



## ***The Legion of Shadow Player Guide***



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3rd Edition, January 2023

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## How to use it

**DISCLAIMER:** This document contains major spoilers for the first book in the DestinyQuest series, *The Legion of Shadow*. If you want to enjoy your adventure for the first time without prior knowledge of any quests, careers and other secrets, then STOP HERE! Otherwise, this guide provides a valuable insight into all the nooks and crannies of the book, which will help you develop the perfect hero – and discover the best loot and careers to unlock your potential and battle your way to success!

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This guide and the accompanying flowcharts are the definitive guide to DQI *The Legion of Shadow*; They are up-to-date (comprehensive of errata and all the updates approved by M.J. Ward).

When playing DQI *The Legion of Shadow*, if you find discrepancies between the flowcharts and the book, follow the flowcharts' changes and you'll enjoy the ultimate DestinyQuest experience!

## Flowcharts

All the flowcharts are in .pdf format, allowing you to view them on your pc, tablet or smartphone; You can easily use the search command to find specific words and zoom on some specific section. You can also print them (A4 format) and use them beside your book, highlighting the path you are following with a pen or a pencil.

Puzzles: For each Quest that includes a puzzle, there are two files (Puzzle solved and NOT solved), so you can still solve the puzzle by yourself.

The text in red (also in brackets) is the ultimate (and rebalanced) version of *The Legion of Shadow*, which was produced for the Italian edition of the book published by Giochi Uniti. The flowcharts (links below) display the original attributes and abilities for items, as well as the amended ones (in red).

Abbreviations used in the flowcharts:

### Attributes:

Speed: S

Brawn: B

Magic: M

Armour: A

Health: H

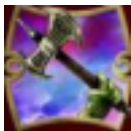
### Abilities:



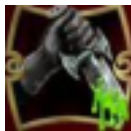
Speed: sp



Modifier: mo



Combat: co



Passive: pa

Combat Round: CR

### Flowchart links:

#### Act 1: Tithebury Cross

<https://drive.google.com/drive/folders/1Jw8l0qXGz-Grrt1xiqzOVueh-hlXBTvi>

#### Act 2: Mistwood and Black Marsh

<https://drive.google.com/drive/folders/15sfwfXrNVaOkRAisuKlpzhy7Z7trw4Li>

#### Act 3: The Bone Fields

[https://drive.google.com/drive/folders/1UQRN6cYrYxOgO7QBGIvT\\_k76oxsSCMLR](https://drive.google.com/drive/folders/1UQRN6cYrYxOgO7QBGIvT_k76oxsSCMLR)

### Ability cards

[https://drive.google.com/drive/folders/1ZiEY\\_EFnO80qWDVwQkUBmZmcyqxGYaVC](https://drive.google.com/drive/folders/1ZiEY_EFnO80qWDVwQkUBmZmcyqxGYaVC)

## Warrior path & careers

### Warrior (Act 1 - Quest 97 - Section 214)

Attribute: +15H

### Gladiator (Act 2 - Quest 330 - Section 307)

Requirements: Enter "The Pit" Section 286, Defeat Zen (Act 2 - Quest 330 - Section 382)

- **Blood rage (mo):** If you win two consecutive combat rounds and cause health damage in both rounds, you automatically go into a *blood rage*. This increases your *brawn* by 2 for the remainder of the combat.
- **Head butt (co):** Use this ability to prevent your opponent from rolling for damage. This automatically ends the combat round.

### Berserker (Act 2 - Quest 330 - Section 398)

Requirements:

- 1) Enter "The Pit" Section 286, Defeat Shara Khana (Act 2 - Quest 330 - Section 386)
  - 2) Tiger's fury (talisman) +1S (Act 2 - Quest 330 - Section 162)
- **Seeing red (pa):** If your *health* is reduced to 20 or less, you may add 2 to your *speed*. If you are healed and your *health* rises above 20, you lose your bonus.
  - **Raining blows (mo):** Every time you get a [6] result when rolling for your damage score, you may automatically roll another die to add further damage. If you roll a [6] again, you may roll another die – and so on.

### Ranger (Act 2 - Quest 315 - Section 417)

Requirements: none

- **Lay of the land (sp):** You can now use the natural features of the land to your advantage. Add one extra die when rolling for your attack speed, for one combat round only.
- **Nature's revenge (co):** Use this ability instead of rolling for a damage score, to automatically bind a single opponent in deadly thorns. This inflicts 2 damage dice to your opponent, ignoring *armour*. It also reduces their *speed* by 1 for the next combat round.

### Cavalier (Act 3 - Quest 553 - Section 634)

Requirements:

- 1) Access Section 553 before participate in the Quest 613 "Battle of the bone fields".
  - 2) Defeat Caeleb (Act 3 - Quest 553 - Section 676)
- **Shield spin (pa):** (requires a shield in the left hand). Each time your opponent gets a [1] when rolling for attack speed, they are hit by your shield, taking 1 damage die, ignoring *armour*. They cannot use a re-roll to avoid this.
  - **Shield wall (co):** (requires a shield in the left hand). Use this ability to double your *armour* score and inflict 1 damage die to your opponent, ignoring their *armour*.

### **Shadow Ranger** (Act 3 - Quest 864 - Section 814)

Requirements:

- 1) Ranger career
- 2) Defeat Baalim (Act 3 - Quest 854 - Section 784)
  - **Black rain (co)**: (requires a bow in the left hand). Instead of rolling for a damage score after winning a round, you can use *black rain* to shower your enemies with dark magic. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*.
  - **Thorn fist (co)**: When your opponent's damage score/damage dice causes health damage, you can immediately retaliate using your *thorn fist*. This inflicts 2 damage dice back to them, ignoring *armour*.

