

A TABLETOP ADVENTURE GAME



RANGERS
OF
SHADOW DEEP

INCINERATOR

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY



RANGERS OF SHADOW DEEP



INCINERATOR

A MISSION FOR RANGERS
OF ANY LEVEL

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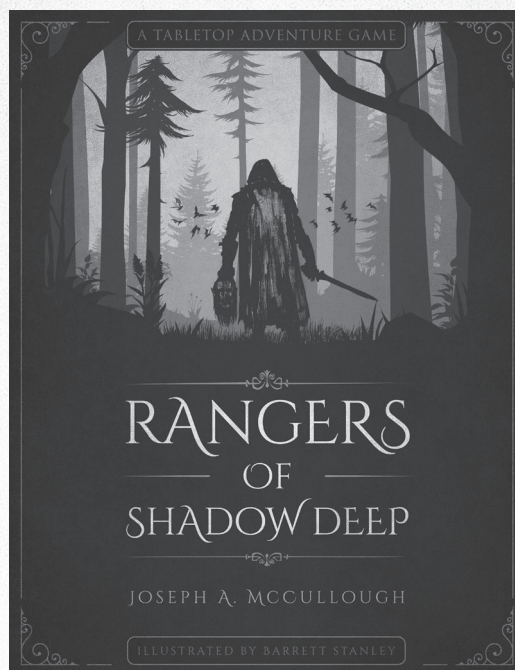
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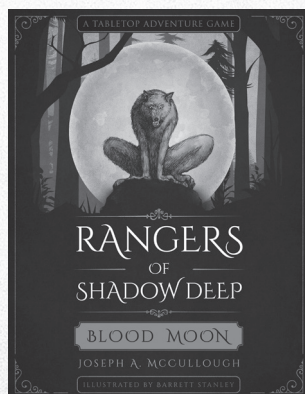
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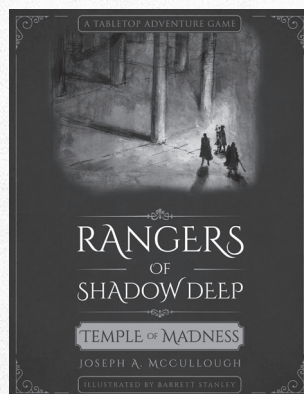
THE
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COLLECTION



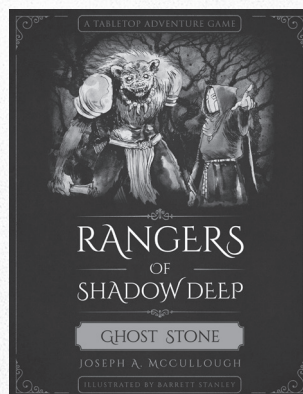
RANGERS OF SHADOW DEEP:
A TABLETOP ADVENTURE GAME



