

RECOVER SUPPLIES

EPISODE

The Elders approach your party, "Our people are starving, please go into the caves and see what supplies you can obtain."

You gather together and, despite being under equipped, press on into the Weeping Caves.

SETUP

Do not include the Goblin Queen (WC-FO09) or the Goblin Shaman (WC-FO08) Foe cards.

6	9	6	8	8	3
5	9	7	6	7	4

SS-EP01

Level Range: 1 to 2 **Start:** Cave Mouth (WC-LO01)

RULES

Entering the Caves

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 5
- Second Plot card - Resolve Clue 13
- Third plot card - Resolve Clue 27

GOAL

To complete the **Episode** find 6 **Loot** cards. You can use the **Loot** cards during the **Adventure**.

When you succeed play "Exploring the Caves" next.

NEWS OF A PLAGUE

EPISODE

As you return to your people you notice that there is something wrong; many people now cough and lie sick upon the ground.

"Our people have become ill, we are truly cursed. Perhaps there are medicines we can make from plants within the Weeping Caves?"

SETUP

Do not include the Goblin Queen (WC-FO09) Foe card.

Include the 5 Locations with the Fungi Icon as part of the allocation for the Location Deck.

Choose one of the Elder cards (WC-PS01-4) to join you.

5	9	7	7	6	3
4	11	8	6	5	4

SS-EP03

Level Range: 3 to 5 **Start:** Cave Mouth (WC-LO01)

RULES

What secrets the Caves hold

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 12
- Second Plot card - Resolve Clue 36
- Third plot card - Resolve Clue 28

GOAL

Resolve 3 Locations that have the Fungi icon on them.

When you succeed play either "Seek the Ancient Man" or "The Crystal Miners" next.

EXPLORING THE CAVES

EPISODE

"What you have found within the Weeping Caves has been of much use to our people. There might be more to learn and discover within them. Can you escort one of us into their depths?"

You gather your party and ask one of the Elders to join as you prepare to enter the Weeping Caves once more.

SETUP

Do not include the Goblin Queen (WC-FO09) or the Goblin Shaman (WC-FO08) Foe cards.

Choose one of the Elder cards (WC-PS01-4) to join you.

6	9	6	8	6	3
5	9	7	6	5	4

SS-EP02

Level Range: 1 to 2 **Start:** Cave Mouth (WC-LO01)

RULES

Exploring Deeper

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 6
- Second Plot card - Resolve Clue 1
- Third plot card - Resolve Clue 17

GOAL

Find and resolve 4 Discoveries.

When you succeed play "News of a Plague" next.

SEEK THE ANCIENT MAN

EPISODE

The Medicine you have recovered does some good, but people are still falling ill.

The Elders implore you, "We have heard of a sage that lives within the Weeping Caves, an expert on such plagues. Seek his advice on what we can do to save people. Beware, as you may find many fools with bad advice before finding the Master."

SETUP

Do not include the Goblin Queen (WC-FO09) Foe card.

Place the Blethernumpy (WC-DI06) card to one side. Only include Encounters (not Curiosities) as the Discoveries in the Adventure Deck.

Shuffle the Master Shug (WC-DI07) card into the bottom half of the Adventure Deck.

5	9	6	5	7	3
4	9	7	5	5	5

SS-EP04

Level Range: 3 to 5 **Start:** Cave Mouth (WC-LO01)

RULES

Seeking the truth

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 32
- Second Plot card - Resolve Clue 23
- Third plot card - Resolve Clue 3

Finding Fools

Whenever you draw an Encounter that is not Master Shug then use the Blethernumpy Encounter instead.

If you have to discard the Master Shug card when drawing from the Adventure deck then place it to one side and resolve it at the end of the Exploration Phase.

GOAL

Find and Resolve the Master Shug (WC-DI07) Encounter. If you gained the highest stage then start the next Scenario with 2 loot items. If you gained the 2nd highest stage then start with 1 loot item.

When you succeed play "The Ancient Shrine" next with the start Location as the final Location in this Adventure.

