

Components

1. **4 Hero character sheets:** Red Riding Hood, Grumpy Dwarf, Wizard of Oz, Snow White.
2. **Counters** (tokens for Health, Energy, general and gold).
3. **Custom Dice** (4 attack, 4 defense, 2 loot).
4. **Monster Cards** (4xChicken Warrior lvl 1, 4xMice Soldier lvl 1, 4xBandit lvl 1, 4xWerewolf lvl 1, 1xHeadless Knight lvl 1).
5. **Event Cards** (1xAmbush, 1xTwisted Magic, 1xHeroic Resolve, 1xDeadly Fog, 1xDark Command, 1xMagical Air, 1xHidden Trap).
6. **Starting Hero Equipment Cards.**
7. **All Equipment level 1 Cards**
8. **Consumables Cards** (2xHealth Potion, 2xEnergy Potion, 2xItem Detect Scroll, 2xStun Potion, 2xDash Potion).
9. **Exploration Cards** (B1, B2, B3, B4, B5).
10. **Monster Spawn Table Sheet.**
11. **Games Tiles** (Starting Tile, Tile B1, Tile B2*, Tile B3, Tile B4*, Tile B5).
12. **Hero and Monster Miniatures.**

*Tiles with a star indicate that these tiles must have on one of their spaces the symbol of the Dark Bargainers that the Heroes can use to travel to the shop.

Demo Adventure: Dark Corridors

Tier 1

Story

The heroes travel through the dark dungeon's of the black tower trying to reach its center, from where the mysterious creatures that attacked them before seem to be coming. They feel a strange but powerful energy as they are getting closer and a sense of fear hangs into the air. Inside the cold, black walls they feel eyes waiting for them in the dark...

Stage One

The heroes travel through the Dark Towers corridors until two tiles have been revealed. When the second tile is revealed, search the event deck for the ambush card and play it as if it had been drawn in the event phase.

Objectives: The heroes must defeat all creatures to advance to Stage Two.

Special Rules: For the Ambush performed by this adventure's instructions do not roll on the Monster Spawn Table but rather treat the result as if a Miss result had been rolled. Also, for this entire adventure ignore the Critical result when rolling on the Monster Spawn Table and simply roll again until you get a different result.

Stage Two

After the Creatures have been defeated the heroes take a moment to catch their breath but are soon interrupted as more creatures seem to approach from the darkness behind them. Hunted by them the heroes are forced to press forward hoping for answers and shelter in the corridors ahead...

The heroes travel through one more tile. When the fourth tile is revealed, do not roll on the Monster Spawn Table. Inside this last tile on the far left corner, a lever is placed (general token) that is controlling a magical sigil on the door that led the heroes to this room. Spawn 3 monsters adjacent to the lever.

Objectives: The heroes must pull the lever and activate the sigil in order to advance to Stage Three.

Special Rules: During this stage on each event phase the heroes perform the ambush event in addition to any other event drawn. A hero can try to pull the lever and activate the sigil. In order to do so a hero must roll two attack dice and get two melee results. A hero may reroll one of those dice if there is another hero adjacent to the lever. When the lever is pulled, the door the heroes used to enter the room is magically sealed and no one can pass through it. If any heroes were left outside the room when the door is sealed they are magically transferred inside the room in any free space they want.

Stage Three

The heroes have managed to seal the door behind them with magic and are for the moment safe from the creatures that hunt them. However, the powerful magic now seems to be closer than ever and only one door lies in front of them...

The heroes have only one door in front of them leading to the last tile. When this tile is revealed do not roll on the Monster Spawn Table. Inside this last tile on the furthest back space directly away in a line from the hero that opened the door place the headless knight. This is Sir Godrick. Search the Elite Minion Deck for his card. Each turn after the one that the last tile is revealed spawn 2 monsters from the Minion Deck adjacent to Sir Godrick or as close as possible to him.

Objectives: The heroes must defeat Sir Godrick in order to win.

Special Rules: Sir Godrick is a headless knight. Sir Godrick also wields the powerful Deathbringer a blade that calls out to dark creatures biding their will to the commands of the headless knight.

Adventure Ending

The heroes have defeated Sir Godrick who was responsible for amassing the creatures attacking the heroes and have shattered his unholy blade. Yet the evil behind the Godrick's actions still hides somewhere inside the castle and the heroes' troubles are far from over.

Rewards

If the heroes successfully completed the quest they each gain 1 experience point.

Achievements

If the heroes finish the adventure in 9 or less rounds they each gain 1 additional experience point.