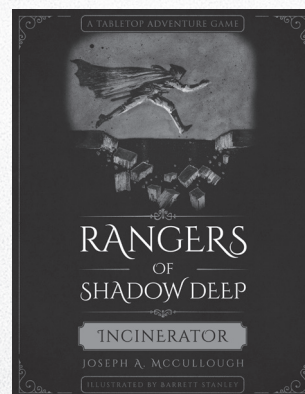
BLOOD MOON



TEMPLE OF MADNESS



GHOST STONE

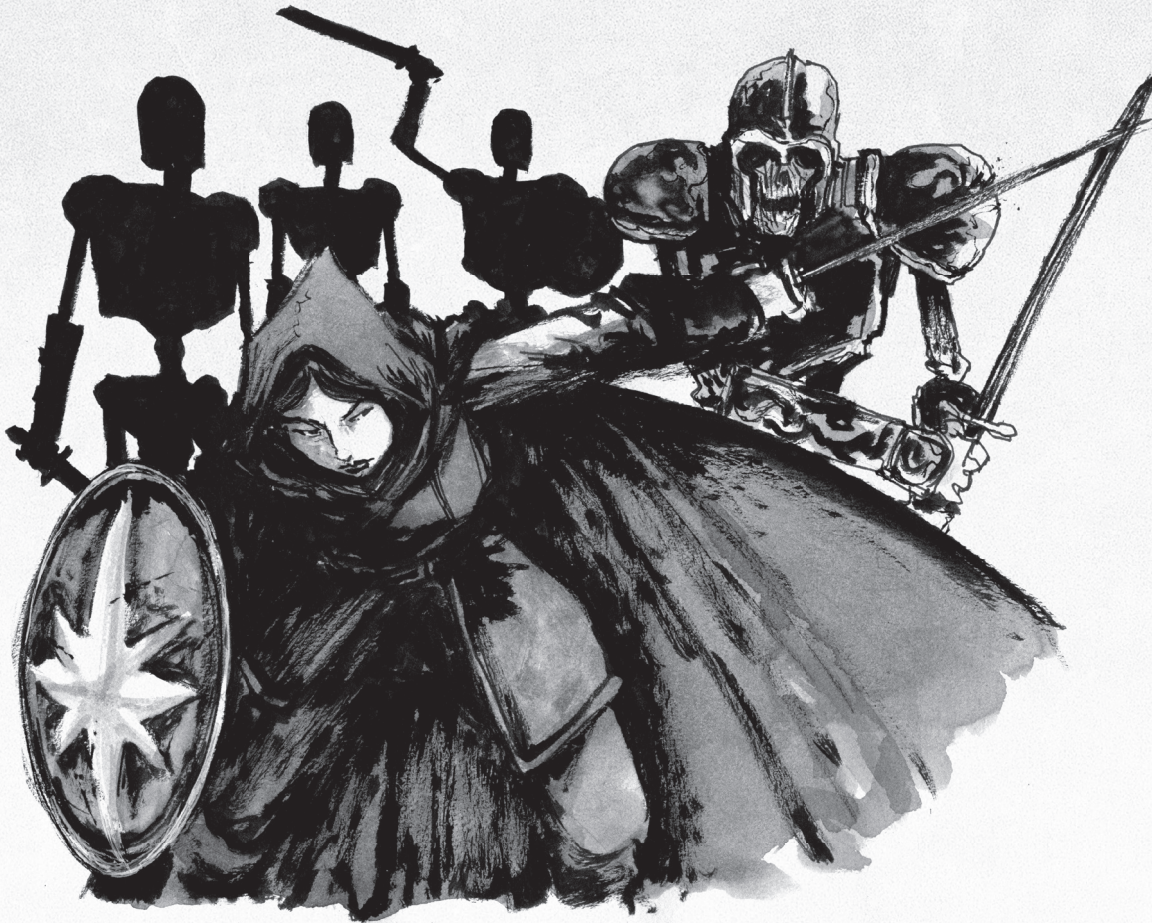


INCINERATOR



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INTRODUCTION

Welcome to *Incinerator*, a new mini-expansion for *Rangers of Shadow Deep*. This booklet contains one mission with two scenarios as well as a new, potential, auxiliary companion. While this mission can be played at any point in a campaign, by rangers of any level, it was designed for a specific purpose. The premise behind *Incinerator* is that the rangers have been captured inside the Shadow Deep and must fight their way to freedom. Thus, it is a great mission to insert into an ongoing campaign directly after a scenario in which all of the heroes were reduced to 0 Health.



Of course, this being the Shadow Deep, the rangers aren't just thrown into an ordinary prison – instead they must first survive a horrible death trap. Only then can they hope to escape back to Alladore to report what they've seen and experienced.

The first scenario in this book, 'Fire Drop', is based on a scenario that I originally wrote for *Ghost Archipelago*, which appeared in Issue 4 of *Spellcaster Magazine*. I liked the core idea of the scenario so much, I wanted to bring it into *Rangers*. Of course, the *Rangers* version is much more complex, with clue markers and loads of random events. Plus, it is another chance to use those giant flies!

