

AGE OF DARKNESS



DESERT OF HELLSCAR

Prologue

XANDROSS'S CALL

The Undead King is slain. News of this important victory in Amira has sent ripples throughout Daren. But as you yourself have witnessed, the Darkness has many ways to seep into the world of Drunagor...

While some of the realms of Daren choose to extend their celebrations and begin to plan the rebuilding of their towns and the collection of the upcoming harvest, the Darkness still roams in hidden corners of the continent. Subtly, the enemy now yearns for the most inhospitable, unoccupied, and unprotected places... The next blow against the realms of Daren will not aim directly at its heart as the Undead King did, but rather at the flanks. Breeding in the most desolate places, the enemy will return—and any retaliation from the free peoples will come too late.

Thus has the corruption come to the distant land of Hellscar. Its magnificent capital, many-spired Shadday, ruled by the Efreet Sultan Xandross, has become the last bastion of the free peoples in that sun-scorched land. Though the Efreeti are considered by many to be a mysterious and unreliable people, the Jewel of Hellscar—as the glittering city is known—has always welcomed all visitors, especially vendors and traders from the farthest corners of Daren and even, sometimes, from the Distant Lands. “Gold is gold, it matters not whose hands it comes from or why,” the Shaddayans say. Even as the inhospitable desert became a battleground between the unruly darkness and those who call that region home, Shadday still honors its heritage and keeps its gates open to all refugees—and makes preparations to aid its allies.

And they do come, arriving daily in greater numbers. Haggard and worn, one cannot tell if they are exhausted by their hasty escape, by the unprepared crossing of the desert, or if what marks their faces is a reflex of the dread that they experienced as they witnessed the massacre haunting the scorching sands of Hellscar. There are so many in flight that it is hard to isolate the many dialects one now hears from the cluster of tents spreading across the Great Bazaar. But despite all of their differences, they all

understand each other, for never before have they all felt that they belonged to the same people—the living.

When the first battles broke out, the Sultan and his ministers gathered and began to develop plans for a campaign to reconquer the desert. Combining the warrior spirit of the people of Shadday—and all the gold its vaults can afford—with volunteers among the refugees, they quickly assembled a militia for the fight in the desert. As certain as the sun shines every day, your name was soon mentioned in the councils of war. Your presence was requested with all honors due to your victory in Amira. But you cannot help but worry that this is only one of the many people of Daren who will need such aid.

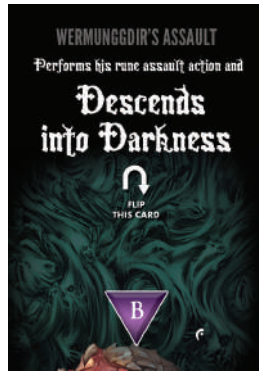
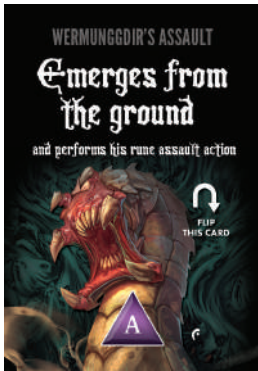
Every arrangement was made by the Shaddayans, and your journey is quicker and more comfortable than you could have expected. Before you know it, you have been received by Sultan Xandross and his ministers, his most skillful commanders brandishing their swords in a show of respect. You are honored by the most plentiful feasts that royalty can provide and presented before a whirlwind of dignitaries and luminaries. But you still manage to find time to stroll the streets of the beautiful city, where you witness the feeling of despair you have come to know so well. Soon, the refugee-soldiers are trained and ready to march into the desert and reclaim the lost trade routes and villages. Most of the men and women in this new legion are humans, but a considerable number of Draconians, Efreeti, and Dwarves also gather under its banners—for they know that this cause does not belong to one single people, but to all of Daren...

New Mechanics and Rules

NEW MECHANIC – ASSAULT

A new Rune card called “Wermunggdird’s Assault” will be used in the Adventures of this expansion.

The Wermunggdird’s Assault card represents an invasion of the battlefield by the terrifying Lord of Hellscar, who will try to chase down and defeat the Heroes. Just like the Darkness Hunting card, it has two sides, one representing its emerging, the other representing its return to the underground.



When Wermunggdird appears, place it in the area occupied by the Strongest Hero. All characters in that area are pushed to a square adjacent to the worm’s miniature, chosen by the Party Leader. Then, draw a Rune from the bag and apply the effect described for that Rune in the chart below. When it descends, draw a Rune and apply the effect, then remove Wermunggdird from the board.

When the targets of an effect are not specified, Wermunggdird behaves in the same manner as a Monster. So, if it were to perform a STRIKE 1, it will target the area with the most Heroes for that attack.

Likewise, whenever an effect adds a Darkness tile or Offspring to the board, it is up to the Party Leader to choose which square adjacent to Wermunggdird to use. Remember: Darkness tiles are always added pursuing the Strongest Hero (or other Darkness Behavior described for that Adventure).

As long as Wermunggdird is on the board, it is immune to all damage and effects.

Wermunggdird's Assault



- 🔥 **BODY PUSH**
 STRIKE 1 AREA ADJACENT TO WERMUNGGDIRD, DEALING **TWICE X DMG** TO EACH HERO OR PET INSIDE OF IT.
- 🧪 **ACID SPIT**
 ALL HEROES SUFFER **POISON X**.
- 🌑 **CORRUPTED BY DARKNESS**
 MANIFEST A RUNE AND ADD TWO OF ITS RESPECTIVE DARKNESS TILES TO THE BOARD. THEY SPAWN FROM A SQUARE ADJACENT TO WERMUNGGDIRD.
- 🦷 **SHARP BITE**
 STRIKE 2 AREAS ADJACENT TO WERMUNGGDIRD, DEALING **X DMG** AND **BLEED X** TO EACH HERO OR PET INSIDE OF IT.
- 🐛 **SPAWN WORMS**
 SUMMON UP TO **X** WERMUNGGDIRD'S OFFSPRING - **ROOKIE** ADJACENT TO WERMUNGGDIRD.

CONDUCTING YOUR CAMPAIGN AFTER FORGING THE WEAPON OF THE ANCIENTS:

The Weapon of the Ancients is a powerful artifact (*Epic Equipment*) which may or may not be acquired during the second adventure of the Desert of Hellscar Expansion, “Mysteries in the Mountain.” We recommend only reading this clarification if you are instructed to do so during that Adventure. **If you are reading this section without that instruction, we suggest that you skip it to the next topic, otherwise, be warned that you may find unwanted spoilers!**

If you were the voluntary Hero...

If you were the Hero who volunteered for martyrdom so that the Weapon of the Ancients could be forged, unfortunately we have good news and bad news for you.

The bad news is that we strongly suggest (and feel free to follow this suggestion or not as you see fit) that your character has truly sacrificed themselves so that the weapon could be forged. Neither you nor any other member of your party may use that character again in Campaign Mode. This adds a “gritty” layer of realism to your story, and, indeed, a true Hero would be willing to give their body, heart, and soul so that Wermungdir might be redeemed.

The good news is that you can still continue your adventures with your friends exactly where your last character left off by choosing a new Hero from those available and giving them the same level benefits that your character had at the moment of their sacrifice. Thus, your progress as a player remains the same when you choose to perform the sacrifice, and the only real penalty—or in better words, the real price—is letting go of that dear character. Unfortunately, it takes an egg to make an omelet, right?

If you choose to conduct your Campaign in this way, during the next Camp Phase you will choose your new character and unlock **4 Class Abilities; 4 Level 1 Hero or Dungeon Role Skills; and 2 Level 2 Hero or Dungeon Role Skills**. After that, return all the Equipment your character had to their respective decks and then **choose 1 Equipment card from each Camp deck (Level 1 to 3)**.

In terms of “roleplaying,” this new character is one of your companions who has been fighting the same battles as you, just on another front—but who would never refuse the call to join your party when their help is needed!

After making this choice and upgrading your abilities, proceed with the Camp Phase as normal. You still receive the rewards for completing the adventure, along with your companions.

WERMUNGDIR AS AN OVERLORD:

The back side of Wermungdir’s Status Card carries an Overlord version of him. You can choose to face Wermungdir as your opponent whenever you would be called to summon an Overlord during any Adventure of the *Chronicles of Drunagor* series.

Overlords are formidable enemies with similar mechanics to Bosses and Commanders (*you can find details about them in the Rulebook*).



EXPANSION ICON

Every card and piece in this expansion is marked with the icon for **The Desert of Hellscar** Expansion to distinguish its components from the cards and pieces of the Core Box *Chronicles of Drunagor: Age of Darkness*.



LEVELING UP!

Desert of Hellscar is intended to be a sequel to the main Campaign of the *Age of Darkness* Core Box and thus, in order to play it, you must have concluded that first.

Otherwise, if you are adding a new player (and a new character), or wish to jump straight to it without passing through the first Campaign, you must to level up accordingly.

All characters must have received by now: **4 Class Abilities; 4 Level 1 Hero or Dungeon Role Skills; and 2 Level 2 Hero or Dungeon Role Skills**. Also, **choose 1 Equipment card from each Camp deck (Level 1 to 3)**.

CHAPTER 01 - The Charge of Several Peoples

Across the trackless dunes, the last legion of Shaddy winds its way towards the oasis chosen for a forward encampment. Many, like yourself, are unaccustomed to the harsh conditions of the desert, and the line of soldiers soon stretches to the horizon. Thankfully, casualties are few, and resistance nonexistent, and nearly the entire legion accomplishes the crossing. As the legion forms ranks again, you look out over the shifting sands. Dark clouds loom low in the sky despite the daylight hours, generating confusion among the ranks. Are these clouds a prelude to the long-awaited miracle of rain—or another evil manifestation of the Darkness?

Ahead of you, the great desert is dominated by ragged plains and rocky ravines, hand-molded with the utmost zeal by titans in ancient days, according to local legend. Creeping through breaks in the cliffs or rising through sinkholes in the sand, you see the corrupted offspring of Wermunggdir approach. They have noticed your arrival, and driven by an insatiable bloodthirst—now the only sensation they know—they boil out of the lifeless sands and hammer into your lines. Before the second wave hits your soldiers, the swarm of worm-like monstrosities has grown to cover everything you can see, the dust raised by their passage taking on the appearance of a sandstorm.

The enigmatic Sultan Xandross had foreseen this. The great numbers of your foe was an insurmountable advantage in

the small-scale skirmishes fought in the desert until now. Only a large confrontation could rebalance the odds.

The Sultan had carefully chosen the site of battle. The Hellscar Ravines would channel the hideous creatures and focus their numbers. This would not be a battle for territory. Rather, a desperate attempt to threaten, distract, and delay the Wermunggdir's defenses in a hopeless battle, while the best warriors (such as you) find a way into its lair to confront it.

You sense the tension in your companions, their fearful glances flash under their helms, and hands in lobstered gauntlets shake. Growls of despair slip from stern facades as the waves of vile things threaten to wash over the brave volunteers below. Finally, the moment has come: Rising up, your tiny detachment plunges into the flank of the squirming horde through an almost imperceptible gap. Yard by yard, enemy by enemy, your spearhead thrusts deep into the seemingly endless ranks of Wermunggdir's children—with you at the very tip.

