

Bonus Quest: The Chase



Chests

- Copper 1** 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
- Copper 2** 1 Conquest Token, 100 coins, 1 Copper Treasure
- Copper 3** 2 Curses, 2 Copper Treasures
- Silver 1** 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
- Silver 2** 2 Conquest Tokens, 200 coins, 1 Silver Treasure
- Silver 3** 1 Conquest Token, 2 Curses, 2 Silver Treasures
- Gold 1** 3 Conquest Tokens, 1 Curse, 1 Gold Treasure
- Gold 2** 3 Curses, 2 Gold Treasures



Introduction

It's been a long, hard week of adventure in the wilds, and so on your return to civilization you immediately seek out the best inn in town. The food is excellent, the ale superb, and you're just beginning to really relax when the screams interrupt you.

"Come quickly," shouts the innkeeper. "There's been a murder!" Rushing to the cellar, you see one of the cooks has been slain, and you just have time to notice the secret doorway and the shadowy figure fleeing when the dead cook rises to attack!

Someone or something has infiltrated this pleasant town, and you're not going to let the only R&R you've had for weeks be ruined by it!

Quest Goals

The sorcerous infiltrator is already fleeing down the secret passageway, and the doorway before him is swinging wide at his very approach! You must act quickly if you're to catch this vile cultist and find out what evil has penetrated to the very heart of the town. Your goal is to catch Ozmond, the Cultist, before he escapes – and to find and destroy the source of these dark magics. If you can purify some of the glyphs of transport the monsters have scribed below the town, so much the better. You start with 5 conquest tokens. If you ever run out of conquest tokens Ozmond and his Master will have triumphed over you. Good luck.

Ozmond, the Cultist

The Master Sorcerer in the Start Area is Ozmond, the Cultist, and has the same stats as a Master Sorcerer, except that he has 5 extra wounds. Ozmond – and only Ozmond, not other monsters – may open doors leading to unrevealed areas, and he may do so at no cost of movement points (he must still be adjacent to a door to open it). Unrevealed areas that have their doors opened by Ozmond in this way become revealed, and are set up immediately during the Overlord's turn. Ozmond may not open or close the red Rune Door, and he must still spend movement points to close other doors. He may not take any other movement actions, such as picking up an item or opening a chest.

If the heroes kill Ozmond (and he stays dead):

"Curses!" the crazed man shrieks, and collapses in a puff of smoke and flame. Rifling through his clothes, you find a single blue rune on a silver chain. Clearly there is more to this mystery, but you feel you have found an important clue.

Take the blue Rune Key token and give it to the heroes. They may now open the blue Rune Door at their leisure. The heroes also receive three conquest tokens.

If Ozmond begins the Overlord turn adjacent to the blue Rune Door in Area Two:

You hear the shrieks of the deranged cultist echoing through the halls: "Master! There are invaders in our lair!"

"You fool!" booms a voice like crackling fire, redolent with ancient evil and power. "You have led them straight to the ritual chamber! Your soul is now forfeit!"

The cultist's anguished death-cry will haunt your dreams ...

Remove the Ozmond, the Cultist, figure and the blue Rune Door from the board. Area Three is now revealed, and the Master's Sorcery and Fear traits each increase by one. He also gains 5 additional wounds.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed.

Area 1

The stench of waste wafts through the door here. As dark, winged shapes drop from their roosts on the ceiling, you notice standing pools of offal and stale water, as well as mysterious side-caverns and crumbling rubble scattered throughout the area. Clearly, the monsters have been at work in what was once the town sewer ...

Area 2

The passageway here has been dug out from the sewers and appears to pass through at least one disused cellar beneath the town. The smell is less foul, but is tinged with an electric tint of ozone, and you can hear the rumblings of powerful monsters moving to attack!

Area 3

A massive, blindfolded Ogre stands here, stripped to the waist and painted with various eldritch runes, which are also painted all over the white-tiled walls. From down the hallway, you can hear the chanting of some arcane ritual in progress, and the crackle of magic and flame assaults your skin, ears, and nostrils. A voice of fire bellows from the room ahead: "Who dares to disturb the Master? Enter, mortals, and perish!"

The Master has the same stats as a normal Master Demon, except that he has Sorcery 4, a speed of only 2, and 15 extra wounds.

If the heroes defeat the Master:

The demon seems to grow smaller and smaller before your eyes, and a rushing, hot wind tugs at your cloak and hair. "Nooooo!" screams the Master as he dwindles down to a pin-prick. "I cannot be banished back to the Nether Realm by mere mortals! I am the –"

With a loud "pop" the demon is gone, and the town is safe once more.

The heroes have triumphed over the Master and saved the town. They are awarded four conquest tokens and unlimited food, ale, and rest for their bravery.

If you have access to either the Well of Darkness or Altar of Despair expansions:

The Overlord receives 2 Red, 2 Purple, and 4 Green Treachery. Also, the Ogre in Area Two may be replaced with a Troll, and all Sorcerers (including Ozmond) may be replaced with Dark Priests at the Overlord's discretion.