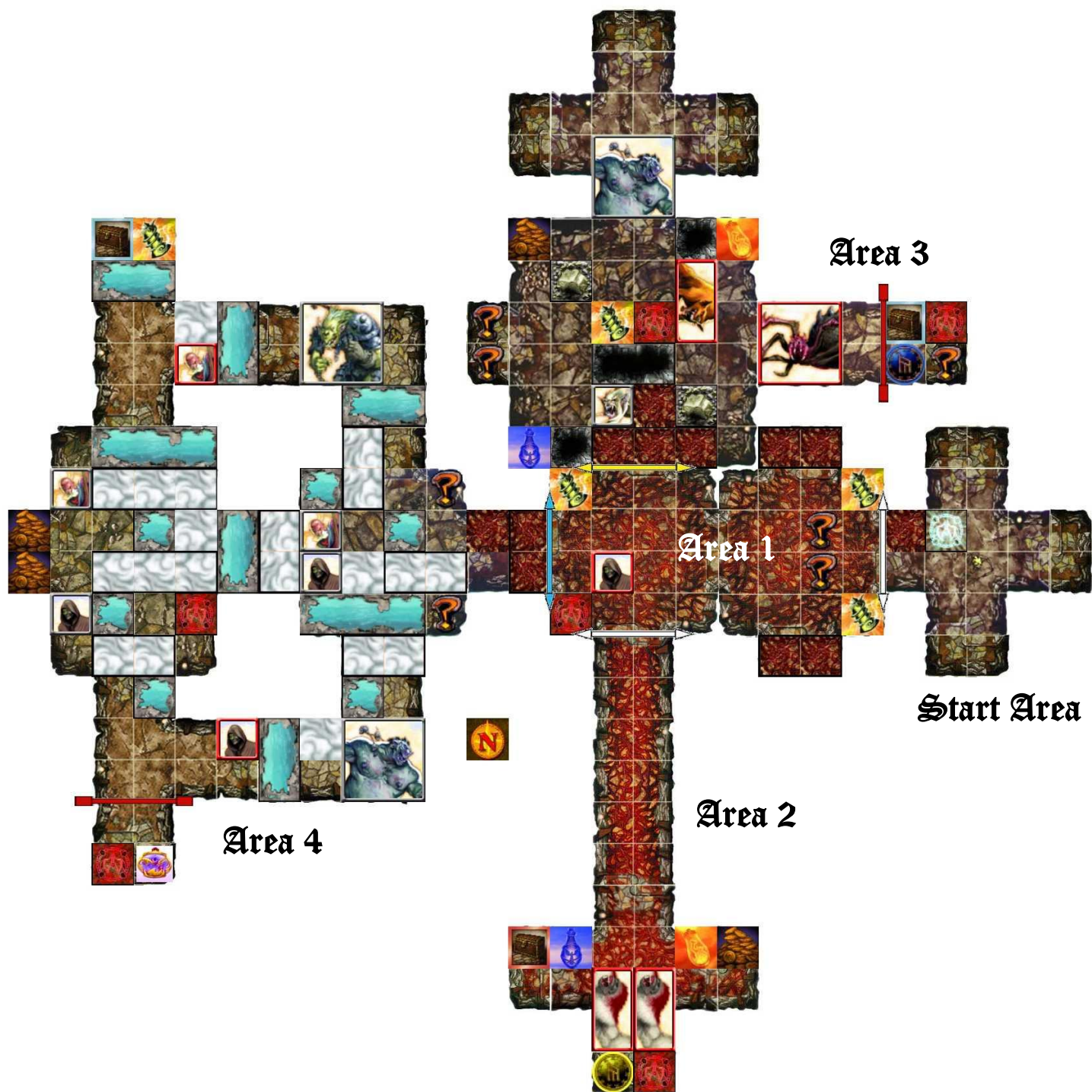


# Private Collection



## Copper Chests

- Chest #1: 1 Copper Treasure, 200 Coins
- Chest #2: 1 Copper Treasure, 100 Coins, 1 Conquest Token
- Chest #3: 1 Copper Treasure, 2 Conquest Tokens

## Silver Chests

- Chest #1: Draw 2/Keep 1 Silver Treasure, 400 Coins
- Chest #2: Draw 2/Keep 1 Silver Treasure, 300 Coins, 1 Conquest Token
- Chest #3: Draw 2/Keep 1 Silver Treasure, 200 Coins, 2 Conquest Tokens

# Private Collection

In this quest, the heroes fight their way through a derelict sanctum filled with exotic traps and beasts. They'll need to use prolonged actions to overcome various environmental hazards.

*Expansion components used in this quest:*

**Well of Darkness:** none

**Altar of Despair:** Map Tiles (Corrupted), Fog, Corrupted Terrain, Blood Apes, Dark Priests, Trolls, Invulnerability Potions, Freeze (Frost), Curse, Prolonged Orders

**Tomb of Ice:** none

## Scenario Background

The mad wizard Indrin's abandoned sanctum has been inaccessible longer than living memory, its entrance choked with fumes from the mistbloom he placed there. But this summer has been exceptionally hot, and rumor claims the sun has burned through the mist and withered the flowers. If true, you have an opportunity to find the relic maintaining the collection, without which it will quickly cease to be a threat...and which can no doubt be sold for a sizable sum.

## Quest Goals

After a full day of searching, you locate what seems to be the entrance. Your goal is to locate whatever artifact has allowed the sanctum to function all these years and bring it back to town. You begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, the sanctum will seal itself off once more, your chance lost to the ages.

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

Toxic-looking vines cover the walls and floor, exploiting every crack in the stone to spread themselves, seemingly untroubled by the lack of sunlight. A dusty rune hangs before you, suspended from the ceiling. A crazed cultist shouts something incomprehensible but vaguely hostile.