### **Inquisitor** (Act 3 - Quest 618 - Section 668)

Requirements: Laine survived (Act 3 - Quest 618 - Section 712)

- **Cleansing light (pa)**: automatically heals the hero for 2 *health* at the end of each combat round.
- **Avenging spirit (co)**: When you take health damage from your opponent's damage score/damage dice, you can inflict damage back to them equal to your *armour*. This ability ignores your opponent's *armour*. (Note: you cannot use modifier abilities to increase this damage.)

## **Mage path & careers**

### **Mage** (Act 1 - Quest 97 - Section 256)

Attributes: +10H

### **Alchemist** (Act 2 - Quest 310 - Section 401)

Requirements: none

- **Good taste (pa)**: Each time you use a backpack item to increase your *magic* in combat, roll 1 die and add the result to the item's benefit.
- **Midas touch (pa)**: Every time you destroy an item of equipment (by replacing it with a new item) you gain 30 gold crowns. This ability does not work on backpack items.

### **Pyromancer** (Act 2 - Quest 335 - Section - 407)

Requirements:

- 1) Defeat Vesuvius (Act 2 - Quest 335 - Section 335)
- 2) Core of flame +1M (talisman) (Act 2 - Quest 335 - Section 407)
  - **Ignite (co)**: If you win a combat round, instead of rolling for a damage score, you can cast *ignite*. Roll 2 damage dice and apply the result to each of your opponents, ignoring their *armour*. It also causes them to *burn*. (Note: You cannot use modifier abilities to increase this damage.)
  - **Burn (pa)**: All opponents who have suffered health damage from *ignite* automatically lose 1 *health* at the end of every combat round. This ability ignores *armour*.

### **Medic** (Act 3 - Quest 553 - Section 680)

Requirements: Access Section 553 before participate in the Quest 613 “Battle of the bone fields”

- **Mend (mo)**: You can cast this spell anytime in combat to automatically heal yourself or an ally for 15 *health*.
- **Tourniquet (mo)**: This spell can be cast at any time to remove any *bleed*, *venom* and/or *disease* effects that you or an ally have been inflicted with.

### **Icelock** (Act 3 - Quest 564 - Section 761)

Requirements:

- 1) Defeat Chillblain (Act 3 - Quest 564 - Section 564)
  - 2) Winter's heart (talisman) +1A (Act 3 - Quest 564 - Section 761)
- **Ice shards (co)**: If you win a combat round, instead of rolling for a damage score, you can shower a single opponent with *ice shards*. This automatically does damage equal to your *magic* score, ignoring your opponent's *armour*.
  - **Ice shield (mo)**: Use this ability to add 1 die to your *armour* score for one combat round.

### **Necromancer** (Act 3 - Quest 864 - Section 850)

Requirements:

- 1) Defeat the Apprentice (Act 3 - Quest 864 - Section 911)
  - 2) Bone fetish (talisman) +1A (Act 3 - Quest 864 - Section 850)
- **Shades (pa)**: At the start of combat, you automatically summon a group of shades to aid you. The shades add 2 to each die of damage you roll, for the duration of the combat. Once the shades have been summoned, they remain in play until you sacrifice them.
  - **Sacrifice (co)**: You may use this ability after an opponent has rolled their damage dice/damage score, to instantly *sacrifice* your shades. The shades absorb all the damage instead and you are unharmed. This destroys your shades instantly.

## **Rogue path & careers**

### **Rogue** (Act 1 - Quest 97 - Section 250)

Attributes: +5H

### **Pickpocket** (Act 2 - Quest 330 - Section 369)

Requirements: Agree to take the tour (Act 2 - Quest 330 - Section 213), Chase Bart (Act 2 - Quest 330 - Section 265), Challenge “Town Chase” S10 (Act 2 - Quest 330 - Section 278), Defeat Fargin (Act 2 - Quest 330 - Section 354)

- **Patchwork pauper (pa)**: When replacing an item of equipment in your chest, feet, cloak or feet locations on your hero sheet, you can keep the special ability from the old item but replace its name and attributes with those of the new item.
- **Loot master (pa)**: If you do not wish to choose a reward when you defeat an enemy, you may award yourself an extra 20 gold crowns instead.

### **Witchfinder** (Act 2 - Quest 326 - Section 521)

Requirements:

- 1) Defeat Grey Hag ( Act 1 - Quest 87 - Section 92), and take the Witchfinder signet ring (Act 1 - Quest 87 - Section 155)
- 2) Defeat Count (Act 2 - Quest 326 - Section 464 or 545 or 505)
  - **Judgement (co)**: When you take health damage from your opponent's damage score/damage dice, you can inflict damage back to your opponent equal to half your *speed* score, rounding up. This ability ignores *armour*.
  - **Execution (sp)**: (requires a sword in the main hand). Once an opponent's *health* is equal to or less than your *speed* score, you may automatically 'execute' them at the start of the combat round, reducing their *health* to zero. (Note: You can only execute a single opponent in each combat round.)

### **Assassin** (Act 2 - Quest 313 - Section 410)

Requirements: Defeat Logan (Act 2 - Quest 313 - Section 313)

- **First strike (pa)**: (requires a dagger in the main hand). Before combat begins you may automatically inflict 1 damage die to an opponent, ignoring *armour*. This will also inflict any harmful passive abilities you have, such as *venom* and *bleed*.
- **Deadly poisons (pa)**: If you have the *venom* special ability, its damage is increased by 1 (causing 3 points of damage instead of only 2).

### **Shadowstalker** (Act 2 - Quest 419 - Section 586)

Requirements: Defeat Shadowstalker (Act 2 - Quest 419 - Section 442)

- **Shadow speed (mo)**: When rolling for your attack speed, all results of [1] can be changed to a [3].
- **Shadow fury (co)**: Use this ability to add the *speed* of both your weapons (main hand and left hand) to your damage score.

