

## Adventure:

# The Path of the Righteous

The Heroes must restore the decaying Arcane Pillars before their power is extinguished, but an evil dwells in the shadows of their dying light...

*Ballazar had sent two of his finest guards to aid the cleric and the paladin. They pressed their shoulders to the ancient door, letting out grunts through gritted teeth as the rusted hinges began to give way.*

*Venetia looked up from a scroll and surveyed the area. Ibrahim waited impatiently for the door to be opened. She turned to him, "If the priests are correct, the Arcane Pillars should be up ahead. The pillars are what give the wards inside Dolgarth their strength. As the pillars weaken, so do the wards. It is imperative we restore their power with all haste, before there's nothing but rubble left!"*

*With a loud creak, the door swung open. The party stepped through a thick cloud of disturbed dust, into the entrance of the once great hall. The blood of Basilean priests stained the floor.*

*Ibrahim grimaced at the unholy scene, "This desecration will not stand!"*

## Heroes

Ibrahim, Venetia and the Guards of the Hegemon Josef and Yohan are used in this adventure. In addition to your Hero cards, take the following:

- ◆ **Venetia, Human Cleric**  
Available spells:  
*Break Ward, Steady Recovery*
- ◆ **Ibrahim, Human Paladin**  
Available spells:  
*Transfusion*
- ◆ **Josef and Yohan, Human Guards of the Hegemon**  
1 Battle Potion each (see page 3 for full stats)

## Overlord

**Overlord**  
**Command Cards:**  
(all 13 standard Overlord cards plus the 9 Necromancer cards)

**Commands per Turn:**

**Raise Dead:**  
Skeleton Warriors (max 3),  
Skeleton Archers (max 1)

**Grund:**  
Forgebreaker

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## Victory

**Heroes:** Restore all four Arcane Pillars to full strength.

**Overlord:** Cripple either Ibrahim or Venetia, or stop the Heroes from winning before time runs out.



## SPECIAL RULE - CHESTS

The Chest marked A contains a Healing Potion, and the Chest marked B contains a Haste Potion.

## SPECIAL RULE - ARCANE PILLARS

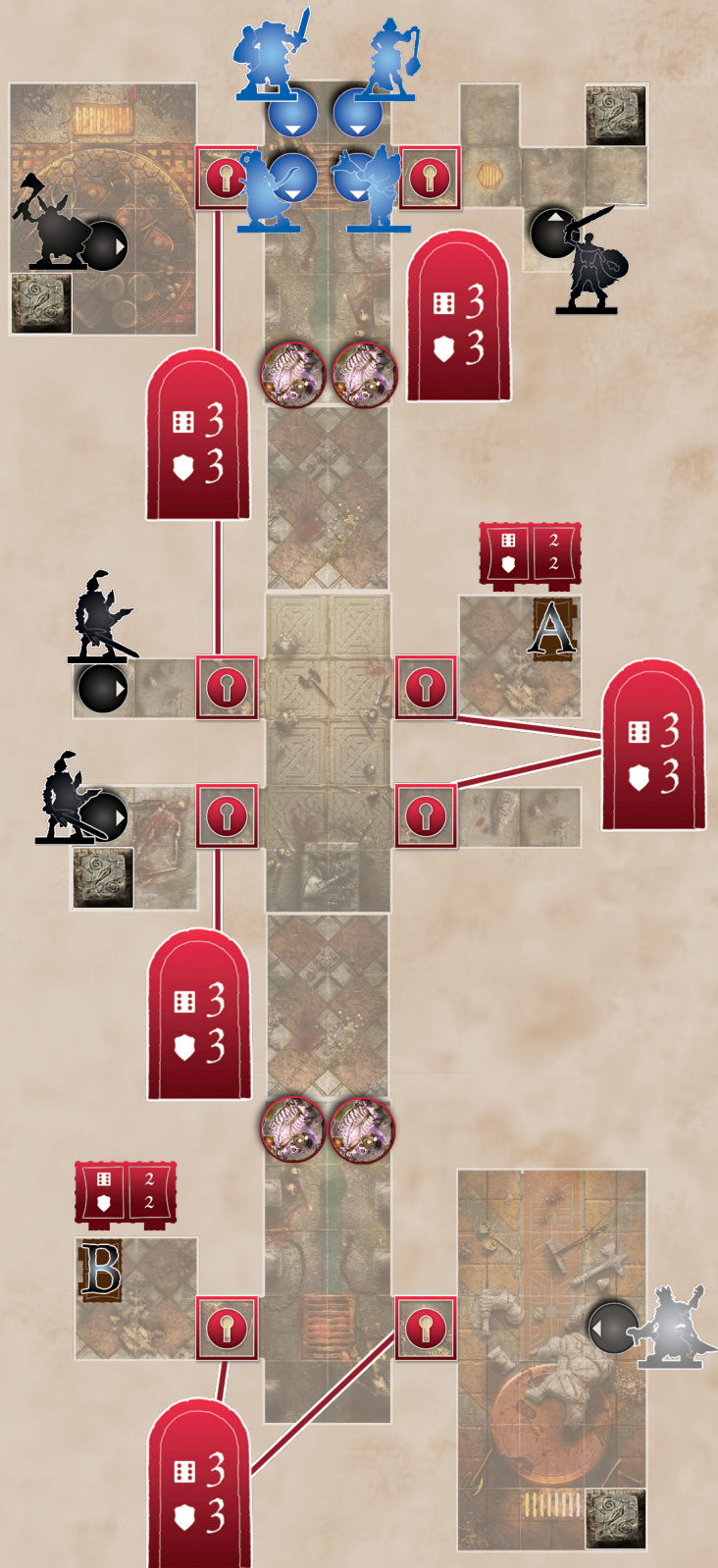
Mortibris has dispatched Grund to destroy the Arcane Pillars placed by the Basileans centuries ago to strengthen the wards inside the halls of Dolgarth. If these pillars should run out of power, Mortibris can unleash the full might of his undead army upon Dolgarth.

