



Lost in the Orc's cave

Whilst you are on a reconnaissance tour through a cave that is suspected to serve as a refugee for mountain Orcs, suddenly the ground beneath your feet gives way and you fall deeply. When you have restored yourself from the fall, you see that the trap is closing itself on top of you. With the last ray of light you notice that you are in the middle of a

long corridor that extends itself to two directions in an ominous twilight. You will have to choose a direction and make your way to find an exit from this obscure place, before you are killed by despair or the dwellers of this extensive darkness...



Notes:

A: The heroes start here

B: These and all other Orcs are fit to the darkness. When they are attacked, they throw two dice as usual, but they can defend on all shields.

C: These chests both contain a lamp. When a hero carrying a lamp attacks an Orc, the Orc defends on black shields only. The lamp takes the same place like a shield. That means it can only be used together with other items that can be used with a shield.

D: This chest contains a map of the cave. When this map is found, all doors except secret doors are placed on the map. The contents of the rooms become visible only if the heroes enter the room.

	Green Group	Yellow Group	Red Group	Purple Group
Green Quest	17	12	7	5
Yellow Quest	28	18	10	7
Red Quest	45	28	16	11
Purple Quest	68	41	25	16

The colors

This quest is based on my 4-color-system. The yellow quest is exactly like the original quest.

Why?

The 4-colored monsters are a reaction to the feedback that „the best“ thing about Imperial Assault and Descent are the beautiful balancing mechanisms that allow for tight games no matter the number of players or their equipment. We can do that, too!

What is a colored hero group?

A green group is a beginners group with 2 AT and 2 DE; a yellow group has 3 AT /3 DE; a red group has 4AT/ 4DE; finally a purple group has 5AT/ 5DE. It is sufficient if two of the heroes have those stats.

How to play it?

First, choose a color. If you want to play (for example) the red quest, you put all green, yellow and red elements on the map. If you play yellow, you put only the green and yellow elements on the map. So it's quite straightforward: The chosen color and everything below hits the table top.

When do I step up or down?

You decide yourself! Your group likes it hard, then play harder. If your group likes rpg like gaming then they need a long hero history, consider playing nice with them. However, here are some of my experiences – don't apply them mathematically correct, rather follow your feeling:

- If you play with one hero less, consider stepping down one step. Likewise, if you play with 5 heroes instead 4, consider stepping up to the next difficulty.
- If you know your group splits up very often, rather play on a step lower
- If there are more than two mercenaries, step up. They bring both, fighting power and BP.
- If there are two potions of healing (4BP) in the group at the beginning of the quest, think about a step up. If there are three, don't think, just do it.
- Be careful,

- if your group is green then maybe you don't want to step up too quickly. Check in the table how many BP they would lose with the new difficulty.
- If only two of the heroes are in the current color step, delay the next step up.
- Don't take two steps up without careful consideration of the table to the right: The second step is likely to be bigger than the first!

What do the numbers mean

The numbers in the table are the Body Points that this group will likely lose during the quest, give or take four. This „give or take four“ is serious and can very easy become even more. One example: The original Hero group has a total of 25 BP plus two healing spells. If you make a quest that takes 21 BP, it is quite possible that you accidentally kill them all.

To get a feeling:

- The Trial with a new group has 21 and is considered ultra-hard.
- The Rescue of Sir Ragnar with a new group has around 8 and is a walk in the park.
- I made very good experience with quest difficulties around 14 or 15 for four heroes (20 for five heroes). Then, sometimes a hero dies, but not always.
- I usually consider 3 wandering monsters and about half of the traps. If your hero group behaves differently, keep that in mind!

For Numberheads:

The number in the table is the average. The variance usually is 4-5 BP. The average plus or minus 4-5 is entirely normal (p1), plus or minus 8-10 is unusual but can happen in up to 30% of the games (p2); plus or minus 12-15 is rare and will happen in 2-3% of the games (p3).

That means: we have a rough idea about where we land in the end, but the game can still fully open go this or that way.

Listen to your feeling!

	Green Group	Yellow Group	Red Group	Purple Group
Green Quest	17	12	7	5
Yellow Quest	28	18	10	7
Red Quest	45	28	16	11
Purple Quest	68	41	25	16