The premise for the second scenario, 'Prison Break', was largely inspired by a *Frostgrave* scenario written by my friend and sometimes collaborator, Phil Smith, which appeared in *Frostgrave; The Wizards' Conclave*. Obviously the setting and most of the actual mechanics are different, but I don't know if I would have come up with it if not for his previous work.

The rangers are on the back foot this time, and the only real goals are to escape and survive! Good luck!





RANGERS AND COMPANIONS

For this mission, the rangers get their normal allowance of Recruitment Points. However, if you are playing with experienced rangers (Level 6+), then all of your rangers and companions start the game at -3 Health. If your rangers are very experienced (Level 10+) all of your figures start at half of their starting Health, rounded down. In addition, you will probably want to use the Challenge Level in each scenario.

Although the rangers have been captured, they retain all of their weapons and equipment. The agents of the Shadow Deep haven't bothered to search them and don't expect them to live long enough for it to be an issue.

AUXILIARY COMPANION

It is possible that the rangers may pick up an auxiliary companion in the form of Gorbin the Ogre.



GORBIN

Gorbin is not the brightest, even as ogres go, but, unlike most of his kind, he takes little delight in violence or cruelty for their own sake. He will fight for a cause, or to defend himself, but finds most pleasure in laughing, drinking, listening to songs, and playing board games (even though he isn't very good at most

of them). Gorbin has been thrown into prison for his

lack of devotion to the Shadow Deep, though his ultimate fate has yet to be determined. If he were brought back to Alladore and shown how its people normally live, he would gladly join the fight against the Shadow Deep.

The Stats given below are Gorbin's normal Stats, but as he is unarmed and wounded when he appears, his current Stats are listed in parenthesis. If Gorbin survives the mission, he may be recruited into future games by paying his Recruitment Point cost. Gorbin starts the game unarmed. Any figure adjacent to Gorbin may give him a weapon as a free action.

OGRE						XP	30
Move	Fight	Shoot	Armour	Will	Health	Notes	
6 (5)	+3	+0	12	+0	14 (8)	Large, Two-Handed Weapon (Currently unarmed so is -2 Fight and does -2 damage), Strength +8, Swim +3	



MISSION I: INCINERATOR

The last few minutes of the fight were a horrible blur. You remember the shouts as a mob of cultists surged in behind you. You have visions of your companions being dragged down one by one, and then everything goes dark.

