

DEADLY KENNEL (5B)



Deep breathing and muffled yelps come from a pile of resting barghests. The smell of rotting flesh still lingers between their teeth. You spot a trap lever in the corner held in place by a woven sack. You lean in forward to get a better look, but you trip and stumble into the room.

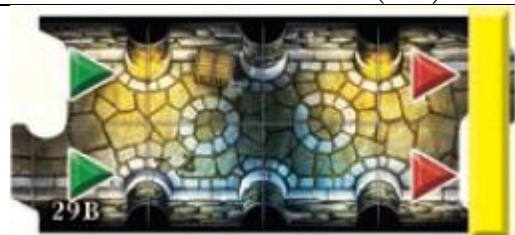
Move the exploring hero one space towards the master barghest

FOG-FILLED PASSAGE (20B)



A green smog swirls from the door as you pull it open. Villagers of Summers Glade begin to move towards you with their hands outstretched. Once they get close you begin to realize something: they're all dead.

HALL OF RIDDLES (29B)



A lengthy riddle is inscribed onto the door at the far end of the hall. The markings are handmade; the deep crevices hollowed by unknown hands.

LENGTHY SEWERS (21B-26B)



Water drips from the ceiling as a cool breeze sweeps through the putrid air. A burst of concentrated energy flies overhead, just missing you!

SHINY CORRIDOR (30B)



You catch a glint of something shiny in the corner of your eye, but as you move forward it begins to vanish!

TRASH HEAP (2B)



An unbelievable stench hangs in this dreary space. The aroma is intensified by an extreme heat coming from the far side of the room. These are more of Tharn's followers, blocking the way to the locked exit. A magical key crafted from a dragon's scale lies in a large mound of filth, but if the dragons are defeated too soon, the key will be lost with them.

'TREASURE VAULT' (8B)



The room glows a magnificent golden hue. Riches from the rich, forgotten valuables from the poor.

Shuffle 1 red, 1 green, and 1 blue objective token. Place them facedown on the map as indicated. No players should know which objective tokens are which color.

TUNNEL'S END (28B)



There is a ghastly pounding coming from the other side of the door. "Quick, quick, come my heroes, shhh, quick, stop it, come, now!" The voices fade and the pounding stops. The locked door will require the force of two heroes.

THE ONSET (19B)



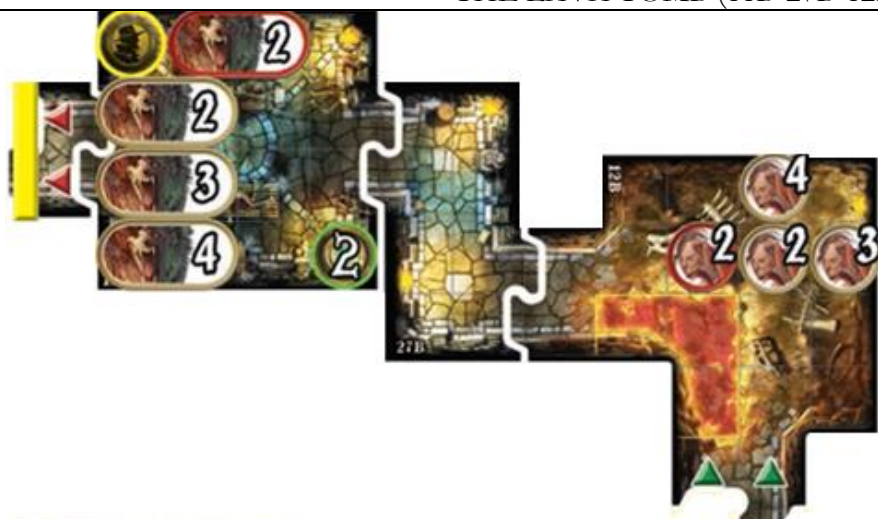
As you make your journey into the dungeon, corpses that lined the floor begin to writhe with life. Behind you, near the sealed entrance, monsters appear from the shadows! You must stand together!