Note: Every square in Areas 1 & 2 is corrupted terrain, including the spaces with encounter markers and glyphs.

**If a hero moves onto an encounter marker...**

The rune is fixed firmly in place, but judging from the writing, it has something to do with the vines. If you can activate it, it may afford some protection.

A hero standing on either encounter marker may perform a **Prolonged Magic (X) Action** to activate the rune. This action may be a **Group Effort**. This action cannot be disrupted.

## Threat



per turn

## Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Place all progress tokens accumulated towards this action in a pile near Area 1. While any progress tokens remain, treat all corrupted terrain in the dungeon as normal terrain.

At the start of each overlord turn, roll a number of black dice equal to the number of heroes. For each power enhancement rolled, remove one progress token from the pile.

## Area 2

An inscription above the entrance to this area reads: "Dark Room".

Your torches seem to dim as you enter. This appears to be the source of the vines; they grow even thicker here, if such a thing is possible, and shadows cling to the walls almost as densely. A large pair of crimsonbacks seems to have made this their den.

## Area 3

An inscription above the entrance to this area reads: "Arena".

As you push open the doors, you hear heavy clockwork clang into motion, and the monsters acquire a reddish glow that makes them hard to look at. You can sense them drawing energy from a strange timepiece on the side of the chamber, with a massive stone lever resting in a wall socket.

Opposite the timepiece, you can see a thick iron gate that seems to pulse in sympathy to the monsters' aura. Beyond it, you can just glimpse the blue rune key.

Place a threat token near Area 3 to indicate the red glow is active. While it remains there, all monsters in the dungeon gain **Fear 2**.

**If a hero moves onto one of the western encounter markers...**

It appears the lever is designed to slowly descend as the clock ticks. There is a red mark showing its current, lowest, position.

A hero standing on either encounter marker may perform a **Prolonged Melee (X) Action** to raise the lever. This action may be a **Group Effort**. This action cannot be disrupted.

Place all progress tokens accumulated towards this action in a pile near Area 3.

At the start of each overlord turn, roll a number of black dice equal to the number of heroes. For each power enhancement rolled, remove one progress token from the pile.

- **If any progress tokens remain after rolling...**

The red glow flickers and fades; the monsters only seem to have their normal might.

Remove the threat token from Area 3; the monsters no longer have extra **Fear**.

- **If no progress tokens remain after rolling...**

The red glow reappears, shrouding the monsters in shimmering power.

Replace the threat token near Area 3; all monsters once again have **Fear 2**.

**If all monsters shown on the quest map in Area 3 are killed...**

The red glow on the iron gate cracks, then fades away.

Replace the red rune-locked door in Area 3 with a normal door.

**If a hero moves onto the eastern encounter marker (behind the red door in Area 3)...**

On the wall is a switch whose handle is carved in likeness of an hourglass. Pulling it, you hear the clockwork lock into place, securing the great stone lever.

Remove all progress tokens from Area 3, and the threat token, if present. The **Fear** glow is no longer in effect, and cannot be reactivated for the rest of this quest. Remove all encounter markers from Area 3.

## Area 4

An inscription above the entrance to this area reads: "The Freezing Fountains".

The temperature plummets as you enter. An ornate system of water pipes spray jets of blistering cold into a collection of marble fountains around the room, condensing ambient moisture into a thick fog that swirls about them. A complex series of knobs and levers near the entrance look like they might control the pipes.

Another glowing red gate seals off the far corner of the room, but you think you can see a promising-looking artifact on the far side.

Place a threat token near Area 4 to indicate the water is flowing.

**Important:** The water obstacles in this room represent the freezing fountains. They do not block movement, but a hero entering a fountain space gains a Freeze token (unless immune to **Freeze**), and a hero must spend an extra movement point to enter OR leave a fountain space (2 extra to move from one fountain space to another). The intense water jets prevent jumping over the fountains.

The monsters are acclimated to the area, and may ignore all effects of both the fountains and the fog.

**If a hero moves onto an encounter marker...**

The water controls have become cracked and loose with age. It looks like they still function, but they have a tendency to slide back into the "on" position.

A hero standing on either encounter marker may perform a **Prolonged Ranged (X) Action** to manipulate the controls. This action may be a **Group Effort**. This action cannot be disrupted.

Place all progress tokens accumulated towards this action in a pile near Area 4.

At the start of each overlord turn, roll a number of black dice equal to the number of heroes. For each power enhancement rolled, remove one progress token from the pile.

- **If any progress tokens remain after rolling...**

The flow of water slows to a trickle, and the frigid fog thins enough to let you see.

Remove the threat token from Area 4. The fountains still slow movement and inflict Freeze tokens, but heroes may now jump over them as if they were pits. The fog no longer has any effect.

- **If no progress tokens remain after rolling...**

With a sudden hiss, the water jets spring back to life, chilling the room once again.

Replace the threat token near Area 4; the fountains may no longer be jumped, and the fog hinders the heroes' line-of-sight as normal once again.

**If all monsters shown on the quest map in Area 4 are killed...**

The red glow on the iron gate cracks, then fades away.

Replace the red rune-locked door in Area 4 with a normal door.

**If a hero moves onto the eye marker (behind the red door in Area 4)...**

This is surely the relic that has fueled the magics of Indrin's sanctum for all these years. You're...not quite sure what it is, exactly, but it positively pulses with power. You've got to get this back to town.

Treat it as a relic, though it cannot be equipped. A hero in the same space may pick it up for 1 movement point.

**If a hero carries the relic back to town...**

With the relic safely recovered, the power of Indrin's sanctum will fade, turning it into just another ruin soon enough. Meanwhile, you need to find a buyer for this...thing.

The heroes are victorious.