

# Dead in the Water

By Tim Snider

A standard format Gameboard Adventure for use with the *Quest Cards* game system. *Quest Cards* is copyrighted by Fuller Flippers LLC.

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**Background:** You are surprised during a visit to a coastal village on the Grey Sea to find it all but deserted. Most of the houses and shops are abandoned or boarded up. The cobblestone streets are empty of carts or travelers. And the scant few villagers you encounter have a haunted look in their eyes, as if they are waiting for death itself to come take them.

A visit to the town's mayor reveals some disturbing information. Somehow, the Grey Sea has come under a necrotic curse. Anyone who perishes while at sea rises again as a waterlogged zombie. The townsfolk call these damp undead "The Drenched." The presence of The Drenched has shut down all shipping lanes on the Grey Sea and the village has nearly withered away as a result. Since no one ventures out onto the water anymore, The Drenched have become more bold, coming onto land to find victims. Although no one has been taken or killed by these monsters, the mayor fears it is only a matter of time.

The mayor tells you that a powerful cleric from the area by the name of Dernu was known for his ability to suppress and defeat the undead. The holy symbol of this priest can destroy virtually any unliving abomination. The mayor explains that he has secured the original Holy Icon of Dernu – a large stone sculpture from the church's grounds. Placing the Icon somewhere in a prominent location in the Grey Sea might be enough to turn the tide. There is an island out there somewhere that sounds like the perfect place to set up the Icon.

Although you have secured a ship and crew for this task, none of the villagers familiar with the

sea will accompany you. You are on your own, it appears.

**Challenge Rating:** 2.5

**Mission:** To remove the threat of further Drenched attacks by accumulating 13 Quest Points or more. You can do this by finding the Island Safe Haven and setting up the Holy Icon of Dernu, and by defeating The Drenched.

If you locate the Island Safe Haven and set up the Holy Icon, Morale will drop by one point on all Drenched remaining in play. This will make defeating them much easier, so this should be your primary task. (You also receive 4 Quest Points toward your goal.) Or you can just sail around the sea and defeat all of The Drenched you encounter, meeting the Mission Requirements in the process.

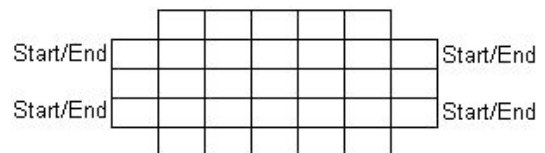
**Reward:** If you are able to accumulate 13 Quest Points, it is assumed that the danger of The Drenched attacks has been reduced to the point where it is no longer a threat. Once accomplished, the villagers will reward you with one of these two gifts (player's choice):

- I. Either a level 15 item drawn at random
- II. Or a level 12 item and a level 13 item of the player's choosing.

There is no reward for accumulating less than 13 Quest Points. However you may keep any treasure you locate during the standard Treasure Checks.

**Cards:** There are 31 adventure cards with a blue background. There is also a Holy Icon prop that can be used if desired.

**Set-Up:** Shuffle the cards thoroughly and lay them out as shown:



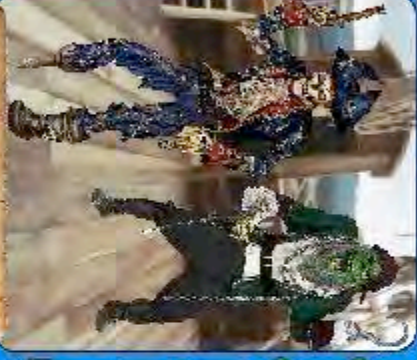
There are four Start/Exit points. If all exits are blocked by Dead Ends, then remove the last Dead End revealed.

