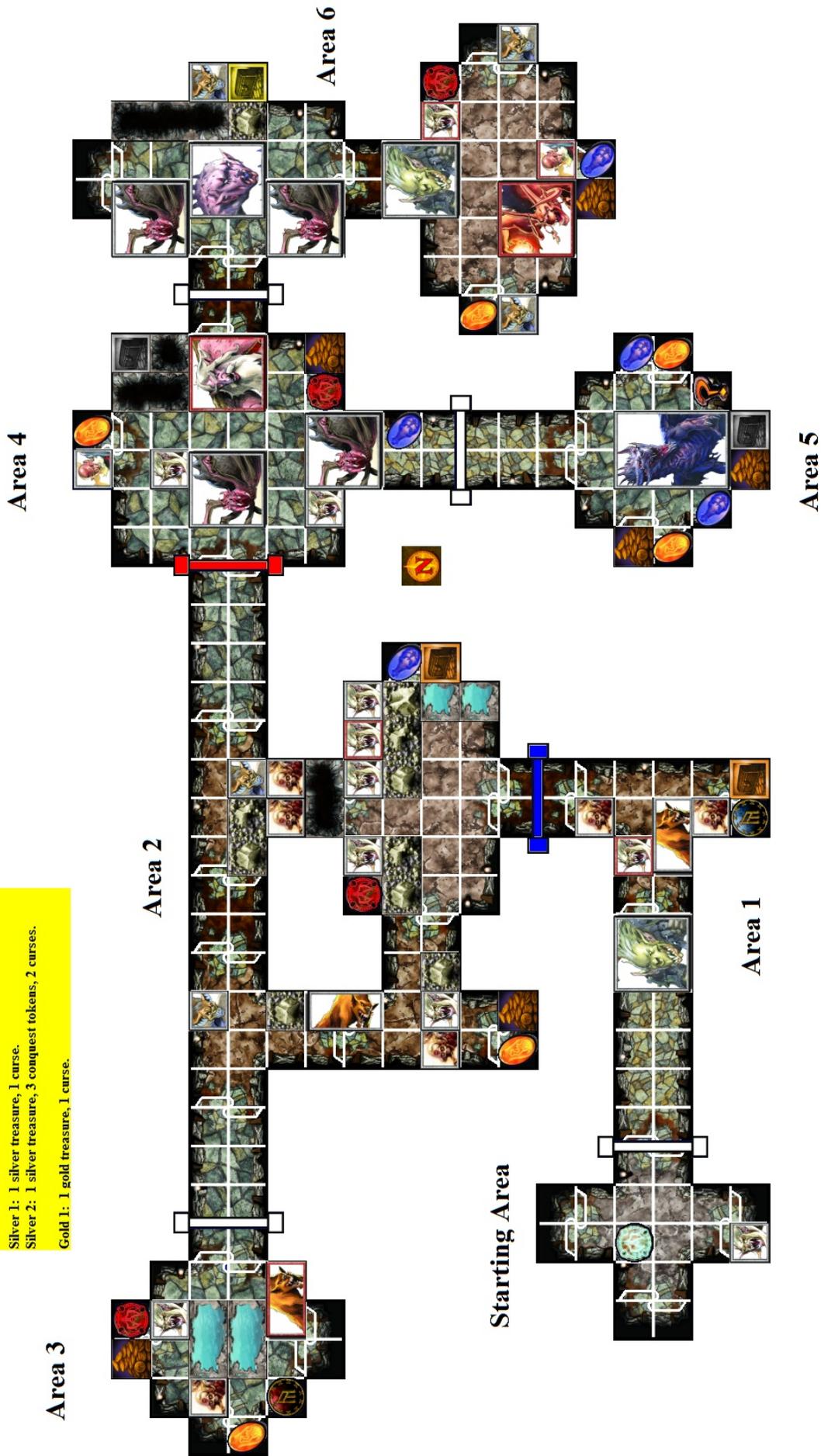


Chests:
Bronze 1: 25 coins, 2 curses. A slap in the face to the heroes.
Bronze 2: 2 bronze treasures, 3 conquest tokens, 100 gold coins, one curse.
Silver 1: 1 silver treasure, 1 curse.
Silver 2: 1 silver treasure, 3 conquest tokens, 2 curses.
Gold 1: 1 gold treasure, 1 curse.



