

# DESCENT:™

JOURNEYS IN THE DARK

SECOND EDITION



# QUEST GUIDE

# QUEST GUIDE

This book contains 20 quests to be played with *Descent: Journeys in the Dark Second Edition*. Whether players are playing a single quest or several quests that link together to form *The Shadow Rune* campaign, this Quest Guide provides all the necessary information for setting up and playing the quests.

## HOW TO USE THIS GUIDE

Each quest in *Descent: Journeys in the Dark Second Edition* is presented in 7 sections detailed below. Most quests are comprised of two encounters that are played in succession; if the quest does not say "Encounter 1" or "Encounter 2" beneath its title, it is a single-encounter quest. Listed below are the primary elements of a quest:

### INTRODUCTION

Each quest begins with some italicized flavor text, which explains why the heroes are risking their lives and outlines what they must do to be victorious. The overlord player reads this aloud to the heroes before beginning the quest.

### MONSTERS

This section lists the type of monster figures that are used during this quest. It will usually list some monster types by name, known as **REQUIRED MONSTER GROUPS**, as well as a number of **OPEN MONSTER GROUPS**.

For each open monster group, the overlord may choose any unused monster type that matches at least one trait icon listed at the top of the page (see diagram below).

The overlord takes all Monster cards (of the appropriate Act) that match the required and chosen open monster groups, and places these cards in his play area. The back of each Monster card lists the **MONSTER GROUP LIMIT** for that monster group based on the number of heroes. The yellow box shows the maximum number of minion monsters and the red box shows the maximum number of master monsters that may be on the map.

During setup, the overlord places figures on the map equal to each monster group's group limit.

## SETUP

The setup section includes instructions for setting up the quest, including where to place monster figures, search tokens, objective tokens, and other elements. This section often refers to map tiles by name and may also reference specific icons or elements on the quest map. Usually, the overlord sets up the quest and makes any decisions the setup instructions call for.

Unless otherwise noted, the heroes may place their figures on any spaces of the tile labeled "Entrance" on the quest map.

Monster figures may be placed anywhere on the tile or tiles indicated in the setup instructions, provided that those spaces are empty. If there is not enough room on the map tile for all the monsters in the group to be placed, excess monsters may be placed in the closest available empty spaces.

The overlord places search tokens based on the number of heroes. If there are two heroes, place search tokens on the spaces marked "2" on the quest map. If there are three heroes, place search tokens on the spaces marked "2" and "3" on the quest map. If there are four heroes, place search tokens on the spaces marked "2," "3," and "4" on the quest map.

In some quests, a unique search token is used. This usually represents a quest-specific item the heroes must find. The possible locations of this item are shown as "\*" on the quest map. When placing these tokens, the overlord takes the unique search token with enough generic search tokens to cover each space marked with a "\*" on the quest map. He then secretly places one token facedown on each of these spaces. Unless specified, the overlord may choose which of these spaces contains the unique search token.

### SPECIAL RULES

The special rules section explains rules specific to that quest. This section also states rules for any objective tokens or villager tokens are used in the quest. Read these special rules carefully, since understanding them is often essential to winning the quest!

## PUBLIC INFORMATION

These quests are all written with the assumption that all players know all the rules and victory conditions – in short, unless noted, none of the information is secret.

## REINFORCEMENTS

The reinforcements section explains how the overlord receives reinforcements (additional monsters). Unless specifically noted otherwise, the overlord can never add a monster to the map in excess of the monster group limit (size and composition allowed by the number of heroes listed on the back of that Monster card). In many cases, this means that the overlord cannot bring new monsters onto the map until the heroes have defeated at least one. This is referred to as "respecting group limits." If a reinforcing monster cannot be placed as indicated in this section because the tile is full, the monster is placed in the closest empty space(s) instead.

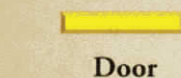
## VICTORY

The victory section outlines the conditions for winning and ending the quest. Note that in many quests, the results of Encounter 1 influence Encounter 2, and in some quests Encounter 1 does not have a "winner." When one side wins Encounter 1, they do not win the entire quest and instead will sometimes have an advantage during Encounter 2. Players should refer to individual quests for specific rules.

## REWARDS

At the conclusion of the quest's last encounter, the Rewards section describes the benefits for the overlord and hero players, as well as any additional reward to the winner of the quest. These rewards are only relevant in the campaign game of *Descent: Journeys in the Dark Second Edition*, and can be ignored when playing a single quest outside a full campaign.

## MAP KEY



Door



Objective Token



Villager Token



Locked Door



Search Token



Unique Space  
(see quest details)

## MONSTER TRAITS



Civilized



Cold



Dark



Hot



Building



Water



Mountain



Wilderness



Cursed



Cave

# FIRST BLOOD

INTRODUCTION

## VICTORY

If Mauler is defeated, read the following aloud:

*The ettin collapses to his knees, one of his beads emitting a grumbling wail. The other head struggles to speak: "Though we may die, we are but servants of the almighty Overlord. Our master will be triumphant in the end! Arhynn will fall!" Then both beads grow silent and the beast topples over.*

The heroes win!

If the overlord ever has 5 fatigue tokens in his play area, read the following aloud:

*Mauler swats you aside and turns to go. His two beads speak in concert. "That is enough, my little friends. Our message is sent. The pathetic humans of Arhynn know now to fear the might of the Overlord!" The ettin and the goblins vanish into the wilderness, leaving you to nurse your wounds.*

The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP. Future quests will grant bonus gold or XP, or perhaps other rewards, to the winner of the quest.

## MONSTERS

Goblin archers. Ettins.

## SETUP

Place the goblin archers on the Wild Garden. Place the ettins on the Fire Pit.

The overlord chooses one of the ettins. This ettin is Mauler. Mauler has 2 additional Health per hero.

Place search tokens based on the number of heroes.

## SPECIAL RULES

The goblin archers may move off the map through the Exit. Each time a goblin archer (minion or master) moves off the map, the overlord places 1 fatigue token in his play area.

## REINFORCEMENTS

At the end of each overlord turn, he may place 1 goblin archer on the Wild Garden, respecting group limits.

*As you are traveling toward Arhynn, you come across the still-smoldering remains of a traveling caravan. One of the caravan guards, wearing the livery of Baron Greigory, lies wounded nearby. "An ambush," he gasps. "That ettin is sending his minions straight into Arhynn through the secret path! How could he have known?"*

*Ahead, you see the lumbering, two-headed form of an ettin. "He said his name was Mauler. You must stop him!"*

*Mauler's goblin minions are taking a secret route to attack Arhynn, Baron Greigory's seat. If too many of his goblins escape off the far side of the trail, Mauler will have triumphed over you. Your goal is to kill him before that happens.*



# A FAT GOBLIN

## ENCOUNTER 1

Reports of goblins besieging the farmlands north of Arhynn have brought you here, and judging by the smell of smoke in the air, none too soon! You ready your weapons and rush forward, only to be met by a blood-spattered man in rough, simple clothes.

"Goblins," he shouts. "They're stealin' everything what isn't nailed down an' burnin' what is! They've got me brother; they've got Frederick!"

You'd best save what crops you can, or Arhynn will have a hungry winter. But what could be making the goblins so voracious?

## MONSTERS

Goblin archers. 1 open group.

## SETUP

Place the goblin archers on the Exit. Place the open group on the Grasslands.

Place search tokens based on the number of heroes.

Place 4 red objective tokens faceup on the Farm tile as indicated. These are bundles of crops.

## SPECIAL RULES

Each objective token is a bundle of crops that the goblins must steal and take back to their cave.

## GATHERING CROPS

As an action, while adjacent to a bundle of crops, any hero or goblin archer may pick it up. A figure may only carry 1 bundle of crops at a time.

## STEALING THE CROPS

If a goblin archer carrying a bundle of crops moves off the map through the Exit, the overlord keeps the objective token to track how many bundles of crops are stolen during the encounter. This will be important during Encounter 2.

## STORING THE CROPS

As an action, while in one of the unique spaces adjacent to the Farm, a hero carrying a bundle of crops may choose to store it. If he does, the stored token is removed from the map and returned to the game box. The overlord does not keep this token since he did not successfully steal it.

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 goblin archer on the Exit and 1 monster from the open group on the Entrance, respecting group limits. These monsters may be activated during the turn they are placed.

## VICTORY

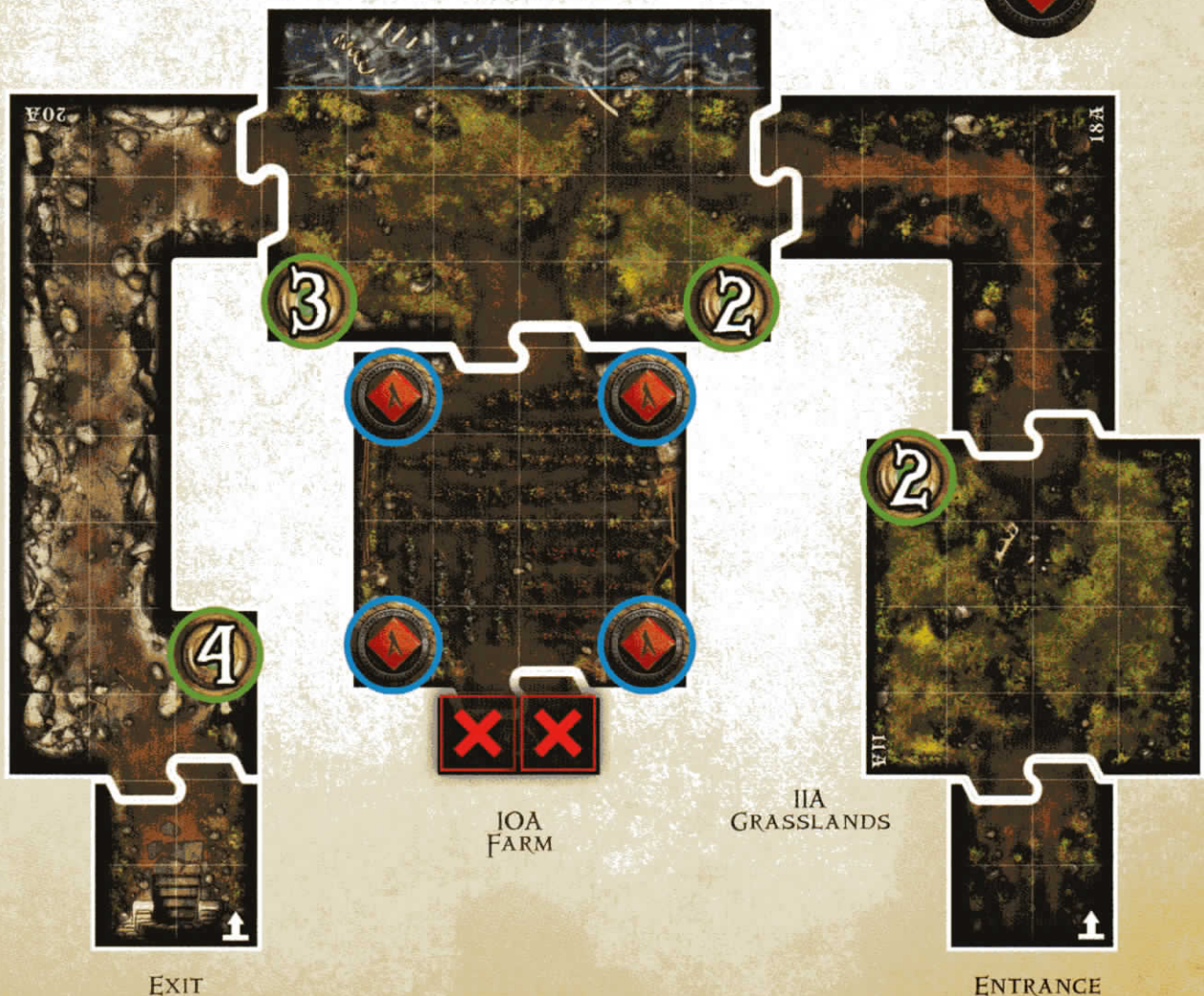
After all the bundles of crops are stolen and/or stored, read the following aloud:

