

DESCENT:TM

JOURNEYS IN THE DARK

SECOND EDITION



LABYRINTH OF RUINTM
RULES AND QUEST GUIDE

INTRODUCTION

An ancient city full of peril and mystery awaits in the ruins of Sudanya, a lost civilization on the edges of Terrinoth. Horrid creatures haunt the heroes' every step, but powerful allies will guide them through the twisting maze of wilderness and broken cityscape.

Labyrinth of Ruin is an expansion for *Descent: Journeys in the Dark Second Edition*, introducing a new epic campaign for players to experience. Also included in this expansion are new heroes, monsters, classes, and more.

COMPONENT LIST

- This Rulebook/Quest Guide
- 4 Hero Figures
- 13 Monster Figures, consisting of:
 - 4 Goblin Witchers; 3 tan and 1 red
 - 4 Volucrix Reavers; 3 tan and 1 red
 - 3 Carrion Drakes; 2 tan and 1 red
 - 2 Arachyura; 1 tan and 1 red
- 2 Custom Six-sided Green Power Dice
- 3 Plastic Stands
- 4 Hero Sheets
- 77 Small Cards, consisting of:
 - 43 Class Cards
 - 11 Act I Shop Item Cards
 - 10 Act II Shop Item Cards
 - 4 Condition Cards
 - 3 Relic Cards
 - 6 Ally Skill Cards
- 42 Bridge-sized Cards, consisting of:
 - 19 Overlord Cards
 - 8 Monster Cards
 - 5 Lieutenant Cards
 - 2 Ally Cards
 - 8 Travel Event Cards
- 109 Tokens, consisting of:
 - 18 Map Tiles
 - 4 Lieutenant Tokens
 - 2 Ally Tokens
 - 8 Elixir Tokens
 - 20 Hex Tokens
 - 1 Wolf Familiar Token
 - 3 Overgrowth Tokens
 - 5 Condition Tokens
 - 7 Objective Tokens
 - 1 Sun Stone Token
 - 20 Damage Tokens
 - 20 Fatigue Tokens

COMPONENT OVERVIEW

This section describes the various components in detail.

PLASTIC FIGURES

The heroes and monsters included in this expansion are represented on the game board by plastic figures.



GREEN POWER DICE

This expansion adds a new type of die: the green power die. These dice follow the same rules as the yellow and red power dice.



HERO SHEETS

The heroes in this expansion each have a corresponding Hero sheet containing all the information needed to play that hero.



CLASS CARDS

These cards are divided into four separate decks that represent the four different hero classes included in this expansion: the Apothecary, the Beastmaster, the Hexer, and the Treasure Hunter. Each deck contains all the skills and starting equipment belonging to that class.



SHOP ITEM CARDS

These cards represent the different items heroes can find or purchase in the game. They are divided into Act I items and Act II items, and added to their respective existing decks.



CONDITION CARDS

These cards describe the rules for the new Cursed condition.



RELIC CARDS

These cards represent unique and powerful items that can be found during a campaign.



ALLY SKILL CARDS

These cards represent powerful abilities that allies can gain during a campaign.



OVERLORD CARDS

These Overlord cards represent a new deck of basic Overlord cards. Additionally, two Universal cards are included, as well as Quest Reward cards that are available to the overlord during a campaign.



MONSTER CARDS

The monsters in this expansion each have a corresponding Act I and Act II Monster card containing all the information pertaining to the monster.



LIEUTENANT CARDS

These cards list all the information for the overlord's new lieutenants. Some lieutenants have both an Act I and an Act II card.



ALLY CARDS

These cards list all the information for the new allies. Allies are characters that are unique to the "Labyrinth of Ruin" campaign and may join the heroes during their adventures.



TRAVEL EVENT CARDS

These cards are used to determine if an event occurs for the heroes while traveling during a campaign.



