

ARENA

THE CONTEST



Campaign Tome

Tanares

Provinces and points of interest



Kolbjörn

Stravian

Ben'net

Reginheraht

Outumn

Capital

Seashores

Yama

Mystical

Ubel

Tsvetan



Northarbor Village

Cold Valley's Crater

Sawyer's Village

Eb'boria Village

Malland City

Septentrional Passing

Nabhendu Monastery

Chowillawu Acchoda

Blossom Town

Kolachi City

Mirare Town

Hajal Village

Alkira Mountain

Summer Island

Blake Island

Kolbjörn City

Ironhand Supreme Headquarters

Bak Forest

Bakurve Village

Reginheraht's Magical Research Tower

Outumn

Deverell City

Skybell City

Imperial Capital

Fisherman's Wharf

Grassroot Island

Galley's Town

Ahimoth City

Umay Town

Seashores

Ayefall City

Bluhaven City

Mustardseed Town

Arcana

Yama

Goldraft City

Bluhaven City

Mustardseed Town

Arcana

Yamanoma City

Mystical

Watchkeeper's Town

Yama Bunkatsu

Astérion City

Ubellian Fire Pits

Feargus City

Desdemona Village

Bauron's Denture

Ubel

City of Rorth

Eferhild Citadel

Sindile Forest Outskirts

Sindile Forest Depths

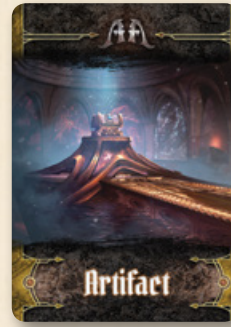
Store



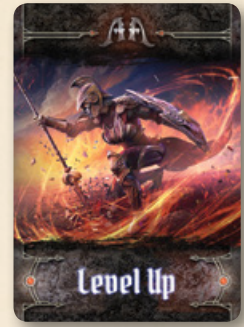
2 xp



1 xp



Level 1: 10 xp
Level 2: 12 xp
Level 3: 15 xp



5 xp

Same card to same hero

2nd Card: 8 xp
3rd Card: 10 xp
4th Card: 12 xp
5th Card: 15 xp



About this book

Welcome, adventurer! This Tome will guide you through the **Epic Campaign**, a journey in which your decisions write the world's destiny. How will you shape the History of Tanares?

This book should only be used if you want to play the Cooperative Mode's Epic Campaign, playing Missions and Boss Fights that follow a sequence, with a background story that requires some reading. If you want to quickly play an isolated quest, choose any scenario on the **Quest Guide**, a booklet containing all the information you need to play cooperative quests.



The Quest Guide is also needed on the Epic Campaign!

The first pages of this Tome contain a **World Map**. As you follow the story, you will eventually read the name of some locations; feel free to consult the map whenever you want, as it is a great element of immersion.



Following this introduction, you will find a brief "**The History of Tanares thus far**". This might be the first time you read the word "Tanares", so, to get you better acquainted with this rich, vast world, we'll tell you a bit about what happened in Tanares before the events described in this Tome. This will help you acquire essential knowledge that some characters you find in the journey take for granted, such as when they talk to you about the "Malrokian Curse", as if you knew what that was.



Before the Campaign starts, you will also find a quick reference to the **Prices of Cards** (Artifacts, Scrolls, Heroic Actions, Level UP) you may purchase in-between quests, when allowed by the Tome.



You will start the Campaign when you read Chapter One, which comes right afterwards. You need not worry about getting lost. All you need to know is:

- 1 - Follow all instructions in red immediately.
- 2 - As soon as you beat a Quest (accomplishing its Primary Objective), draw and read the Campaign Card on top of the deck (it should display the image of the quest you just beat).

Never shuffle or alter the order of the **Campaign deck**. If tragedy strikes, the cards are numbered to allow reconstruction. Try not to read them ahead of time, unless you want spoilers.



First Campaign Deck card. Draw it as soon as you beat the first mission.

Each episode on the Tome corresponds to a quest on the Quest Guide. They are divided in **Prelude** (read before playing the corresponding quest on the board) and **Conclusion** (read afterwards, when prompted by a Campaign Card).

Not all decisions you make in-between quests are random. This Tome provides several clues, some very subtle, regarding your possible courses of action. This is specially true in Conclusions, which in most cases contain the reward (in information) obtained from beating the corresponding quest.

