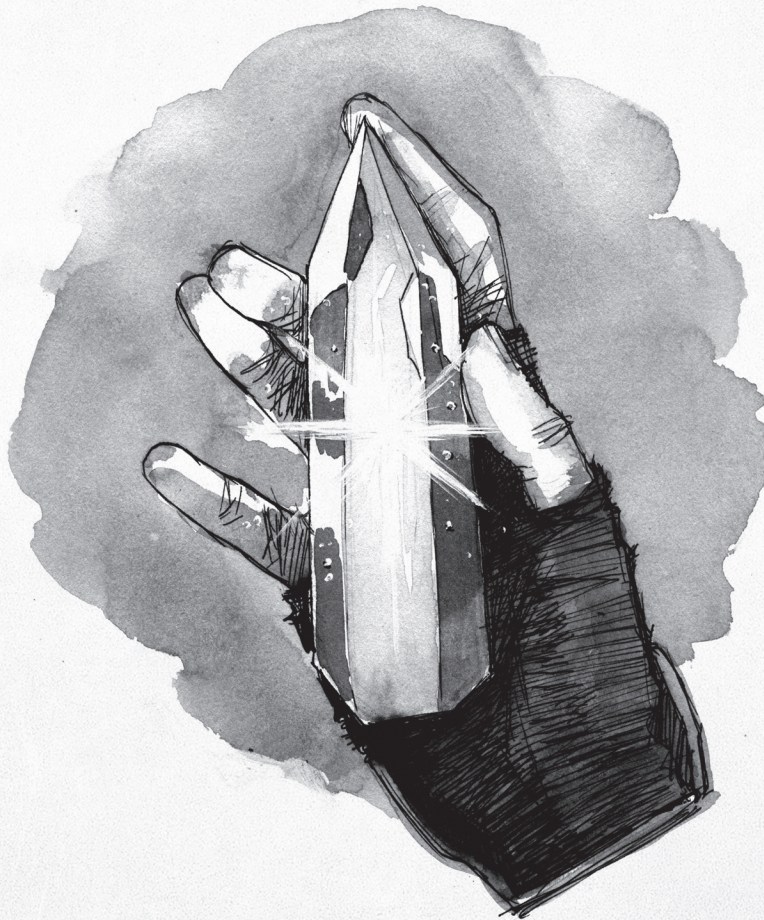
If the players revealed a doorway and exited at least one figure through it, they should proceed to the next scenario as instructed. If they did not reveal a doorway, then their mission has failed, and ends here.

Players gain the following experience points in this scenario, plus any mentioned in the notes:

+3XP for each temple guardian killed (to a maximum of +30).

+3XP for each number generated from a column.

+3XP for each heroic figure that manages to exit through a revealed doorway.



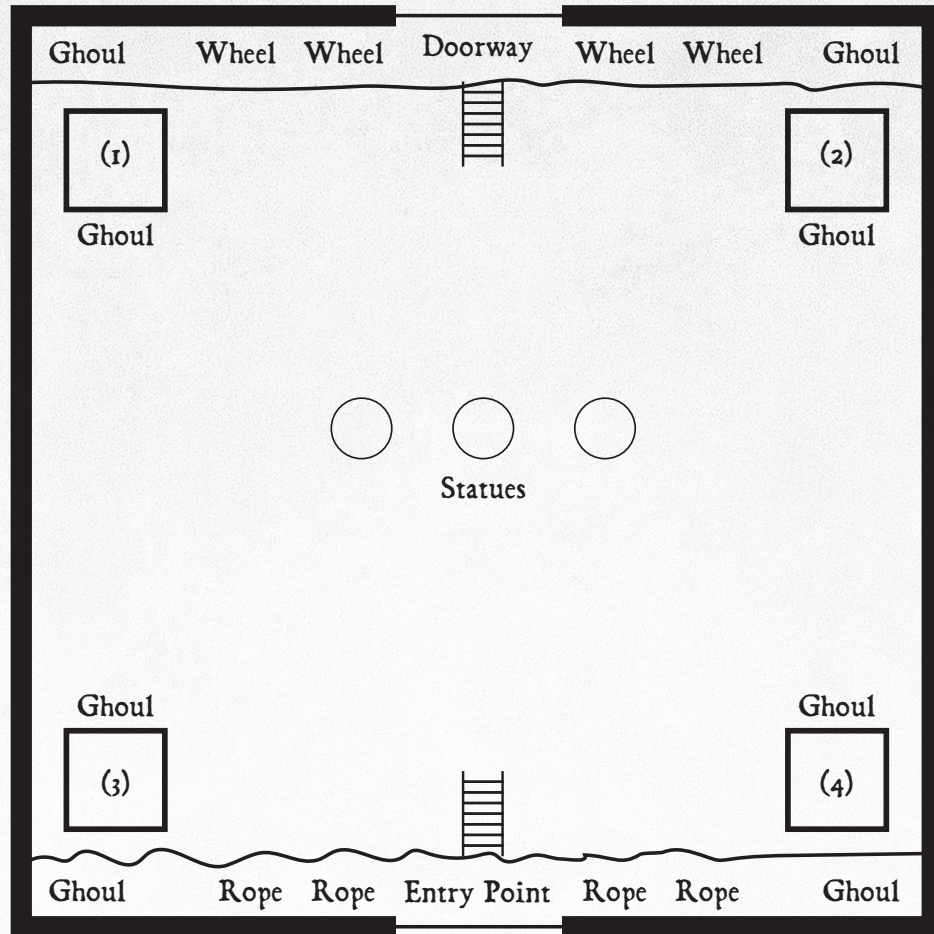


SCENARIO 2: PIT OF GHOULS

Despite your wounds and fatigue, you must move quickly, as the noise of battle has probably alerted the entire mound to your presence. Still carrying your lanterns, you advance down a long tunnel that slopes ever downward. Then, up ahead, you see the glow of a light, and suddenly you are standing on a high ledge, overlooking a chamber filled with stone statues. The entire room is illuminated by a massive, wooden chandelier hanging from the ceiling, and several heavy ropes angle down from the chandelier and are tied to the wall nearby. Across the chamber is another ledge, similar to the one you are standing on. On the wall behind this ledge is a large metal door and four metal wheels. As you watch, all four of these wheels slowly begin to turn. You hear the clink and rasp of unseen chains, and watch as four trapdoors open up in the floor of the chamber below.

Then, before you have decided what to do, a pack of ghouls crawls up out of the trapdoors, and more descend from the ceiling. The only obvious way forward out of the chamber is the metal door on the other side, but with ghouls closing in on all sides, how are you going to get there?





SET-UP

This scenario is played on a 2' x 2' table. One table edge should contain a doorway in the exact centre. This is the entry doorway. This table edge, and the one opposite it, both consist of a 3" wide ledge that runs the length of the edge. The rest of the table consists of a chamber sitting some 4" below the two ledges. There are two ladders, one in the centre of each ledge, that allow access from the ledges to the chamber.