You know that thousands of lives will be lost on the field behind you before the end of the day. But it is only thanks to the sacrifice of those brave desert men and women that you will have an opportunity—and probably the only one—to turn the tables in this conflict. Ahead of you, a pocket opens amidst the chaos of fighting and torment. You take a last, deep breath, and plunge in toward your goal...

SPECIAL MECHANIC – WERMUNGGDİR'S ASSAULT (REPLACES DARKNESS SPAWNING RULE):

During this Adventure, Wermunggdir, the Corrupted Wurm will appear briefly to attack the Heroes. Place the **Wermunggdir's Assault** Rune card with side "A" face up at the end of the Initiative Track and the **Wermunggdir's Assault** board beside the Monster Status board.

When the Initiative Marker reaches the Rune card, if the Rune card side "A" is face up, you must: place Wermunggdir's miniature on the board in the area occupied by the Strongest Hero. Shove any character occupying its squares. Then, draw a Rune and resolve its effects as described on Wermunggdir's Assault board. Afterwards, place the Rune on its respective slot on top of the Initiative Track.

If the Rune card side "B" is face up, instead, you must: draw a Rune and resolve its effects as described on Wermunggdir's Assault board; place the Rune on its respective slot on top of the Initiative Track; and then remove Wermunggdir's miniature from the board.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

RECALL ACTION CURSE PENALTY - DOUBLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

The diagram shows three dungeon trays labeled 'DUNGEON TRAY - 2', 'DUNGEON TRAY - 3', and 'DUNGEON TRAY - 1'. Tray 2 contains tiles DH-C1-F, DH-B3-F, B1, W2, DH-B2-F, and W2. Tray 3 contains tiles G1, W2, DH-1F-F, B5, and B4-B. Tray 1 contains tiles W4, G1, E2-B, G3, and G3. A legend below lists the items and their counts: B1 (1 BM - Champion), G1 (2 GM - Champion), I1 (1 Interaction Token 1: Page 10), I2 (1 Interaction Token 1: Page 12), C1 (1 Chest Token), W2 (2+; 2 WM - Champion), G3 (3+; 2 GM - Champion), W4 (4+; 2 WM - Champion), and B5 (5+; BM - Champion).

DUNGEON TRAY - 2

DUNGEON TRAY - 3

DUNGEON TRAY - 1

- B1** 1+ : BM - *Champion*
- G1** 2+ : GM - *Champion*
- I1** 1 Interaction Token 1: Page 10
- I2** 1 Interaction Token 1: Page 12
- C1** 1 Chest Token
-
- W2** 2+ : 2 WM - *Champion*
- G3** 3+ : 2 GM - *Champion*
- W4** 4+ : 2 WM - *Champion*
- B5** 5+ : BM - *Champion*

AFTER THE ADVENTURE - GALLERIES OF THE SANCTUARY

You cannot help but stand in awe of the galleries of Wermungdir's sanctuary. Despite the incalculable age, the architecture is robust, powerful, seemingly built to last forever. Passing through the shattered doors, you enter a domed structure much like a crypt or a small chapel. The chamber cannot be more than a few meters across. There are none of the golden chandeliers or lifelike statues that you are used to finding in similar locations across Amira here. Rather, intricate and beautiful frescoes adorn every wall. The once-vibrant colors have faded over uncounted time, and the edges are tainted by a strange stain that cannot be paint or tar (and which you definitely have no desire to touch...).

The images depict an amazing variety of peoples—mostly human, but other races as well—all dressed in the flowing garments of the desert dwellers but with unusual colors and adornments. They are shown kneeling as though begging for succor. At first, it seems that the object of their veneration is an array of canyons, but you soon realize that it is a huge spiral body ending in a gaping maw. It must be a depiction of your next adversary, and you pray that the size is an "artistic overstatement" by the devout followers of Wermungdir.

The battle still rages outside, and you know that it's only a matter of time before more enemies appear. You must press on, through the only passage you can find: down an ancient stairway to deeper chambers.

Beyond is a dizzying warren of new tunnels and small rooms that leaves you bewildered. At last, you discover a sloping corridor that appears to lead into the deepest entrails of Hellskar Ravine. You can barely hear the echoes of the battle and storm above you, and the closing gloom forces you to rely on torchlight.

You press on for what seems like hours, through progressively narrower and increasingly less artfully-crafted galleries. You finally find a cave pocket where you can stop to rest. It has been a long day, and your campaign has just begun...

REWARDS:

Take the [Dragonbone Wand](#), [Frozen Tears of Alagast](#), [Staff of Gravity](#), and [Wormscale Breastplate](#) cards from this expansion's Epic Equipment deck.

KNOWLEDGE FOR THE SETTING: THE DESERT OF THE GREAT SCAR

Named the Hellskar Desert for the immense ravine that slashes its way through much of the region, this territory is marked by trackless sand and treacherous hardscrabble scree fields. Its ominous dust clouds are a haven for many myths, peoples, and dangers. To survive in these scorching dunes—and for those who do this is almost a metaphor for the desert itself—you must reach a balance. In this place, life and death, sun and shade, safety and danger all walk hand in hand through a delicate ecosystem of tiny oases scattered in a wild and inhospitable vastness. But while it appears severe and indomitable, many have learned how to face Hellskar, and to respect it with the same fervor with which they have learned to fear it.

Scattered across this immeasurable sandy wasteland, a few seasonal settlements have developed, following the natural patterns of the water, the flora, and the fauna of this place. People have established ways of navigating by the dunes to reach specific outposts at specific times of the year, chasing the rare rains that fall here. Of all those who have struggled in this unforgiving clime, humans have shown the greatest capacity to adapt to its hazards and even to prosper, despite the hardships of this sun-kissed land.

Existing in effective isolation from one another, the various bands and family groups developed an extraordinary variety of diverse cultures. Some groups sought ways to become sedentary and abandon the nomadic lifestyle. Some devoted themselves entirely to a life of raiding and pillaging. There are both patriarchal and matriarchal societies; clans, castes, and kings; vegetarians by choice and scavengers by necessity. Truly, no other region offers a more diverse myriad of cultures and peoples. But this variety has made it impossible for these widespread communities to gather under a single flag, even though the harsh environment forces most interactions between them to be peaceful and cooperative.

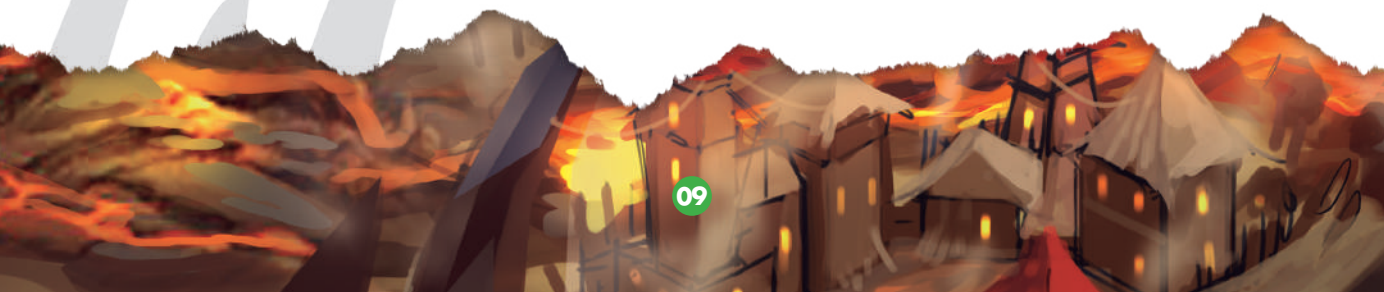
For centuries, this reality endured throughout the Old Times. Then the unknowable Efreeti appeared upon the border of Hellscar. There are none among the mortal races who know from whence these creatures came, or why they appeared. But it was clear from their numbers that they intended to stay. Naturally resistant to heat, these beings exhibited unparalleled knowledge of metallurgy and other sciences, as well as incomparable knowledge of the people and realms throughout Daren. Quickly, they spread across the land, and under the enlightened sultanship of Shaddanay, they conquered a broad swath of territory on the very edge of the High Dragons' domain. The Sultan decreed that the desert should belong to his people, and the ancient balance of Hellscar was threatened.

In the beginning, Shaddanay's followers rejected the peaceful ways of the desert societies. Abusing their technological superiority, the Efreeti subjugated the people of Hellscar and dragged them—in chains—to the shallow valley they had chosen for the construction of their capital: the future "Jewel of the Desert" and the Sultan's most prized possession. Thousands of lives were sacrificed in toil under the most deplorable conditions, but Shadday's monumental walls of stone and bronze rose into the sky. Some claim that it was flesh and blood that formed the mortar between the stones. Soon, the Efreeti were seen as a common enemy to all the desert peoples.

Moved by the plight of Hellscar's peaceful inhabitants—and concerned by the rapid and seemingly unstoppable progress of the untrustworthy Sultan—the High Dragons resolved to intervene, before the Efreeti could prove to be an even greater threat. Emerging from their lofty peaks, a flight of dragons descended upon the nearly-completed capital of the Efreeti, and a savage war erupted between Shaddanay and the True Lords of Daren. The carnage was unimaginable. After months of bitter fighting, and mounds of fallen warriors on both sides, the High Dragons proved too mighty for their rivals. Shaddanay, the Dire Sultan of Hellscar, was captured and forced into exile. His court was disbanded. His people stripped of their leadership.

Over the succeeding generations—and there have been many—the lust for conquest among the Efreeti has grown weaker. Now, centuries after the Great Defeat, the self-declared descendants of Shaddanay have once again assumed the mantle of rulership, guiding the Jewel of the Desert in a new direction: not as a monument to oppression and conquest, but a massive trading center. The riches of the desert flow through the city gates by caravan: gems, spices, gold, kuffa (a dark, bitter drink that enchants all who taste it), and silks, though the gods alone know from whence such exotics originate. These rare and extremely expensive goods are demanded all across Daren, and thanks to the privileged location where Shadday was constructed, it has become the unbreakable link between these desert resources and the peoples who desire them. Through diplomacy and commerce, the Efreeti of Shadday—and the heavy purses of Elves, Dwarves, and humans of the continent—have ushered in a new era of prosperity and opulence.

Peaceful relations with all of the peoples of Daren for generations have finally displaced the frightening reputation of the Efreeti. However, among the nomads and wanderers of the desert, the distrust and grudges of their ancient feuds still hang over the land, like a stubborn fog that never lifts entirely. This is the true legacy of the Dire Sultan Shaddanay. In truth, though centuries have passed, the Efreeti continue to maintain most of the customs they inherited from their long-abandoned homeland, and in this way they are little different from the other great realms of Daren. Just as other nations have their radicals and malcontents, there are some among the Efreeti who still yearn for the bygone days of glory, the "Golden Days" of Shaddanay's rule. But they are a small minority, who little understand the truth of those distant days, when Daren was a very different place than it is now.





THE OASIS SCULPTURE

Centered on a broad platform of stone and hoary with age, a weathered clay sculpture stands as tall as a man. Shaped like a coiled earthworm, the statue stares into an ancient stone basin. Careful examination reveals the stains of faded paint beneath an excess of dust and vestiges of what appears to have once been an elaborate flower garland around the base of the cracked figurine. You also find very old runes that can still be read.



