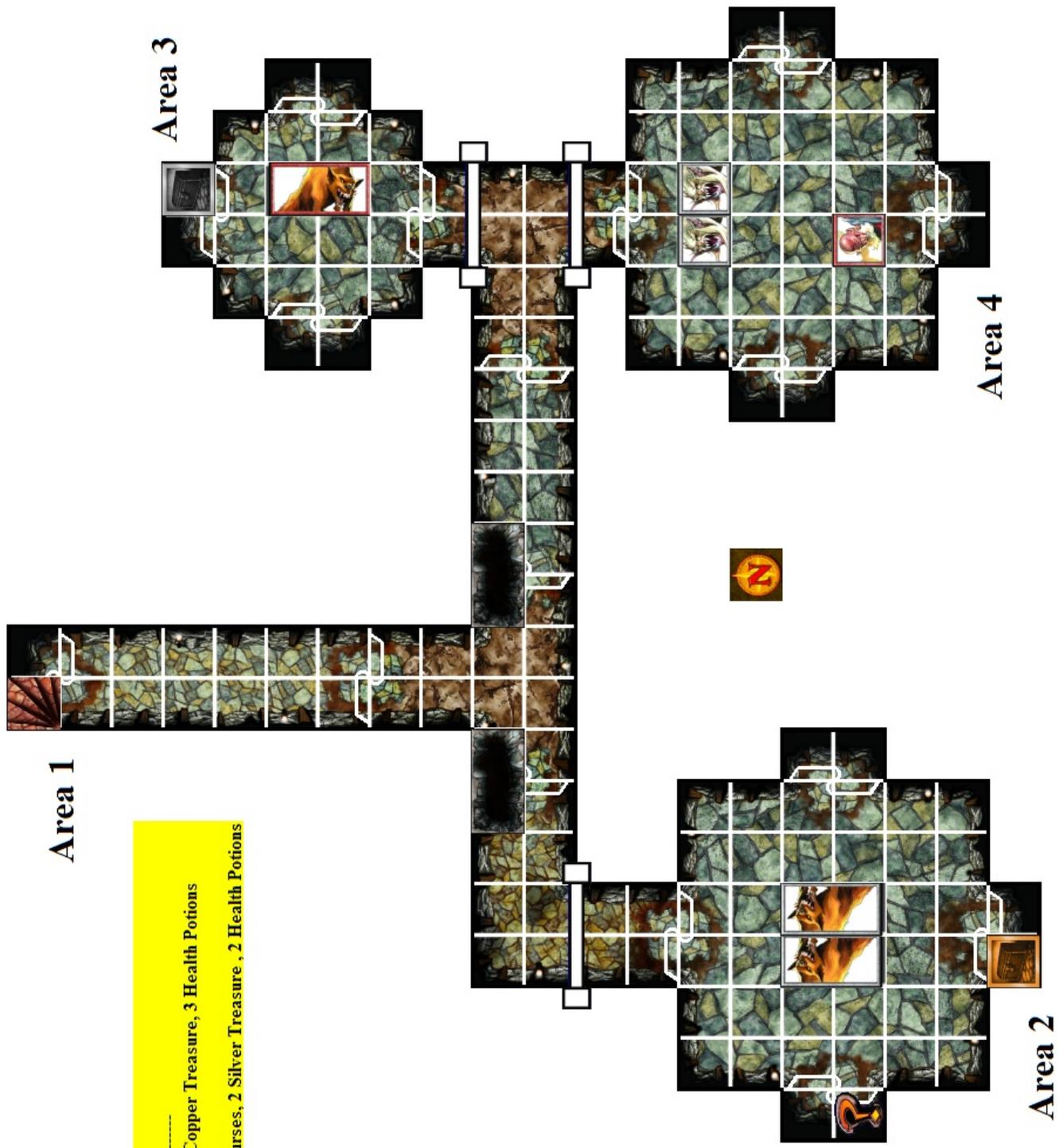


Area 1

Chests

Copper 1: 1 Copper Treasure, 3 Health Potions
Silver 1: 2 Curses, 2 Silver Treasure, 2 Health Potions



Area 3

Area 4

Area 2

The Rescue

By C.R. Kirby

This quest was designed to be quick and for a small party. The adventure should take no more than 1 1/2 hours, even less if the Heroes go to Area 4 right away.