MINIATURES

5+ Giant Flies

4+ Giant Rats

1 Gorbin

1 Lorenthian Soldier (Guardsmen)

6+ Skeletons / Skeletal Knights

1+ Skeletal Ogre

4 Temple Guardians

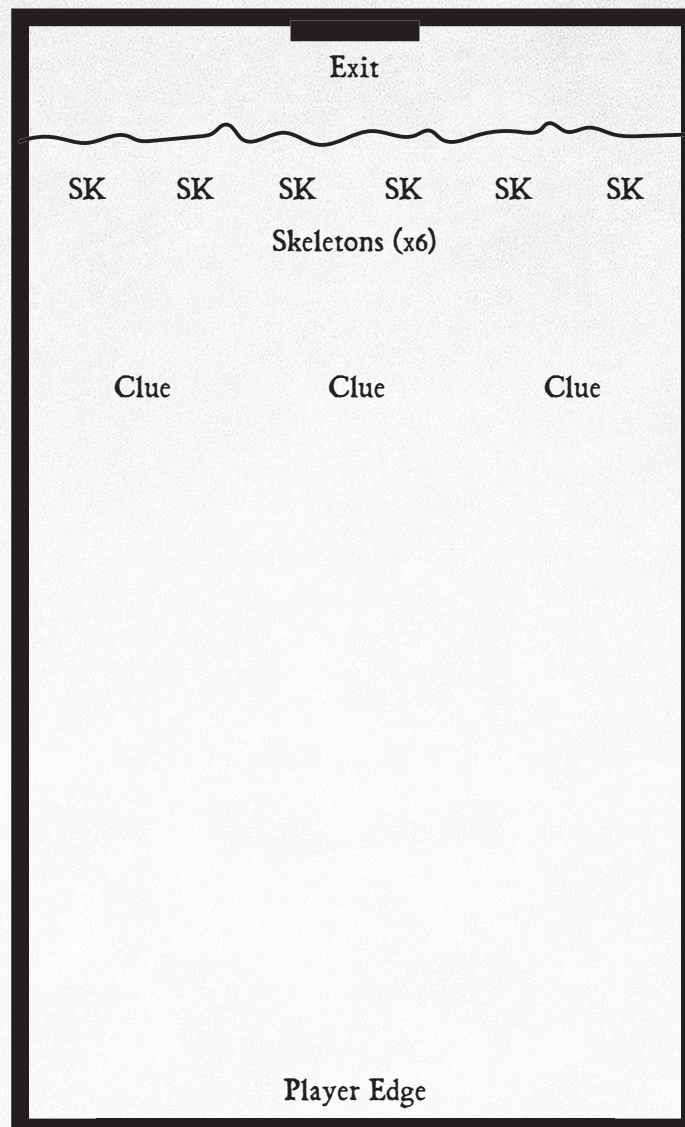
2 Temple Guardian Archers

1 Warden



SCENARIO I: FIRE DROP

You awake in a dim chamber. There are rocks and rubble all around you, and the ground is composed of dry paving stones. Suddenly, in the distance, a pair of torches flame to life. They bracket a doorway which sits on a ledge at the far end of a vast chamber. There seems to be no other way out. Beneath the ledge, shadowy forms rise up from the floor. You can hear the soft click of bones as they shamble closer. Then you see them clearly, a mob of dirty skeletons, clutching rusty and broken weapons. As your companions get to their feet, you hear a strange cracking noise, like stone splintering. You glance behind, and see some of the paving stones drop away into a lake of glowing lava far beneath...



SET-UP

This scenario should be played on a table 2' wide and 2.5' long. One short side is designated the player edge; the other short side is the exit edge. On the exit side, there is a 2" wide ledge, running the length of the table edge, 6" above the floor. In the middle of this ledge is a doorway.

The floor of the chamber should be mostly open, but can feature a few rocks, broken boxes, and the like to provide visual interest.





Directly in front of the ledge is a line of six skeletons. These should be equally spaced across the chamber. Place three clue markers within 6" of the ledge, and at least 8" from one another.

Place all of the heroes within 2" of the player edge.

SPECIAL RULES

The only way to survive this scenario is to escape through the doorway on the exit side of the chamber. To climb up to the ledge, a figure must spend an action and make a Climb Roll (TN12). If successful, it can climb the ledge as normal and does not have to roll again unless it falls back to the floor. Otherwise, it stays at the bottom of the wall, and its activation ends immediately. The door is locked. It can only be opened if a figure spends an action and succeeds at either a Pick Lock Roll (TN14) or a Strength Roll (TN18).

The skeletons follow all of the standard rules for evil creatures. When determining the activation order of evil creatures in this scenario, have all of the creatures currently in combat activate first, then activate all creatures that are not in combat. In both instances, always activate the creature that is furthest to the left (when viewed from the player edge) that has yet to activate in the turn.

During each event phase, draw an Event Card. In addition to whatever event is listed, there will also be a number of inches listed in brackets, i.e. (2"). All of the floor within that many inches of the player edge drops away. So, if (2") is listed on the Event Card, 2" of floor drops away. On the next turn, if the card says (4") then four additional inches drop away, so that 6" of the floor is now missing. Any figures standing on floor that drops away are dropped into the fire. If a figure is left so that part of its base is on solid ground and part on the floor that dropped away, that figure should make an immediate Acrobatics Roll (TN10). If successful, move it fully onto solid ground. If it fails, it drops into the fire. This rule applies to evil creatures as well as heroes.

