

SchattenTurm Scenario Reference

Coffin Setup

CM setup of three coffins on above-ground table at least 12" apart, remaining nine must be found underground.

Duration and Victory

Scenario Ends:

- At end of turn with no player models aboveground or in dungeon.

Scenario over for models who:

- Are aboveground at end of turn when 35-point duration reached.
- Return to surface after 35-point duration reached.

These models are not OOA or routed. They count for exploration.

Victory:

Any model concludes scenario without routing or OOA.

Parties and Routing

Parties:

- All models aboveground count as one party.
- Each group of models together in dungeon.
- Party must have a hero.

Routing:

- Henchmen models in dungeon rout if not in Party with hero or within 2" of Teleporter Entry Point at beginning of player turn.
- Each party tracks OOA models and rout test threshold separately.
- Parties merge, OOA models for those parties merge.
- Parties split, choose party for OOA models. Cannot split if in rout tests.
- Highest leadership hero used for party rout tests.

Turn Sequence

Player Turn:

- d6 for duration if under 35 and models aboveground.
- Aboveground party goes.
- Each dungeon party goes (d6 for monsters, d8 for random event)

Entering Dungeon

Cave Passage: 3 may enter per turn. Recovery Phase, player turn, for each group in passage d6 roll, 4+ entry

room 1st level, no more actions.

Dwarf modifies to 3+. Lantern or torch in group gives +1 to die. On a roll of 1, random model in group takes d3 Str 2 hits.

Teleporter: Touch in movement, come out random level, random TEP. All models same turn go same point on 2+, turn after on 3+. If it switches, start over. Turn elapses with no entry, start over.

While in Dungeon

- 6" sight, 8" with torch / lantern, dwarves and elves unlimited.
- Ld tests-1 unless in Party with Priest.
- Thieves may ignore All Alone.

Leaving Dungeon Level

By Teleporter: Each of 3 entry rooms on each level had tp. Enter during movement, on 3+ put back in tower aboveground, finish turn. On 1 or 2 stay at tp.

By Stairs: Set model aside when move onto stairs. Next turn appear at other end of stairs, but may take no further action that turn.

Random Occurrences

Beginning each party turn:

- 1 on d6: Wandering Monster
- 1 on d8: Random Event

Wandering Monster: 1 core group by dungeon level, 2" min distance.

Random Events

- 1-3: Trap! Thief avoids -1 Int check.
- 4: Lights out! D3 turns, 3" sight range (8" dwarves)
- 5-7: 1 random treasure
- 8: Lost soldier
- 9: Necromantic flux. D6+1 turns spells -1 penalty to cast, except necromantic which get +1.
- 10: Warp in space. For each party member, on 1-3 on d6 teleported to random entry point on random level.

Monster Generation

Dungeon Level 1 Core Table

- 1-2: Rats
- 3-5: Zombies
- 6-9: Skeletons
- 10-13: Spiders
- 14-15: Ghouls
- 16-17: Grave Guard
- 18: Spirits

Dungeon Level 2 Core Table

- 1: Rats (add +1 to die)
- 2-3: Zombies (add +1 to die)
- 4-7: Skeletons (add +1 to die)
- 8-10: Spiders (add +1 to die)
- 11: Ghouls (add +1 to die)
- 12-15: Grave Guard
- 16-18: Spirits

Dungeon Level 3 Core Table

- 1-5: Skeletons (add +2 to die)
- 6-8: Spiders (add +2 to die)
- 9-10: Ghouls (add +2 to die)
- 11-14: Grave Guard (add +1 to die)
- 15-18: Spirits

Vampire Forces Dngn. Command

- 1-3: Necromancer
- 4-5: Bonecaller
- 6-8: Minor Vampire
- 9: Mistress (select randomly)
- 10: Baron Von Strangulf

Vampire Forces Dungeon Core

- 1-2: Zombies
- 3-5: Skeletons
- 6-8: Ghouls
- 9-10: Wolves
- 11-12: Grave Guard

Doors

- ½ movement to open.
- Roll d6 for traps, trapped on 1
- Roll d6 for locked, lckd on 1-2
- Locked door open in CC phase by Str test.
- Thief bypasses trap Int -1.
- Thief unlocks Int -1.
- Thief bypass and unlock same turn as open, but ends his turn.
- Trap triggered when door opened if not by thief, or if thief fails test.

Traps

Random Event Traps

- 1-3: Hidden Pit!
- 4: Wall Arrows!
- 5: Poisonous Gas!
- 6: Poof!

Door and Chest Traps

- 1-3: Poison Needle!
- 4-5: Hidden Pit!
- 6: That's Not a Door!

Hidden Pit: Trigger model and those in or adjacent to pit INT test at -1 or fall into it. D2 Str 2 hits, Str 3 if spiked, turn ends for them. May climb out, or outside models with Rp and Hk or Ladder may get them out.

Pit Size: 1-2=5'x5', 3-4=5'x10',
5=5'x5' spiked, 6=5' x 10' spiked.

Wall Arrows: All in 4" of trigger
model 0-2 Str 4 hits. Trig model safe.

Poison Gas: All in 3" of trigger
including trigger model T check. If
failed, Str 4 hit suffered.

Poof: Trigger model teleported. On
d6roll of 3+ random entry point on
current level, 1-2 random entry point
on random level.

Poison Needle: Str4 hit trig model.

