

Tirade of Trials

A Dungeon Campaign made by Kaiser Cat.

Note: This dungeon crawl requires one “Battle for the Underdark” master set, one “Fortress of the Archkyrie” expansion set, Two “Snipers and Vipers” expansion sets, one “Warriors of the Ghostlight Fen” expansion pack, one “Heroes of Faerun” expansion packs, and two “Glaun Bog Raiders” expansion packs. You will also need two players.

How to Start:

Before playing, choose one player to be the Dungeon Master and one player to be the Adventurer. The Adventuring player must then choose an adventuring party. The adventuring party must consist of at least two Unique or Uncommon heroes whose combined point totals are less than or equal to 250. The adventuring party can never take up more than seven hexes. The adventuring party cannot include any Drow figures. Also, there are three Random Treasure Glyphs that can be found during the campaign. The Treasure Glyph Pool may not include Brandar’s Chest, the Holy Symbol of Pelor, the Belt of Giant Strength, or the Ring of Protection.

Special Rules:

At the end of each room, remove all wound markers from every adventurer (Dead or Alive) and roll a number of attack dice equal to the number of wounds removed. Return a wound for each skull rolled. Also remember that the adventurers have received a special artifact called the Hourglass of Plosaven. This artifact can only be used once In the campaign. To use the Hourglass, simply restart the room. Replace any enemies, return

the heroes to their state at the start of the room, and replace any treasure glyphs. The hourglass may be used during or after a room. Finally, if he or she so wishes, the Dungeon Master may read the prologue out loud.

Your Caravan has been traveling on foot for several hours now, to deliver needed supplies to the warfront. Sadly, none of your group members can feel the strength to go on. A few miles back, a friendly elf told you of a Valhallan village which should be very close to your caravan at this point. You finally come within sight of the village-only to see it engulfed in flames. You see a small group of Drow and phantoms armed with torches. They are running towards the entrance of an altar that looks like it did not exist in the town until recently. The Caravan leader makes his decision: the caravan's adventurer guards shall chase down the evils, find out what happened here, and why it happened. He wishes the group best of luck as the move towards the other end of town.

Room one: The Graveyard Gate

The adventurers have travelled cautiously across the burned down ghost of a town. This town is peculiar as it slowly backs into a mountainside, and at the back end of the town your party is shocked to find a graveyard. One of your party members reads a sign telling of the three ancient warriors who were buried here Legend says that, at sundown, the dead warriors return to this graveyard, trying in vain to find a family heirloom buried in one of the graves. As your luck would have it, the sun is setting right now.

You are about to turn away, but in addition to the promised ghosts you see a gate that positively radiates pure evil. The gate does not look like it was there before. As you get closer to the gate, you see that the Phantoms have made a green, glowing barrier that prevents access to it. You cannot exorcise these spirits; the only option is to find the heirloom.

Place three Phantom Knights on the Blue Spaces. Place the adventurers on the red spaces. Have the dungeon master roll a 20-sided die, keeping the result hidden from the adventurer. To complete this room, the adventurers must dig the correct grave to find the heirloom. The graves are marked with various colors, and the aforementioned die roll determines the correct grave. (See table below.) In addition to their normal powers and abilities, the

phantom knight may choose to not move or attack. If they do this, then the DM places one previously destroyed Phantom Knight on the yellow space. This space cannot be entered by members of the Adventuring Party.

20-Sided Die Roll	Grave Color
1 to 4	Green
5 to 8	Pink
9 to 12	Cyan
13 to 16	Orange
17 to 20	Purple

To dig a grave, a party member must be adjacent or on top of the grave-marked space at the end of their turn. A party member can only dig one grave per turn. Once a party member has dug the correct grave, the room has been completed and you may move on to room 2.

Room 2: The Cave

The heirloom is found in one of the five graves. You see a spirit mouth “Thank you.” as it dissipates. Your party is now permitted to enter the gate of evil. You can see that someone of something was building a structure through the caves. Surprisingly, there is not a single monster on the path. Sadly, your time of sanctuary is over; the paved and walled portion ends, and the cavern portion is just beginning.

Place two Drow Chainfighters and a Feral Troll on the Blue spaces. Adventurers start on the Red Spaces. Place a random Treasure glyph out of the Treasure Glyph Pool on the marked space. There are no special rules for this room. Destroy all of the enemy figures to win.

Treasure Glyph trap: Big Rock.

A big rock falls from the sky and onto the adventurer who would steal the troll’s belongings. Roll four attack dice. The adventurer may defend normally.

Room 3: The Snake Pit

The Drow and the Troll are dead. You continue walking, fearfully expecting more monsters, but as you walk for nearly ten minutes, none appear. You are walking through a nondescript gate when a sense of foreboding. You see that the path is no longer the floor of a cave, but it is instead a road. There is no door at the roads end. You can hear a feminine voice in the distance.

Place the adventurers onto the red spaces. When all of the red spaces are full, you may place adventurers on the green spaces. If the green spaces fill up, place any remaining adventurers on the Blue Spaces. Place a Treasure Glyph from the glyph pool in the marked space. At the beginning of the room, there are no enemies and all figures must stay on the road spaces. After taking a turn with any adventurer, roll the 20-sided die. If you roll a 1-5, nothing happens. Otherwise, the floor collapses. When the floor collapses, remove all road tiles from the board. All figures on overhang road tiles are immediately placed onto the tile below the overhang. Figures on non-overhang road tiles must be placed adjacent to the pillar they were on top of. After replacing figures, place six Venoc Vipers on the marked spaces. Because of the poor cave conditions the Vipers have lost their natural ability to Frenzy. Destroy the vipers to win.

Treasure Glyph Trap: Viper Bait

The treasure explodes, leaving a scent which the Vipers find very appealing. The dungeon master may move three Venoc Vipers up to 7 spaces each.

Room 4: The Pool

As the last viper is struck down, one of your party members sees another door, leading out of the coliseum. You see the drow known as Estivara standing atop a cliff. She is focusing on a strange artifact and does not see you. Suddenly she begins to speak. "Ahhhh...The betrayal of Utgar is at hand. Sad, that those spies had to hide in this village. Well, not said, as I have gained this symbol. I shall meet with Torin to enact the last stage of the plan..." Her eyes fly open and stare at your party. "And you persistent worms will not stop me." If only there were more willing to betray Utgar,

you would be dead. She calls out in a language you are not familiar with. A portion of the cave side begins to shake...

Place the Adventurers on the red spaces. Place Estivara on the Blue space. At the end of round 2, place a feral troll on any of the green spaces. Estivara begins the battle with two Rings of Protection. In order to win, the party must kill Estivara. Note that, if they so desire, Estivara and the Troll are permitted to grab the treasure glyph; however they must still roll for traps.