*The blood-spattered farmer staggers forward again. "Me brother," he sobs. "They came for him, grabbed him an' a bunch more besides. He weren't always a farmer like me, m'lords. Frederick was a Shadow Binder, just like that poor sod got killed in 'is caravan outside Arhynn last week. They was friends! Why is them goblins killin' an' stealin' all me brother's friends?"*

*Clearly, the Overlord is interested in this man. You'd best get lead him to safety.*

Encounter 1 is complete. Note the number of objective tokens stolen by the overlord for Encounter 2.

## BUNDLES OF CROPS



EXIT

IOA  
FARM

IIA  
GRASSLANDS

ENTRANCE

# A FAT GOBLIN

ENCOUNTER 2

*The goblins were not hard to follow, and now you edge cautiously into a cave in the Caedwyn Wood. Ahead, you hear deep laughter and a croaking voice. "Bring me the prisoners. One of them is the Shadow Binder! So speaks Splig, King of All Goblins!"*

*You'd better hurry and take out Splig, whoever he is, before he figures out which of the farmers is Frederick!*

## MONSTERS

Splig, Goblin archers, Cave spiders, 1 open group.

## SETUP

Place Splig and the goblin archers on the Torture Chamber. Place the cave spiders on the Spider Den. Place the open group on the Cave.


Place search tokens based on the number of heroes.

Take 3 red objective tokens and 1 blue objective token. Shuffle these objective tokens facedown and place all 4 objective tokens facedown on the Prison as indicated. All of these tokens are prisoners the goblins must interrogate, and the blue objective token is Frederick. No players should know which objective tokens are red and which one is blue.

Splig has 1 additional Health per hero for each bundle of crops the overlord stole during Encounter 1.

## SPECIAL RULES

As an action, a goblin archer may pick up an adjacent prisoner, keeping it facedown. As an action, while on the Torture Chamber, a goblin archer may place a prisoner he is carrying in an empty adjacent space.

Once per turn, as an action, Splig may interrogate a prisoner in the Torture Chamber. To interrogate the prisoner, Splig must test  while adjacent to the objective token. If he passes, the prisoner is successfully interrogated and the overlord flips the token over.

If the token is red, the prisoner is not Frederick and the token is discarded. If the token is blue, Splig has found Frederick. Place the blue objective token under Splig's token to mark that he is carrying him. Splig may now move off the map through the entrance.

## REINFORCEMENTS

None.

## VICTORY

If Splig is defeated, read the following aloud:

*The self-styled "king" hurls his prisoner to the ground. "Have him, then!" he bellows. "But you shall never defeat Splig, King of All Goblins!" Then, putting on a surprising turn of speed for a goblin of such impressive girth, Splig rushes out the door.*

*A big man with a scarred face and white in his hair steps forward to address you. "Thank you, heroes. Reminds me of myself at a younger age. Take me to the Barons... seems I've still got work to do."*

The heroes win!

If Splig moves off the map while carrying Frederick, read the following aloud:

*"Once more, the pathetic minions of the Barons of Daqan are thwarted by the King of All Goblins!" The goblin pauses to do a victory dance, his fatty bulk wobbling. Then, as he sees you approaching, the goblin claps his stolen helm to his head and scampers away.*

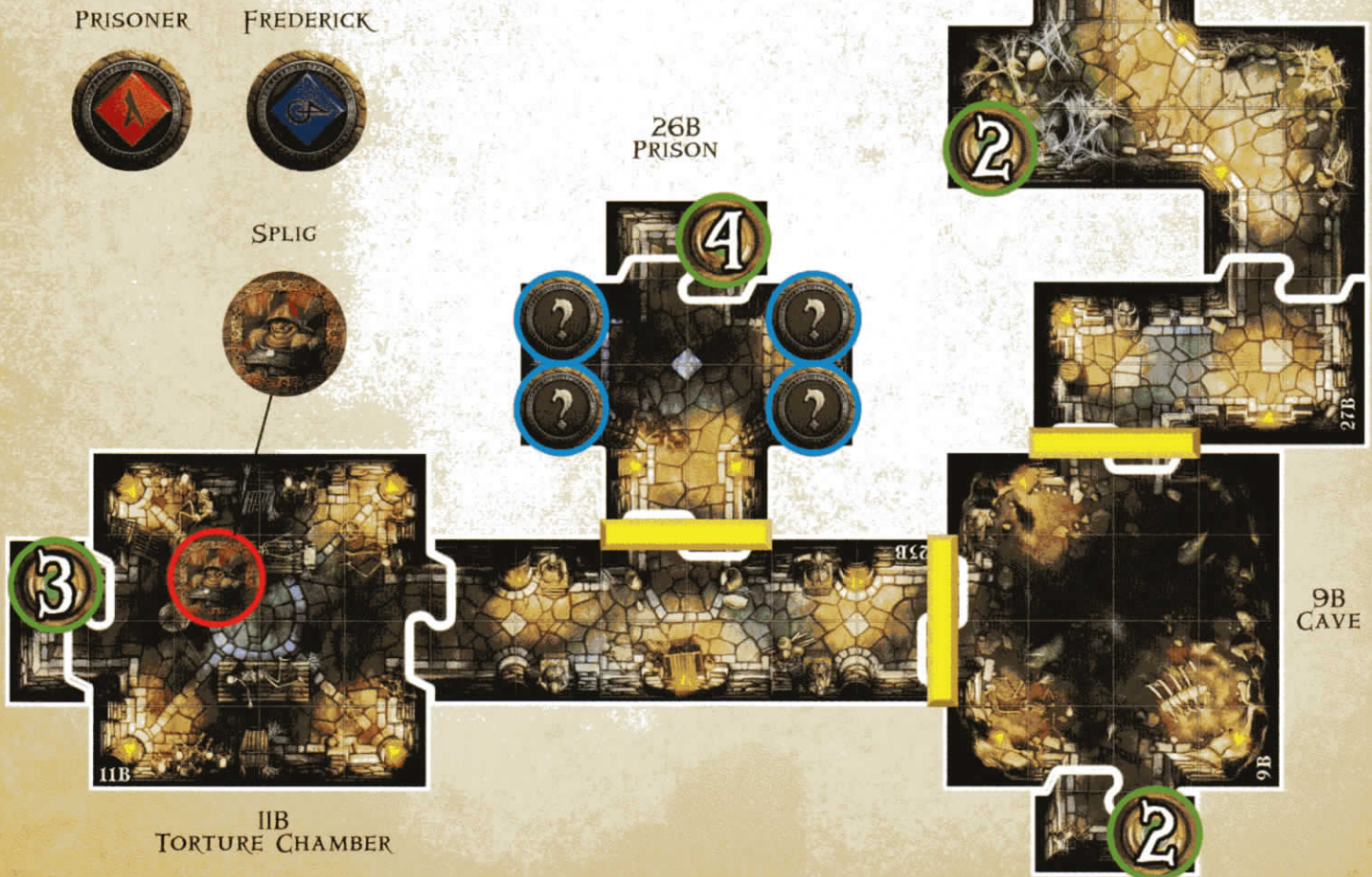
The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they also receive 25 gold coins per hero.

If the overlord wins, he receives 1 additional XP.



# CASTLE DAERION

ENCOUNTER 1



*On the advice of Baron Greigory, you have traveled down river in search of Sir Palamon — one of the Shadow Binders. As you approach Daerintown in the evening, you hear a strangled cry for help — the Overlord's minions are already here! The town is under a stealthy assault; the castle must be next.*

*Your guide informs you that there are four beacons throughout the village, which may be lit to alert Castle Daerion to the danger. If you can light all four beacons, the Overlord's nighttime raid will be foiled and the castle warned. Should the forces of the Overlord dispatch all the remaining villagers, however, they will surely march straight to the castle and you will be too late to stop them...*

## MONSTERS

2 open groups.

## SETUP

Place 1 open group on the River's Edge; place the second open group on the Cabin.

Place search tokens based on the number of heroes.

Place 4 villager tokens on the map as indicated.

Place 4 red objective tokens faceup on the map as indicated. These are beacons.

## SPECIAL RULES

The red objective tokens are beacons, and the heroes must light all 4 beacons to win. As an action, a hero adjacent to a beacon may light it. After a beacon is lit, remove the token from the map. A hero adjacent to a beacon may also attempt to light it speedily on his turn by testing either or without spending an action. If he passes, the beacon is lit. This test may only be attempted once per hero turn.

Villagers block movement and line of sight. Treat them as hero figures with the following exceptions. They cannot recover by any means, they are immune to all conditions, and they pass any attribute test they are called upon to make. When a villager is defeated, place its token in the overlord's play area. They will be important during Encounter 2.

## VILLAGER

Health: 6

Speed: 3

Defense:

The villagers activate at the end of the last hero turn each round; they are controlled by the hero player who takes his turn last. When activated, each villager may perform a move action and may either open or close a single adjacent door. Villagers cannot perform other actions.

## REINFORCEMENTS

At the end of each overlord turn, he may place 1 monster from 1 of his open groups on either the Entrance or Exit, respecting group limits.

## VICTORY

If the heroes light all 4 beacons, read the following aloud:

*As the last beacon sputters to life, an answering light flares on the tall, dark walls of Castle Daerion. The blare of crude war-horns fills the air and the Overlord's minions turn as one, abandoning the village to race toward the castle. You'd best follow after and ensure Sir Palamon survives the night!*

The heroes win this encounter! Set aside the surviving villagers for Encounter 2.