Betrayal of Ismondor

By Hershey Ordman

Quest Background

You are seductively sipping your ale in the local tavern, when you are approached by THE KING OF THE WORLD. He speaks in a womanly, yet KINGLY tone, "Adventurer, I have a task for you. The dread wizard Zyke-Mee is attempting to open a portal to Hell. If he succeeds, all life in THE WORLD will be destroyed. I need you to assemble a misfit band of heroes to search him out in the local dungeon and destroy him before he can carry out this cliché, yet nonsensical, plan. I recommend Silhouette." he says, pointing at a woman sitting across the room from you, "I hear she's quite good."

You reply, "What, me? Don't you have soldiers for this sort of thing? I'm not really even an adventurer."

"Nevertheless," THE KING OF THE WORLD booms in a high pitched squeal, "you must do this, or all will be lost."

THE KING OF THE WORLD then giggles as he disappears into a cloud of bluish red smoke, leaving nothing but the stink of burning flesh and a map in the place where he stood.

Quest Goals

After gathering recruits for your party and purchasing equipment, you trudge out to the dungeon located on THE KING OF THE WORLD's map. It is a treacherous journey, and many are lost along the way to disease and exposure. Finally, after more than an hour and a half of travel, you arrive at your destination. The few of you that remain enter what is clearly marked by a colorful sign as Menacing Dungeon (subtitled: "The most menacing dungeon in THE WORLD").

Your goal is to trudge the depths of Menacing Dungeon, and find the evil sorcerer Zyke-Mee. Then you must beg him to stop destroying THE WORLD. If that fails, kill him. If he already opened the Hell Portal, you're probably screwed, but try to close it anyway. If you can activate some of the ancient glyphs of transport in Menacing Dungeon along the way, good for you. You start with five conquest tokens. If you ever run out of conquest tokens, you and everyone you know is dead forever.

Starting Area

If one of the heroes has drawn the "Acrobat" skill card:

You hear the wizard Zyke-Mee speak to you on Menacing Dungeon's intercom system, "Heroes, I see one of you has been blessed with amazing acrobatical prowess. This amuses me. I forsake my evil ways. In fact, I'm going to kill myself, just to be sure."

You hear Zyke-Mee's dying moans over the intercom. The

world is safe once more. You are victorious in your quest.

Otherwise:

You cautiously enter Menacing Dungeon through a glyph of transport, which doesn't make a lot of sense, but bear with me here. The walls of this place have been painted yellow with blue trim. In the corner you see a beastman quietly crying. He hears your party and turns to face you. His tears quickly change from that of heartbrake to rage as he charges you, tearing off his pants as he readies his attack.

Just to mess with the heroes, this is a regular beastman, but he has ten hit points.

Area 1

You open the door to find yourself staring into the face of an ogre. This pisses you off, because it's the first area, and you still have your store bought crap weapons, and already you have to fight an ogre. There is an intersection at the end of the hall. At one end you see a blue door key, at the other end, a blue door. Before you can gather your wits to solve this mind-bending puzzle, the creatures lunge.

Area 2

It appears as though the ceiling has collapsed in this room. Rubble is strewn about so randomly as to imply intelligent design. It's almost as though the intent of this room is to keep certain areas out of your line of sight, so that even the most inept overlord will still be able to spawn creatures. Behind some of the rubble you hear the sound of beastmen hiding from your inevitable first strike. There's some other stuff here, too.

Area 3

There is a pool of what appears to be liquid water in the center of this room. It isn't. It is instead a pool of Hell Portal. The dread wizard Zyke-Mee has been successful in opening doom upon this world. Over Menacing Dungeon's intercom system, you hear the wizard speak. "Fools! I have already succeeded in opening my Hell Portal. Now join me or die to my infinite horde of illegal immigrant monsters."

If the heroes choose to join the wizard:

You spend the rest of your life doing Zyke-Mee's dishes and fetching him coffee. THE KING OF THE WORLD and everyone else is dead. You have failed your mission.

