

TNA FULL CAMPAIGN

BOOK 1

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é apenas para alinhamento
interno dos spreads)*

TANARES

ADVENTURES



Weeks I-II

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Introduction

Welcome, brave adventurer!

You are about to embark on an epic journey of strategy, suspense, and adventure that spans six weeks in the war-torn, mystical world of Tanares. During your trials, you will face many difficult choices. Your decisions will echo throughout the campaign, steering the destiny of Tanares and turning every step you take into a pivotal moment.

Tanares Adventures immerses you in over thirty adventures presented across three massive books. These adventures are letter-coded and correspond with matching Adventure Cards. These cards are acquired at the end of each quest and weekly milestone and guide you through the campaign. At the dawn of every Journey Phase, you decide which of them to play. Excluding the tutorial, a total of 23 adventures await you before the endgame quests – a Grande Finale where all your choices and actions culminate in a climax that decides the fate of Tanares.

Each adventure is a tapestry of events, decisions, puzzles, mini-games, and ability tests. The results of these tests, and your choices during these scenarios, usher you towards your next Quest. Different paths within the same adventure lead to different Quests, each identified by a distinct number, found immediately after the Adventure Chapters.

At the start of each adventure, you'll be given the option - the "*Fast Action Mode*." This streamlined path summarises one of the possible branches of the chapter, propelling you quickly to the game board while keeping the narrative intact. However, this shortcut reduces opportunities to employ your strategic decision-making prowess before a quest begins.

In the world of Tanares, a typical day involves selecting an Adventure Card, embarking on the chosen adventure, and navigating its twists and turns towards a Quest. Once you assemble your quest, you'll find instructions directing you to apply a modifier before your next turn. These modifiers, found on the page immediately after the quest, provide an intriguing twist to the journey.

Upon the completion of each Quest, your path diverges depending on your victory or defeat. Each outcome (found in entry 001 or 002 on page 4, respectively) leads you to the next phase: the City Phase, where you level up to enhance your heroes, or the World Phase, where you can reap bountiful rewards.

The lifeline of your epic journey, the Campaign Log, tracks your path across the calendar, noting the adventures you choose and the quests you undertake. Occasionally, you will encounter prompts in your adventures to mark Facts. These marks hold the potential to drastically shape your future quests and adventures, ensuring each decision you make carves a unique path in your grand story.

Embark now on your great journey. Fortune favors the bold. Good Luck!

Books, Weeks and Adventures

(You don't have to memorize this, as you will gain them as you progress the Campaign)

Book I	
Tutorial	A, B
Week 1	C, D, E, F, G, H
Week 2	I, J, K, L, M, N, O, RA

Book II	
Week 3	P, Q, R, S, T, U, V, W, RB
Week 4	X, Y, Z, AA, BB, CC, DD, RC

Book III	
Week 5	EE, FF, GG, HH, II, JJ, RD
Week 6	KK, LL, MM, NN, RE
Endgame	Start with Quest 84

Adventures and Quest Symbols:



This symbol identifies a "mini-game," a situation that often involves reading a few rules and using some game components. They are found in Adventures, out of the board.

Interaction

In most quests, there are elements that heroes can interact with. Examples include levers, chests, doors, orbs, prisoners, etc.

- **Position and cost of interaction:** The interacting hero must be adjacent to that element and spend 1 movement point.
- **Multiple interactions:** Unless instructed otherwise (like "remove the element"), if a hero has more movement points left in their turn, they can interact with elements multiple times in the same turn.

: Mana Cube

: Fatigue Cube. Also used to track decisions during the Adventures (out of board)

: Ally

: Villain

Special Combatant

This combatant will be described in the Quest.

Guard

Villains are usually unaware of the presence of heroes.

- Guards are inactive villains: combatants that can't attack or take turns;
- While they are Guards, villains are **Shielded 6**;
- Activation (they become regular villains, so they may Retaliate and take their turn in the same round):
 - A hero or non-Guard villain moves within [3] of it, regardless of final position;
 - It gets affected in any way by any attack, skill, passive power, or effect;
 - Another villain in the same Guard Group becomes active.



Boss

Quests have different Bosses, but use the Warlord miniature and Boss Card / Token to represent it.



Chest, Barrel, Orbs

Chest *Barrel* These are elements of the scenario.



Orb

- Chests have their own rules (you will learn ahead)
- Barrels and Orbs depend on the Quest Description

NPCs and Prisoners

- Used during the Quest to represent special characters.



Heroes, Villains and Boss tokens

- Used to track the hero's or villain's HP;
- Villain's tokens must match the shape with the colored ring;
- Use the back (+70) to add 70 HP to the current slot (if a villain has 100 HP, place it at slot 30 in +70 side).



Kemet Hunt extra monsters

- Include the new monster matching the number of stars with the Kemet Hunt level.



001 *(Follow these instructions only if you've won the quest.)*

It does not apply to Adventures A & B (tutorial quests).

- Draw 3 Loot Cards and mark this quest's slot in the Fact Log.
- If you've done the Extra Challenge, draw another 2 Loot Cards.
- Draw 1 Loot Card for each First Aid not spent.
- Draw a number of Loot Cards equal to your current Kemet Hunt level.

Kemet Hunt:

- If you made the Extra Challenge and did not use First Aid, you may increase your Kemet Hunt Level by 1.
- You may also decrease it as much as you want. Mark the new level in your next Adventure Slot.

Still in the Calendar, mark the letter of the Adventure you just played. Keep the Adventure Card.

This Quest has ended. Begin the next Phase (City or World Phase, see the calendar).

002 *(Follow these instructions only if you've lost the quest.)*

It does not apply to Adventures A & B (tutorial quests).

- Draw 2 Loot Cards.
- DO NOT gain Extra Challenge or First Aid Token rewards.
- Draw a number of Loot Cards equal to your current Kemet Hunt level.

Kemet Hunt:

- The Kemet are less worried about you. You MUST reduce your Kemet Hunt level by 1.
- You may further decrease it as much as you want. Mark the new level in your next Adventure Slot.

Still in the Calendar, mark the letter of the Adventure you just played. Keep the Adventure Card.

This Quest has ended. Begin the next Phase (City or World Phase, see the calendar).

003 **IGNORE WHEN PLAYING THE CAMPAIGN**

One-Shot Mode Challenges:



To play One Shot Adventures, follow these steps:

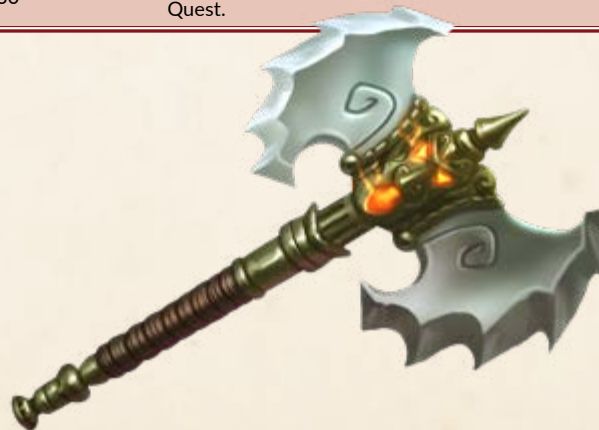
1. Go to the Rulebook, *Appendix H: One-Shot Quests*, to check the expected levels of items, attacks, NPCs, and Skill Tokens.
2. Check here if you get some Tool Token or other elements necessary for the Quest.

QUEST	ITEMS ACQUIRED
8	Choose a hero to gain the Hook and another to gain the Torch.
9	Choose a hero to gain the Hook and another to gain the Torch.
20	Choose a hero to gain the Tome.
23	Choose a hero to gain the Hook.
24	Choose a hero to gain the Tome.

3. Each Quest can have an Advanced Challenge, to test your limits. We assume you choose carefully the heroes, attacks, items, NPCs, and Skills to make them; otherwise they are almost impossible.

ONE-SHOT MODE CHALLENGES

QUEST NUMBER	CHALLENGE
3	Boss dies with Orcs (13-O) and (14-B) , Sentinel (19-R) , and Sniper (26-B) alive.
4	Kill the Boss by dealing 120 DMG to it in a single turn.
5	You have only Melee heroes (Brute, Tactician, Bruiser, and Tank).
6	Halflings and Skeletons never hit heroes.
7	A hero never starts its turn with a Skill Token flipped.
8	Heroes with Tool Tokens are never attacked.
9	Villains only attack heroes with Tool Tokens AND heroes have 2  when you win the quest.
10	Villains can only be killed while inside the Camp Room.
11	Heroes never use Mob (but Focus can be used).
12	Villains never attack Unprovoked.
13	Skeleton (23-R) and Walker (31-O) are still Guards when you win the Quest.
14	Apply Rotten Bodies to kill all villains.
15	All Gargoyles die on a Quest Item, you cannot move them after they become Statues.
16	No villain ever enters a Tile (careful with Event 2!)
17	Kill all villains by reducing their HP to exactly zero.
18	Never spend more than 1 movement point per turn.
19	During each hero's turn, deal at least 22 DMG to enemies.
20	Start all your turns on Stairs or Mission Tiles.
21	Never move to a square that is not Stairs, Portals, or Ruins.
22	Time Token is at exactly 2 when you win.
23	Do not kill any villain placed in Event 2.
24	Have  in all Lava Tiles before Event 2 starts AND when you win the Quest.
25	Start Event 1 with the Tome at zero AND kill Vradok within 2 rounds after that.
26	On each turn a villain dies, it takes DMG only from Ice, Unstable Ice, and/or Broken Ice.
27	Whenever Lava destroys an Orb, do not move the Torch back to zero.
28	Win the Quest before Event 1 starts.
29	XP is never higher than 7 or lower than 13 when rounds end (see Seasickness).
30	Both Eggs have at least 40 HP when you win the Quest.



A - The Epic Campaign

This tutorial has TWO quests. **DO NOT CHOOSE YOUR HEROES YET!** You will be guided step by step, learning how to navigate quests, select adventures, and effectively use the Campaign Log. Are you prepared to take the reins of your destiny? The adventure begins now!

Your adventuring group, having just emerged victorious from a skirmish against a goblin horde that was assaulting a village, began to free the captive locals, including an elder scholar. With gratitude in his eyes, he presents you with a tome of ancient knowledge, the most prized relic of his people, insisting that you keep it for saving everyone's lives.

On your journey back to the city of Fisherman's Wharf, out of curiosity, you take the time to read some of the tome.

Two thousand years ago, our world was forever marked by the Malrokian Curse. This divine decree—as unforgiving as the gods themselves—warned us that the bloodshed would summon devastating natural disasters. Our first punishment arrived in the form of a tsunami that shattered the western Provinces and birthed the Eternal Storm. Its violent tempest raged relentlessly across the Storm Ocean, devouring any vessel audacious enough to venture too far.

Turn back the clock of history, and you'll find the world embroiled in its last great war. This vast and terrible conflict swallowed the world's mightiest armies and obliterated the Mystical Kingdom. Arcana, once its prosperous capital, now stands as a blighted Wasteland, haunted by horrifying aberrations.

Out of the ashes of that war, a charismatic figure emerged from the chaos. Through cunning alliances with the Evolutionists—the world's most influential religious faction—and the noble elite, he unified the fragmented continent. As Emperor, he declared a new era of peace, banning the formation of armed groups to prevent the resurgence of the Malrokian Curse. Now, battles are fought in the Arena, where the fate of entire nations can hinge upon the skill and courage of a select few heroes.

And within this new order stands the Ironhand, the only military force in the world. Its ranks are filled with soldiers who have lost their free will, their minds shaped by magical psychosurgery. Loyal and fearless, they respond solely to their sentient officers, often the privileged sons of the Empire's most loyal nobility.

Grab 40 cubes (5 copies of the eight colors, except black). Each **PLAYER must choose a different option** (for example, if playing solo, select only ONE, even if you will control more than one full hero). It will help us to suggest a combat role that fits your play style. [1]

[1] means: go to the section 1.

1 As the veil of night falls and one of the twin moons illuminates the landscape, you diverge from the main road to avoid the concealed dangers that have haunted your steps. The fatigue of constant vigilance and exhaustion overshadows the courage of the day's deeds. The journey has strained your muscles; your body and mind crave rest. It is time to set up camp.

Every **PLAYER** must choose a different course of action:

- A) **Rest.** The trials of the day have drained your strength, and your tired group counts on the power you can recover for the challenges ahead.
- B) **Stand guard over the night.** Peril often lurks when it's least anticipated, and you are far from safety.
- C) **Prepare a meal.** There is no better balm for exhausted hearts than the aroma of food and the warmth of fellowship.
- D) **Seek solitude to gather your thoughts.** Your party looks to you for strategy and guidance; a clear mind is your best asset.
- E) **Go hunt into the wilds.** If fortune favors, you'll return with fresh food; at worst, you'll discover enemy scouts and silence them before they can reveal your position.

When all players are done choosing, go to [2].

2 Distribute the cubes based on each player's previous selection as follows:

Player "A" (that is, the player who chose option A in Section 1 — if any) gains 1 yellow cube.

Player "B" (if any) gains 1 gray cube.

Player "C" (if any) gains 1 green cube and 1 brown cube.

Player "D" (if any) gains 1 purple cube.

Player "E" (if any) gains 2 blue cubes.

KEEP these cubes until you select your heroes. They cannot be discarded or traded with other players.

You can't sleep. As a distraction, you reach for the scholar's tome, deciding to delve deeper into the world's history. On the last pages, you see a new manuscript, probably a recent addition made by the elder himself.

The Wasteland, an ever-expanding scar on the face of the world, was on the brink of consuming all life. But amidst this grim reality emerged warriors of unmatched courage: the Wasteland Heroes. Thyra, the formidable Blue Avatar Dragon whose defeat quelled the Eternal Storm, met her demise at their hands. Fisherman's Wharf, once a desolate, storm-battered city, came back to life and flourished as never before under the calm skies.

But their battle was far from over. They faced and defeated Zarumag, the Black Avatar Dragon, ending the toxic mists shrouding the Wasteland. Zarumag's spirit had been corrupted by Dillsqar, the former Ironhand Captain and leader of the infamous Cult of Shadow Wing. The cult aimed to transform our material plane into a dread-filled mirror of the Penumbra Plane, swarming it with terrors beyond imagination. Though Dillsqar evaded their grasp, the Wasteland Heroes prevailed. One among them, Sedura, assumed the mantle of the new Captain.

The following morning, you continue the travel to Fisherman's Wharf. The journey is calm, and you notice an increased number of people traveling to the same destination. Arriving at the rejuvenated city, you find rest in a lively tavern. Around you, heroes maintain a calm face, suppressing their pride behind a mask of humble silence. Yet, as the spirited barmaid continues to refill your mugs with fine ale, tongues inevitably start to loosen.

"Today, we inaugurate the Arena of Future," she breathlessly shares, "Visitors, including the Emperor, are arriving from all corners of the continent. Here, your deeds will not go unnoticed, I assure you. As long as you grace this tavern, the drinks are on the house." In just a moment, she blends back into the busy crowd.

Dividing your hard-earned loot proves a challenging endeavor. As the process unravels, boasting inevitably takes center stage. Reflecting on your past adventures, which statement would you most likely profess? Each PLAYER must select a unique option:

- A) "Without my healing touch, our journey would have ended long ago. Each scar you bear is a testament to my prowess."
- B) "Remember the ogre, the look of surprise as my blade split his skull? Without that, we'd be telling a different tale."
- C) "My cunning distractions and gathered intelligence were the main reason for our success. Without them, you'd be lost."
- D) "Outnumbered, on the brink of defeat, remember? It was my magic that tipped the scale, draining the goblins and unlocking the sealed gate."
- E) "Each second you spent planning was a moment bought by my shield, holding the goblin horde at the door."

When all players are done choosing, go to [3].

3 Distribute the cubes based on each player's previous selection as follows:

- Player "A" (if any) gains 2 green cubes.
- Player "B" (if any) gains 2 blue cubes.
- Player "C" (if any) gains 1 yellow cube and 1 orange cube.
- Player "D" (if any) gains 1 purple cube.
- Player "E" (if any) gains 1 gray cube and 1 yellow cube.

Keep these cubes.

As the bard plucks the strings of their lute, weaving a majestic ballad, you're drawn into their epic narrative, unveiling today's grand spectacle in the city:

*Beneath the twin moons' silvery sheen,
In Fisherman's Wharf, an awe-inspiring scene,
The Arena of Future, a testament of might,
Inaugurates with the Emperor's light.*

*Warriors engage in a ballet of blades,
In this grand spectacle, destiny wades.
Cheers echo loud under the twin moons' gaze,
In the Arena of Future, where new legends blaze.*

A sudden tremor interrupts the melody. Glasses clink ominously on the tavern tables, and a rising clamor swells outside. The air erupts with explosive sounds and frantic voices. "Mercy me!" the barmaid

exclaims, her eyes wide with surprise. "What is happening at the Arena? Seems our taxes went to some insane wizards and flashy pyrotechnics!" Looking outside, the distant murmurs of excitement soon become cries of terror. Panic seizes the crowd, sending them into a frenzied dash for safety, tripping over one another in their haste. Before you can react, sinister figures, weapons drawn, approach the tavern.

Each PLAYER must choose a different option:

- A) Draw your weapon and charge!
- B) Take cover behind the counter, waiting for the perfect ambush!
- C) Topple the table to shield yourself from arrows, bracing for combat!
- D) Escort the barmaid and the bard to safety!
- E) Destroy the keg rack, making them collapse onto the invaders!

When all players are done choosing, go to [4].

4 Distribute the cubes based on each player's previous selection as follows:

- Player "A" (if any) gains 2 red cubes.
- Player "B" (if any) gains 1 orange cube.
- Player "C" (if any) gains 2 gray cubes.
- Player "D" (if any) gains 1 green cube.
- Player "E" (if any) gains 1 purple cube.

Keep these cubes.

After a fierce battle, you emerge victorious from the tavern, having assisted the Wharfers and tourists in their escape. Outside, the city is burning, a stunning inferno painting the day in shades of ruin and despair. The invasion appears far from over; more of these strange enemies permeate the city, their numbers daunting.

Amid the chaos, you stumble upon a dying elf struggling in pain and fear. His breaths come in short, rough gasps, his words, a faint whisper against the din of battle, "I know them...these beings of gray skin and white hair... the Kemet. Once elves like us, they disappeared...to another continent...long ago. Don't let...them..." His voice fades as the last traces of life fade from his eyes, the terror of his final moments carved onto his face.

You are taken by an overwhelming sense of urgency as you navigate through the chaos. The time to gather resources and intelligence about the invasion is now.



Every PLAYER must choose a different course of action:

- A) Search for survivors and rally them to form a counter-offensive against the enemy forces.
- B) Make your way to the venerable blacksmith's forge, grabbing as many weapons and armor pieces as you can carry.
- C) Stay vigilant by the side of rescued civilians, providing them protection.
- D) Climb the highest building in sight, intending to gain a strategic view of the situation from above.
- E) Stealthily move through the shadows, aiming to capture a kemet enemy for critical interrogation.

When all players are done choosing, go to [5].

5 Distribute the cubes based on each player's previous selection as follows:

- Player "A" (if any) gains 2 brown cubes.
- Player "B" (if any) gains 1 yellow cube and 1 red cube.
- Player "C" (if any) gains 1 gray cube.
- Player "D" (if any) gains 1 brown cube and 1 purple cube.
- Player "E" (if any) gains 1 orange cube.

Keep these cubes.

Despite your valiant efforts, it becomes all too clear that even powerful heroes can be defeated by the might of an army. A tactical retreat to regroup becomes necessary. You guide the frightened mass towards the city's eastern gates, readying yourselves for the inevitable pursuit.

Unfortunately, your deeds have not gone unnoticed. A crowd of civilians clings to your side, their faces reflecting a desperate hope that you might yet save the day.

In the blink of an eye, you find yourselves surrounded by the Kemet warriors. Death seems an imminent possibility. With no time for strategic planning, each of you takes an instinctive decision, preparing to fight against an enemy whose combat style mirrors your own. The intent is to hold them off in an evenly matched standoff, buying time for the city's populace to escape.

Now, each PLAYER must choose a different course of action:

- A) Your strength is legendary; you're a harbinger of death. Stand toe-to-toe with their fiercest barbarian.
- B) Your command over magic forces is unparalleled, enabling you to bolster allies and disrupt enemies. Face their necromancer.
- C) You're renowned for your determination and strength. Pit yourself against their most resilient warrior.

D) Your specialty is strategy, cunning, and the art of sneaky combat. Engage in a battle against their spy.

E) With unmatched precision and nimbleness, you're a nightmare for any adversary. Challenge their most skilled archer.

When all players are done choosing, go to [6].

6 Distribute the cubes based on each player's previous selection as follows:

- Player "A" (if any) gains 2 red cubes.
- Player "B" (if any) gains 1 purple cube and 1 green cube.
- Player "C" (if any) gains 1 yellow cube.
- Player "D" (if any) gains 1 orange cube and 1 brown cube.
- Player "E" (if any) gains 1 orange cube and 1 blue cube.

Keep these cubes.

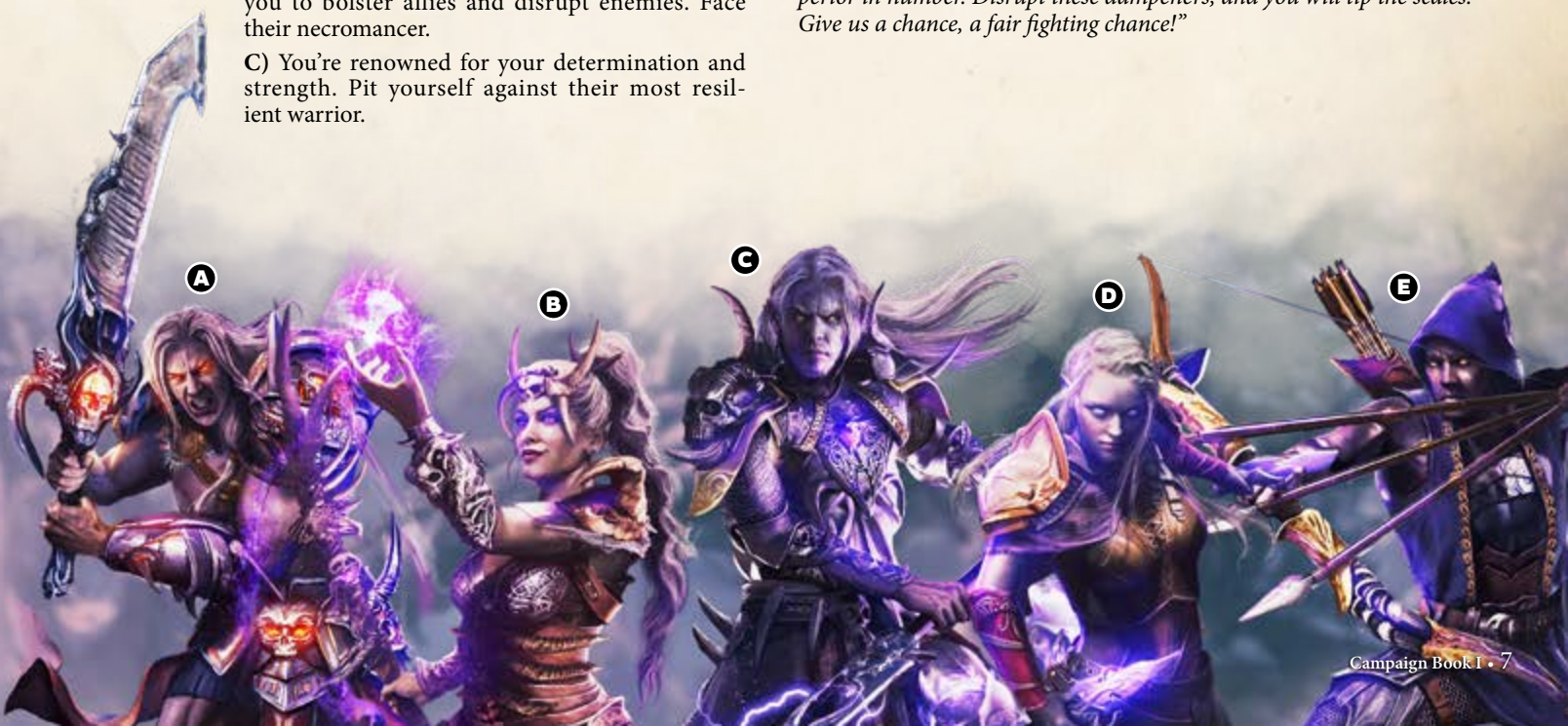
The battle is ferocious, an unforgiving dance of steel and courage. You hold your ground, but each enemy that falls to your might is replaced by another. In the relentless onslaught, a Kemet warrior slips past your defenses. As you brace for the upcoming strike, an unexpected thunderous blast startles your attacker and knocks them off balance.

You glance upward, finding not the storm you anticipated but a serene, sky-blue atmosphere. The source of the thunderous intervention is a woman, resplendent in shining armor of white and blue, commanding a battalion of Ironhand soldiers on the hill where the Arena of Future majestically stands.

With a voice that slices through the clamor, she guides the panicked citizens toward the eastern gate, a pathway to salvation still uncontrolled by the enemy forces.

"Hold fast!" She demands, and you find her gaze upon you. "I am Sedura, the Ironhand Captain. The Empire is in dire need of the strength and skill you possess. I cannot offer you gold or glory. I can offer the chance to defend the land you hold dear, the good things that define your world: family, friends, and perhaps a home in Fisherman's Wharf. Find that ember within yourselves, the one that fuels your courage, the one that gives meaning to the word hero. Rise for your people!"

Her hand, covered in a gauntlet of gleaming metal, points toward a statue nearby. "The Arena of Future houses power dampeners – devices intended to ensure a fair fight, allowing only those sanctioned to harness their unique talents on its battlegrounds. As we speak, countless heroes inside and in its proximity wage a desperate battle against a force far superior in number. Disrupt these dampeners, and you will tip the scales. Give us a chance, a fair fighting chance!"



Choosing Heroes

Begin by grabbing all hero cards. The Tanares Ultimate Box includes 42 cards. If you are using the Penumbra Pack Full or the Super Box, the total increases to 58 cards.

- Separate them by color to divide them into eight distinct combat roles (their primary function in combat).

Restrictions:

- DO NOT select Magenta, the Witch Hunter (which may be unlocked later) or any heroes from the “*Special*” Combat Role.
- Each hero MUST belong to a different Combat Role.
- Choosing Gazini, Kor’dal, Sedura, or the Emperor will lead to MAJOR inconsistencies in the narrative.

Recommendations:

- Build a balanced team that includes a mix of roles: a resilient character for frontline action (Tank or Bruiser), a damage-dealer (Brute or Shooter), a strategic thinker (Controller or Tactician), and a support character for healing (Healer or Commander).
- If you’re new to the game, a Healer is a more straightforward choice than a Commander, as it requires fewer rules to understand.
- Consider the cubes you’ve collected. If you’ve been playing in a certain style and wish to continue, choose a Combat Role for which you have the most cubes.
- Aim for a mix of ranged and melee heroes for versatility in various scenarios (Brute, Bruiser, Tank, and Tactician are melee, while Shooter, Controller, Healer, and Commander are ranged).

Examples of Brutes:



Examples of Shooters:



Examples of Healers:



Examples of Commanders:



Remember, you are free to choose any hero you want. During the campaign, many heroes will join the Resistance, and you will be able to select them.

When deciding on team composition, the combination of roles can define your team strategy:



RED (Brute) + BLUE (Shooter):
Striker. You like to be simple and efficient, dealing damage and eliminating foes in your path.



GREEN (Healer) + BROWN (Commander):
Support. You like to stay back and support your team by healing their wounds and providing buffs at the right time.



GRAY (Tank) + YELLOW (Bruiser):
Protector. You enjoy wreaking havoc on the front lines, withstanding enemy blows to protect your Team.



ORANGE (Tactician) + PURPLE (Controller):
Strategist. You like to outsmart your enemies, apply powerful debuffs, and manipulate the circumstances on the battlefield.



Examples of Tacticians:



Examples of Controllers:



Examples of Tanks:



Examples of Bruisers:



With your four heroes selected, let's take a look at each hero's components:



1 Hero Miniature and Role HP Token: Each hero comes with a miniature. Also, use the HP token of its combat role. Both have the same color as the hero card.

- There's also a small token in your combat role color, used to track effects. Its use is optional.

2 Hero Card: This card details the Passive Power and its abilities for your hero. Note that all heroes within the same role share a trigger for their passive powers, but the effects vary between heroes.

A Passive Power is used during all the quest.

B Abilities are used during the Adventure (out of the board) and City/World Phase.



3 Skill Pad: Choose the large Skill Pad matching your combat role and start with the regular side. These are powers you can use during allies' or villains' turns, but not your own.

- To utilize your skills, you'll need mana cubes (5 cubes in the color of your role), the same kind used during the personality tests. Also, gather 4 level 1 skill tokens.

4 Attack Cards: Pick the four attack cards specific to your hero (2 Primary with silver borders and 2 Special with golden borders). Also, collect the two level 0 primary attacks from your combat role.

- In total, you should have 6 attack cards.

- Note: Some heroes in the Legendary Box have their hero card included but not their attacks. If you have this box (or the Super Box), set their attacks aside in case you choose them.

5 Items: Each hero comes equipped with two items: one weapon and one armor.

- Choose a level 0 weapon and armor appropriate for your combat role. The required combat role can be found at the bottom of the card.

NPC (Future): Another component a hero will eventually use is their recruited NPC, whose power can be applied at the start of a quest.

- You won't have any to begin with, but as your fame grows, expect people to join your cause.

