

Hello Folks,

Sorry for the lack of content lately. My work schedule changed which makes it hard for me to gather content lately but more is coming.

One idea was a new Challenge from starts back at the core... with inspiration from the Saga and Darkest Dungeon. This could be used for multiple people but I think I will be soloing this one.

## **The Darkest Saga (Variant)**

### **Rules Are As Follows:**

#### **Players start with a Total Hero Pool of 12 Hero Characters.**

Heroes that share their name with multiple spheres can be swapped before starting the quest. Heroes in the pool can be used by any player but the Core rules are still in affect (There cannot be a copy of a unique card in play).

#### **Completing a Quest Increases the players Hero Pool by 1.**

This allows you to buy more Heroes in the Hero Pool using **Perseverance** that in not in the Graveyard. The price of the Hero is equal to their Printed threat cost (*this makes Glorfindel quite a steal at 5 for his Spirit Hero*).

#### **Heroes that are not in play at the end of a quest are considered Killed.**

Killed Heroes are removed from the Hero Pool and go to the Graveyard. Heroes in the Graveyard cannot be purchased. When Heroes are killed, refund Perseverance equal to half of that character's Printed Threat cost (rounded up).

#### **Players buy Unique cards for their decks using Perseverance. These cards go into a Unique pool.**

The price of the card is equal to the Printed Resource Cost +1 of that card. Once in the pool, any player may have up to 3 copies in their deck (unless it states on the card a limit). Unique cards that share the same name will need to be brought, this includes if they share the same card name in other spheres or names of Hero cards in the Hero Pool. Unique rules remain the same during the game. Unique "printed" allies that are destroyed or discarded are not counted as killed.

#### **Players start with a pool of 150 Perseverance at the beginning The Darkest Saga.**

Perseverance is a shared currency. Work together to make decks and budget wisely. Players who join The Darkest Saga after the start will need to use the current Hero Pool and Unique Pool and share the same Perseverance.

### **Collect Perseverance to Buy Cards for your pool.**

Perseverance is collected at the end of each quest. The amount earned is generated by taking the difference of their threat vs 50 (99 in the Fire and Mountain Deluxe Box), and adding the total, then add any victory points earned. This number is added to the total Perseverance. As stated before, Killed Heroes refund half of their printed threat as Perseverance.

### **Non-Unique player cards are free to use.**

Feel free to use non-unique cards in your deck at no cost.

### **A Player can Retreat at the end of a Round (after all end of round effects happen).**

A player who retreats removes their cards from the game and rolled a 6 sided die. If the roll is lower than the 10's value on the threat dial that player must choose one of the following:

-- **Remove a Hero they used for this quest from the Hero Pool.**

--**Kill a Hero they used for this quest.**

--**Remove half of the unique cards that were used in during this quest (rounded up) from the Unique Pool.**

Remaining players will play the quest as if the retreated player were eliminated (this lowers the total player count). Failed Quests can still be a benefit if you are able to keep as many Heroes alive, know when to retreat.

### **Failing a Quest**

Threat this as if all players were Retreating. Roll dice accordingly.

### **Players choose a Quest Path at the start of every game.**

Much like Darkest Dungeon you can pick a path to advance. Researching and knowing the quests can help players advance through the tiers intelligently and help save your Perseverance. Knowing when to solo or when to get a friend to help is all part of the skill of this Saga.

Each Quest Path follows a Deluxe Box or A Cycle. While the path can change at the players choice, they will need to complete the quests in that path, in the order they are listed.

### **Add the Following Burden cards to the Indicated Quest Path when attempting to complete them.**

#### **Burden Cards:**

\* Core Set Deluxe Quest Path -- Gandalf's Delay

\* Shadows of Mirkwood Cycle Quest Path -- Eaten Alive!

- \* Khazad-dûm Deluxe Quest Path -- Overcome by Grief
- \* Dwarrowdelf Cycle Quest Path -- Panicked
- \* Heirs of Númenor Deluxe Quest Path -- Grievous Wound
- \* Against the Shadow Cycle Quest Path -- Shadow of Fear
- \* The Voice of Isengard Deluxe Quest Path -- Saruman's Voice
- \* The Ring Maker Cycle Quest Path -- Poisoned Counsels
- \* The Lost Realm Deluxe Quest Path -- Wraith on Wings (x1)
- \* Angmar Awakened Cycle Quest Path -- Pursued by the Enemy
- \* The Grey Havens Deluxe Quest Path -- Fear of Discovery
- \* The Dream-chaser Cycle Quest Path -- Followed by Night
- \* The Sands of Harad Deluxe Quest Path -- Ill Fate
- \* Haradrim Cycle Quest Path -- The Searching Eye

**Completed Quests are marked off the list and do not need to be repeated.**

After a Quest Path is completed, it re-opens again in Nightmare mode. The players can now choose this new path and that Quest Path are now their nightmare versions.

**Completing a Deluxe Quest Path Reward**

Finishing a Deluxe Quest Path allows players to Remove a Hero from the Graveyard plus 50 Perseverance. 2 Heroes and 100 Perseverance if it was the nightmare version. It's Alive!!! This allows the Hero to be purchased for the Hero Pool.

**Completing a Cycle Quest Path Reward**

Finishing a Cycle Quest Path gives the players 150 Perseverance for the pool, 300 Perseverance for the nightmare version. Players also get the Boon card(s) assigned to that cycle.