If the overlord defeats all the villagers, read the following aloud:

*The last villager stumbles and falls, blood running from his wounds. "Why wasn't Sir Palamon here to protect us?" he gasps, and then expires. Their grim work done, the Overlord's minions sink into the shadows and race toward Castle Daerion—there's no time left to raise the alarm; you must defend the castle yourselves!*

The overlord wins this encounter!





# CASTLE DAERION

## ENCOUNTER 2

When you reach Castle Daerion, you find the gates already torn asunder by a mighty Ettin. The castle's guards struggled valiantly, but they were no match for the Overlord's assault. "The Black Knight," one gasps, lying at your feet. "Sir Alric is here!"

Within the keep, you hear the aged Sir Palamon rallying the defenders. With reinforcements cut off by your arrival and that of the Daerintown militia, the old knight has a chance—if you can buy him enough time...

### MONSTERS

Sir Alric Farrow. Ettins. Zombies. 1 open group.

### SETUP

Place Sir Alric Farrow in the Laboratory, as indicated.

Place the ettins on the Hallway. Place the open group on the Stairs. Place a number of minion zombies on the Throne Room equal to the number of villager tokens in front of the overlord (ignoring group limits).

Place search tokens based on the number of heroes.

Place the white objective token faceup on the Throne Room as indicated. This is Sir Palamon.

Any surviving villagers from Encounter 1 are placed on the Entrance tile or the closest available empty spaces. They are now militiamen.

### SPECIAL RULES

Militiamen block movement and line of sight. Treat them as hero figures with the following exceptions. They cannot recover ♥ by any means, they are immune to all conditions, and they automatically fail any attribute test.

**MILITIAMAN**

Health: 6      Speed: 4

Defense:      Attack:

Militiamen activate at the end of the last hero turn each round; they are controlled by the hero player who takes his turn last. When activated, each militiaman may perform 1 move action and 1 attack action. Militiamen cannot perform other actions.

Sir Palamon also blocks movement and line of sight. Treat him as a hero figure except that he cannot perform any actions and cannot recover ♥ by any means.

**SIR PALAMON**

Health: 25      Speed: 0

Defense:

: 3   : 2   : 2   : 4

At the end of the last hero turn each round, after all militiamen activate, Sir Palamon tests ⚔ to marshal more defenders. If he passes, place 1 fatigue token on him and place 1 militiaman on the Entrance tile. If he fails, there is no effect. He cannot perform other actions.

### REINFORCEMENTS

At the start of each overlord turn, he may place 1 monster from 1 of his monster groups or Sir Alric Farrow on the Laboratory, respecting group limits.

### VICTORY

When Sir Palamon has 5 fatigue tokens on him or all master monsters (including Alric) are defeated, read the following aloud:

*Suddenly, there is a crash and a dozen armored soldiers burst into the keep, driving the Overlord's forces back. "Thank you, heroes," says Sir Palamon, leaning on his sword. "I fear that an evil I defeated long ago stirs once more. Dragonlord Gryvorn must not be allowed to return!" The old man lifts his sword and sighs through his ash-gray mustache. "My sword was not equal to the task. Come, we must return to Arhynn, and the Barons."*

The heroes win!

If Sir Palamon is defeated, read the following aloud:

*As the aged knight collapses to the ground, the Overlord's minions turn and retreat. "Our work here is done."*

The overlord wins!

### REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they also receive 25 gold per hero.

If the overlord wins, he receives 1 additional XP.



# THE CARDINAL'S PLIGHT

ENCOUNTER 1



"This business with the Overlord is ruddy bad," says Baron Greigory through his white mustache. "That chap who was murdered when you first came to town, he wasn't just anyone. That was Viceroy Pollin. He was a hero like you, in his younger days. He and his fellows, they called themselves the Shadow Binders."

"We don't think his death was happenstance," says Baron Zachareth, stroking his dapper beard. "This Overlord is clever, whoever he is. We have to assume he's after all the Shadow Binders."

"Koth traveled with Pollin," says Greigory. "He's Cardinal, now; set himself up at the Cathedral to Kellos in the Carthmounds. Best hurry off and make sure he's alive. He's got the Staff of Light, too—might need it, wat?"

As you approach the Cathedral, the day grows dark. Suspiciously, you ready your weapons and nearly kill the young initiate who calls to you from behind a rock. "Please, faithful! The Cathedral is besieged. The Cardinal invoked the Ward of Flame, but that Lord Merick was already inside! He knows that Koth can only be harmed by a faithful man—he's raising the dead in our own graveyard and sending them to kill the Cardinal. You must find the Relic of Dawn to get through the ward and stop Lord Merick before his zombies overcome Cardinal Koth!"

## MONSTERS

Lord Merick Farrow. Flesh moulders. Zombies. 1 open group.

## SETUP

Place Merick Farrow on the Exit as indicated. Place the flesh moulders on the Caravan. Place the open group on the Ruins. No zombies are placed during setup.

Place search tokens based on the number of heroes. The unique search token is the Relic of Dawn.

Place 4 red objective tokens faceup on the Graveyard as indicated. These are gravestones.

The locked door is a mystic portal.

## SPECIAL RULES

The mystic portal does not block line of sight for Lord Merick Farrow, but he cannot move through it; the mystic portal blocks line of sight and movement for all other figures. When the heroes discover the Relic of Dawn, immediately remove the mystic portal.

Once per turn, if Lord Merick Farrow is adjacent to a gravestone, he may attempt to raise a zombie as an action. He tests  $\text{W}$ . If he passes, remove the gravestone and place 1 minion zombie in that space. Zombies cannot activate the turn they are raised (still climbing out of the ground!). While the zombies are at their group limit, the overlord cannot raise more zombies. Also, see "Reinforcements."

The zombies may move off the map through the Exit. Each time this happens, the overlord places 1 fatigue token in his play area; they will be important in Encounter 2.

## REINFORCEMENTS

Before the mystic portal is opened, the overlord may place 1 monster from the open monster group on the Entrance tile at the end of each turn in which Merick tries and fails to raise a zombie. After the mystic portal is opened, the overlord may place 1 monster from the open group on the Entrance at the end of each overlord turn, regardless of whether a zombie is raised. In both cases, the overlord must respect group limits.

## VICTORY

If the heroes defeat Lord Merick, read the following aloud:

*In a puff of smoke, Lord Merick Farrow vanishes. His voice lingers. "Blast and damnation! I won't be beaten this easily, you meddling whelps. I'll be back!"*

*From within the cathedral you hear the crash of breaking glass. No time to bask in your victory—the Cardinal is in danger!*

The heroes win this encounter!

If there are ever no zombies and no gravestones remaining on the map, read the following aloud:

*"That should do it," gloats Lord Merick as the last of his zombies shambles through the doors. "Prophecies and curses... ha! There's always a way around them." There is a flash of light and a puff of smoke, and then he is gone.*

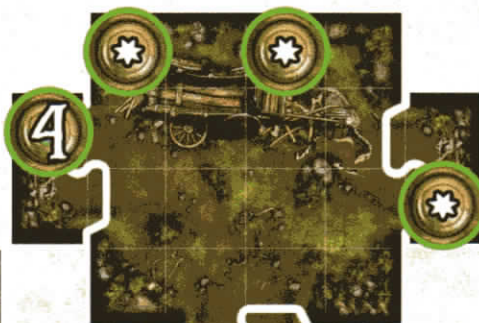
*From within the cathedral you hear the crash of breaking glass. The Cardinal is in danger!*

The overlord wins this encounter!

## RELIC OF DAWN



## 9A CARAVAN



## GRAVESTONES



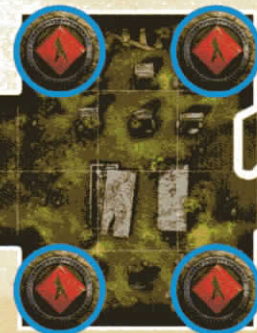
## LORD MERICK FARROW



## ENTRANCE



## 14A GRAVEYARD



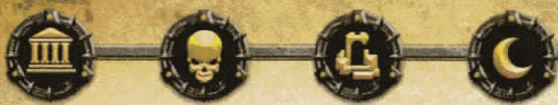
## EXIT



## 4A RUINS







# THE CARDINAL'S PLIGHT

## ENCOUNTER 2

*The cathedral seems unnaturally still and dark. Above the door, carved in stone, you see the words "The Righteous Have Nothing to Fear From the Faithless"—that must be what the initiate was referring to, that Koth could only be harmed by the faithful.*

*Then you hear the scraping of a stone and a deathly moan. Lord Merick is still raising zombies, this time from their burial chambers beneath the cathedral floor—faithful men, now enslaved to the Overlord's will! You only have moments to find a way through the locked door to the Cardinal's library and get him out alive!*

### MONSTERS

Lord Merick Farrow. Zombies. 3 open groups.

### SETUP

Place 1 open monster group on the Chapel. Place 1 master zombie on the Library as indicated. For each fatigue token in the overlord's play area (from Encounter 1), place 1 minion zombie on the Library, ignoring group limits. Lord Merick Farrow and the other 2 open groups are not placed during setup.

Place search tokens based on the number of heroes. The unique search token is the Rune Key.

Place the white objective token faceup as indicated. This is the Altar. The villager token is Cardinal Koth.

### SPECIAL RULES

When the door to either the Tomb or the Stairs is opened the first time, the overlord places 1 of his unused open groups on that corresponding tile. When the other door is opened, the overlord places his other open group on that tile. Only a hero may open those doors for the first time. After the doors have been opened, they are treated as normal doors in all respects.

The locked door to the Library cannot be opened until the heroes find the Rune Key.

Treat Cardinal Koth as a hero with the following exceptions. He cannot recover ♥ by normal means (see "The Altar") and he may only be attacked by zombies. He cannot perform actions until the heroes come to rescue him. When a hero ends his turn adjacent to Cardinal Koth, he is rescued (see "The Second Wave"). Once rescued, at the end of the last hero turn each round, Cardinal Koth performs a single move action (Cardinal Koth is controlled by the hero player who takes his turn last). Koth cannot perform other actions.

### CARDINAL KOTH

Health: 16      Stamina: 0  
Defense: 4      Speed: 4  
☠: 2      🗡: 4      🌑: 2      ⚙: 4

### THE ALTAR

A hero adjacent to the Altar may attempt to activate it as an action. To do so, the hero tests ⚔. If he passes, that hero rolls 1 red power die. Cardinal Koth recovers ♥ equal to the ♥ rolled on the red power die (regardless of where he is on the map). If he fails, there is no effect.

The Altar may only be successfully activated once per round.

### REINFORCEMENTS

None (see "The Second Wave" below).

