

Mike Elliott

THUNDERSTONE[®] QUEST

DARKNESS RISING QUEST 10

Set Design by Brett Satkowiak

**RULEBOOK &
QUESTBOOK**



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A game by Mike Elliott For 2–6 players, ages 14 and up

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INTRODUCTION

Darkness Rising is an expansion product for *Thunderstone Quest*TM. Rules for new components start on page 5. Those who are familiar with these components can skip directly to the Questbook on page 12.

UNPACKING THE BOX

This box should include the following components. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance. Please note that this is an expansion to *Thunderstone Quest* and is not a stand-alone game.

- 1 Quest 10 *Darkness Rising*, the full contents of which are featured in the Questbook (see pages 13-14)
- 1 copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Darkness Rising*, to be used in Epic Mode
- 1 *Darkness Rising* Rulebook/Questbook



CORRUPTIONS

Corruptions are a new card type in *Darkness Rising*. The anatomy of a Corruption is:

1. Gold Production Value

This is the amount of gold the card produces.

2. Hero Attack Boost Value

This is the amount of Attack a Hero is boosted. Boosts always have a + symbol preceding their value and can only be used to boost a Hero's value.

3. Monster Health Reduction Value

This is the amount the Health, Armor, and/or Magic Resistance of a Monster you face in the Dungeon is reduced. Reductions always have a - symbol preceding their value and only apply to Monsters that already have the stat listed.

4. Skill Adjustment Value

This is the amount of Skill a Hero is boosted by or reduced by. As with all boosts, they must be applied to a Hero's value, unless you have no Heroes in your hand.

5. Textbox

This contains the card's title (5a), keywords (formatted in Small Caps) (5b), and game text (5c). Each Corruption game text includes a way to destroy the card, returning it to the bottom of the Corruption deck.

6. VP Penalty

This is the amount of VP the card is worth at the end of the game. Corruptions will cost you VP at the end of the game if you cannot get rid of them by the end of the game.



CORRUPTION SETUP

The Corruption deck is made up of 30 cards (15 unique). The deck gets shuffled face down at the beginning of the game and is made available to all Champions.

GAINING CORRUPTION

When a card or effect tells you to gain a Corruption, draw the top card of this deck and add it to your discard pile.

USING CORRUPTION

Corruptions are Static cards. Once Static cards are revealed in your hand, they remain in play from turn to turn, not counting against your hand size. Each Corruption offers some advantage to you as a Champion, but some disadvantage in terms of VP and XP. Utilizing these Corruptions can make you a force to be reckoned with, but the more you have, the greater the penalties as well. You will need to find ways to mitigate those losses.

The primary way for managing with Corruptions takes place during battles in the Dungeon. The Dungeon Phase is detailed in the *Thunderstone Quest* Rulebook, and a summary is presented to the right for easy reference.

When you battle a monster in the Dungeon, you follow these steps:

1. Battle the Monster

- Before Battle abilities.
- Armor/Magic Resistance reductions.
- Compare Attack to Health (determine outcome).
- Receive Wounds and resolve After Battle effects. Normally, After Battle effects are only found on Monsters and inflict a negative effect, like destroying a card for example. However, these abilities can now be found on some Heroes and Village cards, which can be used at this stage in the battle to mitigate some of the negative effects of Corruptions.

2. Defeat the Monster

- Gain XP and rewards. This may be affected by your Corruptions in some way unless you are able to mitigate the effects during the previous step.
- Destroy the old Monster and reveal a new Monster in the room.
- Spoils abilities.
- Check Guardian keys.

CORRUPTION CARD BACKS

Corruptions represent dark influences on Champions and their decks. You may have thought of yourself as a force for good before, but can you still say that when you start growing claws and thirsting for blood? Corruption card backs help represent this visually. As the Corruptions begin to take hold, the Champions' decks and hands don't look quite so heroic anymore; the darkness is beginning to show.

This makes it possible for Champions to see when Corruptions might see play again, but that's part of how Corruptions are used, giving opportunity for varying play styles and deck builds. Seeing

Corruptions nearing the top of your deck might stir up feelings of dread, sending you searching for ways to deal with them. But it may also start getting you excited for what you might be able to do with the new dark powers. How you feel about Corruptions may change from turn to turn as well.

