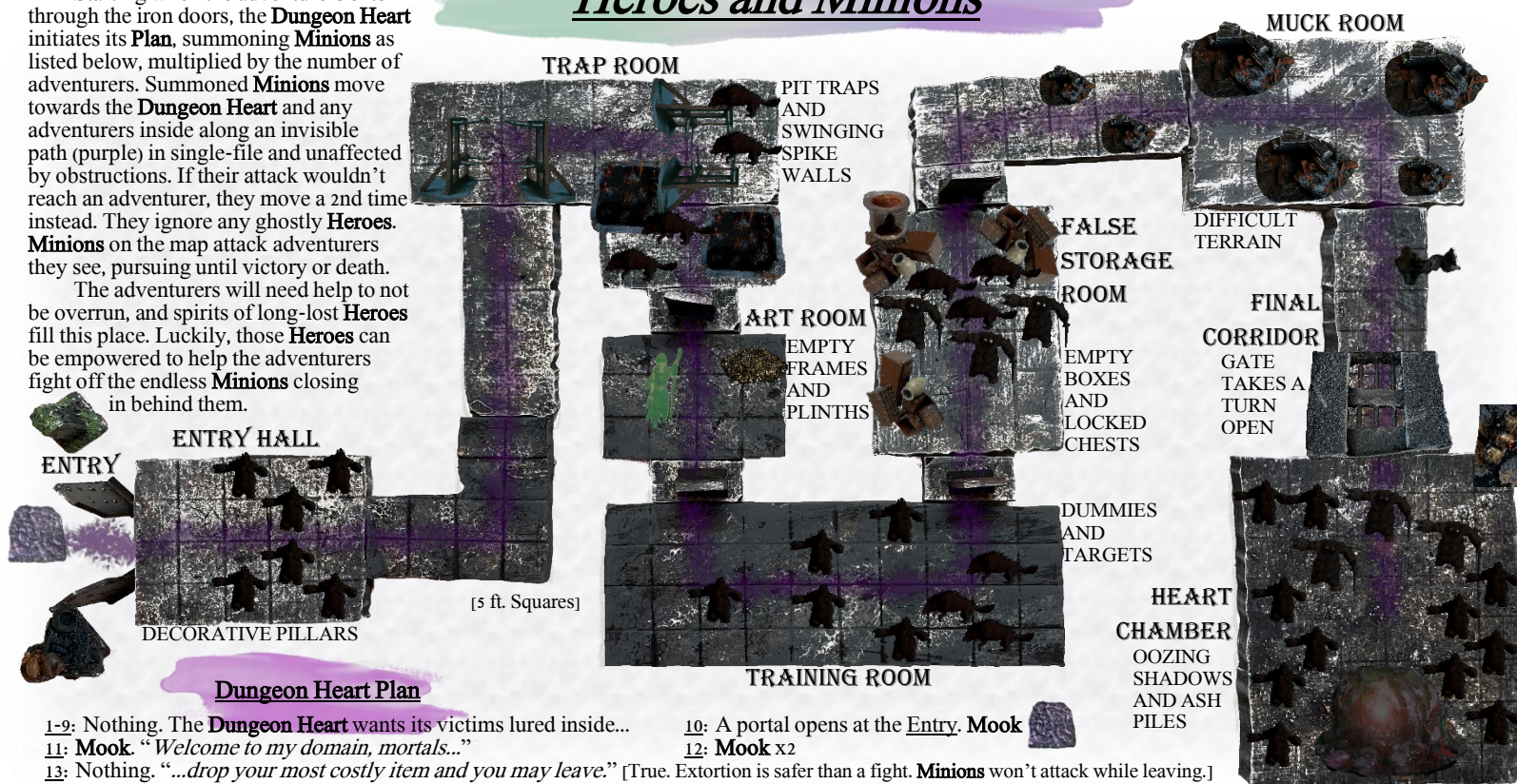


Heroes and Minions

Starting when the adventurers enter through the iron doors, the **Dungeon Heart** initiates its **Plan**, summoning **Minions** as listed below, multiplied by the number of adventurers. Summoned **Minions** move towards the **Dungeon Heart** and any adventurers inside along an invisible path (purple) in single-file and unaffected by obstructions. If their attack wouldn't reach an adventurer, they move a 2nd time instead. They ignore any ghostly **Heroes**. **Minions** on the map attack adventurers they see, pursuing until victory or death.

The adventurers will need help to not be overrun, and spirits of long-lost **Heroes** fill this place. Luckily, those **Heroes** can be empowered to help the adventurers fight off the endless **Minions** closing in behind them.



Dungeon Heart Plan

1-9: Nothing. The **Dungeon Heart** wants its victims lured inside...

11: **Mook**. "Welcome to my domain, mortals..."

13: Nothing. "...drop your most costly item and you may leave." [True. Extortion is safer than a fight. **Minions** won't attack while leaving.]

14: **Spike** 15: **Mook**

18: Nothing. "You merely banish my **Minions** temporarily..."

19: **Crawler** 20: **Mook** x2

24: Nothing. "Their energy and yours will feed me after you die..."

25: **Hunger**

10: A portal opens at the **Entry**. **Mook**

12: **Mook** x2

16: **Mook**

21: **Mook** x2, **Spike** x2

17: **Brute**

22: **Mook** x2, **Brute** x2

23: **Brute** x3

26+: **Mook**, **Spike**, **Brute**. Repeat until **Dungeon Heart** is defeated.