9-10  
F  
6  
9-10  
F  
6  
9-10  
F  
2



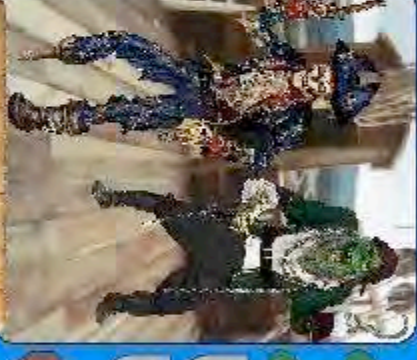
**The Drenched**  
(Monster; defeat for 1 QP)  
"Two of those waterlogged zombies are attacking!"  
9-10: strength of the madcap  
Roll Fails

9-10  
F  
6  
9-10  
F  
6  
9-10  
F  
2




**The Drenched**  
(Monster; defeat for 1 QP)  
"Two of those waterlogged zombies are attacking!"  
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Roll Fails

9-10  
F  
6  
9-10  
F  
6  
9-10  
F  
2



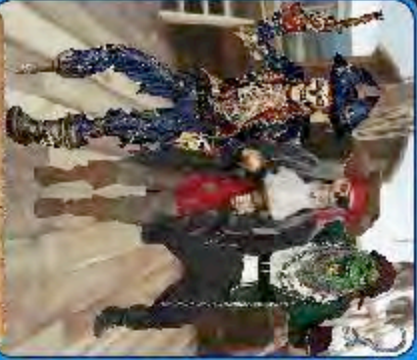
**The Drenched**  
(Monster; defeat for 1 QP)  
"Two of those waterlogged zombies are attacking!"  
9-10: strength of the madcap  
Roll Fails

9-10  
F  
7  
9-10  
F  
7  
9-10  
F  
3



**The Drenched**  
(Monster; defeat for 2 QPs)  
"Three of them just crawled onto the deck!"  
9-10: strength of the madcap  
Roll Fails

9-10  
F  
7  
9-10  
F  
7  
9-10  
F  
3



**The Drenched**  
(Monster; defeat for 2 QPs)  
"Three of them just crawled onto the deck!"  
9-10: strength of the madcap  
Roll Fails

9-10  
F  
7  
9-10  
F  
7  
9-10  
F  
4



**The Drenched**  
(Monster; defeat for 3 QPs)  
"Four of The Drenched have stormed the ship!"  
9-10: strength of the madcap  
Roll Fails

9-10  
F  
7  
9-10  
F  
7  
9-10  
F  
4



**The Drenched**  
(Monster; defeat for 3 QPs)  
"Four of The Drenched have stormed the ship!"  
9-10: strength of the madcap  
Roll Fails

7  
7  
7  
2



**Shark!**  
(Creature)  
"Look at all those teeth!"



**Taking on Water**  
(Trap)

"Bail faster!"

10-11: sink faster  
Defense Fails

8

7

8

3

10-11  
F



**Craggy Rocks**  
(Hazard)


"Hard to port!"

7

6

2

10-11  
F



**Plague Ship**  
(Trap)

"Everyone on that ship is a carrier."

10-11: Black Death infects crew  
Surprise Defense/Remove Fails


10-11  
F

6

6

7

3



**Powerful Rip tide**  
(Hazard)

"If it pills you under, you're as good as dead."

6

10

8

2



**Sudden Storm**  
(Hazard)

"Hold on tight!"

10-11: ship hatches violently  
Lose two Health,  
Drop an Item

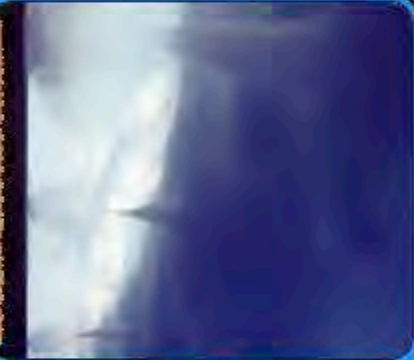
8

6

8

3

10-11  
FX2, I



**Waterspouts**  
(Hazard)

"Batten down the hatches!"

10-11: violent winds  
Defense Fails

9

6

8

2

10-11  
F



**Whirlpool**  
(Hazard)

"I think I'm gonna be sick..."