If your group is worried that the Corruptions' visibility might encourage Champions to cheat by shuffling until they get the cards where they want, you can use a rule like the Champion to your left must cut the deck after each shuffle, or all shuffling takes place under the table so Champions can't see their deck.

PRESTIGE CLASS BOARDS

Prestige Class boards are dual-sided: One side for use in Barricades Mode (cooperative play) and one side which may be used (optionally) in competitive games. Rules for Barricades Mode are covered in the *Barricades Mode* expansion's Rulebook. When playing competitive games, a new 11b setup step for the *Thunderstone Quest* Rulebook is added to the end of step 11. Starting with the first Champion and proceeding in turn order, each Champion may choose 1 Prestige Class with which to play. Then Champions select their Side Quests and/or Guild Sponsorships as normal.

Prestige Classes are a new board that allows you to train in a specialized class, gaining new powers as you gain Ranks. The training section (top) of each Prestige Class board explains how to gain 1 Rank (↑) in your Prestige Class (1) or potentially 2 Ranks (↑↑) at once (2). The Rank numbers (3) are to the right of the cost. These Ranks cost to gain, as listed on the left-hand side of the board within the Rank to which you are going (4). You must pay the cost of each Rank you gain. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not gained. You do not start with any Ranks in your Prestige Class, and Ranks must be gained in order; they cannot be skipped. When a Rank is gained, it will unlock new powers for your benefit (5). Sometimes, this may give you a new ability ready to use that turn, such as a **SPOILS** ability.

Nightstalker

1: Defeat 1 + Monster that deals a **WOUND**.

2 or 1: Defeat 1 + Monster with a **CORRUPTION**.

(Once per turn, after you complete 1 of the above, pay the cost listed below for each of the 1 or 2 new Ranks, or nothing is gained.)

RANK

0 1 2 3 4 5 6 7 8 9

3: Your LYCANTHROPE and UNDEAD HEROES have +1 .

SPOILS

5: Gain 1 **WOUND** to gain 1 **CORRUPTION**.

This Prestige Class is worth 6 (when the game ends).

When you gain this Rank, gain the **LEGENDARY HERO** Lorturim Dragonblood.

AFTER BATTLE

You may discard 1+ **CORRUPTIONS**.

When you gain this Rank, gain the **LEGENDARY ITEM** Mortas' Land.

This Prestige Class is instead worth 3 per Rank you have.

Ignore **AFTER BATTLE** penalties from **CORRUPTIONS**.

BEFORE BATTLE

Add 1 Monster from an adjacent room to this room. Give it -4 and -2 . Battle all Monsters in the room.

IV HEROES

Heroes are an optional addition for *Thunderstone Quest*, giving you the opportunity to train your Heroes even further, making them even more powerful than ever before.

Even though Heroes are Legendary cards, they function in exactly the same way as other experienced Heroes. When you choose the cards you are going to play with during setup, place the Heroes at the bottom of their respective Hero stacks, below the 2 Heroes. Only play with 1 copy of each Hero. While not in use, store the Heroes in the box with their respective level 1-3 Heroes.

You can level your Heroes into Heroes in exactly the same way as you level other Heroes. This will usually cost 5 XP (the current Hero's printed level +2).

VII GUARDIANS

The *Barricades Mode* expansion introduced Guardians, giving the Champions a cooperative challenge to overcome in order to save the Village and claim victory. The Guardian for the *Darkness Rising* Quest is included for use when playing the *Barricades Mode* expansion.



COUNT LEANDER MORTAS

Count Leander Mortas is the ruler of Ebonwood, a pocket dimension of perpetual twilight, who preys on the life force of others and invites them to do the same. He will offer powerful Corruptions to your deck, but then punish you if you can't find ways to get rid of them.

DIFFICULTY: 🏆🏆

LEXICON AND FAQ



LEXICON

BEFORE & AFTER BATTLE ABILITIES

BEFORE & AFTER BATTLE abilities are a type of ability that triggers both Before and After Battle. **BEFORE & AFTER BATTLE** abilities resolve twice per turn, once at each window. If this type of ability is affected by a card that turns a **BEFORE BATTLE** ability into an **AFTER BATTLE** ability, it effectively cancels the Before Battle part, resolving only once.

