

# Call of the Star Iron

**Goal** Retrieve the star iron and escape

## Introduction

After fully realizing your desire, you drift slowly back to full consciousness. You sit slumped over in the crystal cavern, looking around, wondering if it was all a dream. The crystals seems so normal now. Just lifeless chunks with a dim blue glow.

And then, to your left, the wall of the cave crumbles away. The solid rock that was there a second ago has dissolved into the air, revealing a new path down deeper into the mountain.

You instinctively realize it was not a dream.

You asked for the star iron and this is your path. At the end of it, you will find what you are looking for.

Without hesitation, you head into the newly created tunnel, descending into the dark, watching as, with every step, the stone in front of you continues to fall away, leading you closer and closer to your goal.

Eventually, the shaped path opens up into a natural cavern. You know that the star iron is very close, but you are not sure why you know that. You also know there is danger ahead that you will need to deal with on your own.

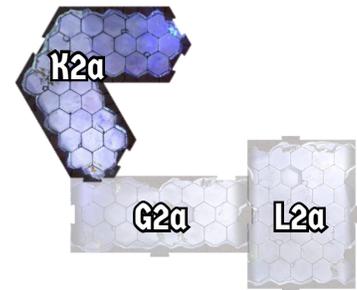
## Special Rules

If any character becomes exhausted while not on the K tile, the scenario is lost.

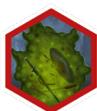
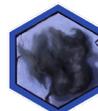
When door **1** is opened, read section on the next page.



### Map Layout



### Scenario Key

-   
Ooze
-   
Stone Golem
-   
Rock Column (x6)
-   
Stalagmites (x6)
-   
Door (x1)
-   
Corridor (x1)
-   
Long Corridor (x2)

1

You enter into another cavern that seems almost intentionally made, with smooth stone walls and a symmetric layout. At the other end of it, directly in the center of an alcove, a huge mass of black rock juts up out of the ground.

You somehow know the star iron is in the center of this rock. You just need to smash it open. As soon as your intent is clear in your mind, however, the ground beneath you shakes. The black mass ahead of you rumbles and changes shape. Most of the rock separates from the center to form four hulking figures that seem very intent on crushing all intruders.



### Special Rules

When all Stone Golems are dead, read section 2 below.

2

The last of the stone behemoths falls and the ground quakes once again. A scream emanates from the rock in the middle of the room and it splits open, revealing a dull hunk of metal inside.

It is not yet defending itself, however. The metal begins to glow with a red energy, and rays of light shoot past your head, hitting the back wall, blasting off huge chunks of rock. More rays shoot out into the remnants of the oozes you were fighting a moment before.

For a second, you breathe a sigh of relief that you avoided the beams, but then you see their real intent. The chunks of rock begin to form themselves into new foes, and the ooze streams swiftly toward the front of the room and forms up into more foes attempting to block your escape.

### Special Rules

Replace the stalagmites tile with a GOAL treasure tile. Once this treasure tile is

looted and all characters occupy the K tile or are exhausted on the K tile, the scenario is complete.

Immediately kill all Oozes still on the map.

At the start of the next round, spawn one elite Stone Golem at each hex **B**. In addition, spawn one Ooze at the start of each round in any hex **A**. All Oozes are normal for 2 characters, every other round (including the first) the spawned Ooze is elite for three characters, or all Oozes are elite for four characters.

Instead of acting normally, these Oozes perform their initiative 94 card every round. If an Ooze ever fails to summon another Ooze, either because there is no valid hex or there are no more Ooze standees, the Ooze instead places an obstacle tile in the nearest empty hex adjacent to its enemy, and then all its enemies adjacent to the tile suffer trap damage. These obstacles have 2+L hit points and can also be destroyed through obstacle destroying abilities.



### Conclusion

With nowhere left to run, you clutch the chunk of star iron and run back the way you came. As you enter the pathway carved out for you, the stone behind you begins to form back up, sealing out your pursuers.

You return to the crystal cavern and rejoice. After all the effort, you finally have what you came for. The star iron is in your possession.

### Rewards

Gain 1 perk each