DH31
OFFER SOME
COINS AS TRIBUTE



DH11
READ THE
INSCRIPTIONS ALOUD
(PATH OF MYSTICS OR DEVOTION)



LEAVE THE SCULPTURE
AS IT IS



PUSH THE FRAGILE-LOOKING
SCULPTURE



READ THE INSCRIPTIONS
IN SILENCE
(PATH OF MYSTICS OR DEVOTION)



THE UNUSED BRIDGE

Ahead, you see a deep ravine. It would take more time than you have to find a way around it. Fortunately, a rough-hewn wood and rope structure stands nearby: a suspended bridge. The rope is tangled and staked to the ground by a rude wooden post: a crude mechanism to control the bridge.



DH61

CHECK FOR THE
TANGLED ROPE



DH81

CHECK THE
TANGLED ROPE



DH51

CHECK THE
TANGLED ROPE



DH91

CHECK THE
TANGLED ROPE



DH71

LOOK OVER THE CLIFF

CHAPTER 02 - Mysteries in the Mountain

Hours have passed since you first entered the labyrinth of subterranean galleries. Somehow you believe that the battle still rages above you—perhaps the fact that you have not been overrun by Wermungdir's spawn.

You have followed several ravines and crossed terrible gorges with bottoms far beyond your ability to see, through twisting tunnels of every conceivable dimension and length, through corridors of carved stone and expertly-laid masonry. Ever deeper into the unknown you have descended.

In the higher levels, many of the passages were dressed stone and showed the mark of deliberate and conscious hands. But more and more you encounter galleries and pockets that could only have been scoured and molded by cylindrical bodies. Wermungdir's home must be near, you think.

Your knees complain of the many bumps and unending steps long before you finally enter a cavernous hall unlike any of the passages you have found thus far. Built into the sloping ledge of an air pocket festooned with stalagmites and stalactites, it appears to be some kind of crypt or temple,

judging by the curving walls and domed ceiling, guarded by a set of rusting gates, swinging loosely.

The subtle sound of running water echoes through the vast maze, and something about the place makes you think of an abandoned settlement. You pause for a moment in silent awe before a hint of motion at the very edge of your torchlight reveals that you are no longer alone...

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WINNING AND LOSING THE ADVENTURE:

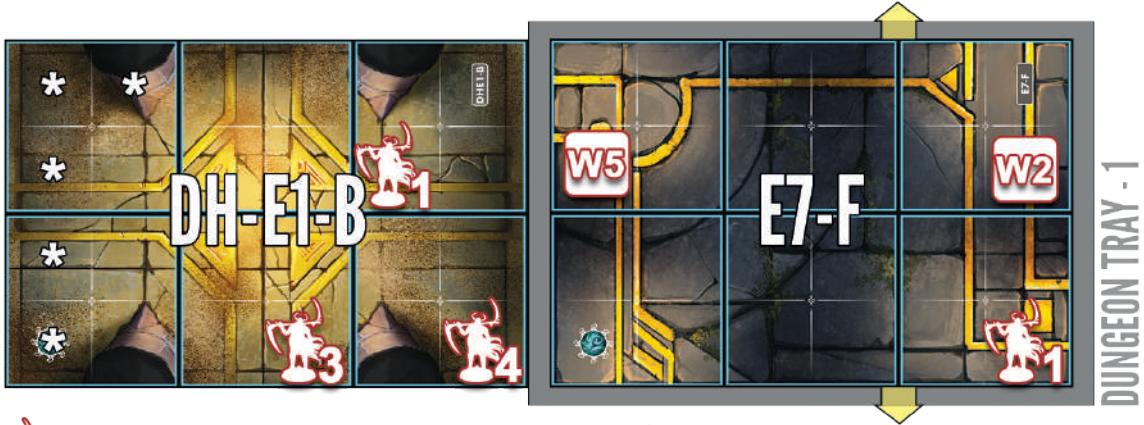
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EVENT TRIGGER - THE GUARDIAN

When the last enemy is defeated, read "Special Event - The Guardian" at the bottom of this page.

START THE ADVENTURE:

After you have completed the following Setup and read these instructions, you may begin to play the Adventure.



1 2 GM: Executioners - *Champion*

2+: WM - *Champion*

3 3+: GM: Executioner - *Champion*

4 4+: GM: Executioner - *Champion*

5+: WM - *Champion*

SPECIAL EVENT – THE GUARDIAN

You finally defeat the last of the monsters, and luckily just before the light of your torch goes out for good. You go to retrieve it and relight it, when you realize that there is some other source of illumination, and once again, that you are not alone...

Turn to page 22. You face a dilemma: As a group, you and your partners must choose one option and proceed to its




resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken.



Depending on the resolution you take, Alalgar will show one of three paths available to the next part of this Adventure. Before building any Setup, make sure that you are following the one you are instructed to.

THE NORTH PATH (A)

For a moment, you imagine that your destiny is to be buried alive in this quaking temple, when the wall to the north crumples thanks to Alalgar's interference. Taking advantage of a brief break in the curtain of dust, you cover your face and ignite a second torch—a decision that soon proves to be wise...

Add the following Setup:

- B1** BM - *Champion*
-  GM: Executioner - *Champion*
-  1 Interaction Token 1: Page 24
-  1 Chest Token

-  2+: 2 GM: Executioners - *Champion*
-  3+: GM: Executioner - *Champion*
- B3** 3+: BM - *Champion*
- W4** 4+: WM - *Champion*
- B4** 4+: BM - *Champion*
- W5** 5+: 2 WM - *Champion*

DUNGEON TRAY - 2





THE SOUTH PATH (B)

It appears that your demise is going to come in this night-haunted hall as the ceiling begins to collapse under the rumbling earthquake. Fortunately, Alalgar's interference causes a section of the south wall to collapse, and ducking through a curtain of falling dust you promptly ignite another torch—a decision that soon proves to be wise...

Add the following Setup:

ENDGAME TRIGGER

When the last enemy is defeated, the Adventure ends. Proceed to the Camp Phase and read "After the Adventure – Pocket Camp" on page 20.

-  2 GM: Rotten Flesh - *Champion*
- B1** BM - *Champion*
-  1 Chest Token

-  2+: 2 GM: Rotten Flesh - *Champion*
- W2** 2+: WM - *Champion*
- G3** 3+: GM - *Champion*
- W3** 3+: WM - *Champion*

- B3** 3+: BM - *Champion*
- W4** 4+: WM - *Champion*
- B4** 4+: BM - *Champion*
- W5** 5+: 3 WM - *Champion*



THE SOUTH PATH (C)

It appears that your demise is going to come in this night-haunted hall as the ceiling begins to collapse under the rumbling earthquake. Fortunately, Alalgar's interference causes a section of the south wall to collapse. The specter's hoarse cry of rage draws your attention to him, and your heart sinks as you see him gathering shadows about him. As you have seen many times before, clouds of Darkness manifest around him, taking the form of a towering Shadow Knight. Wasting no time, you duck through a curtain of falling dust and quickly light another torch—a decision that soon proves to be wise...

Add the following Setup:

ENDGAME TRIGGER

When the last enemy is defeated, the Adventure ends. Proceed to the Camp Phase and read **"After the Adventure – Pocket Camp"** on page 20.



- 2 GM: Rotten Flesh - *Champion*
- 1 BM: Shadow Knight - *Champion*
- 1 Chest Token

- 2+: 2 GM: Rotten Flesh - *Champion*
- 2+: 2 BM: Shadow Knight - *Champion*
- 3+: 2 BM: Abominations - *Champion*
- 4+: 2 WM - *Champion*
- 5+: 2 WM - *Champion*

SPECIAL EVENT - FORGING THE WEAPON OF THE ANCIENTS

You have learned of the Weapon of the Ancients—a tool that may help purify Wermungdir—and the terrible price that must be paid to forge it, and you know that you must pay it. If there is a chance, however remote, to redeem the guardian of the desert, you must take it. As soon as you give your consent, Alalgar blows an ancient horn lying next to the forge. As the notes echo from the walls, ghostly Draconians take shape around you, much like the spectral guardian, appearing in every corner in great numbers. They march soundlessly, their feet never touching the ground, compelled to serve long after death in a grim procession. Astonishingly, other than their slight translucence and faint bluish glow, you would swear that those creatures were still alive, especially as the hands that manipulate the tools and worktables are as physical as your own. Noting your surprise and fascination, Alalgar explains: “This is the great power of these ancient halls. The eldritch energies of the High Dragons causes the flesh and the spirit to become one.”

Dumbstruck, you watch the wonders that surround you. With the care of master craftsmen, the Draconian smiths charge the furnaces, ignite the forges, and using nothing but magical energies fill the crucibles with dark, gleaming ores unlike any you have laid eyes on before. While one team handles the materials, the focus of another is to arrange a massive mold floating above a worktable, manipulating it despite the distance between it and their spectral hands. You watch as the mold opens, peeling back like a metallic wrapping from what appears to you a blue-tinged fire. “Behold! The last of the Arcane Knots of Enrad!” Alalgar announces. “The physical manifestation of a magical power so great and condensed so tightly, that the metaphysical becomes touchable!”

The work continues for hours, but you do not tire, so engrossing is every detail of the process. There is plenty of time for you to rest, to listen and tell stories, to recall your past adventures, and, ultimately, to say goodbye.

The powerful rune magic of this place is so mighty, that work that would have required weeks for mortal hands is completed in hours. Manipulated by the Draconians, the Arcane Knot dances gracefully in the air, slowly unfolding and assuming a new shimmering shape which Alalgar assures you will mold and cool the molten ore. Only one element remains to complete the process. Slowly, understanding of his meaning dawns upon you.

With the same preternatural silence that has marked all of their works, the spectral Draconians finalize their chores, closing in around the great worktable, which has taken on the appearance of an altar in your eyes. In chorus, they turn their incorporeal faces toward you and Alalgar, awaiting the resolution. “It is time...” the Guardian emphasizes. No more words need to be said. A champion knows what must be done and does it promptly. Saying goodbye one last time,

they walk to the great runestone table, smiling timidly, and lay down upon it. Alalgar stands nearby, ready to deal the ultimate stroke with a spectral dagger forged from the same shimmering energy as the Arcane Knot. Unable to bear the misery of the scene, you look away, tears brimming in your eyes. Your ears, though, strain to hear the unmistakable, horrifically final sound of a blade piercing flesh... but the sound is never heard.

“It is done,” Alalgar says when he realizes that your face is still averted. “Blood is merely a metaphor. The spectral blade can pierce any armor, clothes, or skin, but it strikes only the spirit and leaves the body untouched. The sacrifice has been made. You may honor the mourning.” You finally turn to the worktable. For a moment, you cannot believe that a corpse is lying there, so completely untouched is the body of your companion, a slight smile on their face and their hands crossed over their heart. Where you expect to feel sadness, seeing them in such plenitude and glory brings you peace.