No other Campaign in the entire world will be like yours, so weigh your options seriously, both in and outside of the board. Good Luck!



The World of Tanares



Tanares is a World of magic and mystery, dominated by a politically savvy Emperor that forbids the creation of large armed groups besides its own army, called "Ironhand". Avoiding Wars is the Empire's main – disclosed – agenda, as it is believed that the Gods punish lands where blood is massively shed. To curb insurrections, the Empire created ARENA, a contained environment to solve people's and Nations' conflicts. Arenas quickly became the epicenter of culture, violence, entertainment and politics in Tanares.

Five Main Facts

1. Most Tanarians believe in the **MALROKIAN CURSE**, through which Gods (Bauron and Tamera) will punish massive bloodshed (War) with natural catastrophes.
2. The biggest war in history led to the creation of **WASTELAND**, an expanding territory saturated with toxic gas and dark energy, where vicious aberrations reside.
3. **ARENA** is an institution created by the Empire to avoid the Malrokian Curse, as its combats solve major conflicts with minor bloodshed.
4. The **CHAMPION'S BOON** is a wish granted to any fighter who survives 15 combats in the Arena of Fate, as stimulum for fighters to come forward and represent people's and Nations' interests.
5. The Emperor commands the only Army in the world: **IRONHAND**, made of magically brainwashed men captured at random from places where offenses against the Empire are committed. It's a crime to gather any other large armed group, as that could result in War.

NOTORIOUS HISTORICAL CONTEXT

(You can read more about the world at www.dragorigames.com)

Ancient Age → Malrokian Age

About 2000 years ago, the *Malrokian Kingdom* became the most prosperous civilization in history. A self-sustained nation, they embraced peace over war, welcomed people from other kingdoms, and worshipped the Gods.

They didn't make weapons, only defensive walls and spells. That proved a mistake when several envious nations forged an alliance to depose King Malrok. Hundreds of spies slowly infiltrated the main city, and, after months of careful observation and planning, huge armies were sent to destroy the kingdom and kill its people. They succeeded.

Several ancient records tell that, right after King Malrok was killed, a fissure opened in the sky, and two Dragons, allegedly the physical manifestation of the Gods Tamera and Bauron, with loud voices that reached the farthest corners of the world, condemned Tanares for destroying the only kingdom that followed the divine path of peaceful and constant evolution that could ultimately turn all intelligent creatures into divine creators.

They stated that, from that moment on, *massive bloodshed would be punished with natural catastrophes*. That decree became known as the **Malrokian Curse**.

Malrokian Age → Draconic Age

As the years passed, the generations that died in fear gave birth to generations that grew in doubt. It became increasingly unclear if the tales of the Malrokian Kingdom were history or myth. As a result, mankind eventually disobeyed the decree, and made war. And, in the middle of every great war, came natural catastrophes that made all involved parties lose.

1032 years after the Draconic Age began, another peaceful kingdom was thriving, due to its deep magical knowledge. Foreigners called it the *Mystical Kingdom*.

Desiring the magical secrets held by the Mystical Kingdom, several nearby civilizations forged an alliance against it. History was repeating itself. After months of siege around the kingdom's capital, **Arcana**, war broke loose. The bloodiest in history.

Right in the middle of the fight, a fissure opened in both sky and ground. A huge canyon instantly swallowed most of Arcana and the nearby armies. Those who survived now had to fight vicious, never-before-seen beasts that came out of nowhere.

This was different from the other catastrophes. First, because it didn't seem natural. Second, due to its proportion, affecting a region several times larger than the others. Third, and most important, due to its lasting effects: the region is still dangerous and uninhabitable. People call it the **Wasteland**.

Draconic Age → Imperial Age

One powerful man, allegedly the war's sole survivor, made smart alliances with the nobility and the Church to fill the power vacuum arisen from the death of most of the world's armies. He created an *Empire*, to engulf all of Tanares.

Avoiding war is the Empire's main - disclosed - agenda. To prevent the Malrokian Curse from ever being provoked again, the Empire passed a law forbidding the creation of large armed groups besides the Imperial's own army, called *Ironhand*. The Ironhand's main purpose is to enforce this law, guaranteeing the Empire's monopoly over the right to be violent.

But conflict is inevitable. Provinces get in the way of others, families dispute the same things. Sometimes, only violence can solve a situation. In this context, to curb people's will to break the law and assemble armed parties, the Empire created the **ARENA**: a place where even the largest of conflicts could be solved with minimal bloodshed.