On the table edge containing the entry doorway, place four tokens adjacent to the table edge representing the ends of the chandelier ropes. Two of these should be 3" from the entry doorway on either side, the other two should be 6" from the doorway. On the opposite table edge, place a large metal doorway so that it is directly opposite the entry doorway. Then place four markers against that



table edge to represent the metal wheels. The first two wheels should be 5” from the metal doorway on either side, the second two should be 10” from the metal doorway on either side.

Down in the centre chamber, place four trapdoors, one in each corner. These should be numbered one to four. Place three statues in the chamber – one in the exact centre of the chamber, the other two 4” to either side of the first so that they form a line parallel to the ledges.

One ghoul should start on top of each of the trapdoors. One additional ghoul should be placed in each of the four corners of the table, so that they are up on the ledges. The players should place all of their figures within 3” of the entry doorway.

MULTI-LEVEL TABLES

Despite the set-up for this scenario, players shouldn’t worry too much about trying to construct a table with multiple levels. It’s great if your terrain collection allows that, but if not, just put a low wall or some other marker to delineate the edge of the ledges and just imagine that the centre of the table is below that level. You will need to remember to count all of the movement needed to move up and down between the levels, but otherwise the scenario should play fine on a completely flat table.

SPECIAL RULES

To successfully complete this scenario, the players must exit at least one figure through the metal doorway. This doorway begins the game shut and locked. The only way to open it is by turning the four metal wheels. To turn a wheel, a figure must be adjacent to the wheel, spend an action, and make a Strength Roll (TN10), with a +2 for any friendly figures that are in contact with the figure making



the attempt. If the Strength Roll fails, nothing happens, but further attempts can be made. If the Strength Roll is successful, remove the wheel marker from the table and immediately roll a d10. Take the digit from the d10 (X) and immediately read Note X23. For example if you roll a 4, read Note 423. If you roll a 7, read Note 723.

Any figure that is in contact with a chandelier rope token may attempt to use the rope to swing across the chamber. The figure must spend an action and make a Move Roll (TN12). A figure may add its Acrobatics Skill to this roll. If successful, the figure may immediately move to any point on the line that runs from that rope token through the centre point of the table. Thus, a figure may use the rope to swing all the way across the table, from one ledge to another. This move may leave the figure in combat. If the figure fails its Move Roll, roll a d20. Move the figure that many inches along the line containing the rope token and the centre point. This figure immediately takes 6 points of damage from falling, and its activation ends immediately, even if it had actions remaining.

Figures may climb up or down the ladders at their normal rate of movement. The walls of the ledges are very smooth and difficult to climb. Any figure wishing to climb up or down the side of the ledge must make a Climb Roll (TN12). If it fails, it immediately falls to the chamber floor, takes 6 points of damage, and its action ends immediately (unless, of course, it can fly or has a way of falling without taking damage).

At the end of each turn, roll on the ghouls table below and place any new ghouls on the table as appropriate. If the table calls for a ghoul to be placed on a trapdoor that has closed, then ignore the result, no ghouls are generated.

On the first turn, the ghouls can move a maximum of 3". On all subsequent turns, they move as normal. When determining ghoul actions, only factor in heroic figures that are either on the same ledge or chamber floor as the ghoul. In other words, a ghoul will never move towards a figure that is not on the same level as it is. If there are no figures in line of sight, or no figures on the same level as a ghoul, the ghoul will move to the nearest ladder that leads to a level that has heroic figures on it, and move up/down it. Ghouls will never attempt to climb the sides of the ledges.



Ghoul Table	
Die Roll	Result
1–3	Place one ghoul on trapdoor 1.
4–6	Place one ghoul on trapdoor 2.
7–9	Place one ghoul on trapdoor 3.
10–11	Place one ghoul on trapdoor 4.
12–14	Place one ghoul rotter on trapdoor 1.
15–16	Place one ghoul rotter on trapdoor 2.
17–18	Place one ghoul fiend on trapdoor 3.
19–20	Place one ghoul fiend on trapdoor 4.

OUTCOME AND EXPERIENCE

If the players manage to exit at least one figure through the metal doorway, they should proceed to Scenario 3. If they have already played Scenario 3, they should play Scenario 4 instead. If the players failed to exit any figures through the metal doorway, then their mission ends here.

Players gain the following experience points in this scenario, plus any mentioned in the notes:

+2XP for each ghoul rotter killed.

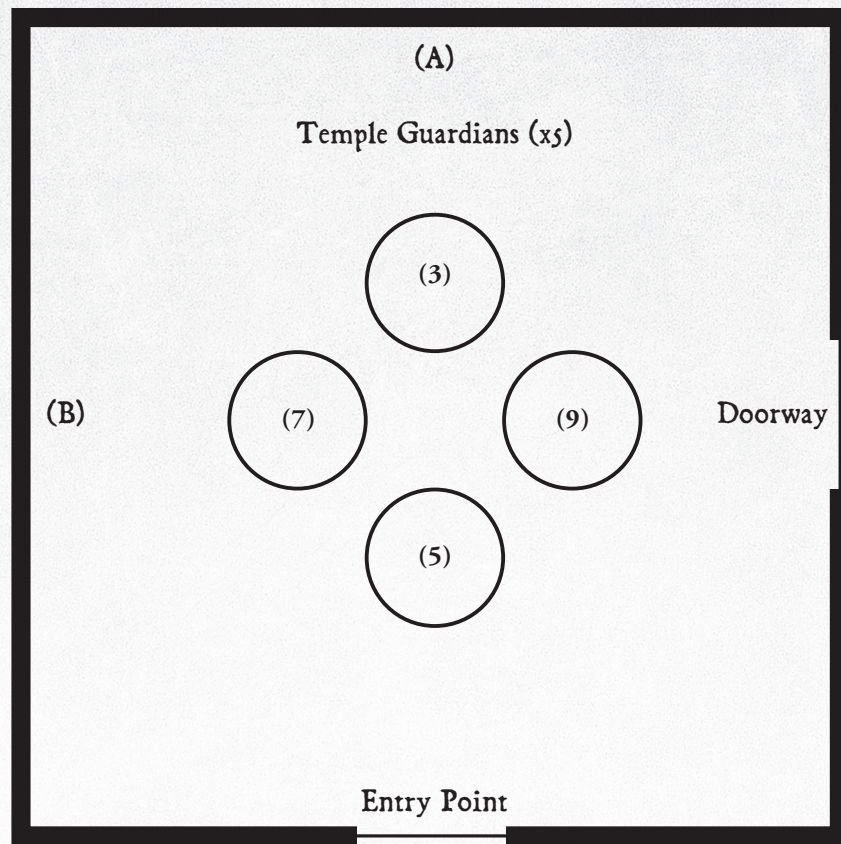
+3XP for each ghoul killed.

+4XP for each ghoul fiend killed.

+3XP for each metal wheel successfully turned.