**Boon Card Rewards:**

- \* Shadows of Mirkwood Cycle Quest Path -- Gildor Inglorion and Gwaihir
- \* Dwarrowdelf Cycle Quest Path -- Valiant Warrior and Intimidation
- \* Against the Shadow Cycle Quest Path -- Noble Hero and Leader Of Men
- \* The Ring Maker Cycle Quest Path -- Skilled Healer and Hands of a Healer
- \* Angmar Awakened Cycle Quest Path -- Tireless Ranger and Forewarned
- \* The Dream-chaser Cycle Quest Path -- Glamdring and Anduril
- \* Haradrim Cycle Quest Path -- Beyond All Hope and Sting

**The Darkest Doom Quest Path**

The Darkest Doom Quest Path is the Mountain of Fire Deluxe Box with a few changes. Players can choose this Quest Path anything they meet the requirements. This Quest Path requires that the Fellowship Hero for the current Quest in this Path to

be in the Players Hero Pool. Fellowship Heroes that are killed do not go to the graveyard.

Add all Quest Path Burden Cards to each Darkest Doom Quest Path for each Path that has not been completed. During the Final Quest of Mountain and Fire, add the "A Heavy Burden" Burden card to the ring-bearer.

**If the Players Complete “The Darkest Doom Quest Path” this Saga is completed.**

### **Scoring**

At the end of the Saga you can tally your total score by the following:

Adding the Printed Starting Threat Totals of all Heroes in the Hero Pool.

Adding all Unique Cards Printed Resource cost +1 from the Unique Pool.

Adding 10 for each Boon card acquired in the Boon Pool.

Subtracting Printed Starting Threat Totals of all Heroes in the Graveyard.

## The Darkest Saga

Hero Pool

Graveyard

Unique Pool

Boon Pool

Perseverance Totals

## Quest Tracker

Select a Quest Path for this Session. Mark off Quests as you complete them. Quests must be taken in the order of the Path.

### The Hamlet - Core Set Deluxe Quest Path -- Gandalf's Delay

Passage Through Mirkwood	Journey Down the Anduin	Escape from Dol Guldur
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### The Estate - Shadows of Mirkwood Cycle Quest Path -- Eaten Alive!

The Hunt for Gollum	Conflict At The Carrock	A Journey to Rhosgobel
The Hills of Eryn Mui	The Dead Marshes	Return to Mirkwood

### The Ruins - Khazad-dûm Deluxe Quest Path -- Overcome by Grief

Into the Pit	The Seventh Level	Flight From Moria
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### The Abyss - Dwarrowdelf Cycle Quest Path -- Panicked

The Redhorn Gate	Road to Rivendell	The Watcher in the Water
The Long Dark	Foundations of Stone	Shadow and Flame

### The Courtyard - Heirs of Númenor Deluxe Quest Path -- Grievous Wound

Peril In Pelargir	Into Ithilien	The Siege of Cair Andros
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### Wolves At The Door - Against the Shadow Cycle Quest Path -- Shadow of Fear

The Steward's Fear	The Drúadan Forest	Encounter at Amon-Dín
Assault on Osgiliath	The Blood of Gondor	The Morgul Vale

### Shrieker's Nest - The Voice of Isengard Deluxe Quest Path -- Saruman's Voice

The Fords of Isen	To Catch an Orc	Into Fangorn
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### The Mournweald - The Ring Maker Cycle Quest Path -- Poisoned Counsels

The Dunland Trap	The Three Trials	Trouble in Tharbad
The Nín-in-Eilph	Celebrimbor's Secret	The Antlered Crown

### The Warrens - The Lost Realm Deluxe Quest Path -- The Ring Draws Them

Intruders in Chetwood	The Weather Hills	Deadmen's Dike
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### The Farmstead - Angmar Awakened Cycle Quest Path -- Pursued by the Enemy

The Wastes of Eriador	Escape From Mount Gram	Across the Ettenmoors
The Treachery of Rhudaur	The Battle of Carn-Dûm	The Dread Realm

<b>The Cove - The Grey Havens Deluxe Quest Path -- Fear of Discovery</b>		
Voyage Across Belegaer	Raid on the Grey Havens	The Fate of Númenor
<b>The Foreign Lands - The Dream-chaser Cycle Quest Path -- Followed by Night</b>		
Flight of the Stormcaller	The Thing in the Depths	Temple of the Deceived
The Drowned Ruins	A Storm on Cobas Haven	The City of Corsairs
<b>The Flashback - The Sands of Harad Deluxe Quest Path -- Ill Fate</b>		
Escape from Umbar	Desert Crossing	The Long Arm of Mordor
<b>Nightmare Made Material - Haradrim Cycle Quest Path -- The Searching Eye</b>		
The Múmakil	Race Across Harad	Beneath the Sands
The Black Serpent	The Dungeons of Cirith Gurat	The Crossings of Poros
<b>The Blood - Optional Quest Path – 50 Additional Perseverance Per Quest</b>		
The Massing at Osgiliath	The Battle of Lake-Town	The Stone of Erech
<b>The Darkest Doom – The Mountain of Fire Deluxe Quest Path -- All Burdens Not Completed</b>		
The Tower of Cirith Ungol	The Black Gate Opens	Mount Doom
<b><i>Victory!</i></b>		