Here's a quick introduction to the main mechanics of the heroes. You'll get a more detailed tutorial later, but it's useful to get a brief overview first:

Remember this: **USE = FLIP**

1. Primary Attacks & Skill Tokens: Each hero has four Primary Attack cards and four skill tokens. When you use an attack or skill, flip the corresponding card or token. Once all four cards or tokens are flipped, you unflip them at the start of your next turn and receive a bonus - this process is known as Total Charge for skills, and complete a cycle for attacks.

2. Special Attacks & Items: These are potent resources at your disposal, but they're limited in their usage.

- **Special Attacks:** When you use a Special Attack, it's discarded and can't be used again for the remainder of the quest.

- **Items:** When you use an item (a weapon when you attack or armor when you're attacked), you flip them. You'll be able to use one of them again once you complete a cycle.

3. Passive Power: Your hero's Passive Power is continuously active. It rewards good positioning and tactical play.

Here are a couple of strategic reflections for advanced gameplay:

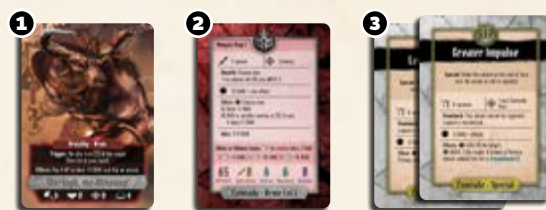
1. Flipping Attacks: An effect that causes you to flip an attack isn't harmful; rather, it's advantageous. It accelerates your attack cycle (flipping all four attacks), allowing you to activate an item quicker. Plus, you can deliberately flip your weaker attacks, thereby unflipping your stronger ones more frequently.

2. Using Skills: The same principle applies to skills. Aim to use your skills frequently, flipping the skill tokens quickly, to activate the Total Charge as often as possible.

Comrades

Each team must consist of exactly FOUR heroes. However, managing multiple skill pads can be a complex task. Therefore, if you are controlling more than one hero due to being alone or having three or fewer players in your party, you can utilize the Comrade system.

Comrades represent simplified versions of heroes. They are easier to control but still require strategic use for maximum efficiency. A Comrade only uses the following components:



1 Hero Card: This card functions in the same way it does for regular heroes. Good positioning is crucial to apply its passive power. Also, during the Adventure phase (off the board), use their abilities.

2 Comrade Primary Attack Card: Pick up the Level 1 Comrade attack card that corresponds with your Combat Role.

- With each turn, you decide between an extra move or a roll bonus. Also, choose which of the two effects to apply.

- Your mana cubes have a singular use. Some Combat Roles deal damage, while others restore HP.

3 Comrade Special Attacks: You have 2 of these, and they remain the same throughout the entire campaign. They follow the same rules as regular Special Attacks - they are discarded once used.

- These attacks have a unique feature: they don't consume an action. This means you can use a Primary Attack and a Special Attack in the same turn.

NPCs: In the future (though not presently), Comrades can also recruit an NPC for assistance. Unlike regular heroes, who apply the NPC Quest Power at the start of a quest, NPCs only provide Mana Cubes to Comrades.

- Therefore, Comrades begin the quest with as many mana cubes as the NPCs' week number. You'll learn more about this as you progress in the game.



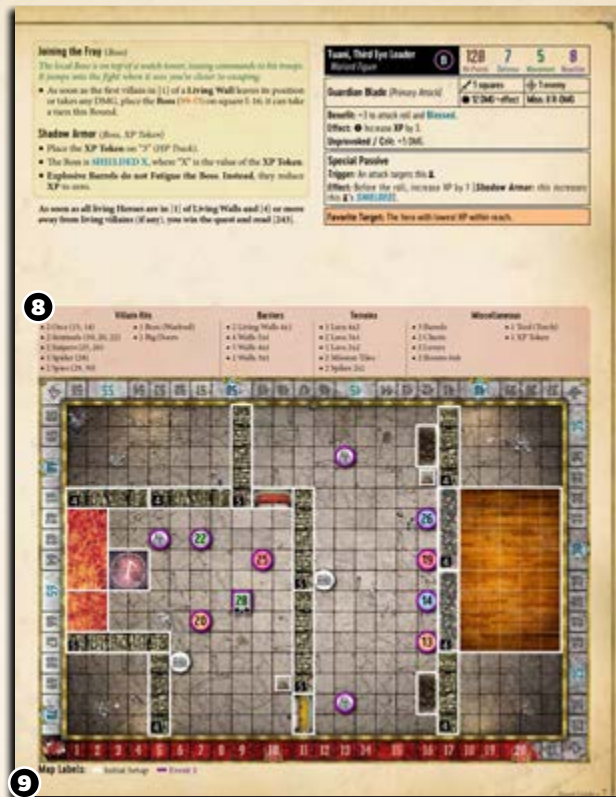
Comrades offer a more straightforward approach and allow you to focus your attention on your regular hero.

OK, now it is time to start the quest. Just a reminder of the situation. Sedura asked you to destroy the power dampeners, that magically block any special abilities. As there are many other heroes in the Arena, destroying the dampeners will give them a fighting chance.

Check the instructions below to learn how to assemble and read a quest. Then, go to page 12 and set up Quest 1: "Fisherman's Wharf."



- 1 Illustration, Number, Title
- 2 Introduction
- 3 Primary Objective
- 4 If You Lose
- 5 Extra Challenge
- 6 Event Description
- 7 Special Rules



- 8 List of Components / Map
- 9 Initial Setup

Reading a Quest

Let's embark on our first Quest. This particular one features special support entries which include all the rules you'll need for gameplay. Remember to keep the Quickstart Guide at hand for easy reference, and if any question persists, don't hesitate to consult the comprehensive Rulebook.

To assemble a Quest, follow these steps:

1. Refer to the specific **component list** (8) for this Quest. Gather the required pieces from your game box.
2. Arrange these components on the game board as per the layout shown in the map.
 - Note: To start with, place only the components with white borders on the board. Check the captions beneath the map for guidance on when to add the remaining components.
3. Position the hero figures on the board. They usually start on the Stairs Tile.
4. Read the Objective, Losing Condition, and Extra Challenge of the Quest. This knowledge will inform your gameplay strategy.
5. Read the Special Rules unique to this Quest. Bear in mind that each Quest might deviate slightly from the standard rules due to its unique scenario.
6. Check the Initial Setup section, which will instruct you to refer to the Quest Support Entries on the next page after the quest. These entries often include modifiers that consider the choices you've made during the adventures and throughout the campaign.
7. With all pieces in position, you're set to launch into the Quest. Begin with the first turn and let the adventure unfold!

1 - Fisherman's Wharf

Rush around the Arena of Future, getting rid of **Power-dampening Statues** and meeting whatever resistance you find along the way.

Primary Objective

- Kill all villains = Read [1.5] - page 16.

! **Rule Explanation:** This means you must go through all events and kill all villains that appear along the way. As soon as the last villain dies, the quest ends in victory, then you must read section 5 on page 16.

If you lose

- Try again.

! **Rule Explanation:** After the Introduction ends, losing a quest (and then moving on) is possible. You will find different consequences and instructions in this field. Since you're just starting, we recommend you try again because losing would mean you've missed some rules (e.g., Focus, Mob) or opportunities (e.g., applying your Passive Powers).

- You begin every quest with two **First Aid Tokens**. When the turn of a dead hero begins, you must spend one token to revive it with 30 HP and HEAL 10 all other heroes. But if such a turn begins and both tokens have already been spent, you lose the quest.

Extra Challenge

- (none)


Special Rules

! **Rule Explanation:** **Special Rules** is a set of unique quest **Features** with rules that you must observe throughout the mission.

Power-dampening Statues (Prisoner Figures)

- The **Statues** cannot be attacked or destroyed. (One specific **Statue** will be removed when each new **Event** begins.)
- While on the grid, each **Statue** emanates a mystical field that blocks some of your powers:

Purple Statue: Heroes cannot make Primary and Special Attacks.

Orange Statue: Heroes cannot use skills, charge their Skill Tokens, or gain .

Green Statue: Heroes cannot apply their Weapons' and Armors' Active Power.

Orb of Defense (25 HP / 3 DEF) (Orb Figure)

When this is destroyed, the protection field around the closest power dampener is lifted.

- Heroes may attack this Orb. (You must destroy it to start **Event 1**.)
 - Track the HP using the Orb HP Token.

! **Rule Explanation:**

You can only destroy or interact with objects (such as doors, barrels, and prisoners) according to the quest's features.

- Unless otherwise stated, if an object has HP (like these Orbs), you may apply any effects that deal DMG or reduce their HP.

Events


INITIAL SETUP

- Place the heroes on Stairs.
- Place the **Orb**, and all 3 **Statues**.
- **Then, before the quest begins, read [1.1] - page 14.**

! **Rule Explanation:** **Section [1.1]** Go now to the first Section of the page after the Quest.

R If the **Orb** is destroyed, start **Event 1**.

! **Rule Explanation:** **R** means at the end of the round. So, search for this symbol and apply its effects when any round ends (i.e., when all active combatants are **Fatigued**).

Fatigued: When a combatant acts in a round, it is **Fatigued** and gains a **Fatigue Cube** (.

! IMPORTANT:

- Keep the Quickstart around, so you can refer to it if something is unclear and, in the last case, refer to the Rulebook.

EVENT 1



The field of protection is lifted. One of the statues, which a falling piece of the Arena had hit, immediately crumbles. Enemies realize what you are doing and raise the undead to meet your party.

- Remove the **Purple Statue**. Heroes may now make their Primary and Special Attacks.
- Transfer all heroes to the Orange Mission Tile. Remove the Big Yellow Door.
- Place **Reapers (15-R)**, **(17-B)** and **(18-G)**.
- **Read [1.2]** to check the rule explanations for this event.

R If all villains are dead, start **Event 2**.

EVENT 2

After getting rid of the Reapers, you take the time to learn how to deactivate the power dampener. Only one Statue remains, but, before you can get to it, you must face the Kemet themselves.

- Remove the **Orange Statue**. Heroes may now gain , charge their Skill Tokens, and use skills.
- Each hero gains 3 .
- Transfer all heroes to the Red Mission Tile. Remove the Big Red Door.

- Place **Berserker (03-R)**, **Warrior (34-G)**.
- **Read [1.3]** to check the rule explanations for this event.

R If all villains are dead, start **Event 3**.

EVENT 3

All power dampeners are destroyed! Heroes inside the Arena must be putting up greater resistance, for Kemet enemies run away and encounter you at the gates.

- Remove the **Green Statue**. Heroes may now apply their Items' Active Powers (Items are active, not on cooldown).
- Transfer all heroes to the Blue Mission Tile. Remove the Gray and Purple Small Doors.
- Place **Archer (02-G)**, **Berserker (04-G)**, and **Warrior (34-B)**.
- Use rounded and hexagonal green rings, matching the HP token shape for the villain.
- **Read [1.4]** to check the rule explanations for this event.

As soon as all villains are dead, you win the quest, then read [1.5] (page 16).

Villain Kits

- 1 Archer (02)
- 2 Berserkers (03, 04)
- 3 Reapers (15, 17, 18)
- 1 Warrior (34)

Barriers

- 2 Big Doors
- 2 Single Doors (Gray, Purple)
- 2 Walls 5x1

- 4 Walls 4x1
- 1 Wall 3x1
- 2 Walls 2x1

Terrains

- 1 Lava 4x2

- 3 Mission Tiles (Blue, Orange, Red)
- 1 Ruins 2x2
- 1 Spikes 4x2

- 3 Spikes 2x2
- 1 Stairs
- 2 Swamp 4x2
- 1 Swamp 2x2

Miscellaneous

- 1 Orb Kit
- 3 Prisoner Figures



Map Labels:  Initial Setup  Event 1  Event 2  Event 3

Quest 1 - Fisherman's Wharf

1 The first part of this quest unfolds as follows:

1. A Power-dampening Statue is in place: This statue is inhibiting your abilities, limiting you to using only Basic Attacks.
2. Your goal: Utilize these Basic Attacks to shatter the Orb that shields the Statue.
3. What happens next: Once the Orb is destroyed, the Statue will vanish from the grid, unlocking new powers and allowing your quest to progress.



Destroying the Orb

Your objective is to destroy the orb. You can do this by using attacks (Basic, Primary and Special). However, due to the power-dampening statue, only Basic Attacks are possible at this time.



Hero's turn

On a turn, a hero has a Prime Action and a Move Action, in any order.

- Prime Action can be used to attack or convert in Move Action.
- Move Action can be used to move/interact.

To make a Basic Attack, follow these steps:

1. **Identify your Basic Attack stat:** Check your Basic Attack stat on your Skill Pad. This tells you the DMG it deals on a hit.



2. **Understand your attack range:** Each Basic Attack has a range indicated by a symbol:

- It's a melee attack with a range of 1.
- It's a ranged attack with a range of 8.

3. **Move your hero:** Depending on the range of your attack, you may need to move your hero closer to the orb. Your character's movement is determined by the Movement Points stat on your Skill Pad. You can move up to this number; diagonal moves count as one point as well.



Note: You can choose to move fewer than your total movement points, but once you start your prime action (such as an attack), any remaining points are lost. You cannot move, attack, and then move again in the same turn.

4. **Perform your Basic Attack:** When the hero is within range of the orb, roll a D20 die. If the result is equal to or higher than the orb's DEF (Defense) stat (which is 3 in this case), you hit. If the result is lower, the attack misses. **Basic Attacks have +1 to roll.**

Note: Unlike Primary and Special Attacks (you will learn them later), Basic Attacks have no residual damage (R-DMG) when you miss.

2 Rules for EVENT 1

Attacks

Now, you can use Primary and Special Attacks. These work differently from Basic Attacks:

Primary Attacks:

1. Lay out all your Primary Attack cards face up on the table.
2. When you use a Primary Attack, flip the card over (even on a miss). This signifies that it has been used and cannot be used again until it is unflipped.

Special Attacks:

1. Like with Primary Attacks, lay out all your Special Attack cards face up.
2. When you use a Special Attack, discard the card (even on a miss). This means it cannot be used again until the end of the quest.

Making an Attack:

1. The rules of range and rolling the D20 are the same as for Basic Attacks.
2. If your roll is lower than the target's Defense, you still deal Residual Damage (R-DMG) and gain one Residual damage works like regular damage, but it cannot reduce the target's HP below 1.

Effects and Flipping Attacks:

1. Some attacks have Temporary effects. If an attack has a Temporary effect, place the attack card on the target's card (either a villain or hero) and/or place the small role token on the target's miniature. This helps to remember about the effect.
2. After the effect ends, take the card back and flip the attack card.

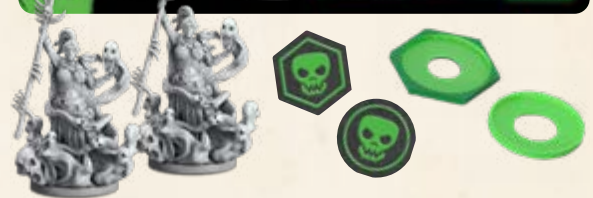
Completing a Cycle

- At the start of your turn, if all of your Primary Attack cards are flipped (used), you complete a cycle.
- Unflip them all. This also allows you to unflip an item as a bonus. For now, you can't use these items, but remember that unflipping all attacks can lead to advantageous combinations later in the game.

Note: If you have a Temporary Effect applied, take back the card first and flip it. Then verify if you completed the cycle.

Reaction: Check the rules in Quickstart but remember: **They don't require an attack roll, and a combatant (heroes and villains) can take only ONE reaction per turn.**

Villains



Each villain is represented by a miniature, a HP token, and a villain card.

- To match these, use the colored ring and token that aligns with the villain's color.
- There are two types of tokens and rings, round and hexagonal. These shapes help you distinguish between villains of the same color during combat.

Villains' Turns and Behavior:

During each round, heroes and villains take turns according to these rules:

- 1. Turn Order:** If no villain is attacked, all heroes act first, followed by the villains. However, if a villain is targeted by an attack during a hero's own Prime Action, it **retaliates**.
- 2. Retaliation:** When a villain is attacked, it immediately takes its turn after the current one. **However, each combatant (both heroes and villains) can only act once per round.** After a combatant's turn, it becomes "Fatigued", which means it cannot act again this round. Place a Fatigue token on the combatant's card to track this.
- 3. Unprovoked Villains:** If a villain isn't attacked during the heroes' turns, it's considered "Unprovoked". These villains act after all heroes and receive a +5 DMG bonus due to their Unprovoked DMG ability (as indicated on the villain's card).

Remember these important points about retaliation:

- You can only provoke ONE villain to retaliate during a turn, even if you attack multiple villains.
- The first villain that you attack and that CAN retaliate will be the one that retaliates. For example, if you kill the first villain you attack, the second villain you attack will retaliate. This prevents a dangerous exploit that could break the game (by avoiding retaliation). The villain's primary target remains its Favorite Target.

You always have to make a decision. Should you focus your team's attacks on one villain to kill it faster or distribute your attacks among multiple villains to prevent the Unprovoked DMG bonus?

Villains' Favorite Targets and Passive Powers:

There are four colors of villains: **Red**, **Orange**, **Blue**, and **Green**. Each color has a specific favorite target and trigger for its passive power.

1 Favorite Target: The villain prioritizes the target with this description, and moves to attack it (**even if Retaliating**).

- It moves the fewest number of squares to reach the target, even if that means taking DMG in the process (like inciting Reaction and stepping on lava).
- This is an important part of this game's strategy. Exploit this weakness with good positioning to take advantage.

2 Passive Power: If the villain meets its trigger when attacking, it will apply the effects of its Passive Power.

- This is the real challenge of the game. You must always try to avoid it.



Villain Card: You have all information about the villain in its card, but the essential ones are bigger. So when you memorize the basic information, you can see at a distance what to expect from this villain (its Stats, DMG, effects, favorite target, trigger of passive power)

IMPORTANT TIP:

- There are only four colors, so you will soon memorize all favorite targets and Passive Powers.

- The easiest way to never forget the favorite target and passive power is to ask both questions at the start of the villain's turn:
 - Who will it attack?** Check their Favorite target.
 - Who I don't want it to attack?** Check its Passive Power's trigger.

Favorite targets:

+HP Red - The hero with highest HP within reach. (The closest one, if two or more are tied.)

+ Mana Green - The hero with most Mana within reach. (The closest one, if two or more are tied.)

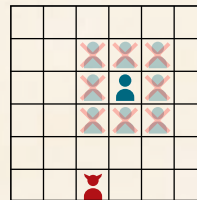
-HP Orange - The hero with lowest HP within reach. (The closest one, if two or more are tied.)

+ Distance Blue - The farthest hero within reach.

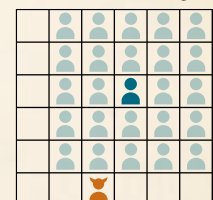
Passive Powers

Triggers

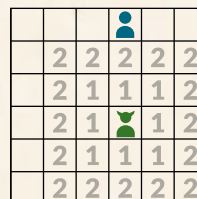
Red: Isolation - No other hero is in [1] of the target.



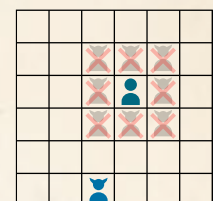
Orange: Collateral - Another hero is in [2] of the target.



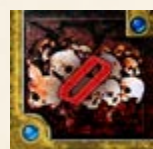
Green: Grounded - This villain moved 2 or less and didn't sidestep.



Blue: Disengaged - No other villain is in [1] of the target.



Combatants, whether hero or villain, are limited to taking a single reaction each turn. This prevents you from exploding a villain by making multiple reactions. But you can use this limitation to avoid the hero taking many reactions. (Tanks will love this!)



Death

When a hero or villain has its HP reduced to zero (or lower) by an attack, it dies after the attack resolves.

- If a villain dies, all heroes gain 1 Mana cube.

- If a hero dies, place its token on its current position. When its next turn comes, spend one First Aid token to revive them with 30 HP and the same number of Special attacks and Mana Cubes it had previously. Flipped cards and tokens remain the same.
 - Also, all other living heroes HEAL 10.



- If you have used both First Aid tokens and a hero is dead when its turn starts, you lose the quest.

3 Rules for **EVENT 2**



Skills

In this game, the strategic use of Skills can shape your path to victory. Each player has a set of four unique Level 1 Skills, denoted by matching tokens.

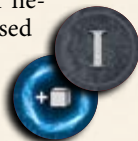
The Cost of Skills

Each Skill comes at a cost of mana cubes - one cube per Level 1 Skill. Once you use a Skill, its corresponding token flips to signal usage. This doesn't bar you from using the Skill again, but it does increase the cost by +1 cube (repeated Level 1 Skill will cost 2 cubes).

Skill Tokens & Total Charge:

After flipping the fourth token, you will activate your hero's Total Charge effect (see Skill Pad). This final Skill used not only triggers the Total Charge but also retains its original function. Immediately after Total Charge, all tokens are flipped back.

- Keep in mind, optimizing gameplay involves using all skills (and flip their tokens) to unleash the Total Charge effect as much as possible.



Using Skills:

Skills are used outside your turn. Red Skills come into play on the villain's turns, while Blue Skills are employed during allies' turns.

- Killing enemies, missing primary or special attacks, and progressing in some quests yield more cubes, **even for dead heroes**.
- **No dice roll is needed to activate Skills**; for instance, the Brute's Rage Skill automatically deals 3 Damage. This mechanic mitigates the luck factor of D20 rolls, providing a reliable tool for dealing with villains.
- Unless stated otherwise, **skills have a range of 8 squares** and require Vision.
- You can use only ONE skill per turn (multiple heroes can use one on a single turn).

Maximize your skills, don't delay their usage. This proactive approach to Skill utilization can make all the difference between triumph and defeat.

Side Note: You will upgrade your Skill Tokens at the end of each week.

4 Rules for **EVENT 3**

Now you can use items. You have one armor and one weapon, at your disposal, each at level 0.



- **Using Your Weapon:** When your attack successfully hits, you can use your level 0 weapon to deal +5 DMG.



- **Using Your Armor:** When you are the target of an attack, you can use your level 0 armor to gain Shielded 5 for that turn. This applies even if the attack on you misses.

- **Shielded** is a condition that reduces the DMG you take from an attack. Even on a miss, it reduces the residual DMG.

When you use an item, flip it. This means the item is in cooldown and its active power cannot be used again until you unflip the item.

- **Unflipping Items:** you can unflip one item when unflip all attacks by starting your turn with all of them flipped (after completing an attack cycle).

Items at Higher Levels: Items of higher levels have passive bonuses that are always active (attack roll for weapons, HP for armors), regardless of whether the item is flipped or unflipped. For now, as you're only working with level 0 items, you can disregard this information. It will become relevant as you progress in the game and acquire items of higher levels.

5 *(Read this only if you won this quest)*

With the last power-dampening pylon destroyed, your adrenaline reduces. Victory seems near as you watch Ironhand soldiers and other adventurers protecting the people of Fisherman's Wharf.

Yet, the crowd's triumphant cheers are suddenly silenced by the crushing sound of a collapsing building. Dust and debris cloud the battlefield, revealing a colossal titan capable of effortlessly toppling the surrounding structures.

The Titan's massive mace swings menacingly toward the crowd, killing dozens right in front of you. Instinctively, you intervene, using all your powers to defend the remaining people. But holding off the Titan's immense power in an extended fight is impossible; all you can do now is delay it to give the citizens time to flee the city. [6]

6 As you draw the Titan away from the citizens, you dodge its mace, which reduces buildings to rubble with every swing. In the distance, a bald man in a robe stands out, the grimoire chained to his belt, marking him as a wizard. He swiftly directs people to wagons while the soldiers hold the advancing Kemets.

The wizard sprints in your direction, shouting for you to run as he casts a spell. His hands pulse with electricity, unleashing a bolt at the Titan's face. Temporarily blinded, the giant crashes into a nearby building. Seizing the opportunity, you race to the wizard's side. Together, you dive into the wagons, spurring the horses into a full gallop.

The wagons speed away, leaving the Titan and the Kemet soldiers behind, rushing to the gate. In the distance, you see a black knight on a skeletal steed alongside Kemet riders, closing the gap swiftly. Arrows fly, and spells explode as the Kemets draw closer. The city gates are closed, but the undead horses are relentless.

Suddenly, a Kemet necromancer on his mount casts a dark spell at the wagon carrying the most vulnerable — the elderly, women, and children. They cry out in horror, but before he can finish casting the spell, arrows rain down from the city walls. Captain Sedura, leading dozens of Ironhand archers, orders them to fire their volleys, taking down the undead mounts and their riders.

Amidst the cheers of the citizens, a curly-haired woman with fiery red locks pushes through, with tears in her eyes. "Heroes," she exhales, "there's no time! Please! They're readying a siege weapon beyond that hill. It could be our end!"

The source of her knowledge raises questions, but her despair leaves no room for doubt. You leap from the wagon and follow the direction she indicated, passing many burning houses until you spot a group of Kemets preparing a bone-made catapult loaded with a wooden barrel marked with a green symbol. From its position, you can see that it's aimed at the city gates where Sedura and the Ironhands stand.

A tall, bald Kemet with a longbow directs his troops from the top of a three-story building. Spotting you, he barks orders, and many warriors rush your way. Your goal is clear: reach the catapult before it releases its deadly payload. Yet, Kemet reinforcements surround you. Risking your lives, you rush to the catapult anyway, managing to destroy one of its supports, rendering it inoperative.

From above, the Kemet leader emits a frustrated sigh. "Pathetic vermin," he sneers, releasing an arrow that pierces the catapult's barrel. Toxic green gas spreads forth, engulfing you and all the Kemets around. Your skin burns as your screams echo along with those of the nearby Kemet soldiers.

You fall to the ground in pain, only to sense the ground shaking. Suddenly, a huge worm bursts from the underground, and amidst the toxic smoke, a dwarf emerges, wielding a wooden staff. “Stay yer ground,” he mutters. “That there worm? ’Tis bound to me. Come now, follow this ol’ dwarf. We’ll find safety in its burrow.” The worm launches a vast dust cloud into the air and retreats into the tunnel, allowing you to flee unnoticed using the passage it created.

“I be Huradrin, druid of the Shortfall Forest,” he reveals with a distant look in his eyes. “Sara, the woman who warned ye ’bout the siege plan, she’s friends to me. Her visions showed the shadow of what’s to come, yet it was foggy whether ye’d be standin’ by tale’s end. I wish I’d been faster — callin’ upon that worm; it drained more from me than just time.”

As you walk forward, still weakened from the gas, he offers what aid he can. “My grip on that beast ain’t forever,” he mourns. “But by stone and by root, I’ll lead us to where the forest begins.”

Emerging from below, an exhausted Huradrin, his magic nearly consumed, searches the woods for healing herbs. By sunset, you reunite with the refugees from Fisherman’s Wharf and neighboring towns.

You all set up camp in the forest; Captain Sedura coordinates defense while Zalir, the bald wizard, handles resources. Sara thanks you for risking your lives to save the people and uses her time to tend to the refugees still in shock. Huradrin, preferring solitude, carves defensive runes on nearby trees, protecting the area from scrying magic.

The refugees, revering you as their hero, offer their thanks, expressing they owe their lives to you. Given their faith in you, you naturally assume a leadership role, providing a ray of hope for the desperate crowd. [7]

7 Through the night, you lead missions to eliminate Kemet scouts. At dawn, Huradrin suggests relocating to an abandoned town near Shortfall Forest. Hidden amongst hills, he believes he can harness its old runes to cover it from magic detection. You introduce him to Captain Sedura, and after considering the proposal, the consensus is to head there, offering the refugees a new sanctuary. [8]

8 Avoiding main roads and evading Kemet scouts, your group grows by rescuing lost survivors along the route. Two days later, you reach the deserted town. Together, you help the refugees rebuild and settle, supporting Sedura in fortifying defenses and aiding Zalir and Sara in sourcing provisions.

Sedura mobilizes the Ironhands to renovate the deteriorated barracks and plot defense strategies. Sara breathes life into an old tavern, finding vintage wine kegs, which she generously offers you. She says, “The answer resides in the deep’s black, resolve in the ocean’s blue, and hope in lava’s red and snow’s white. This is my prophecy for you.” Zalir revives a derelict forge, rallying skilled refugees to oversee logistics and search for vital resources. Huradrin prepares to cloak the town magically and repurposes an empty building into an alchemical lab. With essential supplies running low, he plans a brief expedition alone to Shortfall Forest to bring what he needs from his old hut.

Wharfugee is the town’s new name, celebrating all of you as its saviors. Your deeds have earned you admiration from the citizens. While Sedura is the top military figure, the Empire’s failure in Fisherman’s Wharf and its oppressive reputation weaken her connection with the refugees. They tend to favor you, the heroes, over the Empire. Sensing this, Sedura proposes that you lead the city. [9]

9 CONCLUSION - VICTORY

The “CONCLUSION” segment is a crucial aspect of your gameplay. It summarizes your accomplishments and the impacts your quest has on the world.

Alongside Sedura, you establish a council to lead the resistance against the Kemets:

Zalir, founder of the Relic Hunters guild and a gifted wizard, becomes the Mystical Advisor, directing logistics, preserving mystical lore, and supplying magic weapons from the Weapon Shop.

Sedura, Ironhand Captain, remains at the military forefront, directing defense operations from the Ironhand Outpost.

Huradrin, the insightful Dwarven Druid, exploits his vast knowledge to manage intelligence. Leading scouts and rangers, he delves into finding more about the Kemet’s undead and producing healing potions at the Alchemy Lab.

Sara, with her foresight, pledges to alert you of upcoming calamities. As your close counsel and tavern keeper, she can understand the people’s needs and help recruit formidable allies to support the resistance.

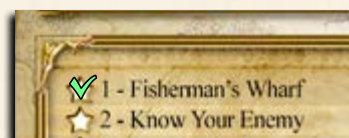
Gain +1 Diplomats and +1 Spies.

Go to the Campaign Log and mark a slot for both Diplomats and Spies. These markers represent War Points, which signify your efforts in mobilizing the Resistance against the invaders.

