



The Cult of the 100

Bonus Scenario

Introduction

Your party has tracked the series of nefarious and arcane happenings to the Cult of the 100, a secret group of priests and madmen who number exactly 100 members. A lucky break has revealed to you the location of the Cult of the 100's hidden temple, where rumor has it they are days away from completing an awful ritual to manifest their insane god.

For Players Without Expansions

The rules for rolling boulders and altars can be found in the *Well of Darkness* and *Altar of Despair* expansion rulebooks, both available at the Fantasy Flight Games website at www.FantasyFlightGames.com/descent_support.html

Use any suitable proxies (such as staircases for boulder ramps, encounter markers for altars, and a giant for the rolling boulder) to represent the missing components.

You may substitute sorcerers for dark priests and a master ogre for the master golem if necessary.

Quest Goals

According to your information, the focal point of the ritual is a massive iron statue of the cult's numerically-precise god. You must find and destroy the statue, navigating the ingenious traps and eliminating the cultists between you and your target. If you can find and reactivate the ancient glyphs of transport in the dungeon along the way, and secure for your own uses the masses of gold and treasure in the cult coffers, so much the better!

You start with five conquest tokens. If you ever run out of conquest tokens, you will have failed in your quest. Good luck!

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Area 1

The walls of this corridor are marked with complicated mathematic equations and the floor curves according to some arcane formula. You have no time for study, however, as an enormous boulder comes thundering towards you!

Remove both doors leading from the Start Area to Area 1 from the board, then place a boulder on the red X closest to the door the heroes have opened, facing towards the start glyph.

Area 2

Somber chanting and flickering torchlight fill the air, both emanating from around the graceful curve of the corridor ahead.

Area 3

"Fools!" thunders a terrible voice. "My loyal servants have built me a perfect body, impervious to your puny attacks. Now, you shall be destroyed by my latest perfect creation!" Against the far wall, you see a deranged cultist pull a lever on a dark altar. A boulder rolls into sight (crushing the foolish cultist), then changes direction to roll towards you!

The altars in this room control the boulders. Once per turn, the heroes may activate a good altar to change the facing of any boulder on the map. Once per turn, the overlord may do the same at the evil altar.

The master golem here is the 101st. He has the same stats as a normal master golem except that he has two extra armor and ten extra wounds per hero.

If any boulder is destroyed (such as by hitting a wall or a closed door), then place a new one on the board in the starting position of the Area 3 boulder at the start of the overlord's next turn.

If the heroes defeat the 101st:

The beginnings of a thunderous monologue are cut off by the sounds of twisting metal, dying down to a guttering of what seem to be bright white sparks. As one, the men and women of the Cult of the 100 throw back their cowls and stare slack-jawed at their fallen god. Then, without a word, they turn and leave, glassy-eyed and numb. You have triumphed!

The heroes gain 4 conquest tokens for destroying the Cult of the 100. They have finished their quest.

Treachery



Chests

- Copper One:** 100 coins, 1 curse, 1 copper treasure.
 - Copper Two:** 100 coins, 2 curses, 1 copper treasure, 1 conquest.
 - Copper Three:** 100 coins, 2 curses, 2 copper treasure
 - Silver One:** 100 coins, 2 curses, 1 silver treasure
 - Silver Two:** 100 coins, 3 curses, 1 silver treasure, 2 conquest
 - Silver Three:** 100 coins, 4 curses, 2 silver treasures
- There are no gold chests in this dungeon.

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Area 3



Start Area

Area 1

Area 1

Area 2