

**Goal** Kill the Queen Drake

## Introduction      Special Rules      Conclusion

Not wanting to disturb the Orchid further, you move on some distance back up the mountain and then rest for a bit. It has been an eventful day, and your wounds paint the whole story.

Unfortunately, you aren't able to fully recover before the urge to press on overwhelms you. You are apparently trespassing on some Savvas sacred site and then went and killed two of their number. You just don't feel safe making camp out in the open, so close to where the incident occurred. On the other hand, the Savvas' reaction to you mentioning the star iron gives you a sneaking suspicion that it could be close. You figure it is best to find somewhere a little more secure to rest for the night, and then resume your search in the morning.

And so, scanning your surroundings, you do see a large outcropping not too far up the mountain. It should provide some sort of shelter and might even be a cave.

What you find when you crest the ridge, however, is not as welcoming as you'd hoped. It's a network of caves, which is nice, but they appear to be full of angry drakes, which is not so nice. There's a big one straight ahead that looks very interested in killing you and feeding you to her brood.

All characters start with WOUND as a scenario effect. The elite Spitting Drake is the Queen Drake. It has CxH hit points, where H is the regular hit point value of an elite Spitting Drake.

The nest entrances 1 to 6 are obstacles and have (1+L)xC hit points. Each time the Queen Drake suffers up to 6 damage from any source, a Drake is spawned adjacent to the nest entrance whose number corresponds to the amount of damage suffered. In addition, at the end of each round, a Drake is spawned adjacent to the nest entrance whose number corresponds to the round number, and this cycle is repeated in rounds 7, 13, and so on, such that a Drake spawns next to nest entrance 1 in round 7, next to nest entrance 2 in round 8, and so on. If a nest is destroyed, no Drake spawns.

Drakes that spawn next to nest entrances 1, 2, 5, and 6 are Rending Drakes, and Drakes that spawn next to nest entrances 3 and 4 are Spitting Drakes. All spawned Drakes are normal for two characters, all Drakes spawned next to even dark fog tiles are elite for three characters, or all spawned Drakes are elite for four characters. Spawned monsters never activate on the round they are spawned. Before the first round, spawn Drakes next to nest entrances 3 to 6.

The queen screeches and falls to the stone with a wet thump. The other drakes seem stunned for a moment, then fear takes over, and they scatter, fleeing from your martial prowess.

And none too soon. You are absolutely spent. You keep standing long enough for the other drakes to disappear from sight, and then you collapse yourself. All your wounds have opened up and multiplied. You need to find some place to rest and patch yourself up, but you're not sure this place is the best option.

It looks like a large network of caves with multiple entrances, but the place has got to be teeming with more drakes, and who knows when they'll grow bold enough to attack you again?

At the same time, trying to climb further up the mountain seems equally dangerous in your current condition.

**Rewards**  
Drakescale Armor (Item 103)



**Scenario Key**

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Rending Drake
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Spitting Drake
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Nest Entrance (x6)
-   
Stalagmite (x5)
-   
Rock Column (x5)
-   
Large Boulder (x5)
-   
Corridor (x3)