THE CRYSTAL MINERS

EPISODE

The medicine you have recovered has helped, but you think the plague may have originated from deep within the caves. Perhaps those that have lived here for a while know a cure?

You have heard there are some Gnimshka that have lived here a while, they may be able to help.

SETUP

Do not include the Goblin Queen (WC-FO09) Foe card.

Include the Crystal Cavern (WC-LO14) Location in the bottom half of the Location deck and place the Gnimshka Cavers (WC-DI03) encounter to one side.

Include the Grotto Location in the Location Deck and place the "Shiny Rocks" Loot card to one side.

Choose one of the Elder cards (WC-PS01-4) to join you.

6	9	7	7	6	4
5	11	8	5	5	5

SS-EP05

Level Range: 3 to 5 **Start:** Cave Mouth (WC-LO01)

RULES

Caverns deep with knowledge

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 21
- Second Plot card - Resolve Clue 39
- Third plot card - Resolve Clue 33

Crystal Cavers

When you draw the Crystal Cavern resolve the Gnimshka Cavers Encounter as the Discovery in the Location.

GOAL

Find and Resolve the Gnimshka Cavers (WC-DI03) Encounter. If you gained the highest stage then start the next Scenario with 2 loot items. If you gained the 2nd highest stage then start with 1 loot item.

When you succeed play "Goblin Supplies" with the start Location as the final Location in this Adventure.

GOBLIN SUPPLIES

EPISODE

"Yeah, we were hit hard by that plague," say the miners. "We found that the Goblins down here had also survived it, so went looking for what medicine they used. Turns out that medicine is also quite flammable as they kept throwing it at us."

"If you are looking for some yourself, try the Barracks, they keep supplies there!"

SETUP

Place the Lobgourds (WC-IT03) loot and the Goblin Guards (WC-FO04) card to one side. If you have chosen to retain the Lobgourds Loot card then you must replace it with any other Loot card.

Shuffle the Barracks Location (WC-LO15) into the bottom half of the Location Deck.

5	9	8	6	6	4
4	11	9	5	5	5

SS-EP07

Level Range: 3 to 5 **Start:** End Location of SS-EP05

RULES

The Goblin Warrens

Include 2 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 18
- Second Plot card - Resolve Clue 30

The first time you Resolve a Goblin Foe, Resolve Clue 22.

Raiding the Barracks

Once you have reached the Barracks you must resolve the Barrier there. Once that barrier is resolved then resolve the Goblin Guards card as the card that comes after it.

Once the Goblin Guards card is resolved, gain the Lobgourds Loot card.

GOAL

Defeat the Goblin Guards (WC-FO04) and gain the Lobgourds (WC-IT03) loot item.

Retain the Lobgourds Loot item for the start of the next Adventure.

When you succeed play "Source of the Blight" next

THE ANCIENT SHRINE

EPISODE

Master Shug tells you of an Ancient Shrine, guarded by a powerful golem, that may contain the knowledge you seek to cure your people.

"Seek the golem deep within the Caves, answer its questions and you may pray at the Shrine and ask for answers," he says.

SETUP

Only include 5 barriers in the Barrier Deck, then place the "Cave Golem" (WC-BA03) Barrier on the bottom of the Barrier Deck.

Only include Locations with Barriers on them in the Location Deck.

Place the Ancient Shrine (WC-DI08) card to one side.

Choose one of the Elder cards (WC-PS01-4) to join you.

5	8	7	7	5	4
4	9	8	6	4	5

SS-EP06

Level Range: 3 to 5 **Start:** End Location of SS-EP04

RULES

Secrets of the Shrine

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 25
- Second Plot card - Resolve Clue 29
- Third plot card - Resolve Clue 41

Guarded Shrine

Once you have resolved the Cave Golem, play the Ancient Shrine (WC-DI08) instead of drawing a random card.

GOAL

Resolve the Ancient Shrine (WC-DI08) discovery.

