

184 Exposed

Requirements: None

Goal: Escape to safety

Introduction:

Despite all your recent hardship, you try to speak calmly as you begin to take items from your pouch and place them in front of you, hands clearly visible. The hooded figure stands over you, wielding her weapons menacingly.

You try to explain the situation—that you are lost and desperate, just like she is, and that you should be working with each other, not against each other.

“We’ve all got sob stories,” she says. “In another life, I may have even cared about yours. But since I’ve come to this place, I’ve learned there is only one way to live: kill or be killed.”

The figure begins to rummage through your

belongings when a low, rumbling roar echoes across the craggy terrain. She immediately freezes, cursing under her breath. “It looks like the shadows and flames want you more than I do.”

She quickly grabs a handful of items and then bolts away across the black landscape. By the time you’ve retrieved the rest of your gear, the roar sounds again, this time almost right on top of you.

You begin to run as hard as you can in the same direction she went. And that’s when you see them, coming from all directions—a pack of fierce, imposing demons bearing down on you. You see a small cave up ahead, and you hope against hope that it will offer some protection against this marauding legion of death.

Special Rules:

All characters consume one small item as a scenario effect.

At the end of each round, spawn a Flame Demon at **a** and a Night Demon at **b**. Both are normal for two characters, the Night Demon is elite on odd rounds and the Flame Demon is elite on even rounds for three characters, and both are elite for four characters.

If any character is exhausted, the scenario is lost.

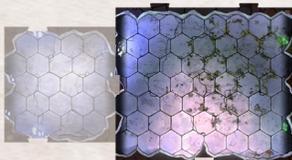
Section Links:

When a character opens door **1**, read section 1 on the following page.

Maps:

E1b
N1a

Layout:



Flame Demon



Night Demon



Rock Column (x3)

Section 1 Minor Refuge :

Your heart sinks as you enter the cave. It is even smaller than it looks, and there are no apparent means of escape. You could hold your position for a while, but, given the army of demons outside, it would only be a matter of time before you were slaughtered.

Your attention turns to movement at the back of the cave. There is some strange, organic tube leading down into the ground, but its opening is constricted, and it pulsates wildly, as if operating in some capacity. Perhaps if you were to wait long enough, a path would open up to you.

Special Rules :

Place a number of damage tokens equal to 5-C near rock columns . At the end of each round, remove one damage token. Characters can only move into a hex , even with jump or flying, if there are no damage tokens left. However, once there are no damage tokens, these hexes can be moved into normally.

Section Links :

When a character moves into a hex , read section 2 below.



Section 2 Vascular Cavity :

You hesitantly step into the tube. There is no other option. It is your only possible escape.

The tissue of the cavity closes around you and muscles begin to move in a peristaltic wave, pushing you downward. After some time, you are ejected from the tube, flopping onto the wet ground of some larger cavern.

Though organic in nature, the room is also decorated with various man-made shelves full of supplies and odd knickknacks. At the back of the room, you see the hooded figure, a look of shock on her face.

“So, you’ve come to raid my home and take back what is now mine?” She pulls out a bow and trains it on you. “No one comes to this place and lives. You should have let the demons tear you to pieces.”

Special Rules :

The character who moved into a hex  has their turn end immediately. Move them to hex  and place two damage tokens near rock columns . The same rules from section 1 apply. Characters can only move from  to  if there are no damage tokens. Their turn immediately ends when they do so and two more damage tokens are placed. If a character is exhausted while on map tile L2a, the scenario is not lost (unless all characters are exhausted).

The Bandit Archer is the Hooded Figure. She has CxH hit points, where H is the regular hit point value of an elite Bandit Archer. She adds +1 to her attack for 2 characters or +2 to her attack for 3 or 4 characters. She also adds +2 to her range. She does not act this round.

Section Links :

When all characters have moved to the L2a tile and the Hooded Figure is killed, read section 3 below.

New Map :

L2a



Bandit Archer



Damage and POISON Trap (x5)



Shelf (x4)

Section 3 Conclusion :

Though persistent, the hooded figure is eventually subdued by your attacks. With a grunt, she falls to the ground and drops her bow. You run over to her body, ready for any additional aggressions. Though bloodied, she is still alive.

“Just get it over with,” she growls. “We all died the moment we were sent here, anyway. Whether it’s you, those demons, or some other foul creature, I’m just glad its finally done. The end will come for you soon enough, as well...”

Rewards :

15 experience each
Any one item worth 30 gold or less each
1 ✓ each