

Descent

The Enduring Evil

Quest Guide

Quest 1: The Purge



Quest 1: The Purge

In this quest, the heroes must brave a dungeon and slay a powerful naga named Messit.

This is a relatively short and easy quest designed to reintroduce players to the game and help them get a feel for the balance changes in The Enduring Evil. If the heroes are feeling plucky, they can jump straight into Quest 2: Avarice.

No components from expansions are required to play this quest.

Scenario Background

As soon as you set foot in the village, a desperate man appears, begging you for aid. "There are monsters in the cave again! A band of heroes came a year ago and saved us from Messit, the naga that lived there, but the monsters have started attacking again! They've been taking our crops for weeks now. Some of the villagers have gone missing. Messit must be back! Please, you must help us!"

Quest Goals

Upon further questioning, you are given directions to the cave and the map from the previous venture. Your goal is to destroy Messit, a powerful naga, and free the region from its menace. If you can activate some glyphs of transport and collect some treasure while you're down there, all the better. You begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, Messit will have triumphed over you.

Area 1

Many tracks lead in and out of the room, and a staggering variety of items are strewn carelessly about, from garbage to gemstones. The monsters seem startled by your entry, but lose no time in making a violent response.

Threat

2

per turn

Treachery

3

Green (Event)

3

Red (Monster)

3

Blue (Trap)

Area 2

This area is darker and less traveled. The slow drip of groundwater into a large pool seems strangely loud in the gloom, and the light from the room behind you reflects off its surface to make strange patterns on the walls. The eyes of several monstrous creatures almost seem to glow in the dim light.

Area 3

As you open the door, you send echoes reverberating throughout this large chamber, changing eerily as they reflect from oddly-placed rock formations. Dark laughter floats back with them. "Exssellent," Messit says in a whisper that seems to shake the room. "We need not go out ssseeking our mealsss tonight."

The master naga here is Messit. It has the same stats as a common master naga, except that it rolls one additional black die when attacking, and it has 18/27/36/45 wounds, based on the number of heroes in the game (2/3/4/5).

If Messit is slain...

Messit screams in agonized fury. "You cannot desstroy me!" it shrieks. "The ssshadow isss not lifted. Evil ssshall endure, and outlassst you puny mortalsss." With a final gasp, it crumbles to the floor and moves no more.

The heroes are victorious.

Quest 2: Avarice



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: 1 Curse, 1 Silver Treasure
- Chest #2: 2 Curses, 1 Silver Treasure, 100 Coins
- Chest #3: 3 Curses, 1 Silver Treasure, 2 Conquest Tokens

Gold Chests

- Chest #1: 2 Curses, 1 Gold Treasure, 100 Coins
- Chest #2: 2 Curses, 1 Gold Treasure, 1 Conquest Token

Quest 2: Avarice

In this quest, the heroes need to hunt down a greedy dragon, and will need to take care not to be too greedy themselves.

Expansion components used in this quest:

Well of Darkness: Kobolds, Ferrox, Golem, Power Potions, Daze, Bleed

Altar of Despair: none

Tomb of Ice: none

Scenario Background

As you are celebrating your recent victory, you are approached by a scholarly man in an expensive-looking robe. "Congratulations, young heroes; I was most impressed when I heard you had slain Messit. My name is Demirus. If I could persuade you to take on another quest, I would be greatly honored by your services, and you would be richly rewarded.

"I am hoping to acquire a dragon's horn, and I know the location of a particularly ill-tempered one that has been attacking caravans and hoarding gold in a nearby mountain range. The dragon is rumored to have amassed quite a horde, and I am willing to pay a handsome sum for its horns, but I must warn you that it would be unwise to take too much of its treasure before slaying it, as this is likely to enrage it and make it more dangerous."

Quest Goals

A brief search of the hills being sufficient to locate the dragon's lair, you prepare for a quintessential heroic venture. Your goal is to slay the dragon and collect as much treasure as possible--preferably in that order, based on Demirus' warning. The heroes begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, the dragon will have defeated you.

Area 1

This tunnel seems barely large enough to permit a grown dragon through, and you don't relish the thought that one could be lurking around the next corner. The monsters lingering near the entrance, however, don't seem to include anything you can't handle.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Area 2

A particularly vile naga seems to have claimed this small chamber for a nest. In a distant corner, an important-looking key catches your eye.

Area 3

As you open the next door, you find yourself with monsters at each elbow, but the demon at the far end of the corridor diverts your attention. The monsters grin wickedly as you approach.

Area 4

You've never seen so much treasure in one place. A mound of coins at the room's focal point seems entirely adequate for a dragon's bed, and potions and gemstones are scattered everywhere you look. You can scarcely even see the floor beneath them.

The dragon is less than ecstatic at your intrusion, however. "Thieving vermin!" it screams, a blood lust seething in its eyes. "This treasure is mine!"

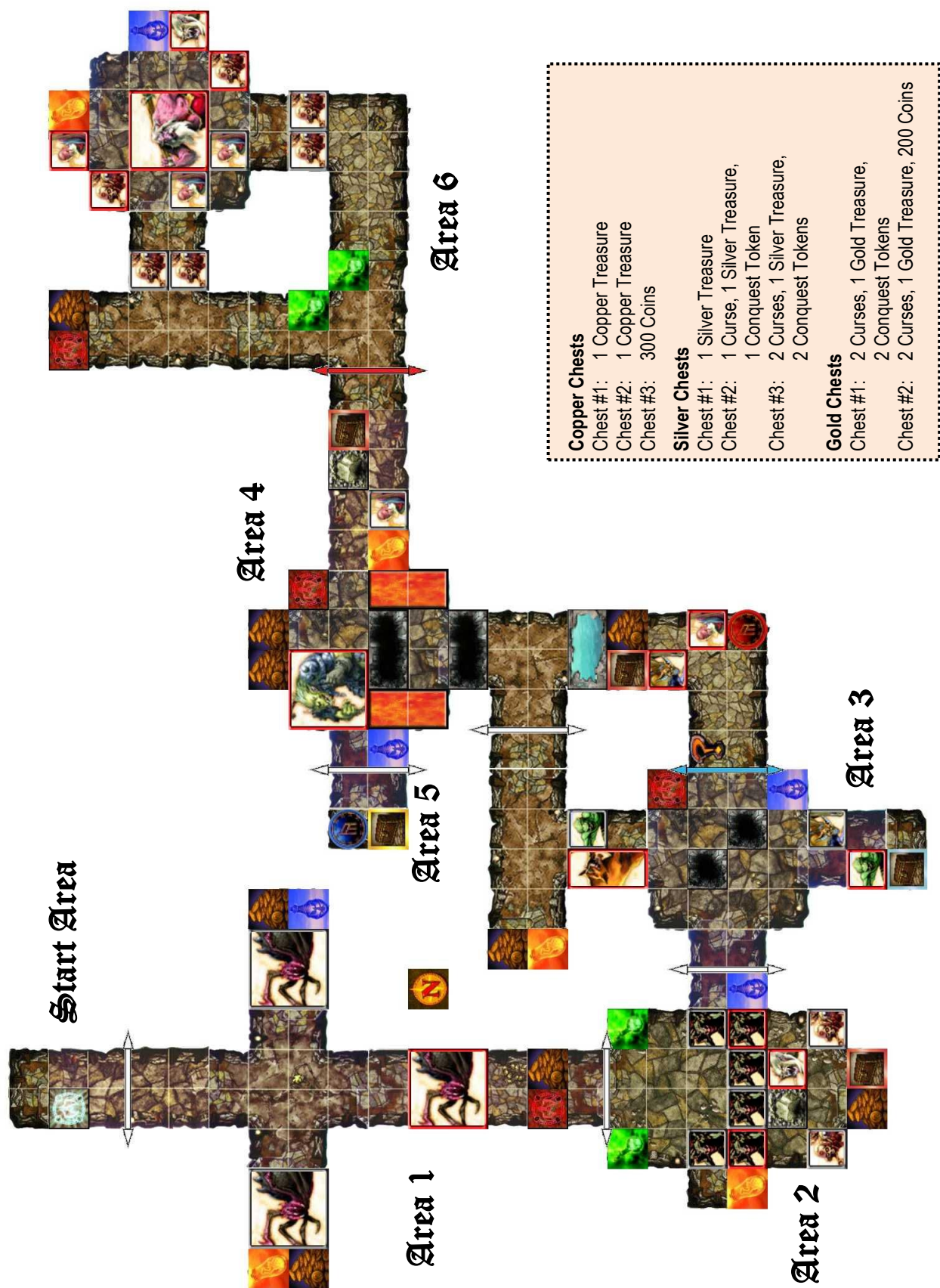
The master dragon here is the quest boss; treat it as a named monster, even though it has no name. It has the same stats as a master dragon, except that it has 1 extra wound per hero for each chest opened during the quest, it rolls a number of black dice on its attack equal to the number of chests opened during the quest (add a yellow die if all 6 chests were opened), and it has a number of ranks of **Deflection** equal to the number of chests opened (instead of the normal 2 ranks for a master dragon, not in addition).

If the dragon is slain...

With a mighty crash, the beast drops to the ground and moves no more. A vast horde of treasure and a lucrative reward are yours!

The heroes are victorious.

Quest 3: Leader of Beasts



Quest 3: Leader of Beasts

In this quest, the heroes are required to traverse a long dungeon and fight a lot of monsters, many of which are in tactically favorable positions. The heroes will need to do a good job of protecting themselves to finish successfully.