If you gained the highest stage then start the next Scenario with 2 loot items. If you gained the 2nd highest stage then start with 1 loot item.

When you succeed play "Source of the Blight" next.

SOURCE OF THE BLIGHT

EPISODE

You return to the Elders with the items you have gained and the knowledge you have learnt and put it to good use, trying to save your people.

"We have learned much," the Elders say, "We believe we have found where the plague has come from. Return to the Weeping Caves and get us some samples and we can save more."

SETUP

Include the "Shrine", "Barracks", and "Back Door" Locations as part of the Location Deck allocation.

Choose one of the Elder cards (WC-PS01-4) to join you.

6	10	8	7	7	4
5	9	9	6	6	5

SS-EP08

Level Range: 6 to 8 **Start:** Cave Mouth (WC-LO01)

RULES

Bearers of the Blight

Include 3 Plot cards in the Adventure deck.

When you draw a plot card read the Clue noted:

- First Plot card - Resolve Clue 34
- Second Plot card - Resolve Clue 38
- Third plot card - Resolve Clue 16

Taking Samples

During the Rest Phase, in a Location with or the party can gain a Sample. Once the Party has gained a Sample from a Location, mark it with a Plot token. Any Location with a Plot token cannot be used to gain further Samples.

GOAL

Gain 4 Samples from 4 different Locations.

When you succeed play "A Portal to Safety" next.

A PORTAL TO SAFETY

EPISODE

Master Shug appears at the Cave Mouth with urgent news.

"I have found a way to help bring your people to safety. The magical portals you have found within the Weeping Caves might be used to take your people to a place safer than here, if you can connect them together at a nexus of power."

SETUP

Place the Crossroads Location (WC-LO05) on top of the Location deck.

Place the "Hitch in Time" (WC-DI10) **Discovery** card to one side.

Choose one of the Elder cards (WC-PS01-4) to join you.



Level Range: 6 to 8 Start: Cave Mouth (WC-LO01)

RULES

Connecting the ways

Each time you resolve the Hitch in Time card read the Clue noted:

- First time - Resolve Clue 24
- Second time - Resolve Clue 8
- Third time - Resolve Clue 26
- Fourth time - End of Adventure

Channelling power

Each time you enter a **Location** with a **Discovery** icon resolve the "Hitch in Time" **Discovery** instead of drawing from the Adventure deck. The **Table Test** cannot be failed.

Each time you resolve the Hitch in Time **Discovery** card you must return to the Crossroads and choose an Exit that has not been used before.

GOAL

Find and **Resolve** the "Hitch in Time" (WC-DI10) **Discovery** 4 times.

When you succeed play "Attack of the Goblins" next.

SS-EP09

ATTACK OF THE GOBLINS

EPISODE

Two guards run back to where you are ushering your people through the glowing portal.

"Goblins!" they shout, "Something has driven the Goblins into a frenzy! Now they are attacking our people as we are trying to get through the portal to safety!"

You must put down this final threat.

SETUP

Place the Goblin Queen (WC-FO09) **Foe** card to one side. Include all other Goblin Foes as part of the **Foe** allocation.

Include the Warrenhome (WC-LO12) **Location** in the **Location Deck** allocation.

Shuffle the Barracks (WC-LO15) **Location** into the bottom half of the **Location Deck**.



Level Range: 6 to 8 Start: Crossroads (WC-LO05)

RULES

Leaders of the Goblins

- The first time you defeat a **Goblin Foe** - Resolve Clue 10
- At the start of your third **Rest Phase** - Resolve Clue 35
- When the **Goblin Queen** is **Defeated** - Resolve Clue 4

Wrath of the Goblins

Reduce the **Breakpoint** for all **Goblin Foes** by 1, to a minimum of 0.

The Queen arrives

When you arrive at the Barracks play the **Goblin Queen** after you have resolved the **Foe** in that **Location**.

GOAL

Resolve the **Goblin Queen** and then Resolve the Clues that follow it.

When you completed all Clues you have completed the Saving the Sax campaign!

SS-EP10