The spectral dagger, anointed with the soul of your companion, condenses into another Arcane Knot in Alalgar’s hands. Solemnly, he passes it to one of the Draconians, standing near the forge in utter silence. The worker quickly takes the precious material to the open mold, pouring it inside as one would pour a jug of priceless wine. Indescribable colors and sparkles flutter around the mold for a moment. Suddenly, the Draconians take up a runic chant with voices hoarse from eons of disuse, the first sounds they have made since their appearance. They begin moving around the mold in a strange, spasmodic dance.

Again, you are overcome by fascination at the process unfolding around you. The haunting chant and dance mesmerizes you, but the process is brief—no longer than it would take to roast a rabbit. In the end, all of the Draconians drop to their knees in a posture of worship. From within the mold, you see a curious form float upward. It is a formidable looking piece, crafted from a black material and adorned with writhing, shimmering runes that gleam with latent potency. The Weapon of the Ancients is ready. It drifts slowly into Alalgar’s hands, and you are struck by the odd realization that he is able to hold it in his spectral hands. He gazes at it wistfully for a moment before passing it along to you. “As I said, here there are no borders between what is mundane, arcane, and spiritual.” You feel the weapon come to rest in your hands, just as able to wield it as the specter was.

“There will be time to marvel, champion, but that time is not now,” Alalgar interrupts you as you examine the construct reverently. Every detail of the piece represents the finest craftsmanship you have ever witnessed. “Put the weapon away and prepare yourself. Follow me. I will lead you to another hall, where you may mourn your companion and continue your path. I am thankful that you have trusted me, and I trust that you, in turn, will purge the corruption that has tainted this land.”

The Adventure ends here. Give one of the players the **Weapon of the Ancients** Epic Equipment card. In the **New Mechanics** section of this Expansion, you will find additional guidelines on how to conduct the Campaign after a volunteer has offered themselves for the forging of the Weapon of the Ancients.

You may now proceed to the **Camp Phase** for a long and undisturbed rest. Read **“After the Adventure – The Catacombs of Glory”** below.

AFTER THE ADVENTURE - THE CATACOMBS OF GLORY

Passing below a great stone arch and out of the Cold Forge, Alalgar guides you through the darkness until a faint light—just as bluish—greets you. A series of arcane sconces guard a great domed hall. Unlike most of the walls you have found this deep, the walls and columns here seem untouched by time and deterioration. Clearly, this is another important structure in this complex of the High Dragons.

Between the sconces, you see deep alcoves forming cubic chapels some three meters deep, adorned with beautiful statues. Each rests upon a sort of pedestal, decorated with a plaque of some bronze-like material. You examine the extraordinarily life-like statues, clad in finery and armor of astounding craftsmanship and quality. You cannot help but wonder: are these the bodies of others who, like your companion, sacrificed themselves for the forging of weapons like the one you now carry?

As though reading your thoughts, Alalgar speaks: “Beyond the realms of the arcane, the High Dragons were wise in alchemy and all other things, as they used to say. My people inhabited these ruins for over a century, serving Wermungdir and reflecting on the wisdom that the Old Ones left behind. There is much that still remains a mystery to me. I have read runes that reveal that flesh, coal, and even diamond are composed of the same substance, which grows hard or soft depending on the heat and power that you apply to them. This is something that only High Magic can attain, of course, and as such I cannot say if it is truth or not. But like you, it is the only explanation I can find for these statues dressed so finely.”

Your mind drifts, mulling over the specter’s words, and a small smile escapes your lips. Despite all of the tension that you still feel, you think about the idea of transforming people into diamonds.

“These catacombs were built to protect the memory of every noble sacrifice made here. Know that for your companion it will be no different. Now, I urge you: rest here while it is safe. For your journey still has hard steps that must be fulfilled.”

You promptly set up camp. Although your spirit still mourns for your loss, you feel remarkably calm, and when you close your eyes you quickly descend into a deep, restful slumber, more peaceful than any you have enjoyed since the crisis began so many weeks ago.

There is no sun here to tell you if it is night or day when you finally awake, feeling completely refreshed. Alalgar, still watching over you from nearby, offers these final words as he points the way to another passage, descending into darkness: “Remember this champion. You must face Wermungdir. But the final blow cannot be dealt by any weapon other than that imbued by the power of the Ancients. Any other way, and you will only kill my master’s corrupted flesh, without releasing his spirit...”

REWARDS:

Each player chooses and unlocks a Level 1 **Hero Skill** or **Dungeon Role Skill** for their Hero.



AFTER THE ADVENTURE - POCKET CAMP

That last battle took a toll on you. Your body drags and your mind is in scarcely better condition, especially as your thoughts keep turning unbidden to musings about the battle on the surface. It is quite likely that the conflict has reached its conclusion. You pray that your last instructions were followed, and those brave men and women have fallen back, sparing as many lives as they can.

You continue your descent for a few more hours, finally discovering a cavernous grotto where you can easily keep watch. A sluggish underground stream wanders nearby, and it seems an ideal place to make camp. Alas, a restful sleep is not what you get for your troubles. Your enemies harass you unceasingly, and—every now and again—you hear a rumbling roar echoing from the cavernous depths, shocking you to wakefulness. Is Wermungdir aware of what is happening in his night-haunted realm? Surely he is just another creature with no conscience like any other shadow-tainted monster?

Aware that your questions must remain unanswered for now—and that the answers would not impact your next step in any way—you grudgingly rise and prepare for the next

march. You managed to snatch a few hours rest at least. Besides, by this point in your battle against the Darkness, you're used to how things work.

REWARDS:

Each player chooses and unlocks a Level 1 Hero Skill or Dungeon Role Skill for their Hero.

KNOWLEDGE FOR THE SETTING – HELLSGAR'S CUISINE

To the professional adventurer, a hot meal or a well-slept night is almost as rewarding as buried treasure or a defeated monster! Carrying pounds and pounds of equipment through a whole day of marching is exhausting, especially when tied to the task of setting up a tent and building a lasting fire. In these crucial moments, one can truly realize the importance of those tiny comforts of day-to-day life that we never give their proper value.

Believe me: There is nothing better than tin plates and utensils to serve a nice stew cooked in a good bronze pot. The stories they tell about the wonders of impaling a fish with a stick and holding it over a fire—all lies! Improvisation in a moment of need will never replace the privileges of comfort. After all, don't they say that the best seasoning is hunger?

The provisions organized by Shadday are the first that have made you truly feel the value of these small comforts, you conclude as you unwrap them from your bag and prepare your meal. The smell of spices that circulates through the bazaars of the Jewel of the Desert are impressive, and practically absent from the rest of Daren. Once they were introduced to you, you quickly insisted on having travel meals prepared with them. The most remarkable flavors are cinnamon, cumin, saffron, and black pepper—all of which you have tried for only the first time since arriving here.

Your new favorite meal is "cuscus." In a nutshell, it's like porridge, but thick as soup, with a pale, subtle flavor. Good cuscus has hints of saffron, with a salty touch contrasted with the subtle sweetness of chopped almonds. It's served on an open-faced bread with a nice mutton stew with lemon and mint sauce. Completing the tableau is the most common drink here: a mint tea that you can't decide whether you prefer hot or cold since it's so good either way. To help with digestion, a small "feqqua" ball made from almonds and a nice, bitter sip of the dark kuffa drink to cut the sweetness of the feqqua, and that's it. Now you could sleep until you receive a kiss from your charming prince (or princess)!

AFTER THE ADVENTURE - THE DRACONIAN CATACOMBS

Passing below a great stone arch and out of the Cold Forge, Alalgar guides you through the darkness until a faint light—just as bluish—greet you. A series of arcane sconces guard a great domed hall. Unlike most of the walls you have found this deep, the walls and columns here seem untouched by time and deterioration. Clearly, this is another important structure in this complex of the High Dragons.

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As though reading your thoughts, Alalgar speaks: “Beyond the realms of the arcane, the High Dragons were wise in alchemy and all other things, as they used to say. My people inhabited these ruins for over a century, serving Wermungdir and reflecting on the wisdom that the Old Ones left behind. There is much that still remains a mystery to me. I have read runes that reveal that flesh, coal, and even diamond are composed of the same substance, which grows hard or soft depending on the heat and power that you apply to them. This is something that only High Magic can attain, of course, and as such I cannot say if it is truth or not. But like you, it is the only explanation I can find for these statues dressed so finely.”

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You promptly set up camp. You feel remarkably calm, and when you close your eyes you quickly descend into a deep, restful slumber, more peaceful than any you have enjoyed since the crisis began so many weeks ago.

There is no sun here to tell you if it is night or day when you finally awake, feeling completely refreshed. Alalgar, still watching over you from nearby, offers these final words

as he points the way to another passage, descending into darkness: “The day I never dreamed would come is here. My hands that once served my liege now guide the invaders who are here to take his life. Though it saddens me greatly, I know that it is the best for all of the people of Hellscar, including those that I belonged to in life. Follow thy way, adventurer, and may the stars of the Ancients guide and enlighten you.”

With a renewed sense of certainty in what you are about to do, you descend into the dark.

REWARDS:

Each player chooses and unlocks a Level 1 Hero Skill or Dungeon Role Skill for their Hero.



THE GUARDIAN

With a start, you realize that a ghostly shape has been watching you in silence during the last moments of your ordeal—and done nothing to help you. But it does not seem to intend to block your way. Once it realizes it has finally caught your attention, the spectral form glides elegantly toward you. With the hoarse voice of one who has memory of speech but no throat to utter the words, it speaks:

“Well met, the champion who enters the House of Wermunggdir. In life, my people called me Alalgar, and of all my kin I was chosen to be the Wurmspeaker—the anointed and holy one who would have the eternal duty to be the intermediary between we mortals and the Master Who Dwells. I must warn you: in our culture, to step upon these holy tiles without permission was a transgression repairable only with blood. But the times have changed, and maybe what was once a pathway to sin may now be the first steps on a path to redemption. I pray thee, open your heart and tell me sincerely: what do you seek here?”



**YOU TRY TO AVOID
TELLING YOUR PURPOSE**



**YOU DECIDE TO IGNORE ALALGAR
AND LOOK FOR A PASSAGE**



DH22

YOU FACE HIM
AND TELL HIM TO MOVE OUT
OF YOUR WAY



DH02

YOU SAY YOU'VE
COME TO HUNT
WERMUNGGDIR DOWN

THE COLD FORGE

Immediately before you rests a forge of timeless age. As far as your eye can follow, it weaves its way in and between the crumbling masonry of this place, its chimneys lost into the ravines above. The bellows and coals have long lain cold, and the scent of antiquity hangs over everything here. Archaic runes written in a long-lost tongue adorn the worktables. But most mysterious is the block of a curiously-worked mold that floats, unsupported, before you. Something about it is frighteningly similar to the Seeds of Darkness. Soundlessly, Alalgar's spirit materializes again. "I congratulate you for getting this far. It wasn't an easy task, though, and it was not the hardest you must face today. That forge before you was crafted by the most skilled craftsmen of the past with but one single purpose: to forge weapons that would be wielded by the chosen of the High Dragons in their battle against the Darkness. Any arms forged here have the power to purify even the most corrupted of creatures, including the master whom I serve." As you hear Alalgar's words, your heart begins to beat faster. You can barely control the racing thoughts that sail through the oceans of possibilities that such a weapon could offer in the fight against the Darkness. But as the specter continues, your heart sinks: "Be not excited so quickly. The price to use this forge may, I'm afraid, be too high. For to conjure up the ancestral enchantments that allow such a weapon to be imbued, the blood of a martyr must be spilled. For a true hero, there is no sacrifice so noble as when the cause is just. Such a sacrifice once done cannot be undone. But death need not be the end of the road. Among you, is there one pure of heart, who has the necessary courage and willpower to give their life for a chance to save Wermungdir?" The specter's words strike you like a blow from a Shadow Knight's blade. You ponder your options before giving him your answer.





