

Requirements: None

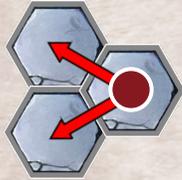
Goal: Unknown until ③ is read

### Introduction:

The going is treacherous, but you move slowly along the rocky outcroppings. With enough care in your footing, the climb isn't too difficult. That is, until you begin to hear a strange slurping noise, and thrust your torch forward into the darkness, illuminating the quivering outline of a sentient ooze. Perhaps the creatures normally feed on the corpses strewn on the bottom of the chasm, and have now taken the opportunity to intercept a fresher meal. Whatever the explanation, the things don't look too friendly.

### Special Rules:

All hexes on these two tiles are considered difficult terrain. When an Ooze dies, place a scenario aid token (the number or letter is irrelevant) on the hex in which it died. For the rest of the scenario, this hex is considered slippery for all non-flying characters and character summons, and character summons treat slippery hexes as negative hexes. When entering a slippery hex during any part of a character or character summon's non-jump movement, the figure is immediately forced to move one hex to the left.



If a non-flying character or character summon is forced to move onto one of the wall hexes ②, read ② (page 2). If they are forced to move onto one of the other wall hexes on the left side of this room, they suffer trap damage instead. If a non-flying monster is forced to move onto one of the wall hexes ②, they suffer trap damage.

The boulder obstacle ① has (3+L)xC hit points and is considered a wall. It cannot be moved or moved through in any way. If it is destroyed, read ① (below).

Section ③ is on page 3.



Ooze



Living Corpse



Wind Demon



Hound



Treasure Tile (x2)



Stalagmite (x2)



Large Boulder (x1)



Huge Boulder (x1)

### Maps:

- A3a
- H1a
- G2a
- J2b



Hearing wind through the rocky barrier, you begin to break it apart, hoping to find a way out. As the last of the stone crumble to the floor, however, you quickly realize your mistake.

Hovering over a desiccated corpse are two terrifying demons made of swirling wind. You fear your footing may not be secure enough to withstand their gusts, but you are still determined to find the best in this situation. Perhaps there is treasure to be found on the dead body.

### Special Rules:

Spawn a Wind Demon on ① (normal for 2 characters, elite for 3-4 characters) and ② (normal for 2-3 characters, elite for 4 characters). These Wind demons add PUSH 1 to all of their attacks (performed before any PULL effects).

Treasure Tile 02: Though ragged, you can't help but notice the high quality of the corpse's clothes as you riffle through the pockets. You find 15 gold and a strange crest of a windmill, which you pocket.

## Capital Intrigue 3: Slippery Slope

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One of your number topples over the edge of the cliff, a look of horror cemented on their face. Luckily, the fall is shorter than expected, and they land with a crunch on a rocky outcropping some distance below. Unluckily, the ledge is teeming with living corpses very interested in crushing the life out of you. You'll need to climb back up to avoid being overwhelmed.

### Special Rules:

From now on, if any non-flying figure is forced to move into a wall hex 2 (including the figure who triggered 2), place that figure on an unoccupied hex adjacent to the right wall of this room closest to the 2 hex they moved into, and that figure suffers trap damage. Characters may also intentionally move into a 2 hex for the same effect.

There is no focus or line-of-sight between this room and the rest of the map. If a character is in a hex adjacent to the right wall of this room, they may spend 4 movement points (in a single turn) to move to an unoccupied hex on the other side of the wall closest to the hex they were in.



Treasure Tile 03: You see something glittering in a large pile of garbage and don't think twice about digging in. You pull out a perfectly preserved pair of Boots of Quickness (Item 43). On one of the soles, you find the monogram "FS."

## Capital Intrigue 3: Slippery Slope

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You have never been so happy in your life to have solid footing beneath you. You find renewed confidence to face the threats that still lie in front of you — shambling undead and more quivering oozes.

What you feel less confident about, though, is the increasing intensity of the sound of hounds at your back. Your best guess is that your escape was discovered, and, because the guards themselves did not want to enter the sewers, they sent in their dogs to hunt you down. You will need to find some way to stop their pursuit.

### Special Rules:

Spawn 2 Hounds in the starting character hexes. These are both normal for 2 characters, 1 is elite for 3 characters, and both are elite for 4 characters. Additionally, at the start of each round, spawn a Hound in a starting character hex. The hound is normal for 2 characters, it alternates between normal and elite (starting with normal) for 3 characters, and is elite for 4 characters. These Hounds are unaffected by difficult terrain.

Boulder  has  $(3+L) \times C$  hit points and cannot be moved. When it is destroyed, this causes a landslide, which kills all figures on the  hexes and all hexes above them on the entire map. It also stops the Hounds from spawning. The scenario is complete after the landslide is triggered if all monsters are dead. The scenario is lost if any character is killed by the landslide or becomes exhausted in a hex that would be affected by the landslide.

Oozes that die in this room do not create slippery hexes.



### Conclusion:

The crushing cacophony of the landslide destroying all in its path slowly fades as you pause to catch your breath. The way back is completely gone, broken and erased by the rumbling tide. You will certainly not be pursued now, but you still hold onto a kernel of dread as you realize that your only way is forward.

Whatever challenges you face ahead, you must overcome them. There is no other option.

### Reward:

20 experience each  
2 ✓ each