- Some War Point slots grant you rewards. Check the Log and gain the rewards immediately after you mark the slot.



Then, mark **Quest 1** in your Campaign Log.



Next Steps:

You must contact Sedura to prepare a counter-offensive against the invaders. **Gain Adventure Card B.**

This tutorial grants you only one card. However, as your campaign progresses, you may get multiple cards simultaneously. Choose wisely, as your heroes aren’t omnipresent. You’ll have limited opportunities each week to address the pressing issues.

Study Adventure Card B carefully, and prepare for your next journey. Continue the campaign by starting the adventure with the same letter as your card (B). On this occasion, turn to the next page.

Adventure B

A Tale of Two Cities

Before starting this adventure (and all others), follow these steps:

1. Prepare your team:



- Assign the four heroes you will use and pick their **hero cards**;



- Grab the **Skill Pad** and place your **Skill Tokens** (distribute the four Level 1 tokens on the six Level 1 Skills). Grab your **Mana Cubes** too (start with zero in your mana pool);



- Choose your attacks (in this case, you don't have more attacks to choose from, but soon you will);



- Choose the items you will equip (again, in this case, you only have an armor and a weapon Level 0);

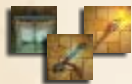


- Assign one NPC to each hero and apply its quest power (for now, **you don't have any**, but in the future many will join the Resistance).

2. Open the game board and grab some components:



- **Black Cubes** (some are used to track your choices);



- **Tool Tokens** (many adventures use them);



- **Fate Cards** (some adventures use them);



- **Condition Tokens** (heroes may gain some of them);



- Place your hero's **HP Tokens** on the correct slots (see HP stats on your skill pad and if your armor grants you more HP).

Now we are ready to start. On Adventures, heroes usually make ability tests (roll D20 and add your ability). You can see the four abilities at the bottom of the Hero Card.

: Force

: Intelligence

: Diplomacy

: Spycraft

These abilities are also used during the City Phase and World Phase.

Ready? Let's start Adventure B.

1 You and Sara approach the towering Ironhand Outpost together. An emotionless Ironhand soldier halts your progress, his voice a mechanized monotone. *"State your name, occupation, and objective within the Outpost."*

Without missing a beat, Sara retorts, *"Don't you recognize them? They are the esteemed heroes of the Wharf and bring crucial news about the Kemet invasion for Captain Sedura."* The soldier, his face a mask of indifference, scribbles on a paper. *"Understood. Heroes of the Wharf. Consultation with Sedura regarding the Kemet. Please hold your position."*

As you stand waiting, a single tear trails down Sara's face. *"I apologize. The sight of these poor souls always moves me,"* she confesses. *"The Ironhand Soldiers underwent Psychosurgery, a vile arcane procedure that eradicates all emotion. Now they are nothing but obedient sentinels, like living golems. Only the officers are spared this fate."*

A) Inquire about how to command these emotionless soldiers. [2]

B) Ask about the Psychosurgery. [3]

2 *"The result of Psychosurgery is an automaton,"* Sara explains, her voice a mix of anger and sorrow. *"Soldiers who once felt joy, fear, love, and hatred are reduced to mindless sentinels. It's disgusting."*

She glances at an impassive soldier. *"Only the Emperor and officers in the Ironhand hierarchy hold influence over them. But there's a catch—they won't abandon their assigned posts unless the Emperor himself issues the order. With the Emperor missing, we cannot rely on them to turn their focus to the Wharf and overwhelm the Kemet."*

The soldier interrupts your conversation. *"Captain Sedura is ready to receive you."* [4]

3 *"Psychosurgery is a dark ritual practiced by the Empire to create its Ironhand soldiers,"* Sara reveals, her gaze heavy with unshed tears.

"It obliterates their capacity to feel emotions, reducing them to mindless sentinels. For years, the Empire used this terrifying threat to repress dissent. If an Ironhand died and the assassin remained unidentified, a random innocent citizen would be forced into the Ironhand's vacant role. This cruel practice made rebellion a danger to all."

The soldier's impassive voice breaks through the heavy silence. *"Captain Sedura is ready to receive you."* [4]

4 You find Captain Sedura in the bustling training grounds, a beacon of command amidst a sea of soldiers. She's engaged in issuing strategic orders to her officers, her voice cutting through the air like a blade. As you approach, an officer breaks away from the group and runs toward you.

"Salutations, I'm Lieutenant Simpson," he introduces himself with a look of genuine admiration. *"I've heard tales of your bravery at Fisherman's Wharf. In fact, I owe my life to your heroics. You should know that Captain Sedura is an exemplary leader, and I have noticed her displaying a unique respect toward you."*

Sedura's gaze shifts onto you, her expression firm yet kind. *"Lieutenant, you are dismissed. I must engage in a critical discussion with our distinguished guests."* She turns her full attention to you, her eyes reflecting a deep concern. *"I commanded dismantling the most crucial portals in Fisherman's Wharf, an attempt to contain the enemy within that city. However, our spies report an alarming development: the Kemet appear to be employing a mighty arcane spell to reactivate the ruined portals. If they succeed, our defenses will crumble."*

She falls into a reflective silence, her gaze tracing the training grounds. *"The formidable strength of the Kemet raises grave concerns. I fear that our officials may not withstand the assault of their champions. However..."* Her gaze locks onto yours, a spark of hope igniting

within. “Your display of power has not gone unnoticed. I plan to dispatch troops to Fisherman’s Wharf’s outskirts to draw away the Kemet’s forces. It should create an opening for you to infiltrate their defenses and reach the epicenter of their spell. If you manage to disrupt it, we can prevent their attempts to reopen the portal, rendering its destruction irreversible.” [5]

5 With a whirl of energy, you’re propelled through the portal, emerging on the edge of Fisherman’s Wharf, concealed by the swaying stalks of a vast cornfield. Hushed whispers carried by the wind cut the serenity of the night.

“Quickly! This way! Stay concealed — they’re scouring the roads!”

“I’m fatigued...and wounded,” a weaker voice stammers.

“Hold on, darling. We’ll soon put enough distance between us... Wait, halt! Hush... Gods, they’re close! Flee!”

Bursting from the cover of darkness, you spot a family of five – terror carved on their faces as they flee. They’re in the path of a unit of Kemet soldiers, their armor glinting menacingly under the moonlight.

What will you do?

A) Every fiber of your being screams for justice - to aid those in dire need. Step forth from your concealment and intervene on behalf of the family. [6]

B) Every life matters, but your priority is countless Tanareans who will fall under Kemet’s power should you fail in your mission. Sneak past the scene. [9]

C) (Fast action mode)* Time is a luxury you cannot afford. Your gaze remains fixed on your objective - the ritual site. No distractions are allowed. [17]


***Fast Action Mode:** If you want an idea of what is happening, but don’t care too much about the narrative, choose this option to get to the board quickly.

6 The Kemet soldiers have their eyes fixed on their prey, and realize too late that they have become the hunted. You must strike them down before they can raise the alarm.

Strategic maneuvering is key - targeting the right enemy at the right moment:

Each hero makes an  **TEST (d20+ Hero Card).**
(10+: success | 9-: failure)

If you are a Tactician (add +3 to roll) - your expertise lies in identifying and exploiting tactical positioning.



Success (10+): The hero grabs 1 , placing on its Basic Attack Stat (see Skill Pad). In this particular scenario, this symbolizes a prime attacking position.

Failure (9-): Nothing happens.

Next, each hero must select a different foe for their Primary Attack. (Flip the attack’s card. It starts the Quest flipped.)

TARGET
A Fast swordsman almost reaching the family.
The Strong mace-wielder close behind the swordsman.
A Light troop flanking through the cornfield.
An Armored leader staying behind on a wagon.

Two important considerations:

1. The  is a vital tool in your adventure, serving as a tracker for the choices you make. Rather than relying on memory, you’ll mark your choices directly on the  in designated areas, typically the HP slot or your heroes’ stats. This allows for easy and immediate referencing of your decisions.
2. Initiating the quest with an attack card already flipped is an advantage. It accelerates the reactivation of items due to the **cycle** effect inherent in the gameplay.

Go to [7].



7 Each hero must roll a die.

- **Heroes that succeeded on their test** (■ on their Basic Attack) roll with **Blessed**. This means they roll two dice and choose the best result.

If you roll equal to or higher than the target's Defense, deal the chosen Primary Attack's DMG (ignore effects and Passive Power); otherwise, deal the attack's Residual DMG (usually 5 DMG).

Each enemy has a different HP value (do not track their HP). If your DMG reaches that amount or greater, the target is defeated. Otherwise, it counter-attacks, dealing DMG to the hero that attacked it (no roll required).

TARGET	DEFENSE	HP	COUNTER ATTACK DMG
Fast Swordsman	8	11	8 DMG
Strong Mace-Wielder	6	10	12 DMG
Light Flanker	7	7	10 DMG
Armored Leader	9	12	6 DMG

After all surviving enemies counter-attacked, you prevail over the surviving bandits. These pitiful foes stood no chance against seasoned heroes like yourselves. [8]

8 "We owe you our lives, brave souls!" the patriarch of the saved family proclaims, their voices echoing into the night as they speed away from the dangerous area of Fisherman's Wharf. Put ■ (Slot 2).

This means you must put a **black cube on "2" [HP Track]**. After its effect is checked (usually before the Quest starts), remove them from the track.

The sky, lit by the moonlight, reveals a breathtaking celestial canvas. You find yourselves exposed in the open field. A sense of urgency takes hold as you venture on a hidden path, a shortcut that promises to lead you to the Kemet Lords before the moon reaches its peak.

Go to page 22 and set up Quest 02: "Know Your Enemy."

Note: Usually, your decisions will take you to different quests in the same Adventure.

9 The road through the cornfield is filled with danger. Each snap of a branch underfoot sounds like a thunderclap in your ears, drowning out the distant screams that echo from the road. As you emerge from the field, you see a watchtower in the distance. A Kemet archer is watching on the tower while his sword-wielding companion patrols the base. Your weapons are ineffective at this range against the archer.

A) Create a cunning diversion to lure the swordsman into the cornfield, leaving the path to the watchtower open. [10]

B) Wait until the archer's gaze wanders, then launch a swift and silent assault on the unsuspecting swordsman. [11]

C) **If Niary is on your team:** Taking out the archer from this distance seems impossible, but not for you. You carefully aim and shoot a precise arrow, hitting the enemy right in the middle of his chest. Then, the other guard becomes easy prey for your combined attack. **Gain 1** ☐ (Niary starts the quest with 1 ☐ on her pool.) [12]

10 This task calls for a blend of strategy and agility.

Each hero makes an  TEST (d20+ Hero Card). (12+: success | 11-: failure)


+3 to all rolls of heroes with  3 or greater (Ability) - their keen minds and swift actions could make the difference here.

2 or more heroes succeed (12+): Go to [13].

3 or more heroes fail (11-): Go to [14].

11 This challenge demands both stealth and strength to neutralize the swordsman without alerting the vigilant archer.

Each hero makes a  TEST (d20+ Hero Card). (11+: success | 10-: failure)

+3 to all rolls of heroes with  3 or greater (Ability) - this situation requires both guile and power.

2 or more heroes succeed (11+): Go to [15].

3 or more heroes fail (10-): Go to [16].

12 Despite the perils, you've finally infiltrated the site where the Kemet lords are sustaining a powerful arcane spell.

Go to page 22 and set up Quest 2: "Know Your Enemy."

Note: Usually, your decisions will take you to different quests in the same Adventure.

13 With swift efficiency, you defeat the swordsman before his comrade suspects a thing. Climbing the tower's ladder, you deal with the surprised archer. Your path to the site is clear. Put ■ (Slot 1)

This means you must put a **black cube on "1" [HP Track]**. After its effect is checked (usually before the Quest starts), remove them from the track.

Then, go to [12].

14 Your attempt to neutralize the swordsman lacks the required subtlety. As you hurry towards the ritual site, the vigilant archer takes aim and shoots many arrows. **Each hero takes 4 DMG.** [12]

15 Your clever distraction lures the swordsman into a trap, leaving the archer unaware of the danger. Seizing this golden opportunity, you climb the tower and confront the archer. With the threat neutralized, you rush to the arcane site. **Put ■ (Slot 1).** [12]

This means you must put a **black cube on "1" [HP Track]**. After its effect is checked (usually before the Quest starts), remove them from the track.

16 Your efforts at discretion fail; the alerted troops rally, and the archer notices your presence. As you sprint towards the arcane area, a volley of arrows rains down upon you. **Each hero takes 4 DMG.** [12]

17 Choosing to abandon the struggling family, you sprint towards your objective.

You try to take down Kemet scouts near a watch tower stealthily, but your lack of discretion alerts the guard, and an arrow shower strikes. **Each hero takes 4 DMG.** Finally, having overcome the last hurdle, you arrive at the arcane site.

Go to page 22 and set up Quest 2: "Know Your Enemy."

Note: Usually, your decisions will take you to different quests in the same Adventure.



Captain Sedura

2 - Know Your Enemy

During the invasion of Fisherman's Wharf, the Ironhand destroyed a portal that is connected with the rest of the Imperial grid. Interrupt a powerful ritual of Kemet Lords trying to reconstitute it.

Primary Objective

- Destroy all **Mana Shields** protecting the **Kemet Lords** = **Read [2.5]**.

If you lose

- Try again.

Extra Challenge

- Kill the Specter before destroying **Gullog's Mana Shield**.

! **Rule Explanation:** After the Campaign properly begins, you'll gain two additional Loot Cards (gold, wood, iron, or gem) if you do the Extra Challenge **and win the quest**.

Note: no extra resources will be granted for doing the Extra Challenge in this Introduction, but try to keep this challenge in mind and see if you can do it: you'll want to accomplish Extra Challenges in every quest after this one.

Special Rules

Kemet Lords and Mana Shield (Archer, Necromancer, Warrior, and Spy Figures; Red Boss Token)

A powerful mana shield protects those performing the ritual. Besides attacking it directly, you may use skills to deplete the mana from your surroundings.

- **Kemet Lords** cannot be moved and take no turns.
- A single Mana Shield protects two Kemet Lords. Put the Red Boss Token on "70" (HP Track) to represent its HP.
 - Whenever your attack targets a Kemet Lord, roll against the Mana Shield's Defense Stat, which is 2.
 - Whenever you deal DMG to a Kemet Lord, reduce the Mana Shield's HP (Red Boss Token) instead.
- Whenever a hero uses a skill, the **Mana Shield** takes 10 DMG.

R If there are Kemet Lords on the grid, a hero takes 5 DMG.

Crystal Deposits (Barrel figures)

👉 + Remove it: Each hero gains 1 **☐**.

Events

INITIAL SETUP

- Place all heroes on the Stairs. Each may reassign two Skill Tokens.
- Place **Reaper (15-R)**, **Specters (93-O)** and **(94-B)**.
- Place the **Kemet Lords: Cildroly - Archer Figure (C)** and **Solnertha - Necromancer (S)**.
- **Then, after reading the Special Rules, read [2.1] - page 24.**
 - **Remember to remove the Specter!**
- As soon as the **Mana Shield (Red Boss Token)** drops to 0, **read [2.2]**.

R If all villains are dead and the **Kemet Lords (Cildroly and Solnertha)** have been removed from the Altar Tile, **read [2.3]** (to continue the quest).

EVENT 1

- **🛡️ GUARD 3:** Place **Reapers (16-O)** and **(18-G)** and **Zombie (69-R)**.
 - Place the **Kemet Lords: Yrizard - Spy Figure (Y)** and **Zisenuh - Berserker Figure (Z)**.
- As soon as the **Mana Shield (Red Boss Token)** drops to 0:
 - **Yrizard** deals 8 DMG and removes 1 **☐** from her closest hero. Then remove its figure.
 - **Zisenuh** deals 12 DMG to his closest hero. Then remove its figure.

R If all villains are dead and the **Kemet Lords (Yrizard and Zisenuh)** have been removed from the Altar Tile, **read [2.4]** (to continue the quest).

EVENT 2

! **Rule Explanation:** If this part seems a bit thin on content, it's because the entries often contain instructions.

As soon as this last Mana Shield (Red Boss Token) drops to 0, you win the quest, then read [2.5].

! **Rule Explanation:** You don't always have to kill all villains to win a quest. Sometimes, accomplishing the Primary Objective will make the enemies still on the grid flee, perish, or otherwise be defeated in a way that doesn't need to be executed on the board. This is the case in this quest. Note, though, that you will accomplish the Extra Challenge.



Villain Kits

- 4 Reapers (15, 16, 17, 18)
- 1 Zombie (69)
- 2 Specters (93, 94)

Barriers

- 2 Barricades 3x1
- 3 Barricades 2x1
- 2 Big Doors

- 1 Wall 5x1
- 3 Walls 4x1
- 3 Walls 3x1

Terrains

- 3 Altars
- 1 Spikes 4x2
- 2 Spikes 3x3
- 4 Spikes 2x2
- 1 Stairs

Miscellaneous

- 1 Archer Figure
- 3 Barrels
- 1 Berserker Figure
- 1 Gullog Figure

- 1 Necromancer Figure
- 1 Spy Figure
- 1 Warrior Figure



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 2

Know Your Enemy

1 Using the Modifier Table: The Modifier Table provides a set of requirements on the left. These requirements could be related to various factors:

IF YOU HAVE:	APPLY THE FOLLOWING:
<ul style="list-style-type: none"> (slot 1) 	<p>You've successfully neutralized troops allocated near the site of the ritual without raising the alarm; enemies on site are more distracted.</p> <p>The Reaper (15-R) and the Specter (94-B) gain 3 Distracted Tokens each.</p>
<ul style="list-style-type: none"> (slot 2) 	<p>Mark Wharfers saved (fact).</p>
<ul style="list-style-type: none"> ☆ Quest 1: Fisherman's Wharf 	<p>Your previous fight against the Kemet makes their forces weaker here. Remove the Specter (93 - O) from the board.</p>

- **Black Cubes in slots:** These represent choices you've made during your Adventure. The effects will always describe the decisions you've made and their implications on your quest.
- **Facts:** Occasionally, you'll acquire Facts (indicated in green) to record in your Campaign Log. You'll need to verify if you've marked these down.
- **Quest made:** The phrase ☆ **Quest 1: Fisherman's Wharf** implies that if you've undertaken the quest (even if unsuccessful), you're eligible for the modifier.
- **Correctly Answered Puzzles:** In this case, check if the puzzle has been solved correctly to apply the respective modifier.

Understanding Condition Tokens:

- **Conditions Stack:** If you have a condition token, its effects will accumulate. For instance, if you have two **Empowered** Tokens, you'll deal +6 Damage.
- **Conditions Persist Until Used:** Condition tokens, just like those applied by villains' effects, last until they're used. You retain these tokens until their effects come into play. For instance, a **Protected Token** only ends when you're attacked. Similarly, an **Empowered Token** ends when your attack hits.

This time we're taking it a bit easy on you, but expect your future decisions to heavily impact the circumstances surrounding your game (for better or worse).

Quest 2: "Know Your Enemy" starts NOW (take the first turn!)

2 These Kemet stand above the rest in terms of power, yet their recent ritual has weakened them. They sway, nearly fainting.

"Solnertha, once again, your undead minions prove inadequate. This is why only I can be trusted," Cildroly, one of the Kemet Lords, states with cold disdain. He then directs his cruel gaze at you. "I may retreat today, but be assured, I never lose track of my prey." With swift precision, he draws his bow and releases two arrows toward you. **Cildroly deals 7 DMG to his two closest heroes.**

"Your archers should have secured the perimeter. Never underestimate our foes; we cannot jeopardize the Saviour's great plan," replies Solnertha, the other Kemet Lord. **If there is another villain alive, Solnertha places a Reaper (17-B) in [1] of her closest hero.**

Having a contingency plan for a swift escape if their Mana Shields broke, the Kemet Lords employ a teleportation spell before you can counteract, disappearing from the battleground. **Remove Cildroly's and Solnertha's figures from the grid.**

This satisfies the first condition for beginning Event 1 (the second is to defeat all other villains).



As each round concludes, if no villains remain alive, check section [2.3]. The narrative will signal when a condition triggers an entry or prompts a future Event. Note that you must continue all quests when they inform you of a condition that leads to a support section (like this 2.3) or to an upcoming Event.

The Primary Objective must never be considered met before all other quest instructions have been followed. For example, if the Primary Objective is to “kill all villains” and you have killed all villains from the initial placement, that doesn’t mean you’ve won the quest: first check whether you must read a support section or start the next Event.

Now, resume your quest!

3 A faint glow comes from the portal at the top of the building, indicating it is recovering. Stopping Cildroly and Solnertha was not enough. There must be more Kemet Lords casting the spell.

Upon hearing a commotion on the other side of a gate, you break in to confront two more Lords.

- Remove the Big Yellow Door.
- Put the Red Boss Token on “70” (HP Track). It will represent the next Kemet Lords’ Mana Shield.

Note: the sections may give you quest instructions too!

Despite sharing the same lineage, the Lords couldn’t be more distinct. One, a slim, dark-skinned female youth, exudes an air of deadly grace, while the other, a hulking figure of a man adorned with a skull as a mask, radiates brute force.

The beautiful woman turns to her companion with a smile gracing her features. “Observe, Zisenuh! Our leader’s foresight was precise. His wisdom is truly remarkable.” She gazes at you, her eyes analyzing every detail. “I have heard stories about invincible champions of the Arena. Those who’ve defeated even the most formidable Avatar Dragons. Yet, in person, they appear... modest, wouldn’t you agree?”

Her companion’s deep voice rumbles in response, “A true shame, indeed. These heroes are denied the honor of a glorious death by my hand in combat, enchanting Yrizard. But we must follow the prophecy, for it reveals certain victory.” Their weapons are sheathed while their arms are raised, casting the spell.

Recalling your previous encounter with weakened Lords, you must swiftly deplete their shields, bracing yourself for whatever they might unleash before making their escape.

Resume the quest (start EVENT 1!) — Note: remember to place the villains listed under Event 1’s header and read all other instructions there; not all quest instructions are found in the entries.

4 The portal pulsates with increasing power. The arcane spell, it seems, is nearing completion.

- Remove the Big Red Door from the grid.

You see a hall, vast and twice the size of any other you’ve crossed, housing two more Kemet Lords. One of them promptly moves to the front, gripping a great sword, while the other floats midair, eyes shut, holding a pendant on his necklace.



"They have arrived, Captain Gullog," he announces, glancing over his shoulder at your party. "Your bravery is admirable, but our victory is inevitable, as is your demise. Awaken, ancient spirits, by Baraelmer's command!" With a forceful plunge of his sword into the ground, a magical aura pulsates, and spectral figures - a ghostly spirit and two skeletal warriors - rise with an ethereal glow to challenge you.

Gullog remains undisturbed, his eyes closed. He either ignores your presence or simply considers it insignificant.

GUARD 3: Reaper (16-O), Reaper (18-G), Specter (94-B).

- Place **Gullog** - *Gullog Figure (G)* and **Baraelmer** - *Warrior Figure (B)* (as on the quest map).
- Put the Red Boss Token on "70" (HP Track). It represents these Kemet Lords' Mana Shield.

Note that Gullog and Baraelmer belong to the same GUARD 3 group as the other villains. This means, if the lords are attacked, the other villains become active.

The distant clamor of battle echoes through the surroundings, interrupted by Sedura's unmistakable war cry. A thunder blast follows. Are the Ironhand troops making a last effort to stop the tide of reinforcements rushing to defend their generals, or are they being pushed back, on the verge of retreat?

IF YOU HAVE: APPLY THE FOLLOWING:

Wharfers saved (fact)

The family members had learned a few things about the positioning of Kemet troops near the walls while trying to escape. They met Ironhand officers farther down the road and made them better informed when they launched their assault. Thus, Kemet necromancers in the perimeter were more harmed than expected. **Reaper (16-O), Reaper (18-G), and Specter (94-B) each takes 5 DMG.**

Resume the quest (start EVENT 2)

5 (Read this only if you won this quest)

Gullog appears unperturbed by the disrupted spell. Holding a skull in his open palm, he finally turns to face you, a faint smile on his lips. A sudden surge of necromantic energy paralyzes you, spreading through the area like a shockwave and knocking you off your feet. **Each hero takes 25 DMG.**

If at least one hero remains with more than 1 HP, go to [6]. Otherwise, go to [7].

6 Baraelmer, surprised by your resilience, raises his sword as he approaches you. But before he can act, Gullog intervenes, asserting his authority. "Sheathe your sword, Baraelmer. They have not yet fulfilled their purpose." His gaze weighs heavily on the heroes, hinting at a desire for prolonged suffering. Baraelmer's eyes reflect suppressed anger. "Such dishonor, Captain Gullog. Would it not be merciful to grant them a swift end? Go on ahead, I will stay and deal with them."

As Gullog moves towards a portal, signaling his imminent departure, he retorts sharply, "We don't need your sentimentality, Baraelmer. We will turn them into undead, harnessing their unique abilities. They are more formidable than you think. Join me; our focus must shift."

With a hint of reluctance, Baraelmer sheathes his sword as Gullog continues, "Ensure this skull reaches Cildroly. It's crucial to fortify our control over the undead." **Mark Baraelmer's Mission (fact).**

The two pass through the portal, leaving behind a sinister residue of magic that animates the fallen around you, reviving them to unlife. Narrowly escaping the undead, you regroup with the Ironhand and return to Wharfugee. **[8]**



7 Your vision darkens as Gullog and Baraelmer disappear into the shadows, leaving you in the company of the undead horde. Exhausted and unable to defeat them, your surroundings blur into light flashes and deep thunders. Your awareness fades, but not before the sound of Ironhand troops reaches your ears. [8]

8 Once your strength is restored, you head to the Outpost for a debriefing with Sedura. *“Firstly, on behalf of all of Tanares, my heartfelt gratitude,”* she begins, her gaze intense. *“Your mission was a success, and you have effectively blocked the enemy from accessing our portals. You cannot understand the magnitude of this victory - we might have lost the war before it had even begun.”*

When she grabs a scroll, your conversation is interrupted by a soldier. *“Captain Sedura, Zalir Draconis awaits outside. Shall I invite him in?”* She nods in response.

A flamboyant noble enters the hall with a whirl of charisma and confidence. *“It is a pleasure to work alongside you again. I still can’t see the adventuring woman I once knew in the mighty Ironhand Captain you’ve become.”*

Sedura blushes slightly, swiftly regaining her cold composure. *“Heroes, with your last victory, we ensured that we are the only ones with access to the portal grid, for now. We must keep the Kemets from capturing any other Ironhand base and protect all regions of Tanares from their influence. We must also gather allies, secure resources, build an army, and devise a plan. We must retake Fisherman’s Wharf!”*

Zalir smiles broadly. *“As the founder of the Relic Hunter guild, I assure you of my full support. You will be the first to know when we find intriguing artifacts and useful weapons.”*

Now, let’s create your Character Deck.

- Get all 24 Character Cards with INITIAL written in the top right. Their names always start with Ironhand.
- Add the four heroes you already selected to the deck. It should look like this:



You can already use them for your first mission after the tutorial. In the future, you will gain new NPCs and new heroes to add to your deck. At the start of the adventure, you can recruit any heroes you own for the quest and assign an NPC to it.

Uses for NPCs

- They help in tests during the Adventure (add their abilities to the hero’s one)
- Use their abilities or power during the City Phase / World Phase
- Apply its Quest Power at the start of the quest. Unfortunately, the initial ones have none.





Chests

Quests usually contain TWO chests. A hero in [1] of a chest may spend 1 movement point (interaction) to open the chest.

- When you open it, you get a **Healing Scroll**. Grab the chest miniature to represent it;
- At the end of any of this hero's turns, it may use the scroll, spending NO action (discard the chest miniature);
- Effect: HEAL 30 any hero in the grid, then heroes with 20 HP or less HEAL 10. No vision or range are required.

Kemet Hunt

This is an elegant system to create a dynamic difficulty level. In this game, the spread of good strategies is very large and this can balance this ability curve to make the perfect challenge level.



- You can increase the Kemet Hunt level only if you have a perfect victory (end the quest with TWO Scrolls of Healing, TWO First Aid AND make the Extra Challenge)
- You can lower it whenever you wish before a quest.



Changes:

- Check the Campaign Log (below the Calendar) or Rulebook to see the exact change, but usually it involves adding more enemies (the ones marked with stars) and other disadvantages.
- **Reward:** +1 loot card after the quest per Kemet Hunt level.

Engage in the Kemet Hunt at a level that enhances your enjoyment of the game. **The first Quest (next one) starts with level ZERO.**

CONCLUSION - VICTORY

The town of Wharfugee has slowly been reconstructed into a full-blown city over the last few days, but many problems have been piling up. Recognizing the severity, Sedura calls for an emergency war council meeting with her usual cold demeanor. Even Huradrin, who had been absent in the forest for many days, returns in urgency.

Under the protection of Huradrin's magical veil and within the confines of Ironhand Outpost, the four council members assemble with you. As you settle into the room, lit by glowing orbs Zalir excitedly conjured, you feel the weight of their collective gaze.

With a hopeful gleam in his eyes, Zalir begins, adjusting his mantle, "We have a golden opportunity, friends! The Kemets may be a challenge, but guess what? Our intelligence hints they might be aligning with the Third Eye and even some Seashore pirates. But hey, every problem is a chance in disguise! We could surprise them at their meeting point or dive straight into the heart of the Third Eye's base. Just imagine the look on their faces! Also, the Kemets are up to something in Kolbjörn involving ships. And the undead our scouts saw marching north..."

Sedura, her face stern, studies a map meticulously. Without lifting her gaze, she remarks, "Zalir, restrain your enthusiasm. We must keep our priorities straight. Timberburg concerns me. Scouts have reported an exodus. Something's wrong." But a faint hint in her eyes, a softness, suggests she admires his spirit, even if she wouldn't admit it.