CORRUPTION

Corruptions are a new Static card type (i.e., Item, Spell, Weapon, Hero, Monster) that can be gained by players during their adventures. They represent adjustments to players' hands which can be used to defeat Monsters in the Dungeon. However, they often involve some kind of XP/VP penalty.

DESTROYED PILE

Whenever a card is destroyed, it is considered to be in a destroyed pile.

DISCARD OR

Discard the card into the discard pile of the Champion to your left or right. They now own the card.

FAQ

What happens to **BEFORE & AFTER BATTLE** abilities if I turn Before Battle abilities into After Battle abilities?

Normally **BEFORE & AFTER BATTLE** abilities resolve twice, once in the **BEFORE BATTLE** timing window, and once in the **AFTER BATTLE** timing window. However, since it is no longer a **BEFORE & AFTER BATTLE** ability, it no longer gains the benefit of being able to resolve multiple times per turn. In effect, it becomes an **AFTER BATTLE** ability that can resolve (only) once.



If a card is discarded from my deck and I immediately draw it, do I trigger effects for it having been discarded?

Yes, because it was first discarded, then drawn.



How do I battle a face down Monster (e.g., in the Shallow Graves Dungeon Room)? What if it is a face down Guardian Key?

If a Champion battles a face down Monster, flip it face up before the battle, resolving all of the Monster's text and continuing the battle as normal. If the Champion finds a Guardian Key instead, set the Key aside and replace it with the top card of the Monster deck until a Monster is found, battling it as normal. Shuffle the revealed Key back into the Monster deck at the end of the turn.



If I need to discard cards but do not have enough cards in my deck, what do I do? What if I use a *Dreamcatcher* and my deck is empty?

Anytime you need to discard cards from your deck but your deck is empty, set aside any cards discarded to the effect thus far (as they wait for the effect to resolve), and then shuffle your discard pile to form a new deck and continue the discarding effect.

Does *Lorturim Dragonblood* keep the Weapons wielded by the Hero that is placed on top of the deck, even if *Lorturim* doesn't have enough Skill to wield them?

Yes. Normally a reduction in Skill could result in a Weapon being unwielded, but in this case, *Lorturim's* ability text specifically states that he gains that Hero's Weapons, so that trumps the normal rules.






Do Static cards in play count as "mine"? What cards do I "have"?

Whenever a card references "your" cards or cards that you "have," it is referencing cards in your hand, whether they are revealed already, still hidden, or already in play. Borrowed cards are yours, and they are part of your hand, but only temporarily. Static cards are in play, but are still part of your hand (though they do not count toward your maximum hand size).



How does *Barmin Ironclaw's* ability work in a room where the Monster is hidden (e.g., *Shallow Graves*)?

Barmin's Dungeon ability says to choose a Monster, which includes any "hidden" Monsters as well. However, the bonus to his  will be unknown until *Barmin* stops in that room to battle that Monster. When using the  *Barmin*, you would reveal the hidden Monster just before battling that turn, even if you're not fighting the hidden Monster, in order to determine your  bonus.




Do I have to destroy Corruptions if I satisfy the requirements to do so?


No. The game text on Corruptions tells you what you need to do to get rid of them, but it is not required. Just keep in mind that the more Corruptions you have, the bigger price you may have to pay at the end of the game.

Can I use *Mist Form* or a similar card and *Lantern* in the same turn?

Mist Form and certain other cards allow you to place your Champion in a Dungeon Room as a Dungeon action. These cards usually specify that this is not considered movement. Since the *Lantern* specifies that if you take a Dungeon Phase after your Village Phase you cannot move out of the Wilderness, *Mist Form* wouldn't be under that restriction as it is not considered movement.



Can I destroy the same  tokens for more than one copy of *Morning Dawn*?

No. The token destruction is part of a single Dungeon ability on a single card. Once that ability has been resolved, having destroyed those tokens and increasing the  value of the card, you can choose to resolve another copy of the card with the same ability. But you'll have to destroy additional tokens to do so.