+3XP for each heroic figure that exits through the metal doorway.

Players may gain a maximum of 50 Experience Points for killing creatures.



SCENARIO 3: THE INCANTATION LOCK

Before reading this scenario, choose one heroic figure to make a Survival Roll (TN16) or Perception Roll (TN16). If successful, *see Note 168*.

The passageway twists and turns, always descending deeper into the earth. As you pause for a moment, to catch your breath, you hear noises up ahead. Approaching carefully, you peak around the corner into a small, well-lit chamber. The chamber contains four large disks of slightly raised stone in the floor. Each has an unlit brazier upon it. The walls are covered with runes that are impossible to read at this distance. In the centre of the wall perpendicular to you, is another doorway, the only apparent exit to the chamber. This door is covered in arcane writing, but otherwise seems to have no handle, and no key hole. It must be held shut by some sort of incantation lock. To understand how to open it, you'll have to read the writing on the door. Unfortunately, there are also a few cultists moving about the chamber.



SET-UP

This scenario is played on a 2' x 2' table. In the centre of one table edge, place a doorway. This is the player entry point. In one of the edges perpendicular to the edge containing the entry point, place another doorway. This is the exit doorway. In the centre of each of the two remaining table edges, place Points of Interest A and B.

Place four arcane disks in the chamber. These should be low disks of stone, each about 2" in diameter. They should be labelled 3, 5, 7 and 9. Each disk should be placed 6" from the centre of the chamber, so that they form a '+' around the centre point. It does not matter which disk is in which location.

Place five temple guardians in randomly determined corners of the chamber. Set up all of the heroic figures within 3" of the entry point.

The target point for this scenario is the centre of the table.

SPECIAL RULES

Before the scenario begins, choose one heroic figure to make a Stealth Roll (TN16). If successful, remove one cultist from the table.

If a figure moves into contact with the exit door, it may spend an action to read the runes, *see Note 268*. It may make this attempt as many times as it wishes.

If a figure moves into contact with Point of Interest A, it may spend an action to make an Ancient Lore Roll (TN14). It may make this attempt as many times as it wishes. If successful, *see Note 638*.

If a figure moves into contact with Point of Interest B, it may spend an action to make an Armoury Roll (TN13). It may make this attempt as many times as it wishes. If successful, *see Note 826*.

At the end of each turn, roll on the Incantation Lock Encounter Table below.



Incantation Lock Encounter Table	
Die Roll	Result
1–6	Place two skeleton in a random corner.
7–9	Place three skeletons in a random corner.
10–11	Place one temple guardian in a random corner.
12–14	Place one skeletal knight in a random corner.
15–16	Place two skeletal knights in a random corner.
17–18	Place three skeletons in a random corner.
19–20	Place three skeletons and one skeletal knight in a random corner.

OUTCOME AND EXPERIENCE

If the players manage to exit at least one figure through the exit doorway, they should proceed to Scenario 2. If they have already played Scenario 2, they should play Scenario 4 instead. If the players failed to exit any figures through the exit doorway, then their mission ends here.

Players gain the following experience points in this scenario, plus any mentioned in the notes:

+1XP for each skeleton killed.

+2XP for each skeletal knight killed.

+3XP for each temple guardian killed.

+10XP for each shadow knight killed.

+3XP for each heroic figure that exits through the metal doorway.

Players may gain a maximum of 50 Experience Points for killing creatures.



SCENARIO 4: THE MIRROR ENDURING

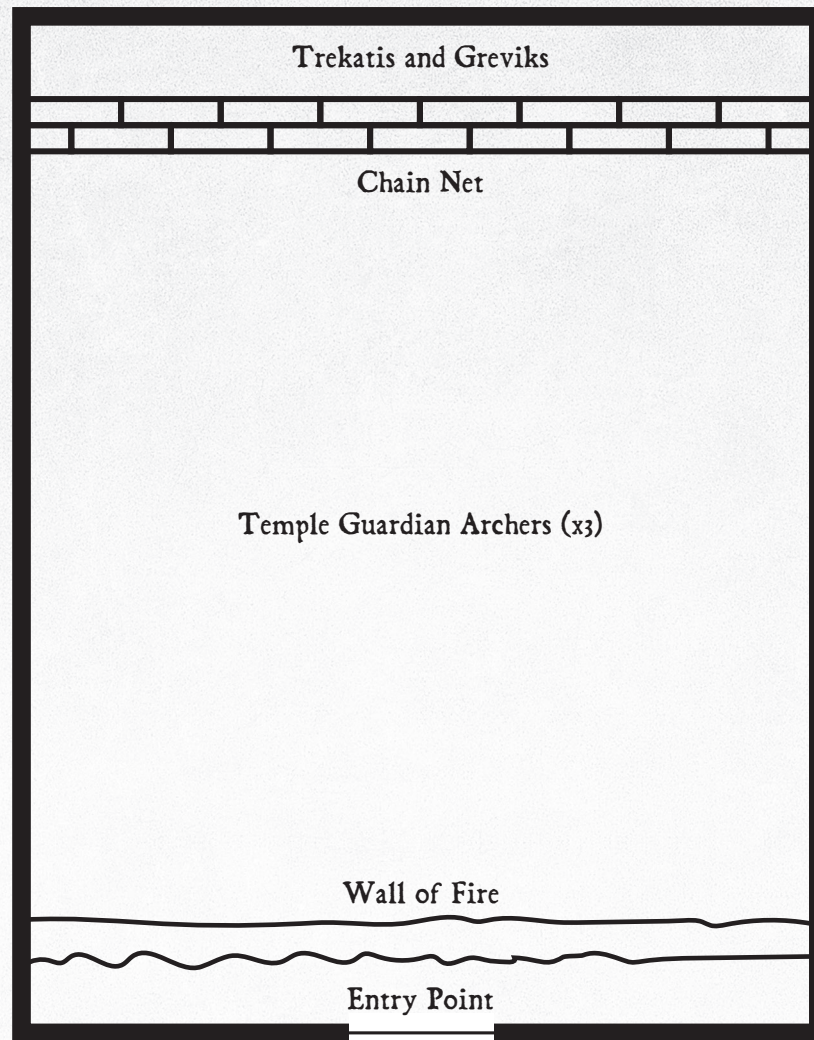
Before playing this scenario, choose one member of the party to make a Pick Lock Roll (TN16). If successful, *see Note 068*. If this roll is failed, choose one member of the party to make a Strength Roll (TN14). If successful, *see Note 455*.

Continuing to follow the winding tunnel, you descend deeper and deeper into the darkness. Eventually, you hear a soft, strange chanting up ahead. Creeping forward, you peer into a chamber, lit by several large braziers. At the far end of the chamber, a giant, gold-framed mirror hangs on the wall. In front of the mirror, on a slightly raised dais, is a cadaverous old man, dressed in dark robes. He is chanting and gesturing toward the mirror. By his side stands a hulking, horrific, man-beast. Three other temple guardsman are moving about the room.

