

Quest Scenario

The Problem With Dead Things

The smell was noxious from a half mile away and positively toxic at the front gate, a pervasive wave of pure evil emanating from whatever the epicenter was. A cursory look through the bars removed all doubt; the old crypt stood at the centre of the graveyard, and wandering among the weathered headstones were the old graveyard's tenants. The smart money was in busting open the crypt and somehow ending this day of the dead...of course a key would be handy...

Requirements: 1 Map Piece

Lurkers: Only Undead and Ghost Lurkers may be used.

Set Up: The Lurker player sets up the table with the Crypt Of Cthulhu in the center of the board. In addition, place 6 grave markers anywhere on the table, as long as they are not within 5" of another grave marker, the crypt, or either short edge. The Threshold player may choose their short edge and set up 5" in. The Lurker player sets up anywhere on the board as long as their models are at least 15" away from all Threshold models.

Special Rules: Any Grave Bound Ghosts will not come with an additional grave marker, and instead must be assigned to either a pre-existing grave marker or the crypt. Ghosts bound to the crypt will require 4 Actions to dispel instead of the usual 2.

At the beginning of each Lurker turn, any Zombies that have been removed from the table may be placed in base-to-base with any grave marker, and will be free to act as normal. Zombies placed in this way may not be placed in base-to-base with an enemy model until a Charge Action can be taken.

Threshold models in base-to-base with a grave marker may spend 2 Actions to purify or search; to accomplish both would take 4 Actions. Searched graves remain on the table; purified markers are removed from play. When searching, roll a dice; on a roll of 1, the Crypt Key is found. If the model with the key is removed from play, any other Threshold model may pick the key up from the spot where the last Agent fell. Once the model with the crypt key moves to the door of the crypt and spends an Action to unlock it, roll on the Behind The Door Table. If the crypt is Empty or when the Lurker(s) inside is (are) removed from play, any Threshold model may Move inside and end the game.

Behind the Door Table

What's Inside?	1D6
Empty	1
1D6 Swarms	2-3
Ancient Warrior	4-5
Shambler	6

Starting The Game: The Threshold player goes first.

Ending The Game: The game continues until all the models from one side have been removed from the table or a Threshold model enters the crypt and retrieves the Necronomicon Page found within.

Treasure: If the Threshold player manages to enter the crypt, a rare and frightening find is made... several well translated pages from the Necronomicon! This was the cause of the return of the living dead! But all is not in vain; the spell can be used against the Undead as well. Assign 'The Way of All Flesh' to a Threshold model as you would any normal spell.

The Way Of All Flesh

All Undead models within an 8" radius simply cease to function, as their decaying residual life force is absorbed and channeled through the caster. Remove these models as Major Injuries. In addition, any one model (Undead or not) within 12" can be targeted and will permanently lose D3 Dexterity as atrophy and necrosis wither them. Each Undead model that is initially removed adds +2" to this effect's range. If the Resolve test to cast this spell is failed, the caster loses the spell and gains Poor Health.