QUESTBOOK

 QUEST 10

DARKNESS RISING

12





QUEST 10: DARKNESS RISING



QUEST CARD LIST

HEROES

- 15x Barmin Ironclaw
- 15x Kaiya Winters
- 15x Karn Wulfric
- 15x Mirak Ilaskas
- 15x Stelias the Dark
- 15x Ursulette

ITEMS/ALLIES

- 8x Black Cat
- 8x Dreamcatcher
- 8x Grimwood Wand
- 8x Torch

SPELLS

- 8x Dance with the Devil
- 8x Exorcise
- 8x Morning Dawn
- 8x Superior Mind

WEAPONS

- 8x Balanced Staff
- 8x Bow of the Beast
- 8x Pitchfork
- 8x Whip

I MONSTERS

10X BLOODTHIRSTY BEASTS

- 10x Vampire Bats

10X POSSESSED OBJECTS

- 2x Candelabra
- 2x Chair
- 2x Chest
- 2x Dinnerware
- 2x Living Doll

II MONSTERS

10X ENTHRALLED VILLAGERS

- 2x Baker
- 2x Blacksmith
- 2x Doomsayer
- 2x Farmer
- 2x Gravedigger

10X FEARSOME PHANTASMS

- 2x Bogeyman
- 2x Creeping Mist
- 2x Crone
- 2x Haunted Tree
- 2x Scarecrow

III MONSTERS

10X LOST LYCANTHROPES

- 2x Werebear
- 2x Wereboar
- 2x Werewolf
- 2x Weresnake
- 2x Weretiger

10X VICIOUS VAMPIRES

- 2x Mortas' Brides
- 2x Nospheratu
- 2x Tortured Soul
- 2x Vampiric Goblins
- 2x Vampiric Orc

QUEST CARD LIST [CONTINUED]

GUARDIAN

COUNT LEANDER MORTAS



LEGENDARIES

1x Lorturim Dragonblood
1x Mortas' Land

TREASURES

1x Silver Blade
2x Treasure Cache

CORRUPTIONS

2x Bloodlust
2x Claws
2x Dark Nature
2x Enhanced Senses
2x Fangs
2x Fast Healing
2x Howl
2x Hypnotic Stare
2x Lord of the Horde
2x Mist Form
2x Nightvision
2x Primal Hunger
2x Savage Mind
2x Speed
2x Wall Crawl

SIDE QUESTS

1x Embrace the Dark Side
1x Harness the Dragon Blood

PRESTIGE CLASS

1x Nightstalker

OTHER

6x Guardian Guides
25x Paper Dividers
25x Plastic Dividers
24x Randomizers

DUNGEON ROOMS

Foggy Forest 
Village Square 
Great Hall 
The Pens 
Count's Quarters 
Shallow Graves 

THE SHADOW DESCENDS

By Brett Satkowiak

The morning autumn sun is low and strong across the spires of the temple in Thunderstone Keep. You shield your eyes a bit from the harsh direct light to admire the glow it presents around the building. It's a moment worth soaking in, but time will not allow it. Your fellow Champions await to hear the report of the night guard, a quiet report offering hope for a similar day to come.

"Good day," a voice interrupts the fresh stillness.

You turn your gaze away from the rooftops to meet its source, a young man with stark gray hair, dressed in the deep blue robes common to the priests of the northeastern mountain monasteries. "Good morning, friend."

"Wulfric," he says with a polite nod. "Karn Wulfric. You are one of the Champions that oversee the Keep, I take it?" You nod in return. "What blessed fortune! The gatekeeper last night told me I'd have to wait until morning to speak with one of you. I'd just finished the morning prayer before seeking a meeting, only to find one of you practically on the doorstep."

"I was just on my way to meet with the others. Do you have a request?"

"I do. My brethren have been dealing with the aftermath of the Eruption in our region, and I've been on a quest to learn more about it. I have been inquiring about the attacks from Daltinost a few years past, and if you would be so kind, I had hoped for a glimpse into some of Elder Rennard's journals from the time."

You consider the request for a moment before answering. "I don't see why not. If you'd like to walk with me, we can discuss it with the others."