DH23

**YOU MISTRUST THE STORY AND CONFRONT ALALGAR
SACRIFICES DON'T SEEM TO BE
THE WAY OF THE OLD ONES**



DH03

**YOU RESPECTFULLY REFUSE THE OFFER
A HERO IS WORTHIER ALIVE**



DH13

**YOU OFFER YOURSELF IN SACRIFICE
(ANY HERO PRESENT MAY
CHOOSE THIS OPTION)**

CHAPTER 03 - The Lair of Darkness

You renew your journey through the never-ending wonders that are the temple of Wermunggdir, confident that the passage goes always ahead and always downward. You feel as though you are diving into a bottomless lake of darkness, and you have never been so thankful for having a torch's flickering light. The silence here is more unsettling than calming.

As the hours pass, you notice a subtle change in the air, which grows hotter and more humid, like walking into a steam bath. The ground under your feet becomes more earthy, the stone tiles becoming more sparse. The walls show less and less of the long-abandoned masonry and more of the disturbingly curved earth...

As you trudge along, you can't help thinking of the brave and worthy individuals who gave their lives so you could reach this place. You feel an undefinable weight in your heart. Responsibility? Anxiety? Sorrow? Guilt? The feeling cannot be explained away, and spurs on your sense of growing urgency. As you are lost in your thoughts, you barely notice a curious orange light that appears up ahead. Have you reached the lair of Darkness? As you contemplate this thought, a horrible roar, cadaverous and diabolical, pierces your hearing like a dagger and forces all of your hairs to stand on end. Your host awaits, and does not seem to appreciate your delay...

SPECIAL MECHANIC – WERMUNGDIR'S ASSAULT (REPLACES DARKNESS SPAWNING RULE):

During this Adventure, Wermunggdir, the Corrupted Wurm will appear briefly to attack the Heroes. Place the **Wermunggdir's Assault** Rune card with side "A" face up at the end of the Initiative Track and the **Wermunggdir's Assault** board beside the Monster Status board.

When the Initiative Marker reaches the Rune card, if the Rune card side "A" is face up, you must: place Wermunggdir's miniature on the board in the area occupied by the Strongest Hero. Shove any character occupying its squares. Then, draw a Rune and resolve its effects as described on Wermunggdir's Assault board. Afterwards, place the Rune on its respective slot on top of the Initiative Track.

If the Rune card side "B" is face up, instead, you must: draw a Rune and resolve its effects as described on Wermunggdir's Assault board; place the Rune on its respective slot on top of the Initiative Track; and then remove Wermunggdir's miniature from the board.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

RECALL ACTION CURSE PENALTY - DOUBLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

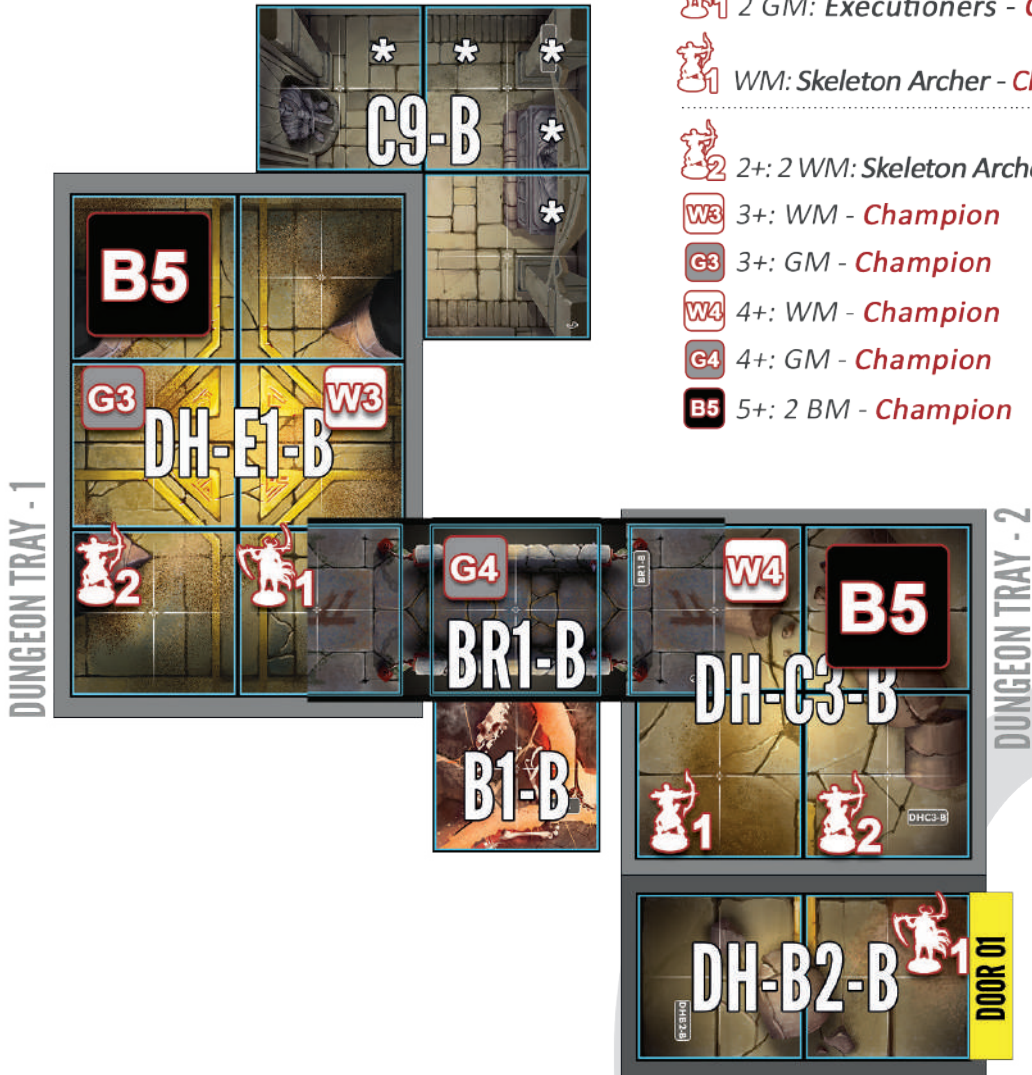
The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup and read these instructions, you may begin to play the Adventure.

ADVENTURE TIP - ALTERNATE ENDINGS

This is the final adventure for the *Desert of Hellscar* Expansion. Over the next few pages, you will find the narrative for the ending of this campaign, which may be different depending on the choices you have made along the way. Be careful not to peek at them by accident and receive an unwanted spoiler!



2 GM: Executioners - *Champion*

WM: Skeleton Archer - *Champion*

2+: 2 WM: Skeleton Archers - *Champion*

3+: WM - *Champion*

3+: GM - *Champion*

4+: WM - *Champion*

4+: GM - *Champion*

5+: 2 BM - *Champion*

CHAPTER 03.1 - Confronting Wermungdir

The fighting was so intense that you are amazed that the ground itself did not collapse under the tremors caused by every roar from Wermungdir, who seems bent on destroying the structure around you. As you dispatch the last of your adversaries, you enjoy a brief moment of relief. Then, you feel a quiver in the ground below your feet. Was it just your imagination? All at once, the ancient stone slabs begin to crumble around you and slide into uncountable sinkholes that appear everywhere at once. The worm was digging beneath you!

Your sense of direction is utterly lost, as you spend an endless time sliding into a sinkhole, completely unable to control your own descent. You desperately try to protect your head with your arms as you feel yourself thrown about in every direction, buffeted by every imaginable boulder as they cascade down around you. Your only, desperate wish is that nothing pointy hits you as you fall.

Just as suddenly as you were swallowed by that rolling hell you tumble to a stop and you feel firm ground holding you up again. You reflexively cough up the earth and dust that you swallowed during your descent, adding to the immense cloud of dust that envelops you, so thick that you can barely see a foot in front of you. Not able to trust your eyes, you are not sure how much faith to have in your ears either: You hear—loudly and clearly as though it was right next to you—the terrifying sound of Wermungdir gnashing its teeth. The corrupt, fetid breath assaults your senses as you desperately claw through your backpack in search of another torch. Thankfully, you find one: always faithful, always present.

You leap to your feet and set fire to your torch, struggling to compose yourself as the dense rain of dust and sand begins to settle around you. In the shadows up ahead, you see the vague outline of some enormous, hideous thing slowly rising up. It can only be the Hellscar Wurm. You know that the fateful hour is now upon you. With a deep sigh, you gather up your second wind—you're going to need it!

Remove all of the Heroes from the board, along with all Monster and Rune cards on the Initiative Track. You can also unmake all Setups. Then, make the following preparations:

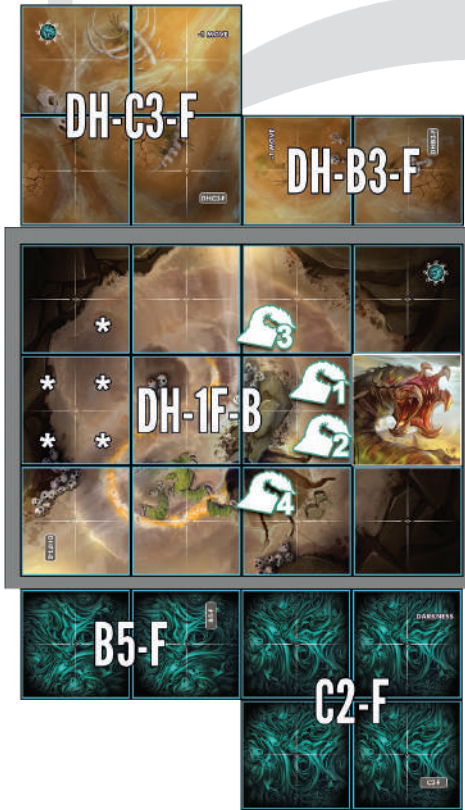
- Place each of Wermungdir, the Corrupted Wurm's Attack cards on the Initiative Track in the position corresponding to the Rune shown on the card.
- Flip Wermungdir, the Corrupted Wurm's Boss Monster board face-up and set his initial Health: it has 30 Health per player.
- Each Hero recovers all of their Health and takes a Free Recall Action.
- FOCUS, SHIELDS, and any other Resource tokens the Heroes have are kept for this encounter. Remove any Conditions affecting the Heroes.
- Remove all Trauma Cubes that the Heroes are holding and add 10 Health to Wermungdir for every cube removed by this effect.
- Remove all Curse Cubes that the Heroes are holding and add 2 Health to Wermungdir for each cube removed by this effect.
- Draw 5 Runes, but do not place their respective Darkness tiles on the board.
- Build the encounter Setup as shown on the next page.
- When Wermungdir, The Corrupted Wurm is defeated, read **"End of the Adventure - Good Wurm, Bad Wurm"** on page 31.

