A TABLETOP ADVENTURE GAME

RANGERS OF Shadow deep

+P19+

REAP THE WHIRLWIND

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A Scenario for Rangers Level 0+

Designed for Dwarven Forge's Wildlands using the Explore the Mountain set

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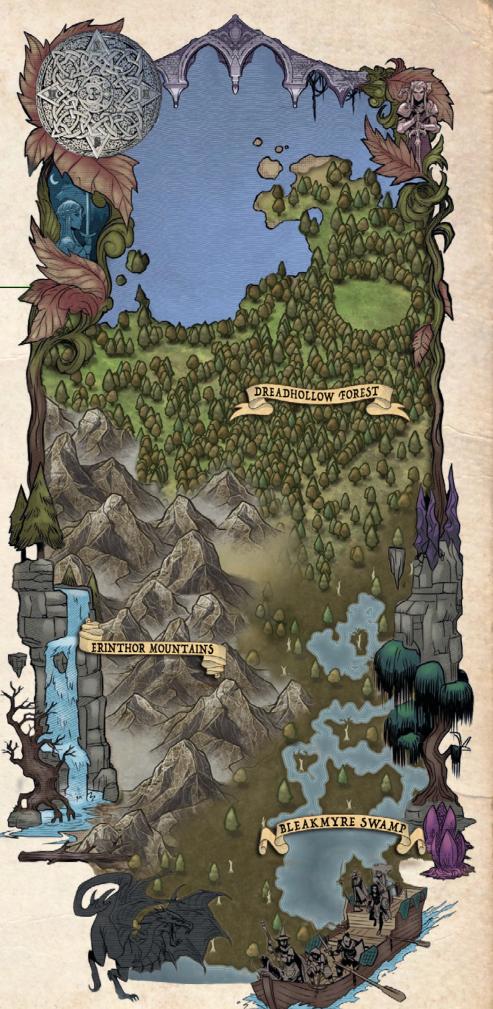
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STORY & SETTING

Three days ago, your small team slipped past the enemy sentries that guarded their front lines. Since then, you've moved from shadow to shadow, striking at isolated patrols, ambushing supply wagons, and making note of troop movements and concentrations. Despite your success, an uneasy feeling has grown upon you. The weather has shifted. The breeze has picked up and dark clouds have slowly gathered; clouds that are all-too reminiscent of the Shadow Deep itself. You are just about to bring the mission to an end and return home when you see a strange flash of light on a distant mountainside.

Setting your weariness aside, you command your small team to move towards the light, leaving behind the safety of the tree cover, and advancing through the boulder-strewn fields at the foot of the mountains. The breeze continues to grow as you slip closer, carrying with it the sounds of tearing earth and cracking stone. Cresting a ridge, you peer into a rocky depression and gasp at the sight. In the midst of a rocky bowl, a column of light glows brightly. Unable to look directly at it, you can't be sure if it is fire or some magical energy. Around this flaming pylon, four robed figures stand upon hunks of rock, floating some 6 or 7 feet above the ground. The rocks move in slow circles around the pylon, while the figures riding them chant and make strange gestures.

You have no idea what all of this means, or what these wizards are attempting, but you suspect it may have something to do with the gathering storm. Regardless, whatever it is cannot prove good for Alladore. It's only as you prepare to move into attack the wizards that you notice the gnoll sentries standing at various points around the circle...

MINIATURES NEEDED









4 GNOLL ARCHERS

2 GNOLL FIGHTERS

4 MASTERS OF SHADOW

1 OGRE



SET-UP

This scenario should be played on a 2.5-foot x 2.5-foot table. Place the Planar Pylon (*fig. 1*) in the exact center of the table. Place 4 Driftstones (*fig.2-5*) on the table, so that each is facing one of the cardinal directions around the pylon. However, one drift stone should be 2-in. away from the pylon, one 5-in. away from the pylon, one 8-in. away, and the last one 10-in. away. It doesn't matter which is which. Place a Master of Shadows on top of each Driftstone (*purple dots*).

The rest of the table should be covered with the rocky terrain in the 'Explore the Mountain' terrain pack. It's not overly important how this terrain is arranged, though it works better if more of it is along the outer perimeter of the table and the middle is more open.

Place 4 Gnoll Archers (*red dots*) on the table so that each one is 4-in. in from a different table corner on a line running from the corner to the pylon.

Place one treasure token (blue dot) next to the Planar Pylon.

Finally, place the heroes anywhere on the table so long as they are within 3-in. of a table edge, and not in line of sight of any of the Gnoll Archers. All of the heroes must start within 8-in. of one another.



SPECIAL RULES

The Masters of Shadows are concentrating their magic on fueling the Planar Pylon. They will never move off the Driftstones and nothing can move them off. They can't be can't be moved or pushed off with a spell or Heroic Ability. They can only be removed by reducing them to 0 Health. They will fight if attacked and will push their foe back off the Driftstone if they win (there is no damage for falling).

If a hero wishes to climb onto a driftstone, they must move adjacent to the stone, spend an action, and succeed on their choice of an Acrobatics Skill Roll (TN12) or Climb Skill Roll (TN12). If the roll is passed, immediately move the figure onto the Driftstone and into combat with the Master of Shadows if one is on it. If the roll is failed, the action is lost, but there is no other penalty. A maximum of 2 figures may be on any one Driftstone at one time.