This, you think, must be the object of your quest. The evil sorcerer and the mirror he uses to send his spells. You nod to your companions, ready your weapons and leap into the chamber.

Instantly, the old sorcerer turns about, raises his hands and shouts a spell. Two things happen simultaneously. A giant chain net raises up from the floor, completely separating you from the sorcerer and his beast. At the same time, a wall of fire leaps up between you and the other temple cultists.

There is nothing for it though. You must brave the flames, find some way through the net, and end the sorcerer and his evil magic.



SET-UP

This scenario is played on a 2.5' x 2' table. Place an entry door in one of the short table edges. This is the entry edge. There is no other way in or out of the chamber. A wall of fire runs completely across the table, 6" from, and parallel to, the entry edge. The chain net also runs completely across the table 6" from, and parallel to, the edge opposite the entry edge.

Place three temple guardian archers in a line 15" from, and parallel to, the entry edge. These archers should be 6" apart. Place Trekatis and Greviks within 1" of one another adjacent to the centre point of the edge opposite the entry edge.



SPECIAL RULES

To move through the wall of fire, a heroic figure must pass a Will Roll (TN14). If it fails, it stops directly adjacent to the wall and suffers 1 point of burn damage.

It is impossible to move through the chain net. However, it is possible to cut the net down at the top of the points where the net touches the two walls. To accomplish this, a heroic figure must move adjacent to this point and spend an action to make a Climb Roll (TN14). If this test is passed, this corner of the net is cut free. If both corners are cut free, the net tumbles to the floor and is no longer an obstacle. Alternatively, a heroic figure may target the point with a ranged attack. The figure must make a Shoot Roll (TN20). If successful, this corner has been cut. A figure may use a spell generated ranged attack for this, in which case use the Shoot bonus granted by the spell for the Shoot Roll, instead of the figure's own Shoot.

The temple guardian archers will always use their first action to shoot at the nearest heroic figure if they can. They will not move, or force combat, unless a figure has moved between them and Trekatis, in which case they will follow the normal rules for evil creatures. Trekatis will take no actions during the scenario, except to fight if in combat. If he wins, he will push his opponent back and end his activation. Greviks will only take actions as explained in his bestiary entry.

If Trekatis is killed, all of the other creatures run away, and the scenario ends immediately. Otherwise, continue until either Trekatis, or all of the heroes, are dead.

At the end of turn 1, *see Note 193*.

At the end of turn 2, *see Note 236*.

At the end of turn 3, *see Note 342*.

At the end of turn 4, *see Note 437*.

At the end of turn 5, *see Note 500*.

At the end of turn 6, *see Note 611*.

At the end of turn 7, *see Note 718*.

At the end of turn 8, *see Note 811*.



OUTCOME AND EXPERIENCE

If the players manage to kill Trekatis, they have succeeded in their mission. Proceed to the Epilogue.

Players gain the following experience points in this scenario:

- +1XP for each skeleton killed.
- +1XP for each blood bat killed.
- +3XP for each temple guardian killed.
- +10XP if they kill Greviks.
- +20XP if they kill Trekatis.





EPILOGUE

As soon as the evil sorcerer falls, all of the other creatures drop their weapons and flee. With their footsteps fading away into darkness, a whispered sigh floats through the chamber, and then all is quiet. Alone in this magical sanctum, the heroes have a few minutes to properly investigate.

Choose one figure to make a Perception Roll (TN12). If successful, *see Note 286*.

Choose one figure to make an Ancient Lore Roll (TN12). If successful, *see Note 478*.

Choose one figure to make a Pick Lock Roll (TN12). If successful, *see Note 686*.

Choose one figure to make a Strength Roll (TN12). If successful, *see Note 849*.

After the figures have completed their search of the chamber, they all come and stand before the giant mirror and look into its highly polished surface. As they watch, a cloudiness creeps over the surface, until they see the shadowy outline of a face. Then, they hear a whispered voice coming from the mirror itself.

‘I was not always an instrument of evil. In fact, I was created as a play-thing for a fair little princess. She died many centuries ago, and now, even the name of her kingdom is forgotten by all but me. She was Princess Nyla of the Kingdom of Dremmis. Do me the service of writing this in one of your books, so that it may be remembered. For soon you must destroy me, or they will return and use me to spread their corruption. Let me try, though, to do one last act of good, so that I can end as I ever have wanted to be. May I ask, because it will help, can you speak the words, sing the song, or show me a sign?’

The players should select one, and **only** one of the following notes to read.

If the players know ‘The Magic Words’, *see Note 092*.

If the players have ‘Heard the Song’, *see Note 181*.

If the players have the ‘Golden Ring’, *see Note 258*.

If none of the above apply, *see Note 401*.

‘Now,’ says the mirror, ‘you must go. They are already bringing reinforcements. More than even brave fighters such as yourselves can handle. Take that hammer over there, for I would not have you mar any of your own weapons. Take it, and smash my glass. Do not worry, it’s not bad luck. Just please, make use of what I have shown you.’

With a heavy heart, you pick up the crude hammer, walk up to the mirror, and swing it into



the glass. Giant cracks radiate out from the blow. You step back, just before all of the glass comes crashing down, like a sparkling wave. There is nothing more to accomplish here. So nodding to your companions, you ready your weapons once more, and prepare for the long journey homeward.

Your mission ends here.





BESTIARY





GREVIKS, MAN-BEAST

Greviks is a horrible combination of man and animal. Whether he is part of some ‘species’ or a unique, magical creation is unknown. Greviks is a hulking eight-foot-tall humanoid, with long, shaggy hair, and horns growing out of the top of his head.

Greviks serves as the personal bodyguard to Trekatis. Greviks will never intentionally move more than 1” away from Trekatis. If he is more than 1” away, he will use all available actions to move back to within 1”. As long as Greviks is within 1” of Trekatis, and not in combat, all shooting attacks made against Trekatis target Greviks instead. In addition, if any figure attempts to move into combat with Trekatis, Greviks will force combat with that figure before it reaches Trekatis, no matter the actual distance Greviks must move to move into combat.

Greviks						XP	10
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	14	+3	18	Two-Handed Weapon, Bodyguard to Trekatis	



TEMPLE GUARDIANS & TEMPLE GUARDIAN ARCHERS

These hooded and masked minions of the Shadow Deep are men whose souls have been completely corrupted and fight with an insane fury and complete disregard for personal safety or preservation. It is unclear if these men are born and raised in the dark realm or if they are captured warriors from fallen kingdoms that have been turned. Either way, they are fanatically dangerous and beyond reason.

Temple Guardians						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+2	10	Two-Handed Weapon, Light Armour	

Temple Guardian Archers						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+1	11	+2	10	Bow, Quiver, Hand Weapon, Light Armour	



TREKATIS, EVIL SORCERER

Trekatis is a ‘Wizard Adept’, one of the great sorcerers of the Shadow Deep. An ancient, almost skeletal figure, his eyes burn with a dark power. It is Trekatis who has been using the great mirror to send his spells against the soldiers of Alladore. Destroying him would be a great victory for the forces of good.