Otherwise:

You laugh haughtily at the wizard's outlandish offer. "No," you choke out between laughs, "I will instead kill you with my weapon that I have in my hand right now, or possibly a

better one that I'll find later. And I'll close this portal and save the princess, somehow."

Now in addition to killing the wizard, you must close the Hell Portal to succeed in your mission. (there is no princess in this scenario).

From now on, at the beginning of the overlord's turn, roll one black power die. If a power enhancement comes up, spawn one skeleton archer next to the Hell Portal. If a surge comes up, spawn one beastman next to the Hell Portal. If a blank comes up, spawn one razorwing next to the Hell Portal. If you begin to wonder why no hellhounds are spawned from the Hell Portal, stop it.

If a hero in possession of the tome, "Hell Portals and You" ends his turn next to the Hell Portal while there are no enemies in this area, the Hell Portal closes. No more creatures will spawn from the Hell Portal:

You read the powerful spell in front of the Hell Portal, "Please close, pretty please, please close, **MAGICKAKAAK!**". The Hell Portal quietly whimpers, "eeeeeee", then closes.

Area 4

These rooms hang perilously throughout the room. Walls are made by a pulsing green light, basted with swatches of what appears to be human blood. The deeper you tread into the Menacing Dungeon, the more ankyr it seems. This area in particular does not appear to have been spell checked in many years. Several creatures inhabit the area, the most fearful of which is a might gnat. The gnat turns to fake you, garling mincingly.

Area 5

At the edges of this room you see piles of coins, treasure, potions, and trinkets. You smile at your good fortune, until a black shape rises before you. "I am Kill Dragon, I **KILL KILL KILL KILL...**" He says "kill" many more times, after which, he unsurprisingly tries to kill you.

The Kill Dragon is exactly like a regular dragon, except he really really wants to kill the heroes. So try harder.

If a hero ends his turn on the space marked with mystery:

Amidst the Kill Dragon's treasure, you conveniently find an ancient tome entitled "Hell Portals and You". Thumbing through the text, you locate a passage giving you the arcane knowledge necessary to close the Hell Portal. You will need to read the "Passage of Hell Portal Closing" in front of the Hell Portal, but you fear any distractions will interfere the ritual. All creatures in the room of the Hell Portal must be eliminated, and the bearer of this tome must read the Passage of Hell Portal Closing while standing next to the Hell Portal.

Give the hero the mystery token to indicate that he is in possession of the tome. It behaves as an "Other" item, and can be equipped or transferred as such. If the heroes drop or attempt to sell it before closing the Hell Portal, they are very stupid, and therefore lose the

game.

Area 6

This room is like a metaphor for all the suffering and misery in this room, of which there is much. Demonic creatures appear to be feasting on what's left of a girl's soccer team. At the far end sits the dread wizard Zyke-Me. Noticing your presence, he stands to face you. "Foolish Fools! You have been a thorn in my side for too long. Now, after respectfully waiting for you to finish your turns, I will destroy you!"

Zyke-Mee is like a regular master sorcerer except he has, we'll say, three extra armor and ten extra hit points.

If the heroes kill Zyke-Mee:

The dread wizard, Zyke-Mee shrieks with fury, "You may have killed me, but I'm still talking. Oh yes, evil can always talk whilst dead." He prattles on for several minutes while you continue to hack away at what's left of his mutilated body. Finally you stomp on his tongue, which of course explodes.

All heroes standing within three spaces of where the wizard fell take three damage, ignoring armor.

The wizard stops talking.

Once the heroes have closed the hell Portal and killed Zyke-Mee:

In the case of a tie caused by an exploding tongue, the heroes have actually lost. Tell them they're losers. Otherwise:

THE KING OF THE WORLD appears before you in a burst of yellowish purple light. Serious burns cover most of his exposed skin. "Heroes" he says, in a most annoying but **KINGLY** voice, "You have done well this day. Evil has been thwarted, and you have heeded my call. But there will always be more evil. Evil is like a perpetual evil machine, constantly remaking evil from previous defeated evil. But your heeding was good, so now you must rest, until more evil arrives, for you to fight, perpetually."

Tell the heroes they've won, and that you're proud of them, and that you love them.