Treasure Glyph Trap: Forgetfulness

Turn the treasure glyph face up and remove all order markers from the figure attempting to take the treasure.

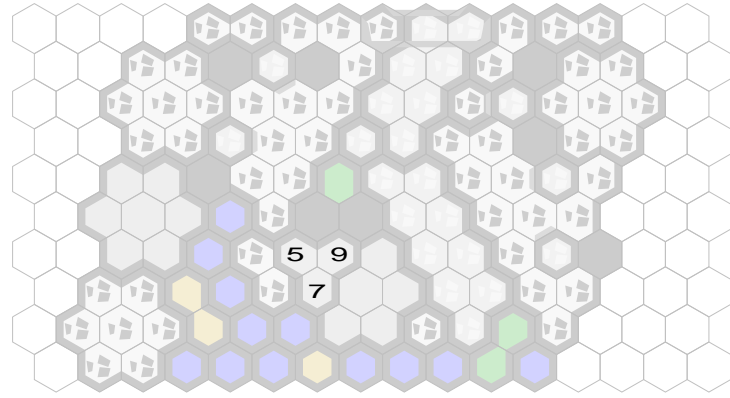
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Author : Kaiser Cat

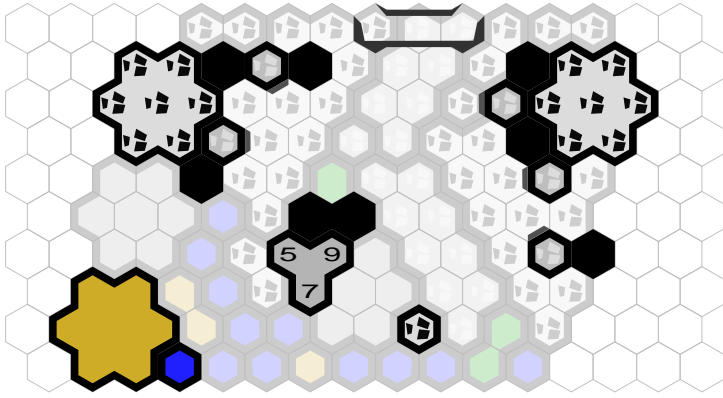
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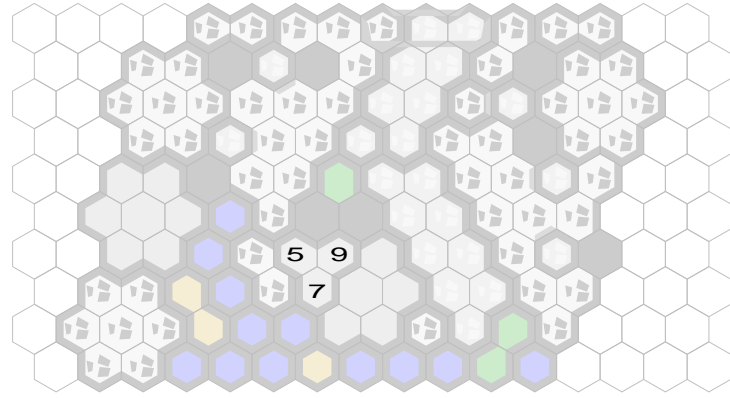
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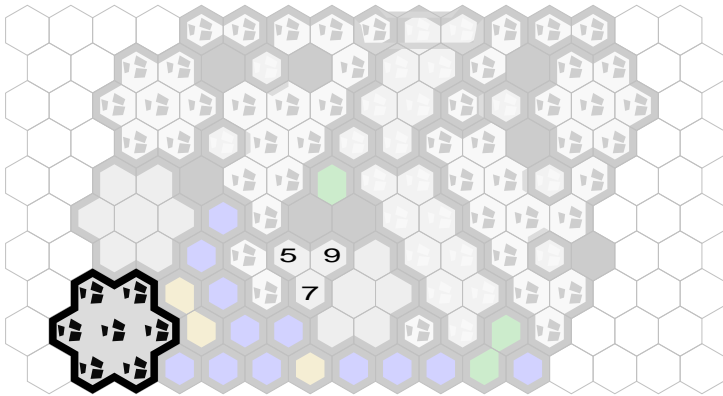
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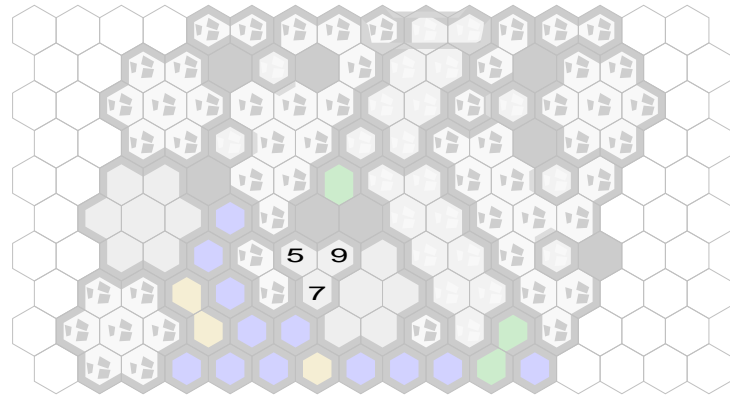
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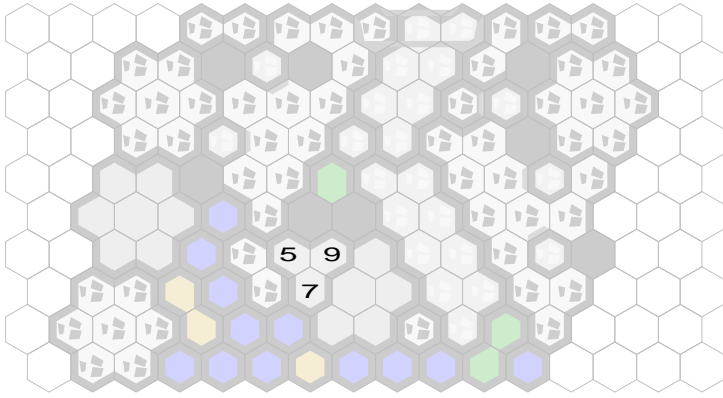