### THE SECOND WAVE

When a hero first opens the door to the Library, read the following aloud:

*The Cardinal holds aloft a staff that glows with a bright light. "Thank Kellos you're here," he says. "Quickly, let's get out of here."*

The Cardinal is now rescued, and the overlord must try and stop him. Place Lord Merick Farrow on the Entrance. From now on, at the start of each overlord turn, he may place 1 zombie on either the Library or the Entrance, respecting group limits. Furthermore, if a monster group has not yet been placed in either the Tomb or Ancient Stairs, place it now. That group activates as normal and may open the door to that room.

If Lord Merick Farrow is defeated, read the following aloud:

*With a flicker, Lord Merick fades from view, into a shadowy apparition. His voice seems to come from behind a thick curtain: "You're becoming quite a nuisance, heroes!" Fuming, the evil lord can only observe.*

### VICTORY

If Cardinal Koth moves off the map through the Entrance, read the following aloud:

*Outside, Koth lifts the Staff of Light aloft. It flares like a second sun, and when the light fades the Overlord's minions are gone. Koth presents the staff to you.*

*"Thirty years ago, my friends and I used this staff to help us bind Gryvorn of the Shadows. Now, it is yours." Then he lifts his palm and the Flame of Kellos flares to life. "Go with Kellos' blessing, faithful. Bring the Light into dark places."*

The heroes win!

If Cardinal Koth is defeated, read the following aloud:

*"I'll take that," says Lord Merick. He gestures and the Staff of Light flies from Koth's corpse and up into his hands. Instantly, the light goes out, replaced by a nimbus of shadow. "Thanks for the help." With a smirk, the evil lord raps the butt of his new staff against the stone floor and vanishes in a flash of shadow.*

The overlord wins!

### REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Staff of Light" relic.

If the overlord wins, he receives the "Staff of Shadows" relic.

ENTRANCE

6B CHAPEL

ALTAR

MASTER ZOMBIE

13B LIBRARY

RUNE KEY

19B STAIRS

CARDINAL KOTH

10B TOMB

# THE MASQUERADE BALL

ENCOUNTER 1



Baron Greigory has given you an invitation to the social event of the season—Lord Theodir's Masquerade Ball! "Bit of a gadabout even now," mutters Greigory, "but Theo was a great hero in his day. One of these Shadow Binders, wot?"

"Best go and warn him he might be on the Overlord's list," says Baron Zachareth. "Err, you're not going dressed like that, are you?"

As you enter Lord Theodir's estate, the music and the bustle of masked guests goes silent, and then you hear a scream. A man's voice bellows "How did you get in here?"

Ahead, you see a guest with hair the color of honey remove her mask as minions of the Overlord bulk behind her. "They're with me. And I have an invitation." Casually, the woman tears the mask from the burly guest before her, then drags him to her and sinks her fangs into his neck—she is a vampire! Wiping the guest's blood from her lips, she gestures to her minions. "Find me Lord Theodir and bring him to the vault!"

With the guests all wearing masks, you and the vampire will have your work cut out for you finding Lord Theodir—especially since you don't even know what he looks like! You'd best grab every guest you can and escort them back through the front door while the Overlord's minions try to do the same.

## MONSTERS

Lady Eliza Farrow. Flesh moulders. 2 open groups.

## SETUP

Place Lady Eliza Farrow on the Library as indicated. Place 1 open group on the Chapel and 1 open group on the Library. The flesh moulders are not placed during setup (see "Unmasking a Guest").

Place search tokens based on the number of heroes.

Collect a number of objective tokens equal to twice the number of heroes. Half of these objective tokens should be blue and the other half should be red. Shuffle the tokens together and place them facedown, on the map as indicated. (If there are fewer than 4 heroes, divide the tokens as evenly as possible between the 4 tiles; the overlord chooses where to place them.) No players should know which objective tokens are blue and which are red. These tokens are masked guests.

## SPECIAL RULES

If Lady Eliza Farrow is defeated, read the following aloud:

*With a shriek, the lady fades into a fine red mist. Still shrieking, the cloud of mist streaks down the stairs to the basement below.*

## THE GUESTS

Half of the objective tokens are red, representing cultists. The other half of the objective tokens are blue, representing important noble guests—one of whom is Lord Theodir. Each guest occupies a space and blocks line of sight and movement, just like a figure. As an action, a hero or monster adjacent to a guest may unmask the guest and flip over the token.

## UNMASKING A GUEST

If a blue objective token is revealed, the guest is not a cultist. That guest is then "escorted" by the hero or monster that unmasked him (see below).

If a red objective token is revealed, replace the token with a flesh moulder figure. The first cultist revealed is a master flesh moulder; the others are minion flesh moulders. If unmasked by the overlord, flesh moulders are placed on the map and may activate that turn. If unmasked by a hero, the flesh moulder may immediately attack that hero, then that hero's turn resumes.

## ESCORTING GUESTS

Escorted guests are placed under the hero or monster figure who unmasked them. Each figure can escort only 1 guest at a time; if he's currently escorting a guest, he cannot unmask an additional guest.

A hero may rescue his escorted guest by moving off the map through the Entrance. A hero who leaves the map this way may return to the Entrance on his next turn (without the guest) by performing a move action (or suffering 1  $\heartsuit$ ) to move 1 space.

A monster may abduct his escorted guest off the map through the Exit. A monster who leaves the map this way cannot return, but the overlord draws 1 Overlord card each time a monster abducts a guest off the map.

Guests rescued by heroes are placed in the heroes' play area. Guests abducted by monsters are returned to the box. If a hero is defeated while escorting a guest, the guest is considered killed and discarded. If a monster is defeated while escorting a guest, the guest is placed in its space. As an action, a hero or monster may escort this unmasked guest.

## REINFORCEMENTS

None.

## VICTORY

If all monsters are defeated (or when the last guest leaves the map for any reason) the encounter ends. Any guests remaining on the map are considered to be rescued by the heroes. The heroes roll a die (depending on the number of heroes) to determine whether Lord Theodir is among the guests they have rescued; roll a gray defense die for a 2-hero or 3-hero game, or roll a black defense die for a 4-hero game. If the number of  $\heartsuit$  rolled is equal to or less than the guests they successfully rescued, then the heroes managed to save Lord Theodir; read the following aloud:

*"Thank you, heroes!" says Lord Theodir. "I can't believe she'd ruin my party—why, I've half a mind NOT to invite the Farrow's next year." He sighs, then gestures at the stairs down into the basement. "She's probably halfway to my family vault by now. Best run on and beat her to Fortuna's Dice. You'll need them if you're going to repeat what my friends and I did thirty years ago." Lord Theodir seems unconcerned—is he mad? "Off you go! Hurry, now!"*

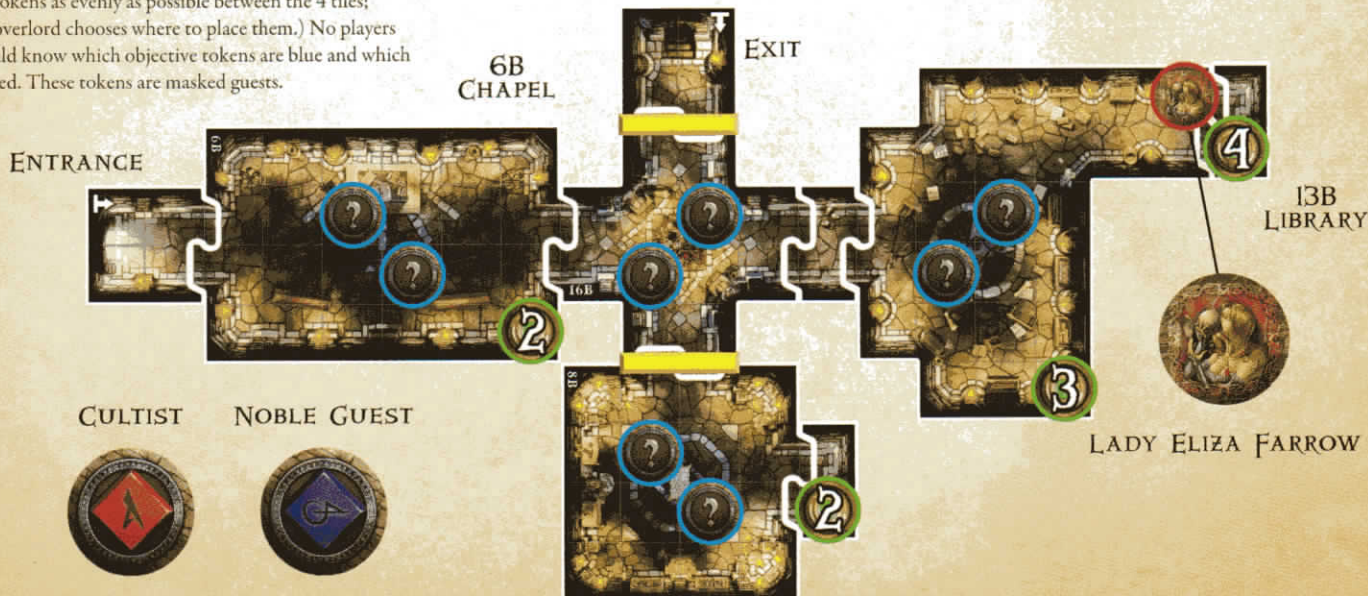
The heroes win this encounter!

If the heroes did not manage to rescue Lord Theodir, Lady Eliza Farrow has managed to abscond with Lord Theodir. Read the following aloud:

*"Please," sobs one of the guests, a woman with a silver mask. "She's taken poor Theo! I'm sure she's dragged him down below to the vault. You mustn't let her open that vault!"*

*A hero's work is never done.*

The overlord wins this encounter!





# THE MASQUERADE BALL

## ENCOUNTER 2

*The family crypt below Lord Theodir's estate is dark and echoes with the sounds of vile monsters. Are these minions of the Overlord, or is Lord Theodir truly mad? In any case, a locked door stands before you. Inscribed in glowing script across the jamb is a riddle—clearly, you'll have to either smash the door down, answer the riddle, or pick the lock to proceed.*

### MONSTERS

Lady Eliza Farrow. Cave Spiders. 2 open groups.

### SETUP

Place Lady Eliza Farrow on the Goblin Cave as indicated.

Place the cave spiders on the Spider Den. The other 2 open groups are not placed during setup.

Place search tokens based on the number of heroes.

### SPECIAL RULES

When the door to the Goblin Cave is opened the first time, or when a figure enters a space on the Goblin Cave, the overlord places 1 of his unused open groups on that tile. When the door to the Tomb is opened the first time, or when a figure enters a space on the Tomb, the overlord places his other open group on that tile.

### THE DOORS

Each of the doors leading to Lord Theodir's vault is locked and magically sealed. They cannot be opened by normal means. When a figure performs an action to open one of the doors, he must do one of the following:

**Smash the Door:** The figure tests . If he passes, the door is removed from the map entirely. This counts as opening the door. If he fails, there is no effect.