Expansion components used in this quest:

Well of Darkness: Kobolds, Ferrox, Lava, Power Potions, Daze, Bleed

Altar of Despair: none

Tomb of Ice: none

Scenario Background

You receive a letter from Demirus, with another offer for work. Apparently, he wants you to hunt down Groug, a local giant that is rumored to be gathering an army of monsters for some unknown purpose. His promised reward seems rich enough, and besides, this quest gives you an opportunity to do some "research" at the local tavern...

Quest Goals

Thirty minutes and many tankards of ale later, you have directions for locating the giant Groug, a map of the lair where he is allegedly gathering an army, and instructions on how best to preserve his head for Demirus after you sever it from his torso. You begin this quest with 6 conquest tokens. If you ever run out of conquest tokens, Groug will have triumphed over you.

Area 1

The entrance of Groug's lair seems more regimented and organized than the typical monster's lair; rusted and chipped weapons lie in neat rows, the footpath is well worn, and from the number of recent footprints, it seems rumors of his fledgling army are not much exaggerated. Chittering from the shadows informs you that Groug has not left his door unguarded.

Area 2

This area shows many signs of monsters fighting, from the dents of arrows in the walls to dried patches of blood scattered across the floor. The Kobolds that first react to your approach seem more organized and confident than you would expect. A brawny beastman seems to be directing them. "You not come to join Groug. Krag was warned about you, and now Krag will kill you. Charge!"

The master beastman here is Krag, one of Groug's lieutenants. He has the same stats as an ordinary master beastman, except he has the **Resilience** ability, he rolls one additional black die when attacking, and he has 13/19/28/35 wounds, based on the number of heroes in the game (2/3/4/5).

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

If Krag is slain...

The heroes gain 5 conquest tokens.

Area 3

Sinkholes in the center of the room bear signs of repeated use for purposes you'd rather not think about. A few torn and bloodied banners hang from the walls, as if in mockery of their previous owners. The monsters in this room seem less regimented than the last batch, but no less fierce.

Area 4

The caverns here have been formed into crude fortifications, or perhaps an obstacle course, giving the room a deformed and tormented look. The monsters grin wickedly at you from across the treacherous footing.

If a hero moves onto the event marker...

The hero discovers a lever that can be used to open and close the blue rune-locked door without a key. This costs the same amount of movement points as operating the door normally, and can only be done from the space with the event marker. Monsters may not open or close the door in this fashion.

Area 5

This small room seems remarkably neat and organized. You get the strange feeling that something...large...may have been using it as a closet or cupboard.

Area 6

"Ah, the 'heroes' have come." The voice is deep and powerful, shaking the room. "I am stronger than any of you, yet you seek to beat me by working together. But you see, I have allies, as well; we, also, are stronger as a group. What advantage do you think you have now?"

The master giant here is Groug. Groug has the same stats as an ordinary master giant, except he has the **Command** ability, he rolls one additional black die when attacking, and he has 24/36/48/60 wounds, based on the number of heroes in the game (2/3/4/5).

If Groug is slain...

Groug seems not so much angry as surprised as he sees the blood seeping down his arm. "But...I had an army!" he protests, as he slowly sinks to the floor. You think Demirus will be highly satisfied with the look on his face when he sees it.

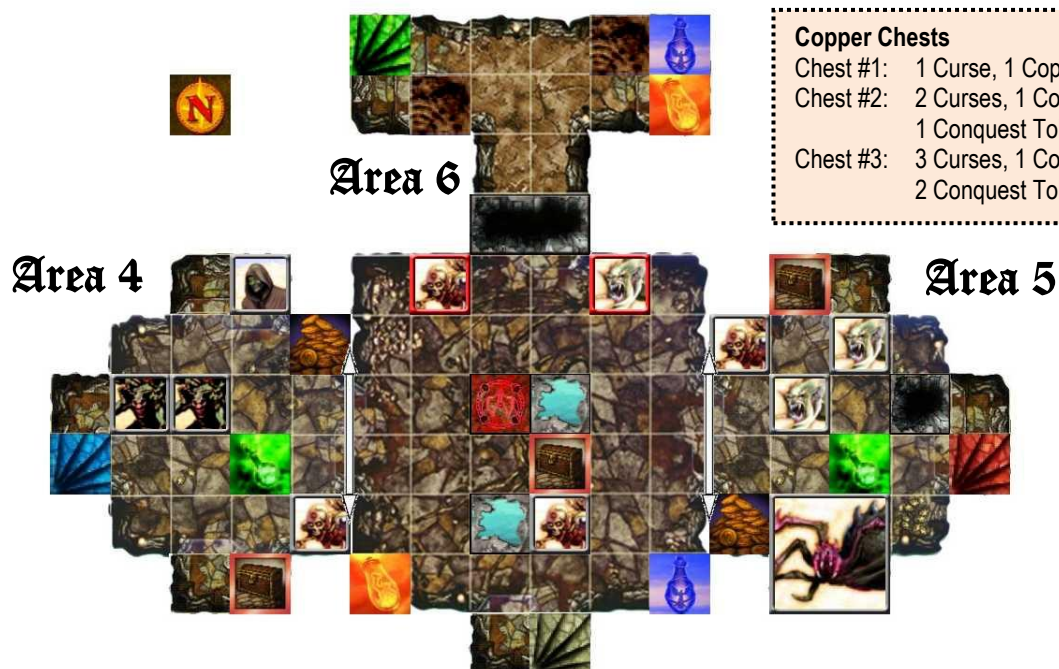
The heroes are victorious.

Quest 4: On the Wing

Start Area



Area 6



Copper Chests

Chest #1: 1 Curse, 1 Copper Treasure
Chest #2: 2 Curses, 1 Copper Treasure,
1 Conquest Token
Chest #3: 3 Curses, 1 Copper Treasure,
2 Conquest Tokens

Quest 4: On the Wing

In this quest, the heroes need to search a non-linear dungeon and catch some razorwings with limited treasure. Much of the challenge comes from the chase, rather than the fight; the heroes should be careful which areas they choose to explore.

Expansion components used in this quest:

Well of Darkness: Stairs, Mud, Kobolds, Power Potions, Daze, Bleed

Altar of Despair: Dark Priest, Blood Apes

Tomb of Ice: Shades, Stealth

Scenario Background

Demirus seems quite excited as he approaches you once again. "Noble heroes, I have need of you again—I've just heard that the twins have been located.

"Perhaps you are aware that powerful magics can be worked if one has all the talons from an entire litter of razorwings. Acquiring such a set is very difficult, since razorwings are numerous and nomadic, but Katarya and Kamirya are a rarity—the only two of their litter, and both sighted together near the Herenian ruins. If you can collect their talons for me, I can offer substantial rewards."

Quest Goals

After a short travel, you arrive at the ruins. Your goal is to slay the twin razorwings Katarya and Kamirya. If you can collect some treasure and activate the dormant glyphs within the ruins, so much the better. You begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, you will have failed in your quest.

Area 1

Many bones are scattered about the dusty ruins. The careful eye can pick out a few objects of value...and also notice that a few of the bones seem to be moving.

Area 2

The ruins in this area are partially collapsed, apparently making them accessible to a variety of beasts.

Area 3

There seems to be a slow but steady drip of water from the ceiling in this area, turning parts of the earth into treacherous mud. A pair of blood apes have somehow found their way in, and seem annoyed by your arrival.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Area 4

This room looks as if it were once a library, but cracked and splintered shelves now sport rocks and earth in addition to dirty tomes and tattered scrolls. But it seems someone may be attempting to study here, nonetheless...

Area 5

The floor here is cracked and crumbling, the ceiling and walls barely distinguishable, and any previous purpose of this room long since destroyed. A variety of monsters look up as you approach.

Area 6

This area may once have been a splendid hall, but faded tapestries are now torn and barely visible beneath the dust of decades and the grime of foul creatures. Water has pooled here and is slowly eroding what remains of the hall's structure, hastened by the wear of uncivilized feet.

Area 7

The ghosts of the past are present here...along with your quarry. The twins were perhaps drinking or resting, but as you enter they quickly take to wing, chattering angrily.

The normal razorwing here is Katarya, and the master razorwing is Kamirya.

Katarya has the same stats as a normal razorwing, except he has 11/17/23/29 wounds, based on the number of heroes in the game (2/3/4/5), his speed is 8 instead of 6, he rolls one extra black die when attacking, and he has **Fear 1** and **Resilience**.