"Most agreeable indeed," he says with a bow before taking steps to join you as you

turn away from the sun together. While the company seems bright enough, you feel a note of lament as the warm light goes away. "A pity," Karn says as you walk together. "I had so hoped to avoid rain today." You glimpse upward, sharing in the cleric's sadness, only to find clear blue overhead. You slow your walk to look around, seeing nothing but that same clear blue all around.

You turn back toward the temple to see a lone cloud, dark as night, blocking the sun's rays over the Keep. Karn stops to look back as well. "I stand corrected," he says, scanning the sky. "It's just a wisp of cloud. The day isn't ruined after all."

"Is that certain?" you ask as you watch the cloud, which seems to be traveling rather quickly toward you. Karn joins you in your curiosity as you watch it grow in size as it approaches to cover even more of the western sky. "That doesn't resemble any cloud I've ever seen."

Gasps and calls of alarm begin to erupt from the Keep's citizens as they take notice of the same phenomenon, an amorphous cloud of shadow moving against the wind toward the Keep, stretching its limits more and more to cover the sky as it approaches.

"Return to your homes!" you call out to the villagers. "Wait for the all clear!" Karn clutches the symbol at his chest, offering a prayer of protection in the ancient tongue of his order, but the shade keeps coming. Before you can react, the darkness rushes down from the sky to envelop you in a swirling black mist, like shadow made tangible.

After a moment, it clears and you find yourself there in the street with Karn as before, only the scene is dramatically changed. The familiar Keep still surrounds you, but it's now interspersed with new buildings, sights, and citizens totally

foreign to you. The morning sky is gone, replaced by a dark, twilight one, dominated by a bright full moon. Even the landscape is new as you recognize the peaks of Caergoth in the distance, but wonder at the tall wood visible over the Keep's walls opposite them on the horizon.

A bell echoes through the street as an unfamiliar voice calls out, "Oyez, oyez!" You and Karn turn with a start to see a man

ringing a bell as he runs in panic between the buildings. He repeats over and over, "The Ebonwood has arrived! Count Mortas calls! Your last night is upon you!"

A horrifying darkness has befallen the Keep, Champion. Can you survive this night?



THE SHADOW DESCENDS ADVENTURE CARD LIST

HEROES



Mirak
Ilaskas



Barmin
Ironclaw



Kaiya
Winters



Stelias
the Dark

ITEMS



Dreamcatcher



Torch



Balanced
Staff



Whip



Bow of
the Beast

SPELLS



Morning Dawn



Dance with the Devil



Superior Mind

ROOM TILES

Village Square



Foggy Forest

Great Hall



The Pens

Shallow Graves



Count's Quarters

Count Leander Mortas' Lair

MONSTERS



Bloodthirsty Beasts



Fearsome Phantasms



Lost Lycanthropes

GUARDIAN



Count Leander Mortas



Count Leander Mortas' Lair

THREAT LEVEL 1 2 3

1 2 3 4 5 6 7 8

IV

MASTER'S THRALL
 Remove a card from your hand. If you do not, add 1 VP.

SAP STRENGTH
 Reduce the VP of 1 Hero to 0. If you do not, add 2 VP. If you have a ♠, add 1 VP instead.

SUMMON MINIONS
 If you have a ♠, add 1 VP. If you do not have a ♠, add 2 VP instead.

Each turn before placing Champions, each Champion rolls 1d6 as the Threat Level indicator. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.

TEMPTATION COMES

By Brett Satkowiak

As the mass of bats descends from the sky once again, you lash out to strike one down, only to catch a claw from another to your right eye, causing you to pull back and drop the sword altogether. You turn to shield yourself, feeling the creatures batter your back as their calls echo in your ears. Desperate to hold your ground, you feel a fire well up from deep in your gut, as a primal roar erupts from your mouth. You lash out with a hand, catching one of the beasts' wings, before grasping the other and tearing the creature in two. Your vision turns to red with the spray of blood, and your mind focuses only on survival. You clutch at the bats with your hands over and over again in a raging fury.

After a few moments, the swarm flies off, but your mind still races, readying you for an attack that never comes. As you stand there breathing rapidly, a woman screams in front of you. Through the haze of battle, you see the villager's face staring at you in abject horror. As you try to steady the heartbeat pounding in your chest, you look down to see your bloodstained hands, now covered in dark, matted fur, fingers extending into pointed claws.

