

DTI

The Tower of Misfortune

Requirements: None

Goal: Kill the Master of Chance

Introduction:

It all started when merchants began complaining about huge cube-shaped boulders tumbling down the slopes of the Watcher Mountains, disrupting the caravan routes. It is apparently becoming a regular occurrence. You find this highly improbable, but it is certainly not the first time the improbable has turned out to be true in Gloomhaven. You agree to investigate and stop the tumbling boulders if you can.

You travel to the spot indicated by the merchants, but don't see anything out of the ordinary. Only when you begin to ascend the slopes, do you hear a malicious voice carried on the wind.

"Oh, ho, ho! Intrepid adventurers come to test their mettle! Will they succeed? Let's roll for it!" The earth beneath you rumbles, and you barely dodge out of the way of two giant cubes with large divots etched into their

sides rolling down the slope. You race up the hill, finally spotting a great tower at its peak. More rocks spill out of its front archway, further complicating your climb.

"And so you have arrived at the Tower of Misfortune!" The voice booms down from the top of the tower. "Here the members of the Cult of Chance strive to add unpredictability to the world! Your journey to the top may be difficult, it may be easy, but it will most certainly be *interesting!*"

Special Rules:

At the end of each round, roll a six-sided die and place it on the closest unopened door, then roll each other die on the board, keeping

them in the same hex. After rolling, activate all dice on the board a number of times equal to the current value showing on the die, starting with the die closest to **a**.

To activate a die, move it into an adjacent hex that does not move it farther away from **a**. If there are multiple hexes that fulfill this requirement, count them out in a clock-wise fashion starting with the upper right hex (or closest to the upper right in a clock-wise order) until you have counted to the value of the die. If you run out of viable hexes while counting, continue with the first hex in the count. A die cannot move into a hex with another die or an obstacle.

Move the die into the selected hex, and if there is a figure in that hex, apply an effect to it based on the value of the die:

- 1 : Suffer trap damage
- 2 : Heal trap damage
- 3 : Gain MUDDLE ⚡ and CURSE ⚡
- 4 : Gain STRENGTHEN ⚡ and BLESS ⚡
- 5 : Gain DISARM ⚡ and IMMOBILIZE ⚡
- 6 : Gain +2 to all Moves and Attacks next turn

After applying the effect, tick the value of the die down by one, unless the die value is one. If the die value is one, this would be the last



Maps:

B3b
A3b
B2b
A2a
B1a
A1b
B4a



DT1: Assault on the Dice Tower

activation of the die for that round. See to the right for an example of dice activation.

Figures can move through dice freely. Only when they are activating do the dice cause effects. If a die ever moves into a room with no figures, remove it from the board.



You break into the final room at the top of the tower. Here you face its master, the head of the Cult of Chance.

"Your luck has run dry, ambitious fools!" the cult leader roars. "You don't stand a chance against my power!"

Special Rules:

Roll and place a die on each of the hexes **b** and **c** at the end of each round. Monsters in this room are only affected by the positive effects of the dice, and characters and character summons are only affected by the negative effects of the dice. If a negative effect were to happen to a monster, or a positive effect to a character or character summon, ignore it instead.

The elite cultist is the Master of Chance. He has $HxC/2$ hit points (rounded up), where H is the regular hit point value of an elite Cultist.

Conclusion:

As soon as the Master of Chance is knocked to the ground in defeat, the tower begins to shake and crumble. Realizing you are in imminent peril so high off the ground, you race down steps of the tower, barely making it back through the front arch before the whole thing collapses, sending one final salvo of giant cubes rolling down the hill.

This has been a rather curious adventure, but it seems the merchants should no longer be troubled by the odd Tower of Misfortune.

Rewards:

Roll a six-sided die. Gain gold equal to 5 times the value rolled each.

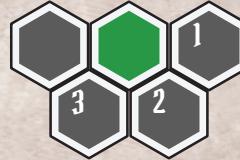
EXAMPLE: The white die is rolled at the end of the round to reveal a 5. To determine its first move, the viable hexes are counted down.



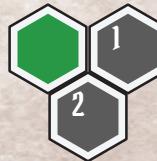
Starting with the hex to the right (because the upper right hex is farther away from the scenario entrance than the die currently is), players count out 5, starting over with the right hex at 4 because there are only three viable hexes. The lower right hex **a** is 5, so that is where the die moves, applying the 5 effect to any figure occupying that hex. The die is ticked down to 4, and the procedure is repeated.



Again, only 3 hexes are not farther away from the scenario entrance, so players count out 4, resulting in the right hex **6**, where the die moves next, applying the 4 effect to any figure occupying that hex. The die is ticked down to 3, and the procedure is repeated.



There are now four viable hexes adjacent to **6**, but players are only counting out 3, so the lower left hex **3** is chosen. The die moves there, applying the 3 effect to any figure occupying that hex. The die is ticked down to 2, and the procedure is repeated.



There are only two viable hexes from hex **3**, and players count out 2, selecting the lower right hex **1**. The die moves there, applying the 2 effect to any figure occupying that hex. The die is ticked down to 1, and the procedure is repeated.



There are only two viable hexes from hex **1**, and players count out 1, selecting the lower right hex **e**. The die moves there, applying the 2 effect to any figure occupying that hex. Since the die is already 1, the activation for this die is now over for the round.