### **Swordsmaster** (Act 3 - Quest 553 - Section 611)

Requirements:

- 1) Access Section 553 before participate in the Quest 613 "Battle of the bone fields".
- 2) Defeat Nyms (Act 3 - Quest 553 - Section 753)
  - **Swift strikes (pa)**: (requires a sword in the main and left hand) For each [6] that you roll for your attack *speed*, you can inflict damage to any opponent, equal to the *speed* of your fastest weapon (either main or left hand). This ability ignores *armour*.
  - **Ambidextrous (pa)**: You can equip main-hand swords in your left hand, and vice versa.

## **Equipment Sets**

### **Clymonistra adornments** +2M/+1A

- **Vampirism (mo)**: When you inflict damage on your opponent, you can heal yourself for half the amount of *health* that your opponent has lost, rounding up.

- 1) **Clymonistra's sorrow** (necklace) +1M (Act 1 - Quest 111 - Section 112)

Requirements: take the passageway to the left (Act 1 - Quest 111 - Section 88), push aside the lid of the tomb passing the brawn challenge (Act 1 - Quest 111 - Section 173)

- 2) **Clymonistra's folly** (ring) +1M/+1A (Act 2 - Quest 326 - Section 460)

Requirements: help Spink and defeat Clymonistra (Act 1 - Quest 326 - Section 360)

### **Spindlesilk** +2S/+4M/+1A

- **Spider sense (co)**: Use this ability when you have lost a combat round, to avoid taking damage from your opponent. (Note: You will still take damage from passive abilities such as *bleed* or *venom*).

1) **Spindlesilk mantle** (chest) +1M/+1A (Act 1 - Quest 72 - Section 91)

Requirements: defeat Spindle (Act 1 - Quest 72 - Section 60)

2) **Spindlesilk boots** (feet) +1S/+1M (Act 1 - Quest 6 - Section 110)

2.1) **Ragged boots** (Act 1 - Quest 4 - Section 161)

Requirements: explore the rest of the farm and pass the brawn challenge (Act 1 - Quest 4 - Section 96), open the door and defeat the rabid rats (Act 1 - Quest 4 - Section 130)

2.2) **Spindlesilk** (Act 1 - Quest 72 - Section 48)

Requirements: if you still have the torch, don't set on fire the web (Act 1 - Quest 72 - Section 231), defeat Spindle and take the spindlesilk.

3) **Spindlesilk cloak** (cloak) +1S/+2M (Act 1 - Quest 6 - Section 132)

3.1) **Ragged cloak** (Act 1 - Quest 111 - Section 222)

Requirements: take the passageway to the left (Act 1 - Quest 111 - Section 134), push aside the lid of the tomb passing the brawn challenge (Act 1 - Quest 111 - Section 182), defeat the ancient knight (Act 1 - Quest 111 - Section 9)

3.2) **Spindlesilk** (Act 1 - Quest 72 - Section 48)

Requirements: if you still have the torch, don't set on fire the web (Act 1 - Quest 72 - Section 231), defeat Spindle and take the spindlesilk.

### **Ebony & Ivory** +4S/+5B (Requirements: Rogue / Warrior)

- **Cripple (co)**: If your damage score causes health damage to your opponent, you can also *cripple* them. This immediately lowers their *speed* score by 1 for the next three combat rounds.

1) **Ivory** (left hand: sword) +2S/+2B (Act 2 - Quest 315 - Section 333)

Requirements: roll a die: 5 or 6 (Act 2 - Quest 315 - Section 537), defeat The angler and decrypt the map (Act 2 - Quest 315 - Section 512)

2) **Ebony** (main hand: sword) +2S/+3B (Act 2 - Quest 330 - Section 370)

Requirements: Enter "The Pit" (Act 2 - Quest 330 - Section 286), and defeat Nasareim (Act 2 - Quest 330 - Section 352).

### **Royal Regalia** (Requirements: Warrior) +4S/+2B/+2A

- **Cripple (co)**: If your damage score causes health damage to your opponent, you can also *cripple* them. This immediately lowers their *speed* score by 1 for the next three combat rounds.

1) **Majestic shoulders** (cloak) +2S/+2A (Act 2 - Quest 315 - Section 397)

Requirements:

1.1) The Compendium of Dwarven Lore (Act 2 - Quest 330 - Section 421), cost: 40 gold crowns

1.2) roll a die: 1 or 2 (Act 2 - Quest 315 - Section 468), continue onwards across the swamp (Act 2 - Quest 315 - Section 340), roll a die: 3 or less (Act 2 - Quest 315 - Section 457), search the ruins (Act 2 - Quest 315 - Section 412), must have the Compendium of Dwarven Lore and solve the puzzle (Act 2 - Quest 315 - Section 471)



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1.3) roll a die: 3 o 4 (Act 2 - Quest 315 - Section 457), search the ruins (Act 2 - Quest 315 - Section 412), must have the Compendium of Dwarven Lore and solve the puzzle (Act 2 - Quest 315 - Section 471)

2) **Majestic greaves** (feet) +2S/+2B (Act 2 - Quest 343 - Section 581)

Requirements: defeat the animated weapons (Act 2 - Quest 343 - Section 725)

**Nightwalker** (Requirements: Rogue) +2S/+4B

- **Gut ripper (mo)**: Change the result of all dice you have rolled for damage to a [6].

1) **Nightwalker tunic** (chest) +1S/+2B (Act 2 - Quest 315 - Section 497)

Requirements: roll a die: 1 o 2 (Act 2 - Quest 315 - Section 468), head towards the sound (Act 2 - Quest 315 - Section 351), cross to the island and defeat Boggart (Act 2 - Quest 315 - Section 462)

2) **Nightwalker gloves** (gloves) +1S/+2B (Act 2 - Quest 343 - Section 744)

Requirements: leave the chamber via the open door (Act 2 - Quest 343 - Section 520), attempt to open one of the chests and defeat the Gargoyle (Act 2 - Quest 343 - Section 563)

**Finery of The Fallen** (Requirements: Warrior) +5S/+6A

- **Fallen hero (mo)**: Use this ability to raise your *brawn* by 3 for one combat round and heal 10 *health*.

