

The Sleeping Dead

By Niels Taatgen

Quest Background

You have arrived in the small harbour town of Hfallock. Just after entering the town a storm picks up and hails you with rain. You make your way to the Salty Herring, the Inn right on the edge of a cliff overlooking the sea.

After you have had a hearty meal, and sit around the fireplace, one of the Elders of the town seeks out your company. "You seem to me like sturdy heroes, ready for a challenge". "One mile north of the village is the old harbour. It offered a nice shelter for the ships, and the grottos behind it offered ample storage capacity. However, years ago something evil took over the place, and has been haunting it since. If you manage to expel the evil, we can offer you a good reward. Also, you can keep any treasure you find in the harbour. Here is an old map of the place that you might find useful."

Quest Goals

Your goal is to enter the old harbour, find the source of the evil, defeat it and escape alive. You start with 5 conquest tokens, if you ever run out Evil has won, and Hfallock will be waiting for new heroes to pick up the challenge.

An important part of this quest are the bone heaps in Area 1, 2 and 3. As soon the players have picked up the Blue rune in Area 3, the overlord has the option to spawn skeletons. For 8 threat tokens every bone heap on the map spawns one skeleton (put it on top of the encounter token). This spawning even works when the heroes have the bone heap within their line of sight: they see the bones connect together and the skeleton rising. These skeletons have the same statistics as a regular skeleton, except that their movement is only 2. Instead of using a bow, they attack with their bony hands (a melee attack) for one blue and one green die. If you run out of skeletons, or don't want to confuse the regular skeletons with the special skeletons, use threat tokens, poison tokens, anything! on the board to represent the skeletons.

The flow of skeletons can only be stopped if the heroes place the demon's horn on the altar in area 2. Once the heroes have done that, all the skeletons will crumble into heaps of bones again, never to rise again. After the heroes have defeated the demon, it is no longer possible to spawn new skeletons, but the ones that are already in the dungeon keep roaming.

Area 1

As you open the old gates to the harbour, a salty breeze blows in your face. To your left you see the sea piers reaching into it. Some half-sunks ships are still tied to the piers. The whole area is scattered with skeletal bones, and there is a strange hum in the air, like a foghorn, but you cannot tell from which direction it comes.

The whole area West of Area 1 is sea, so what looks like side corridors to the West are actually piers. (Anything West of the area is water with respect to visibility). The Encounter tokens represent particularly large heaps of the bones that are scattered around. The Heroes can search

each of these piles for two movement points. The pile on the first pier will yield a copper treasure, all the others have nothing in them.

Area 2

You enter a grotto-like chamber with a black altar in the North-West corner. The strange hum has become slightly louder. This chamber, which ceiling is invisible in the darkness, gives you an eery feeling, as if you are being watched.

The encounter token in the room represents the altar. If one of the heroes investigates the altar, he finds a copper treasure, and read the following text:

As you examine the altar, you see a strange horn-shaped depression in it. An inscription next to it reads:
"When the dead start walking,
It's demon's horn that powers will
Only rest they find when horn
encased in stone eternally is."
Suddenly you hear the rush of wings!

Still during the hero's turn, the razorwings swoop down and attack anyone in the area. Then they fly back to the ceiling in the darkness, out of sight for everyone.

This is repeated during the overlord's turn. The heroes can defeat the razorwings by using Guard ready actions, or by leaving the room. If they leave the room the razorwings will follow (at a moment of the overlord's discretion), or stay to guard the room if the heroes ever come back (which they eventually have to). Outside of the room they are no longer able to cling to the ceiling. Of course this is all for the heroes to discover themselves.

The encounter markers in the corridor are other heaps of bones with no treasure in it.

When the heroes put the demon's horn on the altar:

The demon's horn sinks in the altar, after which it seals itself completely. You hear bones falling to the ground in the distance, as all the skeletons crumble to dust. You have exterminated the Evil, and won the game!

Area 3

As soon as you open the door to this area, the humming sound is much louder. It turns out that the humming originates from a huge black cube right in front of you, around which you can see a band of misty runes. Perched on top of the cube is a huge manticore.

The manticore speaks: "I am the Keeper of the Souls. You fools, you have come to your ultimate doom. You don't know the nature of this place. The more you kill, the more you will loose."

The Keeper (which is on top of the cube represented by the small side-map) will not leave the cube under any circumstances, but attacks anything in sight. He cannot be hit by melee attacks because he is too high up. His statistics are of a normal Master Manticore with 6 extra health.

Once the heroes have killed the Keeper, they can climb the cube.

When you climb the cube you discover a depression with a Blue Rune in it.

If the heroes remove the rune:

The humming sound instantly stops, and the runes around the cube disappear. Suddenly, the heaps of bones start moving, and you see a skeleton gradually assemble itself out of the bones.

Skeletons now start spawning as per instructions in the Quest goals. The first spawn is immediate and doesn't cost any threat. In later rounds the overlord has to pay for the spawning with 8 threat tokens. The heroes cannot put the glyph back to stop the spawning.

Area 4

The walls of this corridor are moist, and lichen is growing on them. However, before you can admire the scenery, you hear a heavy footstep down the hall...

Area 5

"Hahahahaha...", you hear a sound boom from down the corridor. "You stupid mortals have dug your own grave. You have helped me great, me, the great Mnogwotz! Too long this stupid cube has lulled my minions into sleep. Now they will walk the earth and claim the land around me. As thanks I will now add you to my legions!"

The demon has the statistics of a Master Demon, plus 8 extra health. When the heroes defeat Mnogwotz, he vanishes in thin air leaving his horn behind. In order to stop the flood of skeletons one hero has to bring the horn to the altar. The horn has to be equipped as an "other" item, and the hero who carries it cannot use glyphs as long as he is carrying the horn.

If the hero with the horn is killed, it drops to the ground at the place the hero dies, and can be picked up again by another hero.

Treasure

Treasure chests:

Note: If the text mentions the heroes find a treasure (like on the altar), they only get one treasure card and not one for each hero.

Copper 1: 2 Conquest tokens, 1 Curse, 1 Copper treasure

Copper 2: 1 Conquest token, 100 coins, 1 Copper treasure

Copper 3: 3 Conquest tokens, 2 Curses, 1 Copper treasure

Silver 1: 3 Conquest tokens, 1 Curse, 1 Silver treasure

Silver 2: 2 Conquest token, 200 coins, 1 Silver treasure

Silver 3: 2 Curses, 2 Silver treasures

Gold 1: 2 Conquest tokens, 1 curse, 1 Gold treasure

Gold 2: 3 Curses, 2 Gold treasures

Acknowledgements

The idea of this Quest is based on ideas from a D&D adventure I played a long time ago. I don't remember the name of the adventure, but it had a coastline as well, and a monster that kept the some sleeping monsters (I think also skeletons) asleep. Killing the monster awakened the sleepers.

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