Sara says, "The food supply has also been a concern. We've had reports of, what are most likely orcs, stealing food from merchants on the move. There are also whispers of corruption within our own ranks. If we

remain passive, our people could face starvation," her eyes seeming to mirror the suffering of the people.

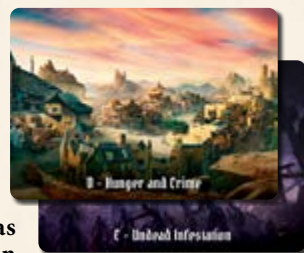
Huradrin's gruff voice breaks the silence. "Undead. Fest'rin' they are, right in Shortfall forest, spreadin' their vile diseases. Me own hearth, me own home, they're at risk. We've got to get to the heart of this blight, find out what's stirrin' it. Hoffbünn, the ol' lad, might lend a hand, but 'tis been ages since our paths crossed." Huradrin's voice wavers with sadness. "And the little halflings, something's amiss with them. I set out to bring me father's blade, what with the forest growin' dark and treacherous. But on me way, those little folk ambushed me. Never seen 'em act in such a way, not in all me long years."

Leaning forward, Sedura's eyes, icy and piercing, study each council member, "We have a multitude of issues and little time. Only a few of them can be addressed this week. You," she says, pointing at you, her tone slightly softer, betraying a hint of vulnerability, "have the people's trust. You lead. Choose our course."

The weight of the decision bears down on you. As you meet the eyes of each council member, you feel that the fate of Wharfugee is teetering in the balance.

Before you can decide, Huradrin excuses himself from the room, saying he needs to return to the forest. Sara looks at you. "Let's rest for today and think carefully about our plans. Tomorrow, you can make your choice." She says, noticing the heavy burden on your shoulders.

Gain Adventure Cards D and E. Note that you've skipped Adventure Card "C": such a thing will become common as you make choices that unlock different Adventure paths.



Always choose the Adventure you feel is your highest priority: you'll often lose Adventure Cards because time has passed and the problem they describe can no longer be solved.

Gain +1 Strategists and +1 Warriors.

- Go to the Campaign Log and mark the first slot of each of them.

Note that you still haven't played a City Phase. This will happen after you play your NEXT quest and gain Loot Cards.

The Campaign tutorial has ended. Use the Quickstart to check the summary of rules and if you still have questions, the Rulebook.

What to do next?

1. Carefully read Adventure Cards D and E. Choose one of them, which will guide your next actions in the game.
2. Mark in the FIRST slot of the calendar the chosen letter and 0 on the Kemet Hunt (difficulty).
3. Prepare your team.
 - Open the board
 - Pick the heroes' attacks, items, and hero cards.
 - Choose their skills, placing the four skill tokens level I and mana cubes (start with ZERO cubes).
 - Put also their HP token on the track.
4. Pick the Black Cubes, the five Fate Cards, Condition Tokens, and the four Tool Tokens. They MAY be used during the adventure. They are used to track your decisions and in some mini-games.
5. Go to the page of this Adventure in the Campaign Book (same name and letter) and start the adventure.

Adventure C Counterespionage

1 Under the watchful eye of Zalir, you slip into the shadows of Goldraft's busy docks, your senses filled with the salty scent of the sea and the quiet hum of a working port town. Your goal is clear: find a way to dismantle the insidious operations of the Third Eye.

You see two robust pirates, their voices carrying over the sound of the ships and the noise of the seagulls. You get closer, trying not to be noticed, and overhear parts of their conversation. They mention a cargo for a fortress near Grassroot Bridge and a clandestine meeting with a Third Eye representative on an island known for its pirate residents.

"I'm ready to sail to meet the agent on the island. The local 'Eye's' contact is waiting in the tavern. He'll give us instructions for the Grassroot delivery," one mutters before they separate. One moves through a maze of barrels and cargo boxes towards an enormous ship, and the other disappears into the crowd, probably headed for the local tavern.

A) Sneak into the labyrinth of barrels and boxes, infiltrating as a hidden passenger to confront the Third Eye representative on the pirate island. [2]

B) Merge into the crowd of townspeople and follow the pirate to the tavern, trying to reveal the local Third Eye contact and extract crucial information. [3]

C) (Fast Action Mode) Ask Zalir for his strategic advice. [45]

2 You move quickly to hide from the pirates.

Each hero makes a \heartsuit TEST (d20+ Hero Card + NPC Card). (11+: success | 10-: failure)

+5 to Liana's roll (hero) - Who could be better at sneaking onto a pirate ship?

If 3 or more heroes succeed (11+): Go to [15]

If 2 or more heroes fail (10-): Go to [16]

3 Following the pirates, you arrive by the water at a busy, weather-beaten tavern. Among the out-of-tune fiddle music and loud sailor laughter, the pirates gather around their leader, the 'Purple Captain,' engaged in a tense card game with a battle-scarred gloomfolk captain.

When the Purple Captain's hand fails him, his frustration explodes. Throwing his cards on the table, he reaches for his sword, his growl causing a fear-filled silence over the tavern. The music stops, replaced by the threatening sound of weapons drawn. As the pirates prepare for the inevitable fight, the innkeeper tries to calm the growing tension without success.

The two pirate groups, now on the edge of conflict, promise an imminent showdown.

A) Stand with the Gloomfolk captain in the brewing conflict, trying to capture the Purple Captain in the upcoming chaos. [4]

B) Propose a peaceful solution by challenging both captains to a card game, hoping to calm the tension with a friendly competition. [8]

C) Try to defuse the growing hostility. If a fight breaks out, the Third Eye contact might take the chance to escape unnoticed. [9]

4 In a sudden explosion of chaos, your attack on the Purple Captain starts a full-scale tavern brawl. The once cheerful atmosphere is replaced by a storm of violence - chairs are thrown, blood stains the worn wooden floor, and mugs become makeshift weapons.

Each hero takes 4 DMG, and all melee heroes (Brute, Tactician, Tank, and Bruiser) gain 1 \square .

In the chaos, the Gloomfolk captain, a formidable figure, lands a powerful punch on the Purple Captain. The forceful blow sends the pirate leader sprawling, unconscious, before he even hits the ground. As the echoes of the brawl die down, the clanging armor of Ironhand guards fills the air as they storm into the tavern.

Captain Brakaan, his eyes shining with respect, turns to you. *"I like your style. I'm Captain Brakaan. Want to escape these brain-dead Ironhands on my ship?"*



A) Agree to his proposal and make a swift exit towards his docked ship. He may have valuable insights about the Third Eye, and in the camaraderie of battle, might be inclined to share. [5]

B) Politely refuse his offer. Instead, use the opportunity to capture the unconscious Purple Captain, who certainly knows secrets about the Third Eye. Time to leave quickly. [33]

5 You waste no time in accompanying Brakaan to his ship, quickly sailing away from the turbulent tavern. As the docks get further away, a loud laugh echoes from Brakaan. He thanks you for the thrilling brawl, recalling the chaos with a big smile. You take the opportunity to direct the conversation towards the Third Eye.

Brakaan becomes serious, leaning back as he shares what he knows. “The ‘Eye’ group, huh? Rumors say Hamura, Tuani, and Orauel are their leaders. Some pirates act as couriers, delivering goods to the Grassroot Bridge. And today, an ‘Eye’ agent is expected at a pirate meeting I’m supposed to attend.”

In gratitude for your help earlier, he extends an offer. He’s willing to lend you a small boat and a map leading to the Grassroot Bridge or take you along to the pirate meeting:

A) Accept the boat and go to the Grassroot Bridge. There must be more information at one of their bases. **Put**  (Slot 1). **Go to** [6].

B) Go to the pirate meeting with Captain Brakaan and try to find the Third Eye agent. [22]

6 Navigating towards a tall fortress and a strong stone bridge, you notice suspicious behavior. Orcs and human soldiers are working side by side, moving barrels across the bridge while talking with Kemet agents.

Shining with excitement and infectious energy, Zalir exclaims, “Ah, those barrels! They’re packed with crystals perfect for arcane cannons. Imagine the fireworks! With what we have there, we’ve got a golden chance to blow that bridge sky-high, hurt Kemet’s forces, and mess up the Third Eye’s schemes!”

Zalir’s bold idea, although risky, offers a promising strategy. You decide to:



A) Start a direct attack towards the bridge. Light the barrels to cause a distraction while Zalir secretly navigates the other side of the boat to ensure a swift escape. [29]

B) Sneak into the bridge unnoticed while Zalir sails closer, drawing attention. Light the barrels, then meet with Zalir to make a quick escape on the boat. [35]

7 Using the clues you’ve collected, you make your way to the very end of the docks. The city’s elegance fades here, replaced by decay. Amid the crumbling structures, you search for the particular shack mentioned.

After some time, you spot a rundown building that fits the description. You watch from a safe distance as a cloaked person slips into the house. Through a dirty window, you see him disappearing into a basement hatch. In a noticeable contrast, a man, clearly hurt and tied up, sits scared in another corner of the room. Seeing the prisoner, Zalir urgently begs you to intervene. [11]

8 You propose resolving the issue with another round of cards. Initially, the Purple Captain complains that Brakaan cheated, but they agree to play after you challenge both pirate captains.

 **You have four coins to bet** (you can use an  on the HP slots to track it if you prefer).

The game starts:

- Grab the five fate cards and shuffle them. Draw a card and look at it.
- Draw one card for Captain Brakaan and one for the Purple Captain, but don’t look at them.
- Decide whether to bet 1, 2, or 3 gold coins (never 0).
- After placing your bet, reveal the cards you drew for both captains.
- If your card is higher than theirs, you gain the amount you bet. If your card is lower than at least one of theirs, you lose that amount.
- Play as many rounds as necessary until you reach 0 or 7 coins.



If you reach seven coins, you WIN. Go to [12].

If you reach zero coins, you LOSE. Go to [13].

9 You attempt to calm the growing tension, but the room full of pirates meets your effort with cold stares. It's as if an unspoken agreement is made among them, a pact that could unite them against you.

Just when the tension is at its highest, the music unexpectedly resumes, its mismatched notes slicing through the tense silence. Some pirates laugh off your peace-making attempt and leave the tavern, shaking their heads.

Each hero gains 1 Distracted Token. [21]

10 With a loud explosion, the bridge falls apart, swallowed by the surprising power of the explosives. The fire covers everything in its way, including the Kemet forces.

Orc mercenaries and surviving agents of the Third Eye, driven by the chaos, rush in your direction. Over the loud noise, Zalir expertly positions the boat on the far side of the falling bridge. From the tower's top, a strange woman commands the agents, her orders echoing across the battlefield. You have no time to lose. Your mission is clear: defeat the remaining enemies and escape before reinforcements arrive from the fort.

Go to page 36 and set up Quest 03: "Burning Bridges."

11 You skillfully pick the lock and quietly enter the dimly lit shack. Zalir immediately goes to the tied-up man, quickly untying him.

"Thank you," the man says, relief washing over his face. "I'm Lorenzo, a relic hunter. The Third Eye is after anyone who knows about the Relics of the Gods. They planned to take me to their hidden lair, to get the secrets from me under torture."

Zalir excitedly proposes a plan. "Oh, I've got a brilliant idea, folks! Let's turn this around in our favor. How about one of you plays the role of Lorenzo? I can cast a fantastic illusion that'll completely fool those captors. And here's the cherry on top: I'll be able to track my magic from a distance. Just like that, we might get a direct path right to the Third Eye's hideout!"

A) Accept Zalir's plan. There's no time to waste before the Third Eye agent comes back. Choose one hero to act as bait. [43]

B) Go after the Third Eye agent directly. He surely knows the location of the secret hideout. [44]

12 After securing your win, you notice Brakaan's impressed look. **Gain 1** 🟡. The Purple Captain's face contorts in anger, and he prepares to leave without paying his debt.

A) Suggest a deal to the Purple Captain: Share his knowledge of the Third Eye in exchange for covering his debt. [17]

B) Follow the Purple Captain, who seems to play a key role in the dealings with the Third Eye. [18]

13 You find yourself beaten in the game. Brakaan's laughter echoes as the Purple Captain, with a grim smile on his face, pulls out his sword. He demands payment, either in gold or blood. From the corner of your eye, you catch Brakaan's cunning grin, a clear sign of his eagerness for a fight.

A) Concede to the Purple Captain's demands. **Pay up 1** 🟡 **or** 🟠 (you must possess one to choose this option). [20]

B) Defiantly refuse to pay, inciting a duel with the Purple Captain! [4]

14 For a fair price, you secure a simple but reliable boat at the busy docks. With Zalir at your side, you set sail. The wind fills your sails as you chart a course for the elusive Grassroot Island. [6]

15 You manage to get onto their ship, hiding yourself in the dark corners of the cargo hold. Above you, the muffled voices of the pirates filter through the wooden planks, their words revealing a secret meeting on the infamous pirate island. There, captains will plan how to take advantage of the ongoing war.

Their leader, with a rough voice that carries an air of authority, speaks of negotiating with an agent from the ominous 'Eyes.' However, one crewman voices his doubt, "Are they helping the invaders?" He shares rumors of Kemet soldiers set to pick up their last shipment at Grassroot Bridge. The captain, dismissive and confident, brushes this off as just speculation.

After what feels like an eternity in your dark hiding place, the ship's anchor drops with a resonant splash, signaling your arrival at the meeting point. The pirates' footsteps become distant as they leave the ship, the crunching of sand under their boots getting quieter.

A) Wait for them to leave. Then, steal the maps and one of their boats and head towards Grassroot Island. [32]

B) Follow the crewman into the center of the pirate meeting. Capturing the Third Eye messenger could provide valuable information. [22]



16 Caught in the act, you find yourself targeted by the pirates' weapons. A quick, intense fight follows, which you win, though at the cost of some wounds. *Each hero takes 4 DMG.*

You capture the enemies and demand they speak up. Their pleas for mercy mix with confessions. They admit they were delivering goods for the mysterious "Eyes" at Grassroot Bridge. They also confess to a sinister act - kidnapping a man and giving him to a Third Eye agent, hiding in an old house at the end of the docks.

A) Go into the busy tavern to find the other pirate group and uncover their contact. [34]

B) Look into the old house and rescue the kidnapped man. His knowledge might be helpful. [7]

17 The man's eyes show fear as he orders two beers, leading you to a dark corner of the tavern. *"It is risky to speak openly about 'The Eyes'; they are dangerous and have ears everywhere. I admit, my job is to deliver unknown cargo to Grassroot Island for this secret group."*

As the night goes on, you convince the captain to settle his game debt in a unique way. He agrees, offering you an old boat and a map showing where he drops off deliveries. You leave, excited as you sail towards the mysterious locations marked on the paper. **Put** ■ (Slot 3). [6]

18 While following the Purple Captain, you observe him having a secret meeting with a person wearing a cloak. The mysterious stranger scolds the pirates for being careless before sharing important news: important guests are waiting at the Grassroot Bridge, and the delivery can't be delayed. The cloaked person leaves quickly.

A) Follow the secretive Third Eye agent. [19]

B) Find a boat at the docks and stop the "important guests" at Grassroot Bridge. [27]

19 Stealthily, you follow the agent to an old building at the edge of the docks. He quickly looks over his shoulder before going inside, the door closing behind him.

Looking through a dirty window, you see him go down into a dim basement. Zalir gasps when he sees another person tied up in the far corner of the room, hurt and visibly scared.

Zalir, now whispering, insists, *"We need to help him."* [11]

20 Reluctantly, you give the gold you owe. The shiny coins seem to calm the situation, reducing the anger around you. The tavern resumes its lively rhythm, with the sound of clinking glasses and laughter.

The Purple Captain, now smiling instead of scowling, gets a pint of beer and walks off, disappearing into the happy crowd to a private table. [21]

21 Sitting with Zalir at a well-used table, you call for a round of drinks. Over the hum of the tavern, you watch the Purple Captain and his crew huddled in a dark corner with a stranger wearing a hood.

Under cover of the crowded tavern, Zalir quietly casts a spell, which allows you to hear their distant conversation. Their words reveal a frightening plan: a kidnapped man, clandestine hideouts, and an urgent delivery to the bridge on Grassroot Island, all leading to a secret meeting with important people later in the day.

A) Make your way to the docks, get a simple map of Grassroot Island and a small boat, and set a course to meet these so-called "important people." [14]

B) Stay hidden in the shadows of the tavern, ready to follow the hooded person when he leaves, and try a bold rescue of the kidnapped man. [19]

22 Your journey ends at the pirate sanctuary near the city of Sandport. Overlooking the area is a stone fortress, decorated with a huge blue squid, standing tall on the side of the central mountain. You spot ships of all sizes in the water, their crews walking through the thick jungle to get to the fortress.

As you get closer, you see the crewmen enjoying themselves at an outdoor feast, their loud laughter and exciting stories echoing from the large, temporary tables. Their captains, however, disappear into the fort. Zalir suggests you integrate in and have fun, getting lost in the crowd to get important information quietly.

Each hero chooses a different activity to perform:

ACTIVITY:

Join a drinking contest to win the pirates' respect.

Sneak into the fort to hear the captains' meeting.

Ask around about the Third Eye and what the pirates know of them.

Observe other people to find those who also don't fit in as pirates here.

Pretend to be a mercenary and ask about possible jobs and contractors.

After choosing, go to [23].



23 Check the table below. If you arrived here with Captain Brakaan, you make a significant impression on the crowd. All heroes gain +1 on all ability tests.

ACTIVITY CHOSEN	CONSEQUENCE
Drinking with Pirates.	You drink with the pirates, since it's a great way to loosen their tongues. <i>If you have</i> 🍷 3+ (hero+NPC) <i>you gain the pirates' respect.</i>
Sneaking into Captains Meeting.	You try to sneak into the fort to find information on the Third Eye. <i>If you have</i> 🔮 4+ (hero+NPC) <i>you gain some information about the Third Eye.</i>
Asking about the Third Eye.	You ask around, but that seems to make people uncomfortable with your presence. <i>If you have</i> 🗨️ 5+ (hero+NPC) <i>you gain some information about the Third Eye.</i>
Finding those that don't fit.	You scout for people that don't blend in as they are potential Third Eye agents. <i>If you have</i> 🔮 4+ and 📖 4+ (hero+NPC) <i>you gain some information about the Third Eye.</i>
Pretending to be a mercenary	You pass as a mercenary trying to gain the trust of the local pirates and learn more about the cargo to Grassroot Bridge. <i>If you have</i> 🗨️ 3+ and 🍷 3+ (hero+NPC) <i>you gain the pirates' respect.</i>

RESULTS	CONSEQUENCE
If you have both "the pirates' respect" and "Information about the Third Eye"	Go to [24]
If you have only "the pirates' respect"	Go to [25]
If you have only the "information about the Third Eye"	Go to [26]
If you have none of the above	Go to [27]

24 Amidst the noisy friendship and clashing beer mugs, you learn a vital secret: a secret deal between the Kemet and the Third Eye is planned for tonight at Grassroot Bridge. A well-drawn map ends up in your hands, and your newfound 'friends' offer you a solid boat for a small price.

Talk of the Third Eye's reward offer sends a chill down your spine; they're searching for those who know about the Relics of the Gods. Zalir suggests a brave plan: "Alright, here's an idea! What if one of you lets yourself get captured? Hear me out! I've got this awesome spell that lets us track our brave—no, our absolutely heroic volunteer—all the way to the Eye's lair. Just think of the secrets we could uncover! But, of course, there's always the Bridge option. Choices, choices!"

A) Get a boat and sail to Grassroot Bridge, hoping to interrupt the secret Kemet-Third Eye meeting. [6]

B) Pretend one of you knows about the relics. They'll likely try to capture that person, and you'll be able to track their hideout with Zalir's magic. *Choose a hero as the 'bait'.* [28]

25 You overhear whispers of a secret meeting between the Kemet and an unknown party planned for tonight at Grassroot Bridge. A detailed map of the place ends up in your hands. With the friendship you've built here, you manage to get a reliable boat at a good price, setting the stage for your brave journey. [6]

26 Learning about the Third Eye's reward for those with information about the mysterious Relics of the Gods, Zalir suggests a brave plan: "Okay, team, imagine this! One of you gets captured on purpose. I've got the perfect spell to let us track our incredibly brave, heroic, and daring volunteer all the way to the Eye's secret lair. Just think of the mysteries we could discover! But hey, we've also got the Bridge option. Decisions, decisions!"

A) Accept Zalir's bold plan. *Choose a hero as the 'bait'.* [28]

B) Get a small boat from the pirates and head to Grassroot Bridge. It might be a shot in the dark, but it's safer. [27]

27 Choosing the Grassroot Bridge as your prime target, you decide to rent a simple boat for the expedition. However, the journey proves hard, made worse by the lack of a strong boat and lack of sailing skills. Despite these challenges, you make it to your destination, although tired and worn out.

Each hero gains 1 Weakened Token and loses 1 ☐ (if any). [6]

28 With a tracking spell from Zalir cast on one of you, rumors are subtly spread that this person knows about the Relics. The bait easily blends into the pirate crowd, soon attracting a group of men who surprise and capture this hero.

The chosen hero takes 10 DMG.

Staying a safe distance away, the rest of you follow the captors, guided by Zalir's magical beacon. The captors disappear into a hidden portal, forcing your party to follow. Emerging on the other side, you're greeted by the cold of a towering mountain range, a clear sign of your new eastern location. Zalir's magic stops moving, indicating the captors' fixed position - their hideout must be within your reach. [30]

29 With adrenaline pumping, you run towards the Bridge, torch flaming and startle both Kemet and Third Eye agents. Their surprised shots miss you as you dodge and weave, finally reaching the huge pile of barrels.

Each hero takes 4 DMG. Put ■ (Slot 5). [10]

30 Following the captors' trail, you climb a winding path, the top of which reveals a surprising truth: You've been taken to a distant place, probably hidden within the rocky folds of the Higashiyama Mountains. Hidden bridges, not visible from the ground, weave their way across the gap. With careful steps, you cross this dangerous pathway to find a Third Eye fortress, cut from the mountain's stony backbone. A pair of guards stand watch at the entrance, while a lone sentinel sits in a watch post carved into the cliff's face.

A) Try to sneak past the guards without being seen. [36]

B) Choose a pre-emptive strike, taking out the guards from a distance. [37]

31 The three of you rush to the enemy stronghold, desperate to find your imprisoned friend. The chilling echoes of your friend's cries guide you to a metal door, strongly defended by Third Eye agents. As part of Zalir's spell, one of the heroes seems to be connected to the "bait", sharing some of its pain.

Behind the prison bars, your "bait" ally is tied up and put through brutal questioning by an orc torturer, focused on getting information about the legendary "Relics of the Gods." Two more prisoners waste away in nearby cells, their doors wide open. The noise of battle from outside strengthens the captured hero's will. Gathering their strength, this hero breaks their ties, ready to face the orc directly!

The "bait" gets the Torch Token. Set aside its items, removing them. Choose another hero to gain the Hook Token.

Go to page 40 and set up Quest 09: "Third Eye."

32 Stealthily, you sneak into the captain's room, quickly stealing the necessary maps. Your next move is to steal a boat. An entire ship would need more people than you have, and a bold theft like that would certainly start a fierce chase from the pirate fleet.

A boat will be enough for now. With the maps in hand and a stolen boat, you set sail towards Grassroot Island. [6]

33 Quickly leaving with the captive Purple Captain, you hide at the docks, waiting until the chaos dies down. The captain is then tied up and woken up for questioning. Initially defiant, he eventually gives in to your persistent questioning. He reveals the delivery of goods to Grassroot Bridge and the existence of a captive held for the Third Eye in a run-down house at the end of the dock. Beyond that, he claims to know nothing.

A) Follow the lead on Grassroot Island by looking for a boat and navigation details; it's your best chance to uncover the Third Eye's operations. [6]

B) Take on a rescue mission for the kidnapped person. If the Third Eye is interested in him, he must have vital information. [7]

34 After obtaining the location of the important tavern from the captured pirates, you hurry, eager to intercept their contact. Upon reaching the tavern, you're met with a burst of chaos. Before stepping through the entrance, you see pirates leaving, surrounded by an individual in bright purple clothes, clearly their captain. [18]

35 Navigating the boat towards the Bridge, Zalir accidentally catches the attention of the Kemet and Third Eye agents. As they look carefully into the darkness, trying to figure out who's in the boat, you seize the opportunity. Hidden in the darkness of night, you sneak onto the Bridge. Before they even notice you, you light the stack of explosive barrels.

Put ■ (Slot 6). [10]

36 Each hero (except the captured one) makes a **☞ TEST** (d20+ Hero Card + NPC Card).

(11+: success | 10-: failure)

If 2 or more heroes succeed (11+): Go to [38].

If 2 or more heroes fail (10-): Go to [39].

37 Each hero (except the captured one) chooses a Ranged Attack (Basic, Primary, or Special). Flip or spend this card (if not Basic). Heroes with no Ranged Attacks can improvise a throwing weapon and make a Basic Attack with **Distracted 3**.

Then each attack rolls against a Defense of 6 (consider all attack bonuses, including items). Then, sum all the attacks' damage (ignore effects from passive powers).

Total DMG:

30+: Go to [40].

29-: Go to [41].

38 Seizing an opportunity when the guards are distracted, you swiftly sneak past them. They don't alert the agents about your presence, granting you a surprise attack inside the hideout. [42]

39 Despite your best efforts to be stealthy, the guards spot you, forcing a quick entry into the hideout.

Each hero (except the captured one) gains 1 **Distracted Token**. [42]

40 Your surprise attack quickly incapacitates two of the guards. Seeing his comrades taken down so fast, the last guard runs away in panic, leaving his post empty.

Each hero (except the captured one) gains 1 **☐**. [42]

41 Your attempt to neutralize the guards fails, leaving you injured and embarrassed.

All heroes (except the captured one) gain 1 **Weakened Token** and take 4 DMG. Go to [42].



42 As you enter the Third Eye's stronghold, Zalir points out the complex system of magical alarms in the ceiling. *"Alright, picture this: those alarms? If they go off, we're going to be swamped with reinforcements. Not the most ideal situation, right? But here's the plan! I'll hang back, weave some of my super spells, and keep those alarms quiet — but only for a while. It's a temporary fix! So, what is your top mission? Overload those annoying things with magic energy and knock them out of commission. And do it quickly because my spell is more of a short-term solution. Ready to make some magic happen?"*

Worried about the danger your captured friend is in, you quickly advance into the fortress. [31]

43 The "bait" switches places with the trapped Relic Hunter, becoming the new prisoner while Zalir performs his spell. After setting your trap, you all pull back and wait for the Third Eye's agent to show up so you can follow him.

Keeping a safe distance, you secretly follow the hooded man as he takes the "bait". Guided by Zalir's magic, you follow their path, including using a hidden portal, for several hours until you reach the base of a big mountain. Zalir's report shows they stopped moving - the hideout must be just out of your view. **The "bait" hero gains 1** ☐. [30]

44 You quickly descend into the basement, surprising the Third Eye agent and taking him down before he can fight back. Once he's tied up, you try to get information from him, but he refuses to speak.

As you start to use stronger methods, the man suddenly starts to act differently. Foam appears on his lips and, in just a few moments, he

dies, leaving you in shock. It seems like he had poison at his disposal and decided to use it.

With the agent permanently silent, you turn your attention to the basement. Going through various documents, you find records mentioning shipments to Grassroot Bridge. A specific entry, marked with today's date, mysteriously mentions a "meeting with the Kemet envoy". With no other clues, you decide to go to the docks to find a way to this interesting place. [27]

45 You stealthily follow the pirates to the tavern, a noisy place full of laughter and clinking mugs, where tensions are growing between Captain Brakaan's and the Purple Captain's crews. You step in, trying to make peace, only to be met with mocking laughter echoing around the tavern. **Each hero gains 1 Distracted Token.**

As the tension dies down, you overhear part of the Purple Captain's conversation. Words about a secret delivery of forbidden goods to the Third Eye at Grassroot Island's Bridge catch your attention. With this new information, you quickly set sail in a small boat towards the island.

Upon reaching the bridge, you see mercenaries connected with the Kemets and the Third Eye, actively moving barrels full of explosive crystals. You jump into action, following Zalir's plan. A crazy run ensues, torch in hand, towards the barrels. The sudden action shocks your enemies, but not before a few arrows are shot at you. **Each hero takes 4 DMG. Put** ■ (Slot 5).

With a huge explosion, the bridge bursts into flames, the fire lighting up the darkness of the night. Your next goal is clear: meet Zalir at the previously decided meeting point to quickly get away.

Go to page 36 and set up Quest 03: "Burning Bridges."



3 - Burning Bridges

Escape a **Burning Bridge** and get on board **Zalir's Rescue Boat** before it **Shipwrecks**.

Primary Objective

- All heroes are in [1] of the Living Walls; AND
 - Villains (if any) are at least [4] away from heroes; AND
 - The Rescue Boat has 1 HP or more = Read [3.3].

If you lose


- Read [Defeat] - page 39.

Extra Challenge


- The **Rescue Boat** has 8 HP or more when you win the quest.

Special Rules

Explosive Barrels

 PUSH 2 the Barrel. Then, all combatants in [2] of it take 15 DMG and become Fatigued. Remove the Barrel. (If used against the Boss, consider **Shadow Protection**.)

Spreading Flames

 The hero with the highest HP takes 10 DMG.

Rule Reminder: Attacks and Effects in Area

The Barrel's explosion is considered an effect on area. It does not affect combatants whose "vision" of the Central Square (the Barrel) is blocked by a Wall.

Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.

Events

INITIAL SETUP

- Assemble the map found on the next page and place no villains yet. They will only be placed on **Event 1** as indicated.
- **This Quest starts on the bridge (Room Tiles), out of the board. Read [3.1].**

EVENT 1

- Place **Sentinels (20-O)** and **(22-G)** and **Sniper (25-R)**.
 - (**Kemet Hunt**): **Spider (★★28-G)**.
- Place **Orcs (13-O)** and **(14-B)**, **Sentinel (19-R)**, and **Sniper (26-B)**. They are affected by the Special Rule **Shipwrecking** (see below).