1) **Gauntlets of the fallen** (gloves) +3S/+2A (Act 3 - Quest 575 - Section 617)

Requirements: attack the undead knight and defeat the Tor knight (Act 3 - Quest 575 - Section 625)

2) **Plate of the fallen** (chest) +2S/+4A (Act 3 - Quest 613 - Section 719)

Requirements: attack the undead knight and defeat the Tor knight (Act 3 - Quest 613 - Section 773)

## Lorinworld's Field Guide to Herbs, Roots and Leaves

(Act 2 - Quest 310 - Section 421)

Requirements: 20 gold crowns

Ingredients	Potions
Bramble thorn + root grass	Restore 6H
Bramble thorn + thimble sage	Restore 10H
Bramble thorn + taponica bulb	+4B for 1CR
Spider leg + fire grass	+4S for 1CR
Ghoul hair + black orchid	+2A for 1C

### Bramble thorn

- quantity: 2 (Act 2 - Quest 315 - Section 479)

Requirements: defeat the Wreekin hunter / mage (Act 2 - Quest 315 - Section 366 / 491 / 323)

- quantity: 2 (Act 2 - Quest 315 - Section 497)

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Requirements: roll a die: 1 or 2 (Act 2 - Quest 315 - Section 468), head towards the sound (Act 2 - Quest 315 - Section 351), cross to the island and defeat Boggart (Act 2 - Quest 315 - Section 462)

- quantity: 1 (Act 2 - Quest 321 - Section 565)

Requirements: defeat Phoenix (Act 2 - Quest 321 - Section 543)

- quantity: 2 (Act 2 - Quest 321 - Section 568)

Requirements: defeat Inferno (Act 2 - Quest 321 - Section 527 / 578)

### **Root grass**

- quantity: 1 (Act 2 - Quest 315 - Section 497)

Requirements: roll a die: 1 or 2 (Act 2 - Quest 315 - Section 468), head towards the sound (Act 2 - Quest 315 - Section 351), cross to the island and defeat Boggart (Act 2 - Quest 315 - Section 462)

- quantity: 2 (Act 2 - Quest 305 - Section 327)

Requirements: defeat the Cave trogs (Act 2 - Quest 305 - Section 361)

- quantity: 2 (Act 2 - Quest 305 - Section 494)

Requirements: defeat the Giant ooze (Act 2 - Quest 305 - Section 481)

- quantity: 4 (Act 2 - Quest 305 - Section 368)

Requirements: defeat Kerklick (Act 2 - Quest 305 - Section 393)

### **Thimble sage**

- quantity: 1 (Act 2 - Quest 315 - Section 509)

Requirements: defeat the Swamp giant (Act 2 - Quest 315 - Section 486)

- quantity: 1 (Act 2 - Quest 315 - Section 479)

Requirements: defeat the Wreekin hunter / mage (Act 2 - Quest 315 - Section 366 / 491 / 323)

### **Taponica bulb**

- quantity: 1 (Act 2 - Quest 315 - Section 509)

Requirements: defeat the Swamp giant (Act 2 - Quest 315 - Section 486)

### **Fire grass**

- quantity: 2 (Act 2 - Quest 321 - Section 565)

Requirements: defeat Phoenix (Act 2 - Quest 321 - Section 543)

- quantity: 1 (Act 2 - Quest 321 - Section 568)

Requirements: defeat Inferno (Act 2 - Quest 321 - Section 527 / 578)

### **Black orchid**

- quantity: 1 (Act 2 - Quest 315 - Section 509)

Requirements: defeat the Swamp giant (Act 2 - Quest 315 - Section 486)

### **Spider leg**

- quantity: 1 (Act 1 - Quest 72 - Section 147)

Requirements: defeat the Giant spider (Act 1 - Quest 72 - Section 189)

### **Ghoul hair**

- quantity: 1 (Act 1 - Quest 111 - Section 127 / 106 / 157)

Requirements:

- 1) defeat the Ghouls (Act 1 - Quest 111 - Section 100 / 59 / 138)
- 2) investigating the room behind the painted screen (Act 1 - Quest 111 - Section 187), fight the Ghouls by the door (Act 1 - Quest 111 - Section 141), fight the Ghouls by the door (Act 1 - Quest 111 - Section 157)

## Collectibles

The following is a comprehensive list of all the collectible cards and other promotional material that was released for *The Legion of Shadow* – containing unique item rewards that do not appear in the book.

### Loot cards:

- 1) (Common) **Knight's rose** (ring) +1B/+1M
  - **Martyr (mo)**: Instead of taking the result of your opponent's damage, you can choose to lose 5 *health* instead.

Requirements: you can equip this item at the start of Act 1.

- 2) (Common) **Inscribed gauntlets** (gloves) +1S/+2B
  - **Heal (mo)**: You may instantly restore 4 *health* during a combat. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used to restore 4 *health*.

Requirements: you can equip this item at the start of Act 2.

- 3) (Common) **Spell book of secrets** (left hand: spell book) +1S/+2M
  - **Dominate (mo)**: Change the result of *one* die you roll for damage to a [6].

Requirements: you can equip this item at the start of Act 2.

- 4) (Rare) **Stalker's surprise** (main hand or left hand: gauntlet) +2S/+4B
  - **Bleed (pa)**: If your damage dice/damage score causes health damage to your opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores *armour*.

Requirements: you can equip this item at the start of Act 3.

- 5) (Rare) **Blood rose** (ring) +1B/+1M
  - **Dark pact (co)**: Sacrifice 4 *health* to charge your strike with shadow energy, increasing your damage score by 4.