MAP TILES

These puzzle-cut tiles represent different locations heroes explore during the game. Each quest has a unique layout that uses different combinations of map tiles. All map tiles are double-sided, with one side showing an indoor location and the other side showing an outdoor location.



LIEUTENANT TOKENS

These tokens represent lieutenants on the map. The art on the token matches the art on the corresponding Lieutenant card.



ALLY TOKENS

These tokens represent allies on the map. The art on the token matches the art on the corresponding Ally card.



CLASS TOKENS

These tokens are used with the new classes introduced in this expansion, and consist of elixir tokens for the Apothecary, a single familiar token for the Beastmaster, and hex tokens for the Hexer.



OVERGROWTH AND PLASTIC STANDS

These tokens are similar to doors, and are inserted into the included plastic stands. Overgrowth represents a barrier that can be moved through, but blocks line of sight.



CONDITION TOKENS

These tokens correspond to the Cursed Condition card and are used to mark when a monster is affected by Cursed.



OBJECTIVE TOKENS

These tokens mark the locations of objectives on the map. Objective tokens have a unique colored back for use in specific quests.



SUN STONE TOKEN

This token represents a powerful relic used in the "Labyrinth of Ruin" campaign.



DAMAGE AND FATIGUE TOKENS

These tokens track the amount of damage or fatigue heroes suffer during a quest. The damage tokens are also used to track damage monsters, lieutenants, and allies have suffered.



LABYRINTH OF RUIN EXPANSION ICON

All the cards and sheets found in this expansion are marked with the *Labyrinth of Ruin* expansion icon to distinguish these components from those found in the base game.



USING THIS EXPANSION

This section describes how to incorporate *Labyrinth of Ruin* components into the *Descent: Journeys in the Dark Second Edition* base game.

Before starting a game, all players must agree upon which expansions to include. When including this expansion, players use all *Labyrinth of Ruin* components unless instructed otherwise. This means that when using the *Labyrinth of Ruin* expansion, players have access to the new heroes, classes, items, travel events, monsters, and Overlord cards. Simply mix all components found in this expansion with their corresponding components found in the base game (see "Expansion Setup" below).

The new *Labyrinth of Ruin* Lieutenant, Relic, Ally, and Ally Skill cards are **used only** when specified in a quest included in this expansion.

When using multiple expansions, simply mix together the respective components. For example, players should mix together the Shop Item cards from this expansion with the Shop Item cards from the base game as well as the Shop Item cards from all other expansions being used.

The *Labyrinth of Ruin* expansion includes a new campaign that can be played instead of "The Shadow Rune" campaign found in the *Descent: Journeys in the Dark Second Edition* base game. Before starting a campaign, players must agree upon a single campaign to play, as well as which expansions to include. All components from the chosen expansions are available for the duration of this campaign.

EXPANSION SETUP

Before playing with this expansion, carefully punch out all tokens and map tiles from the cardboard frames. Then, perform the following:

- Incorporate New Cards:** Add all Shop Item and Travel Event cards from this expansion to their respective decks.
Take the new Class, Condition, Overlord, and Monster cards and add them to the pool of available cards. These function like their counterparts found in the base game.
- Set Aside Campaign Cards:** Place the Lieutenant, Relic, Ally, and Ally Skill cards from this expansion aside. They are used only when playing the "Labyrinth of Ruin" campaign.
- Incorporate Other Components:** Add the green power dice, Hero sheets, hero and monster figures, all tokens, and map tiles from this expansion to their respective supplies.

LABYRINTH OF RUIN EXPANSION RULES

This section describes how to incorporate the rules and components from this expansion into *Descent: Journeys in the Dark Second Edition*. It is important to note that all rules in this section should always be used when playing the *Labyrinth of Ruin* expansion.

NEW POWER DIE

The green power die included in this expansion functions similarly to the red and yellow power dice. Some weapons and abilities will specifically call for the use of the green power die.