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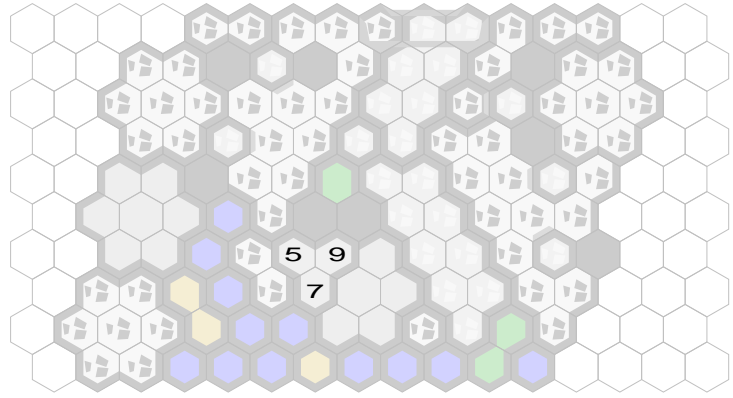
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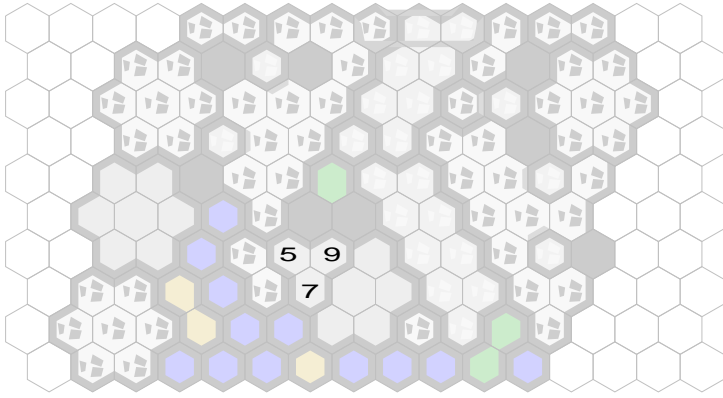
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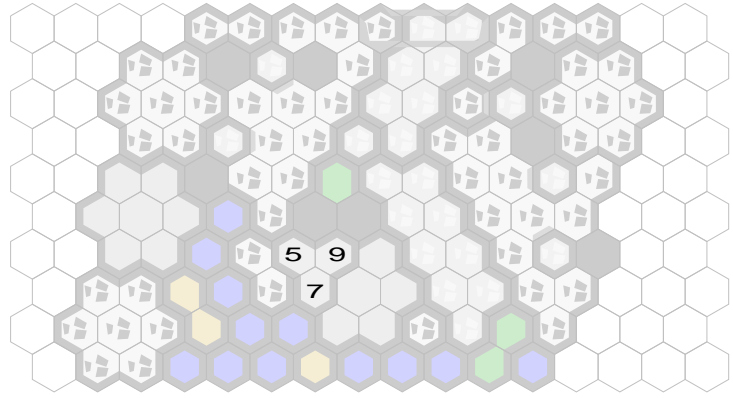
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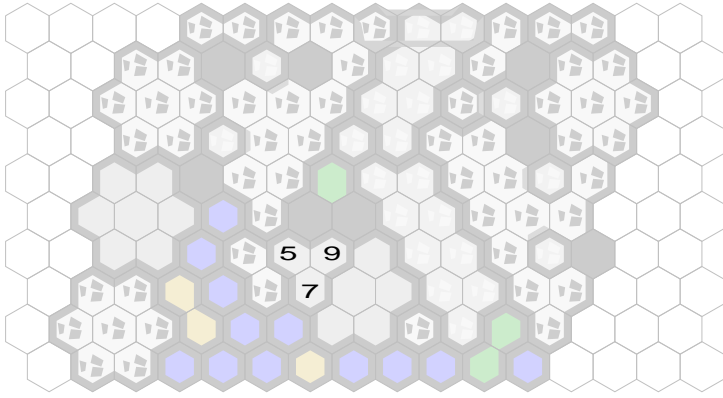
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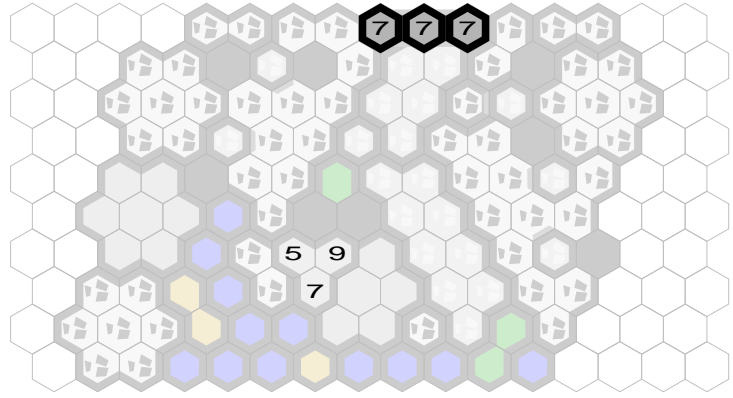
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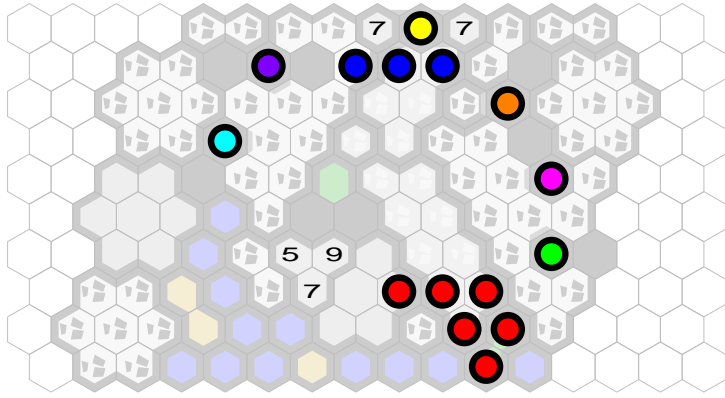
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Level : 12