At the start of the event phase each turn, roll a die for each Driftstone to see if it moves. On a 1 - 7, it moves counter-clockwise, on an 8 - 14 it moves clockwise, on a 15+ it doesn't move. If it does move, in either direction, move it to the next cardinal direction, but maintain its distance from the Planar Pylon. For example, if the Driftstone at 5-in. from the pylon started the turn pointing north, and a 6 was rolled, it should be moved so that it is pointing west, but still 5-in. from the pylon. The stones will move over any figures and terrain in their way and can end their move on top of terrain if necessary. Figures on Driftstones always move with them.

Once all the Driftstones have moved, the Planar Pylon fires a bolt of mystical energy at the nearest hero figure – this figure does not have to be in line of sight. The strength of the bolt is based on the number of drift stones that are 'in alignment', meaning the number that are pointing in the same direction. See table below.

PLANAR PYLON ATTACK STRENGTH			
DRIFTSTONE ALIGNMENT	STRENGTH OF ATTACK		
0	+0		
2	+3		
3	+5		
4	+7		

So, if two Driftstones are pointing north, the pylon would make a +3 attack. If two were pointing north and two west, this would still be a +3 attack. Do not count Driftstones that no longer have a Master of Shadows on them. This shooting attack is not affected by the wind penalty (see next page).

The winds continue to pick up throughout the scenario, making shooting attacks more and more difficult. For the first two turns, all shooting attacks are at -1. For turns 3 & 4 they are at -2. After this they are at -3. After turn 4, the Gnoll Archers will cease to use their bows and will behave as though they are not carrying them.

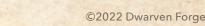
As soon as all 4 Masters of Shadows are removed from the table, the Planar Pylon is extinguished and should be removed from the table. It will make no further attacks. This also ends all wind, so there are no penalties to Shooting Rolls at this point.

In each Event Phase, after the Driftstones have been moved and the pylon has fired, draw a card from the event deck. If the event deck is exhausted, continue to play the scenario without drawing a card.

The target point for this scenario is the Planar Pylon.

The scenario ends as soon as there are no heroes on the table at any point or no creatures on the table at the start of an event phase.

REAP THE WHIRLWIND	AP THE WHIRLWIND EVENT DECK				
CARD	EVENT				
Black Ace	Place a Gnoll Fighter at a random point on the table edge.				
Black King	Place a Gnoll Fighter at a random point on the table edge. One of the rangers finds the perfect point to jump from as a Driftstone moves by. The player may save this card and use it whenever a hero attempts to climb onto a Driftstone. They may do so without making a Skill Roll.				
Black Queen					
Black Jack	One of the rangers finds the perfect point to jump from as a Driftstone moves by. The player may save this card and use it whenever a hero attempts to climb onto a Driftstone. They may do so without making a Skill Roll.				
Black Ten	The Planar Pylon flairs up, potentially blinding everyone. Every figure (apart from Masters of Shadows but including Gnolls) must make a Will Roll (TN10) or receive no actions the next time it activates.				
Black Nine	Place an Ogre at a random point on the table edge.				
Black Eight	Select a random hero that is adjacent to a Driftstone. The stone slams into this figure, making a +5 attack. If no heroes are adjacent to Driftstones, treat this card as no event.				
Black Seven	Select one hero to make an Ancient Lore Skill Roll (TN14). If successful, the next attack made by the Planar Pylon will be at +0, no matter how many stones are in alignment. Gain +3 XP if the Ancient Lore Skill Roll is successful.				



CHALLENGE LEVEL

Add two Gnoll Archers and an Ogre adjacent to the Planar Pylon during set-up. Increase the penalty to shooting attacks so that the penalty equals the turn currently being played (so on turn 3 all Shooting Attacks are at -3). Gnoll Archers will abandon their bows after turn 3. Increase the Skill Roll to get onto a drift stone to (TN14).

OUTCOME AND EXPERIENCE

If the Rangers manage to extinguish the Planar Pylon, then they have prevented a large chunk of Alladore from crumbling into destruction and being consumed by the Shadow Deep.

Rangers gain the following experience points for this scenario:

+2 XP for each time the Planar Pylon fires (to a maximum of +20)

+3 XP for each Gnoll Archer or Gnoll Fighter defeated.

+5 XP for each Ogre defeated.

+6 XP for each Master of Shadows defeated.

+50 XP if the Planar Pylon is extinguished.

BESTIARY

Master of Shadows

Fully-fledged wizards in the service of the Shadow Deep are known as "Masters of Shadows". Most of these wizards have a variety of spells available, both offensive and defensive. The defensive ones are already worked into their Stats. The Masters of Shadows in this scenario are devoting most of their magical energy to fuelling the Planar Pylon and thus won't cast any offensive spells during the game.

	MASTER OF SHADOWS						XP 6
1111	MOVE	FIGHT	SHOOT	ARMOUR	WILL	HEALTH	NOTES
	6	+1	+2	12	+5	12	Staff