Requirements: you can equip this item at the start of Act 3.

- 6) (Rare) **Bubbling bile** (talisman)
  - **Vitriol (pa)**: Use at the start of combat to coat your weapons in bile. This does 1 damage to all opponents, including your hero, at the end of each combat round

Requirements: You can equip this item after defeating Sharroth (Act 3 - Quest 635 - Section 782).

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7) (Epic) **Crown of valour** (head) +5B/+5M

- **Command (co)**: When an opponent wins a combat round, use the *command* power to instantly halt their attack, allowing you to roll for damage instead, as if you had won the combat round.
- **Radiance (sp)**: Dazzle your foes, temporarily blinding them. This lowers your opponent's *speed* by 2 for one combat round.

Requirements: You can equip this item when you earn the title 'The Champion of Light' (Act 3 - Quest 635 - Section 780), Ability: **bright shield (mo)** (Act 3 - Quest 635 - Section 774).

8) (Epic) **Ruination** (main hand: dagger) +2S/+5B

- **Deceive (mo)**: You may swap one of your opponent's speed die for your own.
- **Deep wound (co)**: You can use the *deep wound* ability to roll an extra die when determining your damage score.

Requirements: You can equip this item when you earn the title 'The Betrayer' (Act 3 - Quest 635 - Section 671), Ability: **dark claw (pa)** (Act 3 - Quest 635 - Section 660)

1) (Rare promo) **Betsy's compass** (necklace) +1S

- **Attraction (pa)**: Each time you roll a [6] for your damage score, you can lower your opponent's *armour* by 1.

Requirements: you can equip this item when you defeat Leviathan (Act 2 - Quest 343 - Section 470)

### Loot Bookmarks:

1) (Rare) **Vampire's bite** (ring) +2B

- **Piercing (co)**: Use *piercing* to ignore your opponent's *armour* and apply your full damage score to their *health*.

Requirements: you can equip this item when you defeat The Count (Act 2 - Quest 326 - Section 464, 545, 505, 535).

2) **Gallant defenders** (gloves) +1S/+3B

- **Heal (mo)**: You may instantly restore 4 *health* during a combat. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used to restore 4 *health*.
- **Iron will (mo)**: You may instantly increase your *armour* score by 3 for one combat round.

Requirements: You can equip this when you defeat the Brothers Grimm (Act 3 - Quest 618 - Section 653)

3) **Book of the dead** (left hand: spell book) +3S/+4M

- **Haunt (co)**: Instead of rolling for a damage score, you can cast *haunt*. This summons a vengeful spirit to attack a single opponent. They will take 2 damage, ignoring *armour*, at the end of every combat round, until your hero rolls a double (for speed or damage). Then the spirit is dispelled.

Requirements: you can equip this item when you defeat Zul Ator (Act 3 - Quest 613 - Section 745).

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### 4) **Beacon of faith** (main hand: orb) +2S/+3M

- **Heal (mo)**: You may instantly restore 4 *health* during a combat. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used to restore 4 *health*.
- **Surge (co)**: A powerful attack that increases your *magic* score by 3. However, in the next combat round, you must lower your *speed* by 1.

Requirements: you can equip this item when you learn the Medic career (Act 3 - Quest 553 - Section 680).

### Art postcard:

#### 1) **Golden Fire** (left hand: bow) +1S/+5B

- **Smash fire (co)**: instead of rolling for a damage score deal 2 damage dice to all opponents, ignoring *armour*. For each opponent that is reduced to zero *health*, you can gain 10 *health*.

Requirement: you can equip this item when you learn the Ranger career (Act 2 - Quest 315 - Section 417).

### Loot card boosters:

#### 1) (Rare) **Gnawing Pain** +2S/+4B, \***Corrupted bite** +3S/+6B (main hand: axe)

- **Disease (pa)**: If your damage dice/damage score causes health damage to your opponent, they continue to take 2 points of damage at the end of each combat round. This damage ignores *armour*.
- **Fatal blow (co)**: Use *fatal blow* to ignore half of your opponent's *armour*, rounding up.

Requirements: Warrior, you can equip this item when you defeat Kerklick (Act 2 - Quest 305 - Section 393); \*You can upgrade when you complete Act 2.

#### 2) (Rare) **Grim shade** +1S/+3B, \***Grim dark** +1S/+5B (head)

- **Vanish (co)**: Use this ability when you have lost a combat round, to avoid taking damage from your opponent's damage score. Use *vanish* to turn invisible for several seconds, avoiding your opponent's damage for one round. You can only use *vanish* once per combat. (Note: You will still take damage from passive abilities such as *bleed* or *venom*).
- **Dominate (mo)**: Change the result of *one* die you roll for damage to a [6].

Requirements: Rogue, you can equip this item when you defeat Kerklick (Act 2 - Quest 305 - Section 393); \*You can upgrade when you complete Act 2.

#### 3) (Rare) **Chitin claws** +1S/+4M, \***Chitin talons** +1S/+7M (gloves)

- **Thorns (pa)**: At the end of every combat round, you automatically inflict 1 damage to all of your opponents. This ability ignores *armour*.
- **Heal (mo)**: You may instantly restore 4 *health* during a combat. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used to restore 4 *health*.

Requirements: Mage, you can equip this item when you defeat Kerklick (Act 2 - Quest 305 - Section 393); \*You can upgrade when you complete Act 2.