ROOM OF SOULS (4B)



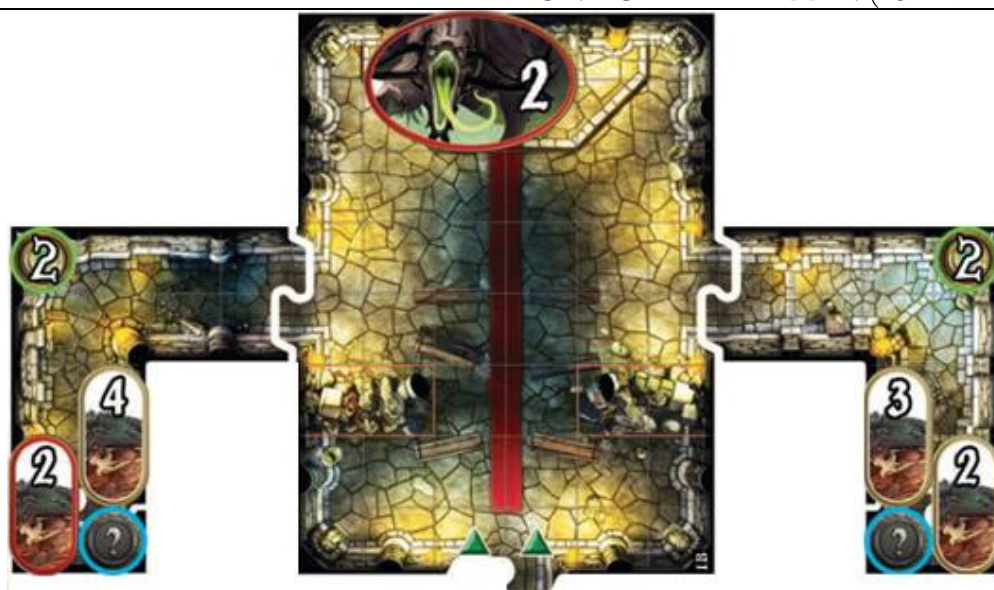
Servants of the mighty dragon stand guard in front of a large cauldron. Inside the stone container lies innocent souls, not yet lost to the dragon's control. Releasing the souls into the pit maybe their only chance of salvation. But you stand disturbed, your presence provokes a chilling moan in the chorus of souls.

THE LAVA TOMB (11B-27B-12B)



The spirits have lured a helpless farmer away from his family and chained him in this deathly tomb, doomed to suffer the same fate they had to bear. He struggles with his bonds, like a squirming rat in the eyes of a large serpent. He is the dragon's next meal.

THRONE OF THE FALLEN (18B-1B-17B)



Tharn, the massive dragon who commands this dungeon, spots your band of heroes. With a thunderous roar he beckons the spirits to rise from the ground. Anger and hatred flare as the dead villagers of Summers Glade cast their eyes upon you. The only way out is a tunnel that's been sealed shut. You must be quick and avoid any traps, or you too will become one of Tharn's minions.

Tharn is immediately Immobilized. Shuffle 1 red and 1 green objective token together and place them facedown on the map as indicated. No players should know which objective token is which color.

WIN) *With a mighty blow, the wooden barricade blocking the tunnel is smashed to pieces. Seeing your escape, Tharn rises in a desperate rage, slamming his tail against the many pillars of the great room. Piece by piece the dungeon's ceiling falls to the ground, collapsing the enormous castle. Tharn accepts his fate, but he refuses to allow you to leave alive. You make your way through the small corridor, spotting the light of day in the distance. An explosion of fire is released behind you, filling the tunnel with a deadly heat. You make it outside just before the flames overtake you! The tunnel walls cave in, and you hear a faint roar in the distance. The dragon's fate is sealed.*

if the doom and fate counters occupy the same space, or all 8 villager tokens are placed on the throne of the fallen, read the following aloud:

LOSE) *Tharn's spirits have grabbed hold of you. Your bodies slow, and your minds become faded. The world around you changes into a warped dream. In the distance, Tharn approaches. The beast takes great care with each step; his motions are calm. Then he is upon you. His warm breath flows around you, yielding a strange sense of comfort. Tilting his head up, Tharn samples the air, deciding whether his army of spirits will grow, or if his next meal is prepared. Either way, your fate is sealed.*