Start



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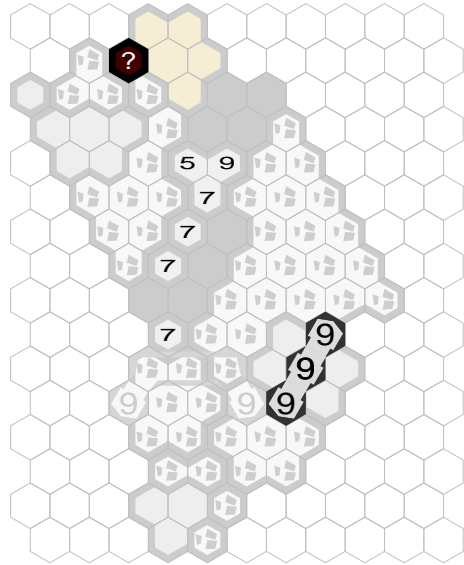
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Author : Kaiser Cat

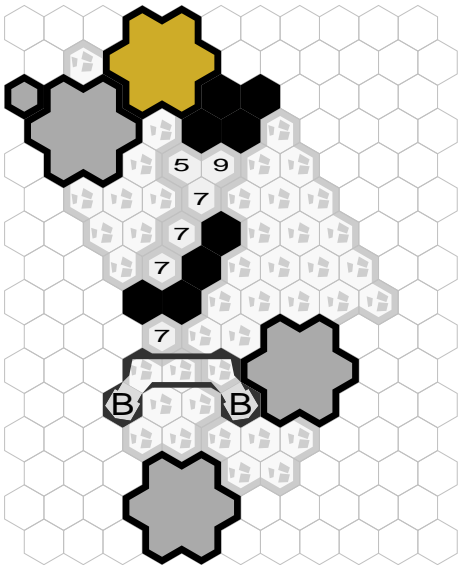
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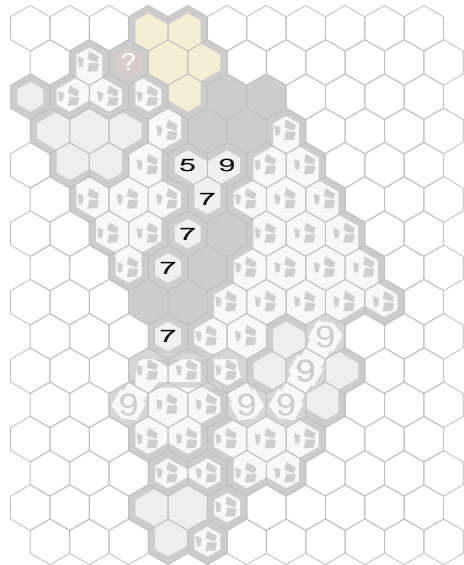
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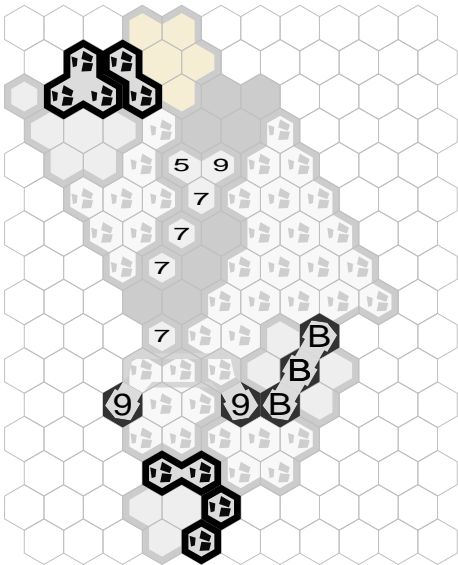
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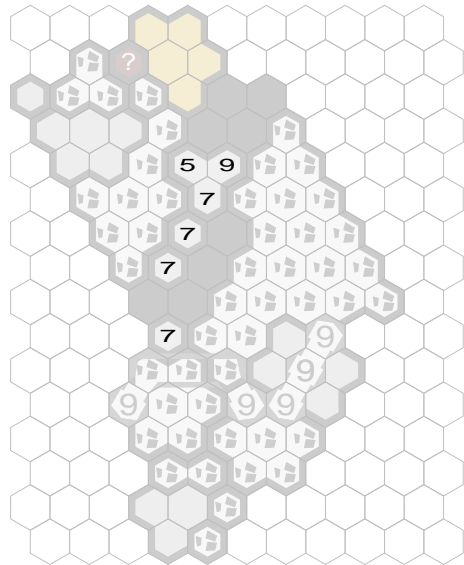
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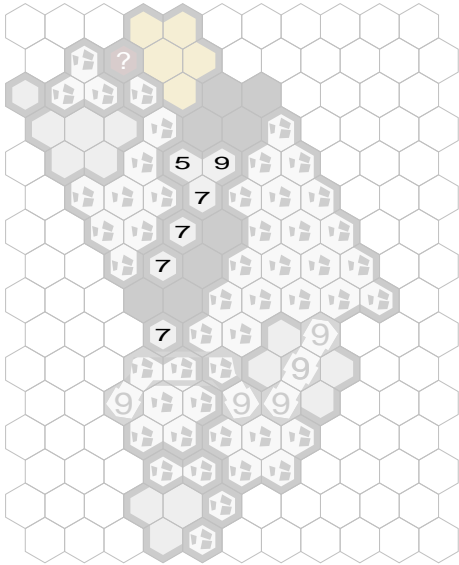
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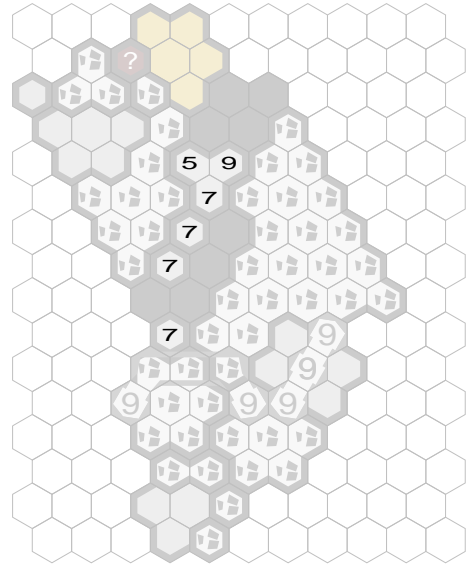
