

# ONE-SHOT QUEST: RUTHLESS LEADERS

We know that the Darkness has the power to corrupt and transform anyone it touches into evil monsters. But some creatures just seem to be born evil, so they become even more cruel and brutal. This is where these ruthless agents of Darkness can be found, leading their minions around. They might be a bit stronger, but we will come prepared for them.

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



## QUEST OBJECTIVE

Defeat the Leaders: Kill 2 Level 5 Leaders

## QUEST SPECIAL RULES

• **Jumpstart:** All Heroes start with 5 XP. Before the first round, perform a Level Up Phase, so Heroes start the 1st Hero Phase at Level 2.

• **Ruthless Leaders:** The Leaders of this Dungeon are more brutal than usual. Instead of their regular Health, Leaders have twice the amount of Health. Also, if possible, Leaders always roll +1 to defense and attack. When a Leader is killed, each Hero gains 4 XP, instead of the usual 2 XP.

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



2A	3A
1A	4A



-  Hero Starting Zone
-  Loot Token\*
-  Starting Mob Zone x2
-  Spawn Token x8
-  Closed Door x12
-  Portal Token (Up to x2)
-  Roaming Monster Portal Token x1
-  Forge Token x2
-  Spike Trap Token x3
-  Pillar Token x2
-  Fountain Token x2
-  Regular Chest Token x3
-  Greater Chest Token x3