

**Start Area**

- Copper 1 - 1 Copper Treasure, 100 coins
- Copper 2 - 2 Copper Treasures, 3 conquest tokens, 2 Curses
- Copper 3 - 1 copper Treasure, 3 health potions, 3 conquest tokens, 1 Curse
- Silver 1 - 1 Silver Treasure, 5 conquest tokens, 3 Curses
- Silver 2 - 2 Silver Treasures, 2 Curses
- Silver 3 - 1 Silver Treasures, 2 Conquest Tokens, 2 Curses
- Gold 1 - 1 Gold Treasure, 2 Curses

**Area 1**

*(Hallway begins at the end of the room tile)*

Trigger set 1      Trigger set 2      Trigger set 3

**Area 2**

**Area 4**

**Area 3**

**Area 5**



# Sour Water

By Trevor Black

## Quest Background

As you return from a successful raid on a band of bandits, you stop in the hamlet of Marriwin. Coming into town you notice that things are not so pleasant. As you travel through the cornfields you notice that the stalks, instead of being a sunny yellow, are a sickly green. A foul smell creeps through the air into your nostrils as you enter in the center of the town. You notice that it is coming directly from the well. The water has obviously turned sour with the stench. Looking around you notice that there aren't any healthy people around. The townsfolk are falling ill to the sickness that plagues the lifeblood of their town. As you approach the well you hear a woman behind you scream, "IT'S IN THE CAVE! I SAW IT! I SAW IT! A GIANT, DEMON SERPENT IS IN THE CAVE!"

Knowing that this town will be unable to survive without this evil vanquished, you unsheathe your weapon, tighten the strap on your armor, and spur your horse in the direction of the cave.

## Quest Goals

The water is poisoned by the foulness of whatever lives within the cave. You will find this creature and dispose of it in a way that befits a monster, and then leave the cave. The players start with 6 conquest tokens, 1 copper treasure, and 100 extra coins (for a total of 400) from their previous raid on the bandit camp.

## Starting Area

You enter into the cave. The walls seem to be alive and moving with a large amount of yellow mold. It is soft to the touch, and would most likely be edible if you weren't so concerned about the poisonous water that it feeds off of. Looking ahead you see a door. It strikes you odd that a door would be in a natural cavern such as this. You think a little extra caution is warranted.

## Area 1

Upon opening the door a high pitched inhuman screech assaults your ears. You cover your ears and try scan the room for danger. You manage to get your bearings enough to take in the area. A small room strewn with rubble is ahead of you with hallways branching out of it. The ominous hallway east catches your eye for moment but is quickly blocked out by a horde of bats that fly by you. That's when you notice that some of these bats are far bigger than your average flying rodent.

**For all of the triggers in the long east hallway, if one is stepped on remove the one that is right next to it. In regards to cards and powers these triggers are all considered traps. When the first set of triggers activates read the following and have any player in the hallway tiles take 6 wounds ignoring armor and roll 3 power dice. For every blank remove two of the wounds dealt.**

While you are exploring the hallway you feel something thin and tight press against your shin. You hear a series of shattering sounds and prepare yourself for the worst as a volley of small darts fires at you!

**For all of the triggers in the long east hallway, if one is stepped on remove the one that is right next to it. In regards to cards and powers these triggers are all considered traps. When the second set of triggers activates read the following and have the players all take 3 wounds and 3 burn markers and roll 3 power dice. For every blank rolled remove a burn marker and a wound.**

You think you can see the end of the hallway and notice the glinting of precious metal! Forgetting about your previous mishap you start to rush forward recklessly. A small stone below you begins to move and you curse under your breath as a large pillar of plame rushes towards you.

**For all of the triggers in the long east hallway, if one is stepped on remove the one that is right next to it. In regards to cards and powers these triggers are all considered traps. When the third set of triggers activates read the following, spawn a master bane spider in a place of your choice within the hallway (you may not place the spider directly on another figure if you can't place the spider then it is lost) and take 3 wound counters and place them on the board. At the beginning of the overlord phase remove 1 wound counter. If there are any heroes left in the hallway after the last wound counter is removed they are immediately killed. After the hallway closes remove all the hallway tiles and items on them and close off the room with an ending tile filled with rubble.**

Seeing your goal, you reach for the treasure when you hear a familiar click behind you. Sighing in frustration you notice that the walls are beginning to close in on you! You'd normally have no trouble getting out; however, a loud chittering behind you has you more than a little worried.