Rescue Boat (Living Wall Tiles)

Zalir Draconis has docked the ship and is waiting for you. When it is safe, Zalir will place gangplanks for you to get on board.

- Put a Torch Token on "22" (HP Track). It represents the **Boat's HP**.

Shipwrecking

Third Eye troops begin to attack Zalir's Rescue Boat as soon as you step off the bridge. If you're to escape the area, you must divert their attention toward you.

- **If a villain with full HP starts its turn in [1] of a Living Wall, it spends its entire turn to reduce the Torch Token by 1 (this represents the villain striking the Rescue Boat).**
 - **Note:** Four villains are in this situation when **Event 1** begins (i.e., the Boat begins taking 4 DMG per Round).
 - If a villain's HP is not full (or if it is not in [1] of a Living Wall), it takes a regular turn, checking for a Favorite Target like any other villain.
 - **If the Boat's HP (Torch Token) drops to zero, you lose the quest.**

Strong Blockades (Red/Yellow Big Doors)

These can only be removed when there are no enemy troops to attack and distract you.

- The Big Doors can't be opened or attacked.
- As soon as all villains in the area with Lava Tiles are dead, remove both doors.

Joining the Fray (Boss)

Tuani, the local leader, is on top of a watch tower, issuing commands to his troops. She jumps into the fight when she sees you're closer to escaping.

- As soon as the first villain in [1] of a **Living Wall** leaves its position or takes any DMG, place **Tuani, Third Eye Leader - Boss (B)** on a square in [1] of any hero. She can take a turn this Round.

Shadow Protection (Boss, XP Token)

- Place the **XP Token** on "3" (HP Track).
- The **Boss** is **Shielded X**, where "X" is the value of the **XP Token**.
- Explosive Barrels do not Fatigue the Boss. Instead, they reduce XP Token to zero.**

As soon as all living heroes are in [1] of Living Walls and [4] or more away from living villains (if any), you win the quest and read [3.3].

Tuani, Third Eye Leader - Boss (Spy Figure)	B	120 Hit Points	7 Defense	5 Movement	8 Reaction
Guardian Blade (Primary Attack)	1 square	1 enemy	12 DMG+effect Miss: 8 R-DMG		
Benefit: +3 to attack roll and Blessed .					
Effect: ● Increase XP by 3.					
Unprovoked / Crit: +5 DMG.					
Special Passive					
Trigger: An attack targets this ☒.					
Effect: Before the roll, increase XP by 1 (Shadow Protection: this increases this ☒ Shielded).					
Favorite Target: The hero with lowest HP within reach.					

Villain Kits

- 2 Orcs (13, 14)
- 3 Sentinels (19, 20, 22)
- 2 Snipers (25, 26)
- 1 Spider (28)

- 2 Spies (29, 30)
- 1 Boss (Spy)

Barriers

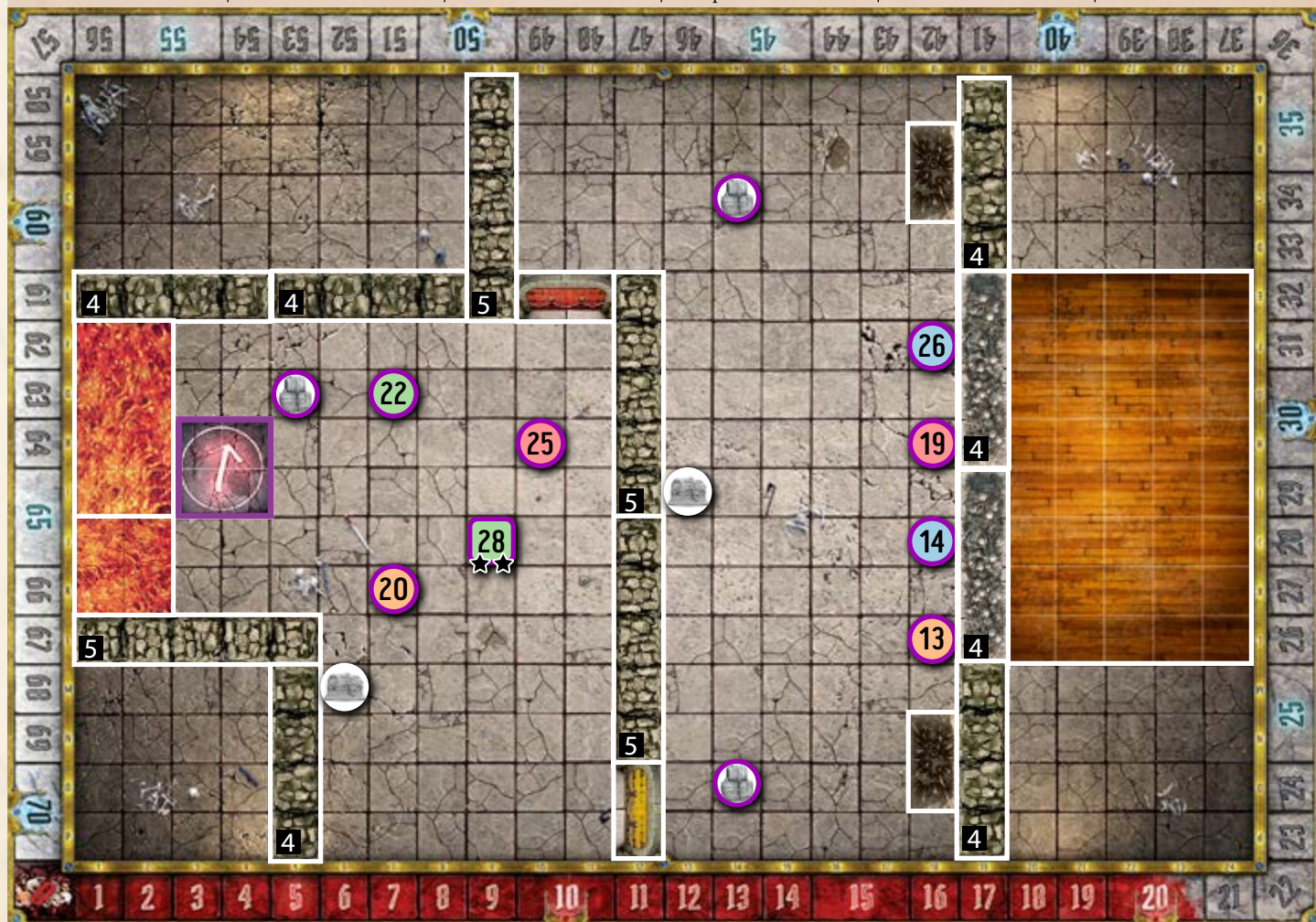
- 2 Big Doors
- 2 Living Walls 4x1
- 4 Walls 5x1
- 5 Walls 4x1
- 2 Walls 3x1

Terrains

- 1 Lava 4x2
- 2 Lava 3x1
- 1 Lava 2x2
- 2 Mission Tiles
- 2 Spikes 2x1

Miscellaneous

- 3 Barrels
- 2 Chests
- 1 Room 8x6
- 2 Rooms 6x6
- 1 Tool (Torch)
- 1 XP Token



Map Labels: — Initial Setup — Event 1

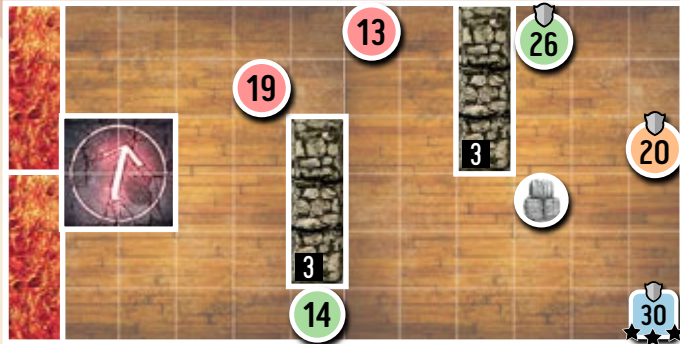
Quest Chapter 3 Burning Bridges

1 IMPORTANT: This quest begins on the Bridge (i.e., Room Tiles assembled off the main board).

• Assemble the map below:

Room Tiles (Bridge) components:

- 2 Orc (13, 14)
- 2 Sentinel (19, 20)
- 1 Sniper (26)
- 1 Spy (30)
- 2 Room tiles 6x6
- 2 Lava Tiles 3x1
- 2 Wall Tiles 3x1
- 1 Mission Tile
- 1 Barrel



- Place heroes on the Bridge's Mission Tile. Each may reassign 2 Skill Tokens.
- Place Orcs (13-R) and (14-G) and Sentinel (19-R).
- **GUARD 3: Sentinel (20-O) and Sniper (26-G).**
- (Kemet Hunt): Spy (★★★ 30-B).

Special Rules

Burning Bridge (Bridge Room Tiles only)

You've destroyed a bridge to make way for the supply boats headed to Wharfugee. The power of the Explosive Barrels was great, and you must escape the Burning Bridge but, even so, you cannot avoid its Spreading Flames.

R Each Lava Tile on the Room Tiles MOVES 2 toward the opposite end (right side of the map).

- If a Lava Tile advances onto a square with a Wall, remove that Wall from the grid.
- Combatants that start their turn on Lava (or to their left) take 10 DMG.
 - In all other situations, Lava still deals the usual 4 DMG.
- **This Feature ends when you leave the Bridge (Room Tiles).**

Explosive Barrels

P PUSH 2 the Barrel. Then all combatants in [2] of it take 15 DMG and become Fatigued. Remove the Barrel.

Spreading Flames

R The hero with highest HP takes 10 DMG.

! Rule Reminder: Attacks and Effects in Area The Barrel's explosion is considered an area effect. As such, it does not affect combatants whose sight of the Central Square (the Barrel) is blocked by a Wall.

R If all villains are dead, read [2] (to continue the quest).

IF YOU HAVE...

APPLY CONSEQUENCE(S):

■ (slot 6)

The enemies were distracted by Zalir's boat before the explosion and are still trying to understand what happened. **Each villain gains one Distracted Token.** (Don't remove this ■ from the Track.)

Red Mother has the Lava Axe (fact)

Some stray Orcs returned to the Red Mother, looking for guidance, so the Third Eye was forced to recruit lesser mercenaries. **Replace Orc (13-R) for Sniper (25-O). It starts with 3 Weakened Tokens.**

Quest 3: "Burning Bridges" starts NOW (take the first turn!)

2 As you finally get off the bridge, you see that more Third Eye reinforcements have arrived, drawn by the loud explosions and the fighting. You need to reach Zalir's boat quickly, as it is under attack!

- **Burning Bridge** (Quest Feature) ends.
- Remove the Room Tiles and all game components on them.
- Place the heroes on the main board's Mission Tile.

IF YOU HAVE...

APPLY CONSEQUENCE(S):

■ (slot 1)

The boat is particularly fast and resilient. **Put the Torch Token on slot 25 instead of 22.**

■ (slot 3)

Your boat is old and can't withstand much punishment. **Put the Torch Token on slot 19 instead of 22.**

■ (slot 5)

You distracted the enemies so Zalir could approach, giving him more time. **Increase the Torch Token by 2.**

■ (slot 6)

Zalir's distraction has put him under heavy attack. **Reduce the Torch Token by 2.**

Resume the Quest (start EVENT 1!)

3 (Read this only if you won this quest)

Tuani, exhausted but far from beaten, jumps onto the ship with an agility that seems to defy the laws of physics. "Did you really think you could escape from me, one of the Triumvirate of the Third Eye?" she taunts, her voice echoing in a scary way. "Did you even dare to think that you could beat me? Now, feel my anger!" With that, she charges at one of you.

Select a hero to face Tuani. Any remaining heroes may use their skills if applicable during an ally's turn (paying mana cubes). Calculate the total damage inflicted upon her.

24 or less: Your hit knocks her off balance. She falls into the water, her fate unknown.

25 or more: Your strike lands with a resounding impact. Tuani crashes onto the ship's deck with a force that seems to shake its very foundations. Gasping, she stammers, "How... how is this possible? I am... invincible." **This quest grants you an extra loot card.**

As you rush away, the image of the burning bridge getting smaller in the distance is seared into your memory. The surviving Third Eye agents, futilely attempting to extinguish the raging fire, become tiny dots on the horizon. [4]

4 CONCLUSION - VICTORY

- You've interrupted a meeting between the Third Eye and the Kemet; your enemy will have a harder time spreading its influence among criminal groups.
- You've stopped the smuggling of crystals that power the arcane cannons on Kemet ships.
- You're still in the dark about the Third Eye and its operations. You didn't find out the location of their main base.



Wharfugee bulletin

EXPLOSION ENGULFS GRASSROOT CANAL'S BRIDGE!

The illicitly constructed bridge that obstructed vital sea connections between the Central Sea and the war-torn west has been reduced to ashes! The monstrous plumes of smoke were visible from miles away, painting the sky with evidence of anarchy. Buzz among the locals suggests the conflagration successfully thwarted a clandestine rendezvous between the shadowy Third Eye and the Kemet. In the wake of this incident, an influx of people and resources is anticipated to pour into the bustling Wharfugee.

THE THIRD EYE EMERGES FROM THE ABYSS!

Long notorious for its stealthy operations, the Third Eye now brazenly exploits the pandemonium across the continent to advance its nefarious agenda. Alarming incidents of cold-blooded assassinations, mysterious kidnappings, and other heinous crimes attributable to this ominous organization have skyrocketed. Citizens are urged to remain vigilant; any encounter with their sly spies should be immediately reported to the nearest Ironhand Outpost.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you're still in the dark about the Third Eye and many of its operations; they likely had a successful meeting with the Kemet, whose dark influence spreads through the continent. **Mark Kemet and Third Eye are allies (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- With your spying activities, you've learned rumors of Kemet activities by the shores of the Storm Ocean — they were counting on the Third Eye's help for some of them: **gain Adventure Card G.**
- **Gain +1 Diplomats and +1 Strategists.**
- *If you won, read [001] - page 4. If you lost, read [002].*



9 - Third Eye

Rescue one of your heroes from a secret outpost of the Third Eye. Deactivate Orbs of Detection, release Prisoners, and move to other rooms to delay the arrival of overwhelming reinforcements responding to the Alarm.

Primary Objective

- Kill all villains before the Time Token drops to zero = **Read [9.5]**.

If you lose

- **Read [Defeat]** - page 42.


Extra Challenge

- The Time Token is on slot 8 or higher when you win the quest.

Special Rules

Risky Plan

A brave teammate was captured, but another had put a tracking spell on it. Deeply connected for this mission, their spirits fire up when the other is harmed.

- The hero with the **Torch** is the **Captive**. It starts the quest **taking 12 DMG** and with **no items equipped** (*set them aside: they may be recovered later*).
- The hero with the **Hook** is the **Tracker**.
- **Once per turn, if one of these Heroes (Captive or Tracker) takes DMG or R-DMG from an enemy (including from effects), the other one gains 2** .

Alarm (Time Token)



It is summoning overwhelming reinforcements that may arrive at any time.

- Put the **Time Token** on “6” (HP Track).

R Reduce Time by 1 for each **Orb of Detection** in play. **If it drops to zero, you lose the quest.**

Orbs of Detection (Blue and Red Orbs)



Don't ignore these orbs: they communicate with the Alarm to inform your position to the reinforcements.

-  + **Pay 3** : Remove the Orb from the grid.

Prisoners (25 HP / 2 DEF)

Your enemies may attack escaping prisoners because they are making a scene. Release them to calm them down and reduce the heat on you.

- Prisoners are heroes for the villains (they may be their Favorite Target).

 + **Pay 3**  + **Remove the Prisoner from the grid:** The Prisoner is released. Increase Time by 1.

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to **HEAL 30** any hero. Then, all heroes with 20 HP or less **HEAL 10**. No vision or range required.


Events

INITIAL SETUP

- Place the hero with the **Torch (T)**, the **Prisoners**, and **Orc (14-B)** on the Prison Room Tile.
- Place the other heroes on Stairs. Each of the four heroes may reassign 2 Skill Tokens.
- Place **Sentinel (22-G)** and **Snipers (25-R)** and **(26-B)**.
- The **Orc (14-B)** starts the quest with **35 HP** (*instead of its max HP*).
- The **Yellow doors** can't take DMG or be opened.
- **Then, after reading the Special Rules, read [9.1]** - page 42.

R If all villains are dead, **read [9.2]** (*to continue the quest*).

EVENT 1

- Remove the **Yellow Doors** and all **Orbs**.
- Place **Event 1 Orbs**.
- Increase **Time** by 4.
-  **GUARD 3:** Place **Sentinel (19-R)**, and **Cultist (44-G)**.
 - (**Kemet Hunt**): **Necromancer (★★ 12-B)** and **Necromancer (★★★ 11-R)**.

R If all villains are dead, start **EVENT 2**.

EVENT 2

You find the key to the inner room and, opening it, you see a storage chamber filled with documents. The Third Eye leader glares viciously at you and calls for the other agents in the room.

- Remove the **Big Red Door** and all **Orbs**.
- Place **Event 2 Orbs**.
- Increase **Time** by 4.
- GUARD 3:** Place **Sentinel (21-B)**, **Snipers (25-O)** and **(26-G)**, and **Oraelus - Boss (B)**.

Loaded Chest

The chest in Oraelus' room is loaded with your items. When you open it, the hero with **Torch** regains its items.

- If it has the **Tome Token**, you find and activate the **Scroll of Magic Missile**. All villains take 4 DMG.

As soon as all villains die, you win the quest and read [9.5].

Oraelus, Third Eye Leader (Warlord Figure)		B	110 Hit Points	7 Defense	5 Movement	8 Reaction
Riot Reining (Primary Attack)		☞ 1 square	☞ 1 enemy			
		★ 14 DMG+effects	Miss: 8 R-DMG			
Benefit: +3 to attack roll and Blessed .						
Effects: ☉ MANABURN (target takes +2 DMG for each ☐ on its pool)						
☪ HEAL 8 the ☒ with the lowest HP.						
Unprovoked / Crit: +5 DMG.						
Special Passive						
Trigger: An attack hits this ☒.						
Effect: Reduce Time by 1, unless the attacking hero pays 2 ☐.						
Favorite Target: The hero with most ☐ within reach.						

Villain Kits

- 2 Necromancers (11, 12)
- 1 Orcs (14)
- 3 Sentinels (19,21,22)
- 2 Snipers (25,26)
- 1 Cultist (44)
- 1 Boss (Warlord)

Barriers

- 2 Big Doors
- 1 Single Door (Yellow)
- 1 Wall 5x1

- 8 Walls 4x1
- 2 Walls 3x1
- 1 Wall 2x1

Terrains

- 1 Spikes 4x2
- 1 Spikes 3x3
- 2 Spikes 3x1

- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Orb Figures
- 2 Prisoner Kits
- 1 Quest Item
- 1 Room (Prison)
- 1 Time Token



Map Labels: ☐ Initial Setup ☐ Event 1 ☐ Event 2

Quest Chapter 9 Third Eye

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Ohris is the Captive	Your mind and body are ready to endure the harm. Start with full HP.
Orcs rebelling against Ironhand (fact)	With the recent pressure on the Ironhand, the Third Eye is overconfident in their operations. Increase Time by 1; each villain gains one Empowered Token.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): Attach the Hook and Torch Token to heroes.

Quest 9: "Third Eye" starts NOW (take the first turn!)

2 After a tough fight, you finally manage to free the captured hero and any other surviving prisoners.

If at least one prisoner survived, go to [3].

If none survived, go to [4].

3 The prisoner thanks you and, before leaving, says, "Your things are in a box in the room of Oraelus, one of the leaders of the Third Eye. My Magic Missile scroll is also locked in there. If you find it, say the word *Ijaramaskan* to use it."

Place the Tome Token on the Chest on square 15-F. [4]

4 Ready to uncover the Third Eye's top-secret papers, you push into the next room. Alerted by additional orbs of detection, several agents prepare to defend their secrets.

Resume the Quest (start EVENT 1!)

5 CONCLUSION - VICTORY

(Read this only if you won this quest)

- Despite your brave efforts, you were unable to determine the exact location of the Third Eye's meeting with the Kemet. It is likely that the secret discussion proceeded without interruption.
- You've found the location of a vital base of the Third Eye. The Ironhand now knows about many of its operations, making it harder for the Kemet to join up with these criminals.
- After beating the Third Eye leader and his servants, you search the tables for important documents. You see various reports and contracts, some with handwritten notes.

THIRD EYE DOCUMENTS

One document you find reads: Getting information from the forced workers was useless, giving us no new insights into the Arena of Future beyond what we already learned from our undercover agents. The Empire's secrets inside it are protected by the Ironhand soldiers, whose mental defenses prevent our attacks.

The words, "Astérion — Church Experiments and Monster Creation" are inscribed on a leather-covered book.

Another set of papers identifies potential targets associated with the "Relic of the Gods." Among these is a list of individuals from the Relic Hunters Guild, with the name Zalir Draconis notably prominent. A note alongside this name warns, "Backed by important benefactors; requires careful handling."

Finally, some notes reveal information about a secret negotiation with the Kemet, a trade of knowledge about the relics for Imperial defense secrets.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war. You're still in the dark about the Third Eye and many of its operations; they likely had a successful meeting with the Kemet, whose dark influence spreads through the continent.

Mark Kemet and Third Eye are allies (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- You've uncovered information about the Kemet's buried secrets. They were hoping for the Third Eye's assistance to find them: **gain Adventure Card G.**

- **Gain +2 Strategists.**

- **If Elarine is on your team:** As the secret leader of the Third Eye, this is a part of your larger scheme. You take hidden resources, meticulously erasing any trace that might lead back to you. **This quest grants you two extra loot cards.**

- **If you won, read [001] - page 4. If you lost, read [002].**



Adventure 0

Hunger And Crime

1 Sara welcomes you into her tavern, presenting a map that traces the supply wagons' routes. "Before this invasion, a single soldier could guard an entire group of wagons, ensuring their safe arrival. Such was the strength of the Ironhand," Sara recalls. "But now, bandits are fearless, and the people suffer. The Ironhand simply doesn't have enough soldiers to prevent the pillaging. If we don't address this situation, not only will our city be impacted, but the poor regions will suffer as well. Please, help me find a solution to protect as many people as we can!"

You advance to the Ironhand Outpost and use one of their portals to get to the caravan's last stop. The harsh reality of war is clear: the sight of people starved to the point of being skeletal, their lives fading away in the rotten houses. Your task is to follow the wagons: by protecting the route while guiding one of the wagons to Wharfugee, you open the way for others to follow.

While searching for them, you hear an orc's desperate plea, "I only took bread! I'm hungry! You have too much! It's not fair!" In response, a large man waves a rusty short sword, gripping the thin orc's arm, "The penalty for theft is losing a hand!"

A) From a distance, disarm the large man; his reaction seems too excessive. [2]

B) Resist the urge to step in; allowing bandits to face punishment might discourage future thefts. [3]

C) **(Fast Action Mode)** Focus on the mission that brought you here and move quickly. [22]

2 Your shot hits its target, disarming the man without hurting him. The orc takes the opportunity, pushing the man's hand away and grabbing the falling weapon. "Now I have the upper hand!" he says, waving



the sword he just got.

"You and your kind are cruel rulers," the man replies, "not deserving even a small piece of bread!"

"No, you're the cruel one, keeping food while the city starves. Feel the justice you wanted for me!" As the orc raises his sword to attack, you realize you can't disarm him this time.

A) Act quickly and take down the orc. [4]

B) Your sense of right and wrong won't let you step in so strongly. Run towards the scene, allowing the orc to do what he plans. [5]

3 The man strikes the orc's arm forcefully, a hit that the weak creature is unlikely to survive. "My group threw me out, saying I was too weak to look for the Lava Axe in Kordal's cave," the orc says, struggling for breath. "And now, here I am, almost dead... Maybe they were right. The shame... I don't deserve to li—"

"I'm Norbert," the large man interrupts, cutting off the orc's last words. "I don't enjoy this, but these orc bandits are a never-ending problem, and the Ironhand does nothing. If you saw the officials in my village, you'd understand why we need to protect ourselves." Norbert's expression hardens, his breathing rough from the fight. **Norbert is alive.** [6]



4 With perfect aim, you hit the orc right in the head, ending his life instantly. “Thank you!” the man shouts, relieved. “I’m Norbert. We’re overrun with orc bandits, and the Ironhand does nothing! We have no choice but to protect ourselves.” As he talks, he shares some of his food with you, while telling stories of corruption among the village’s authorities.

Norbert is alive. Put **■** (Slot 1). [6]

5 The orc’s attack, initially aimed at the man’s wrist, ends up hitting his neck fatally as the man lowers his guard at the crucial moment. Wondering if you should have intervened sooner, you turn to the orc with a serious expression.

The orc, named Oktar, tells you that his leader had judged him too weak to look for the Lava Axe in the Tsvetan region. So, he was sent west to increase his tribe’s war funds. After some thought, you ask him to lead you to his tribe. **Oktar is alive.** [6]

6 As you continue down the road with your new companion, you hear the wild laughter of orcs. You see an Ironhand officer chatting with orc bandits.

“After three long months in this terrible place, I’ll finally get the payment I deserve! When this war is over, I’ll be richer than my noble father—and I hope you’ll have the Lava Axe to unite all orc tribes,” the officer says.

“Just remember to rough them up a bit, like Kor’dal taught us,” an orc adds. “If they die, we can’t come back to steal more of their goods. But these strangers,” he points at you, “are a potential danger. Kill them!” The orc signals at you, and four of his friends rush towards you.

Each hero rolls a Basic Attack against Defense 6. (Remember that Basic Attacks have +1 to roll).

If you hit: You kill an orc before it can attack you.

If you miss: An orc manages to hurt you before dying. **Take 6 DMG.**

Go to [7].

7 Surprised by your power, the Ironhand officer and the orc leader flee. You decide to go after one of them to get to the bottom of whatever is going on around here. Choose who you’ll pursue. Then...

Put a ■ on slot 25 of the HP Track; heroes put one of their un-earned □ on slot zero.

1- Each hero chooses one action to perform:

A) Chase: Roll 1 d20 and advance your □ by the amount rolled.

• Instead, if you roll a 1, reduce it by 5 (min. 0), as you trip and fall.

B) Sprint: Roll 2 d20 and advance your □ by the HIGHEST result.

• Instead, if ANY of the dice rolls a 1 or 2, reduce it by 5 (min. 0), as you trip and fall.

C) Run like mad: Roll 4 d20 and advance your □ by the HIGHEST result.

• Instead, if ANY of the dice rolls a 1, 2, 3 or 4, reduce it by 5 (min. 0), as you trip and fall.

2- After each hero takes one action, increase the ■ by 10 — this represents the enemies’ flight. Then, repeat the process.

If the ■ reaches 70+: Both fugitives flee. Go to [9]

If any hero □ reaches or passes the ■’s slot: You catch a fugitive. Go to [8]





8 Which fugitive did you pursue?

- A) The Ironhand officer. [10]
- B) The orc leader. [11]

9 The pursuit is exhausting, and you're demoralized after letting them escape. **Choose one hero to gain 2 Weakened Tokens.**

If Oktar is alive, go to [12]. If Norbert is alive, go to [20].

10 "Please, I beg you," the officer wheezes, clutching his hurting ribs. "I can't run anymore. Spare me, and I'll tell you important information."

The officer, **Breat**, tells you about a hidden Ironhand wagon near the next village. The wagon is full of supplies, ready for the orcs to pick up. You escort Breat to the nearest outpost, hoping that just mentioning Sedura's name will make them keep him locked up. **Two heroes gain 1** .

A) If **Oktar is alive**, you may choose to follow up on his incomplete information. It's risky, but it could potentially end the orcish tribal fights. [12]

B) Follow the lead given by the corrupt Ironhand officer. [17]

11 The orc chief seems not just willing but eager to be locked up in the closest Ironhand Outpost instead of facing death. He shares a lot of information with you, including an interesting orcish proverb about subterranean dwellings: "**If the heat is strong, there is nothing wrong; if the air is brisk, your life's at risk.**"

The most important information, however, is the location of the Jooi'ha cave in the Tsvetan deserts. This is where the legendary Lava Axe is believed to be hidden. If this mythical weapon is found, it could bring peace among the fighting orc tribes.

After talking, you escort the orc leader to the closest outpost, hoping that saying Sedura's name will be enough to make them keep him locked up. **Two heroes gain 1** .

A) If **Norbert is alive**, you may consider his offer to investigate the corruption among the officers and uncover the mystery of the disappearing supplies. [20]

B) Follow the lead given by the orc chief. [13]



12 You decide to follow Oktar's suggestion to search for the Lava Axe. According to him, the one who holds this legendary artifact will earn the respect of all orc tribes. They would bow in submission, potentially leading to a big reduction in roadside crimes. He leads you to a clandestine portal that opens into the Tsvetan desert, claiming that the Ironhand officers are aware of its existence.

However, Oktar's directions are vague and insufficient. You find yourselves crossing the hot sands of the Tsvetan desert, the burning sun and shifting dunes becoming a persistent foe. The path ahead is blurred by the relentless heat, your progress slowed by the deceptive landscape.

The mission takes a heavy toll. **Two heroes gain 1 Weakened Token.** [13]

13 After an arduous journey through the scorching sun and moving sands, the majestic silhouette of Eferhild Citadel emerges on the horizon, providing a guiding light in the unforgiving desert. The presence of the Citadel makes your task of finding the right cave easier, but the journey is still filled with difficulties. The sun's constant heat is made worse by hot winds, stirring up the fine sand into blinding dust storms.