QUESTS

This expansion adds 19 new quests, found in the Quest Guide at the back of this rulebook. During step 1 of General Setup, these quests are added to the available selection of quests. These quests have either one or two encounters and may be linked together to form a campaign (see “Labyrinth of Ruin Campaign Rules” on page 5).

If playing an Act II quest from this expansion outside of the “Labyrinth of Ruin” campaign, players should use the Epic Play rules listed on page 19 of the *Descent: Journeys in the Dark Second Edition* rulebook. These quests should be played at the Expert Level.

NEW CLASSES

This expansion adds four new classes to those found in the base game (one for each archetype). These classes include the Apothecary (Healer), Beastmaster (Warrior), Hexer (Mage), and Treasure Hunter (Scout). Hero players may choose these classes during the Choose Classes step during Hero Setup.

ELIXIR TOKENS

The Apothecary class has several skills that interact with elixir tokens. These tokens are used specifically with the Apothecary class. When a player chooses the Apothecary class during Hero Setup, he places the elixir tokens in a supply near his play area.



Each time a player is instructed to gain one elixir token, he takes one elixir token from the supply and places the token on his Hero sheet. Each time a player discards one elixir token, he removes one elixir token from his Hero sheet and places it back in the supply. Elixir tokens remain on Hero sheets between encounters but are discarded at the end of a quest. The number of elixir tokens a hero may have on his Hero sheet is limited only by the supply.

Any hero with an elixir token has the option of discarding it at any point during his turn to recover damage. This ability is printed on the “Brew Elixir” Apothecary Class card as a reminder. When a hero discards an elixir token, he rolls one red power die and recovers damage equal to the ♥ rolled on the die. A knocked out hero cannot discard an elixir token during his turn.

Heroes may trade elixir tokens following the trading items rules on page 15 of the *Descent: Journeys in the Dark Second Edition* rulebook.

HEX TOKENS

The Hexer class has several skills that interact with hex tokens. These tokens are used specifically with the Hexer class. When a player chooses the Hexer class during Hero Setup, he places the hex tokens in a supply near his play area.



When a monster is hexed through the use of a Hexer Class card, the hero player places one hex token near the monster as a reminder. A monster with at least one hex token is known as a **HEXED MONSTER**. The number of hex tokens a monster may have is limited only by the supply.

A hero attacking a hexed monster may discard one or more hex tokens from the target monster, after rolling dice. For each hex token discarded, the attack deals one additional damage to the target monster. This ability is printed on the “Enfeebling Hex” Hexer Class card as a reminder.

NEW OVERLORD DECK

Some of the Overlord cards included in *Labyrinth of Ruin* make up an alternate deck of 15 basic cards. These alternate basic Overlord cards are identified by the Labyrinth of Ruin expansion icon and are labeled “Basic II.” This alternate Overlord deck may replace the basic Overlord deck found in *Descent: Journeys in the Dark Second Edition*.

At the start of a campaign, the overlord player may choose which basic deck he wishes to use. The overlord player cannot mix basic cards between decks. After choosing his basic deck, he simply returns all other basic Overlord cards to the game box, and shuffles all cards belonging to the chosen basic Overlord deck together to create his deck.

Many of these new Overlord cards have an additional effect if played on the appropriate hero archetype. These cards list the corresponding archetype on the card. When the card is played on a hero that matches the listed archetype, the listed effect for the matching archetype is applied in addition to the card’s normal effect.

Some Overlord cards do not have an experience cost and are labeled “Quest Reward.” These cards are only available as a reward for specific quests. When the overlord receives one of these cards, he shuffles it into his Overlord deck as though it was a purchased Overlord card.

NEW TRAVEL EVENT CARDS

Some of the new Travel Event cards included in this expansion allow the heroes to choose a hero belonging to a specific archetype to keep the Travel Event card in his play area. If there are no heroes belonging to the listed archetype, the card is discarded and the players continue to the next travel icon. If there is a hero belonging to the listed archetype, the card is placed in his play area and may be discarded to trigger its event. If a Travel Event card is still in a player’s play area at the end of a quest, the card is shuffled back into the Travel Event deck.

