



QUEST - K1

SCATTERED SOULS

3 Campaign Level
Hard
4+ Adventurers
90 Minutes

Quest Design and Development: Henrique GARRIGÓS, Toi VON GLEHN and Rodrigo SONNESSO

After delving deep into the ruins, we unearthed treasures beyond anything we'd dared imagine. Just as we shoved the treasure into our packs, a low rumble shook the ground, turning triumph into terror. The floor buckled and crumbled beneath us. We ran, hearts thumping in our chests, so desperate to escape that it was all we could think of.

When the tremors finally subsided, a grim truth set in: we'd been separated, scattered into the shadows, each of us alone. Now, lost in this cursed place, we face every adventurer's worst fear. Can we find each other and defeat whatever malevolent force is stirring below - or will we all perish in The Dead Keep?

Material needed: *The Dead Keep*

Tiles needed: 2R, 4R, 5R, 6R, 8R, & 9R

Boss: **Wyvern**

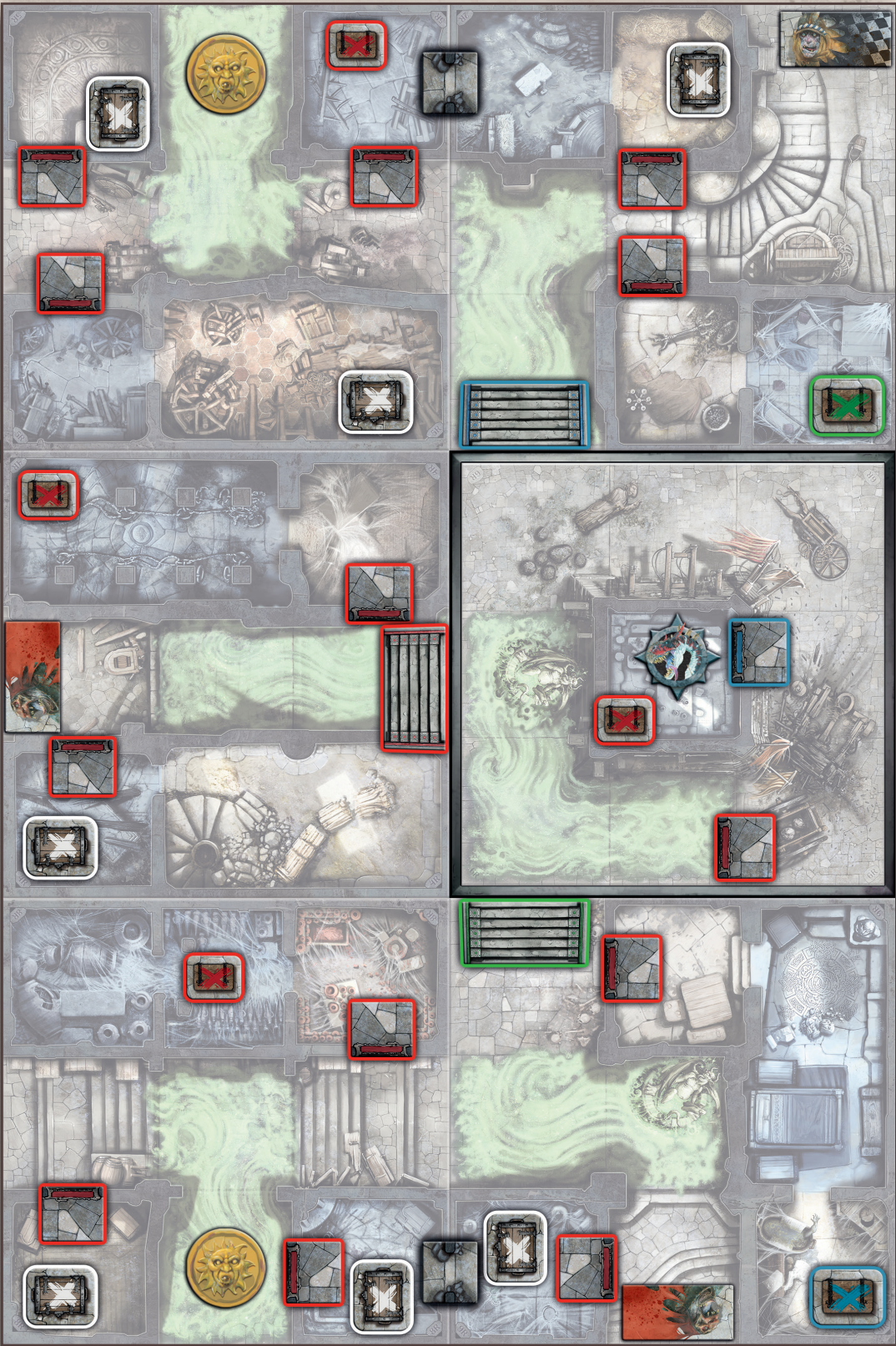
Objectives

- **Last mile.** Accomplish the Objectives in the following order:
 - Take all Objectives.
 - Eliminate the Wyvern Boss. The Quest succeeds as soon as the Boss is eliminated.



Special Rules

- **Setup.**
 - Each Adventurer starts with 600 gold to purchase their initial equipment and one random Talisman for this Quest.
 - Separate the Adventurers into two equal groups. Each group starts in one of the 2 Starting Zones. When playing with an odd number of Adventurers, players choose which Starting Zone has an additional Adventurer.
 - The Boss starts with 1 Stage card.
- **Lashing out.** The Tower Tile can be accessed right from the start of the Quest. Adventurers cannot enter via the Green and Blue Stairs until their respective Objectives are taken.
- **Sleeping danger.** The Boss becomes active once the blue door is open.
- **Over encumbered.** The Red Objective gives 5 AP to the Adventurer who takes it. That Adventurer may discard a Necromantic Equipment to draw a new one from the deck.
- **Hidden mechanisms.** The Green Objective gives 5 AP to ALL Adventurers when taken. Players can now enter the Tower tile via the Green Stairs token.
- **Ancient Lever.** The Blue Objective gives 5 AP to ALL Adventurers when taken. Players can now enter the Tower tile via the Blue Stairs token.



5R	2R
4R	6R
8R	9R

-  Adventurer Starting Zone
 -  Treasure x7
 -  Objective x6
 -  Passage x2
 -  Door x13
 -  Boss: Wyvern
 -  Spawn Zones x3
 -  Stairs x3
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