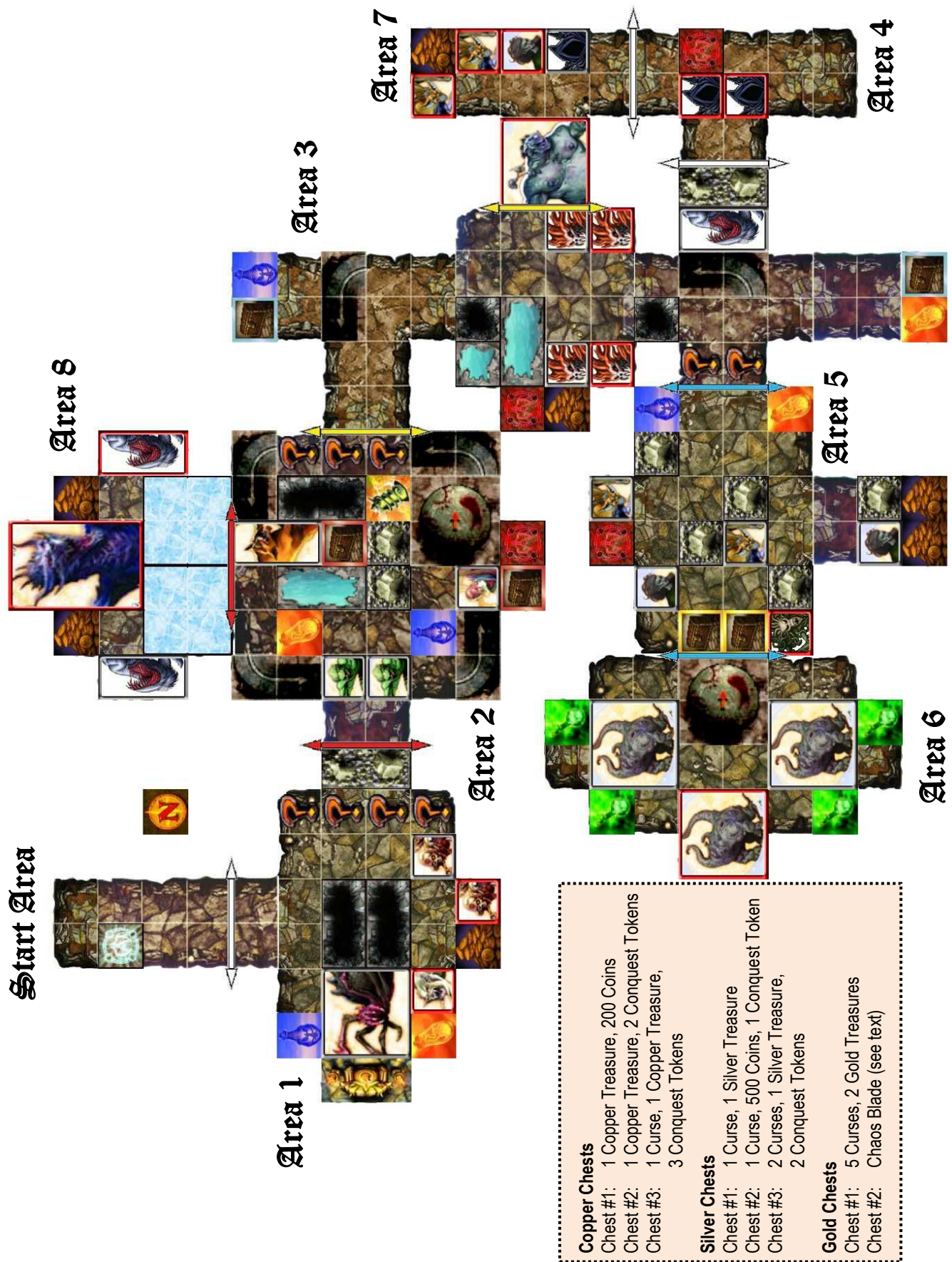
Kamirya has the same stats as a master razorwing, except she has 14/24/34/42 wounds, based on the number of heroes in the game (2/3/4/5), she rolls one extra black die when attacking, and she has **Resilience**, but she does not have **Swift 2**.

If Katarya and Kamirya are both slain...

The beast crashes to the floor, battered and broken, and finally comes to rest.

The heroes are victorious.

Quest 5: The Old Disorder



Quest 5: The Old Disorder

In this quest, the heroes must retrieve a powerful relic from a buried shrine filled with monsters and traps. Along the way, they'll need to perform prolonged actions to clear a path.

Note that almost all doors in this quest open and close automatically, so the overlord may wish to remove door traps from his deck using treachery.

Expansion components used in this quest:

Well of Darkness: Rolling Boulders, Ramps, Ferrox, Power Potions, Daze, Bleed

Altar of Despair: Altar, Troll, Deep Elves, Chaos Beasts, Invulnerability Potion, Freeze (Frost), Prolonged Orders

Tomb of Ice: Shades, Lava Beetles, Wendigoes, Medusa, Stealth, Ice

Scenario Background

Demirus seems distraught when he contacts you again. "Something's gone wrong," he says. "The razorwing talons are destabilizing my work. I'll need your help to get them under control, but before we can do that, we need the right tool."

Demirus hands you a map to an ancient underground shrine. "This shows the final resting place of the Chaos Blade, a weapon said to be imbued with the power to extinguish all life. There will probably be a spell on it to prevent it from being taken from the shrine, so you'll need to take it to the shrine's altar and perform a simple ritual to free it. Once you've done that, return to me. And be quick, heroes, there isn't much time."

Quest Goals

After a day's travel, and with the help of the map, you are able to identify a hidden entrance beneath a forested hill leading into the shrine. Your goal is to find the Chaos Blade, disenchant it at the shrine's altar, and then bring it back to town. You begin this quest with 10 conquest tokens. If you ever run out of conquest tokens, you will have failed in your task. Good luck.

Area 1

An altar is built into the western wall of this chamber, still shining and immaculate, as if immune to the passage of time. The eastern passage has not fared so well; a cave-in has choked the doorway with loose rubble. Perhaps you can force your way through...

A hero standing on one of the four encounter markers along the eastern edge of this room may perform a **Prolonged Melee (*) Action** to clear the passage. The difficulty of this action is equal to twice the number of heroes in the game. This action may be a **Group Effort**. This action cannot be disrupted.

A hero holding the Chaos Blade and standing on the altar in this room can spend 2 movement points to activate it (the usual 250 coin sacrifice is not necessary in this quest).

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

If the prolonged action is completed...

With a great heave, you pull the last large rock out of the doorway, clearing a path.

Remove the encounter markers and the two-space rubble obstacle from the doorway. Also remove the red rune-locked door, and immediately reveal area 2.

If a hero performs the ritual with the Chaos Blade...

The blade shimmers briefly, then fades. You hadn't noticed before, but the blade must have been glowing faintly, because it has now lost its luster. You should be able to take it back to town, now.

Area 2

Whatever function this room once held has been beaten, stabbed, and left for dead by the multitude of collapses and monsters to assail this place. Your activity in clearing the passage has apparently allowed the stones here to shift, setting an enormous boulder in motion. The monsters seem torn between their desires to attack and to flee from the giant rock.

If a hero steps onto one of the encounter markers ...

This door features a complicated locking mechanism, but its components have been exposed by damage from falling rubble. With a bit of work, you could probably force the door open.

A hero standing on any of the encounter markers in this room may attempt a **Prolonged Ranged (*) Action** to open the door. The difficulty of this action is equal to twice the number of heroes in the game. This action may be a **Group Effort**. This action cannot be disrupted.

If the prolonged action is completed...

With a satisfying click, the final piece slips into place, and the lock opens, causing the door to swing open.

Remove the encounter markers and the yellow rune-locked door, and immediately reveal area 3.

Area 3

The passage slopes slightly upwards here, and the state of repair is scarcely better than the last room. Beyond the monsters, you can see that the door at the end of the passage is glowing slightly.

If a hero steps onto one of the encounter markers ...

Glowing runes skitter across the surface of this door, repulsing your touch. They almost make sense, but something about them seems to resist your understanding. As you strain your eyes to see them better, you hear an ominous noise behind you...

Open the door to Area 4 and immediately reveal it, if it has not already been revealed. (The rubble blocking the corridor remains in place.)

A hero standing on any of the encounter markers in this room may attempt a **Prolonged Magic (*) Action** to decipher the runes and open the door. The difficulty of this action is equal to twice the number of heroes in the game. This action may be a **Group Effort**. This action cannot be disrupted.

If the prolonged action is completed...

At last, the runes line up and you can read the message. As you speak the magic words, the runes glide towards the hinges, and the door opens of its own accord.

Remove the encounter markers and the blue rune-locked door, and immediately reveal area 5.

Area 5

Though its glory has faded, the remnants of fine artwork and polished stone indicate that this room was once very beautiful. The chests on the far side of the room catch your eye.

If a hero opens the chest containing the Chaos Blade...

The hero opening the chest receives the Chaos Blade; give him the appropriate relic card. The heroes receive 3 conquest tokens. No trap cards may be played in response to the opening of this chest, because it is already trapped...

After distributing the treasure, immediately remove all rune-locked doors currently on the board, and replace the three rune-locked doors that were removed earlier with prolonged actions. Immediately reveal areas 6, 7, and 8. The hero then resumes his turn.

The Chaos Blade has a strange look, as if it can't quite hold its shape, and your eye refuses to come to rest on it. As soon as you touch the blade, you hear a loud crash that shakes the room, and you look up to see an enormous rock, black as the night sky and perfectly smooth, as it begins to roll towards you...

The rolling boulder in area 6 works as a normal rolling boulder, except that if it collides with another boulder or a closed door, it is not destroyed; the object it collides with is destroyed instead. The boulder is only removed from play when it falls into the pit in area 1. It begins to roll on the first overlord turn after area 6 has been revealed.

Important: *The Chaos Blade has an enchantment on it that prevents it from leaving the shrine. If the hero carrying the Chaos Blade dies or returns to town, the Chaos Blade is dropped at the last location he occupied in the dungeon (use the Soulbiter token to represent it). The hero carrying the Chaos Blade may also choose to drop it in his current square any time during his turn, and a hero in the space where it was dropped may pick it up for one movement point.*

At the end of each overlord turn, if the Chaos Blade is not currently carried by a hero, the overlord may draw a card.