ELEVATION

Elevation is represented by a dotted red line along the edge of certain spaces. These lines, also known as elevation lines, block movement but not line of sight. A figure cannot move across an elevation line, but it can trace line of sight over one.



Adjacent spaces separated by an elevation line are still considered to be adjacent. However, when a figure declares a *Melee* attack targeting a figure on the opposite side of an elevation line, the target figure adds one additional black defense die to its defense pool. If the attacking figure's attack has the Reach keyword, the target does not add the additional black defense die to its defense pool.

When determining movement for large monsters, elevation lines block movement. However, when ending or interrupting movement for large monsters, the monster figure may be placed on spaces containing elevation lines, as long as those spaces are empty. For example, a large monster may occupy two empty spaces separated by an elevation line. A figure with the "Fly" ability may move through elevation lines.

OVERGROWTH

This expansion includes a new feature called OVERGROWTH. Overgrowth are set up similar to doors in a quest and are shown as green doors in the *Labyrinth of Ruin* Quest Guide. Figures cannot trace line of sight through overgrowth.



Even though adjacent spaces separated by overgrowth are still considered to be adjacent, figures cannot attack through overgrowth. However, figures can move through overgrowth. In addition, when counting spaces for an ability, players can count spaces through overgrowth. Large monsters cannot occupy two spaces that are separated by overgrowth.

A figure may perform an open or close a door action to remove one adjacent overgrowth from the map and return it to the game box. When a figure does this, it is considered to be opening a door.



LABYRINTH OF RUIN CAMPAIGN RULES

Dreams of fortune and glory, untamed lands, and old mysteries have brought you to the edges of Terrinoth, near to the ruined city of Sudanya. Little is known of this place and its people, but tales and legends give naught but high allure to the seasoned adventurer.

A dark omen shrouds your steps when you first discover the scattered remains of a Dunwarr expedition to these lands. Dead and burned, the bodies of these explorers transform to caution what was once a sense of excitement. Your destination of the Pylia Caravan, formed into an encampment for several weeks of local trade, lies not far on the road ahead.

The expedition's fate forces you to recall many dark rumors regarding the mysterious city. Sinister forces, terrible magic, and a deep seed of evil led to Sudanya's downfall, or so it is said. Will you unlock the secrets of the forgotten city, or will this grisly scene prove an ominous sign of things to come...?

Labyrinth of Ruin introduces a new campaign to *Descent: Journeys in the Dark Second Edition* entitled "The Labyrinth of Ruin." This new campaign follows many of the same rules for "The Shadow Rune" found in the base game. The following rules list any changes to the campaign rules found on pages 19-22 of the *Descent: Journeys in the Dark Second Edition* rulebook.

TRAVEL

The "Labyrinth of Ruin" campaign uses an all new campaign map. All travel is done by referencing the campaign map on the back page of this rulebook. When playing the "Labyrinth of Ruin" campaign, heroes always begin the travel step at Pylia Camp and must follow a continuous path to the chosen quest location shown on the campaign map.

CHOOSING QUESTS

Players will play a total of nine quests throughout the "Labyrinth of Ruin" campaign. The campaign begins with the Introduction quest entitled "Ruinous Whispers." Remaining quests are chosen using the campaign log on page 8 of this rulebook. Players should photocopy the campaign log, or download and print a copy from Fantasy Flight Game's official website (www.fantasyflightgames.com).

ACT I

Players are restricted as to which quests they can choose during Act I of the "Labyrinth of Ruin" campaign. After completing the Introduction quest, the winner of the quest chooses either "Gathering Foretold" or "Honor Among Thieves" as the next quest to be played. This is indicated by the arrows connecting the quests to the Introduction quest. After completing an Act I quest, the winner of that quest chooses between the two available quests listed beneath it on the campaign log. Available quests are connected to the completed quest by an arrow.

