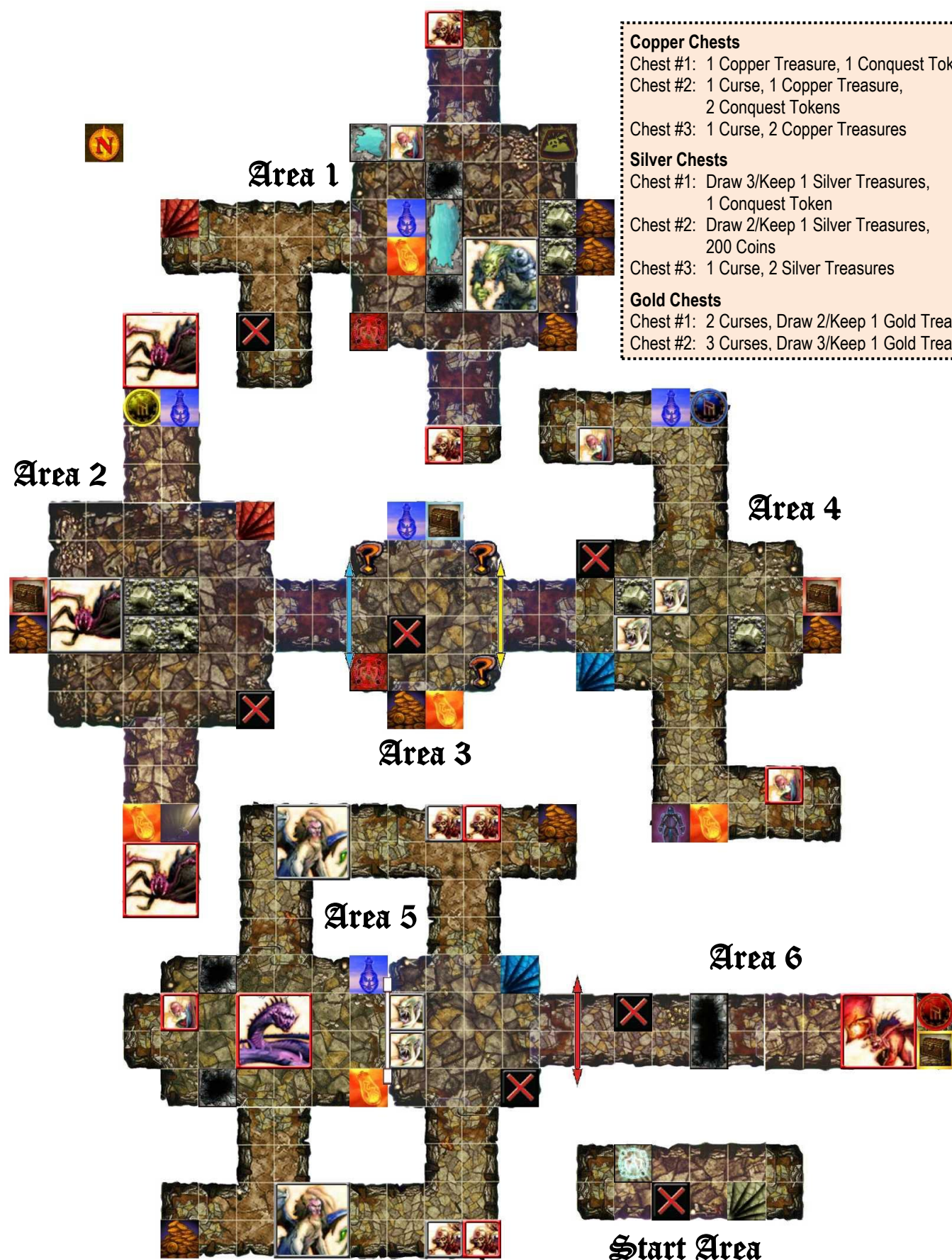


Conflux



Conflux

In this quest, the heroes invade a mystic nexus to stop an evil sorcerer from harnessing its power. The strange geometry of the dungeon will make it difficult for the heroes to navigate. There are three minor relics in the quest, and also a secret to discover, if the heroes are clever.

No components from expansions are required to play this quest.

Scenario Background

You receive a letter from your contact at the wizard's academy; it informs you that their researchers have identified a conflux of mystic energy gathering at a local nexus beneath the Brown Hills. This energy, the letter warns, is highly unstable, and could be used by an unscrupulous sorcerer to fuel a dozen different nefarious spells. You've also been hearing rumors of cult activity in the area...you'd better check in on this nexus, just to be safe. And if you happen to get the chance to harvest some of that power, so much the better.

Quest Goals

You descend beneath the Brown Hills in search of the nexus. You are greeted by a stone plinth engraved as follows:

*The magic ebbs and flows anew
Old paths it leaves where power grew
But fresh-worn paths are stronger still
Prove not the past, but mortal skill*

Your goal is to search for anyone trying to harness the nexus and put a stop to them. You begin this quest with 6 conquest tokens. If you ever run out of conquest tokens, the conflux of energy will be used to cause untold harm to the region.

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.

Stairs

The staircases in this quest function a bit differently from normal. Instead of linking to a same-colored staircase, the stairs will transport a figure that enters them to a space marked with an "X" on the quest map in one of the dungeon's areas. If that space is blocked, the figure moves to the closest legal space of the overlord's choice. Figures cannot attack through the staircases.