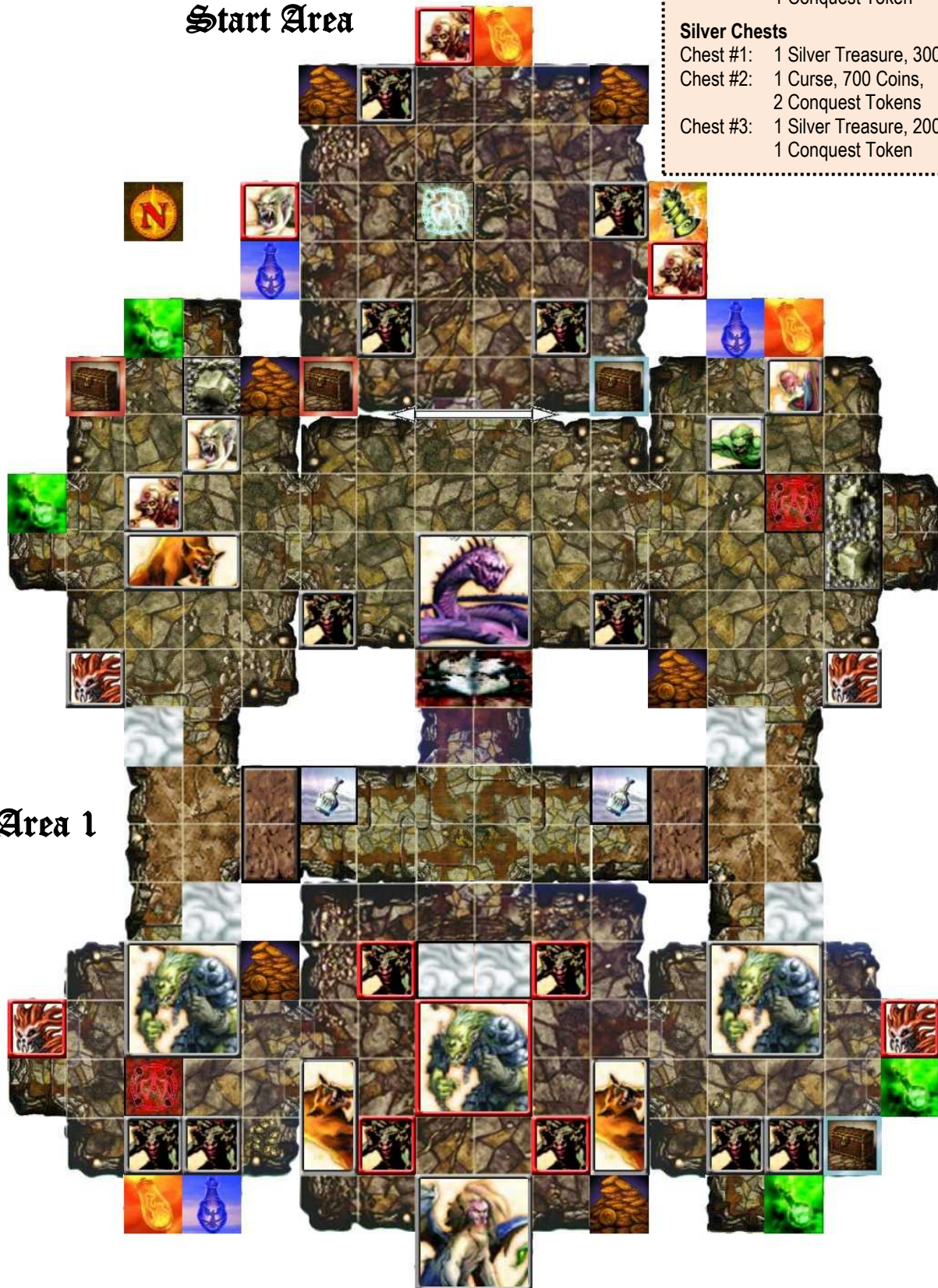
If a hero goes to town while carrying the Chaos Blade, after disenchanting it at the altar...

You return triumphantly to town, prize in hand. You'd best find Demirus quickly.

The heroes are victorious.

Quest 6: Life Eternal

Start Area



Copper Chests

- Chest #1: 1 Copper Treasure, 400 Coins
- Chest #2: 1 Copper Treasure, 200 Coins, 2 Conquest Tokens
- Chest #3: 2 Copper Treasures, 100 Coins, 1 Conquest Token

Silver Chests

- Chest #1: 1 Silver Treasure, 300 Coins
- Chest #2: 1 Curse, 700 Coins, 2 Conquest Tokens
- Chest #3: 1 Silver Treasure, 200 Coins, 1 Conquest Token

Quest 6: Life Eternal

In this quest, the heroes must battle their way through a great horde of monsters and use the Chaos Blade to kill an otherwise unkillable ogre. This quest de-emphasizes exploration in favor of all-out combat.

There is exactly one door in this quest. Use treachery to customize your deck appropriately.

Expansion components used in this quest:

Well of Darkness: Kobolds, Ferrox, Mud, Scything Blades, Power Potions, Bleed

Altar of Despair: Fog, Invulnerability Potion

Tomb of Ice: Dungeon Tiles, Lava Beetles, Invisibility Potions

Scenario Background

Demirus looks haggard when you return to him, but his eyes shine when he sees the Chaos Blade in your hands. “Well done, heroes; you now hold the only weapon capable of slaying the ogre Vitorius in his sanctuary. He has lurked in the caverns of Ferenar and drunk from the power that gathers there for many years—so long that he has the power to recover from any wound. But the Chaos Blade can still put an end to him.

“I need his blood to quench the armlet I have been forging and satisfy the thirst for life that the razorwings’ talons have woken in it, but time runs short. I cannot await your return; you must take the armlet with you and pour Vitorius’ blood into it as quickly as possible. Make all haste, heroes, but take heed—Vitorius is not the only monster to discover Ferenar.”

Quest Goals

Without time for rest, you make immediately for the caverns of Ferenar, Demirus’ armlet feeling a little heavier and a little hotter with each passing hour. Your goal is to find and slay the ogre Vitorius and quench the armlet in his blood before it disintegrates in your hands. You begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, your task must remain incomplete.

The heroes receive the Chaos Blade and Halfforged Armlet relics at the start of this quest (they may choose which heroes will carry them at the start of the game). Since these are relics, they are not destroyed if dropped, but remain in the dungeon (or in town) at the location the hero chose to drop them; use the Soulbiter token for the Chaos Blade and the Ring of Rogues token for the Halfforged Armlet. Either relic may be picked up by a hero in the same space for 1 movement point.

In this quest, all monsters have **Regeneration 2** (any monsters that already have **Regeneration** gain 2 more ranks).

Threat

4

per turn

Treachery

2

Green (Event)

4

Red (Monster)

2

Blue (Trap)

Area 1

A cavernous chamber stretches out before you, filled with a dizzying assortment of foul creatures. The walls seem to pulse with a faint glow, as if all the life in this chamber has seeped into them. A strange vigor seems to possess the monsters as they mobilize against you, but you catch a quick glimpse of an large, oily ogre that can only be Vitorius.

The master ogre here is Vitorius. He has the same stats as an ordinary master ogre, except he has 21/33/45/57 wounds, based on the number of heroes in the game (2/3/4/5). Vitorius also has the **Resilience** ability, and a special version of **Undying** that always revives him when his wounds are reduced to zero (you are encouraged to roll the die anyway to toy with the heroes, but this is not required). The only way Vitorius can be killed is if the killing blow is dealt with the Chaos Blade, which ignores **Undying**.

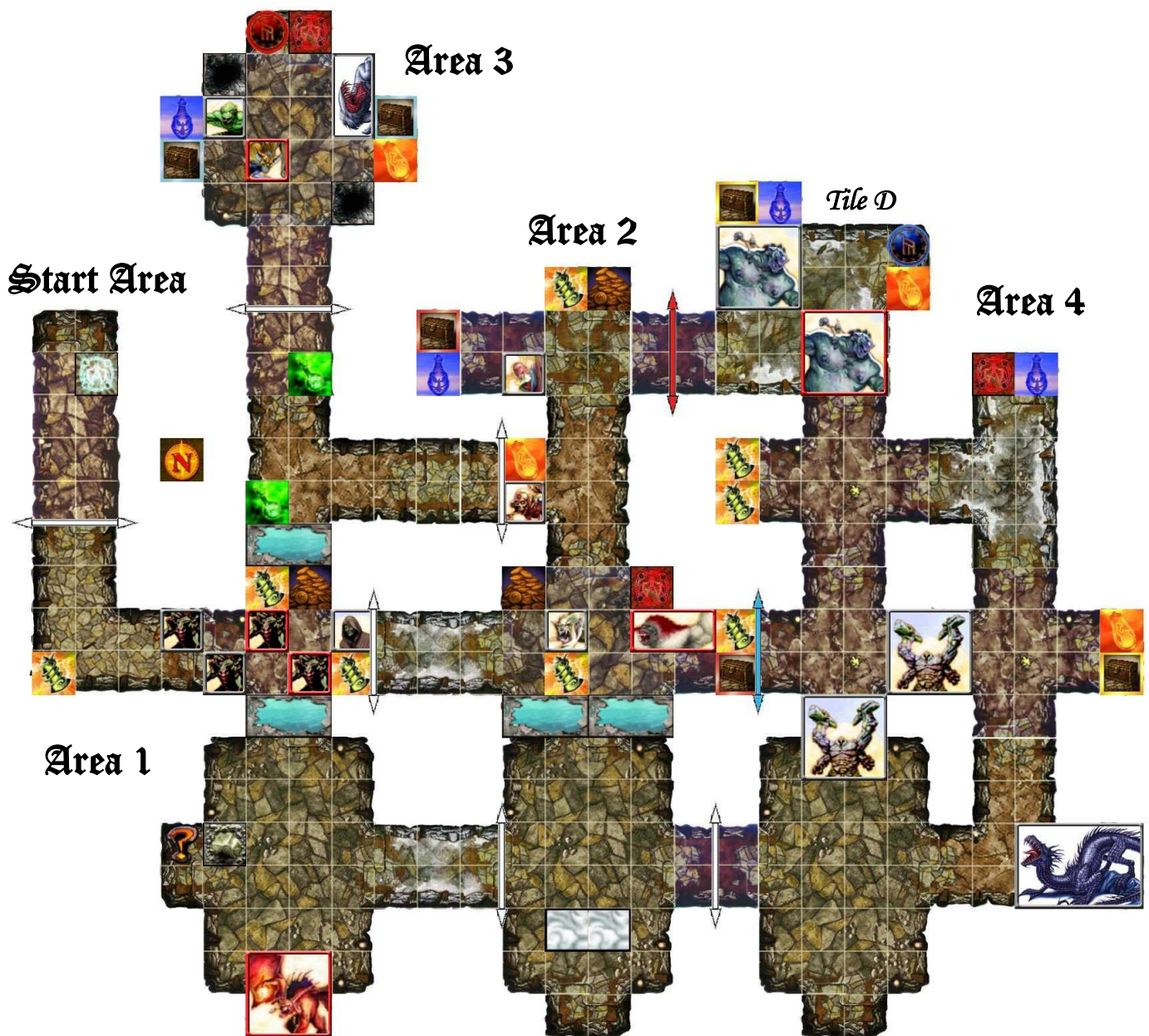
If Vitorius is slain with the Chaos Blade ...

