

# 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 1<sup>st</sup> 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 2<sup>nd</sup> level, add one extra pool  
die, For 3<sup>rd</sup> 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 1<sup>st</sup> lvl always down.
- On 3<sup>rd</sup> lvl always up.
- On 2<sup>nd</sup> 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 ghost 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+, Psn and Potions
- 2d@4+, Chest

### Necromancer's Doomporium:

- 3d@4+, Coffin.
- 3d@6+, Misc Magic.
- 4d@5+, Psn and Potions
- 2d@5+, Chest
- 1d@4+, Necromancer (5+  
Boncaller)
- 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