



# The Dungeon of Veragor

By Lord Xhala

The Gamemaster begins with a number of threat tokens equal to the number of heroes. The heroes begin with five Conquest Tokens.

## Quest Background

For the past month, raiders have swept down from the mountains to the north, attacking the town of Sunhold. The raiders have been well coordinated, and have done great harm to the town. There are even rumors that they are being led by a mighty demon. The town's leaders have put out a call for aid, seeking brave adventurers to track down the bandits and defeat them. You and your comrades have answered the call. You traveled north into the mountains, following the trail left behind by the raiders. After several days, the trail ended at the entrance of an ancient dungeon. Drawing your weapons, you enter the dungeon...

## Quest Goals

Find the leader of the raiders and destroy him!

### Area 1

As you enter the dungeon, you find yourself in a dark, dank corridor, with a wide pit at the end. The guards are lounging about, and were clearly not expecting any danger. You take advantage of their surprise, and attack!

### Area 2

This corridor is filled with bats, and the opening of the door appears to have startled them as they begin to screech and flutter about. Several particularly large bats - razorwings - swoop down from their perches as well. You also see the remains of a recently-slain adventurer at the south end of the hall, being chewed on by a particularly fearsome hell hound.

### Area 3

**Important:** Do not place the Red Rune tile on the map when this door is opened. The heroes do not see it until the condition listed below is met.

You kick in the door to this room and see several beastmen and an ogre, who are sitting in a circle, throwing bones and drinking ale together. This cave is quite large, with a small waterfall flowing into a swirling pool at the south end of this room. You see a fair amount of loot scattered about, along with a chest on the far side of the room. But then your attention is drawn back to the monsters, as they leap to their feet and prepare to attack!

If the glyph at the south end of the room is activated, then

place the Red Rune on the map and read the following:

As you activate the glyph, your eye catches a glint of something reflecting the glyph's gentle glow. On the other side of the pool, there appears to be a small arcane rune, mostly covered by silt and dirt from the flowing water. It appears to have lain there undisturbed for many, many years.

### Area 4

This cavern is quite large, and the ground within is very irregular. Piles of rubble, pools of rancid water and pits are everywhere. On the south wall there is a massive door clad in red iron, that looks as though it has not been opened in hundreds of years. There are small tunnels full of webs and the glint of gold shooting off from the cavern's east and west walls. It appears that a large group of creatures have made this room their lair.

### Area 5

You press the Red Rune into the ancient door, and it slowly grinds open. Within, you see piles of coins and an ornate, golden-clad chest. There are also four open sarcophagi standing upright, resting against the walls of the room. Within are the skeletons of two archers, still clutching ornate bows, and two wizards, adorned with robes that have withstood time's harsh embrace. No sooner does the door open than a sinister red light appears in their eye sockets, and they begin to move.

**Important:** These skeletal archers and wizards were once very powerful adventurers, and their fortitude and skill is with them even in death. They each have four additional hearts, and roll two additional black dice when attacking.

### Area 6

A troll and a giant appear to be pushing around a beastman as you enter the room. Several razorwings hang from the ceiling overhead. You see a pile of treasure against the west wall, and a large door clad in blue iron to the north. The giant stops poking the beastman as you open the door, and says, "Ahh, sum-wun NUU too play wit!"

### Area 7

Against the north wall of this pitted cavern is a large stone throne. Sitting upon it is a demon, who laughs at you as you enter. "Ha ha ha ha! Foolish weaklings, you will never defeat the mighty Veragor!" He rises and draws a wicked looking sword. "Come, then, and feel my wrath!"

**Important:** Veragor is a mighty demon. He has six additional hearts, and rolls two additional black dice when attacking. If the heroes defeat Veragor before they run out of Conquest Points, then they are victorious.