After you have completed these preparations, read the encounter instructions on page 30 and begin the encounter.

May the true champion of Hellscar prevail!

NEW ADVENTURE GOAL:
Defeat Wermungdir, the Corrupted Wurm.

DUNGEON TRAY - 3



- Wurm Offspring - *Rookie*
- Wermunggdur, the Corrupted Wurm

- 2+: Wurm Offspring - *Rookie*
- 3+: Wurm Offspring - *Rookie*
- 4+: Wurm Offspring - *Rookie*



IMMUNE TO:

THICK HIDE: PREVENT 1 DMG FROM **AND**

Wermunggdur

The Corrupted Wurm

110	120	130	140	150		160	170	180	190	200
10	20	30	40	50		60	70	80	90	100

0 1 2 3 4 5 6 7 8 9

BOSS ENCOUNTER: FACING THE CORRUPTED WURM

The final battle against Wermungdir is about to begin! Before you proceed, make sure you have completed all of the setup steps described on page 28.



Earthquake

For each orange Rune on the Initiative Track, Wermungdir targets 1 Hero (*always the Strongest ones first*) and deals twice that number of Runes of damage and KNOCK DOWN. If a Hero manages to prevent all damage that would be dealt to them in this way, as normal, they also do not suffer KNOCK DOWN.



Sandswim

Wermungdir targets 1 area (*blue square*) for each blue Rune on the Initiative Track (*it always chooses the areas with the greatest number of Heroes first, then the Strongest Heroes*) and deals twice that number of Runes of damage.



Shadow Spawn

Draw a Rune and place its respective Darkness Tile growing towards the Heroes, sprouting from a square adjacent to Wermungdir's miniature of the Party Leader's choice.

After that, summon two Wermungdir's Offspring - Rookie monsters on squares adjacent to Wermungdir (the Party Leader chooses which ones). They arrive with only 3 Health instead of 9.



Swallow

Wermungdir emerges in the farthest Hero's area and occupies it (*this is called Cave-In*). All characters inside that area are Pushed aside to a square adjacent to the wurm (the Party Leader chooses which square each one of them is dragged to). Then, it **swallows** that Hero.

A swallowed Hero is transported to a square of its choice on the DH-B1-F Map and immediately takes FATIGUE 2 (this is non-preventable), X damage, and POISON X where X is the number of green Runes on the Initiative Track. If a Hero manages to prevent all damage that would be dealt to them in this way, as normal, they do not suffer POISON. While on this map, they **cannot** be targeted by any of Wermungdir's attacks or **any** of their allies' Skills, as if they were in another area entirely. That Hero is still able to attack Wermungdir without any range penalty or restrictions.

Whenever Wermungdir's Health reaches a number divisible by 10 (50, 40, 30,...), it regurgitates **all** of the characters currently swallowed into squares adjacent to its miniature, chosen by those Heroes.



Wermungdir's Boss Status

Whenever Wermungdir receives any Condition, it is resolved when the Initiative token reaches this card. At this time, it takes all damage and effects of those Conditions and then remove them from its board.

SPECIAL TRAIT: THICK HIDE

Wermungdir prevents 1 damage from most sources of damage that would harm it. This applies to Weapon Attacks (⚔), Spell Attacks (⚡), and Reaction effects (⚡). Condition damage, however, is applied normally.

First example: If Wermungdir has BLEED 3 at the moment the Rune reaches its status card, it will suffer 3 damage and remove all 3 BLEED tokens as normal.

Second example: If Wermungdir is hit by two +0 HIT Weapon Attacks with BLEED 1 from a weapon with a base damage value of 3, it will take 2 damage and BLEED 1 from each of the attacks. Since Thick Hide works only against damage, it does not prevent Wermungdir from gaining any Condition that it is not immune to.

END OF THE ADVENTURE - GOOD WORM, BAD WORM

The final battle against Wermungdir could have two victorious endings based on the choices you made throughout this Campaign.

When the final blow against the worm is landed, you must determine the cause of this last point of damage in order to read the proper ending for your adventure. If Wermungdir loses its last Health point due a Weapon Attack delivered by a Hero wielding the Weapon of the Ancients, you must read [Adventure Conclusion #02](#), on page 33.

However, if this last Health point is taken by any other source of damage, even if it originated from a Hero wielding the Weapon of the Ancients, read [Adventure Conclusion #01](#), on page 32.



CONCLUSION #01: WERMUNGDIR HAS BEEN...

The battle rages long beyond what you thought were the limits of your endurance. Several times you have been tested, and each time—though you were surrounded by enemies or even inside Wermungdir’s gullet—you managed to overcome the challenges and rise victorious! The colossus that once received the admiration and prayers of all the nomadic peoples of Hellscar for generations now lies lifeless at your feet. Its gigantic carcass oozes blood, and even now you can hear the agonized howls of its despairing offspring in the distance. Suddenly, with a dry booming sound, they all go silent at once. You realize that Wermungdir’s offspring were tied to their parent in some way, and that by defeating it, you have also defeated them, likely annihilating its armies on the surface as well.

Ah! The surface! In a flash, you remember the battle for the Hellscar Ravines. A smile turns the corner of your exhausted face as it occurs to you that those battles—or rather, last stands—would not need to be repeated. Victory has come at great cost but it was only possible thanks to those volunteers who sacrificed their lives up above. You feel sorrow for the many lives that were lost so that your mission could be completed, but you are gladdened to think of the many lives and the peaceful people of Shadday who would be spared a similar fate. Despite the thrill of victory, though, you remain shaken for having been forced to destroy such a wondrous creature that, despite its horrifying appearance, truly was magnificent.

If what your spectral guide Alalgar told you about the life cycle of Hellscar is to be believed, the desert will surely suffer for the loss of Wermungdir, and the fragile ecosystem of that sun-scorched land may face utter extinction. Yet,

those who call this land of endless sand their home have always been a resourceful people, and even this harsh ordeal will leave them stronger for it. For the first time in many generations, they have been forced to fight as one, and you can only hope that this lesson in selflessness will carry forward. You pray that the elders who are the leaders among these people will learn that in times of hardship it is the young and the ordinary who formed ranks together. Yes, something inside tells you that the future of Hellscar will be promising. There will be problems, of course, there always are. But you’ve come to trust that in the moments of the worst crisis, events like the Battle for Hellscar Ravine and the sense of unity that they create will guide them to overcome their differences.

In the end, you decide, this is your greatest reward. When the desert people remember this battle—and they will remember, at least once a year for the next few decades—they will remember the hero who led them and faced Wermungdir, guiding them to ultimate victory. They will remember you, and your name will be eternal in their history, living on for generations and bringing pride to their grandchildren, great-grandchildren, great-great-grandchildren...

With that comforting thought, you begin the long march back to Shadday.

KNOWLEDGE FOR THE SETTING – AMIDST SAND AND RUINS

The true history of Hellscar is little known by its residents, even by the Efreeti scholars of Shadday. The Jewel of the Desert is, undoubtedly, the largest city standing in this sandy vastness. But over the generations, roaming adventurers who have become lost in the desert have often reported finding ruins of other great cities buried in the cavernous dunes, some overshadowing even glittering Shadday.

The origin of those ancient civilizations remains a mystery, however. The few tombs that have been explored reveal vestiges of the architecture of the Old Times, said to date back to before the cataclysmic conflict between the Dire Sultan Shaddanay and the High Dragons. Runic writing is all that remains of the language of those powerful beings of the past, and curious carvings hint at the existence of a reptilian folk—very different from the Draconians of your day—who appear to have served them.

Had the High Dragons visited Hellscar before the Great Defeat of the Efreeti? Were these underground ruins strongholds that they abandoned, constructed with the arcane architectural techniques known only to dragonkind, built on the toil and sweat of an enslaved people now long extinct? Were the High Dragons truly the heroes of legend, or were they merely conquerors who won their battles and wrote history to their liking?

The answers to these questions may be disturbing. Perhaps it is good that they are still a long way from being found...

CONCLUSION #02: WERMUNGDIR HAS BEEN...

The battle rages long beyond what you thought were the limits of your endurance. Several times you have been tested, and each time—though you were surrounded by enemies or even inside Wermungdir's gullet—you managed to overcome the challenges and rise victorious! Despite all of the difficulties you have endured, you strike the final blow with the Weapon of the Ancients, following the careful instructions given to you by Alalgar, ready to prove that the impossible can be achieved with the right measure of determination.

Before you, Wermungdir writhes in its death throes, its gaping maw disgorging both the sharpest and the dullest growls you have ever heard. Unable to fully comprehend what your eyes are witnessing, you keep your guard up as the corpulent worm struggles and squirms over the sandy ground, crushing pillars and walls and the carcasses of its own offspring, sometimes slumping into the very holes that it dug itself in its desire to annihilate you. As you watch, you fear that the process will kill the creature, and all of your sacrifices will have been in vain. Then, you begin to see black wisps of shadowstuff seeping from the wounds inflicted by your hand. The serpentine coils slither alongside the beast's blood. To your astonishment, the wounds in its hide begin to close, and a flowering of luminous energy—so pure that you feel yourself calming just to look at it—begins to bath the creature in a comforting embrace.

The purification process through which Wermungdir is suffering clearly causes the creature intense agony. So much, that you cannot imagine any mortal being could survive it. It is as if the creature were being transformed into its own funeral pyre. Perhaps this is the true lesson of the Old Ones, when they so often repeated that fire destroys and cleanses at the same time. The phenomenon before you, both grim and divine, continues for what seems forever. But in time, the agonizing growls weaken little by little—like a bear that is exhausted from fighting against the trap that has snared it—and Wermungdir is too drained to struggle further, collapsing to the ground. For a brief moment, you fear that the beast may indeed be dead. Perhaps it could not withstand the painful purging. You feel sorrow rising within your heart at the realization that your companion may have sacrificed themselves for nothing...

Hesitantly, weapons at the ready, you creep toward Wermungdir's snout to search for any sign of life. You have taken only a single step, though, when the creature begins to move again. With solemn and ponderous motion, it slides across the sand, raising its body in the manner that snakes do, and gently curves its neck down until its face and mouth—which up to now had been used only to hurt you and devour you—is level with your face. Amazed that the creature can perform these movements in such a blissful manner, you cannot imagine that it is a threat. All at once, you lower your weapons, which clatter to the ground. It makes no sense to you to confront the majestic creature again.

At that moment, the calmest voice you have ever heard echoes in your mind. There is something hauntingly familiar about it, as you hear a simple, but infinitely meaningful, "Thank you." Your mind whirls as you look at the Weapon of the Ancients for confirmation of your suspicions. The gleam that once glimmered so strong and shimmering across the surface of the weapon has faded, now nearly imperceptible. You realize that your companion's fate was never to be bound to a weapon, a permanent remembrance of violent times and a symbol of death, but rather committed to the establishment of a new balance. A new incarnation, reborn to continue the spiritual evolution of the world of Enrad. Wermungdir the Hellscar Wurm is now also the hero you have known, one of those champions who has given all they are to protect the lands of Daren from the pernicious influence of the Darkness.

