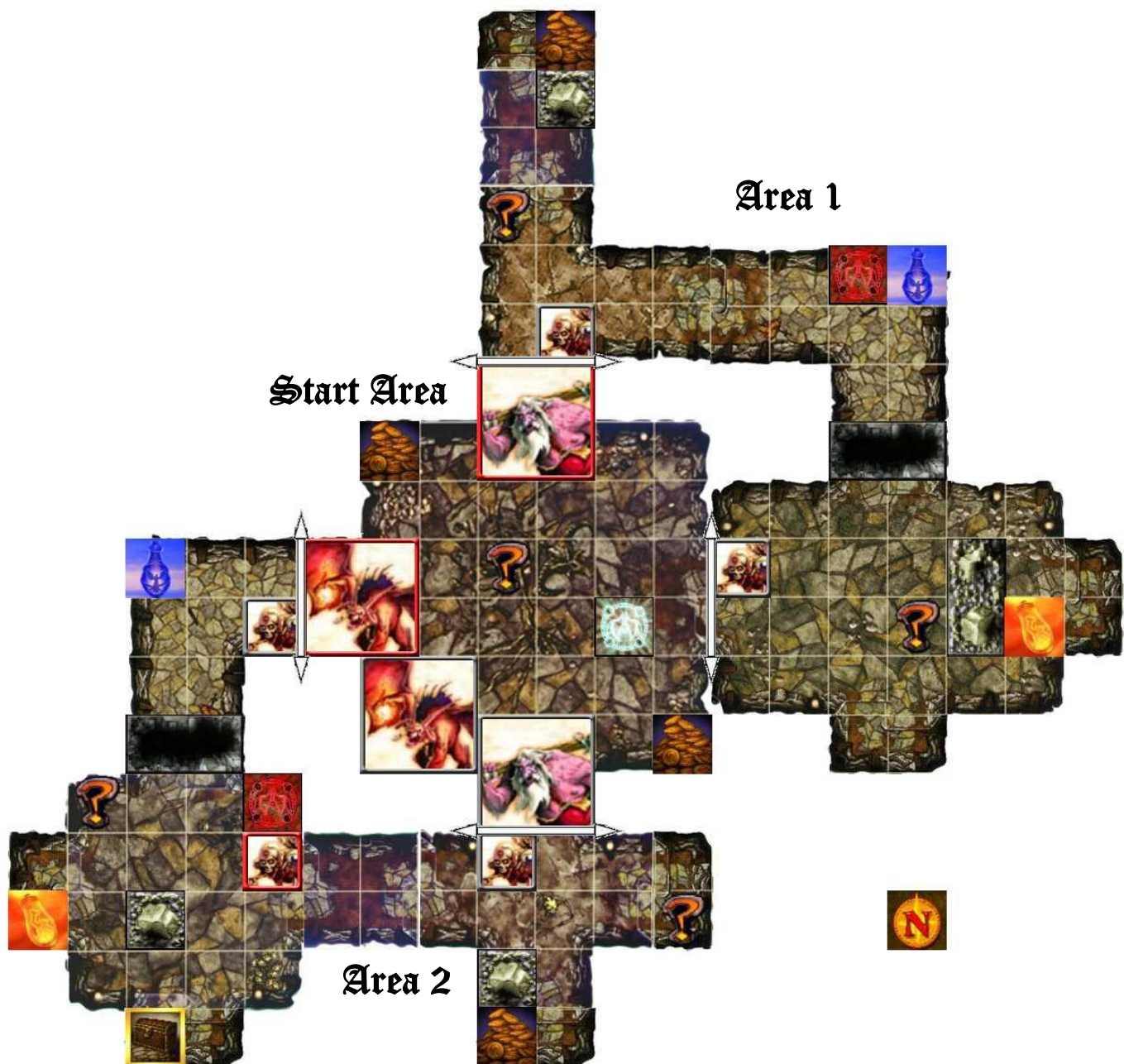


Honor Guard



Gold Chests

Chest #1: 1 Curse, 800 Coins

Chest #2: 2 Curses, 800 Coins, 1 Conquest Token

Honor Guard

In this quest, the heroes start with gold treasure, and need to maintain map control against a group of respawning super-skeletons in order to penetrate the boss's defenses.

No components from expansions are required to play this quest.

Scenario Background

The summons from the temple comes without warning, but claims the greatest urgency. When you arrive, a priest rapidly explains that the famed undead general Pallar has just raided the temple and stolen a number of holy relics. By a fortunate coincidence, one of them was under a tracking spell. The priest says the temple can open a portal to its location, but there are only a few hours before the magic fades and all hope of tracking Pallar is lost. You quickly gather up any weapons and supplies the temple has on hand, then nod to the priest and grit your teeth as you prepare to teleport into the middle of a monster den.

Quest Goals

Your goal is to lay General Pallar to final rest so you can recover the stolen relics. The heroes begin this quest with 8 conquest tokens. If you ever run out of conquest tokens, the magic link to the relics will expire and they will vanish forever.

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). Do the same with the silver and gold treasure decks.

Each hero may choose one revealed treasure of each treasure level to start with (i.e. one copper, one silver, and one gold). Discard the remaining treasures.

Consider the heroes to have already opened one chest of each color (so they can buy any type of treasure from the shop, and the overlord can spawn monsters of any level).

Start Area

A luminous orb floating in the center of the room casts a pale glow over the surroundings, as you find yourselves suddenly face-to-face with some titanic beasts.

Place a threat token on top of the encounter marker to represent the orb. The orb blocks movement and line of sight like a rubble obstacle, but can be attacked as if it were a figure. It has **Ironskin**, 11/17/24/32 wounds (in a game with 2/3/4/5 heroes), and 0 armor.

If a hero tries to open a door before destroying the orb...

The orb emits a bright pulse of light, and the door holds resolutely shut.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

If the orb is killed...

With a puff of smoke and a howl of otherworldly fury, the orb disintegrates before your eyes.

Remove the threat token, but leave the encounter marker; it no longer blocks movement or line of sight. Then, open all four doors, and immediately reveal Areas 1 and 2.

Areas 1 & 2

All the doors fly open in unison, revealing the undead archers of General Pallar's honor guard. Behind them, you spot more of the glowing orbs, which seem to be feeding him power somehow. Bones creak as the archers draw their bows...

Place a threat token on each encounter marker in these areas; these represent orbs identical to the one in the starting area. Remove the threat tokens as the orbs are killed.

The master skeleton here is Pallar. He has the same stats as a master skeleton, except he has 32/50/68/86 wounds (in a game with 2/3/4/5 heroes) and 4 armor and he rolls an extra green and black die when attacking. He does not have **Undying**, but he has **Resilience**, **Unstoppable**, and one rank of **Fear** for each orb currently on the board.

The other skeletons here are Pallar's honor guard. They have the same stats as ordinary skeletons, except they have 11/19/27/35 wounds (in a game with 2/3/4/5 heroes) and 4 armor, and they roll an extra green and black die when attacking. They count as named monsters.

On each of your turns, instead of playing a spawn card, you may choose to roll one black die for each honor guard skeleton currently dead (e.g. if one honor guard skeleton remains in the dungeon, roll 3 dice). For each blank rolled, you may "respawn" one of them, placing it back in the dungeon (with no damage) following the normal spawning rules.

Any time an honor guard skeleton begins its activation on an encounter marker, it may choose to restore the orb instead of moving or attacking. Place the monster in an empty adjacent space, and place a threat token back on the encounter marker.

If Pallar is slain...

With a final creak, Pallar's bones tumble to the ground and stop moving.

The heroes are victorious.