

Goal Escape to safety

Introduction

With the ground shaking under your feet, you quickly squeeze through the narrow corridor out of the antechamber and into the main cave network. You can see moonlight streaming in from the mouth of the cave and begin moving in that direction when you hear a crash and the light disappears.

The earthquake subsides, but it has destroyed your exit. You look back to see it has also collapsed the passage you came from. You remember there were other paths into the caves, and so you begin searching for those. Going only by torchlight, however, doesn't make the going any easier. You become hopelessly lost, and as you move deeper into these twisting tunnels, your torch grows dim, as if through some dark and mysterious force.

And that's when you realize you are in the middle of a drake nest. The hissing is soft at first, but becomes more noticeable the more you pay attention. It is not necessarily a hostile hissing. It's possible that they are sleeping, but the earthquake has released some other creatures down in these depths, and so the drakes may not remain peaceful for long. You just hope they're having as difficult a time seeing down here as you are.

Special Rules

Randomize the twelve numbered tokens and place one face-down on each hex **A** without looking at it. When any character moves within Range 2 of a numbered token, flip it face-up and replace it with the following, depending on its number:

- 1-4: Sleeping Rending Drake
- 5-8: Sleeping Spitting Drake
- 9-10: Awake Rending Drake
- 11-12: Awake Spitting Drake

Scenario Key



Earth Demon Rending Drake Spitting Drake



Door (x1) Stalagmite (x2) Rock Column (x6) Corridor (x4) Long Corridor (x1)

Replacing a numbered token with an awake Drake is exactly like spawning a Drake in that location. A sleeping Drake should be placed laying down in the hex, and is not considered spawned until it awakes, though it is still considered an enemy figure and can be affected by any abilities as such.

At the end of each round, place one damage token on each sleeping Drake for each character that is within Range 2 of it. At the start of each round, if any Drake has C or more damage tokens on it, remove the tokens and awaken the Drake. Additionally, if a Drake is affected in any way by any character ability or if an Earth Demon moves adjacent to it, it immediately awakes, and any damage tokens used to track its awakesness are removed. If an Earth Demon moves adjacent to a face-down token, immediately flip and resolve the token, then the Drake immediately awakes if it was asleep. All Drakes are normal for two characters, Rending Drakes are elite for three characters, or all Drakes are elite for

four characters. All spawned Drakes drop money tokens when killed.

The first time any character moves into a hex **1** read section **1** on the next page.

If any character is exhausted before reading section **2**, the scenario is lost.

Map Layout



1

You move further through the tunnel and then hear crashes behind you. More earth demons have emerged from the depths. You need to find a way to safety.

Special Rules

Spawn one Earth Demon at each hex **B** and **C**. These are both normal for two characters, **B** is elite for three characters, or both are elite for four characters.

When door **2** is opened, read section **2** to the right.

2

You finally arrive in an area free of the horde of drakes. Of course, there are more earth demons, but if you can dispatch them and find some way to close the passage behind you, you should be rid of those clawing, spitting creatures once and for all.

Special Rules

Wall hex **D** has $(2xL+4)xC$ hit points and can suffer damage through character and character summon attacks or other effects. It is immune to all conditions and forced movement. It has an initiative of 99 for the purpose of summon focusing. When it is reduced to zero hit points, the passage is collapsed and everything not on the D tile, including door **2**, is removed from the map. Once this happens and there are no enemies on the D tile, the scenario is won.

If any character is exhausted while not on the D tile or any character is not on the D tile when the passage is collapsed, the scenario is lost.



Conclusion

All you hear is your own heavy breathing.

The tunnel is collapsed, the demons are dead, and now the cavern is as silent as a tomb. Except for your breathing, that is. That means you're still alive at least.

This quest hasn't exactly gone as planned, and now you're stuck far beneath the earth with two collapsed passages between you and fresh air. Still, you are safe. For now.

And so, you rest a good, long while, finally in peace. And then you continue on to see what there is to find down here in the depths.

Rewards

15 gold each
Resonant Crystal (Item 133)