It seems as if there is no end to the beast's blood, but the Chaos Blade drinks it all in as the life fades from his eyes. The blade seems to swell, then cracks, and finally shatters as Vitorius slumps to the ground, apparently consuming enough life to satisfy its purpose.

Quickly, you plunge Demirus’ armlet into the ogre's open wound, and you breathe a sigh of relief as it stops constricting and takes on a healthy tone. Your task is complete.

The heroes are victorious.

Quest 7: Ill Weather



Copper Chests

- Chest #1: 1 Copper Treasure
- Chest #2: 1 Curse, 1 Copper Treasure, 1 Conquest Token
- Chest #3: 2 Curses, 1 Copper Treasure, 2 Conquest Tokens

Silver Chests

- Chest #1: 1 Silver Treasure
- Chest #2: 1 Curse, 1 Silver Treasure, 1 Conquest Token
- Chest #3: 3 Curses, 1 Silver Treasure, 2 Conquest Tokens

Gold Chests

- Chest #1: 1 Gold Treasure, 300 Coins
- Chest #2: 1 Gold Treasure, 2 Conquest Tokens

Quest 7: Ill Weather

In this quest, the heroes need to explore a dungeon and collect equipment while dodging lightning bolts from a Squall, a storm demon they must ultimately face and defeat.

Expansion components used in this quest:

Well of Darkness: Dungeon Tiles, Kobolds, Ferrox, Golems, Power Potions, Daze, Bleed, Bolt

Altar of Despair: Fog, Dark Priest, Blood Ape, Trolls, Invulnerability Potions, Freeze (Frost)

Tomb of Ice: Dungeon Tiles, Wendigo, Ice Wyrms, Stealth

Scenario Background

When Demirus contacts you again, he is brimming with excitement. "Thanks to your recent efforts, heroes, the armlet is almost complete. I need only one more component, and I know just where to find it. A storm demoness named Squall has been sighted in the lands to the south; if you can bring me her heart, then my work can be finished, and we can discuss future plans..."

Quest Goals

Finding Squall's lair turns out to be simple, as dark storm clouds circle endlessly above her, and constant lightning has started more fires than one in the countryside. Entering the dungeon seems almost a relief compared to the tempest outside, but something about the air makes you feel as if the storm has followed you in.

You begin this quest with 5 conquest tokens. If you ever run out of conquest tokens, Squall will go free, and her storms will decimate the surrounding area. Good luck.

Area 1

An incessant wind blows through the tunnels, suggesting there must be hidden vents exposing them to the gale outside. A faint wetness clings to your skin, and the echoes of the storm grasp at your attention, like whispers on the edge of hearing. Suddenly, a violent cry reverberates through the stone: "Best take shelter, heroes; the storm is coming."

The master demon here is Squall. Squall has the same stats as an ordinary master demon, except she has 20/30/41/51 wounds, based on the number of heroes in the game (2/3/4/5), and Squall's attack has two additional black dice instead of a green die. Squall has **Pierce 3** instead of **Sorcery 3**. She also has **Bolt**, **Arcing 2**, **Deflection 2**, and a number of ranks of **Regeneration** equal to the number of heroes in the game.

Squall may *only* make **Bolt** attacks, not normal attacks. At the time of this writing, that's how the **Bolt** ability always works, but FFG has changed **Blast** and **Breath** to be optional, so **Bolt** may not be far behind—but it's mandatory for Squall even if they change it generally.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Important: Under *NO CIRCUMSTANCES* can Squall move north of the southernmost water obstacle in this area before Area 4 has been revealed, even if you play a card (such as *Death from Above* or *Regroup*) that would normally make it possible. If the heroes attempt to move Squall past the water obstacle (before revealing area 4) using *Knockback* or a similar effect, she stops just south of the obstacle.

If Squall is slain...

As you deal the mortal blow, the tunnels are shook by a resounding shriek, fading to a desperate gasp and finally a tremulous whisper. In the calm after the storm, you slice open Squall's chest and extract her heart, still quivering with an erratic energy. Your quest is complete.

The heroes are victorious.

If a hero moves onto the encounter marker...

You see the battered ruins of what must once have been a glyph of transport. You think you could get to town from here, but it won't be possible to return...

A hero standing on the encounter marker may spend 1 movement point to move to town, as if using a glyph of transport; however, it is not possible to move onto the encounter marker directly from town. Trap (Glyph) cards may not be played in response to this movement.

Area 2

At this intersection of paths, the winds find new and cunning directions from which to assail you, and the whispers seem to have grown to a growl. Or maybe that's coming from the beasts advancing towards you.

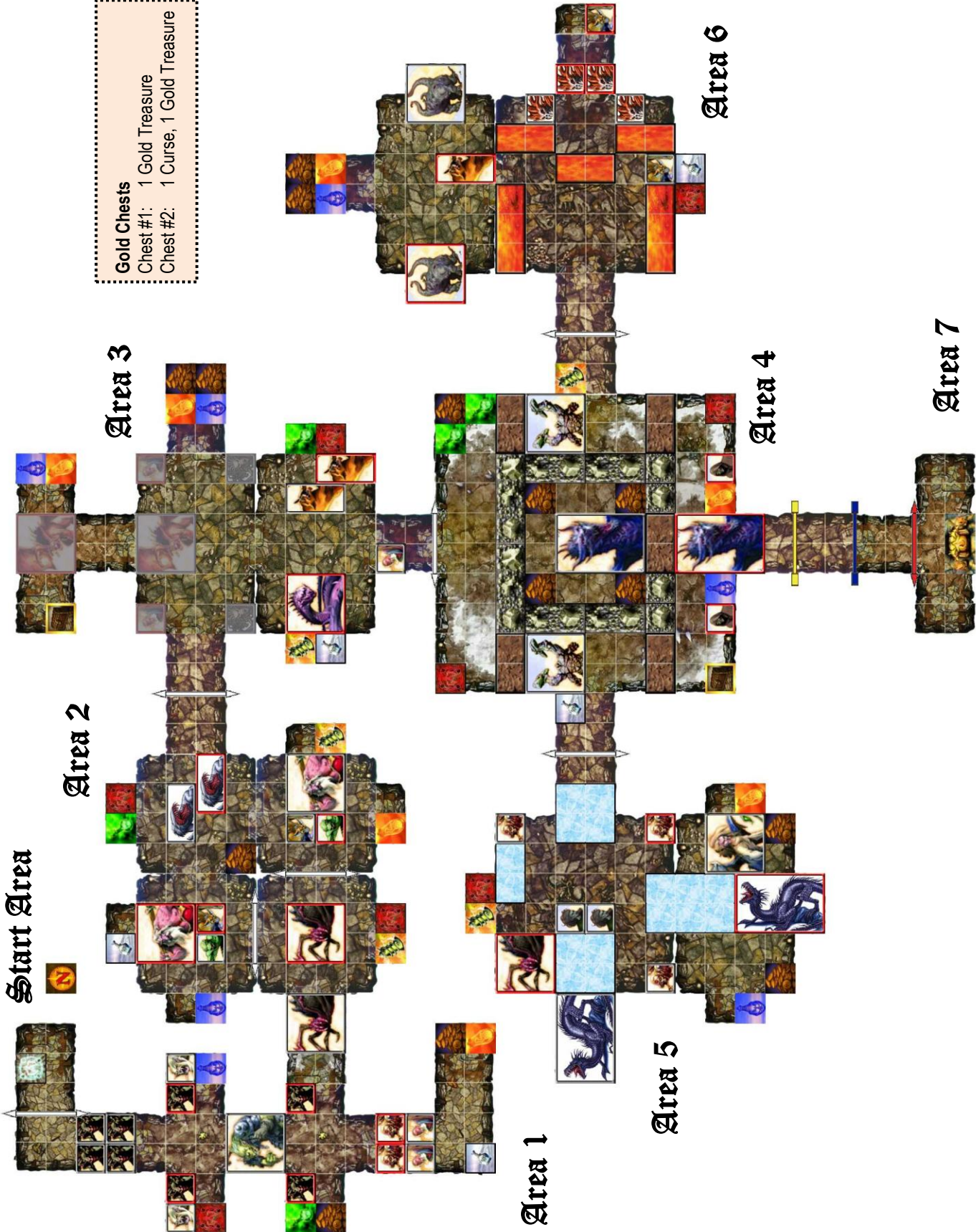
Area 3

Above you, a gaping hole exposes the turbulent skies above, and a fickle burst of rain douses you with cold moisture. The footing here seems uncertain, but the monsters show no fear of the pits as they put on a menacing display.