**Answer the Riddle:** The figure tests . If he passes, the figure is immediately moved to the closest available empty space on the other side of the door. The door remains closed and in place. If he fails, there is no effect.

**Pick the Lock:** The figure tests . If he passes, the door is opened. If he fails, there is no effect.

A figure may attempt to open any door in this way only once per turn.

Lady Eliza Farrow always attempts to Answer the Riddle. If the overlord won Encounter 1, then she has already secured the correct answers from Lord Theodir, and she automatically passes her tests to Answer the Riddle on all the doors except the final locked door. She must always test as normal on the locked door to the Exit.

Figures without attributes, such as familiars or non-Lieutenant monsters, cannot attempt to open a door. An opened door may be closed as normal.

### REINFORCEMENTS

None.

### VICTORY

If either the heroes move off the map through the Exit or Lady Eliza Farrow is defeated, read the following aloud:

*Behind you, Eliza shrieks in dismay. "No! Those bones are mine!" She blurs forward faster than the eye can follow as you snatch up the only treasure in the vault: a purple velvet bag. As soon as your hand touches the bag, Lady Eliza trips over a cracked flagstone. As she straightens up to glare at you, there's a loud crack, and a tall candelabra topples down to crush her. She turns into a red mist just in time, and her voice whispers through the crypt. "Bah. So, luck is on your side... for now. We'll meet again, 'heroes.'" Then she is gone.*

The heroes win!

If Lady Eliza Farrow moves off the map through the Exit, read the following aloud:

*"Too late," the vampire whispers, her eyes gleaming red as she holds a purple velvet bag aloft. "Fortune favors my family today. Oh, my husband will be so pleased—and so will our master." With that, she empties the bag across the vault floor. The bone cubes within clatter and clack, then come to rest showing dark and wretched runes, flaring with a black fire. When you look up, she is gone.*

The overlord wins!

### REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Fortuna's Dice" relic.

If the overlord wins, he receives the "Bones of Woe" relic.

### LADY ELIZA FARROW



# DEATH ON THE WING

## ENCOUNTER 1



Baron Zachareth sweeps imperiously toward you. "I've just come from Greigory; I had to turn down his request for a loan. It seems the treasury in Arhynn is nearly empty—soon neither of our baronies will be able to pay our soldiers." The baron adjusts his tabard and sighs. "Our baronies share silver mines in the Carthmounts. Greystone Watchtower looks out over several of the major sites, and we've had no shipments from that region for weeks. I suspect the band of that devilishly-clever Overlord is at work. Go look into it."

On your way to the watchtower, you approach a twisting ravine. Suddenly, the sun is blotted out, and then a large and powerful winged figure lands on the stony earth before you. "Greetings, mortals," he says. "I am Belthir, the Scion of Gryvorn." Then he pauses, as if expecting you to introduce yourself. When you don't, he moves on. "I bear you no particular ill-will, but I'm here to slaughter every single person dwelling in that tower, and I can't have you interfering." With a thrust of his powerful, draconic legs, Belthir leaps to the stony slopes above the ravine ahead. Then, with a swipe of his muscular tail, he knocks a boulder into the ravine. "My minions will slow you down. Until next time, little mortals!" As Belthir spreads his wings and flaps away, monsters appear on both slopes, struggling to shove boulders over the edge into the ravine below.

You'd best hurry if you intend to beat the dragon hybrid to the watchtower.

## MONSTERS

Cave spiders. 1 open group.

## SETUP

Place the cave spiders on the Canyon and the open monster group on the Fire Pit.

Place search tokens based on the number of heroes.

## SPECIAL RULES

At the start of each overlord turn, after placing reinforcements, he may place 1 objective token facedown on any empty space on the Canyon tile. These objective tokens are boulders—they block line of sight and movement.

As an action, a hero may attempt to clear a boulder from the map while adjacent to the objective token by testing . If he passes, he discards the objective token. If he fails, there is no effect.

As an action, a hero may attempt to scramble over a boulder while adjacent to the objective token by testing . If he passes, he moves to any empty space adjacent to that boulder, ignoring any figures or obstacles that would normally block his way.

During this quest, cave spiders may move through and end their movement in spaces containing boulders.

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 monster from 1 of his monster groups on the Entrance, respecting group limits.

## VICTORY

If all heroes are on the Exit, read the following aloud:

*Ahead, you see the scattered buildings of the Greystone Watchtower settlement—if you hurry, you might make it in time!*

The heroes win this encounter!

If, at the end of a hero's turn, all the spaces adjacent to him contain either boulders (objective tokens), the edge of the map, or other figures while on the Canyon, or if all objective tokens are on the map at the same time, read the following aloud:

*Trapped! It will take time to free your companion, but better than facing Belthir at less than full strength. As if sensing your decision, the Overlord's minions turn and rush onwards to Greystone Watchtower. You only hope you'll be in time...*

The overlord wins this encounter!

## BOULDER



## ENTRANCE



## 8A FIRE PIT



## 20A CANYON



## EXIT





# DEATH ON THE WING

ENCOUNTER 2

*You come to the last bridge before the watchtower. You can see the guards assigned to the tower going about their business, completely unaware of the doom that awaits them. You're not sure why Belthir wants to kill them all, but you know that you don't want that to happen—you'd better fight him off, first.*

## MONSTERS

Belthir. Elementals. 1 open group.

## SETUP

Place the elementals on the Stone Bridge, and Belthir on the Stone Bridge as indicated. Place 1 open monster group on the Waterfall.

Place search tokens based on the number of heroes.

Place 2 villager tokens on each of the Gatehouse and Cabin as indicated. These villager tokens are guards.

If the overlord won Encounter 1, each of the heroes must skip his first turn.

## SPECIAL RULES

The villager tokens are guards. Treat them as hero figures with the following exceptions. They cannot recover ♥ by any means, they are immune to all conditions, and they pass any attribute test they are called upon to make.

GUARD	
Health: 6	Speed: 4
Defense:	Attack:

Each guard on the same tile as either a hero or a monster activates at the end of the last hero turn each round; they are controlled by the hero player who takes his turn last. When activated, each guard moves directly toward the closest monster. If he ends his movement adjacent to it, he performs an attack targeting it. When 2 monsters are equally close, the heroes choose which monster the guard moves toward.

## REINFORCEMENTS

At the end of each overlord turn, he may place 1 monster from 1 of his monster groups on the Entrance, respecting group limits.

## VICTORY

If Belthir is defeated, read the following aloud:

*Bleeding, the dragon hybrid staggers back. "I figured you'd be worthy enemies," he growls, "but I see I underestimated you." Then he leaps, spreading his wings and circling up into the sky. "We'll meet again, my friends!"*

*One of the survivors comes forward. "Sirs, I don't know how or why you came here, but me and my mates thank you. Here." He offers you a massive shield of black iron. "Figger that dragon-man came for this. Been nothing but ill-luck since it turned up in one of the mines. Take it away, please!"*

The heroes win!

If all 4 guards are defeated, read the following aloud:

*Belthir bends down over the last dying man-at-arms, then hefts a massive slab of black iron—a shield. "They say it was forged from a single scale from my sire's hide—what nonsense." He straps the shield to his arm and sneers at you. "I've got what I came for. When next we meet, I hope you prove more of a challenge!" Then he leaps into the sky and is gone.*

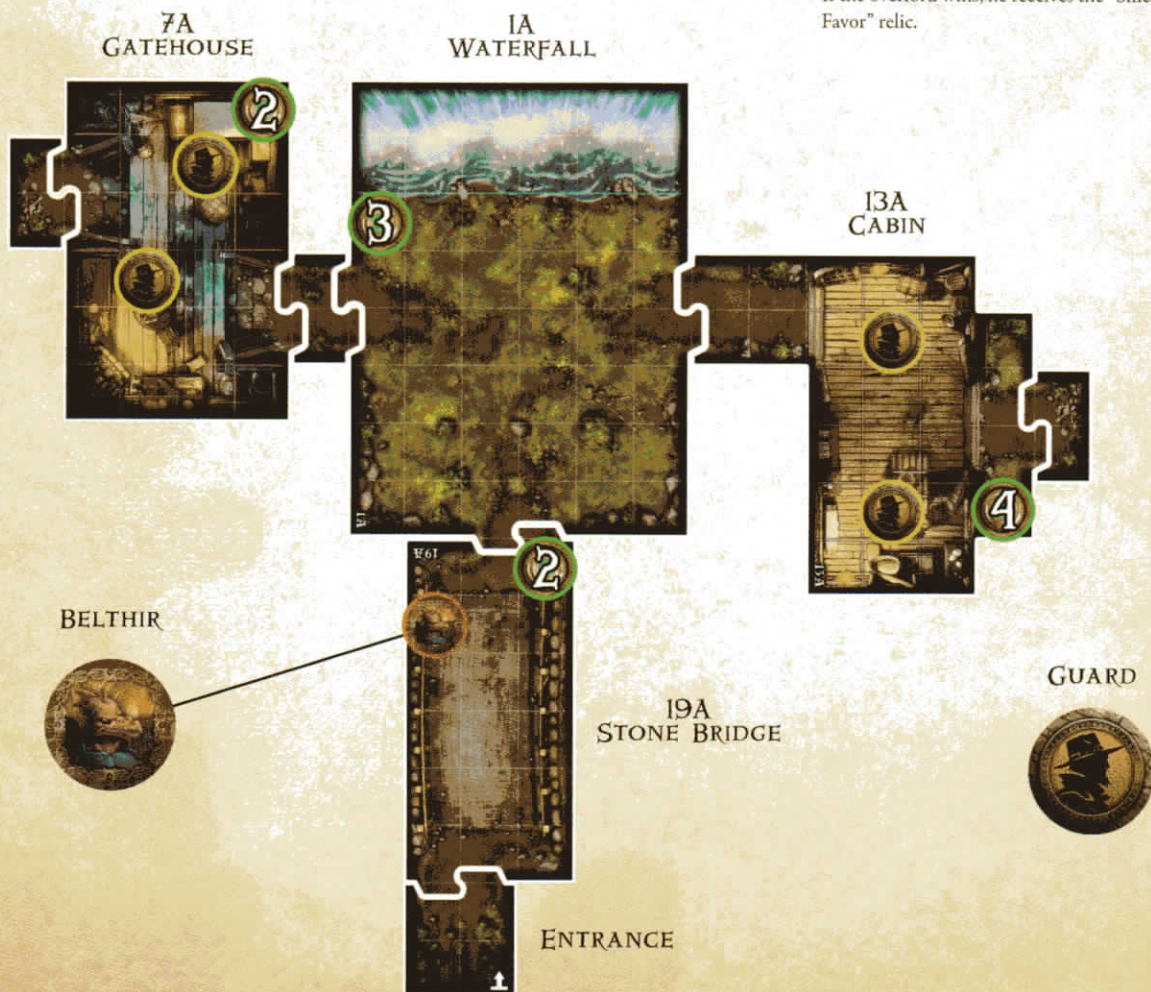
The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Shield of the Dark God" relic.