Players should note that two Act I quests are repeated on the quest log. The quests "Fury of the Tempest" and "Back from the Dead" are always available during Act I of the campaign, regardless of which quest was chosen after completing the Introduction quest.

INTERLUDE

The Interlude is a special quest that marks the transition from Act I to Act II of the campaign. After completing three Act I quests, the Interlude must be chosen as the next quest. There are two different Interlude quests and the Interlude to be played is chosen by the winner of the last Act I quest. The winner of the third Act I quest chooses between either Interlude shown on the campaign log. The Interlude is considered to be an Act I quest.

ACT II

After completing the Interlude, the campaign transitions to Act II. Immediately perform the Act II steps listed on page 22 of the *Descent: Journeys in the Dark* rulebook.

The winner of the Interlude chooses which Act II quest will be played first. After each Act II quest, the winner of that quest chooses which Act II quest will be played next. When choosing Act II quests, players are free to choose any Act II quest that has yet to be played during the campaign. After completing three Act II quests, it is time for the Finale. Players resolve one Campaign phase as normal and then the heroes travel to the Finale quest to determine the ultimate winner of the campaign.

FINALE

The campaign ends in an exciting quest known as the Finale. Similar to the Interlude, there are two different Finale quests. If the heroes won “Tipping the Scales” during Act II, the players must choose “A Glimmer of Hope” as the Finale quest. Otherwise, the players must choose “Endless Night” as the Finale quest. The Finale is considered to be an Act II quest.

CHOOSING ACT I QUESTS



After winning the Introduction quest, the hero players may choose which Act I quest will be played next. Looking at the quests connected to the Introduction quest by an arrow, they see that they can choose between “Gathering Foretold” or “Honor Among Thieves” as the next quest to be played in the campaign.

The heroes choose “Gathering Foretold” as the next quest. After completing it, the winner of the quest may choose between “Reclamation” and “Fury of the Tempest” as the next quest to be played. These quests are available because they are connected by an arrow to the completed quest.

“Barrow of Barris” and “Secrets in Stone” are not connected to the completed quest and are no longer available during the campaign. These quests correspond to Raythen’s story, which the players won’t experience completely during this campaign. Since the heroes chose to follow Serena’s story, the players will have to play another campaign later to experience the other ally’s story.

ALLIES

Labyrinth of Ruin introduces a new type of character that can join the heroes during their adventures called ALLIES. These characters are specific to the “Labyrinth of Ruin” campaign and only come into play through specific quests. Similar to lieutenants, allies are represented on the map by ally tokens, but are treated as hero figures for the purposes of hero abilities, monster abilities and attacks, and Overlord cards. Allies have attributes and perform attribute tests just like heroes. Allies are treated as friendly figures for heroes and enemy figures for monsters. Ally cards list the ally’s attributes, abilities, characteristics, and the dice used when the ally attacks or defends.

GAINING ALLIES

Hero players may receive an ally as a reward from certain quests. When the hero players receive an ally, they take the appropriate Ally card and ally token and place them in their play area. Hero players should store ally components with their hero’s between sessions during a campaign as a reminder of which ally they have.

ALLY SKILLS

Throughout the course of a *Labyrinth of Ruin* campaign, heroes will have the chance to upgrade their allies through the use of ally skills. When the heroes receive an ally skill as a reward from a quest, the heroes take the listed Ally Skill card associated with their current ally. The Ally Skill card functions similarly to Class cards and lists special abilities and actions now available to the ally.



ALLY SKILL CARD

CONTROLLING ALLIES

Certain quests in this expansion allow the heroes to control an ally during the quest. This is listed in the setup section of a quest. Some quests specifically state which ally is controlled by the heroes. Other quests will state “The heroes control their ally,” meaning that the heroes control the ally they received during the campaign. If playing the quest outside of a campaign, the heroes may choose which ally they control. The ally’s token must be placed adjacent to a hero at the start of a quest.