Area 4

The winds grow stronger here, the walls seeming to shake with the sky's rage, but a strange calm seems to beckon you forward. The wind carries bits and pieces of Squall's echoing laughter to you, but you know you must be approaching the center of the storm.

Quest 8: Race the Dark



Quest 8: Race the Dark

In this quest, the heroes are given tremendous resources right at the start of the game, but they face relentless opposition and a deadly time limit.

Expansion components used in this quest:

Well of Darkness: Kobolds, Ferroxx, Golems, Mud, Lava, Power Potions, Daze, Bleed, Bolt

Altar of Despair: Altar, Dark Priests, Deep Elves, Chaos Beasts, Invulnerability Potions, Freeze (Frost)

Tomb of Ice: Dungeon Tiles, Lava Beetles, Medusae, Wendigoes, Ice Wyrms, Stealth, Ice, Invisibility Potions

Scenario Background

Mere days after completing Demirus' last request, you receive an urgent summons. When you meet him again, Demirus' face is grim, but his eyes shine. "My project is finally complete," he tells you. "It is now time that I tell you what I have wrought.

"There is a dark power that sleeps beneath Mt. Veng, a remnant of the last age that could not be destroyed. Texts refer to it as the Enduring Evil. For centuries, it has been dormant, but now it stirs. Soon it will awaken.

"With the ingredients you brought me, I have crafted a band that houses many ancient powers. Unity and fear, vitality and violence are contained in this armlet. I believe it contains a strength that could tip the scales in the coming clash. I implore you to deliver it to the shrine of Jorathas, the sentinel who stands guard under the mountain; he will know how best to use it.

"Be warned, heroes, this is no small thing I ask of you. Numerous beasts, old and fell, can sense the Evil's imminent awakening, and neither have your previous victories gone unnoticed. I shall equip you as best I can before you depart, but your foes are great and your time is short. Make haste, heroes; tonight, you race the dark."

Quest Goals

The sun is setting when you reach the slopes of Mt. Veng; it reflects off the prize you carry, split briefly into a thousand points of fierce light. As you fall into the shadow of the hills, you have the strange sense that you might not see the sun again.

You begin this quest with 10 conquest tokens. If you ever run out of conquest tokens, all of your labors--and perhaps all the labors of men--shall come to naught. Fortune favor you.

One hero (their choice who) begins this quest with the Starforged Armlet relic. If the relic is ever dropped, it can be picked up again by a hero in the same space for a cost of 1 movement point; track its position with the Ring of Rogues token.

In this quest, instead of the normal 300 coins, each hero starts with 2000 coins, which may be used to buy anything from the shop, including training and skills. The heroes may also purchase copper and silver items from the shop, both before and during the quest, as if they had already opened chests of the appropriate colors. Additionally, each hero may search the

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

gold treasure deck and take one treasure of his choice to begin the game.

Before customizing his deck with treachery, the overlord may search it and put one power card of his choice into play (this card, of course, cannot have a treachery cost). Additionally, his spawn cards work as if the heroes had already opened copper and silver chests.

Finally, for the entirety of this quest, at the start of each overlord turn, the heroes lose one conquest token.

Run.

Area 1

Upon opening the door, your senses are assaulted with a cacophony of screeches, howls, and chitters. An ungainly horde of vile creatures choke the corridor, ready for battle. Clearly, you are expected.

Area 2

The walls resound with a thunderous crack, as if the foundations of the world have been split. A deep, threatening voice greets you with the words: "Little heroes ought not to come here. It is dangerous."

The master giant here is Beren. He has the same stats as an ordinary master giant, except that he has 24/36/48/60 wounds, based on the number of heroes in the game (2/3/4/5).

If Beren is slain...

The heroes gain 5 conquest for defeating Beren.

Area 3

Important: The shaded monsters in this area (the demons, medusae, and master sorcerers) should not be placed in this area when it is revealed! They will be added later.

A small group of monsters cluster around the next door, seemingly intent on blocking your progress.

If the heroes attempt to open the door to Area 4...

The door does not open, though you may still play a Trap (Door) card as normal, if you wish. Replace the normal door with a rune-locked door.

Place the shaded monsters on the map (if the marked positions are blocked, place them in the nearest legal positions). This counts as revealing a new area for purposes of power cards like Brilliant Commander.

As you touch the door, a bright, scintillating barrier springs up, blocking your progress. A feral roar and a blast of heat at your back inform you of the arrival of infernal forces.

The master demon here is Deveate. He has the same stats as an ordinary master demon, except he has 21/32/44/55 wounds, depending on the number of heroes in the game (2/3/4/5).

If Deveate is slain...

As the demon falls, the barrier in front of the door begins to crack. Then, after a flash of bright light, it is gone.

The heroes gain 5 conquest for defeating Deveate. Change the rune-locked door back to a normal door. The heroes may now open it normally.

Area 4

Irregular debris nearly fills the room, but you can feel sinister eyes watching you through the cracks. "Leave now, mortals," a voice commands, calm, but crackling with power. "You will find no friends here but the dead."

The master dark priests here have the **Bolt** ability. They are otherwise just like ordinary master dark priests; they are not considered named, and a hero who kills one may claim 50 coins, as usual for slaying a master.

The master dragon here is Enmur. He has the same stats as an ordinary master dragon, except he has 24/38/52/66 wounds, based on the number of heroes in the game (2/3/4/5).

If Enmur is slain...

As the dragon breaths its last, a glint of gold in its neck catches your eye. Prying it loose, you find it is the yellow rune key.

The heroes receive 5 conquest tokens and the yellow rune key for defeating Enmur.

Area 5

Your next breath almost makes you choke as the heat disappears from the air, replaced by a cold staleness. The monsters here move with an uncanny easiness that makes them appear lethargic, but the ground they cover is no less. In the dancing shadows, you can make out a serpentine form and a dagger-sharp row of teeth, with a faint blue point of light periodically coming into view.

The master ice wyrm here is Tasetirn. He has the same stats as an ordinary master ice wyrm, except that he has 22/34/46/58 wounds, based on the number of heroes in the game (2/3/4/5).

If Tasetirn is slain...

The point of blue light stops moving. Grasping it, you find the beast was wearing the blue rune key like an amulet. With a quick jerk, you pull it free.

The heroes receive 5 conquest tokens and the blue rune key for defeating Tasetirn.

Area 6

A hot breeze out of the room ahead carries with it a burnt smell. Matching sets of insectoid eyes stare unblinkingly at you through a veil of smoke and ash. A series of irregular, repulsive sounds from the back of the chamber inform you that something singularly unpleasant is waiting.

The master chaos beast here is Cetion. He has the same stats as an ordinary master chaos beast, except he has 34/52/70/88 wounds, depending on the number of heroes in the game (2/3/4/5).

If Cetion is slain...

As you deal the mortal blow, the monstrous mass writhes and begins to wither, quickly falling away in black, acrid chunks. In the remains, you find a discordantly elegant rune--the red rune key.

The heroes receive 5 conquest tokens and the red rune key for defeating Cetion.

Area 7

Beyond the final door, you see a small chamber containing an ivory altar. Delicate candles cast a gentle illumination on the scene, burning as if lit only minutes ago. Every surface in view is polished and smooth, as perfect as the day it was first carved. The name "Jorathas" is writ large across the altar's face in thin, elegant script, and a small depression sits just above it, as if waiting for something.

If a hero moves onto the altar while in possession of the Starforged Armlet...