If the overlord wins, he receives the "Shield of Zorek's Favor" relic.



# THE SHADOW VAULT

INTERLUDE I

*"The Shadow Binders were instrumental in the defeat of a being known as Gryvorn," says Baron Greigory's librarian as she adjusts her half-moon spectacles. "According to the Shadow Binders, he was a dragonlord—but that's preposterous. In any case, they bound—or re-bound—Gryvorn into a runestone, which they then broke in half."*

*"Zachareth insists the Overlord must have one half," says Baron Greigory. "If so, he's looking for the other—the half Pellin and his chaps locked away in that Shadow Vault. Of course, no one seems to know where that blessed thing is or how to get inside...but we've sussed it out!" The old baron puffs up with pride. "Well, simple thing, then, really—go there and fetch the wretched thing, then come back quick, as you can."*

*With Greigory's maps and notes, finding and getting into the Shadow Vault is easy, and soon you find yourselves picking up a lead casket, locked tight—it must contain the Shadow Rune! Before you can go, however, you find your exit blocked by an unexpected figure: Baron Zachareth! And he's holding what must be the other half of the Shadow Rune! "Thanks for doing the hard part," he sneers. "Now I'll just kill you and take it."*

*You and Zachareth are both trying to escape with the casket.*

## MONSTERS

Baron Zachareth, 3 open groups.

## SETUP

Heroes place their figures on the Shadow Vault in the squares marked with an "X."

The hero players choose one hero and place the green objective token on that hero's Hero sheet—this is the casket, and that hero is carrying it.

Place Baron Zachareth and 1 of the monster groups on the Cave. Place 1 monster group on the River's Edge. The third monster group is not placed on the map.

Place search tokens based on the number of heroes. The unique search token is the key to the locked rune door.

Place 2 red objective tokens faceup as indicated. These are staircases.

## SPECIAL RULES

The monsters on the River's Edge cannot be activated until the first hero enters a space on the Caravan. After this happens, they may be activated as normal.

## DOORS, KEYS, AND THE MAP

The unique search token in the Shadow Vault is a Rune Key. After any hero has discovered the Rune Key, any hero may open the locked door to the Cave.

The objective tokens are staircases. A figure may spend 1 movement point while on a staircase to move to the other staircase as if they were adjacent spaces.

The door between the Caravan and the River's Edge is stuck. When a figure attempts to open the door, that figure must test  $\heartsuit$ . If he passes, the door is opened. If he fails, there is no effect.

## SWIMMING

As an action, a figure may swim from any of the water spaces on the River's Edge tile to the water space on the near edge of the Stream tile. To do so, that figure performs an action and tests  $\heartsuit$ . If he passes, he moves to a water space on the Stream closest to the River's Edge. If he fails, there is no effect.

As an action, a figure in a space along the edge of the Stream closest to the Waterfall may hurl himself over the waterfall. To do so, place the figure in any empty water space along the edge of the Waterfall nearest the Stream. Roll 1 red power die; the figure suffers damage equal to the  $\heartsuit$  rolled.

## ZACHARETH

Baron Zachareth may move through any door as if it were not there. When he swims through the Stream or hurls himself over the Waterfall, he need not test or suffer any  $\heartsuit$ —he simply moves as described above. If Baron Zachareth is defeated, read the following aloud:

*"Only a minor setback!" the dark baron bows, his body dissolving into a burst of dark fire. "I'll be back!"*

Then place Baron Zachareth on the Entrance.

## THE CASKET

The heroes begin the quest with the casket (represented by the green objective token). They can choose which hero carries it at the start of the quest; if they cannot decide, give it to the hero with the highest  $\heartsuit$  (break ties randomly).

As an action, a hero can hand off the casket to an adjacent hero.

A figure who is defeated while carrying the casket drops it in an adjacent empty space (or as close as possible).

As an action, any hero or Zachareth can pick up the casket while in an adjacent space.

## REINFORCEMENTS

At the start of the overlord turn, he may place 1 monster from 1 of his monster groups on the Entrance, respecting group limits.

## VICTORY

If a hero moves off the map through the Exit while carrying the casket, read the following aloud:

*You hear the baying and growling of the Overlord's minions, hard on your heels! Your heart seems to be thundering against your chest, and your raspy breaths taste like copper and bile. You're running harder than you ever have in your life. You burst through a line of bushes and into a column of soldiers wearing the livery of Baron Greigory. The old baron rides at the head of the column and tugs furiously at his mustache. "He jolly well pulled the wool over my eyes, but I figured it out in the end! Are we too late? Does Zachareth have the Shadow Rune?"*

*Gasping for breath, you offer the casket to Greigory. Fishing a key from a silver chain around his neck, Greigory tries the lock, opens the casket, and reveals a twisted piece of angry black stone, throbbing with power. "Well," says Greigory. "That will be it, won't it? Come! Back to Arhynn; he shan't have it!"*

The heroes win!

If Zachareth moves off the map through the Exit while carrying the casket, read the following aloud:

*Zachareth strides imperiously ahead of you, his tabard whipping in the cold breeze of his victory. You race after him, cutting down another wave of his minions. Suddenly, the way forward is blocked by a massive figure in dark, heavy plate mail: Sir Alric Farrow. With a resonating thud, the dragon hybrid Belthir lands off to one side. Behind you, Splig the Goblin King stands above more goblins than you've ever seen in your life. Zachareth stops his march and, smirking, hands the casket to Lord Merick as Lady Eliza helps him into a hooded black robe.*

*"I win this round, heroes. So sorry. Still, I couldn't have done it without you—I'll need loyal subjects like you when I become king, you know. So...I think I'll let you live. For now."*

*Laughing, the Overlord and his lieutenants vanish into the gathering night. What are you going to tell Baron Greigory?*

The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Shadow Rune" relic.

If the overlord wins, he receives the "Shadow Rune" relic.



# THE SHADOW VAULT

INTERLUDE I



# THE OVERLORD REVEALED

INTERLUDE 2



"Thanks to your efforts, we have slowed this foul Overlord's attack," says Baron Greigory.

"And," puts in Baron Zachareth, "we have determined what it is he seeks: the Shadow Rune. I have pooled my own resources with Baron Greigory, and together we determined the location of the Shadow Vault, where the Rune is hidden. My soldiers will move to secure this location. I charge you, Greigory, with identifying and destroying the Overlord."

As Baron Zachareth leaves, Greigory turns to you. "Zachareth speaks wisdom and I never would have located the Shadow Vault without him, or the Shadow Binders. Still, I would be more comfortable if you would travel to the Vault and assist Zachareth's soldiers in protecting it from the Overlord. I will call for you when I have located this vile monster, and we can take the fight to him."

Greigory's concerns were well-founded—when you arrive, you find none of Zachareth's troops: only the minions of the Overlord! Cutting through the first wave, you find yourself in the antechamber to the Shadow Vault. If you can re-seal the three portals to the vault, you should be able to hold off the monsters until Zachareth or Greigory arrive to relieve you.

## MONSTERS

Baron Zachareth. 3 open groups.

## SETUP

Place 1 open group on each of the Dragon's Lair, the Sewer, and the Lava Cave. Place the appropriate monster card near the portal closest to that tile; that monster group is now associated with that portal. Baron Zachareth is not placed during setup.

Heroes place their figures on the Cave in the spaces marked with an "X."

Place search tokens based on the number of heroes.

Place the white objective token faceup as indicated on the map. This is the Shadow Key.

Take 1 red, 1 blue, and 1 green objective token. Turn them facedown, shuffle them, and place them randomly on the spaces of the map marked with the objective token symbols. These tokens are the Runelock of Strength, the Runelock of Cunning, and the Runelock of Power, as indicated on the map. No players should know which objective tokens is blue, which is red, and which is green.

## SPECIAL RULES

The locked doors may only be opened by a figure carrying the Shadow Key. Once opened, remove them from the map; they may never be closed again.

## THE SHADOW KEY

As an action, a master monster or Baron Zachareth may pick up the Shadow Key while adjacent to it. A figure may place the Shadow Key in an adjacent empty space by spending an action.

## PORTALS & RUNELOCKS

There are 3 portals: the Red Portal, the Blue Portal, and the Green Portal. The overlord brings reinforcements through these portals and the heroes must attempt to close them. Each portal consists of the 4 spaces closest to the edge of the map (the entire tile, for the Blue Portal; the 4 outdoor spaces for the other two portals).

The portals are closed by sealing the Runelocks. However, players do not know which Runelock closes which portal until the Runelocks are sealed.

To close a portal, a hero must perform an action while adjacent to a Runelock. He tests  $\mathfrak{S}$  (for the Runelock of Strength),  $\mathfrak{P}$  (for the Runelock of Power), or his choice of  $\mathfrak{C}$  or  $\mathfrak{C}$  (for the Runelock of Cunning). If he passes, flip the Runelock faceup and place it on the portal of the matching color (place it on the middle of the 4 spaces of the portal). That portal is now closed and all 4 spaces of the portal are no longer in the game – move any figures or tokens currently there to the closest available empty spaces.

If the hero fails, there is no effect.

## ZACHARETH

When the heroes close their first portal, read the following aloud:

*As you struggle to close the portal, you hear a clarion call of trumpets—Zachareth's soldiers arriving at last? Baron Zachareth himself approaches, his cloak billowing as he enters...but then he raises his hand and it crackles with dark magic. "Curse Greigory's meddling," Zachareth growls. "No matter; it is time I revealed myself! I will have the Shadow Rune, heroes, and you will not stop me!"*

Place Baron Zachareth on the map as close as possible to the closed portal. The overlord may immediately activate him. After he activates, the hero turn then resumes.

If Zachareth is defeated, read the following aloud:

*"Only a minor setback!" the dark baron howls, his body dissolving into a burst of dark fire. "I'll be back!"*

## REINFORCEMENTS

Monsters may be reinforced from the associated portal. At the start of each overlord turn, he may place 1 monster from each of the corresponding groups on each portal, respecting group limits. When the portal associated with a given monster group is closed, that group may no longer be reinforced.

Zachareth may be reinforced from any portal if he has been defeated. This is in addition to the other monsters.

## VICTORY

If the heroes close all 3 portals, read the following aloud:

*With their reinforcements cut off, Zachareth's minions quickly fall to your combined might. Zachareth himself vanishes in a puff of smoke. "Fools! I don't need the Shadow Rune to destroy you! I will be crowned king! You will bow before me!"*

The heroes win!

If any master monster or Baron Zachareth moves off the map through the Exit while carrying the Shadow Key, read the following aloud:

*"Habababa you fools, now my power is doubled! I will return my master to this world and the Baronies of Daqan will BURN!"*

The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Shadow Rune" relic.

If the overlord wins, he receives the "Shadow Rune" relic.