## Recurring characters

The events of this book occur during 'The End Days' (1384-present day)<sup>1</sup>

The following list, in alphabetical order, includes all the recurring characters of the *DestinyQuest* saga that appeared in *The Legion of Shadow*:

- **Arbuckle, Hal & Belinda**

DQI - Act 2 - Quest 321 "The seared scar"

DQIII - Act 2 - Quest 623 "Village, town or camp"

- **Cornelius, Jenlar**

DQI - Act 1 - Quest 97 "Boss: Bridge troll" (*mentioned*)

DQI - Act 2 - Quest 330 "No Hope<sup>2</sup>" (*mentioned*)

DQI - Act 2 - Quest 310 "Village, town or camp" (*mentioned*)

DQI - Act 2 - Quest 315 "The unicorn' horn" (*mentioned*)

DQI - Act 2 - Quest 343 "The sunken city" (*mentioned*)

DQI - Act 2 - Quest 326 "The count's ball" (*mentioned*)

DQI - Act 2 - Quest 313 "Legendary monster: Logan" (*mentioned*)

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"

DQI - Act 3 - Quest 553 "Ravenwing's camp" (*mentioned*)

DQI - Act 3 - Quest 589 "Winter's hill" (*mentioned*)

DQI - Act 3 - Quest 613 "Battle of the bone fields<sup>3</sup>" (*mentioned*)

DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow" (*mentioned*)

DQII - Act 1 - Quest 73 "Behind the mask" (*mentioned*)

DQII - Act 3 - Quest 874 "The Crematorium" (*mentioned*)

DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*mentioned*)

DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)

DQIV - Act 2 - Quest 481 "Knives in the dark" (*mentioned*)

- **Dale, Avian<sup>4</sup>**

DQI - "Prologue: The knight's legacy" (*mentioned*)

DQI - Act 1 - Quest 6 "Tithebury Cross" (*mentioned*)

DQI - Act 1 - Quest 97 "Boss: Bridge troll"

DQI - Act 2 - Quest 305 "The withered glade" (*mentioned*)

DQI - Act 2 - Quest 315 "The unicorn's horn" (*mentioned*)

DQI - Act 2 - Quest 419 "Boss: Shadowstalker" (*mentioned*)

DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)

DQI - Act 3 - Quest 613 "Battle of the bone fields<sup>3</sup>" (*mentioned*)

DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"

DQII - "Prologue: The Great Escape<sup>5</sup>" (*mentioned*)

DQII - Act 1 - Quest 72 "Behind the mask" (*mentioned*)

DQII - Act 1 - Quest 151 "Boss: The forest of thorns" (*mentioned*)

DQII - Act 2 - Quest 579 "Boss monster: Cernos the demon"

DQII - Act 3 - Quest 590 "The bridge of screams"

DQII - Act 3 - Quest 631 "The rune forge" (*mentioned*)

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DQII - Act 3 - Quest 607 "The Abussos" (*mentioned*)  
DQII - Act 3 - Quest 874 "The Crematorium" (*mentioned*)  
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower"  
DQIII - Act 1 - Quest 113 "Bitter keep" (*mentioned*)  
DQIV - Act 2 - Quest 557 "Town: Sand port" (*mentioned*)  
DQIV - Act 2 - Quest 437 "Training day" (*mentioned*)  
DQIV - Act 2 - Quest 461 "The pyramid of peril" (*mentioned*)  
DQIV - Act 2 - Quest 568 "Crossing the line" (*mentioned*)

- **Darion, Spink<sup>6</sup>**

DQI - Act 2 - Quest 326 "The count's ball"  
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone<sup>7</sup>"

- **Falks, Eldias<sup>8</sup>**

DQI - Act 2 - Quest 326 "The count's ball"  
DQII - "Prologue: The Great Escape<sup>5</sup>" (*mentioned*)  
DQII - Act 1 - Quest 33 "Bullets over Blight Haven"  
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone<sup>7</sup>" (*mentioned*)

- **Fetch**

DQI - Act 1 - Quest 111 "The black book"  
DQI - Act 3 - Quest 864 "Waking the dead"  
DQIV - Act 1 - Quest 447 "Boss: Tumbleweed"  
DQIV - Act 2 - Quest 437 "Training day"  
DQIV - Act 2 - Quest 461 "The pyramid of peril"  
DQIV - Act 2 - Quest 557 "Town: Sand port"  
DQIV - Act 2 - Quest 481 "Knives in the dark"  
DQIV - Act 2 - Quest 568 "Crossing the line"  
DQIV - Act 2 - Quest 709 "Night in the necropolis"  
DQIV - Act 2 - Quest 773 "Dungeon delve: The temple of the elements"  
DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot"  
DQIV - Act 2 - Quest 687 "Legendary monster: The Crassus Crew"  
DQIV - Act 2 - Quest 740 "Legendary monster: Empusa the Devourer"  
DQIV - Act 2 - Quest 758 "Boss: The black pyramid"

- **Gunston, Caeleb**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"  
DQI - Act 3 - Quest 553 "Ravenwing's camp"  
DQI - Act 3 - Quest 575 "The warning"  
DQI - Act 3 - Quest 618 "Against all odds"  
DQI - Act 3 - Quest 864 "Waking the dead"  
DQI - Act 3 - Quest 613 "Battle of the bone fields<sup>3</sup>"  
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"  
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"  
DQIII - Act 1 - Quest 86 "The Dread Gulf Dare" (*mentioned*)  
DQIII - "Epilogue"  
DQIV - Act 1 - Quest 64 "Crown Mesa<sup>9</sup>" (*mentioned*)

DQIV - Act 2 - Quest 481 "Knives in the dark"

DQIV - Act 2 - Quest 709 "Night in the necropolis"

- **Judah - Lightbringer, The**<sup>10</sup>

DQI - Act 1 - Quest 25 "The stone circle" (*mentioned*)

DQI - Act 1 - Quest 97 "Boss: Bridge troll" (*mentioned*)

DQI - Act 2 - Quest 321 "The seared scar" (*mentioned*)

DQI - Act 2 - Quest 326 "The count's ball" (*mentioned*)

DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed" (*mentioned*)

DQII - Act 1 - Quest 8 "Village, town or camp" (*mentioned*)

DQII - Act 1 - Quest 135 "The Toymaker's Tower" (*mentioned*)