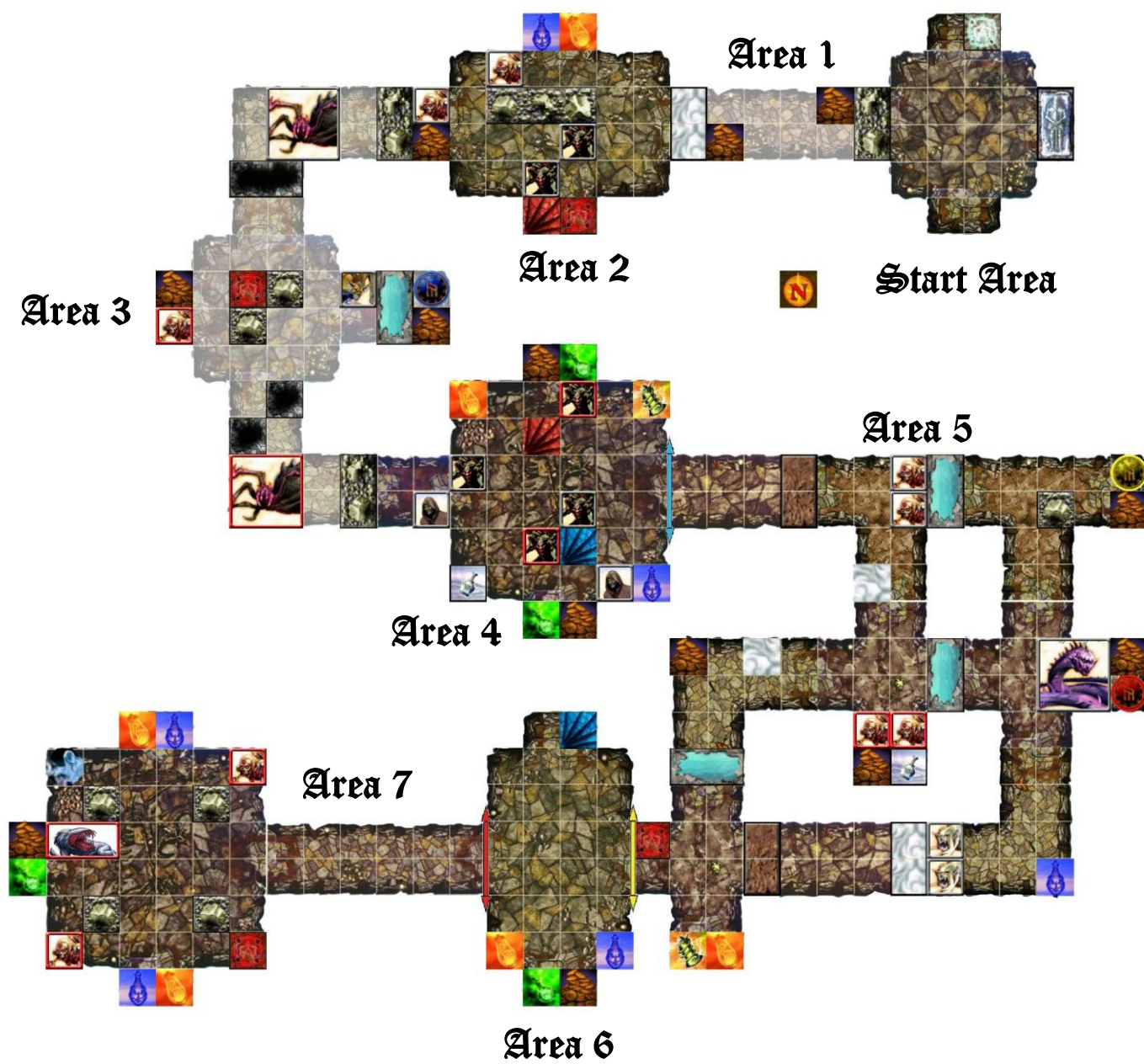
As you draw near, the armlet once again shows a thousand points of light, skittering across its surface in mute expression of joy...or perhaps fear. As you slide it onto the altar, glowing runes appear around it; you pronounce them aloud without registering their meaning, possessed by the eerie surety that you have spoken them before.

The mountain trembles, and you can hear the anguished screams of the last of your pursuers as the light slowly builds, painting every curve and crevice of the dungeon in stark relief. At last, the monsters' screams begin to fade, to be replaced with...laughter.

Then, all is darkness.

To be continued...

Quest 9: The Desolate Road



Quest 9: The Desolate Road

This quest is intended as a direct follow-on to Quest 8: Race the Dark. The heroes find themselves stranded without equipment in a strange tomb, and must endure through a long dungeon with blocked passageways and few resources.

This quest contains no treasure chests, so the overlord may wish to use treachery to remove chest traps from his deck.

Expansion components used in this quest:

Well of Darkness: Dungeon Tiles, Kobolds, Mud, Power Potions, Daze, Bleed

Altar of Despair: Dark Priests, Fog, Invulnerability Potions

Tomb of Ice: Wendigoes, Stealth, Swallow, Frozen Sarcophagus, Invisibility Potions

Scenario Background

You awake in cold and darkness from a sleep troubled by dreams of maniacal laughter, hard stone beneath you and doubt in your heart. All around you is perfect silence. You have never seen the room before. The starforged armlet is gone, along with everything else you were carrying, and the only exit appears to have caved in.

Quest Goals

Speculation on the manner of your arrival is useless. No matter the circumstances, somehow, you must find Jorathas, and make sure he can stand against the Enduring Evil. If you cannot do this, nothing else matters...and, you realize with some foreboding, you have nowhere else to go.

You begin this quest with 10 conquest tokens. If you ever run out of conquest tokens, then this tomb will be yours.

The heroes begin this quest with no coins or equipment (not even the normal 300). They get their starting skills as normal, but that's it. The overlord begins this quest with zero cards in hand (instead of the usual three).

In this quest, all familiars are allowed to move through rubble obstacles, even if they would not normally be allowed to do so.

Start Area

If a hero moves onto the frozen sarcophagus...

Approaching the coffin, you see an old, faded inscription, reading: "this is the final resting place of the sage Jorathas, warden of evil." Despair begins to blossom in your gut as you grimly pull off the lid and lift the veil within, but gazing beneath it, you see...nothing. No body, no bones, not even a mote of dust.

A tingling in your fingers calls your attention to the death shroud in your hand, which has taken on a faint, otherworldly glow. It flutters slightly in a wind that you cannot feel. Suddenly, you notice that you are floating slightly above the floor...

Give the hero the Ghostly Mantle relic. Like other relics, the Ghostly Mantle cannot be sold or destroyed; if it is dropped, use the Cloak of Time and Space marker to track its location.

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

***Treachery:** The overlord receives 3 total treachery for this quest, divided however he likes between the three types.*

Any hero in the same space may pick it up for 1 movement point.

Important: Notice that the Ghostly Mantle bestows the **Fly** ability, which would allow a hero wearing it to pass the rubble blocking the exit.

Area 1

A smooth, narrow corridor leads into a thick fog. Aged but beautiful sculptures and tapestries line the walls, doubtless worth a few coins...

Area 2

The fog parts to reveal the ruins of a small hall. Large chunks of debris litter the room, and the far exit, like the one behind you, seems to have succumb to a cave-in. However, you spot a glyph in the corner that looks like it might yet be revived...

Area 3

Great gaps punctuate what was once a smooth marble floor, winding upwards to the south. A trickle of groundwater has penetrated the walls and filled a small pool among the ruins. Several monsters are startled by your sudden light, and rise to meet you.

Area 4

It appears this chamber was once an archive; the remnants of ancient parchments and long-depleted supplies dot the walls. But it seems that some dark priests are still searching for secrets amongst the ruins, and do not take kindly to your intrusion.

Area 5

Whatever function these twisted corridors once held is lost to the ages. Moisture has not been kind to the walls and floor, making passage dark and treacherous. You can make out a large, sinuous shape lurking in the distant shadows.

Area 6

This chamber is grand but featureless. It has survived considerably better than the other rooms you've seen, and looks as if even monsters have left it alone for centuries.

Area 7

You have the vague impression of a throne room, though no throne is in sight. The architecture seems designed to draw all attention to a single, raised area at the far end of the hall, where a spectral figure is suspended in some sort of scintillating field. You cannot make out its face, but it writhes as if in great pain, and seems unable to leave.

Suddenly, a movement in the shadows draws your attention to a great maw of glistening teeth, grinning in the darkness.

The master wendigo here is Brul. Brul has the same stats as an ordinary master wendigo. Brul has the **Resilience** and **Swallow** abilities, but he cannot swallow a hero wearing the Ghostly Mantle, and his “Always Aims” ability is disabled when within three spaces of the Ghostly Mantle (whether a hero is carrying it or not).

The Haunt token here represents the spectral figure. It cannot move or be attacked, and it blocks movement and line-of-sight through its space.

The first time Brul is within 3 spaces of the Ghostly Mantle...

Brul seems to momentarily stumble, as if losing his balance. In only a moment, he has resumed his swift, silent stride, but he seems a little more wary than before.

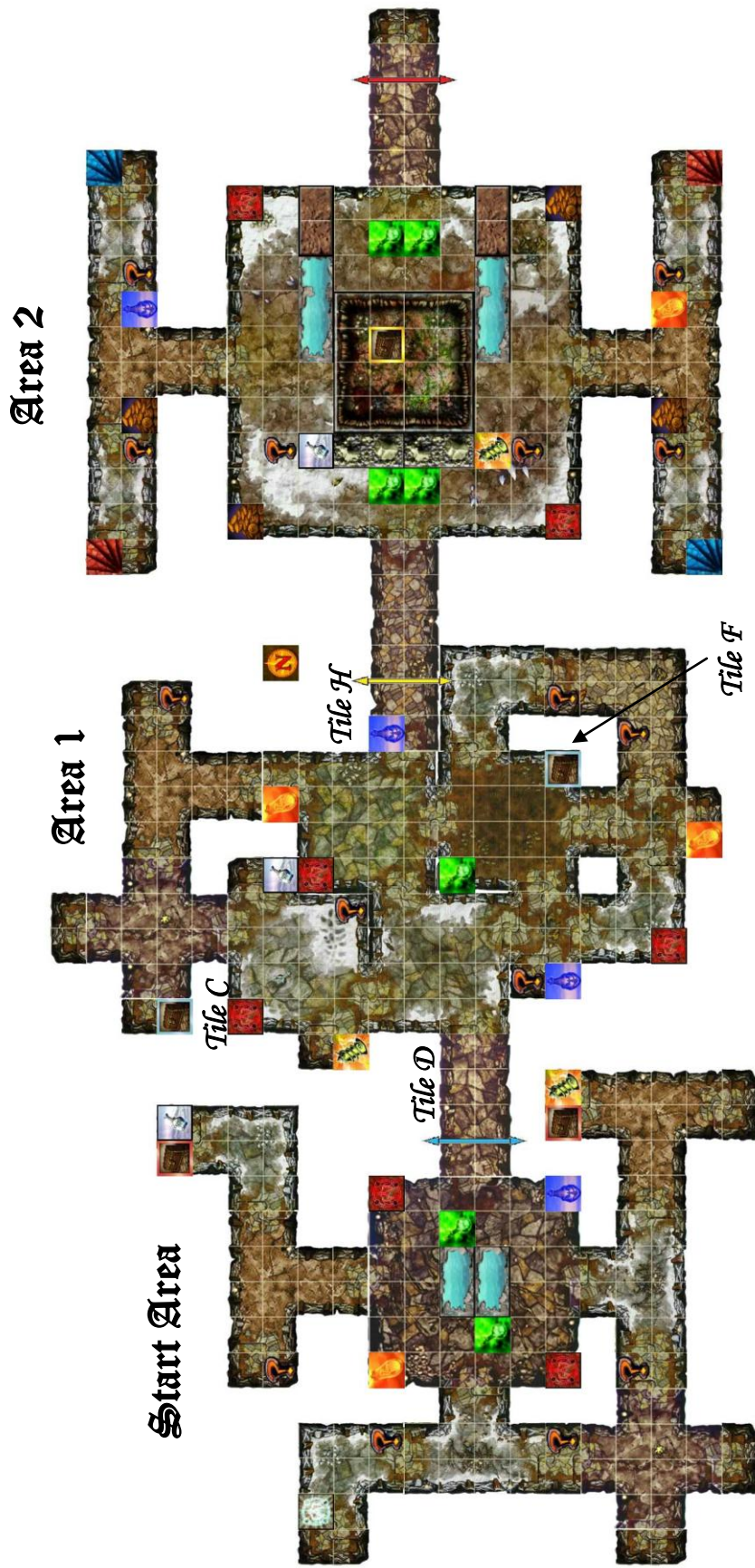
If Brul is slain...

