

The Dying Star



Copper Chests

- Chest #1: 2 Curses, 1 Copper Treasure, 200 Coins
- Chest #2: 1 Curse, 2 Copper Treasures
- Chest #3: 1 Curse, 1 Copper Treasure, 1 Conquest Token

Silver Chests

- Chest #1: 3 Curses, 1 Silver Treasure, 400 Coins
- Chest #2: 2 Curses, 2 Silver Treasures
- Chest #3: 4 Curses, 1 Silver Treasure, 2 Conquest Tokens

The Dying Star

In this quest, the heroes attempt to pillage the treasure horde of an infamous deceased rogue. The quest uses outdoor terrain, including trees.

Note that the entire quest map is a single area, so the overlord may wish to use treachery to remove door traps and any cards that trigger when new areas are revealed from his deck.

Expansion components used in this quest:

Well of Darkness: none

Altar of Despair: Deep Elf, Freeze

Tomb of Ice: Map Tiles, Shades, Stealth, Invisibility Potions, Ring of Rogues (artifact)

Scenario Background

The Dying Star shines overhead with pale malice. Doors are locked, windows shuttered, gates closed; on this day, the dead are loosed from their usual haunts and roam the countryside, killing at random. It is a dangerous day...but it is also an opportunity, for the dead cannot be in two places at once.

You have journeyed to the ruins of an ancient shrine, rumored to be the final resting place of Lesin Lightstep, the notorious rogue. If he did even half the deeds attributed to him, he's sure to be buried with immeasurable riches. You can see a few revenants lingering near their gravestones, but nothing you can't handle.

Quest Goals

Your goal is to locate and claim the famous treasure horde of Lesin Lightstep before the dead return; if you find anything else of value, you should take that, too. You begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, the treasure will need to remain here until the next rise of the Dying Star.

Important: All of the monsters remaining in this graveyard are revenants bound tightly to their graves. As such, no monsters benefit from the **Soar** ability during this quest (if you don't know what **Soar** is, don't worry about it).

The Ring of Rogues

If a hero moves onto the Ring of Rogues...

In a recessed alcove bearing Lesin's seal rests a dusty blue ring. A faded inscription around the edge reads:

*A thick slab of stone
On finger a key
Among dust and bone
A treasure you'll see*

Give the hero the Ring of Rogues token and card. As an artifact, the Ring of Rogues cannot be destroyed. If it is dropped, track its position with the Ring of Rogues token; any hero in the same space may pick it up for one movement point.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Encounter Markers

The encounter markers in this quest represent grave sites, which open automatically when the Ring of Rogues enters their space. There are three different effects for opening a grave site, but they always occur in the same order, regardless of the order in which the heroes visit the sites.

If a hero moves onto an encounter marker...

Among the headstones, you spy a smooth slab of stone embedded in the surrounding rock, with Lesin's seal carved delicately across its surface. You have the impression it is intended to open, but you can spot no means of operating it.

The first time a hero with the Ring of Rogues moves onto any encounter marker...

The ring hums, and glows faintly; seemingly in sympathy, the stone slab slides away, revealing a dirty chest beneath. Then you hear other movements around you, and look up just in time to see the skeletons attack.

Place two skeletons and two master skeletons in any legal squares within 2 spaces of the encounter marker (or as close as possible), and replace the encounter marker with a copper chest. Then, activate (move and attack with) each of the monsters you placed before the hero resumes his turn.

The second time a hero with the Ring of Rogues moves onto any encounter marker...

Once again, the stones move in sympathy to the ring, revealing another cache...and more specters appear around you.

Place two shades and one master shade in any legal squares within 2 spaces of the encounter marker (or as close as possible), and replace the encounter marker with a silver chest. Then, activate (move and attack with) two of the monsters you placed before the hero resumes his turn.

The third time a hero with the Ring of Rogues moves onto any encounter marker...

You are prepared this time as you approach the final slab, gripping the ring expectantly. For a moment, you can feel the hum again, but then...nothing. The stone stubbornly refuses to budge. You peer at it quizzically, wondering what could be different this time, when you hear a cold, raspy voice: "Leave...my...gold...alone..."

Place two master shades and one master deep elf in any legal squares within 2 spaces of the encounter marker (or as close as possible).

The master deep elf here is the revenant of Lesin Lightstep. He has the same stats as a common master deep elf, except that he has 13/20/29/36 wounds, based on the number of heroes in

the game (2/3/4/5), he has the **Resilience** ability, and all of his attacks are Aimed attacks.

Immediately activate (move and attack with) Lesin before the hero continues his turn.

If Lesin is slain...

With a mournful sigh, Lesin vanishes, leaving only a thin cloud of gravedust behind.

If a hero with the Ring of Rogues moves onto the remaining encounter marker after Lesin is dead...

With the grinding of stone against stone, the slab bearing Lesin's seal slides aside, revealing a treasure trove of priceless jewels, coins, and magical artifacts lost a century ago. More than enough compensation for your trouble, you think as you scoop the loot into your backpack and prepare for the trip back.

The heroes are victorious.