Minions



- ❖ **Mook**: Shadowy, hunched humanoid. 10 HP, M, 13 AC, 25 ft. MOV, +3* Claw (1d8). **Horde**: +1 per **Mook** attacking the same target.
- ❖ **Spike**: Inky, four legged beast with shifting spikes. 7 HP, S, 14 AC, 35 ft. MOV, +5 Bite (1d8+3) or +6 Spike Volley [30 ft.] (1d4+4)
- ❖ **Brute**: Lumbering soot giant. 30 HP, L, 16 AC, 25 ft. MOV, +6 Slam (2d6+4)
 - **Shoulder Through**: No 2nd move, halve the 1st damage taken each round.
- ❖ **Crawler**: Lopsided centipede made of ichor and insect corpses. 10 HP per PC (min. 50), H (10 ft. wide, 60 ft. long), 18 AC, 25 ft. MOV.
 - **Sheltering Embrace**: All **Minions** move freely underneath it, gaining +2 AC and take half damage while there.
 - **Legs, Uncountable**: 3d6 damage to all enemies in **Crawler**'s space while it is moving.
- ❖ **Hunger**: Six-legged beast of pure darkness with two heads. 15 HP per PC (min. 75), H, 17 AC, 40 ft. MOV, +8 Bite x2 (2d6+5).
 - **Dark Penumbra**: 50% the 1st hit taken each round does no damage.
- ❖ **Dungeon Heart**: Immobile, slimy, black quartz with oozing, shadowy shields. 50 HP per PC (min. 200), L, 10 AC. **Regeneration** 5, slowly consumes all corpses and treasure left on the floor. Starts using **Core Magic** once the adventurers enter the **Heart Chamber**.
 - **Core Magic**: Cast up to one of the following after each adventurer's turn. All spells are recharged every 5 adventurer turns.
 - ☐ **Minion Rage** (Advantage to all **Minion** attacks and damage on their next turn. Advance the **Plan** one turn.)
 - ☐ **Dark Invigoration** (All **Minions** regain 10 HP and make a half move)
 - ☐ **Conjure Stalagmite** (One target, 4d6 damage, DC 15 save for half)
 - ☐ **Barbed Barrier** (Attackers have a 50% chance of missing the **Heart** unless they take 1d6 damage. Lasts 1 round)

Loot:

- ❖ **Ghost Jacks**: A bag of spectral caltrops. While scattered on a surface, they create a 20 ft. radius sphere of floating spikes. This is difficult terrain for intangible creatures that deals 2d6 damage to any who enter. Laying by a pillar at the **Entry**.
- ❖ Pile of 103 high-quality, fake gold coins sitting in a pile in the **Art Room**.
- ❖ **Tiny Mook in a Jar**. Hostile before **Dungeon Heart** is defeated, obedient after. Respawns in the jar each dawn if killed. In a cupboard in the **False Storage Room**
- ❖ **Dark Essence**: Dense and inky smoke. Inhale to cast a weak summon without expending the spell. When it ends, make a DC 10 Dex save to catch the essence before it dissipates. A bubbling puddle on a **Final Corridor** flagstone
- ❖ **Quickpouch**: A 6-vial potion belt, its wearer can use its potions with a thought. Holds 6 empty vials. Nailed to a **Heart Chamber** wall, not touching the floor.

Heroes:

- A ghostly sage appears in the **Art Room** to explain the details below. She conjures a real-time map showing the **Heroes** and **Minions** in explored rooms.
- Fragments of old souls that died here have refused to be drained by the **Dungeon Heart** and want vengeance. Each adventurer gains **Renown** for each **Minion** that is killed. Spend **Renown** to recruit **Heroes**: 10, 15, 20, 25, 30... Each adventurer recruits separately. When recruited they can be placed in any spot in any explored room and act on their recruiters' turn. Ordered to a new spot, they spend their next turn moving. 25 **MP** given to a **Hero** restores lost [*Skills*].
- ★ **Marksman**: Fires two arrows, dealing 5 damage each to any target(s). [**Sniper**] *Arrows deal 10 damage instead.*
- ★ **Swordsmen**: Slashes all enemies within 10 ft. for 15 damage. [**Champion**] *Any enemy that comes within 10ft. takes 5 damage.*
- ★ **Warlock**: Lobs a 10 ft. radius blast at any point, dealing 4 damage. [**Archmage**] *Can instead attack in a 120 ft. line, 5 ft. wide.*
- ★ **Priest**: Projects a 30 ft. slow aura. Enemies treat this as difficult terrain. [**Paladin**] *Enemies inside the aura take double damage.*
- ★ **Thief**: Throws a knife for 5 damage within 30 ft. Triple damage if target is below max. [**Assassin**] *After a kill, make another attack, up to twice per turn.*

- ❖ **Shadow Carapace**: **Crawler's** chitinous skull worn as a crown. Cover a 30 ft. radius area in shadowy insects as a reaction, insects taking damage instead of a friendly creature(s). Up to 30 HP per day, with any excess carrying through.
- ❖ **Shade Veins**: A lace cloak of dark blood vessels. Can be split into more capes or rejoined during any rest. Wearers all share a pool of 10 rounds/day of **Haste**. This is **Hunger's** corpse.
- ❖ **Dungeon Core Shard (1 per adventurer)**: 12 charges/day for summoning **Minions** until killed for 1 day: **Mook** (2), **Spike** (3), **Brute** (4). If an adventurer gives their shard to the **Heroes**, it shatters, and they get a boon: Summon one [*Skilled*] **Hero** per day for 1 hour. From the **Dungeon Heart**.