

ONE-SHOT QUEST: HARDCORE TRIAL

Everything has gone to hell. Anyone who thought it was over had better think again. We're stuck here, deep down in this infernal place, where our light can hardly shine and the Darkness keeps its greatest beasts armed to the teeth. Yeah, it's about to get ugly down here. So, we'd better unlock that secret passage we've found... and fast!!!

Tiles needed (from *Hellscape*, [A] Tiles): **1A, 2A, 3A, 4A.**

QUEST OBJECTIVES

Complete the objectives in order:

- 1- Unlock the Stone Doors:** Reveal all Chambers in the starting Tile (2A)
- 2- Collect the Keystones:** Pick up the Keystones
- 3- Open the Secret Passage:** Place the Keystones in the indicated locations
- 4- Escape:** Escape through the Secret Passage



QUEST SPECIAL RULES

• **Hard Mode:** This Quest brings a harder experience for veteran Lightbringers. Follow these rules for the Hard Mode:

- Do not use any Lifebringer tokens. If one Hero is KO'd, the Quest ends in defeat.
- Mobs always Spawn with an item from a higher tier, if possible.
- When leveling up, do not gain the +1 MAX Health or +1 MAX Mana benefit. Unless a skill states otherwise, Heroes' Max Health and Mana are their starting values.

• **Reinforcements of Darkness:** Each Corruption token represents a Roaming Monster spawn Zone and is not affected by Door cards. When its Chamber is revealed, in addition to the regular spawn, spawn a Roaming Monster in the Corruption token Zone, then discard the token.

• **The Stone Doors:** The doors marked with a white outline represent the Stone Doors. These doors are locked. As soon as all Chambers in the starting Tile (2A) have been revealed, the Stone Doors get unlocked and may be opened as usual.

• **The Keystones:** The color-side-up Objective tokens represent the Keystones. Any Hero standing in a Zone with a Keystone may spend 1 MP to pick it up.

• **The Secret Passage:** There is a Secret Passage that leads out of this Dungeon, located in the smallest Chamber of the starting Tile (2A), but the Secret Passage is locked. To open it, the Heroes must place the Keystones on the correct locations, indicated by the gray Objective tokens. To do so, any Hero holding a Keystone and standing in a gray Objective token Zone may spend 1 MP to place the Keystone (discard both gray and color-side-up Objective tokens). As soon as both gray Objective tokens have been removed, the Secret Passage is open.

• **Escape:** Once the Secret Passage is open, any Hero standing in the Secret Passage Zone may escape through it by spending 1 MP. Once all Heroes have escaped, the Quest ends in victory.

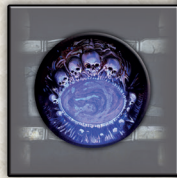


4A
3A 2A
1A



*Loot tokens are placed according to the number of Heroes:

1-2 人 → 1 token
3-4 人 → 2 tokens
5-6 人 → 3 tokens



Secret Passage Zone



-  Hero Starting Zone
-  Corruption Token x1
-  Color-Side-Up Objective Token x2
-  Gray Objective Token x2
-  Starting Mob Zone x2
-  Spawn Token x6
-  Closed Door x13
-  Fountain Token x2
-  Loot Token*
-  Regular Chest Token x1
-  Greater Chest Token x2
-  Pillar Token x2
-  Forge Token x1
-  Spike Trap Token x2
-  Portal Token (Up to x2)
-  Roaming Monster Portal Token x1
-  Bridge x1

