

TOMB OF THE UNDEAD

Undead Quest

The tomb of the undead is rumoured to contain a lost artifact which may help the living alliance conquer the undead armies. The crypt is guarded by a terrifying Liche who summons and regenerates the undead to fight for him.



The distant presence of the powerful Liche regenerates the undead

Undead enemies recover one wound if damaged.

The undead guardians are relentless in their attack

Spawn one enemy from the Undead deck face down to the shadows.

The Liche King arises from the tomb

While outside of the Dark Ossuary location spawn one enemy from the Undead deck to the shadows. If at the Dark Ossuary spawn the Liche King once per quest and activate immediately targeting the party leader. When already in play the Liche King discards one wound from all undead enemies in play including himself, and then activates targeting the party leader and readies.



VICTORY

If you defeat the Liche King and explore the tomb then you are able to recover a lost treasure. Refer to the reward section.

DEFEAT

If all heroes are defeated you have failed to defeat the Liche King and are unable to open the tomb.

Liche King

Undead, Nemesis

3

9

INFLECT

RETREAT

"The Liche is an undead sorcerer who seeks power and immortality".

ETHEREAL : While in the shadows this enemy cannot suffer wounds.

The Liche has a deathly aura. Exhaust 2 actions across the party.



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SETUP

Locations : Shuffle two random open locations together to form the entrance to the tunnels. Add the Cursed Crevasse and then the Dark Ossuary to the bottom of this deck as the final location. The Dark Ossuary is considered the Nemesis location.

Enemies : Shuffle two standard and one elite Skeleton Archer, Mummy and Wight cards to form an Undead monster deck. Separately shuffle the standard and elite Skeletal Horde, Ghouls and all creature cards to form a Monster deck. Place the Liche King aside. Deal enemies from the Undead deck when indicated by the peril track or when in the Dark Ossuary, otherwise spawn from the Monster deck.

Gear and Dungeon Decks : Shuffle 12 open gear cards together. Shuffle 12 open dungeon cards together.

Dark Ossuary Rule : Deal any enemy spawns in the location phase from the Undead deck instead of the discard pile specified on the card. All defeated Undead return to a separate Undead discard pile and this is re-shuffled to use again if the Undead deck runs out.

Heroes : This adventure requires experienced heroes who have visited the settlement once before embarking on this quest.

Armies of undead skeletons are rising to destroy the land of the living. Help is needed to defeat them, and hidden deep within the burial mountains are lost crypts, rumoured to contain treasures forged by the old ones, and which may turn the tide of the battle. Small parties of brave heroes have been sent out and tasked to search various burial locations to find the tombs of the undead.

REWARD

You have fought bravely and the undead at this location have been destroyed. You may now search the tomb to establish whether it contains any lost treasures.

Roll a hero dice – if you roll one or more axes then you have successfully found an artifact that can be used against the undead. If not then your search must continue. Whether successful in this or not, add a fortune gear card to the campaign pool.

PENALTY

The Liche King has defeated you and you cannot gain access to the tomb at this location. It's contents will remain a mystery.

Lose any gear or item cards you have gained on this quest.

I

Skeleton Archer

Undead

1

2

RETREAT

INFLECT

"Skeleton Archers are undead warriors who wield bows and fire arrows at their enemies".

REANIMATE : When this enemy is defeated and leaves play, roll a black dice, on a  the enemy re-spawns to the shadows.

I

Skeleton Archer

Undead, Elite

1

2

RETREAT

INFLECT

"Skeleton Archers are undead warriors who wield bows and fire arrows at their enemies".

REANIMATE : When this enemy is defeated and leaves play, roll a black dice, on a  the enemy re-spawns to the shadows.



II **Mummy**
Undead



2 **3**

REVIVE ADVANCE INFLECT

"Undead mummies consume the vital organs of the living to regenerate their decomposed bodies".

REVIVE : This enemy discards one wound damage.

II **Mummy**
Undead, Elite



2 **3**

REVIVE ADVANCE INFLECT

"Undead mummies consume the vital organs of the living to regenerate their decomposed bodies".

REVIVE : This enemy discards one wound damage.

II **Wight**
Undead



2 **2**

INFLECT CHILL RETREAT

"The Wight drains the essence of living beings and has an icy touch".

ETHEREAL : While in the shadows this enemy cannot suffer wounds.

CHILL : When this enemy causes a wound, the hero also exhausts one action.

II **Wight**
Undead, Elite



3 **2**

INFLECT CHILL RETREAT

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Undead



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I **Skeleton Archer**
Undead



1 **2**

RETREAT INFLECT

"Skeleton Archers are undead warriors who wield bows and fire arrows at their enemies".

REANIMATE : When this enemy is defeated and leaves play, roll a black dice, on a  the enemy respawns to the shadows.

II **Wight**
Undead



2 **2**

INFLECT CHILL RETREAT

"The Wight drains the essence of living beings and has an icy touch".

ETHEREAL : While in the shadows this enemy cannot suffer wounds.

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