



Chests

- Copper 1** 1 Conquest Token, 1 Curse
1 Copper Treasure
- Copper 2** 1 Conquest Token, 100 coins,
1 Copper Treasure
- Copper 3** 2 Curses, 2 Copper Treasures
- Silver 1** 1 Conquest Token, 100 coins
1 Curse, 1 Silver Treasure
- Silver 2** 2 Conquest Tokens, 1 Curse
1 Silver Treasure
- Silver 3** 2 Curses, 200 Coins,
1 Silver Treasure
- Gold 1** 2 Conquest Tokens, 2 Curses
1 Gold Treasure
- Gold 2** 3 Curses, 2 Gold Treasures

Start Area

Area 4

Area 5

Area 2

Area 1

Area 7

Area 3

Area 6

The Sorcerous Cabal

By Richard De Armond

Quest Background

While traveling to the town of Dragon's Gate one day, the weather began to turn foul. You found a cave in which to seek shelter from the approaching storm. A strange light at the back of the cave caught your eye and you decided to investigate the passage it revealed. You find that you have stumbled into the lair of a cabal of evil socerers bent on the conquest of Dragon's Gate.

Quest Goals

Your goal is to defeat the sorcerous cabal and their demon master, Diabolus, before their plans come to fruition. If you can activate some of the ancient glyphs of transport found in the dungeon, maybe you can warn Dragon's Gate of the impending peril. You start with 5 conquest tokens. If you ever run out of conquest tokens, then the cabal will have triumphed over you. Good luck.

All sorcerers have Fear 1. All master socerers have Fear 2. If the Gust of Wind event is ever drawn by the Overlord, it is immediately put into play free of cost. The Overlord does not acquire threat tokens for Gust of Wind.

Area 1

Opening the door at the back of the cave reveals a room filled with a strange green light. The sound of dripping water is almost drowned out by the click of nails and talons approaching from two narrow passages to the west. A man clad in dark red robes calls to you; "Surrender now or face swift death at the hands of my servants."

The Socerer has Fear 1.

Area 2

These tunnels branch off into several directions. The sulfurous smell of brimstone fills the air as the flamed beast in front of you growls loudly alerting the guards to your presence.

The Sorcerer has Fear 1.

Area 3

The clink of coins and the rattle of bones can be heard in the distance as the guardians of this room rise to challenge you. A pair of large winged beasts lead the charge.

Area 4

As you ascend to the top of the staircase several arrows shatter against the stone wall behind you, barely missing thier mark. A beastman releases his hound and sharpens his claws upon the stone.

Area 5

As the warded door slowly opens, two large humanoids heft massive stone clubs and begin striding towards you. A large pit blocks your path directly ahead. A massive iron door can be seen on the far side of the room.

If any character steps onto the "?:

As you move forward, a tile under your foot shifts and the iron door to the south slowly rises revealing a large fanged reptile, the guardian of the temple's vault. Flames leap from it's maw as it roars loudly. Your stomach clinches for a moment as a wave of fear slowly spreads over you. Quickly, you master your fear and gripping your weapons tightly, and prepare to receive it's wrath.

The dragon in area 6 has Fear 3 and Armor 6. It is worth 2 conquest tokens when defeated.

Area 6

This room is filled with treasure and the stench of it's former guardian.

Important: The door to area 6 can only be opened by stepping on one of the "?" tiles located in area 5.

The dragon has Fear 3 and Armor 6. The heroes get 2 conquest tokens for defeating the dragon.

Area 7

This is obviously the inner sanctum of the cabal. Strange glowing runes cover the floor of the threshold before you. A deep voice calls from the chamber to the east; "Enter and face the wrath of the master of this complex. I am Diabolus and I shall feast on your bones."

The sorcerers have Fear 1. The master sorcerers are named (Marcus and Grendel) and have Fear 2. The master demon (Diabolus) is also named and is Undying.

The first character to step on one of the "?" tiles triggers wards which guard the inner sanctum and is moved to the activated glyph in the start area. His turn ends immediately. This only happens once and only to the first character who stepped a "?" tile. The tiles can not be jumped over. Jumping over a "?" tile has the same effect as stepping on the tile.

A wave of distortion surrounds you as you trigger the guardian wards of the inner sanctum. The runes surrounding the threshold briefly flare to life and then fade slowly into the stone. You are overcome with nausea and all goes dark. When you awaken you find yourself at the entrance to the cave complex.

If the heroes defeat Diabolus:

With a deafening roar Diabolus is consumed by flame. All that remains are a pile of ashes and a strange amulet which glows with an eerie green light.

The heroes get 4 conquest tokens for defeating Diabolus.