

Requirements: None

Goal: Kill the Kidnapper and all revealed enemies

Introduction:

Miles' home is luckily not far, and you arrive without incident. When you approach the entrance, however, you notice the front door has been broken off its hinges.

"No!" Miles yells, charging forward. You follow him into the house and see a man in robes holding a woman hostage in the kitchen, a knife to her throat.

"The Sin-Ra has a message for you," the man hisses. Without hesitation, Miles pulls out a dagger of his own and flings it at the robed man. The blade buries itself in the man's left eye and he drops without a sound.

Miles rushes to his wife, who appears uninjured. "Find my son!" he yells over his shoulder, pointing deeper into the house.

You race through the dining room into the back hallway and find more of the Sin-Ra.

One of them holds a crying baby.

"Just a little leverage against your new friend," he smiles. "Cover me!" The other two pull out bows while he runs out the back door. Moments later you hear a thunk of something heavy dropped against it.

Not today, wart licker. Not today.

Special Rules:

Every obstacle in this scenario has L+C hit points. They can all also be destroyed or moved by character abilities. Door ① is locked and has 2+L+2xC hit points. Summons will focus on the door like normal (initiative 99), but will only focus on obstacles if there is no valid path to attack a monster or the door.

Track the total number of rounds until you read ①.

① → door ②.

You break through the back door to find a long market road bustling with people. You also spot the kidnapper, slowly pushing his way through the crowd away from you. Luckily the crowd has impeded his escape, but when he sees you emerge from the house, he pick up his pace in a panic.

Special Rules:

All hexes on the G1 tile are considered difficult terrain.

Place an elite cultist a number of hexes directly below door ① equal to whatever round it is. For instance, if it were round three, the cultist would be placed on hex a. This is the Kidnapper. He has HxC hit points, where H is the hit points of a standard elite cultist. He is immune to forced movement, all negative conditions, and his movement values cannot be reduced in any way. Play a monster ability card for him now and at the start of every round as normal, but instead of performing the abilities written on the card, the Kidnapper does one of two actions:

If the card's initiative is below 30, the Kidnapper will perform a "Move 4" toward

If the card's initiative is above 30, the kidnapper will perform a "Move 2" toward door ②, then create a Large Boulder obstacle in two hexes above him. Each instance of this ability will alternate between this orientation:



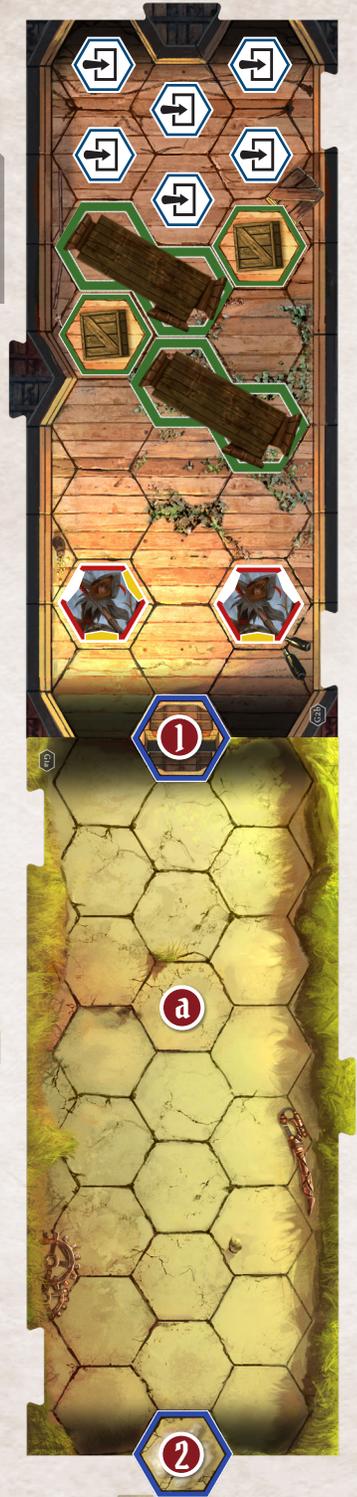
and this orientation:

Any character or character summon in these spaces suffers trap damage and is pushed into the nearest empty hex away from the Kidnapper. If the Kidnapper is unable to place the obstacle in the preferred orientation, he places it in the other orientation, and if that is not possible, no obstacle is placed.

If the Kidnapper is unable to move toward door ②, he spends his turn switching positions with whatever is blocking his path. The Kidnapper can open door ②.

Maps:

- G2b
- G1a
- H2b
- F1b



Bandit Archer

Cultist

Treasure Tile (x1)

Crate (x2)

Table (x2)

Large Boulder (x6)

Capital Intrigue 7: The Chase

2

The robed man finally pushes his way through the crowd and into a more secluded street. You are heartened by the fact that you are gaining on him, but then you see more of his reinforcements coming in from a side street, trying to block your advance.

Special Rules:

The Kidnapper has the same set of actions, attempting to move toward and open door **3**. Once the Kidnapper is suffering damage equal to half his health (rounded up), reduce all his movement by 1.

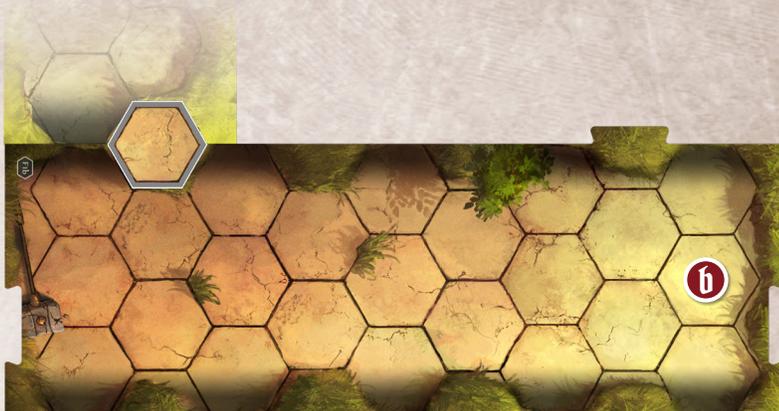


3

The robed man rounds the corner and goes briefly out of view. You have feeling that if you don't catch him soon, Miles' son will be lost forever.

Special Rules:

The Kidnapper no longer creates obstacles, instead performing "Move 4" toward hex **6** on each of his turns. If he reaches hex **6**, the scenario is lost.



Conclusion:

With one final blow, the man yells and drops to his knees. "This child belongs to the darkness!" he screams, pulling out a knife.

You quickly grab the boy out of his hands and kick the man down in the dirt to bleed out. Before too long, Miles runs up behind you.

"Thank you for your help," he says, embracing you. "Now let's get everyone back to Vahjin's hidout."

Reward:

Versatile Dagger (Item 40)