

Winriver Catacombs

An abnormally large ruby is whispered to be hidden in the catacombs under Winriver Chapel. Two parties of treasure-hunters have arrived at the scene early on the same misty morning. Where did that fool Knight Winriver hide his treasures? The race is on!

Deployment and special rules

This adventure is meant to be played with two teams of newly created Heroes. One team deploys on each set of stairs at the entrance to the catacombs.

Teams alternate Impulses as if one team were the monsters.

The ruby is in the zone marked with a star. It costs 2 Action Points for a Hero to pick up the ruby. It costs 2 Action Points to move the ruby between Heroes in the same zone. A Hero can move with the ruby without penalty.

Victory Conditions

A team of Heroes scores a minor victory if they escape with the ruby. They score a major victory if they escape with the ruby without taking any casualties.

The ruby is worth 125 gold.