During a quest in which the hero players control an ally, the hero players may activate the ally once each round before the overlord’s turn. The ally must be activated either before or after a hero has completed his turn. The ally cannot be activated during a hero’s turn. After activating the ally, the hero players flip the Ally card facedown to indicate that the ally has been activated that round.

When activating an ally, the ally may perform up to two actions. **Only one of these actions may be an attack action.** Allies may perform the following actions:

- **Move:** The ally moves a number of space up to its Speed.
- **Attack:** The ally attacks a monster. **Similar to monsters, an ally can attack only once during its activation.**
- **Revive a Hero:** The ally revives a knocked out hero whose hero token is in an adjacent space.
- **Ally Action:** Allies have unique actions listed on their Ally cards or Ally Skill cards with a ➤. If any special action allows the ally to perform an attack, **it counts as the ally’s one attack action for that activation.**
- **Open or Close a Door:** The ally opens or closes one adjacent door.
- **Special:** Some quests provide allies with unique actions to perform. These actions are clearly stated “as an action.”

Allies can suffer damage and be affected by conditions. When an ally is defeated, remove the ally token from the map. A defeated ally is essentially out of the game for the remainder of the encounter. Allies recover all damage at the end of an encounter.

THE SUN STONE TOKEN

The sun stone is a powerful relic unique to this expansion. Along with its Relic card, the sun stone is also represented by the sun stone token. While a hero is equipped with the “Sun Stone” relic, he places the sun stone token on his Hero sheet. If that hero is ever defeated, he must place the sun stone token in his space and set the “Sun Stone” Relic card aside.



As an action, a hero or monster may pick up the sun stone token. In the case of a hero, place the token on his Hero sheet and that hero gains the “Sun Stone” Relic card. In the case of a monster, place the token on the monster’s base. If the monster carrying the sun stone token is defeated, place the token in the monster’s space.

If a monster is carrying the sun stone token at the end of any encounter, the token is returned to the game box and the overlord receives the “Sun’s Fury” Relic card. Any lieutenant may wield the “Sun’s Fury” relic in addition to any other relic he wields but does not drop the sun stone token when defeated. This is an exception to the normal relic rules that limit lieutenants to wielding only one relic at a time.

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ALLY CARD ANATOMY



ALLY CARD FRONT

ALLY CARD BACK

- Name:** This area lists the name of the ally.
- Attributes:** This area lists all the attributes for the ally (Might, Knowledge, Willpower, and Awareness).
- Abilities:** This area lists all the abilities for the ally.
- Characteristics:** This area lists the characteristics (Speed, Health, and Defense) of the ally. The ally’s characteristics differ depending on the number of heroes playing (represented by the gray silhouettes).
- Attack Type Icon:** This icon shows the type of attack (*Melee* or *Ranged*) the ally has.
- Dice:** This area lists the dice used by the ally when performing an attack.
- Ability Rules:** This area explains the full details of the ally’s abilities.

LABYRINTH OF RUIN

CAMPAIGN LOG

INTRODUCTION

Ruinous Whispers

Gathering Foretold

Honor Among Thieves

Reclamation

Fury of the Tempest

Barrow of Barris

Fury of the Tempest

Through the Mist

Back from the Dead

Secrets in Stone

Back from the Dead

INTERLUDE 1

Pilgrimage

INTERLUDE 2

Fortune and Glory

Heart of the Wilds

Fountain of Insight

Web of Power

Let the Truth be Buried

Fire and Brimstone

Tipping the Scales

FINALE 1

Endless Night

FINALE 2

A Glimmer of Hope

Hero XP

XP

Hero Gold

Overlord
XP

XP

MONSTER DESCRIPTIONS



Volucrix Reaver: The origin of these terrifying creatures is a great mystery, and no scholar in his right mind would dare to investigate lest he discover more intimately what they are capable of. With no intention or goal besides mindless slaughter, these bladed horrors are nigh unstoppable, especially when found in large numbers.



