

DESCENT™

JOURNEYS IN THE DARK

SECOND EDITION

LAIR OF THE WYRM MINI CAMPAIGN RULES

This document contains an optional way of playing the *Lair of the Wyrms* expansion for *Descent: Journeys in the Dark Second Edition*.

Instead of integrating the *Lair of the Wyrms* quests into an existing campaign, players may choose to play a mini campaign using only the quests found in the *Lair of the Wyrms* Quest Guide. This mini campaign contains fewer quests than “The Shadow Rune,” and only requires 5-8 hours to complete.

THE STORY

With the recent resurgence of internal treachery and scheming politicians, rumors abound in the rustic barony of Rhynn.

Monster raids, the walking dead, ancient artifacts uncovered, one can't wander too far from the safety of Arhynn's gates without hearing about the doom coming for Terrinoth.

Lately, however, the rumor mills have switched focus to an older terror that has made herself known once more: Valyndra, mother to the terrible hybrids—dragonkin that walk like men. The self-styled Wyrms Queen is said to be consorting with other foul forces. Seeing that her lair in the Carthmounts could supply several armies, this does not bode well.

Worse yet, some say that Valyndra has caught wind of a recent find of aurium in the Vigil Mines—they say it shines like gold and forges like the finest steel. You don't dare think of the consequences should Valyndra acquire such a powerful mineral...

PLAYING THIS MINI CAMPAIGN

This mini campaign is played following the normal “Campaign Rules” listed in the *Descent: Journeys in the Dark Second Edition* base game rulebook in addition to the changes noted in this section.

Players follow all normal Campaign phase steps from the base game during the Campaign phase, **but they skip step 6 (Choose Next Quest)**. In addition, Rumor cards are not used when playing this mini campaign.

Players can record their gold and experience points on the Campaign log shown on the following page.

Unlike “The Shadow Rune” campaign, this mini campaign consists of only four quests played in a specific order. This entire campaign is played using the following steps in this order:

1. **Setup:** Perform all normal rules for game setup. In addition, each hero receives 4 experience points worth of Class cards and 100 gold. The overlord then receives 4 experience points worth of Overlord cards. Any gold and unspent experience points may be saved to spend in future Campaign phases.
2. **Travel:** Perform a travel step beginning at the “Wagon Trails.”
3. **Quest #1:** Play the “Gold Digger” quest.
4. **Campaign Phase:** Perform a standard Campaign phase, skipping the choose next quest step.
5. **Quest #2:** Play the “Rude Awakening” quest.
6. **Campaign Phase:** Perform a standard Campaign phase, skipping the choose next quest step.
7. **Quest #3:** Play the “What's Yours is Mine” quest.
8. **Transition to Act II:** Follow the instructions for “Act II” listed on page 22 of *Descent: Journeys in the Dark Second Edition* rulebook.
9. **Campaign Phase:** Perform a standard Campaign phase, skipping the choose next quest step.
10. **Finale:** If the heroes have won more quests than the overlord, players proceed to the “At The Forge” quest. If the overlord has won more quests than the heroes, players proceed to the “Armed to the Teeth” quest. Whoever wins this quest wins the whole campaign!

ADDITIONAL QUEST REWARDS

In addition to the rewards listed for each quest, each player receives 1 XP at the end of each quest. They receive this reward even if they lost the quest. If the heroes win, they may choose one hero to receive one random Shop Item card. If the overlord wins, he receives 1 additional XP.

If a quest rewards a Relic card that is already in another team's possession, the player may take the Relic card from the other team. If a team is rewarded a Relic that is already in their own possession, each player on that team instead receives 1 XP.

TRAVEL

During each travel step of the Campaign phase, heroes always begin travel from the quest that was just completed.



LAIR OF THE WYRM

CAMPAIGN MAP



Hero XP

CAMPAIGN LOG

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Gold Digger

Rude Awakening

What's Yours is Mine

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|------------------|--------------------|
| Hero Gold | Overlord XP |
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| | |
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FINALE I
At the Forge

FINALE 2
Armed to the Teeth