If the Event deck is exhausted, continue to play the scenario, but do not draw any new Event Cards.

Once all of the floor, apart from the ledge, has dropped away, you may ignore any additional inches listed on the Event Cards. The ledge itself will never drop away. However, at the end of any turn when there is no floor left but the ledge, every figure on the ledge must make either an Acrobatics



Roll (TN8) or a Move Roll (TN12) or fall into the fire.

Any figure that falls into the lake of fire is immediately reduced to 0 Health. Figures that can fly never drop into the fire.

A figure that is adjacent to a clue marker may spend an action to investigate. Remove the clue marker and immediately roll on the Fire Drop Clue Marker Table below.

There is no target point for this scenario.

Fire Drop Clue Marker Table	
Die Roll	Clue
1–5	You find a treasure token. You may pick up this token as a free action.
6–10	You stumble across a badly wounded Lorenthian soldier. This soldier counts as one of your companions for the rest of the mission. Use the Stats for a guardsman companion, except that he currently only has 1 Health.
11–15	You find the body of another ranger who you vaguely recognize. You take the small, silver Star of Alladore that is pinned to his tunic to return to his family. Gain +5 Experience Points.
16–29	You find a Potion of Healing. You may pick up and use this potion as a free action. Alternatively, you may carry it for the rest of the scenario, even if you do not have an item slot available. After this scenario, it takes up an item slot as normal.



Fire Drop Event Cards	
Card Number	Event
Red Ace	Two temple guardians step out of the door. If there is room, place them on either side of the door. They follow the normal rules for uncontrolled creatures, except they will never intentionally move off the ledge. (2")
Red 2	Two temple guardian archers step out of the door. If there is room, place them next to the door. They follow the normal rules for uncontrolled creatures, except they will never intentionally move off the ledge. (2")
Red 3	Place one giant rat in the exact centre of the remaining floor. If there is no floor remaining, ignore this card. (4")
Red 4	Place one giant rat in the exact centre of the remaining floor. If there is no floor remaining, no giant rat is placed. (4")
Red 5	Place one skeleton on the floor in the corner of the left wall and the ledge. If there is no floor remaining, no skeleton is placed. (5")
Red 6	Place one skeleton on the floor in the corner of the right wall and the ledge. If there is no floor remaining, no skeleton is placed. (6")
Red 7	Place one giant fly in a random corner of the table. (2")
Red 8	Place one giant fly in a random corner of the table. (2")
Red 9	Place one skeletal ogre on the floor directly in front of the door. If there is no floor remaining, no skeletal ogre is placed. (4")
Red 10	The whole chamber starts to fill with smoke. The next time each hero activates, it must make either a Will Roll (TN14) or a Survival Roll (TN12) or be reduced to a maximum of one action for that activation. (4")
Red Jack	A large stone tumbles from the ceiling. Select a random hero. Make a +3 shooting attack against them. (5")
Red Queen	A terrifying boom echoes through the chamber. All evil creatures on the floor move 2" directly toward the ledge if they can. This includes creatures currently in combat. (6")



CHALLENGE LEVEL

Along with the six skeletons, add four giant rats in a line 8" in front of the ledge. If there are three or four rangers and they are all very experienced (Level 10+), add one skeletal ogre in the centre of the floor as well.

OUTCOME AND EXPERIENCE

The next scenario takes place immediately after this one. Figures have no chance to heal and start the next scenario at whatever Health they ended this one. If a figure was reduced to 0 Health, but survived, it starts the next scenario at 1 Health. A figure may use any unused Healing Spells or Healing Potions at this point. Figures do regain all of their Heroic Abilities and Spells for the next scenario as usual.

Rangers gain the following experience for this scenario.