The decay destroying the Arcane Pillars, represented on the map by the Standing Stone tiles from the Return of Valandor expansion, can be reversed by casting Break Ward as you would with any other ward.

## TACTICAL THOUGHTS

The Basileans may be tougher than some, but none are the powerhouse hitters that Orlaf is. Minions such as the Dwarf Revenants and Armoured Zombies can slow the Heroes down whilst the clock is ticking.

Ibrahim is excellent at tying up some of the tougher monsters, and the Slam ability of the Hegemon Guards can be used to push enemies into other squares, giving Venetia a safe path to Arcane Pillars.



## Aftermath

The Arcane Pillars shone once more. As she watched Ibrahim wipe blood from his sword on an old piece of tapestry, Venetia shook the sweat from her hair, "The pillars are returning to full strength again. The wards inside will regain their strength too. I suspect Mortibris will have more use for the Dwarf King, despite his failure here."

Ibrahim sheathed his sword and turned to her in the empty

corridor, "I fear it's all for naught. By now, Mortibris must be deep in the bowls of Dolgarth...At least we've made it difficult for his minions to follow."

"And what about those who wish to stop Mortibris? Won't the wards hinder them?"

Ibrahim sighed and wiped a trickle of blood from his cheek, "Aye, but Davarius has dispatched a wizard to aid them. Let us have

faith the fellow can overcome whatever obstacles they might face down there."

Venetia looked wistfully back at the door leading deeper into Dolgarth as Ibrahim began pulling open the rusted door through which they had entered. With one last thought of what may lie in those ruins, she moved to help him.

# Josef, Human Guard of the Hegemon

From his lofty posture to the eloquence of his tongue, Yoseph makes no effort to disguise the fact he is of noble descent. As such, many are puzzled to find him serving as a guard, not knowing that Yoseph's grandfather was no less than Captain of the Golden Horn Guards. From an early age, Yoseph was groomed for the role, fully accepting his destiny of one day following in the family tradition. Much to his dismay, when the time came to enter service his father insisted he refuse all offers of officer training to begin his career at the very bottom. It was the only way, he insisted, to achieve true mastery in anything.

This proved wise, endowing Yoseph with a bitter determination to rise through the ranks as swiftly as possible, and indeed he has. His sometimes over-zealous approach can appear heavy-handed, but his demonstrable abilities and natural air of authority have caught the eye of his superiors on many occasion. His career has already brought him into direct contact with the Hegemon, and Yoseph has vowed to apply nothing less than his highest standards to this new posting.

## STARTING STATS



COMBAT

## ABILITIES

Slam

# Yohan, Human Guard of the Hegemon

Johan grew up poor, living among the long-suffering commoners native to the farther reaches of Northern Basilea. As a youngster, he idolised and feared the city guards in equal measure. He watched in awe as they took down drunken trouble makers on feast days, clad in fine armour, weapons gleaming. He also knew the darker side of their nature, as a lad trying helplessly to fight them off when, off-duty, they would ride out to the northern towns to souse themselves at the taverns and brothels in which he swept floor – saying and doing all they pleased.

When he came of age, a posting in the local guard was an escape from the inevitable and endless land-working that otherwise lay before him – and the allure and mystique of the authority they wielded was strong for such a boy. His tough upbringing made him no stranger to martial combat, and his instinctive, if unorthodox, fighting style soon earned him the respect of both fellow guards and his superiors alike. His ascent to a posting at the City of the Golden Horn was hard earned, and after a small taste of this power, he only wants more.



## STARTING STATS



COMBAT

## ABILITIES

Slam