You recoil from yourself, unsure what to think. "This can't be real! ... What's happened to me?!" You turn to run from the street, only to be met by another enemy. Your blood starts to boil again, your urge to lash

out rising once more until the figure reaches out to grasp your wrists with both hands, holding you fast and chanting very low.

As he speaks, you feel a rush of calm wash over you, your vision clearing, your chest slowing until you collapse in the man's arms, hearing his chants echo in your mind. After a moment, you rise again to shake off the haze to find Mirak, one of the hermits who live in the southern hills, standing before you.

"Just breathe, Champion," he says calmly. "You nearly lost yourself."

"How?" you breathe. "I must have been dreaming some ..."

"It was no dream, I promise you. This realm is filled with a dark energy; I can feel it whispering to us all, drawing out our inner beasts. If we aren't careful, we might all be lost to its call."

"But where's it coming from?"

"I think that's a pretty safe bet," Ursulette says, walking up from behind. You turn to see her pointing over the watchtower in the center of the Keep to a castle rising up into the dark sky behind it. Like so many other things, it's clearly part of the Ebonwood, not Thunderstone Keep.

Your only hope for tomorrow is to follow the call, Champion. Just be careful not to lose yourself along the way.



TEMPTATION COMES

ADVENTURE CARD LIST

HEROES



Karn
Wulfric



Kaiya
Winters



Ursulette



Mirak
Ilaskas

WEAPONS



Pitchfork



Whip



Bow of
the Beast

ITEMS/ALLIES



Dreamcatcher



Black Cat



SPELLS



Exorcise



Dance with the Devil



Superior Mind

MONSTERS



Bloodthirsty Beasts



Enthralled Villagers



Lost Lycanthropes

GUARDIAN



Count Leander Mortas

ROOM TILES

Village Square



Foggy Forest

Great Hall



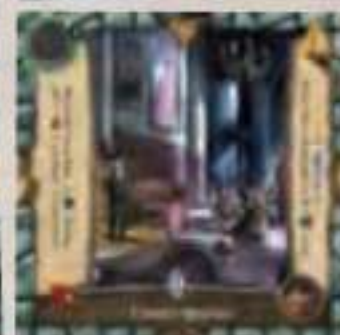
The Pens

Shallow Graves



Count's Quarters

Count Leander Mortas' Lair



Count Leander Mortas' Lair

THREAT LEVEL **1** **2** **3**

IV

MASTER'S THRALL
You may discard 1 Corruption, if you do not, add 1

SAP STRENGTH
Reduce the **III** of 1 Threat, if you do not, add 1. If you have 11, add 1 instead.

SUMMON MINIONS
If you have a Corruption, add 1, or 2 if you also have a Corruption to Threaten Minion.

Each turn before placing Champions, each Champion rolls 1 as the Threat Level indicates. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.

THE MASTER REVEALED

By Brett Satkowiak

Barmin drops a mangled candelabra to the floor, its clang echoing down the stone hallway. He pats out the singed cloth at his waist. "Fiery little beastie, wasn't he?" he mutters as you all walk along.

An enchanted lampstand is far from the worst you've seen in your trek through the castle, which started in the pens deep beneath the main halls. This Mortas has made a hobby out of twisting man and animal alike into his image, and this castle is a testament to his work. But now finally, after fighting through vampires and other nightmares, you've reached the highest floor.

As you reach the last door, Kaiya places her hand against it to stop you. "Champion," she starts, "we all need to be prepared for what's on the other side of this door. Remember Mirak's words, and keep your wits. If Count Mortas is truly behind the transformations that have claimed so many this night, swords and shields are not likely to be our greatest concern."

You nod to her in agreement as she pulls back, allowing you to lead them into the great hall. The ceiling rises to a great peak high above your head, hidden in darkness with only the light of a few torches and a great fireplace below to try to penetrate it. The room before you is dominated by a great table, built for dozens, but set only for one this night, likely the lone figure now standing at the hearth, staring into the flames.