+2 XP for each skeleton, giant rat, or giant fly killed.

+3 XP for each temple guardian or temple guardian archer killed.

+4 XP for each skeletal ogre killed.

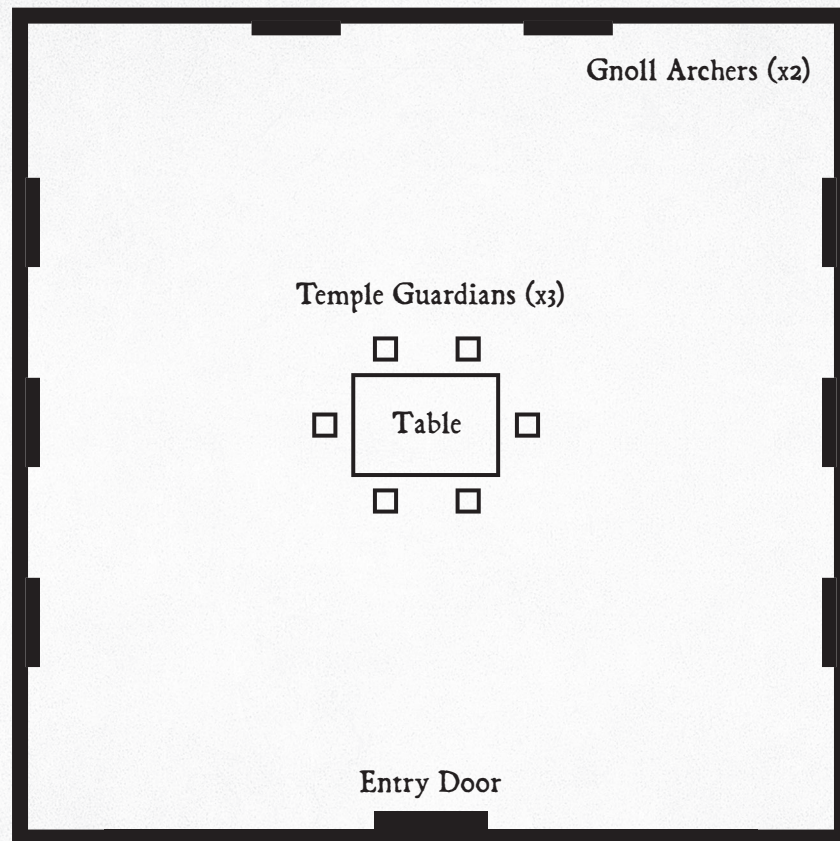
+8 XP for every hero figure that exits through the door, including the wounded Lorenthian.





SCENARIO 2: PRISON BREAK

With smoke billowing from the doorway behind you, you step into a sparsely furnished room. A small group of cultists look up in shock from the table where they are gambling. A couple of gnolls are eating in the corner. There are eight other doorways leading out of the room, some of which are barred on the inside; but which leads to freedom?



SET-UP

This scenario is played on a 1.5' x 1.5' table; however, there should be space around three of the sides to place additional 6" x 6" rooms as necessary. The player should have three 6" x 6" rooms ready to add to the table as needed, or the ability to create them.



One edge should be declared the player edge. This edge should contain one doorway in the centre which serves as the hero entry point. All heroes must start within 3" of this doorway. The edges to either side of the doorway should contain three doorways each, evenly spaced along the edge. The edge across from the player's edge should have two evenly spaced doorways.

In the centre of the room place a table and chairs, with three temple guardians. Place a pair of gnoll archers in one of the corners opposite the player edge. The rest of the room can contain a few furnishings or piles of supplies to provide visual interest, but should be mostly open.

SPECIAL RULES

The temple guardians and gnolls are completely caught off-guard by the heroes' sudden appearance. No evil creatures will take actions on the first turn of the game, and the creature phase may be skipped entirely.