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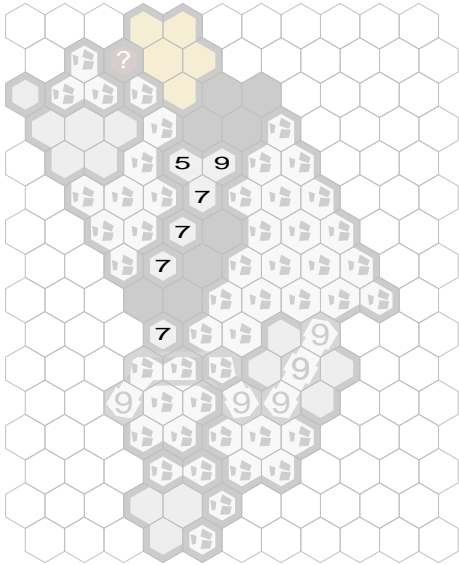
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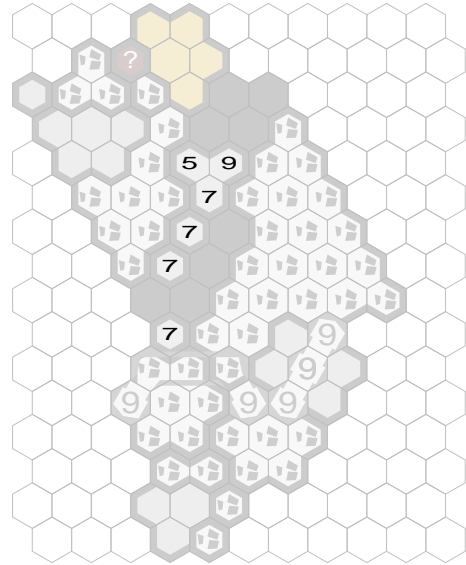
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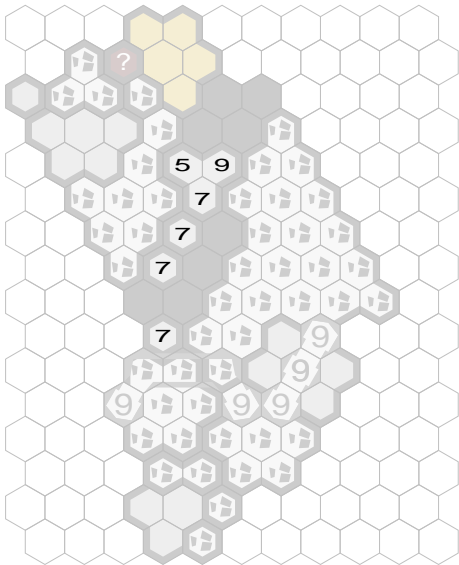
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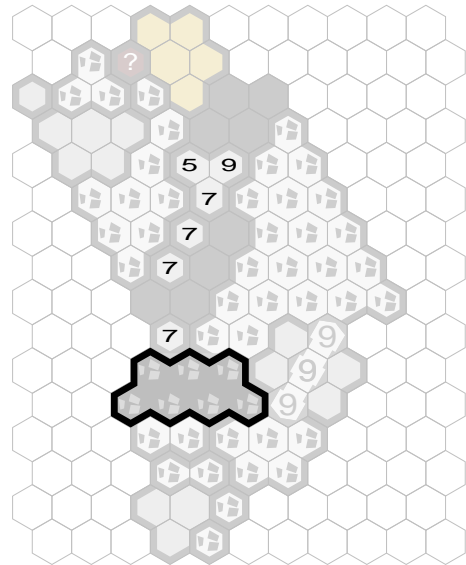
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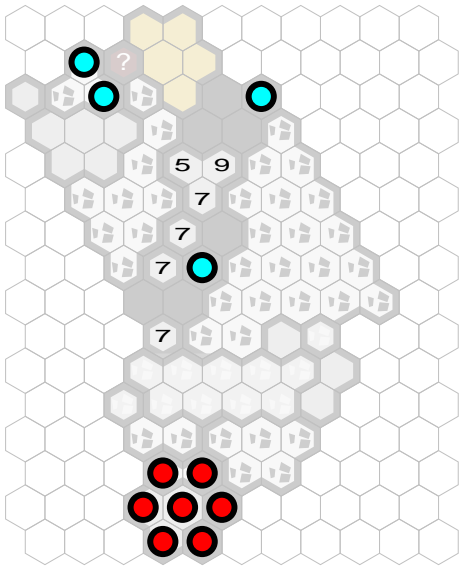
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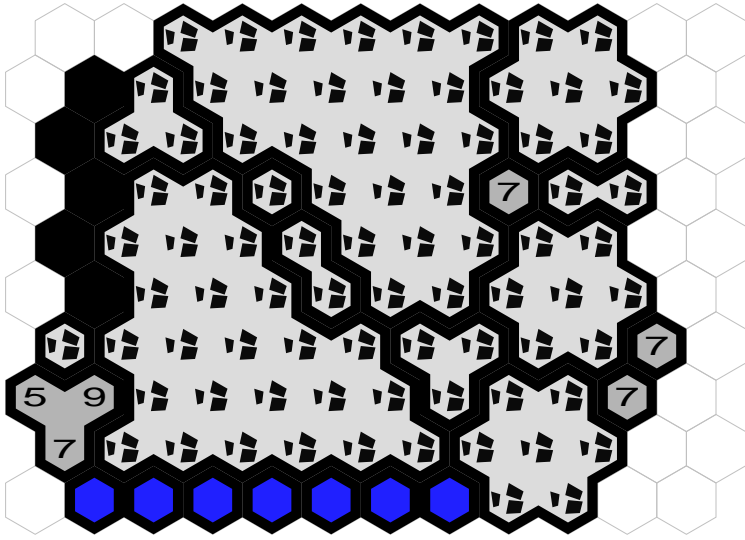
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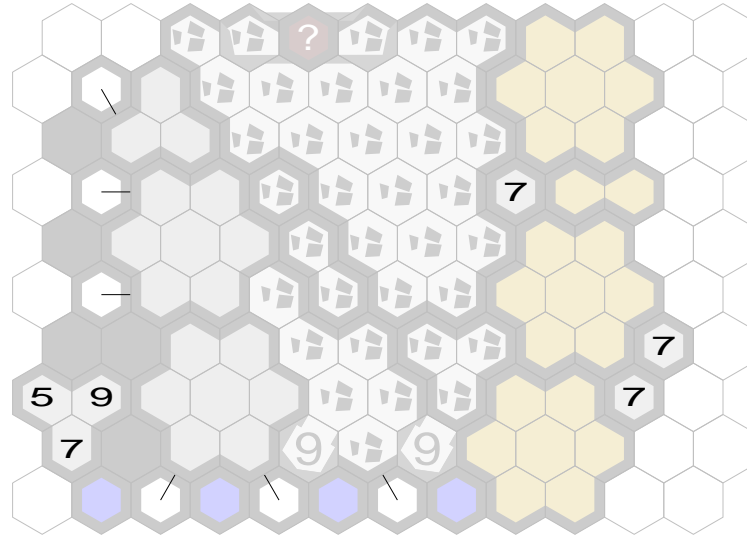
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Author : Kaiser Cat