With the Ironhand enforcing the result of the fights, Arenas quickly became the epicenter of culture, violence, entertainment and politics in Tanares. Despite many people being discontent with the Empire, it is undeniable that, as long as the Empire exists, there will likely be no more wars.

In the Arena, a single battle is as important as war, deciding the fate of entire nations. A combatant is as important as an entire army, which means only the cream of the crop fights in Arenas: the strongest, the fiercest, the most reliable and well-paid fighters. These fighters, with good reason, are called *Heroes*.

The Empire has recently hired a team with some of the best Heroes in Tanares for a top secret mission: to investigate and fight a mysterious, growing threat, that could mean the end of the world.

Keep reading to START THE CAMPAIGN, and live the story of this team's journey.



Epic Campaign



Chapter One - Information is Power

Select one Hero. Then, read the introduction below.

You rest inside a rented cabin, healing small wounds you've gotten in your last Arena of Fate battle, which was easily won. A luxurious caravan stops by your front door. An emissary, covered in Imperial badges and pendants, quickly steps out and, after a brief greeting, hands you the following letter:

Respectable Hero,

Our **Glorious Emperor** has watched all latest Arena fights very closely, and was impressed with the degree of skill you've displayed.

You are invited to a special dinner, to be held tomorrow night, in the noble hall of our Capital's Arena.

Present this letter at the main gates and our soldiers will open them for you.

At the meeting, we will present you with an offer we consider to be irrefutable. We want to hire you to carry out a sensitive mission of great relevance to the future of the world and of the Empire.

Further details are classified, and will be presented to you at the meeting. Come alone, and tell no one about this.

A large banquet awaited you in the hall of the largest Arena of Fate's stateroom, where, after dining alone, the same emissary appeared.

Still without formally presenting himself, the emissary begins his speech:

'The Empire wants to hire you for a Mission. We can pay you an immeasurable fortune, enough for you to never have to fight in Arenas again, if you so wish'.



Noticing you oppose no objection, the emissary continues:

'What do you know about the Wasteland? Around the world, rumors fly, but concrete information crawls... What everybody knows is that it came about 170 years ago, in the last Tanarian Great War, as godly punishment to the spilling of blood around Arcana, the ancient Capital of the Mystical Kingdom.

A great fissure opened in heaven and earth, swallowing up most of the warriors. Those who survived the opening of the crater perished before bestialities and aberrations materialized by the gods.

Today, it is impossible to stay too long in the Region. A terrible mist spreads through almost all the territory we now call 'Mystical Province', causing a series of strange effects to those who come into direct contact with it, such as hallucinations.



What you may not know is that we're receiving growing reports of cities being attacked by freakish monsters coming out of the Wasteland. Some smaller villages are completely destroyed before their people manage to defend themselves. Those who live close to the Wasteland border are not safe.

To make matters worse, our measurements indicate that Wasteland has doubled in size over the past 100 years, and that its expansion is occurring at an accelerating pace. If this continues, we estimate that in 25 years the Wasteland will be twice as big as today, meaning it will swallow the Imperial Capital, much of the Central Sea, and everything we call "East".

If nothing is done, the Wasteland could, maybe, still in our lifetime, swallow all of Tanares.

The Emperor's representative stands up and motions for you to follow. You enter an adjoining room, where a huge world map was painted over the length of one of the walls.

Pointing to excerpts of the wall-map, the emissary continues the account:

'The Empire had been studying the North face of the Wasteland border for a long time, trying to figure out ways to contain its expansion, but with no success.

Recently, though, we had a breakthrough. An independent group of scholars, specialists on Dragons, traveled to the South face of the Wasteland border, and there they seem to have found an important lead to the solution of the problem.

However, the content and relevance of this lead is unknown to us, for before they could share their findings, the scholars were captured by a group of Orc barbarians from Eferhild Citadel, in alliance with members of the *Shadow Wing*, a terrorist group that wants the world to suffer, and ultimately end, through the Wasteland's expansion.

Your mission is to travel to Tsvetan Province and sneak into Eferhild Citadel to rescue as many scholars as you can from prison. Then, using their shared knowledge, initiate an investigation aimed at solving the problem of the Wasteland's expansion.

Accomplishing this mission will draw the attention of the Cult of the Shadow Wing, the Orcs' allies, who we must assume have spies everywhere in the Capital. If I were you, I'd only come back here after reaching a dead end, not to risk the Shadow Wing putting a tail on you. Also try not to tell anyone about your ultimate goal, and never reveal that you are an Imperial contractor.

