

**HARD CHALLENGE**  
**DARKNESS TRACK**



Round: 3,5,6,8,9,  
10,11,12,13



**Activate ALL enemies on the board.** Players choose the order. This happens in the same way as the Enemy Phase. Mobs perform 2 actions and Roaming Monsters follow the instructions listed on their card (in case conditions are not met, the Roaming Monster performs 2 actions).

Round: 4



**Spawn a Mob in every Zone with a Portal.** Then, activate each of the spawned Mobs. Players choose the order.

Round: 11



**Spawn a Mob in every Zone with a Portal.** Mobs spawned this way, and their Mob items must be from 1 Dungeon Level higher, if possible.

Round: 7



**Spawn a Mob in every Zone with a Portal.** Mobs spawned this way, and their Mob items must be from 1 Dungeon Level higher, if possible. Then, activate each of the spawned Mobs. Players choose the order.

Round: 6,9,13



**Spawn a Roaming Monster on the Roaming Monster Portal Zone.** That Roaming Monster must be from 1 Dungeon Level higher, if possible.



When the Darkness Marker reaches this space, **the Quest ends in defeat.**