



- Chests**
- Copper 1 2 Conquest Tokens, 1 Copper Treasure
 - Copper 2 2 Curses, 200 Coins, 1 Copper Treasure
 - Copper 3 4 Curses, 2 Copper Treasure
 - Silver 1 3 Conquest Tokens, 200 Coins, 1 Silver Treasure
 - Silver 2 2 Conquest Tokens, 2 Curses, 1 Silver Treasure
 - Silver 3 3 Curses, 2 Silver Treasures
 - Gold 1 3 Conquest Tokens, 2 Curses, 1 Gold Treasure
 - Gold 2 4 Curses, 2 Gold Treasures

Start Area

Area 3

Area 1

Area 2

Area 4

Area 5

Area 6

The cult of I'shtakk

By Friedel Groh

Quest Background

Sitting in a old, dark tavern, somewhere far from the next town, you are having your evening meal. When suddenly a young boy, bashes into the guestroom. He is terribly wounded and has obviously been stabbed several times with a knife. You hurry to get to him, but by the time you reach him he'd already stumbled to the floor. Kneeling over him you realize that he hasn't just been cut, but that strange glyphs have been carved into his flesh. With his dying breath he mutters: " The old mines, a demon...save them!!"

Quest Goals

The heroes have to find out what happened to the boy, investigate the mine and deal with any enemies they encounter. They start with 5 quest tokens and should they find and activate some of the old glyphs, all the better.

Start Area

With the map the owner of the tavern gave you, you have at least a slight impression of what lies ahead of you. Outside all lies quiet, but you shudder when the door opens with a screeching noise. That noise must have risen the dead. And speaking of which, several skeletons look at you with their undead skulls!

Important: If the heroes want to leave the mine, they will have to teleport to the entrance and can then move out, what will cost one extra movement point. The town marker represents the old tavern and is treated exactly like the town.

Area 1

Entering this room you can hear two cultist talk about the summoning of an old demon. They argue about the way the ritual is progressing, but alarmed by your bursting into the room they prepare for combat.

The door in the south is just an old prison cell that the cultists are using to store their treasures, so the door must be opened to get through, but you can see what lies behind.

Area 2

Important: The Overlord cannot spawn monsters inside this room, because of the power of the glyphs the cultists are using.

Here oncemore you meet those devilish cultists and as it seems they have converted this chamber into a kind of glyph-prison, as all over the walls are dimly glowing glyphs that pulse at a certain frequency. Here it seems, the cultists are

preparing some minor demons for their great ritual. Defeating those would be a great deed!!

If a hero should end his movement on the encounter marker read the following:

"You see a pile of rubble, and feel a light breeze of air coming from it. Kicking against it, the whole rubble seems to crumble together, but wait, no, its falling down some stairs!"

Place the blue staircase marker on the encounter marker. The heroes can now use the stairs as usual.

Area 3

Important:

The Overlord cannot spawn monsters inside this room, because of the power of the glyphs the cultists are using.

This hallway seems to be some sort of half-fallen in prison. You can hear silent weeps of crying echoing in the small corridor.

If a hero ends his movement on the northeast encounter, read the following:

Completely tied up in a web you see a small boy. Without hesitation you draw your dagger and cut him out of web. He is unconscious, but still breathing.

If a hero ends his movement on the northwest encounter, read the following:

Tied up in a web you see an old man. He is dressed well, but he has stopped breathing at least a couple of days ago. Going through his cloth you find an amount of gold

Each Hero receives 100 Gold.

If a hero ends his movement on the southeast encounter, read the following:

Completely wrapped up in a web you see a little girl. She obviously died of the poison the spiders injected in her. In her hands she is holding a rune-key.

Hand the hero who discovered the girl the yellow rune-key

If a hero ends his movement on the southwest encounter, read the following:

This web shakes and moves, as if someone wants to brake free of it. Without further question you come to his aid and free a young boy. He looks at you in complete shock, then jumps into your arms and starts crying. It seems he won't be able to walk on his own.

Important: The heroes can free the two children by carrying them out of the mine. They are treated as a one-handed weapon, i.e. the hero carrying a child can only use a one-hand weapon. The glyphs

of transport can be used as normal. For each child rescued they receive two conquest token. The boys both have three life tokens and no armor and can be attacked as a hero, if left behind by the heroes.

Area 4

The hallway seems to be carved out of the mountains using bare hands and some sort of deformed giant claw. It is very old, but obviously well maintained and it seems as it has been frequently used the last time.

Area 5

In this room you see two Beastman that are guarding a giant that is tied to the back wall by the use of two massive chains that are tied around his vessels. Seeing you he shouts in agony: "Although I am kept here as a prisoner I will not let you get my treasure!"

Area 6

Opening the door you can already smell an sulphurlike stench that almost brings you to your knees. This room is all over covered in glyphs and runes that are seemingly written in blood. Right in front of you two cultists are just finishing a strange ritual by cutting the throat of an innocent woman and chanting: "Sh'ubb niggurath. I'shtakk callisathoth!!" You have found those cruel slayers, and now you will take your chance to repay them some of their evil deeds. Grimmly you tighten your fist around your sword and prepare to attack.

If the Overlord starts his second turn after the door has been opened, place a master demon in the middle of the room and read the following:

Suddenly an awkward silence fills the room and all your attention is strangely drawn towards the center of the room, where the ground opens and a giant creature, mainly consisting of flames, crawls out of it. It speaks, and the walls seem to shake: "I am I'shtakk and you who are gathered here will, all die!"

Important: Should a hero or a monster stand in the middle of the room, they are moved to adjacent places and immediately suffer one wound, that cannot be cancelled by armor, and one burn token.

I'shtakk is a named monster, he has all the abilities of a master demon, and additional eight wound tokens. Furthermore he has an armor of eight and the ability burn and knockback.

If I'shtakk is slain, read the following:

Stumbling backwards the demons cries in disbelief: "This can't be, by some pathetic mortals. Mark my words mortals, I will return!" Then he implodes into a cloud of ashes.

For their victory over I'shtakk the heroes receive four conquest token. They have completed their quest.