

II

Flamers of Tzeenich

Demons

2

0

3

INFLECT

RETREAT

TORCH

Torch: This enemy sets the location ablaze. When a location is set ablaze the heroes each suffer one  at the beginning of the location phase. A location may never be set ablaze more than once. The location remains ablaze until the party travels.

II

Screamers of Tzeenich

Elite, Demons

2

1

3

ADVANCE

SCREAM

Scream: When engaged with this enemy a hero may never roll more than one  when performing an Attack action.

II

Screamers of Tzeenich

Demons


1

1

2

ADVANCE

SCREAM

Scream: When engaged with this enemy a hero may never roll more than one  when performing an Attack action.

II

Pink Horror

Demon

2

1

2

ADVANCE

INFLECT

When this enemy is defeated, replace it with two Blue Horrors (There is no Elite Blue Horror).

II

Flamers of Tzeenich

Demons

2

0

3

INFLECT

RETREAT

TORCH

Torch: This enemy sets the location ablaze. When a location is set ablaze the heroes each suffer one  at the beginning of the location phase. A location may never be set ablaze more than once. The location remains ablaze until the party travels.

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Flamers of Tzeenich

Elite, Demons

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Screamers of Tzeenich

Demons


1

1

2

ADVANCE

SCREAM

Scream: When engaged with this enemy a hero may never roll more than one  when performing an Attack action.

II

Pink Horror

Demon

2

1

2

ADVANCE

INFLECT

When this enemy is defeated, replace it with two Blue Horrors (There is no Elite Blue Horror).

II

Blue Horror

Demon

2

1

BICKER

ADVANCE

BICKER: If a Blue Horror shares the same location (Shadows or engaged with the same hero) with another Blue Horror it exhausts immediately and does not Advance.

II

Blue Horror

Demon

2

1

BICKER

ADVANCE

BICKER: If a Blue Horror shares the same location (Shadows or engaged with the same hero) with another Blue Horror it exhausts immediately and does not Advance.

II

Blue Horror

Demon

2

1

BICKER

ADVANCE

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II

Pink Horror

Elite, Demon

2

3

ADVANCE

INFLECT

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II

Blue Horror

Demon

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Blue Horror

Demon

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Blue Horror

Demon

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1

BICKER

ADVANCE

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III

Tzeenrch Abomination

Demon

2

4

PREY

INFLECT

PREY: This enemy engages the hero with the most ♠.

III

Tzeenrch Chaos Warrior

Elite, Chaos

3

3

ADVANCE

INFLECT

This enemy may only exhaust after it activates.

III

Tzeenrch Chaos Warrior

Chaos

2

3

ADVANCE

INFLECT

This enemy may only exhaust after it activates.

III

Tzeenrch Acolyte

Chaos

1

4

ADVANCE

HAUNT

HAUNT: While engaged with this enemy, a hero may not remove Bleeding or Sickened cards.

III

Tzeenrch Abomination

Demon

2

4

PREY

INFLECT

PREY: This enemy engages the hero with the most ♠.

III

Tzeenrch Abomination

Elite, Demon

3

4

PREY

INFLECT

PREY: This enemy engages the hero with the most ♠.

III

Tzeenrch Chaos Warrior

Chaos

2

3

ADVANCE

INFLECT

This enemy may only exhaust after it activates.

III

Tzeenrch Acolyte

Chaos

1

4

ADVANCE

HAUNT

HAUNT: While engaged with this enemy, a hero may not remove Bleeding or Sickened cards.



THE TWISTED TOWER

SETUP

ENEMIES: Shuffle all "The Twisted Tower" enemies together. Place the Blue Horrors (x6) aside and place Ta-Ral in the Nemesis Lair.

LOCATIONS: Place the Villainous Sanctum face down and shuffle three open locations on top.

GEAR AND DUNGEON CARDS: Shuffle twelve gear cards together and twelve dungeon cards together.

The adventurers arrive at the village of Woldor days after being summoned. Confusingly the gatehouse is nowhere to be seen, nor the sentries. The villagers, youthful but trembling, relay the town's plight.

A great evil has descended on the village. The villagers point to a crumbling wizard's keep to the North. The village's own mage, Ta-Ral, has not been seen in some days. Each day the villagers awake a year or two younger. Newborns have disappeared in their swaddling, and trees are shrinking into the ground. The village and its people are being undone...

REWARD

With a deafening bellow, Ta-Ral collapses in on himself. His wings crumple, as he slumps to the floor. The mighty creature fades into a frail old man. He glimpses up at the heroes, reaching a hand out - screaming suddenly, as he ages hundreds of years in moments. The bones of his skeleton scatter across the floor...

PENALTY

Some days later the adventurers awake to find themselves in a forest. Unable to recall events, they depart. Unknown to them, they cross a barren field - once home to Woldor...

THE TWISTED TOWER

SINGLE QUEST

As a Level 3 Quest, all heroes may replace two Basic actions with their Advanced versions. All heroes may carry up to three items, and you must shuffle three Legendary Fortune cards into the gear deck.



The fog in the minds of the adventurers thickens...

Each hero must discard a piece of gear or item. Spawn two enemies in the Shadows.

The adventurers stumble onward, struggling to remember their purpose...

Spawn Ta-Ral in the Shadows. Each hero downgrades its remaining Advanced action with its Basic version.

As the adventurers battle into the tower their minds betray them. Fingers become numb, senses dull...

Each hero must replace an Advanced action with its Basic form. Spawn one enemy in the Shadows.

VICTORY

If the heroes fully explore the Villainous Sanctum and defeat Ta-Ral, they are victorious.

DEFEAT

If the heroes perish, they are defeated.