In combat, Trekatis can imbue his staff with dark power. Any figure that takes damage from this staff must make an immediate Will Roll (TN14). If it fails, it is pushed back 6” and loses its next activation. If Trekatis wins a fight, but the loser is not pushed back by the staff, he will choose to push his enemy back 1”.

Trekatis						XP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	12	+8	16	Staff, Dark Robes of Protection, Imbue Staff, Spellcaster	



NOTES

000

With a horrible grinding noise, a section of wall slides to one side revealing a passageway behind. Place a doorway on the table edge directly opposite the doorway through which the party entered the chamber. Any heroic figure that moves into contact with this doorway can choose to exit the table. If the players manage to exit at least one figure through this doorway during the game, they may choose to play Scenario 2 next.

Place one giant spider directly in front of this new doorway.

Choose one figure adjacent to the column that has just been engaged. That figure should make a Perception Roll (TN12). If successful *See Note 762*.

023

As you spin the wheel, the metal doorway slowly

grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #1 slams shut, preventing any further ghouls from emerging from it.

068

As you move along the tunnel, you spy a temple guardsman standing in front a door. You manage to quickly and quietly dispatch the guard, and then deftly pick the lock. Behind the door is a small apothecary's room. Quickly ransacking the place, you find 2 Healing Potions, one dose of Farlight Leaf and one dose of Ironbark Powder. All of these may be given to anyone who has item slots available. Alternatively, all of them may be used immediately. The effects of the herbs last until the end of Scenario 4. You also manage to scrounge just enough food and drink that no one in the party will be suffering from Hunger and Thirst.



O92

You speak the magic words that you learned in the room full of columns, and you see the shadowy face in the mirror smile. 'Yes,' it says, 'that is the bit of nonsense that little Nyla used to say to me. She is beyond needing any help now, but there is another little one in desperate peril.'

The face fades from the mirror, and is replaced by a vision of a dark dungeon. Huddled in a ball in the corner is a young child. The child's head suddenly jerks up as though he has heard a voice. For a moment you don't recognize his tear stained face, and then a coldness grips your heart. It is Prince Ruthic of Lorenthia, the cousin of your own king. Then the image fades and is replaced by a field of stars.

'He is here', whispers the mirror.

Pulling out a parchment, you quickly copy down the pattern of stars as best you can before it fades from view. You must get this information back to you superiors.

Gain 70 experience points. In addition, all companions gain 1 progression point.

III

With an ear-splitting shriek, a section of wall slides to one side revealing a passageway behind. Place

a doorway in the centre of the table edge to the left of the table edge containing the entry point. Any heroic figure that moves into contact with this doorway can choose to exit the table. If the players manage to exit at least one figure through this doorway during the game, they may choose to play Scenario 3 next.

Choose one figure adjacent to the column that has just been engaged. That figure should make a Traps Roll (TN10). If it fails, make a +2 magic shooting attack against it as a jet of flame bursts out of the column.

I23

As you spin the wheel, the metal doorway slowly grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #2 slams shut, preventing any further ghouls from emerging from it.

I54

Near the bottom of the column, just visible in the faint light, someone has scratched something in the stone. It is three seemingly meaningless words; however, next to the words is a crude representation of the Silver Star of Alladore. If this figure survives



the scenario, then make a note on your Ranger Sheet that you have 'The Magic Words' and gain 5 experience points.

168

As you are moving along the passageway, you discover a hidden door which conceals a small larder. While some of the food looks suspect and strange, there is enough that appears safe that all of the heroes are able to slate their hunger and thirst. The heroes are no longer suffering from Hunger and Thirst. In addition, all figures gain back 1 point of Health if they were below their normal starting Health. Gain 3 experience points.

181

You sing a verse of the old Lorenthian song, and you see a smile come across the face in the mirror. 'Ah,' it says. 'There was once a prisoner here, who sung that song to me. He is gone now... but there is another you could help.

The face fades from the mirror, and is replaced by a vision of a dark dungeon. Huddled in a ball in the corner is a young child. The child's head suddenly jerks up as though he has heard a voice. For a moment you don't recognize his tear stained face, and then a coldness grips your heart.

It is Prince Ruthic of Lorenthia, the cousin of your own king. Then the image fades and is replaced by a field of stars.

'He is here', whispers the mirror.

Pulling out a parchment, you quickly copy down the pattern of stars as best you can before it fades from view. You must get this information back to your superiors.

Gain 70 experience points. In addition, all companions gain 1 progression point.

193

Determine which heroic figure has the current lowest Will Stat. If one or more figures are tied, pick the one that is currently closest to Trekatis. That figure must make an immediate Will Roll (TN16). If it fails, it is treated as an uncontrolled creature next turn. At the end of each turn, the figure may make another Will Roll (TN16), otherwise it continues to act as an uncontrolled creature. If this figure is reduced to 0 Health by another heroic figure, it does not have to roll for survival after the game, as it is assumed that it was only knocked out.

222

With a deep boom, a section of wall falls away revealing a passageway behind. Place a doorway



in the centre of the table edge to the right of the table edge containing the entry point. Any heroic figure that moves into contact with this doorway can choose to exit the table. If the players manage to exit at least one figure through this doorway during the game, they may choose to play Scenario 2 next. Place one temple guardian in this doorway.

Choose one figure adjacent to the column that has just been engaged. That figure should make a Climb Roll (TN10). If successful See Note 948.

223

As you spin the wheel, the metal doorway slowly grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #3 slams shut, preventing any further ghouls from emerging from it.

236

Select the heroic figure that is closest to Trekatis, in line of sight, and not in combat. Make an immediate +3 shooting attack against that figure. If no figure qualifies, no shooting attack is made.

258

You hold aloft the golden ring so that the mirror can see it. 'Yes, says the mirror. Such a precious thing, but nothing compared to the one who wore it. He lives yet.'

The face fades from the mirror, and is replaced by a vision of a dark dungeon. Huddled in a ball in the corner is a young child. The child's head suddenly jerks up as though he has heard a voice. For a moment you don't recognize his tear stained face, and then a coldness grips your heart. It is Prince Ruthic of Lorenthia, the cousin of your own king. Then the image fades and is replaced by a field of stars.

'He is here', whispers the mirror.

Pulling out a parchment, you quickly copy down the pattern of stars as best you can before it fades from view. You must get this information back to your superiors.

Gain 60 experience points. In addition, all companions gain 1 progression point.

268

The door is held shut by an incantation lock. To open the door, the brazier's on each of the arcane disks must be lit, and the three command words spoken in the proper order.