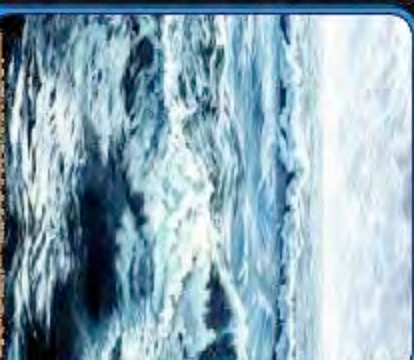
11: spin around and around  
Remove Fails

7

6

6

2



**Whitecaps**  
(Hazard)

"Looks like the water's whipping up."

10-11: taking on water  
Remove Fails

8

7

3

10-11  
F

**Man O' War Swarm**  
(Creature)

"I've seen them sting a small whale to death."



8  
8  
7  
2

**Sea Rover**  
(Creature)

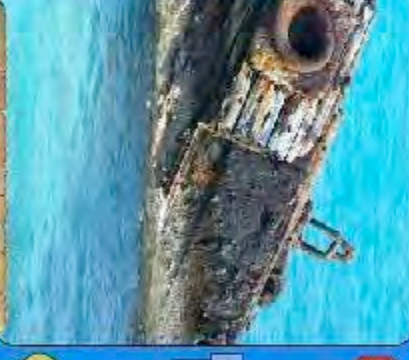
"It knew we were coming!"  
9-11 Radar scans  
Ambush Fails



9-11  
F  
7  
7  
3

**Drifting Wreckage**  
(Trap)

"Steer clear of that shipwreck."



8  
8  
7  
2

**Sharp Coral Reef**  
(Trap)

"That coral is razor sharp and diamond hard."  
9-11: hole ripped in ship  
Defense Fails and Hindered



8  
9-11  
F, H  
6  
7  
2

**School of Scorpion Fish**  
(Creature)

"Be careful of the spikes."  
10-11: poisoned  
Lose two Health



9  
10-11  
FX2  
8  
7  
3

**Giant Spider Crab**  
(Creature)

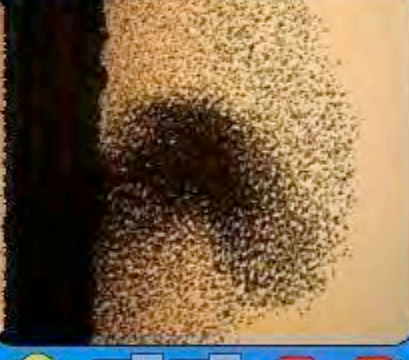
"Those claws will sliced a man in no time."  
10-11: claw grab, Defense Fails  
10-11: hard shell, Attack Fails



8  
10-11  
F  
6  
6  
2

**Aquavasp Swarm**  
(Trap)

"They're everywhere!"  
10-11: chaotic swimming  
Surprise Defense/Remove Fails




10-11  
F  
7  
7  
3

**Pirate Attack**  
(Trap)

"Those bloodthirsty marauders..."  
10-11: cannonfire  
Remove Fails, Drop an Item



8  
10-11  
F, I  
7  
3



**Rough Water Ahead**  
(Dead End; leave card face-up and End Turn)  
"The seas are too choppy in this direction. Let's head back."



**Barrier Sandbar**  
(Dead End; leave card face-up and End Turn)  
"We'll have to go around it."



**Mysterious Tentacled Beast**  
(Creature)  
"It's pulling us under!"  
10-11: tentacle grasp  
Defense Fails and Hindered

8  
10-11  
F, H  
7  
7  
3




**Man Overboard!**  
(Hazard)  
"Quick! Grab him before he goes under again!"  
10-11: sink under the waves  
Defense Fails

6  
10-11  
F  
7  
7  
2



**Shallows and Shoals**  
(Dead End; leave card face-up and End Turn)  
"Let's try not to run aground."



**Island Safe Haven**  
(Quest Card; earn 4 QPs and place Holy Icon here. Morale of all remaining Drenched now decreases by one point.)  
"A peaceful oasis in these hellish waters."



**Giant Electric Eel**  
(Creature)  
"ZZZZZZAAAAAP!"  
10-11: electric shock  
Lose two Health

9  
10-11  
FX2  
6  
7  
2



Holy Icon of Derrin

Cut out on solid lines, fold at dashed lines. Glue tabs together so it will stand up.

