



Copper Chest - 1 Copper Treasure, 2 Curses
 Silver Chest - 1 Silver Treasure, 3 Conquest Tokens
 1 Health Potion



Missing: Red Scorpion

By Jon Dockter

Important: Before players select their heroes, remove the Red Scorpion hero card from the available choices.

Quest Background

You've been traveling for days in search of adventure when you happen to stumble across a little town by the name of Bayberry. Having slept on the ground for the past two weeks you feel that a night at the inn would do you well. Stopping at the tavern first, you notice a sign posted on the door that states: "Missing: Red Scorpion". Curious, you ask the barkeep who Red Scorpion is. "That's your local hero," he replies. "She's been missing for a week now. Yesterday we received a ransom notice signed by somebody named "Krung". The ransom note said that if someone from the town did not deliver 50,000 gold to the abandoned farmstead by noon tomorrow he would kill her. Our little town could never afford such a ransom. We posted these signs in hopes that someone could help us. Red Scorpion is the sole protector of this town, I don't know what we will do if she never comes back." Never passing up a chance to help a fellow hero in need you inform the barkeep that you will take care of the situation. "Oh thank you, thank you. You are forever in our debt. The farmstead is about a mile south of town, just off the road. You can't miss it." And with that, you set off on your adventure.

Quest Goals

After journeying to the abandoned farmstead, you prepare to enter the house. Your goal is to investigate Red Scorpion's disappearance and kill Krung while collecting as much treasure as possible. You start with 5 Conquest Tokens. If you ever run out of conquest tokens Krung will continue his kidnapping spree. Good luck.

Starting Area

You find yourself in a dusty hallway filled with cobwebs. You notice several creatures waiting for you. It looks as if somebody was expecting your arrival.

Area 1

Smoke hangs in the air and the sweet smell of herbs and spices fills our nostrils. The house's inhabitants seem to have turned the bedroom into a makeshift laboratory. Rows of potions and beakers filled with liquids of every color of the rainbow are scattered about on tables and fill the shelves that are hanging on the walls. At the far end of the room a Sorcerer is stirring a bubbling green liquid in a large cauldron.

If a hero ends his turn standing on the ?

You see several beakers of the green fluid strewn about on the table. Etched across some of the them is the word "Spider". Feeling that it might be of some use, you grab a beaker of the strange green liquid.

Area 2

This room was once used a living room. Dust covered chairs and endtables are still in the room and there is a large fireplace on the east wall. You hear the faint sound of beating wings coming from the fireplace, it sounds much to big to be just a bird or bat. You spot Red Scorpion lying motionless on the floor behind a giant Bane Spider. Is she still alive? Two Hell Hounds guarding the hallway begin to growl at you.

Place the Red Scorpion figure where the "?" is on the map. She is poisoned and cannot be moved. If the heroes end their turn adjacent to Red Scorpion with the beaker of strange green liquid Red Scorpion is cured. Give her hero card to the heroes. The heroes now take control of Red Scorpion. (Further details are described below)

If a hero ends his turn adjacent to Red Scorpion

Inspecting Red Scorpion you see that she is pale as a ghost and very stiff, as if all her muscles are contracted. She is breathing, but very faintly. Upon further inspection you notice two puncture wounds on the back of her neck. She must have been bitten by the Bane Spider. If only you had an antidote. Moving Red Scorpion is too dangerous so you must leave her here while you search for the cure.

If a hero ends his turn adjacent to Red Scorpion with the beaker of strange green liquid and you have read the flavor text above

You tip back Red Scorpion's head and pour the liquid down her throat. At first nothing appears to happen, but suddenly she begins to cough. She sits up slowly and looks around shaking her head, her eyes focus on you. "Thank you my friends," she says. "I knew someone would eventually come. I've been hunting Krung for some time now and I foolishly fell into an ambush. He brought me to this place and gave me to that spider to keep me here. Let us take revenge on that vile beast. Oh, and before I forget, take this. I managed to slip it off of Krung on the way here. You can have it." Red Scorpion hands you a shiny Blue Key.

Give the heroes the Blue Key.

(Read aloud to the heroes)

You now have control of Red Scorpion. She has full health and stamina, the equipment cards: Leather Armor and Dagger (if available), and one skill of any type drawn randomly by you. Red Scorpion is treated as a regular hero for all gameplay purposes, including Overlord Tokens. At the start of your turn you decide when and who moves Red Scorpion. You may escort Red Scorpion out of the house, by moving her to a glyph, to immediately gain 3 Conquest Tokens for her safe return. If she is ever defeated she returns to town and you do not gain any Conquest Tokens and you lose the appropriate amount of Conquest Tokens. Once Red Scorpion returns to town by either means she will never again return to the farmstead.

Area 3

The staircase leads to an old earthen basement. In some places the dirt from the basement floor has collapsed into large sinkholes. It looks as if some spiders have taken up residence here too.

Area 4

Sitting at an old dining room table, feasting on some kind of raw meat, sits Krung and his servants. "Judging by the look on your faces I take it you are not here to pay my ransom," he grumbles. "Fine, I guess I'll just have to kill you then!"

The Ogre here is Krung. He has the same statistics as an ordinary master ogre except that his armor is 7 and he has 2 extra wounds.

If the heroes kill Krung

Howling in pain Krung staggers backwards landing on the table, smashing it to pieces. "You will not get away with this", he gasps. "You, along with that wench Red Scorpion will die!" Krung struggles to crawl away, but his eyes soon glaze over as a pool of blood begins to grow beneath him. With Krung gone the countryside is now safe again and the townsfolk will be overjoyed to have their resident hero back.

The heroes receive 3 Conquest Tokens. The heroes have finished their quest.