

The Empty Nest



Copper Chests

Chest #1: 1 Curse, Draw 2/Keep 1 Copper Treasures

Chest #2: 2 Curses, Draw 2/Keep 1 Copper Treasures, 1 Conquest Token

Chest #3: 3 Curses, 2 Copper Treasures

Silver Chests

Chest #1: 1 Curse, Draw 2/Keep 1 Silver Treasures, 100 Coins

Chest #2: 1 Curse, Draw 2/Keep 1 Silver Treasures, 1 Conquest Token

Chest #3: 2 Curses, Draw 2/Keep 1 Silver Treasures, 2 Conquest Tokens

The Empty Nest

In this quest, the heroes attempt to slay a legendary manticore.

No components from expansions are required to play this quest.

Scenario Background

Word spread like wildfire: a dastardly of young manticores sighted above Reckgar's Reach, flying in all directions. You can think of only one explanation: Dableba is still alive, and has produced another litter. Those manticores are going to wreak havoc for miles around their nest...but if you hurry, you might be able to catch Dableba in her newly-empty nest before she moves on.

Quest Goals

You make for Reckgar's Reach with all haste, pausing only to collect a few critical supplies and the nearest map you can find. Your goal is to locate and kill the manticore Dableba. The heroes begin this quest with 7 conquest tokens. If you ever run out of conquest tokens, Dableba will live to spawn more of her deadly brood.

Before heroes purchase their starting equipment, shuffle the copper treasure deck and deal out a number of cards equal to three plus the number of heroes, face up (for example, in a game with 4 heroes, deal 7 cards). Each hero may choose one of these treasures to start with. If a hero doesn't want any of the revealed treasures, he may have an extra 200 coins to spend on starting equipment instead. Discard the remaining treasures.

Area 1

Numerous monsters swarm over Reckgar's Reach, feasting on the discarded remnants of the manticores' last meals. The gates leading inward are reinforced with thick iron bars. Perhaps this will be harder than you thought, but at least there's no sign of Dableba's spawn.

If a hero moves onto the encounter marker...

You find a rusty lever, covered in a viscous fluid whose origins you'd rather not think about. As you pull the lever, you can hear gears turning in the walls, and an old clockwork mechanism clicking into place. As the lever clicks into its new position, it snaps, leaving you holding the broken handle.

Replace both of the rune-locked doors with normal doors and remove the encounter marker.

Threat



per turn

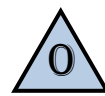
Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Area 2

With a mighty clang of metal-on-metal, the door crashes open, revealing the ruins of a great hall. The room is illuminated by shafts of sunlight through gaping holes in the roof. Every surface is covered in fine scratches and tufts of fur.

You've made it: Dableba is still here, and the nest is empty. Well, empty of other manticores. You'll take what you can get.

The master manticore here is Dableba. She has the same stats as a master manticore, except that she has 33/50/69/88 wounds, based on the number of heroes in the game (2/3/4/5), she rolls an extra yellow die on her attacks, and her speed is 5.

If Dableba is slain...

With a mighty strike, you pound Dableba into the stone. She lets out a final weak gasp, then falls, and breaths no more.

The heroes are victorious.