Upon climbing an elevated dune, a desperate scene catches your eyes. An old man is struggling, trying to get away from a giant scorpion. Its ready stinger shines dangerously under the desert sun, a deadly threat to the defenseless man.

A) Recognizing the potential utility of the scorpion's venom, you move forward to fight the creature up close. [14]

B) With the man's life in danger, you could try to scare off the scorpion from where you are, providing immediate safety from the threat. [15]

14 Despite your fast intervention, the scorpion's deadly stinger stabs the old man, taking his life before you can help. A feeling of remorse hits you, but you refocus and deliver a fatal blow to the giant scorpion, carefully collecting its venom.

If Oktar is alive, he shares with you his efficient way of extracting

venom, a skill developed from his experiences in these tough lands. After showing this method, he makes a surprising request. The orc wishes to leave, taking the giant scorpion's carcass. *"If I tell them I killed the beast and got its venom, I could earn respect amongst my tribe."*

Place two Distracted Tokens on a hero's weapon. The first time you use this weapon's Active Power, place these Tokens on one of its targets. If Oktar is alive, another hero's weapon gains 2 Distracted Tokens. [16]

15 With a well-aimed shot, you scare the giant scorpion, making it run beneath the sands. Collapsing from exhaustion and dehydration, the old man gratefully accepts the water you offer.

"I am grateful for you saving my life. I used to be a blacksmith back in my golden days. Allow me to repay your kindness by improving your weapons," he says with a weak voice, his experienced hands already checking your gear.

A hero gains 2 Empowered Tokens. Instead, if the [] is on slot 1, two heroes gain 2 Empowered Tokens (your food makes him better nourished; he can work harder). Remove the [].

Leaving him with directions to a portal that leads to the relative safety of Lonepeak, you watch him walk away, a new sense of purpose in his steps. [16]

16 You find Jooi'ha cave, a hidden sanctuary in the harsh Tsvetan desert. The cavern entrance, hidden as a simple sand dune, opens up to two inviting tunnels, each leading deep into the ground.

The **left** tunnel seems to breathe, releasing a **warm** gust of air that breaks the silence of the cave. Its walls are decorated with rough sketches and unrecognizable symbols. On the floor, you see broken pottery, abandoned weapons, and the occasional shine of a lost coin.

The **right** tunnel is graced by a **cold**, frosty breeze, a stark contrast to the desert's heat. Its passage is lined with dark, shiny stones, like obsidian in their smoothness and shine, reflecting the flickering light from your torch in a hypnotizing dance.



Choose to follow either the left tunnel (warm) or the right tunnel (cold). Remember which tunnel you chose.

Go to page 48 and set up Quest 4: “Lava Axe.”

17 After an arduous journey, you finally see the Ironhand wagon and some dead soldiers. Two officers are engaged in a tense conversation with the orcs. “Where’s Breat?” one of orcs yells impatiently. “We’ve been waiting here for two hours, and I demand our payment!” Nearby, a group of poorly dressed bandits and starving people hover like ghosts in the area.


A) Attack the officers, trying not to kill them. You cannot let these corrupt officers further compromise the Ironhand’s integrity or effectiveness. [18]

B) Pretend you are a Breat’s messenger to gain additional information. If the officers notice any inconsistency, they may gain the upper hand in a confrontation. [19]

18 Choose two heroes to make a Basic Attack (they have +1 to roll), each targeting a different officer.


Roll Result:

10+: You kill the officer.

6-9: You knock the officer unconscious. *Gain 1* .

5-: You miss the attack. However, before the officer can react, another hero kills him.

Go to [21].


19 Each hero makes a  TEST (d20 + Hero Card + NPC Card).

(16+: success | 15-: failure)
+3 to each hero’s roll if you actually met Breat in this adventure — your deception has more substance.

At least 1 hero succeeds

(16+): The officers believe in what you have to say and share information that gives you an edge.



When they lower their guard, you slay them to take possession of the wagon. **Distribute 2**  **among your heroes.**

All heroes fail (15-): Two heroes take 6 DMG. Then you kill the officers.

Go to [21].

20 Based on Norbert’s knowledge about the bandits and their possible locations, you set off on a new course. “These dishonest officers are likely exploiting this chaos to profit from these attacks,” Norbert speculates. “I have a pretty good idea about where your missing wagon might be. Please, bring these criminals to justice.”

Norbert provides the directions, and with a renewed sense of urgency, you hurry towards the supposed location of the wagon. Unfortunately, the situation turns out to be more complicated than his information suggested. Norbert’s lack of accuracy sends you on a long and exhausting search, which drains your energy significantly during the pursuit. **Two heroes gain 1 Weakened Token.** [17]

21 Your sudden entry into the fight doesn’t go unnoticed. Orcs, goblins, and a few angry villagers quickly shift their attention to your party; their aggressive intent is clear. The large number of potential enemies is intimidating, but you must protect the wagon and stop any attempts by the hungry villagers to steal the much-needed supplies. These goods are meant for the desperate people in Wharfugee, and you’re committed to making sure they reach their intended recipients. You grip your weapons tighter, preparing yourself for the upcoming confrontation.

Go to page 52 and set up Quest 5: “Mushrooms of Wrath.”

22 The orc loses his arm; he’s too weak to survive the injury. The large man, who is Norbert, expresses his anger at the constant orc invasions and the clear neglect of the Ironhand. He also gives you a clue about a lost supply wagon.

You soon find out that Norbert’s information was not precise. The search for the wagon becomes an arduous journey, draining your energy. However, persistence pays off when you finally find the wagon. It’s guarded by two corrupt officers, who are deeply involved in discussions with the orcs. They are waiting for the Ironhand leader, a man named Breat.

Seeing an opportunity to gather more information, you decide to pretend to be messengers sent by Breat. Unfortunately, your deception fails, leading to a confrontation. **Two heroes take 6 DMG.**

Your actions haven’t gone unnoticed. Orcs, goblins, and even some enraged villagers, provoked by your presence, ready their weapons. Your priority changes; you must secure the wagon and prevent any attempts by the starving people to steal its contents. The supplies are meant for the needy in Wharfugee. With weapons in hand and adrenaline pumping through your veins, you prepare yourselves for the inevitable fight.

Go to page 52 and set up Quest 5: “Mushrooms of Wrath.”

4 - Lava Axe

Explore desert tunnels to find a legendary orcish weapon hiding in the magma depths.

Primary Objective

- Kill all villains from **Event 2 = Read** [4.10]

If you lose

- **Read** [Defeat] - page 51.


Extra Challenge

- All Orcs **Surrender**.

Special Rules

Surrendering Orcs

If you refrain from killing the Orcs that arrived here first, they may give you clues about the location of the Lava Axe.



- If, at any time, 3 heroes are in [1] of an **Orc** with 5 HP or less, it **Surrenders**. When this happens:
 - Pick any Tool Token (*you will use it later*).
 - Remove that Orc's figure, and all heroes gain 1 .

Single Red Door (15 HP / 2 DEF)

- It is locked, but you may attack it. Remove it when destroyed (0 HP).

Kor'dal's Hidden Treasure (Quest Item)

This powerful and ancient totem empowers the spirit of all heroes.

 + **remove it**: Each hero gains 2 .

Rule Reminder: **CHEST**

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.


Events

INITIAL SETUP

- **After reading the Special Rules, read** [4.1]- page 50
 - Check the map and place only the villains at the entrance you started in (*see page 50*).
- R** If all villains are dead and/or surrendered, remove the **Big Door** in your area and start **EVENT 1**.

EVENT 1

You enter a large chamber with some goblins and orcs. You also see two orbs and two levers. Before you can take action, the floor gets hot as if magma will erupt.

 **GUARD 3**: Place **Goblins** (07-R) and (08-B), and **Orcs** (13-R) and (14-G).


Magma Floods

The underground tunnels are filled with magma that now and then overflows to the surface.

R Each hero not on Ruins takes 4 DMG.

R If all villains are dead and/or surrendered, **read** [4.2] (*to continue the quest*).

EVENT 2

- Remove the **Wall 4x1** occupying square I-12.
-  **GUARD 3**: Place **Sentinels** (19-R) and (21-B), **Sniper** (25-O), and **Sergent Breat - Boss** (B).
 - (**Kemet Hunt**): **Sentinel** (★★22-G) and **Sniper** (★★★26-B).

As soon as all villains die, you win the quest and read [4.10].

4 - Lava Axe

1 The walls shake with the noise of what is happening ahead: sounds of battle, heavy maces hitting wooden shields, skulls being smashed, and cries of death. The good news: you seem to be close to the Lava Axe. The bad news: you are not the only one. You step into a large corridor where many other tunnels end.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Left Tunnel (warm)	Place heroes on the <i>Stairs Tile</i> that occupies square A-5. Each may reassign 2 Skill Tokens. Place in your room: Goblin (08-G) and Orcs (13-O) and (14-G) .
Right Tunnel (cold)	The chilly tunnel seemed to be the most dangerous one. A couple of goblins follow you. Place heroes on the <i>Stairs Tile</i> that occupies square 23-A. Each may reassign 2 Skill Tokens. Place in your room: Goblin (07-O) and (08-G) , and Orcs (13-O) and (14-B) .

The map on the quest contains the villains for both initial placements above.

Place the villains according to the tunnel that the heroes chose to follow as stated in the table above.

Quest 4: "Lava Axe" starts NOW (take the first turn!)

2 As you make your way through the room, a grand array of arcane orbs and antique levers draws your attention. **Transfer any hero to square M-12.** Depending on which Tool Tokens you have, you have more or less information about the order in which you should activate them:

- Tome Token: **Read** [4].
- Torch Token: **Read** [5].
- Key Token: **Read** [6].
- Hook Token: **Read** [7].

Once you've read all information, **go to** [3].

3 The following sequences represent possible activation orders for the orbs and levers, so that they bring the Lava Axe from the hidden depths to you. **Choose one sequence for the activation:**

- A) Red Orb, Right Lever, Blue Orb, Left Lever.
- B) Blue Orb, Red Orb, Left Lever, Right Lever.
- C) Blue Orb, Left Lever, Red Orb, Right Lever.
- D) Red Orb, Left Lever, Blue Orb, Right Lever.

After choosing the sequence, go to [9].

4 **Discard the Tome Token.** One of the surrendered orcs says, "One of the elements brings magma up, the other closes a floodgate. So you mustn't activate the same type of element twice in a row, and you must begin with the element that brings the magma up." [2]

5 **Discard the Torch Token.** One of the surrendered orcs says, "The first orb you must activate is the one that feels hotter when you touch it. They follow the same color principle as fire." [2]

6 **Discard the Key Token.** One of the surrendered orcs says, "The left lever is the first lever; it must be activated before an orb, I think. Or after. Or both." [2]

7 **Discard the Hook Token.** One of the surrendered orcs says, "Levers close floodgates, so the heavy axe doesn't dive down. About orbs, red comes before YELLOW." [2]

8 At the moment you master the dance of orbs and levers, the cave shakes, opening a path for a surge of glowing magma. As the fiery river retreats, the legendary Lava Axe is revealed, sitting on the cooled obsidian floor.

Select a hero to get this weapon. The chosen one now wields the Lava Axe, a might tool of destruction. It DOUBLES all damage dealt by its wielder's attacks (including all modifiers, such as weapon, Passive, Conditions, and other effects). If the hero is Katar, it gains 3 Empowered Tokens.

However, your triumphant moment is interrupted when a group of Ironhand soldiers comes into sight. Leading them is none other than Sergeant Breat, his eyes full of ambition. "Did you think you could take the Lava Axe for yourselves? With this mighty weapon, I could bring the orc tribes under my control. I could loot cities at will and collect a fortune beyond imagination. Hand it over, NOW!" His order echoes through the cave as they get their weapons ready for an attack.

Resume the Quest (start EVENT 2!)

9 **The correct sequence is the one described in alternative C. If you chose it, take no DMG. Otherwise, there's an outburst of magma flood and each hero takes 8 DMG. Then, go to** [8].

10 **(Read this only if you won this quest)**

As you climb to the surface, the weight of the Lava Axe - both literal and figurative - presses upon you. Possessing such a legendary artifact could make the conflicts among the orc tribes come to an end and reduce orcish criminality. Amid your doubts, you come across a group of orc workers, exhausted from their forced work to search for the Axe. You ask them for advice, telling them about your dilemma.



Their advice points you to two possible holders: Vharzog, the severe and experienced Tsvetan governor chosen by the Empire, who might use the Axe to inspire action and expansion among the orc tribes, leading attacks against the Kemet. The other choice is the mysterious Red Mother, a respected spiritual leader who might lead the orcs towards isolation and peace, probably dramatically reducing crime but lessening the war support you may receive.

- A) Give the Lava Axe to **Vharzog**, the imperial governor. [11]
- B) Give the Lava Axe to the **Red Mother**, the spiritual leader. [12]

11 When you get to Feargus City, the sun-soaked capital of Tsvetan, you find Vharzog inside a robust and fancy fortification. “I am indebted to you,” he begins, his voice heavy with seriousness as he takes the Lava Axe from you. “This weapon grants me the means to have absolute authority over the Orc tribes. But, our immediate danger is still - the Kemet. We must fuel the Orcs’ anger and direct their rage towards our shared enemy.” He looks at the axe and adds, “Regrettably, the true power of this axe - as you have seen - can only be used near the lava pools of Tsvetan.” Add NPC Card “Vharzog, Tsvetan Orc” (Week 2) to your Character Deck.

- **If Katar is in your team:** Displaying the Lava Axe, Vharzog declares, “With this weapon, I hold the power. Your muscles mean nothing next to my intelligence and this axe. And I will prove this to you.” This quest grants you one extra loot card.

Go to [13].

12 The Red Mother looks at you curiously. “This axe is more than a weapon - it’s a symbol,” she says, her voice full of knowledge. “It should never be put in lava again. Instead, it can be used to bring the tribes together, stopping their violent attacks. If we can turn the orcs’ focus from war to peace, we could gather enough power to resist the Kemet attacks.” She looks at you with new respect, “If your mission to save Tanares is successful, remember this: you have found a loyal friend in me.” Mark Red Mother has the Lava Axe (fact).

- **If Katar is on your team:** “You are the chosen user of this axe. If you ever come back to Tsvetan, find me. You will feel its power once more.”

Go to [13].

13 CONCLUSION - VICTORY

(Read this only if you won this quest)

- You learn that the orcs’ former leader, Kor’dal, used to put the Lava Axe in the magical lava that runs under Tsvetan every night without revealing its location to anyone. Now that this will no longer

happen, the weapon will become weaker over time, but the respect for the symbol will endure.

- You’ve indirectly reduced the crime on the imperial roads by stopping the Orcs’ Tribal War. Mark Safer Roads (fact).
- You didn’t find the Ironhand’s missing wagons; Wharfugee suffers from a lack of supplies.



Wharfugee bulletin

THE TSVETAN WAR IS OVER!

Witnesses report that heroes headed to the region and found a legendary artifact that all tribes respect. The pillaging of innocent villages in the south is expected to cease, for the orcs no longer need to finance their war chests. For the moment, peace reigns in the southeast and around Eferhild Citadel.

WHARFUGEE LOSES ITS SUPPLIES!

An important Ironhand caravan headed to Wharfugee has been attacked somewhere along the roads of Ubel, a victim of the spreading criminality and misery. It is said that heroes traveled south to find and escort the supplies back to our people and soldiers, without success.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other’s exhausted bodies away from danger, but the Orcs’ Tribal War rages on; to finance their war chests, rival tribes continue to pillage poor, innocent villages, with no regard for the scarce protection that local Ironhand troops sometimes offer. Mark Orcs rebelling against Ironhand (fact).

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

- The south is teeming with rumors about the movements of criminals: gain Adventure Card C.
- The Ironhand has learned that the undead are marching past Shortfall, toward the swamps of Outunmoor further west, where they found an ongoing Kemet operation: gain Adventure Card F.
- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] - page 4. If you lost, read [002].





5 - Mushrooms of Wrath

Escort a wagon of supplies through a dangerous road ravaged by hunger and criminality.

Primary Objective

- Finish all Events; AND
 - The XP Token is never reduced to zero = Read [5.11].

If you lose

- Read [Defeat] - page 56.

Extra Challenge

- Save all Peasants AND do it only by paying XP.

Special Rules

Wagon: (represented by 2x2 the Mission Tile) (XP Token, max 70)

This is what you need to escort to Wharfugee to feed the Ironhand troops and thus contribute to the war effort. The XP Token represents how well-supplied the Wagon is.

- Put the XP Token on “40” (HP Track).
- Whenever a hero on the Wagon is attacked, reduce XP by 15.
- **If the XP Token is reduced to 0, heroes lose the quest.**

Moving the Wagon (Mission Tile 2x2)

- A hero **on** the Wagon (Mission Tile) may spend its Move Action to MOVE 6 the Wagon.
 - (You can use Double Move to MOVE it 12. It can move diagonally).
- Heroes and Villains on the **Wagon** are moved with it.
- It **cannot** move **through** off-wagon combatants (heroes or villains) or Tiles (including Room Tiles).

📌 Rule Reminder: Double Move, Forced movement, Reactions

- You can spend your Prime Action to get another Move Action. (If you do, the Wagon may MOVE 12).
- When you move the Wagon, all combatants on it (including yourself) are Forced to move.
 - Forced movement ignores **Slowed** and does not incite Reactions.

Exhausting Journey

Your trip was time-consuming, and it was depressing to see how war has affected the poor.

- Heroes start the quest with all of their Special Attacks spent.

Peasants (Farmer, Lady, and Prisoner Figures)

You're torn between duty and altruism as you find famished villages and peasants on the road. Sharing your strength and supplies with the needy puts the mission at greater risk of failure, but your altruism will recover some of the spirit lost in your **Exhausting Journey**.

- 🗡️ + Pay 2 📦 OR 10 XP: Save the Peasant (remove it from the grid).
 - If you pay with XP, the interacting hero regains one of its spent Special Attacks.

Misery

The famished has no choice but to attack you and, if left unattended, the Wagon.

- 📌 “X” heroes take 8 DMG each, “X” is the number of Peasants on the grid. Then, if no heroes are on the Wagon, **reduce XP** by 15.

Stolen Supplies (Barrel)

Reload the wagon with the supplies taken from it before your arrival.

- 🗡️: MOVE 2 the Barrel (interactable multiple times per turn). It can move through your allies, not your enemies.
 - If it ends in [1] of a villain, deal 4 DMG to all villains in [1] of it (once per turn per villain).
 - If it ends on the **Wagon** (Mission Tile), remove the Barrel and increase XP by 15 (max. 70).

📌 Rule Reminder: Move effects and implied “up to”

Your “MOVE X” effects are always up to “X” (e.g., you may move the Barrels in this quest a total of 0, 1, or 2 squares).

📌 Rule Reminder: CHEST 📦

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Portal. Each may reassign 2 Skill Tokens.
- Place **Goblins (07-R)** and **(08-G)** and **Orcs (13-O)** and **(14-B)**.
 - (Kemet Hunt): **Sentinels (★★ 20-O)** and **(★★★ 19-R)**.
- *Then, after reading the Special Rules, read [5.1] - page 54.*

R If all villains are dead and all 3 Barrels were removed, read [5.2] - page 54 (to continue the quest).



Villain Kits

- 2 Goblins (07,08)
- 2 Orcs (13,14)
- 4 Sentinels (19,20,21,22)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 5 Walls 5x1
- 1 Wall 4x1

- 2 Walls 3x1
- 1 Wall 2x1

Terrains

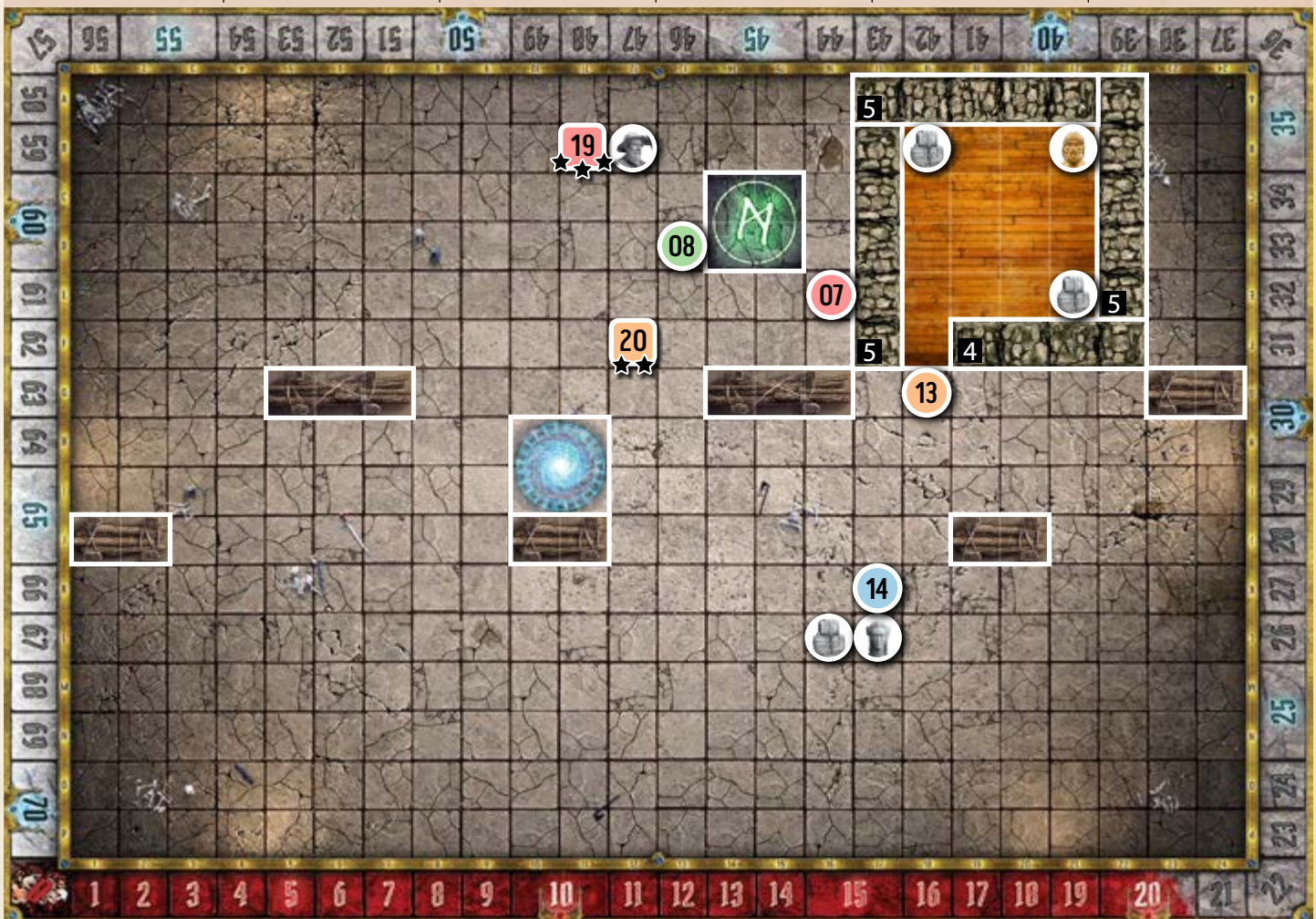
- 1 Mission Tile
- 1 Portal

Miscellaneous

- 3 Barrels
- 2 Chests
- 1 Famer Figure

- 1 Lady Figure
- 3 Prisoner Figures
- 2 Rooms 8x6

- 1 Room 6x6
- 3 Sniper Figures
- 1 XP Token



Map Labels: Initial Setup

Quest Chapter 5 Mushrooms Of Wrath

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<div style="background-color: #333; color: white; padding: 2px; display: inline-block;"> 🗡️ (slot 1) </div>	The XP Token starts at "50" instead.

Quest 5: "Mushrooms of Wrath" starts NOW (take the first turn!)

2 If any Peasant is still on the grid (not saved), go to [3]. If, otherwise, you've saved all Peasants, go to [4].

3 An elderly woman sits on a porch, gazing at you through almost closed, lifeless eyes. She didn't have the energy to ask for your help, and now it's too late, as you keep moving north.

As you glance back at her small home, you see that the roof is gone, and a couple of dirty kids sit in the backyard. If they had enough food to sustain them, they would be playing with their broken toys.

You keep reminding yourself that you're fighting for a greater good, but it's difficult to erase this miserable image from your mind. **Each hero loses 1 🗡️. Remove all Peasants from the grid.** [5]

4 It's not enough. It can't be enough.

The old woman didn't have the strength to ask for your help, but you give it anyway. She grabs the food ration that could barely feed a single Ironhand soldier, thanks you, and goes home to share it with a couple of kids inside their empty, ransacked house.

It's clear that you won't receive any long-term compensation for the gesture. It's not a "fact" that will change your story, much less History. Yet you feel stronger, as if an invisible force has repaid you with something that money can't buy. [5]

5 As you head further north toward Wharfugee, you discover a camp that is abandoned — except for a hurt orc.

"Please!" he pleads. "My companions left me here. Bad leg." He shows you a serious injury. "But I can still help! You good people. Take me with you, don't leave me here!"

A) Refuse to help. This orc may be untrustworthy, and you don't have enough resources to help everyone, so it's best you save for whatever lies ahead. [6]

B) Reduce XP by 20 to help him. It's a difficult decision, but the orc could be of some use. Moreover, he's a living being and should be helped. [7]

6 "What's that noise, Bak'tuum?" a mocking voice thunders from a distance. "Didn't we tell you to stay quiet, or we'd finish what we started? Asking for help, already?"

A well-armed bandit, carrying a struggling lady, enters the camp and freezes when he sees you. The orc you almost helped, presumably named Bak'tuum, hesitates for a second before yelling: "I found us some food! Come everyone, look what I found!"

Resume the Quest (start EVENT 1!) Go to [8].

7 Ignoring his leg wound, the orc rises and pledges loyalty to his rescuers.

"Hey, men, turn around!" a distant voice shouts. "I've found what looks like a loaded wagon, near where we camped! Bring the hostages with you!"

Resume the Quest (start EVENT 1!) Go to [8].

8 **EVENT 1**

- Remove the Portal Tile, the Room Tile, and all tiles and figures on them.

Event 1 Map



Map Labels: █ Initial Setup █ Event 1 █ Event 2

- Reposition the Wagon according to the map below. Then place the heroes on it.
 - Place the Event 1 Room Tile, according to the following map.
- GUARD 3: Goblin (07-O), Orc (13-R), and Sentinels (19-R) and (21-B).**

Orcish loyalty

- If you've decided to help the orc, the **Red Orc (13)** is your ally instead of a villain. Put its figure in the indicated place, but with no color ring. Also, remove its Token from the HP Track and apply the following combat rules:
 - The orc is not a combatant. It cannot take turns or be targeted by attacks or effects.
- R** The orc RUNS 8 to its closest villain and deals 10 DMG to it. If all villains are dead, remove the orc from the board.

R If all villains are dead, **read [9]** (to continue the quest).

Resume the Quest (start EVENT 1!)

9 After clearing the area and freeing the hostages, you continue your journey. The northern areas are closer to the river and the main roads, a relatively wealthier and, therefore, more dangerous region.

Some bandits order you to stop, and the orc leader you saw in Lonepeak comes toward you, saying, "Did you think you would get away? With my brothers at my side, you don't stand a chance. This wagon is ours; I will avenge my soldiers."

Some Ironhand officers nearby, initially paralyzed by fear, are inspired into action by your success so far. **[10]**

10 EVENT 2

- Remove the 5-G Barricade, the Room Tile, and all tiles and figures on them.
- Reposition the Wagon according to the map. Then place the heroes



Map Labels: █ Initial Setup █ Event 1 █ Event 2

on it.

- Place the **Event 2 Room Tile** according to the map.
- Place **Goblins (07-O)** and **(08-B)**, **Sentinels (20-O)** and **(22-G)**, and the **Orc Leader - Boss (B)**.

Place Ironhand troops according to the amount of supplies you're carrying:

50-70 XP: 3 Ironhand Snipers. Place them on E-8 / E-9 / E-10.

30-49 XP: 2 Ironhand Snipers. Place them on E-8 / E-10.

10-29 XP: 1 Ironhand Sniper. Place it on E-8.

1-9 XP: Heroes receive no help from the Ironhand.

The Ironhand Snipers are not combatants. They cannot take turns or be targeted by attacks or effects.

R Each Ironhand Sniper moves 4 and deals 10 DMG to a villain in [8] of it (player's choice).

Orc Leader Warlord or Orc Figure	B	110 Hit Points	6 Defense	5 Movement	8 Reaction
Menacing Strike (Primary Attack)	⚔ 1 square	🎯 1 enemy			
	★ 20 DMG+effect	Miss: 8 R-DMG			
Benefit: +3 to attack roll and Blessed .					
Effect: 🗡 All heroes in [2] of this ☠ lose 1 📦.					
Unprovoked / Crit: +5 DMG.					
Special Passive					
Trigger: Target is on the Wagon.					
Effect: Target HEALS 5, but the Wagon loses 10 XP.					
Favorite Target: The hero with highest HP within reach.					

If all villains are dead, you win the quest and read [11].

Resume the Quest (start EVENT 2!)

Event 2 Map

11 CONCLUSION - VICTORY

(Read this only if you won this quest)

Returning to Wharfugee with your wagon full of food, the celebrating crowd surrounds you right away. A man's voice roars over the cheers, "The heroes of Wharfugee!" and the phrase echoes through the crowd.

When you arrive victoriously at Sara's tavern, she greets you with a face full of relief. "I knew you'd return safely and save our city. I had a horrifying dream last night - our beloved city on fire, with you bravely fighting against the attack. I believe the food you've brought us is the 'water' we need to extinguish those coming fires. From the bottom of my heart, I thank you."

- By finding and bringing the Ironhand's missing wagon, you've made a safe path between the farms and the cities; crime on the southern roads has dramatically decreased. **Mark Safer Roads (fact).**
- You've learned that corrupt Ironhand officers are part of the problem; this matter will be investigated.
- You didn't find a way to stop the Orcs' Tribal War.