To light a brazier, a figure must move onto an arcane disk, spend an action and make a Survival Roll (TN6). If the roll is successful, the brazier is lit, and will remain so for the rest of the game. Figures may attempt this roll as many times as they wish. At the end of any turn in which the players have three or more braziers lit, they may attempt to speak the command words. Essentially, they must choose three numbers corresponding to arcane disks that have lit braziers. So, if they have braziers lit on arcane disks 3, 7 and 9. They could select 379 or 973 or 739 etc. If they have all four braziers lit, they may choose any three number in any order. In all cases, each digit should only be used once. So 579 is a legal choice, but 577 is not. Once the players have made their choice, they should read the Note that corresponds to that number.

Only one guess may be made at the end of each turn.

286

In one corner, standing amidst a collection of old brooms and long-stemmed candle-snuffers, is a gnarled black staff carved with ancient runes of protection. It is a wizard staff, and it may be given to any hero or companion that has item spaces available. Figures are allowed to replace an item they are currently carrying.

294

Behind the small door in the column you find a scroll. The player may choose any one spell to be written on the scroll. If this scroll is carried by a spellcaster, they may spend an action to cast the spell written on the scroll. This destroys the scroll. The figure which found this scroll may carry it for the rest of the scenario even if this takes them over their normally allowed item limit. At the end of the scenario, it may be given to any member of the party, and the figure must return to its usual item limit. Gain 2 experience points.

323

As you spin the wheel, the metal doorway slowly grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #4 slams shut, preventing any further ghouls from emerging from it.

333

A sharp crack echoes around the chamber and a small section of floor drops away revealing a passageway beneath. Place a pit or trap door in the



left-hand corner of the table adjacent to the table edge containing the entry point. Any heroic figure that moves into contact with this pit can choose to exit the table. If the players manage to exit at least one figure through this pit, they may choose to play Scenario 3 next.

Choose one figure adjacent to the column that has just been engaged. That figure should make either an Acrobatics Roll (TN10) or Traps Roll (TN14). If it fails, it immediately takes 3 points of damage as a small blade slices out from the column.

342

A pair of skeletons suddenly break through the stone floor and attack. Place two skeletons in the exact centre of the table, then move each one 6" in a random direction. These skeletons follow all of the normal rules for evil creatures.

357

There is a deep rumble like thunder and a flash of painful green light. All heroic figures on the table should immediately make a Will Roll (TN10) or suffer 1 point of damage.

358

Suddenly, the walls begin to shake and split apart. Long, groping tentacles come bursting through. Determine which figure is closest to Point of Interest A. This figure is immediately swept up by the tentacles and ripped limb from limb. This character is immediately reduced to 0 Health. Further, this character receives -5 for its survival roll after the game. Place 8 dark root vines on the table as near as possible to Point of Interest A.

359

There is a horrendous shriek, like two great plates of metal sliding against one another. The sound is so painfully loud that the heroes can feel the sound running through them. Every heroic figure on the table must make an immediate Will Roll (TN12). Figures may add their Strength Skill to this roll. If they fail, they suffer -1 Fight and -1 Shoot for the rest of the game.

371

The strange creature plays a haunting tune on its pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll



(TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these figures must make survival rolls as though they had been reduced to 0 Health.

375

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediate Will Roll (TN 12). They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

378

The angel descends on a bright trail of fire, and jets of holy light stream from the blade of her sword. Make a +6 shooting attack against all evil creatures on the table. The angel counts as a companion for the rest of the mission. She has the same stats as a Barbarian, except that she has Armour 15. All of the angels attacks count as magic attacks.

379

The heroes hear a few soft ticks, and then suddenly little bolts of green light fire all around the chamber. Every heroic figure must make a Fight Roll (TN12). They may add their Perception Skill to this roll. If they fail, they immediately take 1 point of damage.

391

The strange creature plays a haunting tune on its pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll (TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these figures must make survival rolls as though they had been reduced to 0 Health.

395

The heroes hear a few soft ticks, and then suddenly little bolts of green light fire all around the chamber. Every heroic figure must make a Fight Roll (TN12). They may add their Perception Skill to this roll. If they fail, they immediately take 1 point of damage.



396

The angel descends on a bright trail of fire, and jets of holy light stream from the blade of her sword. Make a +6 shooting attack against all evil creatures on the table. The angel counts as a companion for the rest of the mission. She has the same stats as a Barbarian, except that she has Armour 15. All of the angels attacks count as magic attacks.

397

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediately Will Roll (TN 12). They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

401

‘Well, no matter,’ says the mirror with a sigh. I think I still have enough strength left to show you. A second later, the face fades from the mirror, and is replaced by a vision of a dark dungeon. Huddled in a ball in the corner is a young child. The child’s

head suddenly jerks up as though he has heard a voice. For a moment you don’t recognize his tear stained face, and then a coldness grips your heart. It is Prince Ruthic of Lorenthia, the cousin of your own king. Then the image fades and is replaced by a field of stars.

‘He is here’, whispers the mirror.

Pulling out a parchment, you quickly copy down the pattern of stars as best you can before it fades from view. You must get this information back to your superiors.

Gain 50 experience points. In addition, all companions gain 1 progression point.

423

As you spin the wheel, the metal doorway slowly grinds open (if it hasn’t done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #1 slams shut, preventing any further ghouls from emerging from it.

As you finish spinning the wheel, a brilliant light fires out of the statue in the centre of the chamber and strikes the nearest heroic figure. This heroic figure is restored to its full starting Health and receives +2 Fight for the remainder of the game.



437

Select the heroic figure that is closest to Trekatis, in his line of sight, and not in combat. That figure must make an immediate Will Roll (TN14) or suffer -2 Fight for the remainder of the scenario. If no figure qualifies, ignore this note.

444

With a whispered sigh, a small trapdoor swings open in the floor revealing a passageway beneath. Place a trapdoor in the right-hand corner of the table adjacent to the table edge containing the entry point. Any heroic figure that moves into contact with this trapdoor can choose to exit the table. If the players manage to exit at least one figure through this trapdoor they may choose to play Scenario 2 next.

Place a giant spider in front of this trap door.

Choose one figure adjacent to the column that has just been engaged. That figure should make a Perception Roll (TN12). If successful, See Note 154.

455

As you move along the tunnel, you spy a temple guardsman standing in front a door. You manage to quickly and quietly dispatch the guard, but the lock proves too stubborn to pick. Instead, you use brute strength to break through. Behind the door is a small apothecary's room. Quickly ransacking the place, you find a Healing Potion, one dose of Farlight Leaf and one dose of Ironbark Powder. All of these may be given to anyone who has item slots available. Alternatively, all of them may be used immediately. The effects of the herbs last until the end of Scenario 4. You also manage to scrounge just enough food and drink that no one in the party will be suffering from Hunger and Thirst.