# THE MONSTER'S HOARD

ENCOUNTER 1



"Before I was a farmer," says Frederick, "I was renowned as the finest archer in all of Terrinoth. They called me 'Frederick Far-Shot.' But truth be told, it wasn't all skill. No, I had a bow... the most magnificent weapon ever made. Latari-crafted, truly exquisite." The old farmer sighs, his fingers twitching and curling as if remembering the pull of the bowstring. "It's in the hands of the Overlord, now. But I know where he's keeping it. I can take you there, and I can help you get in." And so you find yourselves heading south, across the River Rhynn and into Cartridge. It is as you cross the river that you are set upon by minions of the Overlord! Clearly, they've come to kill Frederick.

"Protect me, friends!" says Frederick. "I'm not the warrior I once was. But if you take me to the board, I can use my connection to the bow to activate the glyphs of transport. I can still help you!" You'll have to be vigilant if you're going to get Frederick into the board alive.

## MONSTERS

Merriods: 1 open group. (Note that because of the Reinforcements rules, the overlord cannot select a monster group that includes six-space large monsters such as Shadow Dragons.)

## SETUP

Place the merriods on the River's Edge. Place 1 open monster group on the Caravan.

Place search tokens based on the number of heroes. The unique search token is the Rune Key needed to open the locked door.

Place a villager token as indicated on the map. This token is Frederick.

## SPECIAL RULES

The locked door is magically sealed and cannot be opened until the heroes find the Rune Key. After any hero finds the Rune Key, the locked door may be opened by any hero, like any other door. The door cannot be opened by any figure before finding the Rune Key.

## FREDERICK

Treat Frederick as a hero figure with the following exceptions. Frederick activates at the end of the last hero turn each round; he is controlled by the hero player who takes his turn last. When activated he performs only 1 move action. He cannot perform any other actions, and he cannot recover ♥ by any means.

**FREDERICK**

Health: 20	Stamina: 0
Defense:	Speed: 5
: 3	: 3
: 3	: 3

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 monster from 1 of his monster groups on the Entrance, respecting group limits. The overlord cannot place a monster that does not fit on the Entrance.

## VICTORY

If Frederick moves off the map through the Exit, read the following aloud:

*The howls and snarls of Zachareth's minions fade into the distance. You've escaped, and Frederick with you! "When we reach the board," says Frederick, "I'll activate the glyphs within. You'll be able to use them to move about the place much faster."*

The heroes win this encounter!

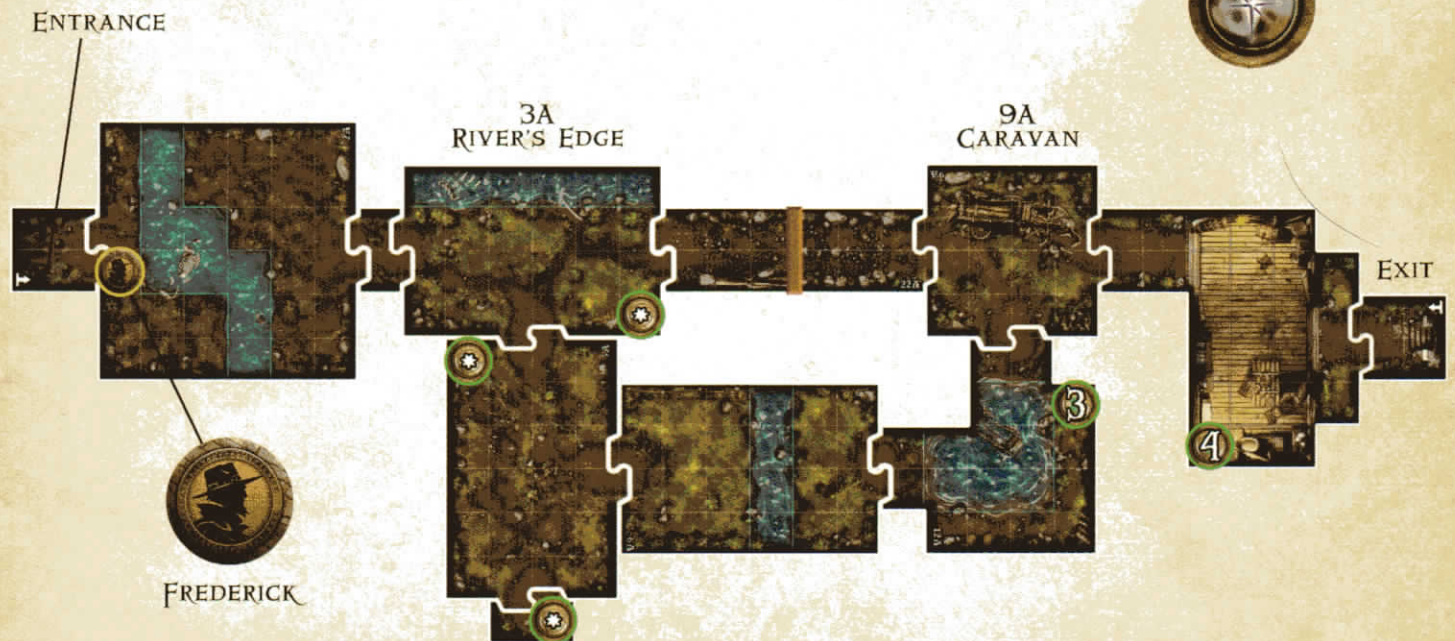
If Frederick is defeated, read the following aloud:

*Frederick stumbles and falls, clutching a wound on his side. Smelling blood, the Overlord's minions bow and close the distance.*

*"Leave me," gasps Frederick. "The board is close. You can still triumph without me. Zachareth must be stopped! Don't let him harness Gryvorn's power!" With no other choice, you press on. Frederick's screams echo in your ears for the remainder of your journey.*

The overlord wins this encounter!

## RUNE KEY



# THE MONSTER'S HOARD

ENCOUNTER 2

*The cavern entrance is sharp and jagged, like the mouth of a terrible monster. Only the faintly glowing runic glyph scribed on the rock marks it as anything special in this landscape of twisted spires of rock. Somewhere within is the legendary bow, Trueshot, but you'll only have a limited amount of time to find it and escape before endless waves of the Overlord's minions overwhelm you.*

## MONSTERS

Goblin archers, 2 open groups.

## SETUP

Place 1 open monster group on each of the Armory and Lava Cave. The goblin archers are not placed during setup (see "Reinforcements").

Place search tokens based on the number of heroes. The unique search token is Trueshot.

Place 6 objective tokens facedown as indicated. These are the glyphs of transport.

## SPECIAL RULES

At the start of each overlord turn, the overlord player places 1 fatigue token in his play area. The quest ends when he acquires 8 fatigue tokens.

The unique search token is Trueshot, the mystical bow. When a hero reveals the unique search token, read the following aloud:

*Resting in an opulent case, you find the most finely crafted bow you have ever seen. Although not currently strung, this will clearly be a powerful weapon against the Overlord, just as soon as you can get it back to Arybnn.*

Place the unique search token on the hero's Hero sheet—he is now carrying Trueshot. As an action, a hero carrying Trueshot may give it to an adjacent hero or place it in an adjacent space. As an action, a hero may pick up Trueshot from an adjacent space (once it's been discovered).

## GLYPHS OF TRANSPORT

The objective tokens are glyphs of transport. A figure standing on a glyph of transport may move to any other glyph in his line of sight as if it were adjacent. For these purposes, neither friendly nor enemy figures block line of sight (neither do the glyphs of transport).

If the heroes won Encounter 1, both hero and monster figures may use the glyphs. If the overlord won Encounter 1, only monster figures may use the glyphs.

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 goblin archer on any glyph of transport not currently occupied by a figure, respecting group limits.

## VICTORY

If the hero carrying Trueshot moves off the map through the Exit, read the following aloud:

*Gasping for breath, you rush out into the open air. Howling and snarling, the goblins and other minions of the Overlord rush after you. Will you escape with your prize only to be cut down by your pursuers?*

*"Throw me the bow!" It's Frederick, leaning against a spur of rock as if he can barely stand! You toss Trueshot through the air and he catches it with one hand, then strings it with a bowstring that seems to be made of spun sunlight. Frederick nocks, draws, and fires almost faster than can be believed, and his arrow strikes the runic glyph carved above the cave mouth. In a flash of dark shadow, the pursuing monsters vanish. Frederick offers the bow back to you. "Good to know I still got it," he says, "but this is your hour, now."*

The heroes win!

If the overlord ever has 8 fatigue tokens in his play area, read the following aloud:

*As the glyphs of transport flare more and more brightly to life, you realize that there is no end to the minions of the Overlord. Soon, goblins appear in flashes of light and leap to the attack faster than you can cut them down. Overwhelmed by the tide of foes, you have no choice but to retreat, leaving your prize behind.*

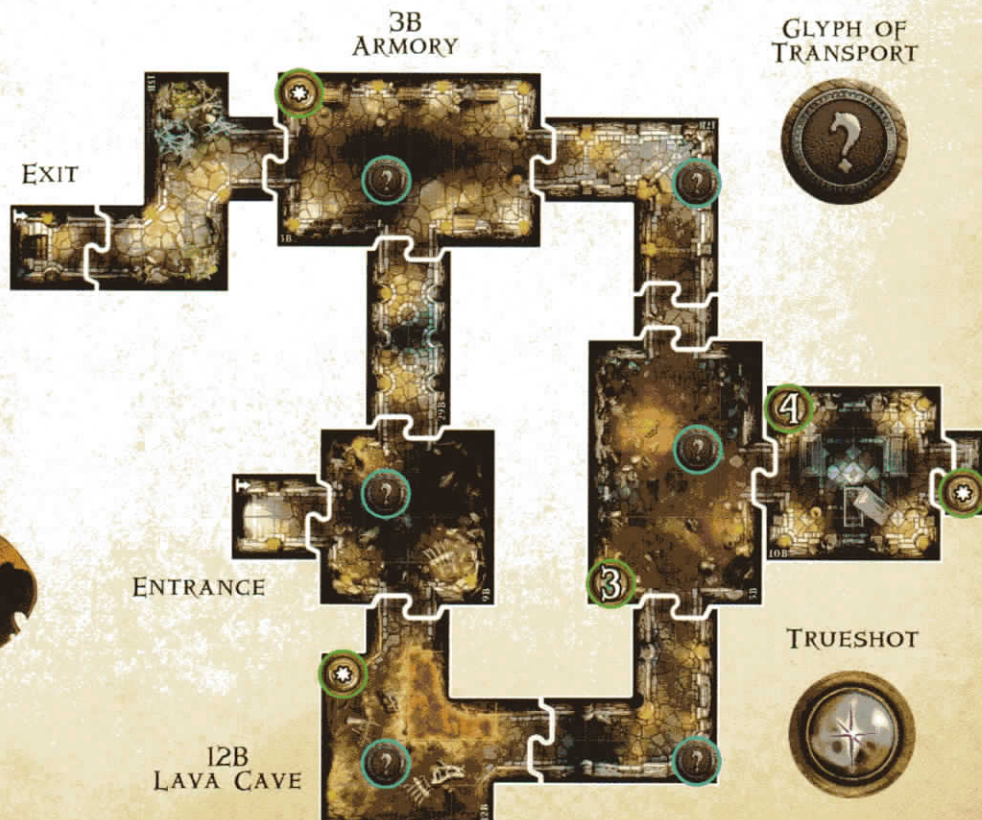
The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Trueshot" relic.