Not a Door: combat with Mimic:
M3, WS3, S3, T4, W2, I3, A2, LD6.

Rooms

1. If fixed size, go to contents (4)
2. Special? D6/lvl, 6 means special
room. +1d6 if "-" on map.
3. If not special, determine size.
4. D10/lvl for contents, +size
bonus, reroll die if dwf, thf, scout

Room Size (d6)

- 1: 20' by 15'
- 2-3: 20' by 20' (+1 content die)
- 4-5: 20' by 30' (+2 content dice)
- 6: 30' by 30' (+3 content dice)

Room Contents. Dungeon Lvl 1

- 1-4: Nothing
- 5: Stairs down
- 6-8: Monsters
- 9: Chest
- 10: Coffin

Room Contents. Dungeon Lvl 2

- 1-2: Nothing
- 3: Stairs (1-3 up, 4-6 down)
- 4-6: Monsters
- 7-8: Chest
- 9-10: Coffin

Room Contents. Dungeon Lvl 3

- 1: Nothing
- 2: Stairs up
- 3-5: Monsters
- 6-7: Chest
- 8-10: Coffin

Chests

As per doors (trap and lock die)
Contents d3+lvl trsr.

Special Rooms (d20)

- 1-2: Barracks
- 3-4: Guard Room
- 5-6: The Forge
- 7-8: The Armory
- 9: The Alchemist's Lab
- 10: The Library
- 11: Luxurious Bedroom

- 12: Torture Room and Cells
- 13: The Mortuary
- 14: The Well
- 15-16: The Crypt
- 17: The Wizard's Study
- 18: Doomporium
- 19-20: The Treasure Vault

Monsters in Rooms

- Each monster result = 1 core die
- For 2nd level, add one extra pool
die, For 3rd level, two extra. For
special rooms, bonus die only
added once, only if general core
monsters called for.
- Determine if VF or dungeon
core. If Full Influence, VF on 4+.
If 2 IPs, VF on 5+. If 1 IP, VF on
6+. If 0 IP, always core.
- For each pool die, roll on core
table for lvl or on VF core table.
- If VF, roll one command model
from VF command table.

Stairs

- On 1st lvl always down.
- On 3rd lvl always up.
- On 2nd lvl roll random up/down.

Special Room Contents

Barracks:

- 4d@5+, Melee Weapon.
- 3d@5+, Missile Weapon.
- 1d@6+, BP Weapon.
- 1d@5+, Chest
- 4d@5+, Misc. Equipment.
- 1d@6+, Coffin (5+ lvl 3)
- 1d, 5+, 2 core monster dice

Guard Room:

- 3d@5+, Melee Weapon.
- 2d@5+, Missile Weapon.
- 1d@5+, Chest
- 1d@4+, 1 core monster die

The Forge:

- 6d@4+, Melee Weapon.
- 4d@4+, Armor.
- 4d@4+, Missile Weapon.
- 1d@5+, Magic Melee Wpn.
- 1d@6+, Magic Missile Wpn.

The Armory:

- 10d@4+, Melee Weapon.
- 6d@4+, Armor.
- 6d@4+, Missile Weapon.
- 4d@5+, BPwd Weapon.
- 1d@5+, Magic Melee Wpn.
- 1d@6+, Magic Missile Wpn.

The Alchemist's Lab

- 10d@4+, Psn & Potions
- 3d@5+, Misc. Equipment

The Library:

- 1d@4+, Half. Cookbook
- 1d@5+, Tome of Magic
- 1d@5+, MH Map (best)
- 3d@5+, Chest
- 1d@5+, Spirits
- 1d@4+, Rats

Luxurious Bedroom:

- 4d@4+, Misc Equipment.
- 2d@5+, Chest.
- 1d@4+, Coffin.
- 2d@6+, Magic Ring
- 1d@5+, VF Command

Torture Room and Cells:

- 3d@5+, Prisoner (m/wp+1)
- 2d@5+, Coffin.
- 1d@3+, 1 core monster die
- 1d@4+, 1 core monster die
- 1d@5+, 1 core monster die

The Mortuary:

9 operating tables, d6. 1-2=zombie,
3-4=old bones, 5-6=rand treasure.

- 3d@4+, Chest.
- 3d@4+, Skeleton core grp
- 3d@4+, Zombie core grp
- 1d@4+, Necromancer

The Well:

1-2: Empty, acts as stairs.

3-4: d3+1 ghouls, 4+ a ghastr emerge

5-6: d3+1 Bl. Water, heals all W in
party, on a 5+ one serious Inj.

The Crypt:

- 5d@4+, Coffin.
- 1d@3+, 1 core monster die
- 1d@4+, 1 core monster die
- 1d@5+, 1 core monster die

The Wizard's Study:

- 1d@5+, Magic Tome
- 2d@5+, Misc. Magic
- 2d@5+, Magic Trinket
- 4d@4+, Psns and Potions
- 2d@4+, Chest

Necromancer's Doomporium:

- 3d@4+, Coffin.
- 3d@6+, Misc Magic.
- 4d@5+, Psns and Potions
- 2d@5+, Chest
- 1d@4+, Necromancer (5+
Bonecaller)
- 1d@3+, 2 core mnstr dice
- 1d@4+, 2 core mnstr dice

Treasure Vault

- 6d@4+, Loot (by dng lvl)
- 6d@5+, Armor
- 5d@4+, Weapon
- 7d@5+, Magic