



New Scenario

By Andrew Finney

Scenario Background

This adventure sees the heroes delve into the Sorcerer Zoth's laboratory to rescue stolen familiars from his vile clutches. Before the Heroes are generated remove Mata and Kata and Boggs the Rat from the Arcane Skill deck and set them aside. Also remove Vyrach the Falconer from the character deck.

Mission Goals

Introduction

As you are walking through the Markets of Tamalir, you hear a groan emitting from the nearby shop of Lundek the Animal trainer. Entering cautiously, you discover him lying wounded on the floor. Sorcerer- should have known he'd be trouble. he groans Wanted to know about the animals I had in - said they had a powerful magic spark, and the master would want em. When I told him the price he stabbed me with his blade, and took em all. Please! They're my livelihood. You start with 5 conquest tokens, if you should run out at any time, the dark forces under Tamalir will have triumphed over you.

Starting Area

Tracking the Sorcerer through the back alleys, you make your way into the cellar of an abandoned mansion. Abruptly, the floor gives way beneath your feet, and you find yourselves plunged into a secret subbasement. Emerging from the shadows all around you are the snarls and hisses of wild animals. A voice calls out These infidels do defile the temple of Grozth, lord of Beasts. Destroy them!

Area 1

At the far end of the room you can see a bizarre magical contraption, it pulses with an unnatural and malign energy, which you can see being channelled into a cage containing two of the stolen animals. The attendants turn to confront you Don't let them interfere with the process!

At the beginning of each overlord turn, roll a power dice. On a surge, remove the encounter marker and place two master Hellhounds adjacent to where it was. Move any heroes on these squares to the nearest available free square of their choice.

A hero standing on the encounter marker may spend two movement points to open the cage and release the animals. Remove the encounter marker, the heroes gain 1 conquest and that hero gains the Mata and Kata skill card.

Area 2

The walls are lined with bottles containing strange reagents and other, less identifiable things. To the west flickering lights and twisting cords of baleful energy are emitted by an sorcerous machine of unguessable purpose, the whistles and blasts of its operation not quite blocking out the screeching occupant of a small cage within its depths. Sinister agents move to block your progress at thwarting their vile activities.

At the beginning of each Overlord turn, roll a power dice. On a surge, remove the encounter marker and place a master Manticore adjacent to where it was. Move any heroes on these squares to the nearest available free square of their choice.

A Hero standing on the encounter marker may spend two movement points to open the cage and release the animal. Remove the encounter marker, the Heroes gain 1 conquest and that Hero gains Skyre the Falcon as a familiar.

Once the encounter markers in areas 1&2 have both been removed, replace the red rune locked door with a regular one.

Area 3

At the end of the room stands another of these wretched devices, already it thrums with power, preparing to instigate a terrible transformation. Guardians stand ready to slay you for your presumptions interruption of their evil work..

At the beginning of each Overlord turn, roll a power dice. On a surge, remove the encounter marker and place a Giant adjacent to where it was. Move any heroes on these squares to the nearest available free square of their choice.

A Hero standing on the encounter marker may spend two movement points to open the cage and release the animal. Remove the encounter marker, the Heroes gain 1 conquest and that Hero gains the Boggs the Rat skill card.

Area 4

Your suspicions are confirmed as you identify the wretched and crazed personage of Zoth the Carnomancer. Once a respected worker of magic residing in the Mansion above you, he was exiled for the worship of Grozth, lord of beasts. Here in his inner sanctum you have cornered him, and must put an end to whatever he is planning.

Zoth is a master sorcerer, with an armour of 6 and 10 wounds. He rolls 2 power dice when testing for his undying ability. Once he has been killed, the heroes gain 4 conquest and have won.