

# The Realm of Fire

## Unknown

### 1 Introduction

The Realm of Fire is a Magical place that can only be entered under certain conditions. The realm of fire is an extension of the Valley of Fire, and if successfully traversed, will allow the characters to bypass the middle and inner regions and proceed to the Valley of Fire. Some characters, however, may find it much more appealing to approach the Crown of Command in the traditional manner.

### 2 Entering the Realm of Fire

The entrance to the Realm of Fire is through the Volcano. When this card is drawn, leave it on the space—it does not count toward the card total in the space. Once placed, the volcano cannot be destroyed.

Alternatively, if Mephisto is drawn, he no longer changes character alignment; Good or Neutral = you are immediately transported to the entrance of the Realm of Fire. Evil = Gain a craft, you may, if you choose, go to the entrance of the Realm of Fire.

Characters may also enter the Realm of Fire via the Valley of Fire in the inner region, though this is ill-advised.

Characters who enter the Realm of Fire without a talisman suffer from the hostile environment. Each round, they must roll a d6. On a roll of 1, they lose a life.

### 3 Spaces

#### 3.1 The Pit

This place runs alongside the inner region and is the place from which the pit fiends spring in that space. A character who makes it to the Pit Fiends can enter the Pit. Draw 3 fire cards. Characters cannot encounter each other on this space, which is to say that a group cannot be formed or disbanded, nor can one use a special ability against another, to include attacking, assassination, casting a combat spell on another, etc. Any weapons or enemies drawn assist the pit fiend in its fight against the characters. Roll 3d6 for the pit fiend's craft. If you enter this space and do

not have a talisman, roll 1d6. 1-3 = your mind is controlled. Lose a turn (and a craft) and attempt to break free next round. 4-6 = You have a strong will and are free to fight as normal.

#### 3.2 Polychromatic Dragon

The Queen of Dragons has made her nest here. Draw 5 adventure cards, ignoring any enemies. The Polychromatic Dragon has 5 heads, each Strength 10, and 5 lives. The heads can be faced off against. If a united effort is used, fight a combat against Strength 50. Every turn, roll a die to see which dragon head breathes:

1 = Fire: Roll under your craft on 2 dice or lose a life.

2 = Frost: Roll under your craft on 2 dice or lose a life. Roll under your strength on 2 dice or be frozen (miss the next turn of combat).

3 = Lightning: Roll under your craft on 2 dice or lose a life. If any metal weapon or armour is held, lose an additional life.

4 = Acid: Roll under your craft on 2 dice or lose a life. If a shield, helmet, or armour is used to save your life, lose the item.

5 = Poison: Roll under your craft on 2 dice or lose a life. Roll under your strength on 2 dice or lose an additional life.

6 = Spell: Draw a spell from the spell deck and use it against the characters.

You may remain on this space without moving the following round. If you leave the space, you may not return until all characters have left, during which time the Polychromatic Dragon heals its 5 lives. Defeating the Polychromatic Dragon is considered a heroic deed.

#### 3.3 The Valley of Fire

Characters who battle up to the inner region but do not have a talisman may enter the Realm of Fire through the Pit via the Pit Fiends. You must have a talisman to enter the Valley of Fire. If you enter the valley of fire without a talisman, your character falls into the chasm.