



Chests

- Copper 1** 2 Curses, 2 Copper Treasure
- Copper 2** 2 Conquest tokens, 2 Curses, 100 coins, 1 Copper Treasure
- Copper 3** 2 Conquest tokens, 200 coins
- Silver 1** 1 Conquest token, 2 Curses, 1 Silver treasure
- Silver 2** 2 Conquest tokens, 200 coins, 1 Silver treasure
- Silver 3** 3 Conquest tokens, 3 Curses, 2 Silver Treasure
- Gold 1** 1 Conquest token, 3 Curses, 1 Gold treasure
- Gold 2** 3 Conquest tokens, 1 Curse, 1 Gold treasure

The Great Dragon

By Mick Philippon

Quest Background

As you were travelling towards your home, in the small town of Enamourchon, you discover that the whole city lies in ashes. The rumors of a dragon in the region were true ! One day later, you arrive to Proudville, a nearby town which is fortunately still intact. Lingerig around, you hear that some great adventurer found a map of the dragon's lair, but died from his wounds when he arrived in town. It seems that you have no other choice that avenging the lost of your townfolks...

Quest Goals

After journeying to the dungeon shown on the map, you prepare to descend into the depths. Your goal is to defeat Murlosk, the dragon that burnt your home, while collecting as much treasure as possible. If you can reactivate some of the ancient glyphs of transport in the dungeon, all the better. You start with 7 Conquest tokens. If you ever run out of conquest tokens, Murlosk will have triumphed over you. Good Luck

For this scenario, should one player gain the "acrobat" skill, he must immediatly discard this skill and draw another. If you (as the overlord) draw the "Bane spider swarm" card, you must immediatly throw it, gaining the threat token normally.

Starting Area

As you enter the dungeon, you hear noise coming from the east. You can spot some beastmen fighting when the ceiling fall upon them, blocking the way. Some of the beastmen, however, are on your side of the rocks.

Area 1

As you open this door, your hear the familiar sound of the ceiling falling. Seems that beastmen are up to their tricks here too. Fortunately, a staircase lies in the esat, climbing into shadows

Area 2

The corridor before you seems quiet. Too quiet. A magic glimpse come from the end and, as you make your first step, the boms that were lying to the floor assemble. On the ceiling, two "rocks" suddently open their wings.

Area 3

Well, finally on the other side of the rocks. Beastmen bodies can be seen under the crush, and their bethrens are lingering into the room

Area 4

The corridor is dark. Very dark. Until the hellhound light suddently, sending a wave of lames towards the other side of the corridor. For now, it seems he didn't notice you. For now...

Area 5

You arrive in a great room with two gigantic pillars. In the middle of the room lies a dark hole, and all the creatures here are looking toward it if fear. A pool of water blocks one of the door, and the only exit is on the other side of the hole.

If the player pass onto one of the ? mark or falls into the well

As you approach the hole, you see a corridor running to the north under. Webs are all around it, and when you throw a stone onto it, two spiders emerge from the corrido and immediatly attack you !

Remove the two "?" marks

Immediatly place two spiders on each side of the well. These spiders are granted an oppotunity attack on the player that triggered their apparition.

On each turn, if there is no spider on this area, you may place freely one spider on one side of the well. If there is already a spider present, it turns into a master spider.

These spiders are berserk, meaning that they run towards the nearest figure (be it hero or monster) and attack it. They will never leave the area.

If one player falls into the well

You jump into the well, down through the corridor

Place the adventurer on the south side of area 6

Area 6

The corridor goes to the north without any visible exit. Webs are everywhere, and a magic glimpse light the corridor

At the end of his turn, every player that is in this area receive one web token, providing he doesn't already have one.

If a player is on the southern extremity of the corridor, he may, for 2 movement points, go in area 5, around the well

If a player is on the northern extremity of the corridor, he may, for 2 movement points, go in area 8, around the well

If one player move onto one of the two "?" marks on the south

As you approach of the rune, cutting through webs, a giant spider comes from the shadow seeing what is entangled here

Place a master spider neighboring the adventurer.
You do not place any more spider on area 5

If one player move onto one of the two "?" marks on the north

If one player move onto one of the two "?" marks on the north

Place a master spider neighboring the adventurer.
You do not place any more spider on area 8

Area 7

The dungeon splits in two before your eyes. You see a deactivated glyph of transport, the first since the beginning. However, it is on the other side of the well.

Area 8

In this great and deserted room lies a hole which looks strangely familiar. Bodies of creatures lie around, partially devoured. The rune-locked door prevented them from fleeing, apparently.

If the player passes onto one of the ? mark or falls into the well

As you approach the hole, you see a corridor running to the north under. Webs are all around it, and when you throw a stone onto it, two spiders emerge from the corridor and immediately attack you!

Remove the two "?" marks

Immediately place two spiders on each side of the well. These spiders are granted an opportunity attack on the player that triggered their apparition.

On each turn, if there is no spider on this area, you may place freely one spider on one side of the well. If there is already a spider present, it turns into a master spider.

These spiders are berserk, meaning that they run towards the nearest figure (be it hero or monster) and attack it. They will never leave the area.

If one player falls into the well

You jump into the well, down through the corridor

Place the adventurer on the north side of area 6

Area 9

As you open the door, a ball of flames passes before your eyes, crushing the wall. There are two rooms on each side, with monsters fighting each other within them. Your arrival seems to introduce a truce between them, at least until you're dead

Area 10

Murloak is here, finally. The dragon is sleeping when you open the door, but its minions attack you and the noise awakes it. "Who are you, impudent!" shout it, before attacking

The master dragon here is Murloak. He has the same statistics as an ordinary master dragon except that his armor is 6, he has 4 extra wounds, and he has the fear 3 ability instead of fear . Murloak is also immune to stun, poison, web and burn

If the heroes defeat Murloak

The creature that burnt your entire town lies before you, dead. This won't bring back the dead, but at least they are avenged. You swear over the dead dragon body that Enamouchon will be rebuilt.

The heroes gain 4 conquest tokens for killing Murloak.
They have finished their quest