Goblin Witcher: None are certain of how the slightly dimwitted goblin race managed to discover and utilize magic, but no one can question the result. Though blunt, brutal, and undeniably evil, these goblin sorcerers have proven themselves equal parts vicious and effective, possessing a power most believe to be far beyond their intellect.



Arachyura: It takes many, many years in the deepest of underground caves for a simple spider to mutate to such an absurd size, but thus far their reclusive nature has typically led them to be seldom encountered.

Why these terrible creatures have emerged from their dark hovels is unknown, but it bodes ill tidings for all of the surface dwelling peoples.



Carrion Drakes: As bottom-feeding scavengers, the carrion drakes subsist upon disease and decay. Often found near bodies of water and holding a tendency towards nocturnal activity, one finds these vile creatures more than willing to adjust habits when there's something to devour nearby, even if there's a fair amount of life remaining to the poor soul...



CHARACTER DESCRIPTIONS

HEROES

Ulma Grimstone: As a dwarf with decades of alchemic experimentation, Ulma Grimstone is hard-pressed to remember the last time she had much in terms of eyebrows. Lately, however, she's spent much of her time out in the field, searching for strange, new components, and her skills continue to improve each and every day. Best yet, as she understands it, her earliest test subjects are finally starting to regrow their fingernails and teeth.

Logan Lashley: Never one to volunteer out of the goodness of his heart, Logan Lashley works for the highest bidder and knows a good score when he sees one. Skilled enough to have amassed plenty of wealth to live out his days, he continues to ply his trade out of sheer enjoyment. Though loyalty is not high on his list of personal traits, he knows the value of a good ally, meat-shield, or scapegoat...

Dezra the Vile: A deep fascination and aptitude with darker magic has made Dezra a bit of an outsider all her life, but this has never bothered her. Her mannerisms and habit of staring at people as if visually dissecting them provided her with the title of "Vile," and her odd tendencies have often led townsfolk to forcefully request her departure. This also hasn't bothered her. For Dezra, discovering the secrets of flesh and magic has always been more important than the petty trappings of polite society, and no force in the world will keep her from satisfying this morbid curiosity.

Pathfinder Durik: From the earliest times in his life, Durik has been far more comfortable in the wilderness than in any town or village. To him, nothing can beat soft grass underfoot and a cool breeze under a starry night sky. As such, he's proven himself time and again as a valuable tracker and guide, easily able to find shelter and sustenance in the least hospitable places, to discover a safe travel path in the darkest night, and to defend himself and his charges against the deadly perils of the wild.

LIEUTENANT

Ariad: A vile, deeply clever sorceress, Ariad will stop at nothing to bring total darkness to the world and its people. Though her motivations are unclear, she remains a dangerous foe not to be underestimated.