Feel free to send suggestions and comments to ckirby@charter.net.

Quest Background

The small town of Nor-Ruhn has been terrorized by a pack of hellish hounds. Homes have been burned, crops destroyed, and just last night, a small child was snatched from her very bed! A few brave souls have followed the tracks and have seen where the hounds go and hide from the light of day. Now, they have come to you for assistance. Do you take this quest?

Quest Goals

You must save the child! Enter the cave, rescue the child, and escape with your lives. And, if any evil should rear its ugly head within the caves, remove it from their shoulders!

This quest has different starting rules for the Overlord. The Overlord starts the game with 6 Threat Tokens but no cards. The Heroes start the game with 5 Conquest Tokens. If the Heroes ever run out of Conquest Tokens, the Heroes have failed and the child is doomed.

In addition, there is no glyph back to town. The staircase acts as a starting point for the game and can be used to leave the caves but not to return to town. If a Hero leaves the caves they are out of the game until they enter the caves again. The Heroes will have to make due with what they bring with them and what they find in the caves since they cannot return to town to shop. If the Hero is killed, they return to the staircase.

Area 1: The Entrance

You have followed the trail for three days. On the morning of the fourth day, you come to the hole in the ground where the nightmarish creatures dwell. Approaching the hole, you see crude steps leading down into the darkness. Taking a deep breath, you start down the stairs.

You go down, down, down into the dark. The earth staircase turns to stone that is wet and slick. Several times, you almost lose your footing only to recover it just in time. At last, you have reached the bottom. The cave floor is littered with small bones and the remains of dead animals. Upon closer inspection, none of the bones appear to be human...perhaps the child is still alive? Your torches cast dancing shadows on the walls and somewhere, beyond the light of your torch, something stirs.

Area 2: The Breeding Pens

The sound of small barks and yelps echo off the rock walls as two large hounds pace back and forth between small clutches of puppies. You are struck by how cuddly the young of the hellish hounds appear but quickly shake the thought from your mind as the puppies' parents turn and growl, steaming saliva dripping from their jowls.

When the character's step on the trigger, read the following:

Among a pile of straw and mud, you find a small human jawbone. Could this be the remains of the child?

Area 3: Storage

Hanging from the ceiling of the cave are chunks of meat drying in the air. The smell of rotting flesh is almost enough to make you pass out. Among the hanging meat, you hear the soft but heavy padding of feet walking through the forest of dangling rot. Between the rows, a large blood red hound emerges. The huge beast reveals its teeth, flames emerging from its nostrils.

Area 4: The Ritual Room

Note: If the Heroes go to Area 4 right away, all the other creatures in the other areas will smash down the doors on their turn and attempt to help their master.

Before you, kneeling in a circle of runes carved in the very living rock of the floor, is a man chanting feverishly with two other men covered in cloaks, their features hidden. The kneeling man turns, looking at you with madness in his eyes. He screams a command in a language you have never heard and the two cloaked figures throw back their hoods revealing themselves as not men, but beasts! They snarl and attack!

Once the Beastmen and the Sorcerer have been dispatched, read the following:

Below your feet lies the man who has terrorized the small town. His loyal servants' blood mingle with their master's own. A fitting end. But what was this mad sorcerer doing? And where is the child? A quick search of the room reveals a loose stone in the center of the rune circle. Gingerly lifting up the stone and tossing it aside, your torch light reveals the dirty face of a small girl, no more than 4 winters old. Reaching for her, and fearing the worst, you lift her frail body out of the small hole. A moment passes with no movement, then the child opens her eyes, yawns, and sleepily smiles at you. She snuggles into your chest and goes back to sleep. The child is safe and in your arms. In four days she will be back in her own bed with her parents by her side. The evil that has plagued the town is no more thanks to you.

You turn back to the steps, the sleeping child in your arms. You can only hope that the nightmares this small girl has suffered will not plague her dreams and she will sleep in peace.

End of quest.

Important: Special thanks to the following folks for play testing the original draft and helping make this quest better!

- o Mike Z.
- o Inntrepid
- o Siebeltje