



Fenwitz's Beginning

By Robert C

Quest Background

Rumors abound that Fenwitz the Wizard is building an army. You have been approached by one of the king's messengers and handed a decree. "Brave and mighty adventurers. You are hereby charged to find information about Fenwitz's army. Here is a map of the supposed meeting place for the final hiring and bribing for the last of the detachments. Bring back proof and Fenwitz's master agent (Nikko). You may keep any treasure and gold that is found" the decree is signed by King Utstar himself.

Quest Goals

Find information that can incriminate the Wizard Fenwitz. Capture and bring back his Master agent/negotiator (Nikko). In addition bring back as many contracts/bribery negotiations as possible and each party member will be rewarded 50 gold for each. There will be glyphs of traveling that will help you on your way. The heroes start with 5 (7 for less than 4 heroes) conquest tokens if you should ever lose all the conquest tokens Fenwitz will conquer King Utstar kingdom and start a new era in terror.

Important: Subduing is the same as attacking but no permanent damage is applied. Unless the OL wants to add that subduing is only done via unarmed combat. :)

The OL may choose to divide up this scenario into 2 parts. Area 6 will become the end for quest one, while Area 7 will become the end for quest two.

Then use areas 1A and 2A descriptions.

Area 1

Upon opening the door you see Fenwitz's guards. They rush toward you to stop you from entering. You hear echoes of movement from far away. You can only assume that this is a long and twisting hallway.

The Ogre in this area will not move until the Master Razorwing warns him.

Area 2

You open the door and see a celestial room. Stone stars of various colors are implanted into the wall everywhere. You also seem to have interrupted something, the sorcerer and manticore stop speaking immediately and the beastman guard rushes toward you.

The ? closest to the sorcerer is a contract/bribe. The second ? will reveal the red stairs leading to area 3. Which can only be opened with the stone star from the Manticore.

Once the Manticore is killed. The heroes will find a stone

star. This star will mount into the wall where the second ? is and will open the secret door (which will reveal the red stairs) leading to Area 3.

READ for the second ? when a hero activates it. You notice that the wall has stone stars covering it.

With the death of the Manticore you notice that some of the stone stars are missing from the wall.

You insert the stone star in its matching hole. You hear the grinding of stone then a stairway appears behind the wall.

Area 3

Entering the small room you startle a Master Naga rumaging through treasure. It turns immediately shouting "Slivento made a deal its mine! its Sliventos!! Go away!!!"

The rubble token here represent a wall which can NOT be moved across. The acrobat skill will have no effect on it.

Area 4

You open the rune locked door and see a Sorcerer talking to a Naga. He has his back to you and states "I hope everything was to your liking Slivento." He turns and his eyes bulge as he realizes it isn't Slivento that has entered the room. He yells "Guards! Guards!!"

After he yells the OL may move (but doesn't have to) the Skeleton Archer & Master Hell Hound closer to the heroes. The Master Razorwing can now take an interrupt turn. He will attempt to warn the Ogre (moving his maximum movement & may make one attack) in Area 1. If he reaches the ogre the OL may activate it on his following turn.

Area 5

This room has webbing all over the place. Once again you notice a sorcerer communicating with a bane spider. The sorcerer points at you and the bane spiders advance in your direction.

Important: The first ? (closest to the sorcerer) is yet another contract/bribe. The second ? is the blue stair case hidden behind the webbing. The first hero to roll a surge on the power dice finds the south east stair case. Read the next flavor text.

After clearing the room of any danger. You notice a stairway in the south east corner covered by webbing.

Area 6

An Ogre takes up most of this room. You hear him saying "Narko, this will do fine. Me and my brothers will enjoy

joining your legion." The sorcerer (Narko) points at you and shouts "Prove your loyalty Mulint, crush the non believers!"

The name Narko is suppose to make the players think they might have the Master agent for the King. (MOVEMENT instructions) If the players move Narko to town there movement for one hero will be reduced by 2, for two heroes movement will be reduced by 1 and for three heroes no movement penalty but all heroes must be adjacent to one another. This will give the OL a chance to spawn more creatures before they realize their mistake.

The rubble and water hazard are unaffected by the acrobat skill.

With Narko subdued and Mulint dead. You decide to search the room. You see a gentle waterfall in the West wall and you hear voices raised in arguement beyond it.

Important: The player may only see to the Western Ruined pillar and to the Northwestern healing potioin and all the creatures between the dotted lines in Line of Sight. No attacks from either side my be made through the waterfall the space is too narrow for any type of combat.

If making it a 2 part scenerio. Read this to the players: You take Narko back to town for the King. After a few minates of questioning the king comes to you and states "this isn't the man we need. Niko is still out there go, find him and bring him back to me!"

Area 7

This room is huge and has a multitude of occupants. There are small pools, a ruined pillar and a chasm. You also notice a dragon and demon argueing with a sorcerer in between them, obiously trying to calm things down. The Dragon, Demon, and Sorcerer have not noticed you yet but the other occupants have and advance towards you.

Have the players roll 3 or 4 power die. The number of power die will be up to the OL and how hard the adventure has been so far. If 2 or 3 surges are rolled (one again up the OL) the sorcerer, demon, and dragon will continue arguing and still ignore the heroes. If 1 or 2 surges are rolled the sorcerer will notice the heroes, move to a more defensive position, and attack. If no surges are rolled the arguement stops (OL option) and all of them will move to attack the heroes. As you may have guessed the sorcerer is Niko and he must be brought back to town in order for the heroes to win.

After subduing Nikko the heroes receive three conquest tokens and must move him back to town in order to win. For one player to move Nikko back to town their movement will be reduced by two, for two heroes movement will be reduced by 1 and for three heroes no movement penalty and they must all stay adjacent to one another at the end of the heroes turn..

Important: Narko has + 3 health/life + 2 armor + 1 movement. and (optional the telekinesis ability.)

This area will be the same for both scenerios

Use below if split into 2 scenerios

Area 1 A

You enter the room and see its gaurdians staring at your. Its almost as if they were expecting you.

Area 2 A

You see an Ogre guarding a chest. He shouts something in a language that you don't understand and the hell hound turns to face you.

Important: Playtesters.

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