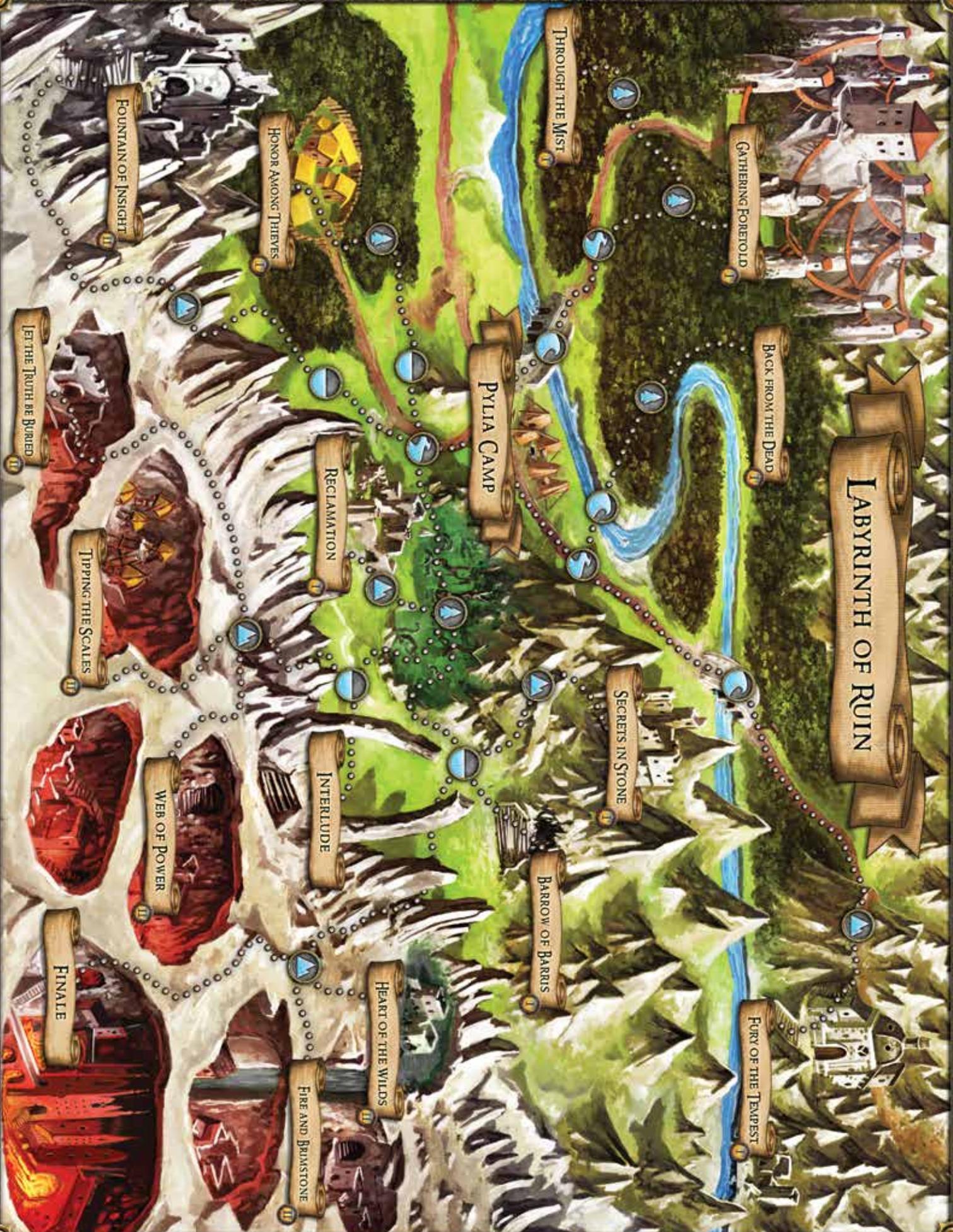
ALLIES

Raythen: Escaping the certain death of the Dunwarr expedition massacre, this clever rogue understands one simple thing: the greater the stakes, the greater the payoff. Not one to be easily frightened off, he knows there has to be something valuable left in Sudanya to create this kind of brutal response. Whatever riches may be found, Raythen just needs to find another group of rubes—or rather stalwart heroes—capable of getting him there.

Serena: This peaceful-seeming priestess of the Sudanyan tradition has lived alone in the wilderness for many years, her days filled with base survival needs and endless meditation. Beautiful and powerful, she knows the time draws near when she will be called to serve the ancient city, and she has no intention of shirking her duty.



Labyrinth of Ruin



GATHERING FORETOLD I

BACK FROM THE DEAD I

THROUGH THE MIST I

PYLLIA CAMP

RECLAMATION I

SECRETS IN STONE I

BARROW OF BARMS I

FURY OF THE TEMPEST I

FOUNTAIN OF INSIGHT II

HONOR AMONG THIEVES I

LET THE TRUTH BE BOUNDED II

TIPPING THE SCALES III

WEB OF POWER III

INTERLUDE

HEART OF THE WILDS II

FIRE AND BRIMSTONE II

FINALE