

# Alchemancer Solo Lonely Laboratory

Kalamadude // CCUG

# Alchemancer - Lonely Laboratory

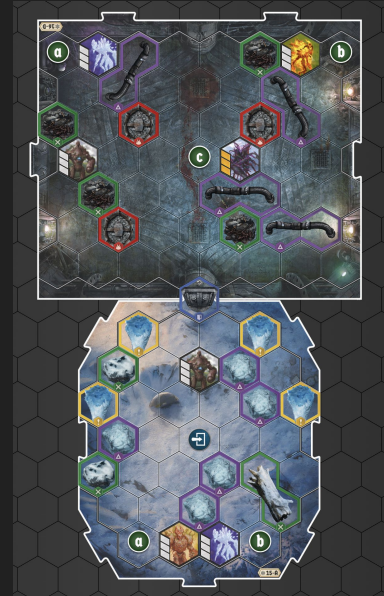
## Scenario Key

Ice Pillar (4), Snowdrift (5),  
Log (1), Snow Rock Small (2),  
Metal Door (1), Bear Trap (3),  
Power Conduit (4), Small Rubble (4),  
Frost Demon, Earth Demon,  
Flame Demon, Chaos Demon,  
Steel Automaton

## Map Layout

Tiles 15-A,16-D

Loot Deck:  
20 x Coins



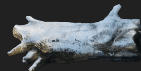
# Scenario Key Expanded



Ice Pillar (4): **Objective**



Snowdrift (5): **Difficult Terrain**



Log (1): **Obstacle**



Snow Rock Small (2): **Obstacle**



Metal Door (1): **Door**



Frost Demon



Earth Demon



Flame Demon

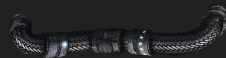
Small Rubble (4): **Obstacle**

Power Conduit (4):  
**Difficult Terrain**

Bear Trap (3): **Trap**

Chaos Demon

Steel Automaton





# Introduction

You stare at your chromatic triangulator with intense focus. The dial spins wildly and the clicking picks up speed. Your heart picks up speed too - could this finally be it? Just over the snowbank, a small metal door comes into view. The entire surface of it is coated in frost. Your elation is short-lived as you see the long lost laboratory is under attack! Demons from every elemental plane scramble over logs and snowdrifts towards the solitary door. Now you are certain: this must be it.

Suddenly, a titanic metal beast crashes out of the trees and barrels into an Earth Demon. It turns its head towards you, and its eyes light up, literally, with excitement. "THE CREATOR HAS RETURNED. BUD-E HAS BEEN PROTECTING THE LAB. THE LOCKS ARE FROZEN SHUT. INSIDE YOU WILL BE SAFE."

You deduce that BUD-E has mistaken you for some other scientist. As you begin uncorking your bottles, you figure you may as well take advantage of the misunderstanding.

## Scenario Goals

The scenario is complete when all Elemental Portals are destroyed and all enemies are dead. When that happens, at the end of that round read AS.3.

# Special Rules

The four Ice Pillars are objectives that have  $4 + 2xL$  health each and are treated as if they have initiative 01.

The Metal Door is locked and unlocks when all four objectives are destroyed.

The Steel Automaton is BUD-E. It is an ally to you and an enemy to all monsters. It acts on initiative 50 and performs:

Move +0

Attack +0

Spawn one normal Earth Demon at a at the start of rounds 3, 7, 11, etc. Spawn one normal Frost Demon at b at the start of rounds 5, 9, 13, etc.

When you open the door, read Section AS.2

## Section AS.2

With the frozen locks broken free, you manage to just slip into the lab before the door comes crashing down behind you. Claws scrape across the ice and metal, but it holds tight. You feel sad to have left BUD-E behind.

As you catch your breath, you realize your journey to the lost laboratory is finally complete! The discoveries the splinter sect of Alchemancers made are within your grasp. Before you can begin rifling through papers, a loud hum fills the room. More portals open up in various corners of the lab and demons begin pouring out of the rifts. A final, enormous portal rips open directly in front of you, and a chaotic mass of tentacles and teeth lumbers out of it.

Suddenly, another titanic robot detaches itself from the wall and rises to its full height. "I AM GLAD YOU ARE SAFE. IT TOOK A MOMENT TO FIND A FUNCTIONAL DEFENDER TO INHABIT. YOU'VE SHUT THESE PORTALS BEFORE - DO YOU HAVE THE REAGENTS READY?"

You hope you're as proficient as the Alchemancer BUD-E once knew.



# Special Rules

Remove tile A-15 and all figures, tokens, and overlay tiles on it. Place any of your summons in the closest empty hexes to you. Tokens a, b, and c indicate Elemental Portals. Whenever you activate an Experiment, you may place any Vial Tokens removed to apply bonuses onto any of the Elemental Portals. Whenever an Elemental Portal has five Vial Tokens on it, it is destroyed.

The Steel Automaton is BUD-E. It is an ally to you and an enemy to all monsters. It acts on initiative 50 and performs:

Move +0

Attack +0

Spawn one normal Frost Demon at a at the start of rounds 3, 6, 9, etc. Spawn one normal Flame Demon at b at the start of rounds 4, 7, 10, etc. Spawn one normal Chaos Demon at c at the start of rounds 5, 8, 11, etc. If an Elemental Portal is destroyed, do not spawn demons at that Elemental Portal.

## AS.3: Conclusion

The last portal sputters closed and you are again left in a dark laboratory. BUD-E crumples to the ground, exhausted. “YOU WERE GONE SO LONG. I WAS ALONE. I MISSED YOU.” You don’t have the heart to correct it, so you simply lay a tiny hand on its scarred frame. It seems to relax, letting out one final sigh before the power leaves it. Whatever intelligent agent was piloting these drones seems to have finally gone to rest after seeing its “friend” one last time.

Somberly, you begin studying the chalkboards, parchment, and machinery in the lab. Eventually you find it: an intricately designed set of goggles said to provide a glimpse across all six elemental planes simultaneously. A worthy prize. You hope the demons chasing the elemental traces from the goggles do not follow you back to Frosthaven. With a final forlorn glance at BUD-E’s crumpled form, you step back out into the whirling snow.