

Capital Intrigue 2 Jailbreak

Requirements: None

Goal: Kill all City Guards or all characters must escape through an exit **a**

Introduction:

The teachings of the Oak tell of the time humans emerged from the darkness of their caves and took shelter under the White Oak, building their first city in its protective gaze. Finding prosperity with the Oak's guidance, humanity vowed never to return to the sunless underground.

The Mouth of Antiquity is a symbol of this vow. It is the entrance into the face of the Imperial Mountains, an opening into the network of caverns that used to be humanity's home. But the caverns have been expanded and rebuilt into an underground fortress — a prison into which the worst criminals of the city are cast.

This is where you find yourself now. Having been relieved of the ill-fated dagger, along with the rest of your arms and armor, you now sit together in a dank cell, awaiting your trial. Not knowing how long it may take for your trial to come, you settle into your circumstance, eating a bowl of foul gruel provided by the jailer.

It seems, however, someone else has other plans for you. You hear toward the back of the cell the sound of small pebbles falling against the stone floor. You strain your eyes in the dark to see the silhouettes of two men in black clothes moving toward you. Behind them, you see a rope leading up toward a small hole in the ceiling. One of them throws a card at your feet, and you pick it up as you stand. It shows an image of a skull with a sword run through it.

“The Sin-Ra wants you dead,” one of them hisses in the otherworldly cadence of a Harrower. You shrink back against the iron bars of your cell. You have no weapons, but still, you refuse to die in this place.



Harrower Infester City Guard Giant Viper Treasure Tile (x5)



Stone Pillar (x1) Nest (x2) Table (x2)



Bookcase (x4) Wall Section (x6)



Maps:

- B2b
- A1a
- A2a
- L1a
- L2b
- B3b
- G1b

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Special Rules:

Until a character loots one of the “Goal” treasure tiles, all of their attacks and summons’ attacks are capped at 2, after any attack bonuses are applied (but before attack modifier cards and defense bonuses are applied), and the character cannot use items.

If a character is on hex **b**, they may spend movement points to climb up the rope. Any movement with “Jump” is considered to have +1 Move when climbing the rope. These movement points can accumulate across multiple actions or turns so long as the character does not move off of hex **b**. Once 5 movement points are spent, the character immediately moves to **1**.



You squeeze through the hole in the ceiling and emerge one floor above, in the shadows of a large open room full of guards. Without any of your gear, your best hope is to sneak past them toward the door on the far wall.

Special Rules:

Add MUDDLE to the attacks of all City Guards. All City Guards start off unalerted. Unalerted guards do not focus on enemies or act out the actions written on their ability cards, but instead patrol the room in a fixed pattern on their given initiative. Guards **c** will move counter-clockwise around the obstacle(s) that shares the same **c** label with them. Guard **d** will move counter-clockwise around the perimeter of the L tiles. If the initiative on their ability card is below 50, they each move 4 hexes. Otherwise, they move 3 hexes. If a guard were to stop on a hex occupied by another guard, he moves 1 additional hex. If he were to move into a hex with an enemy, he stops in the previous hex.

At the end of every figure’s turn, check if any guards become alerted. For each guard, count the minimum number of hexes he would need to move to be adjacent to an enemy, subtract 2 if that enemy is in line-of-sight, and add any stealth value the enemy has. If the total is 2 or less, the guard becomes alerted. Alerted guards behave normally.

Characters have a default stealth value of 0, but can increase this while in this room by performing any attack without a target. However much damage would be inflicted is the character’s stealth value until they perform a Move ability. Summons cannot gain a stealth value. If any ability is performed against a City Guard while they are on the L tiles, all guards are immediately alerted.



You open the door to find a small storeroom full of equipment. Hopefully you can find your belongings here and escape. You can either go back through the guards, or you also notice a small hole in the back wall where a few bricks were removed. This is probably where the Harrowers flew in from. Perhaps you could use it as an escape if you make the hole bigger.

Special Rules:

The wall **3** can be destroyed. It has Cx8 hit points. When destroyed place a 1-hex corridor tile over it and read **3**.

If you kill all City Guards, read Conclusion A.



You breathe a sigh of relief as the mortar finally crumbles away, creating a hole large enough to fit through. That relief, however, is short-lived when you begin to hear faint hisses in the dark. Peering through the hole, your torchlight gleams against a writhing mass of snakes. You’ve stumbled upon a vipers’ nest, and freedom is on the other side.

Special Rules:

Escape occurs when all characters are either standing on an exit **a** or have become exhausted while standing on an exit **a**. If any character becomes exhausted while not standing on an exit **a**, escape is not possible. If you do escape, read Conclusion B.

Conclusion A:

A quiet rolls over the room as the last of the guards falls to your attacks. You wait in the silence, straining your ears to make sure no others were alerted to your escape.

After a few long minutes, you spring into action. Using the guards’ armor, you should be able to disguise enough of your number to bluff your way out of the prison. You hide the bodies as best you can and then make for the exit.

Reward:

1 ✓ each

Conclusion B:

You feel sick from the poison and your numerous bleeding wounds. You limp down the corridor and hear more hissing from behind you. More snakes emerge from the nests and they look angry.

You quicken your pace and the hissing recedes. The guards will eventually discover your escape, but hopefully the vipers will slow them down just as much. If the Harrowers were able to find a way in through this tunnel, you are hopeful you’ll be able to find a way out. You continue down into the dark.

Reward:

1 ✓ each