If what Alalgar told you about the life cycle of Hellscar is to be believed, that wurm imbued with such a pure and selfless soul will continue, through its offspring, to patrol and protect the desert land. It will doubtless continue to ensure the rotation of fertile lands and the cycle of river springs and floods. For thus has been its duty since the time of the High Dragons. The peoples of Hellscar will certainly have a promising future. With that comforting thought, you say goodbye to your old friend and worthy companion once more, and begin the long march home...



The Adventure Interactions

- **#DH01: Read the inscriptions in silence (Path of Mystics or Devotion)**

As you scan the runes with your eyes, you realize that the inscriptions are ordered as verses instead of prose, and if read with the proper rhythm, they would compose some kind of prayer.

The sculpture remains intact and another Interaction may be performed by another Hero this round or by any Hero in a later round.

- **#DH02: You say you've come to hunt Wermungdir down**

Sensing something trustworthy in his words, you readily answer: "I've come to hunt Wermungdir, who now serves the Darkness under its corrupted command. Its offspring advance across Hellscar, unstoppable, aiming solely for the destruction of all free peoples." The demeanor of the specter does not seem to change after hearing your statement. Curiously, he proceeds with his questioning: "Your prowess is unquestionable, champion, however, I would ask if you know the complete story, or only that part that has been conveniently shared with you? Truth be told, for countless generations, Wermungdir has been responsible for renewing the deep earth, chewing the hardest rocks that no pick could break. It is only thanks to the processes of his body that the lands above grow fertile, that settlements can rise and stand up to the passage of time. The galleries dug by his efforts allow the water that has pooled in the sand to seep into the earth and drip, ever so patiently, to become the springs that feed the rivers. You accuse him of bringing corruption and death, but everything he has done for centuries has been to create life. As important as the rain is to the green fields, such is Wermungdir to the desert. Do you really believe that hunting him will solve the problems of the surface?" The specter watches you expectantly, waiting for an answer:

a) You show sympathy for the story, but emphasize your intent to destroy Wermungdir. (Go to #DH19)

b) You show sympathy for the story and give up your intent to destroy Wermungdir. (Go to #DH29)

c) You confront Alalgar and accuse him of lying, because the Darkness has already reached here. (Go to #DH49)

- **#DH03: You respectfully refuse the offer
A hero is worthier alive**

Your expression of joy soon melts and without a second thought, you quickly answer: "Alalgar, I understand that Hellscar needs such a hero, just as I understand the Wermungdir's importance to all the peoples who dwell here. However, my experiences have shown me that a good warrior is more worthy alive than dead. I'm sorry, but no weapon is worth that price." Alalgar's spectral face goes rigid and a hint of surprise quickly fades to disappointment. "I am deeply sorry, champion, but I understand. A sacrifice of this nature could never be made without complete and willing commitment. You have come this far, and I can see that your heart has good intentions. For well or ill I will lead you to the Inner Chambers, from where you may proceed until you find Wermungdir. Again, I congratulate you on your deeds, and wish that wisdom and luck will guide your path in your battles to come."

The Interaction and the Adventure ends here. You may proceed to the Camp Phase and read "After the Adventure – the Draconian Catacombs" on page 21.

- **#DH11: Read the inscriptions aloud (Path of Mystics or Devotion)**

As you scan the runes with your eyes, you realize that the inscription is ordered as verses instead of prose, and if read with the proper rhythm, they must compose some kind of prayer. Despite what must be a heavy accent for such an ancient tongue, you manage to utter the words perfectly, and it appears that they do not reach deaf ears. A faint breeze rustles over you, filtering through the ravines. To your surprise, the head of the statue shakes loose and falls, the clay shattering beyond any possibility of repair. At first, this seems a tragedy, but then a curious cloud of emerald fog emerges from the cracked statue, enveloping you in a shimmering embrace.

Each Hero takes a Free Recall Action.

-
- **#DH12: You try to avoid telling your purpose**

You do not feel that you can trust the figure, so you try to stall him with your words: "The truth, noble sir, is that I am lost! I entered the galleries by mistake. I am on a quest for riches, and trusting that my flawed instincts would find a way, I arrived here by chance." Alalgar's features do not move, and he answers in the same ghostly tone: "I cannot remember if I had a good sense of humor when I was among the living, so I cannot say if you speak the truth or if you jest. However, if what you say is true, I shall not hinder you. But I advise you to return to whence you came, for in the galleries below you will find nothing but death."

Alalgar vanishes before your eyes and the walls around you begin to crumble into powder, raising a cloud of dust and gravel. A passage is revealed to you. Follow the Setup procedure for **The South Path (B) on page 16.**

- **#DH13: You offer yourself in sacrifice (Any Hero present may choose this option)**

You see that the situation cannot be avoided and your choice is clear: "Alalgar, I have come this far and I do not intend to turn back now. If this is the price to pay to give the desert peoples a chance to save their protector and continue the fight for Daren, then it is with sorrow but also with pride and honor that I offer my life as sacrifice so that we may emerge victorious in this battle!" Alalgar's rigid, spectral face frowns with faint surprise, then a hint of a smile appears on what were once his lips. "Blessed be thou, oh champion! Your good will honors me and brings me joy! Rest assured that thy memory shall always be kept by me. Thankful I may be, however, I must ask you a second time: Are you willing to offer your life so that the Weapon of the Ancients may be forged? By this process, your spirit will forever be bound into the weapon, and your lifeless form cannot be returned to life by any known power. For you, it is the end of your journey in this incarnate form, however your spirit may be remembered while the weapon is wielded." Hearing Alalgar's ultimate proposal, you may:

a) Affirm your decision to accept the offer and start the forging process for the Weapon of the Ancients, aware that, unfortunately, it will lead to your sacrifice and the binding of your soul to the equipment that will be forged.

If you decide to do this, read the "Special Event – Forging the Weapon of the Ancients" on page 18.

b) Thinking back to your first decision, you change your mind about the sacrifice, deciding that you can better face Wermunggdur by trusting to the prowess of you and your companions. (Go to #DH03)

-
- **#DH19: You show sympathy for the story, but emphasize your intent to destroy Wermunggdur**

The specter's words touch your heart, but you feel that you must choose the lesser of two evils. With that in mind, you give answer: "I understand what you say, Alalgar, and I am deeply sorry. However, now that the Darkness has reached him, the only thing that Wermunggdur can bring is sorrow and ruin, and I must prevent it. I know that those who survive will have to find a new way to prosper in the desert, but if I do not end the corruption, they will have no future to fight for." The specter seems to hear each of your words perfectly. However, he remains silent for a long moment. You cannot penetrate his undecipherable expression when he finally answers. "I see how noble your heart is, hero, and this is the valor that I was searching for in a champion. The hour is dire indeed, and perhaps some other way toward the light may be found. But this is not the moment for such discussion. To the north, there is a passage that will lead you to the ancient forges. Though cold today, they were in the past responsible for giving life to the magnificent relics that the High Dragons forged for the battle against the Darkness. If you can reach it, perhaps we may still find some way to aid Wermunggdur..."

Alalgar vanishes before your eyes and the walls around you begin to crumble into powder, raising a cloud of dust and gravel. A passage is revealed to you. Follow the Setup procedure for **The North Path (A) on page 16.**

- **#DH21: Push the fragile-looking sculpture**

Certain that it is a symbol of ill omen, you push your shoulder into the statue and force it over. The clay strikes the ground, shattering beyond any possibility of repair. To your astonishment, the broken shards melt before your eyes, as though eons of time passed all at once. Faster than you could have imagined, there is only a black and shapeless mass of a type you know too well...

This interaction space becomes a Darkness Spawn Point. Add the **Darkness Hunting Rune card to the end of the Initiative Track.**

- **#DH22: You face him and tell him to move out of your way**

Based on your previous experiences, ghosts are rarely friendly, and indeed, Alalgar's intentions seem suspicious at the least. Rising up and holding your tone steady, you answer "What I have come to this place to do is no business to a specter who serves such a vile creature. Move out of my path or perish, as your corrupted master

shall perish!" You make your words sound as strong and imposing as you can. But even though you stare at him with all of the fortitude you can muster, the specter does not move back or even blink. Swallowing your threat, he answers, "Then you are a fool. Your success has taught you only poor manners. For your arrogance and pride, I shall exterminate you promptly. May your blood serve as an offering to my master and may your soul be lost forever to the Darkness!"

Alalgar vanishes before your eyes and the walls around you begin to crumble into powder, raising a cloud of dust and gravel. A passage is revealed to you. Follow the Setup procedure for **The South Path (C) on page 17.**

- **#DH23: You mistrust the story and confront Alalgar. Sacrifices don't seem to be the way of the Old Ones**

Suspicious of the specter's attitude from the beginning, you listen distrustfully to his yarn about sacrifice. You decide to confront him: "You said nothing about this weapon when first we met, Alalgar. If your intentions were true, you would not have kept such a secret. I believe that you seek to deceive me, and lead me to my own death!" Alalgar's rigid, spectral face frowns with a hint of surprise. "I apologize if I have given the impression of deceit, champion, but that was never my intention. It is true that I hid some details from you, but only because I feared that you would not be brave enough to follow this path if you knew that it would lead to such a terrible, though necessary, decision. At no time have I had any intention to sabotage you or your path, and I assure you that, no matter what decision you should make, I will lead you to the Inner Chambers, from which you may proceed until you face Wermunggdir." The specter's apologies seem sincere, and your suspicions are somewhat reduced. Still, the first question is in need of an answer:

a) You respectfully refuse the offer. A hero is worthier alive. **(Go to #DH03)**

b) You offer yourself as sacrifice. (Any hero present may choose this option.) **(Go to #DH13)**

- **#DH29: You show sympathy for the story and give up your intent to destroy Wermunggdir**

The specter's words touch you deeply. You find the foundations of your beliefs have been shaken. Uncertain of what you should do, you respond to him: "I did not understand the truth about the life cycle of the desert. Knowing as I do now the role of Wermunggdir, I cannot help but conclude that you must be right. Running the creature down will not only fail to solve the corruption that taints the Hellscar, but may also compromise the lives

of future generations. But what can we do? We must find some solution." The specter seems to hear each of your words perfectly. However, he remains silent for some time. You cannot penetrate his indecipherable expression when he finally answers you. "I see how noble your heart is, hero, and this is the valor that I was searching for in a champion. I pray that you can hold on to your convictions during the challenges that are still to come, for your determination will be put to the test before they are done, and if you alter your path, it may end in failure. To the north, there is a passage that will lead you to the ancient forges. Though cold today, they were in the past responsible for giving life to the magnificent relics that the High Dragons forged for the battle against the Darkness. If you can reach it, perhaps we may still find some way to aid Wermunggdir..."

Alalgar vanishes before your eyes and the walls around you begin to crumble into powder, raising a cloud of dust and gravel. A passage is revealed to you. Follow the Setup procedure for **The North Path (A) on page 16.**

- **#DH31: Offer some coins as tribute**

You toss a handful of coins into the cracked basin. Suddenly, a gust of wind surges through the ravine. To your surprise, the head of the statue breaks loose and falls to the ground. The clay shatters beyond any possibility of repair.