Unfortunately, that's the same reason why the Empire cannot send the Ironhand for this task. We need specialists, because we do not want to draw the Shadow Wing's attention. If they learn we stand behind an initiative to curb the expansion of Wasteland, they may try to sabotage the investigation.

Furthermore, there is no guarantee that the Orcs would not kill the prisoners as soon as they realized we had sent our army after them. The best way to ensure the survival of the scholars is through infiltration, search, and rescue. Enter the Citadel without being seen, kill the guards you meet, and leave the city as silently as you entered'.

The emissary invites you to sit opposite him on a huge oak table. He removes from his desk a parchment and a gold plaque with inscriptions and the imperial symbol, which are given to you.

'This is an **Imperial Free Traffic Board**, granted only to the most valuable citizens and merchants with a direct relationship with the Empire. Present it whenever you encounter problems, such as inspectors wanting to take a look at your cargo or collect taxes, guards who do not want to open the a city's gates late at night, or hotel owners who ask too many questions before giving you a room.



This parchment contains a list of the most impressive Heroes to have recently fought in this Arena, including yourself. Researching their skills and history, we think they would be able to contribute to the success of the mission.

See if you already know or have fought next to any of them, and choose your team. Try to make it as diverse and complete as possible, so **do not choose two heroes that perform the same Combat Role. Including yourself, your team must have a total of FOUR members:** small enough not to call attention, but large enough to overcome the dangers and adversities of your mission'.

Recruit three other Heroes. Then, read Lava Citadel - Prelude (p. 10)



Lava Citadel - Prelude

Complying with your first imperial orders, you head to **Ventana Village**, many miles northeast of Eferhild Citadel.

The village was partially destroyed. It had been attacked by beasts emerging from the Wasteland – you can see its toxic mist on the horizon – to the north. To help with the reconstruction efforts, the Empire built an improvised Ironhand post, where your party met with an Imperial Army Major for a secret meeting:

'I sent a small troop to the mountains near Eferhild Citadel, to observe the movement within the city. Here are our conclusions!' he said,



pointing to a rough map of the city that hanged on the wall.

Eferhild is an ancient city that belonged to the Mystical Kingdom. It was conquered by Barbarian Orcs after the kingdom's extinction, despite being protected by a surrounding river of lava, extracted from the depths of Tanares by a long lost magic.

The Orcs have apparently learned how to deal with the City's protective spells. The area where they keep the scholars has many perpetually-burning pools, and is under the influence of a magical device that periodically strikes every unauthorized intruder.

We have found a way to safely enter the city. You will have to tiptoe your way throughout a long portion of the Citadel, but we trust your ability to be stealthy.



Infiltrate the City in the gloomy dawn, in the dead of night, to delay the reaction time of the City's inhabitants. All Orcs who live there are excellent fighters. If you take too long and become surrounded, it will be impossible to escape with life.

Confrontation with guards is almost inevitable, as Orcs constantly patrol the area. You must **kill the sentinels** you encounter, as they may alert others to your presence.

Escaping the city's perimeter as soon as possible is of utmost importance, as the prisoners are poorly fed and won't be able to run too much. You also can't trust them to be silent, or follow orders.

After rescuing the prisoners, there's a way to get you under the cloak of night really fast, but you won't like it.

The Orcs used one of the Citadel's outer walls as the back of their leader's quarters when they built his rooms, located dangerously close to the prisoners. You must activate two levers to unlock the door. Then, **kill Kor'dal**, the legendary Orc leader.

That shall delay the Orcs' pursuit initiatives and give you enough time to dig a hole on the outer wall, from within Kor'dal's quarters, without alarming anyone. If you are successful, the Orcs will only find out that something is wrong well after the Sun rises."

Sleep well. Eat. Tomorrow will be a moonless night - the perfect opportunity to execute the mission. Good luck'.

The following night, everything happens as planned by the Major. You enter the City through a sewer tunnel and tiptoe past several alleys without waking up anyone.

You climb a staircase that leads to an uneven area of the city, where they keep the scholars. Suddenly, you hear a grunt. An Orc jailer spotted you, and alerts two nearby colleagues:

"Gruh'ktyn ohrmn fa falakh!!!!"

Go to the Quest Guide (page 02). Lava Citadel Mission Starts NOW



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GAMES