478

In a shadowy recess, the hero discovers a small, glass-fronted bookcase, filled with darkly bound tomes. Picking up one of the books, the hero is surprised to find that they can read the book, even though they don't recognize the language. This figure must immediately make a Will Roll (TN18). If they fail, they must take this 'Dark Tome' as one of their items, replacing another item if necessary. At the end of each game, they may make another Will Roll (TN18). If they succeed, they may



turn the tome over to their superiors and gain 10 experience points (if a Ranger) or 1 Progression Point (if a companion). While the figure carries the book, they receive +1 Health, but -1 Will.

500

Select the heroic figure that is closest to Trekatis and in his line of sight. That figure must make an immediate Will Roll (TN14) or immediately lose 3 Health. If Trekatis has lost any Health, he immediately gains back 3 Health (or any lesser amount that takes him back to his starting Health).

523

As you spin the wheel, the metal doorway slowly grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #2 slams shut, preventing any further ghouls from emerging from it.

As you finish spinning the wheel, the statue on the left (as seen from the entry doorway) comes to life and sings a song of fire and blood. The figure closest to the statue should make an Ancient Lore Roll (TN8). If they succeed, See Note 892.

537

There is a horrendous shriek, like two great plates of metal sliding against one another. The sound is so painfully loud that the heroes can feel the sound running through them. Every heroic figure on the table must make an immediate Will Roll (TN12). Figures may add their Strength Skill to this roll. If they fail, they suffer -1 Fight and -1 Shoot for the rest of the game.

538

Suddenly, the walls begin to shake and split apart. Long, groping tentacles come bursting through. Determine which figure is closest to Point of Interest A. This figure is immediately swept up by the tentacles and ripped limb from limb. This character is immediately reduced to 0 Health. Further, this character receives -5 for its survival roll after the game. Place 8 dark root vines on the table as near as possible to Point of Interest A.

539

There is a horrendous shriek, like two great plates of metal sliding against one another. The sound is so painfully loud that the heroes can feel the sound



running through them. Every heroic figure on the table must make an immediate Will Roll (TN12). Figures may add their Strength Skill to this roll. If they fail, they suffer -1 Fight and -1 Shoot for the rest of the game.

555

You hear a sharp click as a small trapdoor swings open in the floor, revealing a passageway beneath. Place a trap door in the left-hand corner furthest away from the entry point. Any heroic figure that moves into contact with this trapdoor can choose to exit the table. If the players manage to exit at least one figure through this trapdoor they may choose to play Scenario 3 next.

Place a ghoul adjacent to the trapdoor.

573

There is a deep rumble like thunder and a flash of painful green light. All heroic figures on the table should immediately make a Will Roll (TN10) or suffer 1 point of damage.

575

The strange creature plays a haunting tune on its

pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll (TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these figures must make survival rolls as though they had been reduced to 0 Health.

579

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediately Will Roll (TN 12). They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

59I

The strange creature plays a haunting tune on its pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll (TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these



figures must make survival rolls as though they had been reduced to 0 Health.

They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

593

The heroes hear a few soft ticks, and then suddenly little bolts of green light fire all around the chamber. Every heroic figure must make a Fight Roll (TN12). They may add their Perception Skill to this roll. If they fail, they immediately take 1 point of damage.

611

A blood bat comes flapping down through a hole in the ceiling. Place the bat in the centre of the table. It follows all of the normal rules for an evil creature.

595

The angel descends on a bright trail of fire, and jets of holy light stream from the blade of her sword. Make a +6 shooting attack against all evil creatures on the table. The angel counts as a companion for the rest of the mission. She has the same stats as a Barbarian, except that she has Armour 15. All of the angels attacks count as magic attacks.

623

As you spin the wheel, the metal doorway slowly grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #3 slams shut, preventing any further ghouls from emerging from it.

As you finish spinning the wheel, the statue on the right (as seen from the entry doorway) comes to life and rushes at the nearest ghoul. At the end of the creature phase, during each turn, move this statue 6" toward the nearest ghoul. If the statue moves into contact with a ghoul, that ghoul is automatically slain. The statue will not climb ladders. If no ghouls is on the same level. The statue will not move.

597

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediately Will Roll (TN 12).



638

The writing on this wall tells an ancient and complex story about three sons who go on a journey and face a series of challenges. During every challenge, the third son is always in the middle. Gain 3 experience points.

666

A sound like snapping wood echoes through the chamber as a small trapdoor swings open in the floor, revealing a passageway beneath. Place a trapdoor in the right-hand corner furthest away from the entry point. Any heroic figure that moves into contact with this trapdoor can choose to exit the table. If the players manage to exit at least one figure through this trapdoor they may choose to play Scenario 2 next.

Place 2 ghouls adjacent to this trapdoor.

Choose one figure adjacent to the column that has just been engaged; that figure may choose to make either a Pick Lock Roll (TN10) or Strength Roll (TN12) to open a small door revealed in the column. If successful, See Note 294.

686

The hero discovers a small, hidden door, built into the wall of the chamber. Successfully picking the lock on this door reveals an old spellbook. This spellbook may be given to any heroic figure assuming that figure has open item slots. A figure may replace an item it is carrying with the spellbook if it chooses.

718

Select the heroic figure that is closest to Trekatis, in line of sight, and not in combat. Make an immediate +3 shooting attack against that figure. If no figure qualifies, no shooting attack is made.

723

As you spin the wheel, the metal doorway slowly grinds open (if it hasn't done so already). Heroic figures may now exit the table by moving adjacent to this doorway. In addition, trapdoor #4 slams shut, preventing any further ghouls from emerging from it.

As you finish spinning the wheel, you hear a loud snap, and the chandelier plummets from the ceiling. Remove all chandelier rope tokens that



are still on the table. Every figure within 3" of the centre of the table suffers an immediate +3 attack. This includes ghouls.

table must make an immediate Will Roll (TN12). Figures may add their Strength Skill to this roll. If they fail, they suffer -1 Fight and -1 Shoot for the rest of the game.

735

The heroes hear a few soft ticks, and then suddenly little bolts of green light fire all around the chamber. Every heroic figure must make a Fight Roll (TN12). They may add their Perception Skill to this roll. If they fail, they immediately take 1 point of damage.

738

Suddenly, the walls begin to shake and split apart. Long, groping tentacles come bursting through. Determine which figure is closest to Point of Interest A. This figure is immediately swept up by the tentacles and ripped limb from limb. This character is immediately reduced to 0 Health. Further, this character receives -5 for its survival roll after the game. Place 8 dark root vines on the table as near as possible to Point of Interest A.

737

The angel descends on a bright trail of fire, and jets of holy light stream from the blade of her sword. Make a +6 shooting attack against all evil creatures on the table. The angel counts as a companion for the rest of the mission. She has the same stats as a Barbarian, except that she has Armour 15. All of the angels attacks count as magic attacks.

753

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediately Will Roll (TN 12). They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

739

There is a horrendous shriek, like two great plates of metal sliding against one another. The sound is so painfully loud that the heroes can feel the sound running through them. Every heroic figure on the



755

The strange creature plays a haunting tune on its pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll (TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these figures must make survival rolls as though they had been reduced to 0 Health.

