

## SCENARIO: BASEMENT CRAWL

The player controls five kobolds (and their pet cat) in two encounters, with the dice determining how the enemies respond.

Print the hero, monster and spell/item cards.

### Adventurers

- Kobold Bard 1
- Kobold Druid 1 (Cat Companion 1; *scroll of burning hands*)
- Kobold Fighter 1 (*minor healing potion*)
- Kobold Sorcerer 1 (*scroll of ray of enfeeblement*)
- Kobold Rogue 1

### Encounter 1

**Set up:** A basement on a 12x12 board.

Place:

- 4 precarious piles (2x2 each) – obstructing terrain
- 4 shelves (2x1 each) – solid terrain
- 1 fungus patch (made from five 2x2 patches of difficult terrain; the fungus leshy treats the fungus patch as normal terrain)
- 2 beds (1x2 each)
- 2 flash beetles, one on each bed
- 1 fungus leshy, on the fungus patch
- 1 stone door and 1 wooden door, in opposite corners

Deploy adventurers up to 4 squares from the stone door.

Set aside:

- 3 taxidermic dogs
- 1 briar doll
- 4 flash beetles
- 1 animated rocking horse

**Start of Each Round (Including Round 1):** Roll 1d6 for each bed. On 4–6, place a new flash beetle on it.

**Start of Round 4:** Place the three taxidermic dogs adjacent to the wooden door.

**Start of Round 10:** Place the briar doll and animated rocking horse adjacent to the wooden door.

**When the fungus leshy is defeated:** Flash beetles stop spawning.

**The briar doll and rocking horse are defeated:** Scenario ends; all adventurers gain +1 Advance if you are using the campaign play rules.

### Special rules

**Soothe Beetle ●●** Target a beetle within 6 squares. If you succeed on a Nature check (Power 14) the target beetle won't take actions until attacked or harmed.

**Precarious pile:** A creature can search (Interact, 1 AP) the pile with a Thievery check (Power 14). On a success, the pile is destroyed and roll 1d4. The first time that the number is equal to or less than the number of destroyed piles, the creature finds ablative armor plating. On a failure, the pile topples.

A creature that moves through the pile must make an Athletics check (Power 14) to climb over it. On a failure, the pile topples.

If the pile topples, creatures on and adjacent to the pile take 10 bludgeoning damage (Reflex half, Power 14) and the pile is removed from play.

**Bed:** Difficult terrain for Medium and larger creatures; cover for Small and smaller creatures.

**Fungus Patch:** A creature can search (Interact, 1 AP) the pile with Survival (Power 16). On a success, they find a healing potion (1–3 on 1d6) or a basic poison (4–6 on 1d6). Each item can only be found once; on the next success, the remaining item is found.

### Encounter 2

**Set up:** A garden on a 12x12 board.

- 4 hedges (1x4) – difficult, obstructing terrain
- 4 boulders (1x1) – solid terrain
- 3 holes (1x1) – difficult terrain
- 1 fountain (2x2) – difficult terrain
- 1 shed (2x2) somewhere at the top of the board – solid terrain
- 1 faerie dragon

Deploy the adventurers in the two bottom rows.

Set aside:

- 3 reefclaws

**Start of Rounds 2, 3 and 4:** Place a reefclaw adjacent to a hole (use a 1d3 to determine which).

**Shed:** A creature can search (Interact, 1 AP) the shed using the Crafting skill (Power 16). On a success, they find a *fiery* hand weapon.

**When all enemies are defeated or the hero carrying the *fiery* weapon from the shed reach the bottom edge of the map:** Scenario ends; all adventurers gain +1 Advance if you are using the campaign play rules.