Wharfugee bulletin

ROADS RECLAIMED! HEROES BRING RELIEF!

In a bold show of courage, fearless heroes have brought justice to the previously terrorized villages near the road of Ubel. With crime controlled, food supplies are again freely moving to the hungry people of Wharfugee and beyond. In the sad shadow of conflict, their actions shine as a light of hope.

JUSTICE SERVED! CORRUPT IRONHAND OFFICERS PUNISHED!

In a shocking turn, Ironhand officers found guilty of corruption have faced rigorous investigation and have paid for taking advantage of the war's despair. As per Imperial laws, these shamed officers were subjected to Psychosurgery by the Imperial Mages, removing their emotions and turning them into standard Ironhand soldiers. Despite the method's brutal efficiency, it is met with disapproval from Captain Sedura.

TSVETAN ON THE EDGE AS VIOLENCE GETS WORSE!

With Ubellian highways now cleared of threat, the orchish "Tribal War" has spiraled back into Tsvetan, increasing the area's instability. The reason remains a mystery, and peace seems like a far-off dream.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but the Orcs' Tribal War rages on; to finance their war chests, rival tribes continue to pillage poor, innocent villages, with no regard for the scarce protection that local Ironhand troops sometimes offer. **Mark Orcs rebelling against Ironhand (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The south is teeming with rumors about the movements of criminals: **gain Adventure Card C.**
- The Ironhand has learned that the undead are marching past Shortfall, toward the swamps of Outunmoor further west, where they found an ongoing Kemet operation: **gain Adventure Card F.**
- **Gain +1 Diplomats and +1 Warriors.**
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure E


Undead Infestation

1 Reports of the frightening situation with the undead are pouring in from every corner of the land, told by the customers at Sara's tavern. These monsters carry a plague that could rapidly spread among the people.

As if the tales weren't enough, reality hits - a man falls onto the tavern floor, suffering from strange symptoms that suggest a severe sickness.

A) (Fast Action Mode) Let others take care of the sick man, and talk with Sara about her thoughts on dealing with the undead threat and the plague. [36]


B) Keep reading to help the sick man, planning to take him to the local temple's healers.

Each hero makes an  **TEST (d20 + Hero Card + NPC Card).**

(19+: success | 18- : failure)

+2 to all rolls if you have Baraelmer's Mission (fact) - *You've survived a horde of undead before; your knowledge may be useful here.*

+3 if you are a Healer - *Medical expertise is the best skill in this situation.*


At least 1 hero succeeds (19+): *You don't know what kind of illness this is, but you realize that it may be contagious; you take the necessary precautions and carry him to the temple. One hero gains 1 .*

All heroes fail (18-): **Two heroes carry the man to the local temple. They gain 1 Weakened Token**, as you can't figure out what necessary precautions you should take; you suddenly feel unwell.

Go to [2]

2 The man's words are frantic, painting a confused telling of undead attackers in Shortfall Forest. "Forget about me; my fate is sealed. Save my friends while you can! I have discovered a secret door at the back of the tavern that will lead you there."

Razun, the temple's priest, meets you with a worried look. "This sickness is full of magic beyond my ability to counter. I've never seen this before - I must tell High Cardinal Gideoni. We have to stop this horrible plague from spreading across Tanares."

If Taram is on your team: "Don't worry, my brother," Taram says, eyes shining with determination. "I can use the power of Tamera to make a strong cure for this infection. However, I'll need your help after I cast my Remove Disease spell." **Taram gains 1** .

Go to [3].

3 **How will you proceed?**

A) Considering the extent of this problem, quantity might be more important than quality; go to the Ironhand Outpost and inform Captain Sedura. [4]

B) Go back to Sara and dig deeper into what she might know about possible solutions. [11]

C) Talk to Zalir about what's been happening; his large group of contacts might have found out something important. [12]


D) Listen to the sick man's request: forget about his sickness and hurry to Shortfall to investigate the situation yourself. [13]

4 You find a loud, angry crowd, their fear and desperation evident in the air outside the Ironhand Outpost. The crowd, united in their demands, shout for answers about their missing Wharfer family members, whether they are alive or dead. They call for an end to the relentless war and ask where their high taxes, which they have faithfully paid over the years, have gone. The Ironhand soldiers at the gates are the only thing keeping the building and the enraged crowd apart.

Despite your need to get closer, the wall of desperate people blocks your way.

A) Push your way through the crowd, towards the Ironhand Outpost. [5]

B) Go back and find a different way or solution. [3]

5 **Each hero makes a**  **TEST (d20 + Hero Card + NPC Card).**

(18+: success | 17- : failure)

+3 to rolls of heroes with a Shield on their Card's illustration - *It can protect you and the push the people at the same time.*

1 or more heroes succeed (18+): **Go to [6].**

If all heroes fail (17-): **Go to [7].**

6 Taking a deep breath, you gather your inner strength, moving through the crowd with an air of authority that commands respect. Quiet whispers of recognition spread through the crowd as some eyes meet yours, silently pleading for help. You know how urgent your mission is, and ignoring these requests for now, you move forward. [8]

7 The crowd's anger escalates into a wild uproar, culminating in a storm of rocks being thrown at you. The impassable wall of people and the dangerous rocks make you rethink your plan. Each painful hit is a harsh reminder of the stressful situation, forcing you to go back.

Each hero takes 4 DMG. Return to [3] (you cannot choose "A" again).

8 Once inside the safety of the Outpost, Sedura immediately acknowledges your presence. "I know about the plague," she states sharply, her expression unmoving. "The man you encountered belonged to a delegation sent to Shortfall Forest in search of Huradrin's aid. They registered at the border. If they brought this contagion... we have no time to waste." She looks at the window outside, her eyes showing the weight of the responsibility she carries.



She describes the best path to Huradrin's hut. Sensing an opportunity, you believe with some gentle persuasion, she might reveal more about the situation.

Each hero makes a  TEST (d20 + Hero Card + NPC Card).

(19+: success | 18- : failure)

+1 to all rolls for each "Warriors" (War Point) - You've helped Sedura in the past.

+4 if you are a Tank - She respects those that fight on the front lines.

1 or more heroes succeed (19+): Go to [9].

If all heroes fail (18-): Go to [10].


9 You earn Sedura's trust, and she hands you a carefully compiled list. "If you don't bring back news about them, I'll have to mark these people as missing. I'll also start a lockdown, stopping anyone else from entering that jungle." She gives you robust protective gear. Discreetly, you leave through a hidden back door and and rush to Huradrin's home.

Put  (Slot 1). [14]

10 Sedura acknowledges your hard work with a sincere nod.


A) Go straight to Huradrin's home in the forest. [14]

B) Explore other possibilities [3] (you cannot choose "A" again).

11 Sara's eyes gleam with unspoken concern. "Huradrin might be our best hope," she whispers. "He ventured alone into the heart of the forest, searching for herbs. I just... I hope he's safe." She hesitates for a moment, looking into your eyes. "There's also Hoffbünn, an eccentric but highly skilled necromancer on the edges of Shortfall. I've noticed he has been isolating himself more lately. He has a good heart, but he has become more secluded with each passing day. He might have insights into this undead issue if you can get him to talk." She quickly marks Hoffbünn's place on a worn-out map; it's in Shortfall Forest, not too far from Wharfugee. **Put  (Slot 2).**

A) Go to Hoffbünn's hut right away. [35]

B) Tell Sara you'll look into other options. [3] (you cannot choose "B" again).



12 You find Zalir busy in his cluttered shop. "I've heard the whispers and sent some of my best Relic Hunters to uncover the truth," he shares, worry evident on his face, "Sadly, they haven't come back yet. This might be related to the recent weird happenings in Timberburg town. The only connection I have in Shortfall Forest is Hoffbünn, an enigmatic necromancer, but we haven't been in touch much lately. I regret that I can't provide more information, but I wish you the best in your investigation." **Put  (Slot 7). Return to [3] (you cannot choose "C" again).**

13 **If this is your first choice in Section [3], keep reading. Otherwise, go to [14].**

You take the horses and arrive




in Shortfall Forest quickly. After searching the area for a while, you come across a panicked crowd. As you call out, they rush to you in desperation. A breathless woman exclaims, "Please, help us! We were moments away from death. The undead started to chase us right after I broke an orb."

With a tremulous hand, she offers you a shard of the broken orb. You take it and guide them to safety. Your timely intervention has saved lives today. You accept it and guide them to a safer location out of the forest. Your timely intervention has saved lives today. **Two heroes gain 1 . Put  (Slot 5). [14]**

14 Entering the forest, it is filled with signs of recent activity. Following the trails, you find Huradrin's unique home - a vast hut ingeniously carved into a colossal tree trunk. The nearby camp is a mess, lit by the strange light from a broken orb. Dead bodies are everywhere.


A) Look for survivors; try to understand what happened to the people. [15]


B) Check the hut to figure out the sequence of events. [21]

C) (Only if  Slot 7): Considering the horrible scene, it's unlikely anyone survived; focus on finding Hoffbünn. [23]

15 A quick glance confirms that the undead attacked the villagers, and it seems nobody survived. Amid the wreckage, you find a note in a dead hand:

"Marvin, our desperation has driven us here. The druid can supposedly talk to the dead and might help us. Take John, Kevin, and the others and make him tell us about Fisherman's Wharf. The Ironhand has chosen to ignore us. Whether he is home or not, we must force his attention; our urgency cannot wait."

If you have  (Slot 1), keep reading. Otherwise, go to [16].

The names match those on the missing persons' list; you have achieved part of your mission. **Two heroes gain 1 . [16]**

16 You are drawn to the sound of noise nearby and find two distressed halflings. One is severely wounded, lying on the ground and covered in unknown spores, visibly in tremendous pain. The other, holding a strange blue sword, tries to keep an undead at bay. You jump in, efficiently eliminating the undead.

"Thank you! But my friend needs help!" the unharmed halfling gasps, gesturing to his companion, "I can transport him to our village, but I fear he may not survive the journey!"

A) Make the tough decision to kill him, avoiding the chance of spreading the strange disease if he contracted it. [17]

B) Attempt to stabilize the halfling, carefully inspecting



his wounds to determine if he's infected. [18]

17 With a heavy heart, you do what you must. The other halfling, terrified by your action, runs away. [22]

18 Select one hero to make an  TEST (d20 + Hero Card + NPC Card).


(12+: success | 11- : failure)

+3 if you are a Healer - Your expertise could prove crucial in treating the patient.

Success (12+): Go to [20].

Failure (11-): Go to [19].

19 Assign two heroes to transport the injured halfling; each one gains a **Weakened Token**. You bandage his wounds and help him onto his mount to ensure a safe return to the village. The other halfling thanks you before departing, but you soon feel a sense of worry. **Mark Spreading the Disease (fact)**. [22]

20 Exercising extreme caution, you treat his wounds, doing everything possible to prevent the disease from spreading — his symptoms are similar to those of the man who fainted in the tavern. **Each hero gains 1** . [22]

21 Near the glowing orb, you find a piece of a ripped note. Unfortunately, you don't have the beginning of the message.

...the bottom of this. My orb of defense should keep the undead away. If it's not working properly, use the tools in my containers to repair it. It should be a fairly simple task. — Huradrin

As a team, you cautiously explore the dangerous remains of the hut, trying to understand what happened. However, there's also an option to split up, allowing each hero to focus on a specific task that could reveal your desired answers. **Assign a task to each member of your team:**

A) Go through the torn and crumpled papers scattered around the room.

B) Try to understand the enigmatic orb.

C) Inspect the assortment of ingredients and tools found on a nearby desk.

D) Use the debris around to fortify your camp.

E) Study the detailed scroll with an image of a dwarf on it.

Once you've decided on your tasks, **memorize them and go to [34]**.

22 You're suddenly ambushed by an undead horde; their grotesque forms appear out of the forest, surrounding your camp. The broken orb flickers weakly, seemingly reacting to their fearsome presence. To survive this encounter and restore Huradrin's place, you must fix the orb immediately.

Go to page 66 and set up Quest 10: "Welcome to the Jungle."

23 You see Hoffbunn's simple hut; its unusual style is emphasized by the bizarrely posed preserved animal carcasses scattered outside. Recently hunted animals hang above a series of elaborate traps. You hear a complaint from inside, "Cursed halflings! Always messing with my plans... I hope they haven't ruined my master's generous gift..."

A) Let him know you're there. [24]

B) Approach without being noticed. [25]

24 Your call is met with a tense silence, followed by quiet whispers. Approaching, you notice a nearby bush trembling, its rustling leaves suggesting someone or something just made a hasty exit through it. Just as you're about to investigate the bush, a door nearby swings open. [26]

25 You're greeted by a strange sight - Hoffbunn in conversation with a reanimated corpse! As you watch in disbelief, he slips a scroll into its lifeless hand, and the undead stumbles away.

A) Nightfall is imminent. Talk to Hoffbunn and move your mission forward. [26]

B) Follow the undead and grab the scroll from its hand. [29]



26 An old man in ragged clothes stands before you and says, "I am Hoffbünn, the unique necro-trapmaster of the world. Ah, you're here concerning the disease? I must capture an undead specimen for detailed research. However, the local halflings continuously interfere, sabotaging my traps and destroying any undead they encounter."

"This map on my desk shows the locations of my traps. Please assist me in obtaining a specimen. It's crucial for my study of the disease."

A) Inquire about the halflings and other local creatures. [27]

B) Request an explanation of the trap mechanisms. [28]

27 "I'm not sure why, but since the undead plague spread in the forest, the halflings have become increasingly aggressive," Hoffbünn admits. "Attempts to reason with them have not worked. It's another mystery to solve. But for now, the rule is: spot a halfling, engage a halfling! And be cautious in the swamps; they are full of enormous spiders!"

Put ■ (Slot 6). Go to [33].

28 "These magical orbs are my traps, designed to catch intact undead. With some luck - and with your help - I believe it can capture a specimen! I must do detailed research and maybe even find a cure for the plague!"

Hoffbünn explains how his orbs work, which he has carefully packed in an old-fashioned case covered in symbols. He has two orbs set up in a specific way: the first one is used to 'mark' an undead to preserve its body, and the second one is used to 'immobilize' a 'marked' undead. Put ■ (Slot 4). [33]



29 The undead's calm behavior around Hoffbünn is very different from its aggressive behavior in the wild.

A) Choose a hero to eliminate the undead first. [30]

B) Select a hero to quickly grab the scroll from the undead's hand and run. [31]

30 The chosen hero makes a ✂ TEST (d20 + Hero Card + NPC Card).

(12+: success | 11- : failure)

+3 if there's a melee weapon in your Hero Card's art - There is no room for half-measures here.

Success (12+): Go to [32]

Failure (11-): The undead counterattacks before you finish it. Take 12 DMG minus the result of your test. [32]

31 The chosen hero makes a 🌀 TEST (d20 + Hero Card + NPC Card).

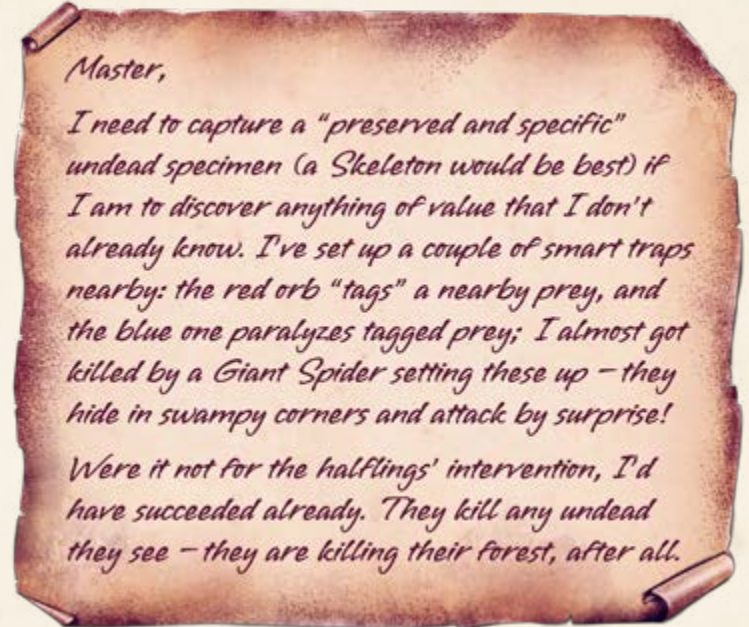
(12+: success | 11- : failure)

+3 if you are a Tactician - Controlled speed is your craft.

Success (12+): Go to [32].

Failure (11-): The undead notices you before you leave its reach. Take 13 DMG minus the result of your test. Go to [32].

32



The note ends abruptly. On the back, there's a map with comments about halfling patrol and scout routines. Put ■ (Slot 6).


As the sun sets and the sky rapidly darkens, you decide to use the orbs to trap a skeleton and pay an unexpected visit to Hoffbünn afterwards. [33]

33 You approach the clearing where the traps have been set and hear some movement. Just as a skeleton comes into view, halflings burst from the underbrush, yelling, "Wipe them out! Both intruders and the undead!"

Go to page 62 and set up Quest 6: "Night of the Living Undead!"



34 Hero A


Make a  TEST (d20 + Hero Card + NPC Card).

(12+: success | 11- : failure)

+4 if your eyes are glowing in your Hero Card's illustration - Powerful eyes greatly help in this task.

Success (12+): You find the first part of the note:

"Dear Sara,

People keep coming to request help I will not provide. I know you'll soon come for me, also. Please forgive me, but you won't find me. Infectious undead have appeared, carrying a mysterious plague, and I need to get to..." The message is cut short. There's also a diagram that teaches you how to increase the orb's effects. **The hero gains 1 .**


Failure (11-): You don't notice anything worthy of note.

Hero B

Make an  TEST (d20 + Hero Card + NPC Card).


(12+: success | 11- : failure)

+4 if you are Juliet, Khloet, Nero, or Zanac - Your magic link can be a great guide to understand the item.

Success (12+): You find that the orb reacts to nearby undead by firing a blast at them. You can activate a pulse that immediately hits the closest ones. **Put  (Slot 2).**


Failure (11-): You find that the orb reacts to nearby undead by firing a blast at them, but nothing else.

Hero C

Make an  TEST (d20 + Hero Card + NPC Card).

(12+: success | 11- : failure)

+4 if you are Avelum, Kelanyah, Orthus, or Thalia - Your experience in magic or druidic knowledge is valuable for the task.

Success (12+): Searching through the scattered ingredients, you find a formula and manage to prepare a repellent. **Choose two heroes to gain 1  Protected Token each.**

Failure (11-): You can't find anything of value — or that you can properly use.


Hero D

Make a  TEST (d20 + Hero Card + NPC Card).

(12+: success | 11- : failure)


+3 if you are a Brute, Bruiser, or Tank - Massive muscles will help in this task.

+2 if your hero does not wear heavy armor in its Card's art - A heavy load can get in the way when it's time to push.

Success (12+): You gather a lot of rubble and place a well-positioned barricade. **Put  (Slot 3).**

Failure (11-): You cannot effectively move and position the rubble.


Hero E

Make a  TEST (d20 + Hero Card + NPC Card).

(12+: success | 11- : failure)

+5 if you are a dwarf - You are used to seeing secret messages on dwarven images.


+2 if you have  3+ - History Knowledge helps in this situation.

Success (12+): You read some inspiring words. **The hero gains 1  Empowered Token.**


Failure (11-): You cannot find anything.

Go to [22].



35 "Almost forgot!" Sara exclaims, lifting her skirt as she runs towards her backyard. She gives you a potion that Huradrin had prepared for her. **A hero gains two  Protected Tokens.** [23]

36 Sara instructs you to journey into the forest to find a necromancer called Hoffbünn. Upon finding him, you ask for his help with the mysterious plague. He explains his plan to catch an "undead" specimen for research, a task that is continually disrupted by the aggressive halflings.

Hoffbünn unfolds a map, showing his trap mechanism that requires two orbs to be activated one after the other: the first to "mark" an undead to preserve its body, the second to "immobilize" a "marked" undead. **Put  (Slot 4).**

When you reach the clearing with these traps, you encounter a group of halflings determined to eradicate all intruders, including both you and the undead.

Go to page 62 and set up Quest 6: "Night of the Living Undead!"



6 - Night of the Living Undead

You've made a deal with a local necromancer (and trapmaster) who will study any **Captured Skeleton** you bring to him. Use his **Red and Blue Orbs** to **Spring the Trap** and capture a "live" Skeleton specimen.

Primary Objective

- **Spring the Trap** (Blue Orb) to **Capture a Skeleton** THEN
 - Kill all **spiders and halflings** (including the Boss) = **Read [6.3]**.

If you lose

- **Read [Defeat]** - page 64.

Extra Challenge

- Capture at least 2 Skeletons **AND**
- Capture a Skeleton that has 40 HP or more.

Special Rules

Halfling Guerrilla

They want to get rid of the undead — and see no difference between them and you if you are not working to put them down.

- **Halflings** (including the Boss) consider **Skeletons** as Heroes when checking their Favorite Target, and **Skeletons** consider **Halflings** as Heroes when checking their Favorite Target.
- Regardless of whom they target (villain or hero), villains **never** apply Passive or Attack Effects on another villain (only attack DMG is possible). Also, their attacks don't trigger Retaliation.

Spring the Trap

- To capture a Skeleton, **first**, you must interact with the **Red Orb** to give it a **Preserved Token**; **then**, you must interact with the **Blue Orb** to capture the "Preserved" Skeleton.

👤: (**Red Orb**): if there is a Skeleton in [1] of the **Red Orb**, it gains a **Preserved Token**.

👤: (**Blue Orb**): If there is a Skeleton with a **Preserved Token** in [1] of the **Blue Orb**, it becomes a **Captured Skeleton**. When this happens:

- Remove the Skeleton and put its **Preserved Token** on the **Blue Orb** to track the number of captured Skeletons.
- If the Skeleton had 40 HP or more, the interacting hero regains a spent Special Attack.

Undead Infestation

Unlike all else you've seen, toxic monsters are spreading through Shortfall forest.

- R** If there is a **Skeleton (24-G)** on the grid, it **RUNS** to its farthest hero (or halfling) in [6] and deals 15 DMG to it.
 - **If there is not**, place a **Skeleton (24-G)** on a Swamp square closest to a hero.

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to **HEAL** 30 any hero. Then, all heroes with 20 HP or less **HEAL** 10. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Halfling Riders (09-O)** and **(10-B)**, and **Skeleton (23-R)**.
- **Then, after reading the Special Rules, read [6.1] - page 64.**
- R** If all **Halflings** are dead, **read [6.2]** (to continue the quest).

EVENT 1

The more you struggle to capture the undead, the more you attract the Halflings. Also, an aberrant spider jumps out of a swampy corner.

🛡️ GUARD 3: Place **Halfling Riders (09-R)** and **(10-G)**, and **Spider (27-O)**.

- R** If all **Halflings** and **Spiders** are dead, start **EVENT 2**.

! Rule Reminder: *If a component would be placed on a occupied square, move the component that was first on the grid to the closest free square available.*

! Rule Reminder: *A villain loses Guard status (and all other villains in the same Guard Group) if a non-Guard combatant moves in [3] of it, **OR** if it is targeted or affected by any attack or effect.*

Quest Chapter 6 Night Of The Living Undead

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 4)	With a better understanding of the orbs, you manage to better position them. Transfer the Red Orb to square I-9, and the Blue Orb to N-16.
■ (slot 6)	You're prepared to surprise the halflings. The Halfling Riders on A-7 and E-9 gain 2 Distracted Tokens (4 total).
■ (slot 7)	You took a while to arrive at the clearing, giving time for the halflings to mess with the orbs; their interference makes your task more difficult. Transfer the Red Orb to square H-7, and the Blue Orb to O-18.

Quest 6: "Night of the Living Undead" starts NOW (take the first turn!)

2 The more you struggle to capture one of the undead, the more you attract the halflings' attention, who call for reinforcements. To make matters worse, an aberrant spider lurking in a swampy corner sees you as a threat.

CHECK IF...	APPLY CONSEQUENCE(S):
you DIDN'T have a ■ on slot 6	You were not warned in advance about being careful near swampy grounds in corners; a Giant Spider surprises you! When setting up Event 1, do not include the Spider (27-O) in the halflings' Guard Group – This Spider is the first to take a turn this Round (before heroes, as if it was retaliating).

Resume the quest (start EVENT 1!)

3 **(Read this only if you won this quest)**

The brave halfling leader succumbs in the heat of the fight, weakened not only by your blows, but also by the insidious plague running through her veins. With a final shout, she commands her followers, "Retreat! The evil champions have defeated us, and their corruption already poisons this land! Inform Tribin." She takes her last breath soon after, leaving behind a field silenced by sorrow. Her words remain, leaving a painful feeling in your hearts.

With a heavy sense of duty, you return to Hoffbünn, carrying the specimen sample with the hope that it may be the key to creating a life-saving cure. [4]

4 **CONCLUSION - VICTORY**

- You are on the path to learning a lot about the undead. Hoffbünn has made a balm that repels the undead; it will be distributed to the people who are in the most danger. **Add NPC Card "Hoffbünn, the Trapmaster" to your Character Deck.**
- You have neglected Huradrin's hut, which is partly destroyed. Evidence suggests that a missing group recently visited it, but it's no longer possible to find out what might have happened to them.

Ironhand Reports

RISE OF HALFLINGS; FEWER UNDEAD SIGHTINGS

Honorable Captain, following your respected order, we have kept watch over the peripheral territories of Shortfall. Our careful observations show an interesting change in local activities: a noticeable decrease in undead sightings has been matched by a rise in the appearances of halflings - a contrast to their historically reclusive nature.

These halflings carry an intensity in their eyes that seems to swing between fierceness and fear, a behavior quite different from their typically peaceful manner.

A MYSTERIOUS DISAPPEARANCE

Furthermore, we have noted an incident of unusual interest. A group of villagers from Roadlake was seen heading into the heart of the wilderness. Their goal was to seek the knowledge of a revered dwarf druid named Huradrin. Rumored to have the power to communicate with the dead, Huradrin is supposedly their only chance to connect with their relatives living in Wharfugee.

Intriguingly, despite our close watch, none of these villagers have been seen returning from their quest. The disappearance of this group amid these unusual circumstances fills the air with an unsettling silence that echoes the mysteries of the woods.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to contain the spreading of undead, study them, or do something to protect critical places in the region. **Mark Enhanced, Toxic Undead (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- With criminality spreading, the Ironhand is worried that the Kemet may want to coax and ally with some of them: **gain Adventure Card C.**

- You have the opportunity to continue your investigations, in the aftermath of the undead outbreak: **gain Adventure Card H.**

- Gain +2 Spies.**

- If Thalia is on your Team:** You are able to connect with the local animals and plants, feeling the corruption in the forest. You cast a protective spell that reduces the unholy energy filling the air. **Gain an extra +1 Spies.**

- If you won, read [001] - page 4. If you lost, read [002].**





10 - Welcome to the Jungle

Conduct **Repairs** to Huradrin's **Orb of Defense** while clearing the undead off his Camp to see if the old druid can return to his dwelling.

Primary Objective

- Remove all Barrels; AND
 - Kill all villains (**exception: Reapers may be alive**); AND
 - The Orb's HP never drops to zero = Read [10.2].

If you lose

- Read [Defeat] - page 68.

Extra Challenge

- Kill 3 Reapers with a single **Mana Flow** or **Repairs**.

Special Rules

Orb of Defense (60 HP / 6 DEF / 10 XP)

A frenzied crowd damaged Huradrin's **Orb of Defense**, which is now at risk of completely shutting down. Its XP represents its defensive power, which may increase with adequate **Repairs**.

- The Orb starts with 60 HP and 10 XP (put both Tokens on the HP Track; see **Mana Flow**).
 - **If the Orb's HP drops to 0, you lose the quest.**
- It counts as a hero for all purposes (e.g., **HEAL** effects, a villain's **Favorite Target**, etc.).
 - **However**, it takes no turns and can never change its position.

Mana Flow

From time to time, the **Orb of Defense** fires an arcane blast against unwanted trespassers, but it harms the Orb's integrity.

R All villains in the Camp Room Tile take DMG equal to the value of the XP Token. Then, a hero must pay 2 ☐ or the Orb takes 10 DMG.

Constant Attack

Instead of fending trespassers off, the damaged Orb is now drawing the **Constant Attack** of the undead infesting Shortfall Forest.

R Place **one Reaper** of any color not already in play (**15-R**), (**16-O**), (**17-B**), or (**18-G**) outside the Camp Room Tile but as close to it as possible and in a free square (players' choice).

- If **Reapers** of all colors are already in play, a hero takes 20 DMG instead of placing it.

Repairs

Increase the Orb's power with Huradrin's tools, found in barrels.

- Whenever a hero interacts with a **Chest** or a **Barrel**, put 1 **Protected Token** on one of this hero's Level 3 skills.
- A hero may remove a **Protected Token** from its assigned skill (respecting that skill time of use villain or ally turn) to **increase the Orb's XP** by 3; then, the Orb uses that skill.
 - The Orb must fulfill all of the skill's requirements (e.g., the moment of use, range, payment of HP) as if it were the skill's owner, **but it doesn't need to pay ☐ to use the skill.**
 - Ignore impossible effects, such as moving the Orb (it can never move), or making Attacks (the Orb owns none).

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a **Scroll of Healing**. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to **HEAL 30** any hero. Then, all heroes with 20 HP or less **HEAL 10**. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Portal inside the Camp Room Tile. Each may reassign 2 Skill Tokens.
- Place **Reapers (15-R)**, (**16-O**), (**17-B**) and (**18-G**), and **Skeleton (24-G)**.
 - (**Kemet Hunt**): **Skeleton (★★ 23-R)** and **Walker (★★★ 32-B)**.
- **Then, after reading the Special Rules, read [10.1] - page 68.**

Huradrin Lost Tools (Barrel)

- You may interact with a **Barrel**, **only** when all villains are dead (**exception: Reapers may be alive**).