In addition to the Event deck, this scenario also needs a 'doorway deck'. Take eight black cards, numbered Ace – Eight. Then, from those eight, take the ace and three other random cards and shuffle them together. Finally shuffle the other four cards and place them on top of the four containing the ace. This is your doorway deck. Whenever a heroic figure is adjacent to a door, it may spend an action (which can replace a move action) to open the door. Immediately draw a card from the doorway deck and compare it to the table below. This will explain how to proceed. Once a doorway has been opened, it cannot be closed again.

Do not draw an Event Card during the first event phase of the game. Draw one Event Card in every event phase after the first. If the Event deck is exhausted, continue to play the scenario, but do not reshuffle the deck or draw any more Event Cards.

The only way that heroes may exit the table is by finding the exit doorway and moving through it.

The target point for this scenario is the table in the middle of the main room.



Prison Break Doorway Cards	
Card Number	Doorway
Black Ace	Exit! Heroes may now exit the table by moving through this doorway.
Black 2	Gorbin. Remove the doorway and put Gorbin in its place. The figure that just opened the door should make a Leadership Roll (TN8). If successful Gorbin joins the heroes and counts as a companion for the rest of the scenario. If the roll is failed, treat Gorbin as an evil creature; however, any figure within 6" may spend an action to make another Leadership Roll (TN8) and any success converts him into a companion.
Black 3	Warden's Office. Place a 6" x 6" room behind the doorway. Place a desk in the middle of the room and the warden behind it. Place one treasure token on the desk.
Black 4	Empty Room. Remove the doorway; the room behind contains nothing of interest.
Black 5	Empty Room. Remove the doorway; the room behind contains nothing of interest.
Black 6	Armoury. Place a 6" x 6" room behind the doorway. Place a special treasure token in both of the corners across from the doorway. If a figure with these tokens manages to exit the table, both may be exchanged for rolls on the Weapons and Armour Table.
Black 7	Larder. The room behind the door is filled with rotting meat. Remove the doorway and replace it with a giant fly.
Black 8	Bone Store. Place a 6" x 6" room behind the doorway. Place a skeletal ogre in the middle of the room. Place a treasure token in a random corner of the room.



Prison Break Event Cards	
Card Number	Event
Red Ace	Place a giant fly on the table in the centre of the room.
Red 2	Place a giant fly in front of a random door.
Red 3	Place a skeleton in front of a random door.
Red 4	Place a skeleton in a random corner of the main room.
Red 5	You hear a mighty crash from the fire drop room behind you, and the whole building shakes. Every figure, including evil creatures, should make an Acrobatics Roll (TN12) when it activates. If it fails, it receives no actions this turn.
Red 6	Select one random hero. This hero has stepped on a metal grate and ghoulish hands are grasping at him. This hero must make either a Move Roll (TN18) or a Strength Roll (TN16) or be unable to make any move actions this turn. Each turn after this one, it may spend one action to try to repeat the roll, but may take no move actions until it has succeeded. This figure receives +4 to its rolls to escape if another hero is within 1”.
Red 7	Place a giant fly in front of the entry door.
Red 8	Place a skeleton in a random corner of the main room.
Red 9	No event occurs.