As the great mass of white fur finally falls, the field of light surrounding the spectral figure fades. The figure seems to grow more solid, and floats towards you.

“Thank you, heroes, for freeing me. My name is Jorathas, and though I have been imprisoned for an age, my task is not complete. Your arrival is timely, for the Enduring Evil is already stirring. We must make all haste for the seal; one of the great battles of this age is about to begin.”

To be continued...

Quest 10: End of Endurance



- Copper Chests**

Chest #1: 2 Curses, 1 Copper Treasure, 200 Coins

Chest #2: 3 Curses, 1 Copper Treasure, 300 Coins

Chest #3: 3 Curses, 2 Copper Treasures, 100 Coins
- Silver Chests**

Chest #1: 3 Curses, 1 Silver Treasure, 300 Coins

Chest #2: 4 Curses, 1 Silver Treasure, 500 Coins

Chest #3: 4 Curses, 2 Silver Treasures, 100 Coins
- Gold Chests**

Chest #1: 5 Curses, 1 Gold Treasure, 1000 Coins

Chest #2: 5 Curses, 2 Gold Treasures, 1 Conquest Token

Quest 10: End of Endurance

This quest is intended as a direct follow-on to Quest 9: The Desolate Road. The heroes must protect the spirit of Jorathas long enough for him to re-seal the Enduring Evil, while waves of monsters attack them.

The heroes will not be opening any doors in this quest, so the overlord may wish to remove door traps from his deck using treachery.

Due to the nature of this quest, changing the amount of conquest available will probably not be an effective way to tweak the difficulty. If you want to give the heroes an easier or harder time, you should probably adjust the free spawns instead.

Expansion components used in this quest:

Well of Darkness: Dungeon Tiles, Ferrox, Mud, Power Potions, Daze, Bleed

Altar of Despair: Trolls, Deep Elves, Chaos Beasts, Invulnerability Potions, Freeze (Frost), Curse

Tomb of Ice: Dungeon Tiles, Wendigoes, Shades, Lava Beetles, Ice Wyrms, Stealth, Invisibility Potions

Scenario Background

Jorathas throws the ghostly mantle over his shoulders and dons the starforged armet as you hurry after him towards the sealed chamber. "The Enduring Evil is trying to break free," he says, with no apparent shortness of breath. "I need to enter the sanctum and restore the seals, but all of the outer defenses have already failed: the shrine will be swarming with monsters. You'll need to protect me while I unlock the gates so I can reach the sanctum and perform the ritual."

He suddenly stops. "The first gate is just around this corner. By now, the monsters are surely aware of my escape and they will be converging on us. No matter what happens, we have to make it through. We cannot falter here. You must outlast the Enduring Evil."

Quest Goals

The heroes begin this quest with 3 conquest tokens. If you ever run out of conquest tokens, the Enduring Evil will escape and lay waste to the world.

Special Rules

Use the Haunt token to represent Jorathas. Jorathas counts as a figure, allied to the heroes, and begins play on or adjacent to the active glyph, but cannot use the glyphs for transport and does not count as a hero (note this means that trap cards cannot be played in response to his actions). His line of sight does not prevent monster spawning.

Jorathas takes a turn after all the heroes' turns, but before the overlord's turn. On his turn, he receives 5 movement points, and the hero to the overlord's left chooses how he moves. He cannot attack, but he has the **Command**, **Disruption**, **Fear 2**, and **Fly** abilities. He has no armor, and no wounds; instead, any time he suffers damage from an attack, the heroes lose 1 conquest for every 5 damage suffered (rounded up). Jorathas is unaffected by any secondary attack effects, such as **Burn**,

Threat



per turn

Treachery



Green (Event)



Red (Monster)



Blue (Trap)

Knockback, or **Stun**, and cannot be harmed except by attacks. He is immune to **Entrap** and **Grapple**.

At the end of Jorathas' turn, if he has line of sight to a rune-locked door, the heroes place 1 threat token near the town marker. At the end of the overlord's turn, if the heroes have accumulated 5 threat tokens, the threat tokens are discarded and the door is removed from the map, revealing the next area.

All the event markers in this quest represent corrupted points in the shrine's wards. They do not block movement or line of sight, but heroes, familiars, and Jorathas may not end their movement on them (if they end their movement on them involuntarily, they move to the nearest legal space of the owner's choice). Any time the overlord spawns monsters in this quest, he may spawn them in any unblocked position overlapping one of the event markers, ignoring hero line of sight (also ignoring any skills or abilities that would normally prevent spawning, such as Boggs the Rat or Kirga's hero ability). The overlord can still spawn monsters in other locations, following the normal rules.

Free Spawns

On certain turns, the overlord receives reinforcements, which can be placed in the dungeon following the rules for spawning (including the option to place them on an event marker ignoring hero line of sight, as described in the previous section). The overlord is not required to spawn any of these monsters, but if he does, he cannot play a spawn card on the same turn. Any monsters the overlord does not spawn are lost and cannot be spawned later.

TURN ONE: 1 Beastman, 1 Skeleton, 1 Bane Spider

TURN FOUR: 1 Ferrox, 1 Master Shade

TURN SEVEN: 1 Wendigo. Also, place a number of monster egg tokens equal to the number of heroes on any empty squares (you do not need to follow the restrictions for spawning). These do not block movement or line of sight. Tell the heroes that they can destroy an egg by ending their movement on it or by inflicting at least 10 damage on it with a single attack. At the start of your next turn, replace any eggs that have not been destroyed with Lava Beetles.

TURN TEN: 1 Deep Elf, 1 Naga, 1 Master Hellhound

TURN THIRTEEN: 1 Master Troll, 1 Master Dragon. Also, place more monster eggs as described in turn seven, except that this time you can replace two of them with Master Lava Beetles (and the rest with normal Lava Beetles).

TURN FIFTEEN: 1 Ice Wurm, 1 Master Demon, 1 Master Chaos Beast

TURN SEVENTEEN: 1 Master Giant, 1 Dragon, 1 Master Ice Wurm, 1 Demon, 1 Chaos Beast

TURN TWENTY: If the heroes don't yet have enough threat tokens to open the final door (at the end of your turn), the Enduring Evil breaks free and they immediately lose.

Area 1

As Jorathas finishes speaking a ritual, the blue door dissolves into a thousand streaks of light and vanishes. "The way is open!" he cries. "Quickly, heroes, to the next gate!"

Twisted corridors greet your sight, and an ominous purple glow signals that the shrine's defenses are no stronger here than in the first room.

Area 2

The yellow rune door disappears, just like the blue door before it. A vast hall lies before you, but pieces of the ceiling have fallen in, the floor has sunken in the room's center, and you can feel the walls trembling from the continued assault of some unseen influence.

Jorathas urges you on. "Only one gate remains! Make haste!"

For the rest of this quest, all monsters gain +1 speed.

Remove some encounter markers from the previous areas so that you have enough for the new area.

If the final gate is opened...

A deep, dark voice at the edge of your hearing seems to be chanting in rhythm to the shaking of the shrine, and you can see bloodlust in the eyes of the monsters as they rush in from all directions. As the third gate finally vanishes, Jorathas plunges into the darkness beyond. You watch in slow motion for what seems like hours as even more monsters come into view and the shrine seems on the verge of shaking itself apart. For a moment, you are sure that you are too late, but at last a blinding ray of light shoots out of the sanctum, and the monsters quail and flee. The shaking stops, the purple tint fades from the light, and somehow the shrine feels safe and orderly, despite the carnage and destruction that still surrounds you.

As Jorathas emerges, it seems as if he is barely there. "Well done, heroes. You have enabled me to complete my task and earn my final rest. We have put an end to evil, and your world is safe, for the time being.

"Please thank Demirus for me, and return him his fine handiwork. And please remember me well, whenever you have occasion."

With his final words, Jorathas seems to fade to dust, carried away on an unfelt breeze.

The heroes are victorious.