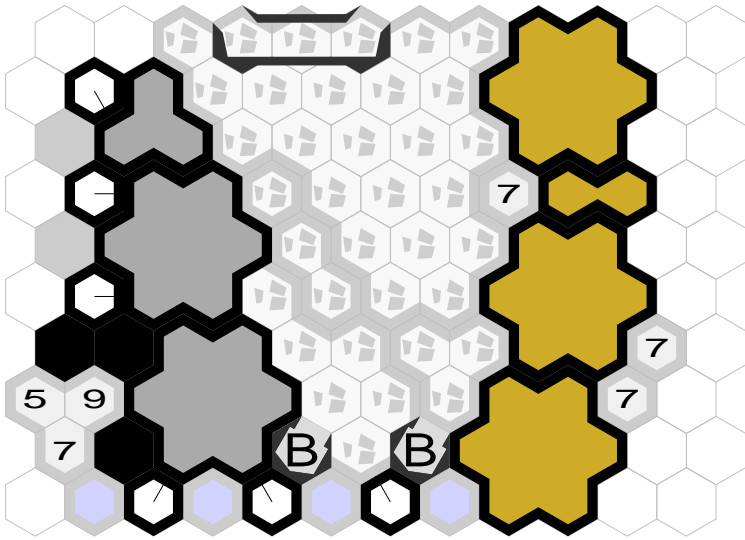
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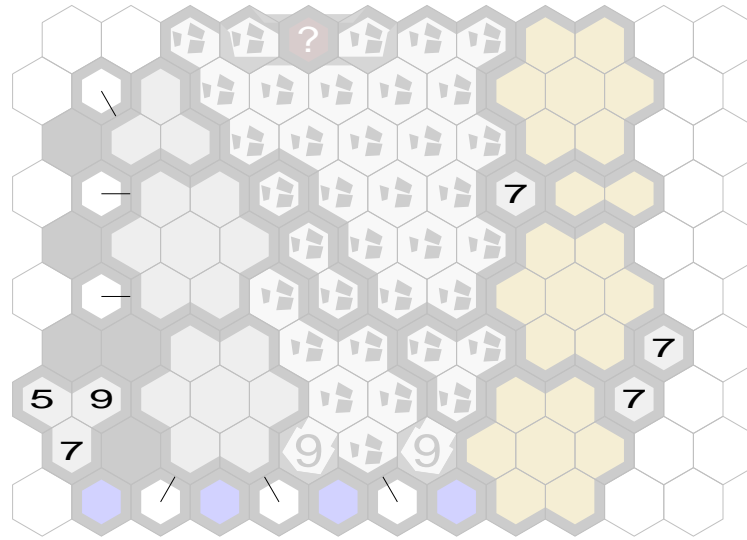
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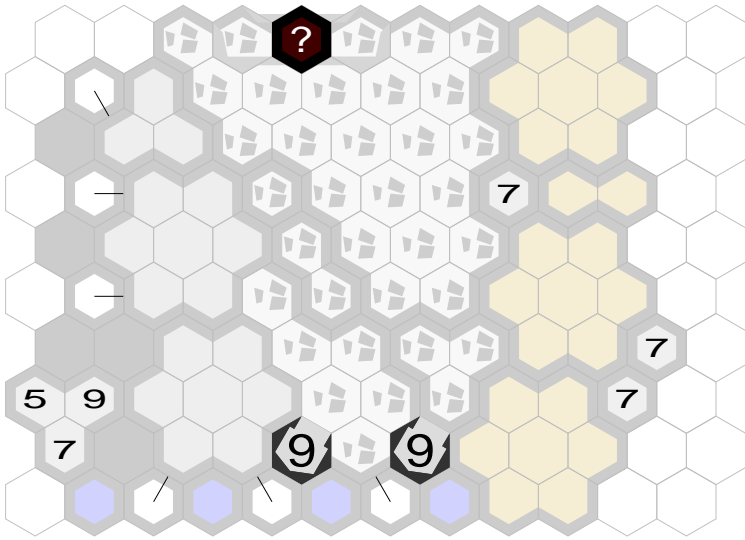
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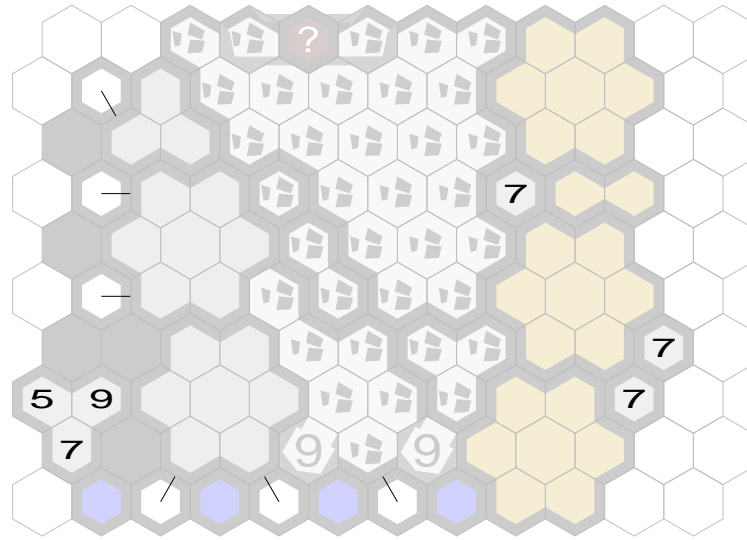
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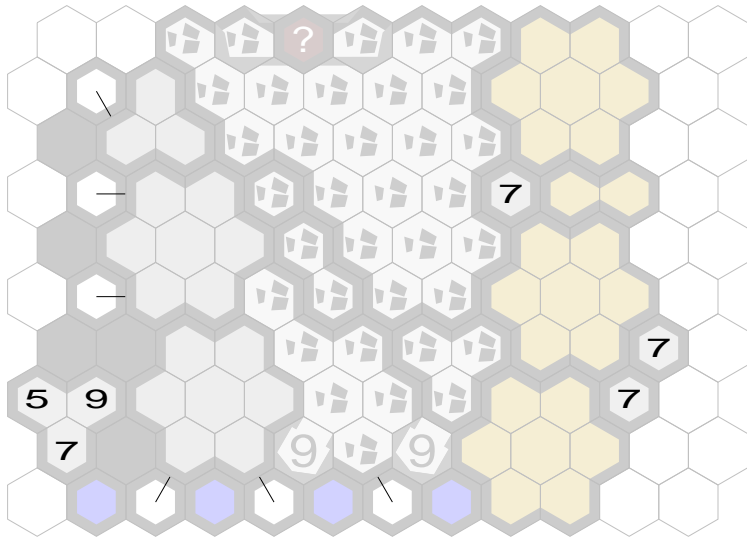
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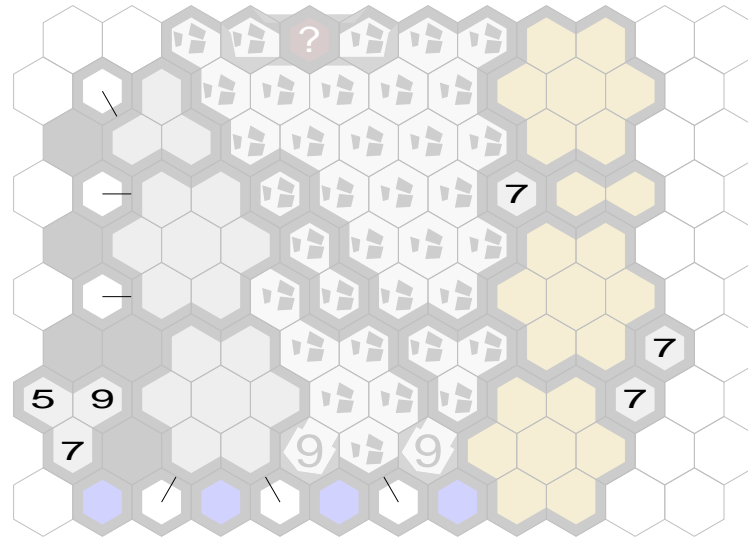