Nothing special happens.

- **#DH32: You decide to ignore Alalgar and look for a passage**

Alalgar waits patiently for a few moments while you study the ruined walls around you, aided by the spectral shimmering that the guardian provides. After watching you for a while, he breaks the silence to question you again: "You invade my home, defile the ancient sacred places, hear my humble plea, and still you decide to ignore me. Is this really your answer?" The specter's insistence demands that you take another action:

a) You say you've come to hunt Wermunggdir down. **(Go to #DH02)**

b) You try to avoid telling your purpose. **(Go to #DH12)**

c) You face him and tell him to move out of your way. **(Go to #DH22)**

d) You keep on ignoring Alalgar. **(Go to #DH39)**

- **#DH39: You keep on ignoring Alalgar**

"As you wish," the specter says in a subtle way as he fades into thin air. Your previous social experiences suggest that he was disappointed by your answer, but you cannot say for sure since Al Algar never showed any expression at any time, even when you completely ignored him.

Al Algar vanishes before your eyes and the walls around you begin to crumble into powder, raising a cloud of dust and gravel. A passage is revealed to you. Follow the Setup procedure for **The South Path (B)** on page 16.

- **#DH41: Leave the sculpture as it is**

You look at the sculpture and feel a shiver down your spine, but you move on.

Nothing special happens.

- **#DH49: You confront Al Algar and accuse him of lying, because the Darkness has already reached here**

You were suspicious of Al Algar from the beginning, having learned that the Darkness often disguises itself in friendly faces only to deceive its victims and destroy them at the worst possible moment. With this thought in mind, you confront him: "Everything you say is quite beautiful, Al Algar, but I suspect that they are the fallacies of a deceiver. I have seen how easily your people have embraced the corruption, and how little they truly care for Wermungdir, for all of his sanctuaries are long abandoned. If what you said were true, the corruption would never have reached him. Stop your lies and tell me the truth!" You make your words sound as strong and imposing as you can. But even though you stare at him with all of the fortitude you can muster, the specter does not move back or even blink. Swallowing your threat, he answers, "Then you are a fool. Your success has taught you only poor manners. For your arrogance and pride, I shall exterminate you promptly. May your blood serve as an offering to my master and may your soul be lost forever to the Darkness!"

Al Algar vanishes before your eyes and the walls around you begin to crumble into powder, raising a cloud of dust and gravel. A passage is revealed to you. Follow the Setup procedure for **The South Path (C)** on page 17.

- **#DH51: Cut the rope directly**

With a single swipe, you cut through the rope. A loud crack breaks your concentration, as the stray end of the bindings nearly lashes across your face like a whip. With

a thunderous rattle, the bridge descends, hitting the ledge on the other side of the gorge before shattering. A new makeshift path presents itself.

Add the following Setup:



B1 BM - **Champion**

1 Chest Token

G2 2+: GM - **Champion**

W3 3+: 2 WM - **Champion**

G4 4+: GM - **Champion**

G5 5+: GM - **Champion**

- **#DH61: Remove the stake, while trying to hold it**

Gathering as much strength into your arms as you can, you pull the stake from the ground. Leaping like a serpent, you see the pulley mechanism fly with the rapidly uncoiling rope, wrenched by the weight of the ancient bridge...

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have gives a +2 bonus to your roll.

SUCCESS: *Slowly, you allow the bridge to lower. It reaches perfectly to the ledge on the other side of the gorge. A new safe path is formed ahead.*

Add the following Setup:



B1 BM - *Champion*

1 Chest Token

G2 2+: GM - *Champion*

W3 3+: 2 WM - *Champion*

G4 4+: GM - *Champion*

G5 5+: GM - *Champion*

FAILURE: *The ropes fly through your hands despite your effort, tearing the flesh from your palms. You suffer 2 DMG and 2 Fatigue. Meanwhile, the bridge slams into the ledge on the other side of the gorge, shattering before your eyes. A new makeshift path presents itself.*

Add the following Setup:



B1 BM - *Champion*

1 Chest Token

G2 2+: GM - *Champion*

W3 3+: 2 WM - *Champion*

G4 4+: GM - *Champion*

G5 5+: GM - *Champion*

- **#DH71: Look over the cliff**

Overcoming a dizzying sensation of vertigo, you carefully peer over the side of the cliff. You notice the rocky structure of the gorge, and discover, just a few yards below you, a thin natural stone passage that spans the canyons below where the bridge would hang above.

Nothing special happens and another Interaction may be performed by another Hero this round or by any Hero in a later round.

- **#DH81: Check the stress on the rope**

The tautness of the rope draws your attention. You approach it and examine it carefully, trying to avoid touching the parts that appear most badly worn. You realize that the rope is under a lot of pressure, and any sudden movement could cause it to snap and the bridge would certainly fall very quickly and hit the ledge on the other side of the ravine abruptly.

Nothing special happens and another Interaction may be performed by another Hero this round or by any Hero in a later round.

- **#DH91: Check the integrity of the wood**

As you approach the bridge to examine it more closely, a mild odor of rotten wood tickles your nose. Though there is little rain here, you have no way to know how long this bridge has sat unused in this position, and you know that without proper maintenance, such an object is doomed to decay. You conclude that the wood, though apparently firm, must have seen better days.

Nothing special happens and another Interaction may be performed by another Hero this round or by any Hero in a later round.



SPECIAL BATTLEGROUND - The Lost Battle

SPECIAL MECHANIC – WERMUNGDIR’S ASSAULT (REPLACES DARKNESS SPAWNING RULE):

During this Adventure, Wermungdir, the Corrupted Wurm will appear briefly to attack the Heroes. Place the **Wermungdir’s Assault** Rune card with side “A” face up at the end of the Initiative Track and the **Wermungdir’s Assault** board beside the Monster Status board.

When the Initiative Marker reaches the Rune card, if the Rune card side “A” is face up, you must: place Wermungdir’s miniature on the board in the area occupied by the Strongest Hero. Shove any character occupying its squares. Then, draw a Rune and resolve its effects as described on Wermungdir’s Assault board. Afterwards, place the Rune on its respective slot on top of the Initiative Track.

If the Rune card side “B” is face up, instead, you must: draw a Rune and resolve its effects as described on Wermungdir’s Assault board; place the Rune on its respective slot on top of the Initiative Track; and then remove Wermungdir’s miniature from the board.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented on the Rulebook.

ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

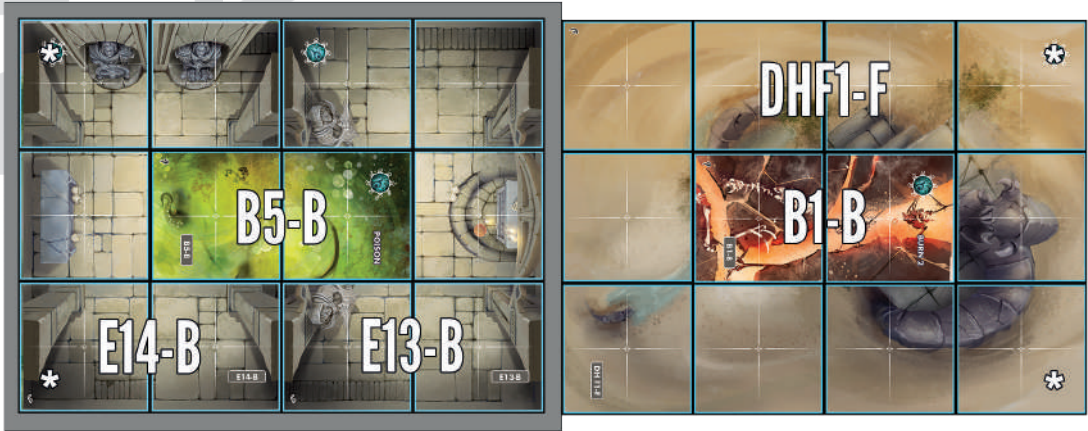
CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won’t have any benefits. They will face each other using only their starting boards.

CUSTOMIZING YOUR BATTLEGROUND:

Also, you can improve each Hero’s starting level by giving them:

- Two Level 1 **Hero Skills** or **Dungeon Role Skills** (and their respective ACs);
- One Level 2 **Hero Skill** or **Dungeon Role Skill** (and its respective AC);
- Two **Equipment** cards from the Camp Deck Level 1 (draft them among the Heroes);
- Two to four **Class Abilities**;

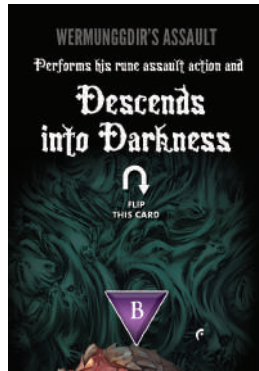
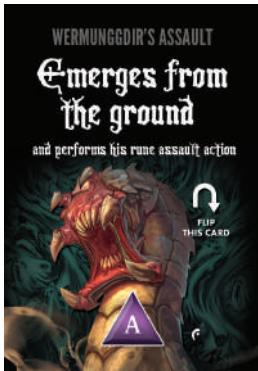


New Mechanics and Rules

NEW MECHANIC – ASSAULT

A new Rune card called “Wermunggdird’s Assault” will be used in the Adventures of this expansion.

The Wermunggdird’s Assault card represents an invasion of the battlefield by the terrifying Lord of Hellscar, who will try to chase down and defeat the Heroes. Just like the Darkness Hunting card, it has two sides, one representing its emerging, the other representing its return to the underground.



When Wermunggdird appears, place it in the area occupied by the Strongest Hero. All characters in that area are pushed to a square adjacent to the worm’s miniature, chosen by the Party Leader. Then, draw a Rune from the bag and apply the effect described for that Rune in the chart below. When it descends, draw a Rune and apply the effect, then remove Wermunggdird from the board.

When the targets of an effect are not specified, Wermunggdird behaves in the same manner as a Monster. So, if it were to perform a STRIKE 1, it will target the area with the most Heroes for that attack.

Likewise, whenever an effect adds a Darkness tile or Offspring to the board, it is up to the Party Leader to choose which square adjacent to Wermunggdird to use. Remember: Darkness tiles are always added pursuing the Strongest Hero (or other Darkness Behavior described for that Adventure).

As long as Wermunggdird is on the board, it is immune to all damage and effects.

Wermunggdird's Assault

- BODY PUSH**
STRIKE 1, 2X DMG
- ACID SPIT**
INFLECTS POISON X TO ALL HEROES
- CORRUPTED BY DARKNESS**
DRAW A RUNE AND ADD TWO OF ITS RESPECTIVE DARKNESS TTILES TO THE BOARD
THEY SPAWN FROM A SQUARE ADJACENT TO WERMUNGGDIRD'S MINIATURE
- SHARP BITE**
STRIKE 2, X DMG AND BLEED X
- SPAWN WURMS**
SUMMON X WERMUNGGDIRD'S OFFSPRING - ROOKIE ADJACENT TO WERMUNGGDIRD'S MINIATURE

CREDITS (DESERT OF HELLSCAR 1.0)

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Further Development: Augusto Barbosa Faria, Davi Araki, Eduardo Cavalcante and Mauro Carvalho

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Proof Reading: William Niebling

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