If the overlord wins, he receives the "Scorpion's Kiss" relic.



# THE FROZEN SPIRE

ENCOUNTER 1



Baron Greigory's scouts have located the farmer, Frederick—one of the Shadow Binders.

"Zachareth's goblins have carried him away to the Frozen Spire," Greigory told you. "There's no telling what horrors they're subjecting that poor man to, and no telling how great an asset he could be against the current threat."

And so here you are, climbing up the mountain slopes toward the Frozen Spire. You can see it glittering in the autumn light above you now, but the way is blocked by a deep canyon with only a single bridge. Suddenly, it seems as if dark clouds swallow the sky and a creature of shadow and flame plummets to the earth. A dragon has landed athwart the bridge, and vile minions of the Overlord spring from hiding ahead of you.

"Keep the interlopers back," bellows the dragon, and with a loud CRACK you see that he is dismantling the bridge brick by brick! "This won't take but a minute." If you want to reach the Frozen Spire before nightfall, you must defeat the dragon before he destroys the bridge!

## SPECIAL RULES

Ruin's Speed is 1; when activated he can only move directly forward across the bridge, destroying it as he goes (he is always oriented across the bridge to block it completely). Ruin can perform only 1 move action per turn: he cannot be affected by "Dash" or be moved in any other way except to move 1 space per turn along the Stone Bridge (or to move backwards by destroying the Dragonheart, see below).

If there is a hero blocking Ruin's forward movement, that Hero may test  $\heartsuit$  when Ruin attempts to move forward. If the hero passes, Ruin stays where he is and the move is wasted. If the hero fails, any hero adjacent to Ruin is pushed back 1 space (or into the closest available empty space of the overlord's choice) and Ruin moves forward. If there are multiple heroes blocking Ruin, only 1 hero (of the heroes' choice) makes the test.

## DRAGONHEART

The objective token is the Dragonheart. A character may attack the Dragonheart as if it were a monster figure (with no defense dice rolled). As long as the attack is not a miss, Ruin suffers 2  $\heartsuit$  per hero and moves back 1 space. The Dragonheart is then destroyed and removed from the map.

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 monster from 1 of his open groups on the Entrance, respecting group limits.

## VICTORY

If the heroes kill Ruin, read the following aloud:

"Impossible!" the dragon bellows. "You are only..." The creature never finishes its sentence, but tumbles into the canyon, the walls too close to let it spread its wings. The Overlord's other servants flee into the hills—the way forward is clear.

The heroes win this encounter!

If Ruin enters the three unique spaces indicated at the edge of the Bridge, read the following aloud:

"Too late, you soft-skinned fools!" With a groan, the bridge collapses into the inky blackness of the canyon. The dragon spreads its wings and leaps into the air. "You will never have the Shadow Binder back!" You'll have to go hours out of your way to reach the Spire now...and by then, night will have fallen.

The overlord wins this encounter!

## MONSTERS

Shadow dragons. 2 open groups.

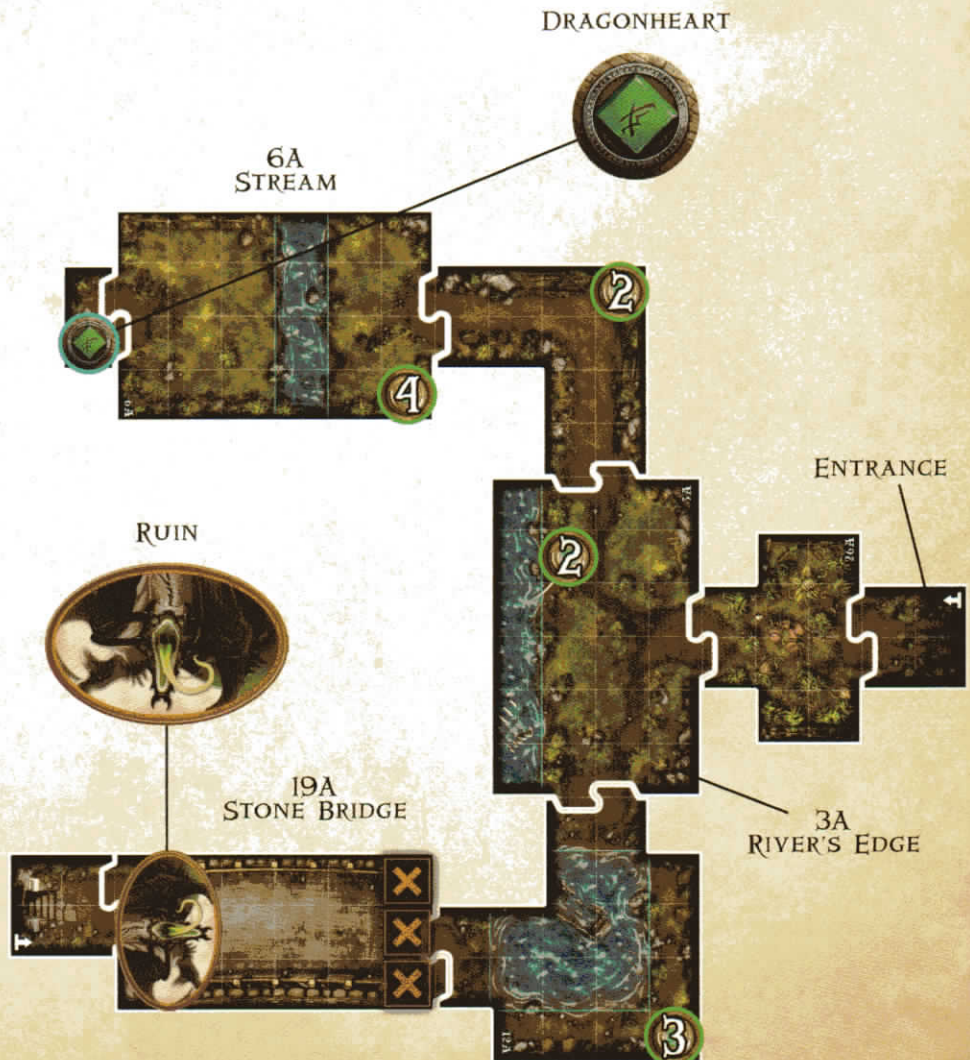
## SETUP

Place 1 open monster group on the River's Edge. Place 1 open monster group on the Stream.

Place the shadow dragons on the Stone Bridge. The overlord chooses 1 shadow dragon. This is Ruin. Ruin has 2 additional Health per hero. Place Ruin as indicated on the map. Ruin does not follow normal rules for monsters. See "Special Rules" for more information.

Place search tokens based on the number of heroes.

Place the green objective token faceup as indicated. This is the Dragonheart.





# THE FROZEN SPIRE

ENCOUNTER 2

*You've reached the Frozen Spire at last. Now all you'll have to do is find Frederick and escape with him. Simple, right?*

*As you enter the Spire, a blast of freezing air nearly knocks you to your knees and threatens to slam the massive, heavy door shut behind you. Perhaps not so simple...*

## FREDERICK

Health: 10

Defense:

♣: +1 ♥

Speed: 4

Attack:

♣: Recover 1 ♥

After Frederick is defeated, replace his zombie figure with the villager token. As an action, a hero in an adjacent space may pick Frederick up. As an action, a hero may give Frederick to an adjacent hero.

## NIGHTTIME

If the overlord won Encounter 1, then it is nighttime in the Frozen Spire. During the night, the temperature within the spire plummets to a bitterly frigid degree. At the start of each hero turn, that hero must test or (hero's choice). If he passes, there is no effect. If he fails, he suffers 1 ♥.

## REINFORCEMENTS

When the door to the Prison is opened or the last monster is defeated (whichever comes first), the overlord's reinforcements become available. At the start of the first overlord turn after this occurs, he may place his entire reinforcement group (the 3rd monster group) on the Entrance. Thereafter, he may place 1 monster from that group on the Entrance at the start of each overlord turn, respecting group limits.

## VICTORY

If a hero moves off the map through the Exit while carrying Frederick, read the following aloud:

*Once you get Frederick to safety, he gradually comes back to himself. "Thank you, heroes," he says. "I wasn't quite myself. Now, take me to Baron Grigory...there are one or two things he needs to know about Gryvorn."*

The heroes win.

If, at the start of the overlord turn, there is a monster occupying both of the unique spaces on the Exit, read the following aloud:

*The sound of the door slamming shut is a thunderous crash, followed by darkness and a silence so complete you momentarily fear you've died. When light returns, it is a cold, pale light, and it reveals the spectral image of Baron Zachareth himself. "Don't worry, heroes!" he chuckles. "I have no intention of killing you. No...not before I've learned all your secrets!"*

*You do not escape for many days.*

The overlord wins!

## REWARDS

Win or lose, each player receives 1 XP.

If the heroes win, each hero receives 1 additional XP.

If the overlord wins, he receives 2 additional XP.

## MONSTERS

3 open groups.

## SETUP

Place 1 monster group on the Frozen Cave. Place 1 monster group on the Ritual Chamber or in the closest available empty space(s). The 3rd group is not placed during setup (see "Reinforcements").

Heroes place their figures on the Hallway in the spaces marked with an "X."

Place search tokens based on the number of heroes.

Place the villager token as indicated. This is Frederick.

## SPECIAL RULES

The locked doors are heavy doors. Each time a hero performs an action to open or close a heavy door, he must test . If he passes, the door is opened or closed normally. If he fails, there is no effect.

Monsters may only open or close the heavy doors if both of the spaces adjacent to one side of the door are occupied by a monster. Monsters cannot open or close the door to the Prison.

When a hero opens the door to the Prison, read the following aloud:

*You see the bedraggled figure of Frederick hunched against one wall. As you step forward and call his name, the farmer turns and, screaming, attacks you! He must have been driven mad by his captivity. You'll have to knock him out before you can rescue him.*

When the door to the Prison is opened, replace the villager token with a zombie figure. This zombie is now Frederick. Frederick immediately moves his Speed and performs 1 attack, then the hero turn resumes. Frederick behaves exactly like a monster figure until he is defeated. The overlord may activate Frederick as if he was his own monster group. The overlord cannot activate Frederick until the door to the Prison is opened.