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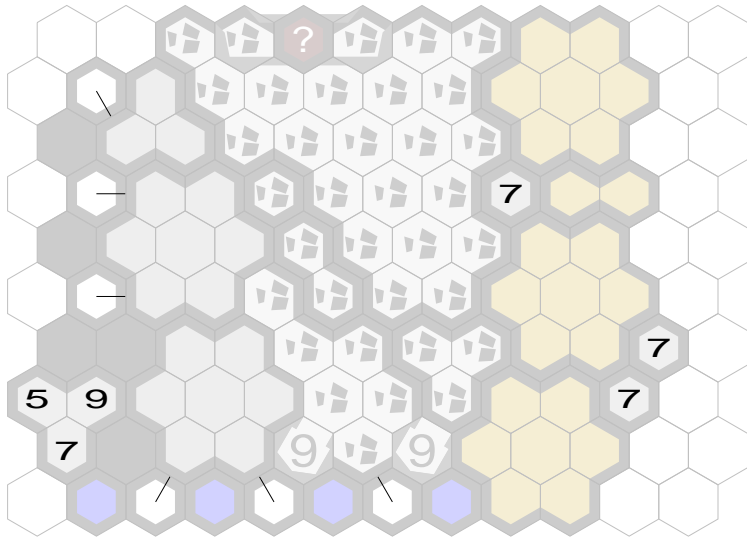
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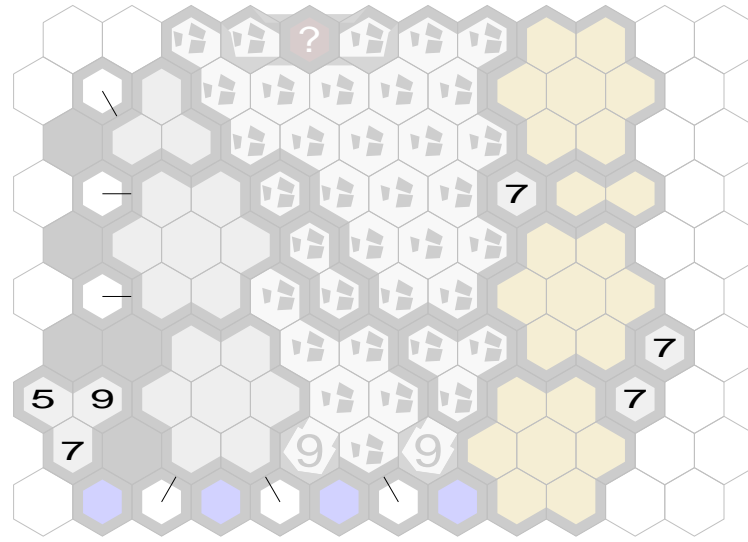
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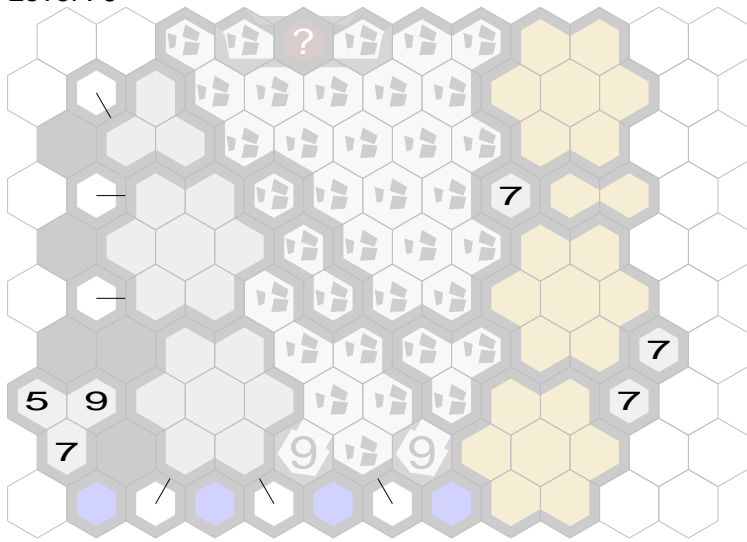
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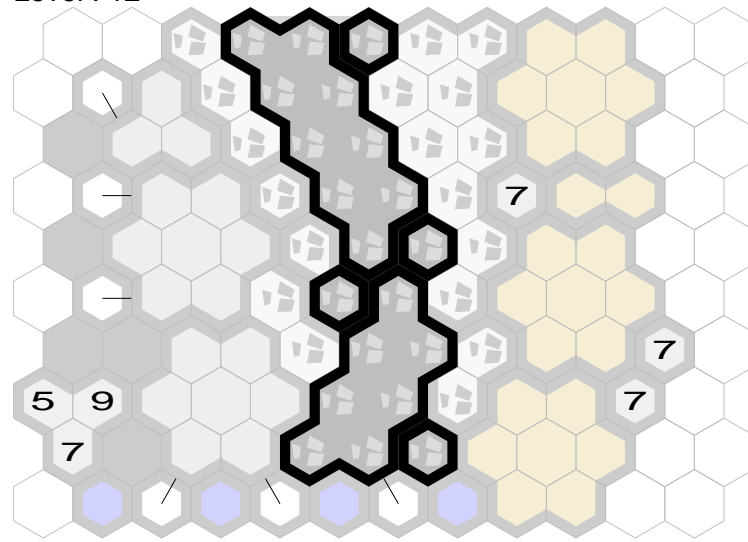
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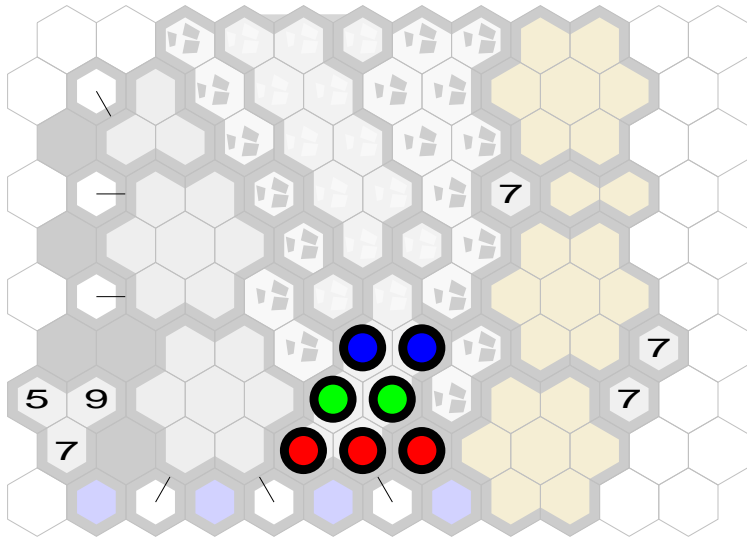
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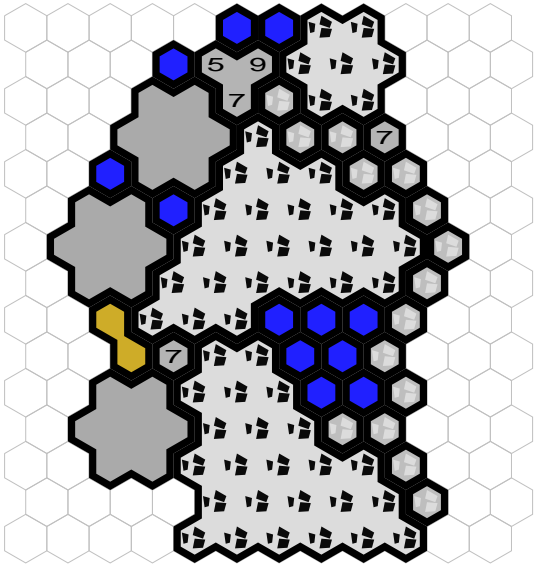