When a hero enters a staircase, consult the quest instructions for that area to determine which area the hero is transported to.

When a familiar enters a staircase, it moves to whichever area its owner is currently in. If its owner is in town, a familiar cannot use the stairs.

When a small (1x1) monster enters a staircase, it moves to any revealed region of the overlord's choice.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Start Area

If a hero moves through the staircase...

As you descend the steps, you are enveloped by a whirling vortex of light, and suddenly find yourself in a new location...

The hero rolls a black die:

If he rolls a power enhancement, place him in Area 1.

If he rolls a surge, place him in Area 4.

If he rolls a blank, place him in Area 2.

Area 1

The light deposits you in an underground reservoir. The floor and walls are damp, and the torchlight reflects from them at odd angles. The creak of bones echoes through the massive chamber.

If a hero moves onto the relic marker...

This relic is Lightning, an Other – Rune item that grants the wielder the **Arcing 2** ability (it has no card). It may be picked up by a hero in the same space for 1 movement point.

If a hero moves through the staircase...

The hero rolls a black die:

If he rolls a power enhancement, place him in Area 4.

If he rolls a surge, place him in Area 2.

If he rolls a blank, place him in the Start Area.

Area 2

You find yourself at the intersection of several passageways, all of which appear to be blocked off after some distance. From behind a large stone column, you can hear the chittering of a mature bane spider.

If a hero moves onto the relic marker...

This relic is the Blade Effigy, an Other item that grants the wielder the **Pierce 3** ability (it has no card). It may be picked up by a hero in the same space for 1 movement point.

If a hero moves through the staircase...

The hero rolls a black die:

If he rolls a power enhancement, place him in Area 1.

If he rolls a surge, place him in Area 4.

If he rolls a blank, place him in the Start Area.

Area 3

The opening door reveals a small ceremonial chamber. Faded but detailed paintings cover the walls, and three stone pedestals wait in the corners.

If a hero moves onto the northwest encounter marker...

The stone pedestal bears an inscription that reads:

*A shining silver deadly dart;
A blade to pierce the armored heart*

A hero on this space may choose to drop any 1 item on the pedestal (at no movement cost), or pick up an item previously dropped there for 1 movement point.

If a hero moves onto the northeast encounter marker...

The stone pedestal bears an inscription that reads:

*Against thy foes, it brings such force;
A weighty loop to change their course*

A hero on this space may choose to drop any 1 item on the pedestal (at no movement cost), or pick up an item previously dropped there for 1 movement point.

If a hero moves onto the southeast encounter marker...

The stone pedestal bears an inscription that reads:

*Ferocious light within the dark;
A mystic word that calls a spark*

A hero on this space may choose to drop any 1 item on the pedestal (at no movement cost), or pick up an item previously dropped there for 1 movement point.

If there are items on all three pedestals...

Place a staircase on the space in this area marked with an X. Remove the staircase if any of the items are removed from the pedestals.

If a hero moves through the staircase...

The hero's destination depends on the items on the pedestals.

If the Blade Effigy is on the northwest pedestal, the Kinetic Crown is on the northeast pedestal, and Lightning is on the southeast pedestal, the hero moves to Area 5.

If either a Throwing Knives or a Stiletto is on the northwest pedestal, either a Ring of Force or a Girdle of Gravity is on the northeast pedestal, and either an Immolation or a Tempest is on the southeast pedestal, the hero moves to Area 6.

Otherwise, the hero moves to the Start Area.

Area 4

It seems this was once a council room, but it has partially caved in, and most of the furniture has disappeared. It is a home to beasts now.

If a hero moves onto the relic marker...

This relic is the Kinetic Crown, an Other item that grants the wielder the **Knockback 4** ability (it has no card). It may be picked up by a hero in the same space for 1 movement point.

If a hero moves through the staircase...

The hero rolls a black die:

If he rolls a power enhancement, place him in Area 2.

If he rolls a surge, place him in Area 1.

If he rolls a blank, place him in the Start Area.

Area 5

You can feel that you are nearing the center of the nexus, and sure enough, you can see a man ahead working some sort of ritual. "Avaunt, heroes! The conflux draws near; I have no time to deal with the likes of you!"

The master sorcerer here is Voz. He has the same stats as a master sorcerer, except that he has 34/53/72/91 wounds, based on the number of heroes in the game (2/3/4/5), he rolls 2 extra black dice when attacking, he has the **Dark Prayer** and **Resilience** abilities, and he has an extra rank of **Deflection**.

If Voz is slain...

Voz screams in fury as the energies of the conflux surge around him, the light slowly building until you are forced to look away. When you look back, he is gone.

The heroes are victorious.

If a hero moves through the staircase...

The hero rolls a black die:

If he rolls a power enhancement, place him in Area 3.

If he rolls a surge, place him in Area 1.

If he rolls a blank, place him in town.

Area 6

The roar is deafening, as you emerge from the vortex facing down a fierce demon along a narrow hallway. It is with a certain self-consciousness that you notice your retreat is cut off.

The master demon here is Umrias. He has the same stats as a master demon, except he rolls 2 extra black dice when attacking, and he has one extra rank in each of the **Aura**, **Entrap**, and **Fear** abilities.