759

There is a deep rumble like thunder and a flash of painful green light. All heroic figures on the table should immediately make a Will Roll (TN10) or suffer 1 point of damage.

762

A small compartment opened up in the column at the same time as the doorway. Inside you find a healing potion. The figure that found the potion may add this to their items, even if it temporarily takes them over their item maximum. At the end of the scenario, it may be given to any member of the

party, and the figure must return to its normal item maximum. Gain 2 experience points.

777

The heroes hear a strange groan as a doorway opens up in the back wall, revealing a passage way behind. Place a doorway in the table edge opposite the entry point. This doorway should be 8" away from the back, left-hand corner. Any heroic figure that moves into contact with this doorway may choose to exit the table. If the players manage to exit at least one figure through this doorway, they may choose to play Scenario 3 next.

793

The heroes hear a few soft ticks, and then suddenly little bolts of green light fire all around the chamber. Every heroic figure must make a Fight Roll (TN12). They may add their Perception Skill to this roll. If they fail, they immediately take 1 point of damage.

794

The strange creature plays a haunting tune on its pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll



(TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these figures must make survival rolls as though they had been reduced to 0 Health.

795

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediately Will Roll (TN 12). They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

811

Trekatis makes an immediate +0 magic shooting attack against every heroic figure that is in his line of sight and not in combat. If no figure qualifies, ignore this note.

823

As you turn the wheel, a new trapdoor opens up just

behind the central statue in the chamber, revealing a small chest. This chest counts as a treasure token.

826

The writing seems to be instructions for crafting some kind of weapon, although the exact type is unclear. What is clear is that once the heated metal is pulled from the fire, it must be struck nine times before anything else is done to it. Gain 5 experience points.

849

While looking around, the hero spots a casket with a heavy flat stone laid on top of it. Heaving the flat stone off the top reveals a small hollow within. Sitting alone on the bare rock is a small, golden ring. Picking up the ring, and holding it up to the light, the hero recognizes the royal crest of Lorenthia carefully engraved into the face. Surely this ring belonged to one of the royal family. If this figure is a ranger, they immediately gain 10 experience points. If it is a companion, they gain 1 progression point. Either way, make note that they have the 'golden ring'.



888

The heroes hear a strange groan as a doorway opens up in the back wall, revealing a passage way behind. Place a doorway in the table edge opposite the entry point. This doorway should be 8" away from the back, right-hand corner. Any heroic figure that moves into contact with this doorway may choose to exit the table. If the players manage to exit at least one figure through this doorway, they may choose to play Scenario 2 next.

swirling chaos of wings and teeth. Every figure, including creatures, standing on one of the ledges, should make an immediate Move Roll (12). Figures may add either their Acrobatics or Climb skill if they have them. Any figure that fails, stumbles over the edge of the ledge. Move the figure to the base of the ledge, nearest to where they were previously standing. This figure immediately takes 6 points of falling damage (unless they have a means of falling without taking damage).

935

892

The figure recognizes the song as a popular Lorenthian ballad about one of their ancient princes who went away to fight in a battle. When the prince failed to return, the kingdom assumed he had fallen, but years later, the prince returned having escaped the dungeons of his captor. Gain 8 experience points. In addition, note down that the heroes have 'Heard the Song'.

With a sound like the soft tinkle of bells, the exit door vanishes, leaving an open passageway behind. Any figure may now exit the table by moving into contact with the exit doorway. Gain 10 experience points.

936

923

As you spin the wheel a trapdoor opens up in the ceiling of the chamber and a huge swarm of bats sweep down. For a moment, everything is a

The angel descends on a bright trail of fire, and jets of holy light stream from the blade of her sword. Make a +6 shooting attack against all evil creatures on the table. The angel counts as a companion for the rest of the mission. She has the same stats as a Barbarian, except that she has Armour 15. All of the angels attacks count as magic attacks.



937

The heroes hear a few soft ticks, and then suddenly little bolts of green light fire all around the chamber. Every heroic figure must make a Fight Roll (TN12). They may add their Perception Skill to this roll. If they fail, they immediately take 1 point of damage.

948

A small compartment opens high up on the column with something faintly glowing within. You quickly clamber up the column, grab the object and slide back down. The object is a gold talisman. A figure wearing this talisman acts as though they have had a Strong Heart spell cast on them. This effect lasts from game to game, until the effect of the spell has run its natural course. The figure that found this talisman may carry it for the rest of the scenario, even if this takes them over their normal item limit. At the end of the scenario, it may be given to any member of the party, and the figure must return to its normal item limit. Gain 2 experience points.

953

There is a deep rumble like thunder and a flash of painful green light. All heroic figures on the table

should immediately make a Will Roll (TN10) or suffer 1 point of damage.

957

There is a horrendous shriek, like two great plates of metal sliding against one another. The sound is so painfully loud that the heroes can feel the sound running through them. Every heroic figure on the table must make an immediate Will Roll (TN12). Figures may add their Strength Skill to this roll. If they fail, they suffer -1 Fight and -1 Shoot for the rest of the game.

959

Suddenly, the walls begin to shake and split apart. Long, groping tentacles come bursting through. Determine which figure is closest to Point of Interest A. This figure is immediately swept up by the tentacles and ripped limb from limb. This character is immediately reduced to 0 Health. Further, this character receives -5 for its survival roll after the game. Place 8 dark root vines on the table as near as possible to Point of Interest A.



973

With a weird hum, all of the writing on the walls and floor begin to glow, and then all of the letters seem to move and dance about causing a horrible sense of vertigo. All heroic figures on the table should make an immediately Will Roll (TN 12). They may add their Navigation skill to this roll. If they fail, they are reduced to a maximum of 1 action next turn.

974

The strange creature plays a haunting tune on its pipes, and a huge tiredness descends on all of the heroes. Every heroic figure should make a Will Roll (TN20) or drop unconscious. Remove the figure from the table. If the heroes complete this scenario, any unconscious figure recovers in time for the next scenario. If the heroes fail the scenario, all of these figures must make survival rolls as though they had been reduced to 0 Health.

975

There is a horrendous shriek, like two great plates of metal sliding against one another. The sound is so painfully loud that the heroes can feel the sound

running through them. Every heroic figure on the table must make an immediate Will Roll (TN12). Figures may add their Strength Skill to this roll. If they fail, they suffer -1 Fight and -1 Shoot for the rest of the game.

999

Suddenly, a swirling, golden light fills the chamber. It races around the columns, passing through a couple of your companions. Then it disappears down a hole in the centre of the chamber that wasn't there a moment ago.

Place a hole or pit in the exact centre of the chamber. Any heroic figure that moves into contact with this hole may choose to exit the table. If the players manage to exit at least one figure through this doorway, they may choose to play Scenario 3 next.

Immediately select 2 companions. Both of these companions will gain an additional Progression Point at the end of the scenario, even if they are reduced to 0 Health.