DQII - Act 1 - Quest 42 "The light and the dark" (*mentioned*)

DQII - Act 2 - Quest 376 "Revenge of the tigris" (*mentioned*)

DQII - Act 2 - Quest 571 "Village, town or camp" (*mentioned*)

DQIII - "Prologue Quest: Call of the wild" (*mentioned*)

DQIII - Act 1 - Quest 113 "Bitter keep" (*mentioned*)

DQIII - Act 1 - Quest 369 "The bitter end" (*mentioned*)

DQIII - Act 1 - Quest 157 "Ryker's Island" (*mentioned*)

DQIII - Act 2 - Quest 638 "The dead and the damned" (*mentioned*)

DQIII - "Epilogue" (*mentioned*)

DQIV - "Prologue: Crime and Punishment / Left for dead" (*mentioned*)

DQIV - Act 1 - Quest 17 "Digging for diamonds" (*mentioned*)

DQIV - Act 1 - Quest 68 "Trouble out of Tombstone"<sup>7</sup> (*mentioned*)

DQIV - Act 1 - Quest 32 "The climb" (*mentioned*)

DQIV - Act 1 - Quest 447 "Boss monster: Tumbleweed" (*mentioned*)

DQIV - Act 1 - Quest 64 "Crown Mesa"<sup>9</sup> (*mentioned*)

DQIV - Act 2 - Quest 568 "Crossing the line" (*mentioned*)

DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)

DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot" (*mentioned*)

- **Lansbury, Ellin**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"

DQI - Act 3 - Quest 553 "Ravenwing's camp"

DQI - Act 3 - Quest 783 "Village, town or camp"

DQI - Act 3 - Quest 589 "Winter's hill"

DQI - Act 3 - Quest 618 "Against all odds"

DQI - Act 3 - Quest 864 "Waking the dead"

DQI - Act 3 - Quest 613 "Battle of the bone fields"<sup>3</sup>

DQI - Act 3 - Quest 564 "Legendary monster: Chilblain" (*mentioned*)

DQI - Act 3 - Quest 817 "Legendary monster: Gorgis Iron-mane"

DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"

DQIV - Act 1 - Quest 64 "Crown Mesa"<sup>9</sup> (*mentioned*)

DQIV - Act 2 - Quest 481 "Knives in the dark"



- **Lorcan**

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"  
DQII - "Prologue: The Great Escape"<sup>5</sup> (as the *librarian*)  
DQII - Act 1 - Quest 163 "Team battle (advanced): The wicker man" (*fused with The Nevarin*)  
DQII - Act 2 - Quest 376 "Revenge of the tigris" (as the *librarian*)  
DQII - Act 2 - Quest 529 Team battle (advanced): Issakhar (*fused with The Nevarin*)  
DQII - Act 2 - Quest 836 "Team battle (advanced): Krakatoa" (*fused with The Nevarin*)  
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*fused with The Nevarin*)  
DQII - "Epilogue" (*fused with The Nevarin*)  
DQIII - Act 2 - Quest 683 "Eye of the storm" (*mentioned*)  
DQIII - "Epilogue" (*mentioned*)  
DQIV - Act 2 - Quest 758 The Black Pyramid (as an *elven construct*)

- **Nevarin, The**<sup>11</sup>

DQI - main character  
DQII - Act 1 - Quest "Team battle (advanced): The wicker man" (*fused with Lorcan*)  
DQII - Act 2 - Quest 529 Team battle (advanced): Issakhar (*fused with Lorcan*)  
DQII - Act 3 - Quest 836 "Team battle (advanced): Krakatoa" (*fused with Lorcan*)  
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*fused with Lorcan*)  
DQII - "Epilogue" (*fused with Lorcan*)  
DQIII - "Prologue: Blood and Betrayal" (*mentioned*)  
DQIII - "Epilogue" (*mentioned*)  
DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)

- **Ravenwing, Saul**<sup>12</sup>

DQI - Act 1 - Quest 97 "Boss: Bridge troll"  
DQI - Act 2 - Quest 305 "The withered glade" (*mentioned*)  
DQI - Act 3 - Quest 553 "Ravenwing's camp"  
DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)  
DQI - Act 3 - Quest 618 "Against all odds" (*mentioned*)  
DQI - Act 3 - Quest 613 "Battle of the bone fields"<sup>3</sup>  
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"  
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"  
DQIV - Act 2 - Quest 481 "Knives in the dark" (*mentioned*)

- **Redguard, Hans**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"  
DQI - Act 3 - Quest 553 "Ravenwing's camp"  
DQI - Act 3 - Quest 783 "Village, town or camp" (*mentioned*)  
DQI - Act 3 - Quest 575 "The warning"  
DQI - Act 3 - Quest 589 "Winter's hill" (*mentioned*)  
DQI - Act 3 - Quest 618 "Against all odds"  
DQI - Act 3 - Quest 613 "Battle of the bone fields"<sup>3</sup>  
DQI - Act 3 - Quest 595 "Legendary monster: Malcontent" (*mentioned*)  
DQI - Act 3 - Quest 817 "Legendary monster: Gorgis Iron-mane" (*mentioned*)  
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"  
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"

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DQIV - Act 1 - Quest 64 "Crown Mesa"<sup>9</sup> (*mentioned*)

DQIV - Act 2 - Quest 481 "Knives in the dark"

- **Sahna**

DQI - Act 2 - Quest 343 "The sunken city"

DQIV - "Prologue: Crime and Punishment"

DQIV - "Prologue quest: Left for dead"

DQIV - Act 1 - Quest 64 "Crown Mesa"<sup>9</sup> (*mentioned*)

DQIV - Act 1 - Quest 17 "Digging for diamonds" (*mentioned*)

DQIV - Act 1 - Quest 67 "Thunder Creek" (*mentioned*)