## Area 2

When this room is made place a 6 square long hallway on top of the south end of the 4x6 room. This is a balcony in which the skeletons are standing shooting down onto the players. The moment the door is opened the skeletons get 1 free shot each for those that have line of sight to the heroes (Interrupting the hero's action, a guard action is the only order/action that can interrupt the skeletons). Figures do not block line of sight for anything on the edge of the balcony, so they can shoot at any hero within both the room and the hallway. Players can not attack the skeletons with melee attacks unless they go up the stairs on the east side of the room nor can they enter the balcony squares without using the stairwell (or telekinesis). If they do go up the stairs place them on the balcony at the second staircase. Those that are using range to attack the balcony from the floor subtract 1 range to the figures above.

You open the door and are greeted with a shout, "FIRE!!!" 6 skeletons on a balcony begin firing down on you. To the east side of the room you see a staircase, you think it will lead you to your victory in this room.

### Area 3

The door slides open revealing walls that are more dark and wet than moldy. In fact it seems as if the deeper you go into this cave the less the mold clings to the wall. Looking on the ground you can see some of it left, shriveled and decayed. It appears not even the most base of life can survive this poison for long. Down the hallway you see a large creature. It grins at you with sharp teeth and motions you with its axe.

**When the ogre dies read the following.**

You kill me...but serpent sisters eat you. Yes, they eat you all up like....big.....fat.....mouse.....

### Area 4

Opening the door you are assaulted with the smell of sulfur. You don't even have time to reel before growling, mixed in with nasty flames, assaults your senses. In the corner you see a skeletal man sitting in a chair. Even in death it seems he wished to guard his remains with the hounds of hell.

**When the characters land on the encounter space read the following and award the players 2 curses.**

You approach the skeletal remains of the magician and search his body....finding nothing. It appears the more intelligent creatures of the dungeon got to him first. Dejected you turn away from the body and continue to pursue your goal.

### Area 5

The sour smell of the fetid water seems to be strongest in here. It's a wonder how some of these creatures are still breathing. The water in this area steams with noxious fumes that surround it in an evil looking mist. You see the evil cause of this. A serpent with a woman's head rears up amongst large pools of water grinning, its jade scales glistening with slime. Undaunted you move towards her only to see another serpent swing around and start glaring at you. Their eyes glow greenish and the light reflects off the wall making a disturbing, yet dazzling, display. Two serpents? Tough...but still no match for you. As you step in the chamber you see in the distance ANOTHER serpent. This one has a jeweled crown on its forehead and its scales are steaming. As it slithers close to you, its easily noticed that the rocks below it are beginning to dissolve. You think you've found the true culprit. "Welcome my little mice," it says with both sneer and hiss, "My name is Lith'saw and I've been waiting for you....waiting for a little snack."

Lith'Saw has a special aura. Every time a player steps adjacent to her they receive both one wound and one poison counter ignoring armor. In addition every time the players step adjacent to a water square they receive one wound and one poison counter ignoring armor. The naga are immune to the aura effects; however, the other creatures in the room are not so lucky and suffer a point of damage every time they move adjacent to a water square or Lith'Saw.

All 3 of the nagas in the room are considered named monsters. The two nagas have their health increased by 5, armor increased by 3, and roll an additional 2 power dice for their attacks. Lith'Saw has her health increased by 11, armor increased by 5, and rolls an additional 3 power dice and 1 green die on her attacks.

**When Lith'Saw and her sisters are dead award the players 3 conquest tokens, and 10 wounds. Have the heroes roll 5 power dice and for each blank they get they remove 2 wound. Read the following:**

As the last of the sister's fall to the ground you hear a grotesque hiss of acid spews from their corpses and runs on the floor. You take in a sigh of relief and smile at the simplicity of your victory when you hear a rumbling coming from the wall. You realize that you are right next to the river that feeds the well to Marriwin and all that acid is fastly eating away the wall to the cavern. Quickly you turn and bolt for the nearest glyph.

**If the players still have conquest tokens after rolling the power dice to avoid the flooding of the cavern they have won the Quest. Award them an additional 5 conquest tokens.**