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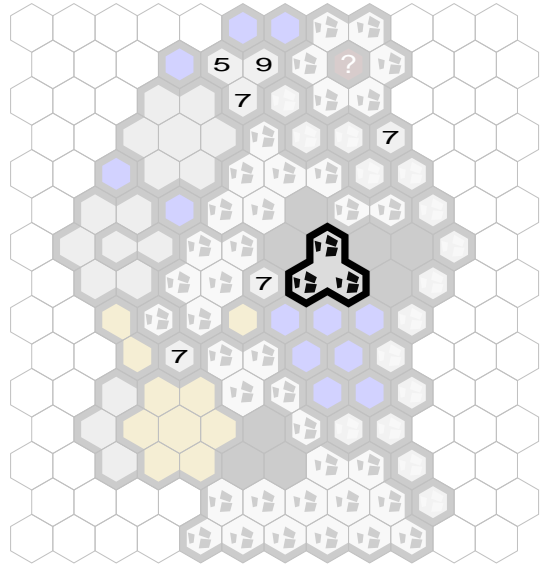
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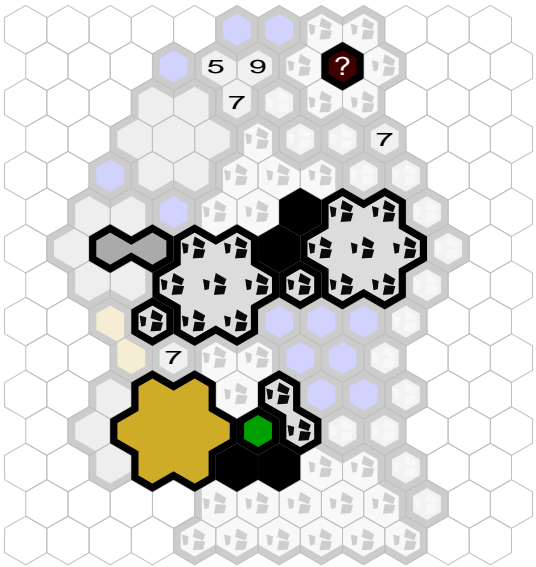
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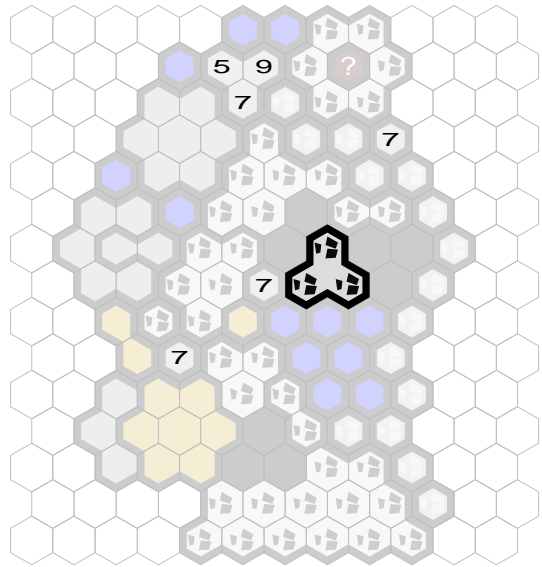
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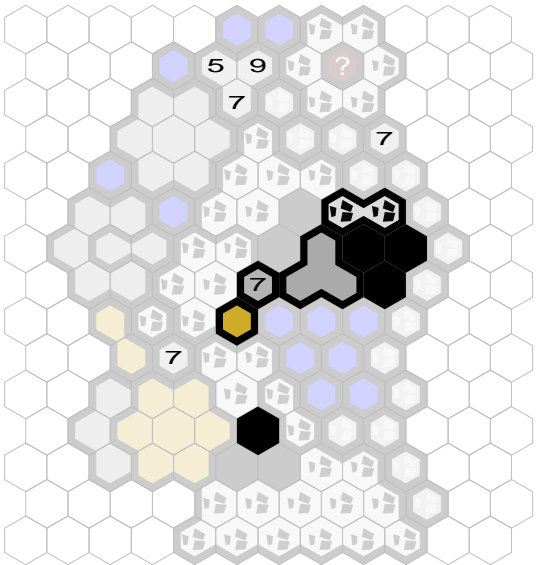
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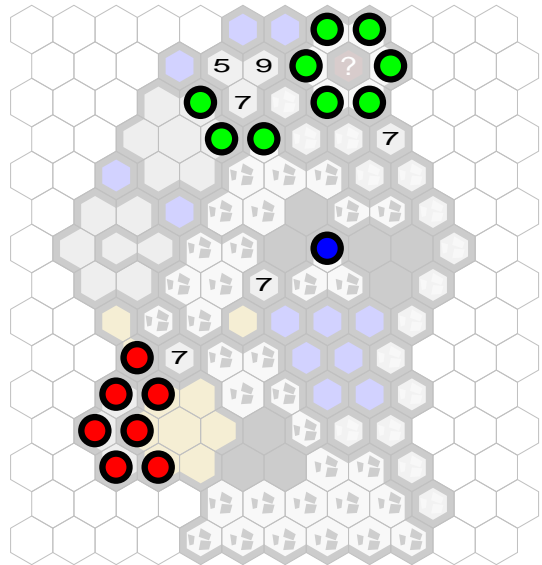
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