CHALLENGE LEVEL

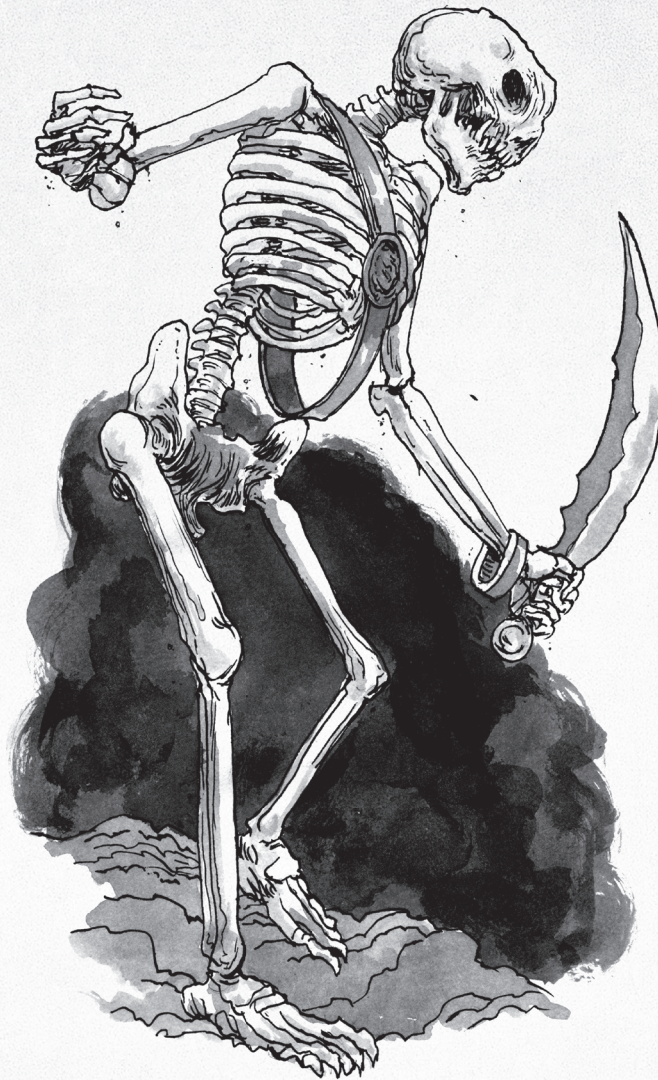
During set-up, place 4 temple guardians around the table. All of the skeletons in the scenario should be replaced with skeletal knights. If there are 3 or 4 rangers and they are all very experienced (Level 10+), place two gnoll sergeants in the corner in addition to the gnoll archers as well. Also draw an Event Card on the first turn.



OUTCOME AND EXPERIENCE

This scenario completes the mission. Experience is gained for the following:

- 10XP if a hero kills Gorbin.
- +2XP for each giant fly, skeleton, or skeletal knight killed.
- +3XP for each temple guardian or gnoll killed.
- +4XP for killing the skeletal ogre.
- +5XP if Gorbin joins the party.
- +5XP for killing the warden.
- +8XP for every hero that exits the table, including Gorbin.



EPILOGUE

If the heroes managed to escape from the prison, they eventually find their way back to Alladore. They are warmly welcomed by the other rangers as they had been given up for dead. The heroes are allowed a few days to recover, but soon duty calls them to pick up their weapons once more and try to hold back the darkness.



BESTIARY

SKELETAL OGRE

Although they are almost as brittle as normal skeletons, the animated skeletons of ogres at least hit with a bit more force. It is not uncommon to find one or two mixed in with any large group of skeletons.

SKELETAL OGRE						XP	4
Move	Fight	Shoot	Armour	Will	Health	Notes	
5	+3	+0	11	+0	4	Powerful (+2 Damage)	



TEMPLE GUARDIANS & TEMPLE GUARDIAN ARCHERS

These hooded and masked minions of the Shadow Deep are men whose souls have been completely corrupted and fight with an insane fury and complete disregard for personal safety or preservation. It is unclear if these men are born and raised in the dark realm or if they are captured warriors from fallen kingdoms that have been turned. Either way, they are fanatically dangerous and beyond reason.



TEMPLE GUARDIANS						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+2	10	Two-Handed Weapon, Light Armour	

TEMPLE GUARDIAN ARCHERS						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+1	11	+2	10	Bow, Quiver, Hand Weapon, Light Armour	

WARDEN

Within the Shadow Deep, achievement is measured in blood and advancement given to those who prove their worth through cruelty. Especially vile warriors can often earn a posting as the keeper of a small garrison or the warden of a prison.

WARDEN						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	11	+4	12	Hand Weapon, Hand Weapon, Light Armour	