DQIV - Act 1 - Quest 447 "Boss: Tumbleweed" (*mentioned*)

DQIV - Act 1 - Quest 39 "Widow maker" (*mentioned*)

DQIV - Act 2 - Quest 557 "Town: Sand port" (*mentioned*)

DQIV - Act 1 - Quest 305 "Legendary monster: Carrion" (*mentioned*)

DQIV - Act 2 - Quest 568 "Crossing the line"

DQIV - Act 2 - Quest 709 "Night in the necropolis"

DQIV - Act 2 - Quest 461 "The pyramid of peril"

DQIV - Act 2 - Quest 481 "Knives in the dark"

DQIV - Act 2 - Quest 758 "Boss: The black pyramid"

DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot" (*mentioned*)

- **Shara Khana (pack)**

DQI - Act 2 - Quest 330 "Village, town or camp"

DQII - Act 2 - Quest 376 "Vengeance of the tigris"

Notes:

DQ: [DestinyQuest: The World Companion](#), 2022 Matador

DQI: [DestinyQuest I - The Legion of Shadow](#), 2012 Gollancz

DQII: [DestinyQuest II - The Heart of Fire](#), 2012 Gollancz

DQIII: [DestinyQuest III - The Eye of Winter's Fury](#), 2014 Gollancz

DQIV: [DestinyQuest IV - The Raiders of Dune Sea](#), 2019 Matador

<sup>1</sup> Pag. 60-61 DestinyQuest: The World Companion

<sup>2</sup> Pag. 148 DestinyQuest: The World Companion

<sup>3</sup> Pag. 150 DestinyQuest: The World Companion

<sup>4</sup> Pag. 86-93 DestinyQuest: The World Companion

<sup>5</sup> Pag. 154 DestinyQuest: The World Companion

<sup>6</sup> Pag. 36 DestinyQuest: The World Companion

<sup>7</sup> Pag. 170 DestinyQuest: The World Companion

<sup>8</sup> Pag. 118-122 DestinyQuest: The World Companion

<sup>9</sup> Pag. 168 DestinyQuest: The World Companion

<sup>10</sup> Pag. 19-28 DestinyQuest: The World Companion

<sup>11</sup> Pag. 74-75 DestinyQuest: The World Companion

<sup>12</sup> Pag. 130-136 DestinyQuest: The World Companion

## Changelog

In case you don't want to use the flowcharts, but want a detailed list of the changes for the book, here is the complete list:

### Act 1 - Quest 72

- Section 189

Giant spider Health 20

### Act 1 - Quest 111

- Section 253

Ghoul Health 20

### Act 1 - Quest 97

- Section 122

Troll's nose ring (head) +1 Speed +1 Brawn

Ability: charm (mo)

### Act 2 - Quest 330

- Section 216

Breastplate of the bull (chest) +1 Speed +3 Brawn

Ability: charge (sp) (requirement: warrior)

- Section 311

Rune-forged greaves (feet) +2 Speed +2 Magic

Ability: focus (mo)

- Section 370

Desert keffiyeh (head) +1 Speed +2 Brawn

Ability: rebound (co)

Agal of shifting sands (head) +1 Speed +2 Magic

Ability: consume (mo)

- Section 379

Nalsa's claws (main hand: fist weapon) +2 Speed +3 Brawn

Ability: impale (co) (requirement: warrior)

### Act 2 - Quest 357

- Section 341

Barkskin greaves (feet) +1 Speed +2 Brawn

Ability: bleed (pa)

### Act 2 - Quest 315

- Section 323 and 491

Wreekin mage Speed 10

- Section 438

Angler Speed 10

- Section 462

Boggart Speed 10

- Section 466

Shadow terror Armour 4

- Section 509

Vigilant chestguard (chest) +1 Speed +3 Armour

Ability: watchful (mo) (requirement: warrior)

### **Act 2 - Quest 305**

- Section 337

Mud Golem Speed 5

- Section 375

Centipede Speed 5

- Section 481

Ooze Brawn 4 Armour 4

### **Act 2 - Quest 321**

- Section 426

Cinders Speed 8

- Section 655

Flame-bathed cowl (head) +1 Speed + 2 Brawn

Ability: sear (pa)

- Section 496

Rumbler Speed 7

- Section 540

The rock (main hand: club) +1 Speed +4 Brawn

Ability: slam (co) (requirement: warrior)

### **Act 2 - Quest 350**

- Section 350

Many heads: If the hydra is still alive at the end of the third combat round, it automatically heals up to full health at the start of the fourth combat round.

### **Act 2 - Quest 357**

- Section 357

Barkrot Brawn 7

### **Act 2 - Quest 343**

- Section 544

Betsy Blue anchor (main hand: anchor) +2 Speed +4 Brawn

Ability: stun (sp)

- Section 716

Ink-stained vest (chest) +2 Speed +2 Brawn

Ability: steal (mo)

Pirate bandana (head) +1 Speed +2 Brawn

Ability: feint (mo)

Captain's boots (feet) +2 Speed +1 Armour

Ability: surefooted (mo)

**Act 2 - Quest 326**

- Section 435

Jester Speed 6

**Act 3 - Quest 618**

- Section 687

Crawlers Brawn 12 Health 100

- Section 703

Wights Brawn 12 Health 100

Gull Brawn 14

**Act 3 - Quest 589**

- Section 717

Ghoul pack Armour 8

- Section 768

Necromancers Speed 14 Magic 12 Armour 8 Health 50

Skeleton horde Speed 13 Magic 8 Armour 10 Health 60

**Act 3 - Quest 575**

- Section 772

Bone construct Speed 12 Health 50

- Section 776

Wyvern jaws (head) +1 Speed +2 Magic

Ability: savagery (mo)

- Section 781

Ghoul pack Health 60

- Section 756

Packmaster Health 50

- Section 681

Bone wyvern Speed 12 Health 50