He inhales deeply before speaking. "I have to commend you on the community you've created here. Such diversity of life, such verve. So much potential here, and I cannot wait to see it realized."

"You aren't welcome here," you say. "And neither is this Wood you've somehow brought to our doorstep."

He turns to face you with a touch of excitement on his face. "I did no such thing. The Ebonwood goes where it wills, claims what it wills, and it's drawn to places just like this, houses for optimism and hope,

because it knows the strength I offer. You and yours extended the invitation; my realm only responded. And you will all be blessed by my coming."

Suddenly his eyes flash blood red, and Barmin calls out in pain. You turn to see the dwarf doubled over on the floor and watch in horror as a white streak surrounded by dark fur extends along his spine. His hands stretch into horrific claws that dig into the wood of the floor, and his groans of pain transform into a guttural howl. Before the transformation is complete, a gasp at your other side leads you to turn to see Ursulette's face contort into a pale visage dominated by a pair of fangs. She seems overwhelmed by newfound strength, but also a hunger.

You turn to Kaiya, who thankfully has remained untouched and is holding up a warding symbol towards you, presumably shielding you from the same transformation that overtook you before. But before you can act, laughter from the shadows above diverts your attention, as the faint shimmer of several pairs of eyes pierces the darkness, descending toward you.

A goblin lands first, hissing between its fangs and brandishing a long, curved blade toward you. You position your own sword to defend, but a large clawed hand strikes the creature's small frame, sending it reeling across the room. The dwarf has risen from the floor, now completely transformed into some kind of half-beast, with markings similar to that of a badger.

"Barmin?" you ask, hoping to find out whether that move was for your safety or just to clear a path to attack you. You are greeted with a strained rise of Barmin's head that you take to mean he is still somewhere beneath the toothy snout and dark eyes.

"We are still with you, Champion," Ursulette whispers, "but we must move quickly. This hunger is overpowering to say the least." She opens her mouth to run her tongue across the tip of one of her new fangs, a seductive fire in her eyes.

"It's only a matter of time," you hear Mortas whisper in your mind. You turn back to him to find him staring wildly into your eyes. "You could be so much more than you are."

You spare a quick glance back at your friends, before turning back to Mortas. "Let's give him hell," you say before rushing forward, sword raised.



THE MASTER REVEALED ADVENTURE CARD LIST

HEROES



Karn
Wulfric



Barmin
Ironclaw



Kaiya
Winters



Stelias
the Dark

ITEMS/ALLIES



Dreamcatcher



Black Cat



Grimwood
Wand

WEAPONS



Pitchfork



Whip

SPELLS



Exorcise Morning Dawn Superior Mind

MONSTERS



Possessed Objects Fearsome Phantasms Vicious Vampires

GUARDIAN



Count Leander Mortas

ROOM TILES

Village Square Foggy Forest
 Great Hall The Pens
 Shallow Graves Count's Quarters
 Count Leander Mortas' Lair



Count Leander Mortas' Lair

THREAT LEVEL 1 2 3
 1 2 3 4 5 6 7 8

IV

MASTER'S THRALL
 You may discard 1 Corruption, if you do not, add 1P.

SAP STRENGTH
 Subtract the Ⓜ of 1 Hero card. If you do not, add 1P. If you have 1P, add 1P instead.

SUMMON MENIONS
 If you have 2 Corruptions, add 1P, or 2P if you also have a Corruption on Villainous Object.

Each turn before placing Champions, each Champion rolls Ⓜ as the Threat Level indicates. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.

ICONOGRAPHY REFERENCE GUIDE



**DARKNESS
RISING QUEST**



**HEROIC
OPPORTUNITY**




GUARDIAN ATTACKS



WOUND TOKENS



**GAIN 1 OR 2 RANKS
IN PRESTIGE CLASS
(IF  COSTS ARE PAID)**



**WOUND CARDS
(DISEASE OR
FESTERING WOUNDS)**



**1 OR 2 MONSTERS IN
THE MONSTER HORDE
(ATTACKING VILLAGE)**



GUARDIAN DICE



**DISCARD INTO DISCARD
PILE OF THE CHAMPION TO
YOUR LEFT/RIGHT**



DESTRUCTION CHIT

+1

DRAW 1 CARD