☞ + Remove Barrel A: Start **Event 1**.


☞ + Remove Barrel B: Start **Event 2**.

☞ + Remove Barrel C: Start **Event 3**.

Note: You may interact with them in any order (e.g., you may Start **Event 3** before starting **Event 1**).

As soon as all Barrels have been removed and all villains from their respective Events are dead (exception: Reapers may be alive), you win the quest and read [10.2].

EVENT 1

- Place **Skeleton (24-B)**, **Halfling Riders (09-O)** and **(10-G)**. Then, all enemies MOVE 4 toward the **Orb of Defense** (including the **Reapers**, if any is alive).
- Each hero takes 5 DMG and loses 1 .

EVENT 2

- Place **Skeleton (23-O)**, **Halfling Riders (09-R)** and **(10-B)**.
- Then, one villain in [8] of the Orb takes 20 DMG.

EVENT 3

- Place **Skeleton (24-B)**, **Walkers (31-O)** and **(32-G)**.
- Each hero gains 2 **Bleeding** Tokens.
- The Orb takes 10 DMG for each **Reaper** inside the **Camp Tile**.

Rule Reminder: Bleeding Token: Take 2 R-DMG for each square you enter by spending movement points. Does not apply to Forced Movement.



Villain Kits

- 1 Archer (01)
- 2 Halflings (09,10)
- 4 Reapers (15,16,17,18)
- 2 Skeletons (23,24)

Barriers

- 2 Spies (29, 30)
- 2 Walkers (31,32)

Terrains

- 7 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Miscellaneous

- 2 Spikes 2x2
- 2 Spikes 2x1
- 2 Chests
- 1 Orb Kit
- 1 Room (Camp)
- 1 XP Token

Miscellaneous

- 3 Barrels



Map Labels:  Initial Setup  Event 1  Event 2  Event 3

Quest Chapter 10

Welcome to the Jungle

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1)	You are using the protective equipment provided by Sedura. Each hero gains 1 Protected Token.
■ (slot 2)	You know how to quickly activate the orb to emit a pulse, affecting the invaders. All villains take 5 DMG.
■ (slot 3)	You've barricaded one of the entrances. Place a 2x1 Barricade; it must occupy square K-12 and K-13.
■ (slot 5)	One of the people you rescued gave you a piece of the orb, but it is loosely attached and may fall again at any time. The Orb starts with +10 initial (not Max) HP.

Quest 10: "Welcome To The Jungle" starts NOW (take the first turn!)



2 CONCLUSION - VICTORY

(Read this only if you won this quest)

As the final swarm of the undead is defeated, a strong energy radiates from the orb. The remaining undead either retreat into the forest or are instantly incinerated by divine flames.

When you return through the portal to the tavern, you find Sara in tears, holding a letter. *"Huradrin has gone missing. He's been using his powers to protect the forest. Despite the rumors and negative talk about him, the truth remains that they owe their lives to his courage. May Tamera look after him and guide him safely back to his hut."*

- You have partly repaired and cleaned the area around Huradrin's hut. It had been ruined by a crowd that had damaged its orb of protection. It is now at full power, able to defend a large part of the forest. The hard-to-find dwarf is still nowhere to be seen, but he will certainly appreciate your help.
- By choosing to fight the undead, you have lost the chance to study them in-depth and better understand their features.

Ironhand Reports

RISE OF HALFLINGS; FEWER UNDEAD SIGHTINGS

Honorable Captain, following your respected order, we have kept watch over the peripheral territories of Shortfall. Our careful observations show an interesting change in local activities: a noticeable decrease in undead sightings has been matched by a rise in the appearances of halflings - a contrast to their historically reclusive nature.

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Furthermore, we have noted an incident of unusual interest. A group of villagers from Roadlake was seen heading into the heart of the wilderness. Their goal was to seek the knowledge of a revered dwarf druid named Huradrin. Rumored to have the power to communicate with the dead, Huradrin is supposedly their only chance to connect with their relatives living in Wharfugee.

Intriguingly, despite our close watch, none of these villagers have been seen returning from their quest. The disappearance of this group amid these unusual circumstances fills the air with an unsettling silence that echoes the mysteries of the woods.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war.

- You've missed your opportunity to contain the spreading of undead, study them, or do something to protect critical places in the region. **Mark Enhanced, Toxic Undead (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- With criminality spreading, the Ironhand is worried that the Kemet may want to coax and ally with some of them: **gain Adventure Card C.**
- You have the opportunity to continue your investigations, in the aftermath of the undead outbreak: **gain Adventure Card H.**
- Gain +1 Diplomats and +1 Spies.**
- If you won, read [001] - page 4. If you lost, read [002].**

Adventure F Hidden Plans

1 A message from Zalir reaches you by morning: “*You absolutely need to connect with Sedura at the Outpost! The officers have been ignoring her orders, but I believe things can turn around. It’s crucial for our army to rally behind her. Together, under her leadership, we can clearly triumph in this war!*” Feeling the urgency, you hasten your steps toward the location.

As you get closer to the Outpost, you notice a secretive group of sergeants. Their whispers cease when you approach, signaling your arrival silently. They step aside, letting you pass.

Inside, you find Sedura in a meeting with the city’s top officers. Her determined gaze clashes with the uncertain attitudes of her subordinates. “*Our scouts have reported Kemet movements north of Outummooor,*” Sedura begins, her voice filled with authority. “*Prisoners are being kept on their ships. The area is full of Kemets, but we must act stealthily to find out their plans and free the captives without starting a full-scale conflict.*”

The officers respond with obvious disrespect. Major Heresson, a stern figure among them, taunts, “*This is folly! Your inexperience will get everyone killed. We should ignore this Kemet scheme and mourn the captives.*”

The room fills with tension as Sedura struggles to control her anger. A clash seems imminent.


A) Stand by Sedura, warning the officers that ignoring the problem would lead to a future dominated by Kemet oppression. [2]

B) Avoid conflict and volunteer for the mission, speaking formally only to Sedura. [3]

C) (Fast Action Mode) Wait patiently for the argument to end, then ask how you might assist Sedura. [28]

2 “*Your support is appreciated, but unnecessary,*” Sedura replies, calmly responding to your intervention. “*My authority doesn’t need reinforcement from outsiders.*” Her gaze sharpens as it lands on Major Heresson. “*You seem to prefer a life without danger, Major. I’ll grant your wish. I’m sending you to the Ice Fortress. I trust the cold solitude of Ben’net will suit you. You’re dismissed!*” The room falls into shocked silence as the Major makes his exit. **Two heroes gain 1 Distracted Token.** [4]

3 By offering your help only to Sedura, you subtly confirm her leadership. The other officers visibly relax, glad to avoid a direct confrontation. Meanwhile, Sedura seems grateful for your aid and determination. Her expression hardens as she turns to the officer who had defied her. “*Your blatant disrespect and cowardice today will not be forgotten. You’re dismissed! As for the rest of you, prepare for the mission at hand.*”

A hero gains 1 . [4]

4 After the assembly concludes, Sedura motions for you to approach. Her gaze meets yours as she speaks, “*A Kemet ship has dropped anchor near the Dead Island Archipelago, swarming with the undead. It poses a danger to the inhabitants. Your mission: reconnaissance without detection. If the Kemets realize our involvement, they’ll retreat.*”

She takes a moment, a fleeting hint of worry, before she adds sharply, “*While you handle that, I’ll do my best to lead an evacuation of the endangered locals. We will meet up once you relay the signal.*” Abruptly, a soldier enters the chamber, snapping a salute to Sedura. Without missing a beat, she introduces him, “*Meet our best investigative expert. He’s accompanying you and is an expert in information analysis.*”

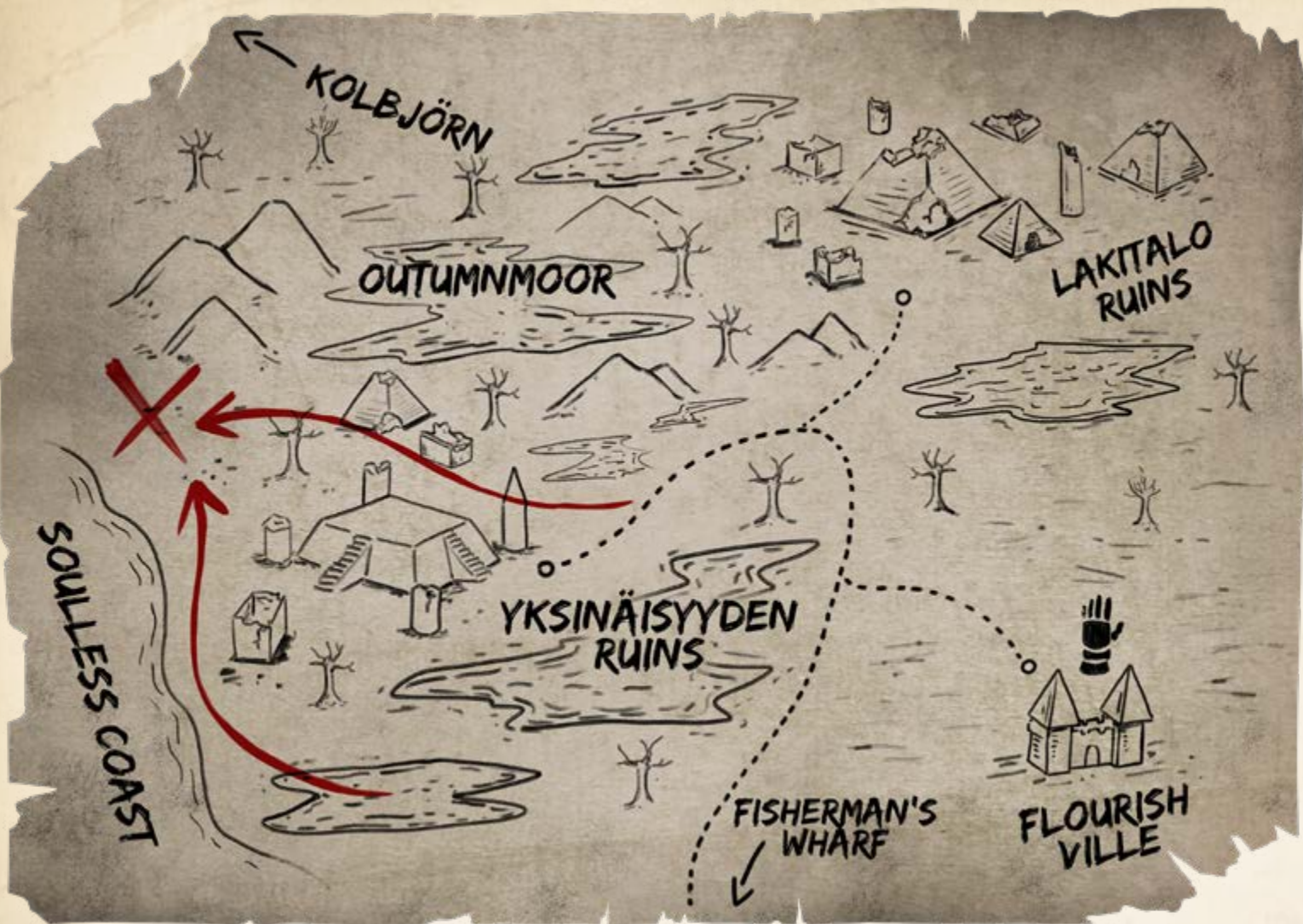
The specialist nods in your direction, revealing a meticulously crafted map of the intended operational terrain. His explanation grants invaluable intelligence, setting the stage for your plans.

Leaving the Outpost, Major Heresson stops you. His voice is regretful, “*Heroes, I apologize for the earlier tension. I suggest a chance to show your skills at our training camp. It might help increase the confidence of my officers, some of whom will join Sedura’s group. Can you assist us?*”

A) Accept Major Heresson’s offer, showing your fighting skills to the soldiers assigned to accompany Sedura. [5]

B) Decline and study the map more closely, working with Zalir to improve your preparation for the upcoming mission. [6]





5 Heresson smiles and takes you to the training field, with a dozen officers. One of them, in particular, catches your attention. It is Lieutenant Simpson, who waits for you eagerly. Watching closely as you engage in combat practice against a training dummy, he appears keen to learn from you. **Put** (Slot 1).

Each hero makes a Basic Attack (remember, a Basic Attack grants a +1 to attack roll).

The reactions of the officers depend on your performance:

- **Critical (natural 20):** Shocked silence gives way to whispers of awe, interspersed with jokes about your seemingly divine prowess. **Gain 1** **and 1 Empowered Token.**
- **15 or more:** A volley of applause echoes around the training field. Comparisons are drawn between your skills and those of Captain Sedura. **Gain 1** .
- **4 to 14:** The training continues. You're deemed a worthy mentor.
- **3-:** A smattering of stifled laughter seeps through the awkward silence. Out of courtesy, they offer some pointers. Weapons are sharpened and repaired with extra diligence. **Gain 1 Distracted Token.**

As the final attack is made, Captain Sedura walks in. "Back to your duties," she orders, her gaze staying on Major Heresson. "Especially you, Major." She dismisses the exercise as a distraction, insisting you prepare for the mission. Heresson departs, a frown carved on his face. [7]

6 Every detail on the map is carefully studied.

Each hero makes a **TEST (d20+ Hero Card + NPC Card).**

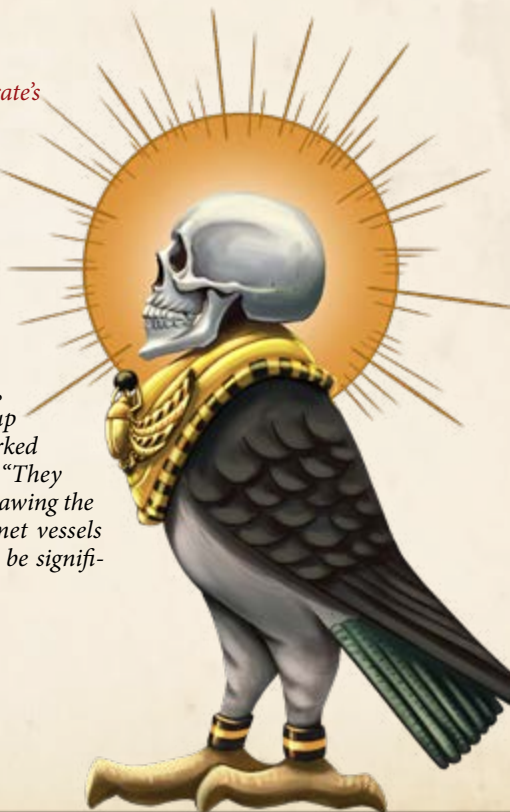
(17+: success | 16-: failure)

+4 if you are Liana - A pirate's keen familiarity with maps.

At least 1 hero succeeds (17+): *The safest routes through the region are identified.* **Put** (Slot 3).

All heroes fail (16-): *You extract only partial information from the map.*

In search of more insights, you turn to Zalir. "A group of Relic Hunters I know worked this area once," he shares. "They spoke of a necrotic energy drawing the undead northwards. If Kemet vessels are docked there, this could be significant." [7].



7 While you're deep in a strategic conversation with Sedura, Lieutenant Simpson suddenly walks in. Sedura asks him, "What's your purpose here, Lieutenant?"

Saluting with a solemn expression, Simpson begins, "Captain, I must apologize for my insubordination. However, it's my duty to protect you and the heroes from danger, a duty I willingly uphold, even at the risk of my life. I want to join this mission to free the prisoners and help in any way possible. But, Major Heresson has not given me his permission."

After a moment of thought, Sedura replies, "Given the recent changes in our ranks, and the Major being assigned a mission in the frozen wilderness, you have demonstrated your bravery and commitment. In recognition, I hereby promote you to the rank of Major. Congratulations! You can join my team or help our heroes, if they agree."

- A) Accept Major Simpson's offer to help with your mission. [8]
- B) Suggest Major Simpson helps Sedura with the prisoner rescue mission. [9]


8 He accepts with honor in his eyes, saying, "It's a privilege to fight alongside you. I'm ready to follow your orders."

Grab the NPC Card "Major Simpson" (Week 3). You can assign him to any of your heroes (replacing its current NPC), but only during this quest. After, return Major Simpson to Week 3 deck. [10]

9 With a nod of acceptance, he replies, "I respect your decision and am honored to directly help Captain Sedura. Ma'am, I'm ready for your orders." [10]


10 "I am counting on you to show why people in Wharfugee call you heroes." Sedura looks at you with admiration. "I'll wait for your signal at the designated location when the moon is in its third phase."

Guided by the investigative specialist, you cross a portal to the north coast of Outumnmoor.

If you have  on slot 3, go to [11]. Otherwise, keep reading.

Without a good understanding of the area from the map, you waste important time. Realizing the moon is almost in its third phase, you move faster, trying to reach the meeting point on time. The exertion, however, drains your strength. **Each hero gains 1 Weakened Token. [11]**

11 **If you went to the training fields and Major Simpson is your NPC, go to [12]. Otherwise, go to [13].**

12 During your journey, Major Simpson shares with you, "I need to tell you something. I suspect Major Heresson is plotting to sabotage this mission to hurt Captain Sedura's reputation. It's a wild guess, but I'm here to ensure our mission succeeds. I know I should be simply following orders, but this feels very wrong." **One hero gains 1 . [13]**

13 After a long journey, you finally arrive in the area where the ship was last spotted. Concealed within your hiding place, you watch enslaved humans working around the dock, loading crates and barrels onto the ship. One barrel falls, revealing a lot of food inside. Strange markings adorn its side.

To the west, shockingly, a horde of undead is mixed with living people. Kemet soldiers capture some of these undead, pushing them into the grim inside of the ship.


- A) Stick to your original plan. Signal Sedura to attack the ship together, aiming to save the prisoners and dismantle the Kemet operation. [14]
- B) Go north to investigate what is attracting these undead, and try to save the living people among them. You could learn important information about the undead. [20]




14 In a short while, you spot Sedura alongside a group of crossbowmen. “Excellent,” she says. “We’ll prepare to strike swiftly, ensuring they don’t get a chance to respond or escape. Infiltrate the place and protect the prisoners, but await my signal to attack.” You discreetly hide your weapons among the crates nearby and blend in with the group of prisoners. There, you see a terrifying Kemet with an extra zombie-like head — the ship’s Captain, referred to by his crew as Crow; his presence makes you shiver.

With a crazy laugh, Captain Crow shouts, “Hurry up, you slackers! Make use of your weak bodies while you’re still alive because even in death, we’ll have a use for you.” His whip cracks threateningly, making you move faster. [15]

15 You join the prisoners in their effort, stacking crates on top of each other, trying to act like you’re following the Kemet’s orders.



To verify how well you pretend to work for the Kemet, players must take turns piling  on top of each other, one by one.

If players pile at least 8  before it falls: Nothing happens.


If it falls before 8  are piled: You are all lashed by the Kemet captain. *Each hero takes 6 DMG.*

Once you’ve finished the task, you find yourselves inside the ship. You catch a glimpse of the two-headed Kemet captain giving a roll of documents to another Kemet. The other Kemet disappears behind a heavily fortified door to the ship’s storage area. The Investigator by your side whispers, “Those documents are what we’re after. Sedura plans to sneak into the ship to get them” You retrieve your hidden equipment from the crates, readying yourself for the attack. [16]

16 From across the dock, you see Sedura’s signal. At the right time, the soldiers unleash a shower of arrows on the Kemet and undead, covering your actions as you attempt to free the prisoners.

- **If you have  on slot 1:** *If Major Simpson is your NPC, go to [18]; otherwise, go to [17].*
- **If you don’t have  on slot 1, go to [19].**

17 As the soldiers shoot arrows at the Kemet, a few rogue ones aim at your party instead. *Each hero takes 5 DMG.* [19]

18 A wave of arrows from the soldiers targets the Kemet, but a few are shot towards your party. Major Simpson, quickly realizing the betrayal, protects you from harm. *One hero gains 1 .* [19]

19 As the soldiers start their attack, chaos breaks out on the deck. In the confusion, you rush to free the prisoners. At the same time, Sedura fights her way to the entrance of the cargo hold, trying to break the strong gate.

After releasing the captives, you find the Kemet Captain and engage in frantic combat, defeating him. Trapped and badly hurt, the Kemet captain is in no condition to continue in the fight. But when you demand for his surrender, he laughs at you. “You may have beaten me, but you’re placing your faith in an inept Captain, while we have the command of Gullog. His word is law, his will absolute, his prophecies immutable truths. TEERONKASVAR!”

From the dark mist, a bone knife glows; its lethal swing ends in the two-headed Kemet’s chest. He

falls to the deck, dead. Emerging from the same shadows, a beautiful Kemet woman walks forward, issuing commands to the remaining crew, “What are you waiting for? I’ll not tolerate any failures that might tarnish our revered Captain Gullog’s reputation. Engage them while I report to him.” As she finishes speaking, shadows gather around her body, concealing her until she completely disappears, leaving behind a look of disdain directed at you.

Now, it’s time to act quickly. Assign each member of your team to a specific task:

- **Sedura** - Break into the cargo hold.
- **Hero A** - Climb the ship’s rigging and set up a rope ladder for the others.
- **Hero B** - Sabotage the helm to prevent any attempts to sail away.
- **Hero C** - Destroy the ship’s boarding ramp to stop reinforcements from the land.
- **Hero D** - Eliminate the Kemet signallers to prevent them from using flares to call for reinforcements.

Go to [27].




20 A hard decision is ahead of you, but the lives of innocent people take top priority, even if it means letting Sedura down. You believe there must be another way to stop the Kemet operation. With this in mind, you leave the ship and head north, following the difficult path made by the undead and the unlucky individuals. Your route, however, is abruptly blocked by a formidable zombie, an abomination covered in skewers and chains, something you've never seen before. You have no choice but to confront it.

A) Gather your bravery and charge towards the grotesque creature, planning on using quick, strong close-up attacks to defeat it fast. [21]


B) Choose to handle this battle carefully, keeping a safe distance and focusing on ranged attacks to weaken it slowly. [22]

21 You run towards the zombie, ready to attack. The monster proves to be much tougher than you expected. As you engage, a wave of rotten, necrotic energy hits you, causing burning pain, but strangely, it doesn't seem to come from the creature itself. Amid the chaos, the zombie manages to bite the two most vulnerable among you.

The two heroes with lowest  gain one Tool Token each (one gains the Torch; another, the Hook). If there is a tie, you choose which hero.


All heroes make a Basic Attack against Defense 8 (if Melee) and Defense 11 (if Ranged). Remember that Basic Attacks have +1 to roll. If at least two attacks hit, go to [23]. Otherwise, go to [24].

22 Choosing a careful approach, you maintain your distance and focus on shooting the monster. As your attacks hit it, a wave of necrotic power surrounds the zombie, making it move faster than you thought possible. With surprising speed, it gets close and bites two of your team members.

The two heroes with less  gain a Tool Token each (one gains the Torch, another the Hook). If there is a tie, you choose which hero.

All heroes make a Basic Attack against Defense 8 for Ranged and Defense 11 for Melee (remember: Basic Attacks have +1 to roll). If at least two attacks hit, go to [23]. Otherwise, go to [24].



23 Your brave efforts result in a victorious battle against the tough zombie. **One hero gains 1 .** [25]

24 The intense and lengthy battle against the zombie drains your group, leaving you all exhausted. **Each hero gains 1 Weakened Token.** [25]

25 A creepy feeling takes over the heroes bitten by the zombie. Their bodies seem to be fighting for control, moving towards the north like the aimless undead. To make things worse, their skin starts to show disturbing dark spots. The Ironhand Investigator recognizes these signs as symptoms of an infection, similar to the one affecting the wandering undead. He postulates that ingredients to make a temporary cure might be found in the environment. Suddenly, a crow flies overhead, dropping a scroll from its grasp. The Investigator looks at the scroll, his face in disbelief. *"This... this is a list of the exact ingredients we need! Such a coincidence suggests we might have a hidden ally..."* [26]

26 As you delve further north into a marsh-filled plain, you notice a totem adorned with an ancient symbol. It stands guard among the undead, toxic spores floating in the air around them. Both heroes with the Tool Tokens struggle to stay in control; their actions not entirely their own. The Ironhand Investigator, holding the lucky scroll, recognizes the ingredients scattered around this desolate landscape. He says, *"Such a bizarre coincidence... Is it fate, or do we really have a secret ally?"*

Go to page 76 and set up Quest 8: "Out of Control."



27 According to each hero's assignments, make the following ability tests:

Whenever a hero fails (9-): That hero gains 1 Distracted Token.

Hero A (climb the ship)

 TEST (d20+ Hero Card + NPC Card).

(10+: success | 9-: failure)

+1 if this hero is a **Tactician or Controller** - A broad and strategic vision makes things easier.

+2 if this hero has wings in their Card - Getting on the ship is easier for those who fly.


If a hero succeeds (10+): The hero gains 2 Empowered Tokens.

Hero B (destroy the helm)

 TEST (d20+ Hero Card + NPC Card).


(10+: success | 9-: failure)

+3 if this hero is **Liana** - Liana knows how a ship's helm works.

+2 if there is  on slot 3 - Fully understanding the situation always helps.

If a hero succeeds (10+): The hero gains 1 Protected Token.

Hero C (Destroy the ship's boarding ramp)

 TEST (d20+ Hero Card + NPC Card).


(10+: success | 9-: failure)

+1 if this hero is **Brute or Bruiser** - Violent blows can be suitable for this task.

+2 if you trained with the troops - Having better troops can help.

*If a hero succeeds (10+): Before the quest begins, remove the **Reaper** figure closest to Sedura.*

Hero D - Eliminate the kemet with flares

 TEST (d20+ Hero Card + NPC Card).


(10+: success | 9-: failure)

+1 if this hero is a **Shooter** - The best way to eliminate him quickly seems to be an accurate shot.

+2 if this hero has fire in their Card - Fire can increase the damage dealt to it.

If a hero succeeds (10+): Two villains gain 1 Distracted Token each.

Go to page 80 and set up Quest 7: "O Captain, My Captain!"

28 Sedura, looking serious, scolds Officer Heresson sharply, then turns towards you with gratitude in her eyes for your help. A hero gains 1 .

Then, an unexpected volunteer, Lieutenant Simpson, steps forward. His bold request earns him Sedura's respect, quickly resulting in his promotion to Major. Sedura insists that your team should also include an investigator, someone who can read any Kemet documents found during the journey.

Upon accepting this mission, you find yourselves walking through a portal leading to the marshy edges of Outunmoor. The dark surroundings are dangerously easy to get lost in, forcing you to speed up. Out of breath, you reach the meeting point just in time to see the dark shape of the

enemy ship. A brave plan is formed - to pretend to be Kemet slaves and sneak onto the ship. While successful, the disguise comes at a price. You flinch as the Kemet supervisor's whip hits you after an accident with some boxes. **Each hero gains 1 Weakened Token and takes 6 DMG.**

Inside the ship, the Ironhand detective discovers a promising clue about the location of some crucial documents. It's the information you've been waiting for - a quick signal to Sedura starts the attack. As things get chaotic, you fight the Kemet Captain to get information from him. But before you can get the information, Kemet General Yrizard coldly intervenes, killing the Captain. She then leaves, promising to report to Gullog. In the aftermath, you find yourselves surrounded by Kemet soldiers.

One hero gains 1  and 1 Empowered Token, and the other three gain 1 Distracted Token.

Go to page 80 and set up Quest 7: "O Captain, My Captain!"





8 - Out of Control

Collect **Ingredients** in the marshes of Outunmoor to **Brew a Potion** that neutralizes the effects of a necromantic artifact.

Primary Objective

- Brew the Potion; AND
 - Kill all villains = **Read [8.5]**.

If you lose

- **Read [Defeat]** - page 79.

Extra Challenge

- 2 Walkers die on an Altar.

Special Rules

Infected Heroes

Some teammates lose control of themselves in the presence of the undead.

The heroes with the Hook and Torch Token are **Infected Heroes**.

R The hero with the **Hook** RUNS to its farthest **combatant** and deals 5 DMG to it. **Then**, the hero with the **Torch** RUNS to its farthest **combatant** and deals 5 DMG to it.

- They don't RUN to combatants in Guard, or more than [8] away.

Maddening Mists

Put these villains down to prevent the release of their toxic spores.

R If there is a villain alive, heroes on Swamp or in [1] of it take 5 DMG.

! Rule Reminder: *Implied distance, combatants, Guards*

"In [8] of you" = Consider this instruction is implied whenever there is no other distance restriction described in an effect (such as on steps 2 and 3 above; note that step 1 describes another distance (in [1] of a Swamp).

"Anywhere" / "on the grid" = This informs that the effect applies even on targets that are more than [8] away.

Combatant = Any active living character in the fight (Hero, Companion, or Villain).

Guard = Villains are not considered combatants while this status remains (e.g., they don't need to be *Fatigued* for the end of the round to come).

Collect Ingredients

🗝️ (Quest Item A, B, C, or D): Gain the Quest Item.

Locked Doors (Red Doors)

- These doors cannot be opened or destroyed.

Events

! Rule Reminder: *CHEST*

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Spiders (27-R)** and **(28-G)**, and **Walker (32-G)**
- **Then, after reading the Special Rules, read [8.1]** - page 78.

R If all villains are dead and ingredients A and B are collected, **start EVENT 1**.

EVENT 1

As the final foes fall, a totem stands before you, pulsing with necrotic energy and surrounded by undead. The Ironhand investigator breaks the silence, "Despite the risk, there's a potent ingredient we need - an undead heart." He gestures towards a decrepit altar. "It must be extracted there. Prepare yourselves; it won't be easy."

- Remove the Big Red Door.

🛡️ **GUARD 3:** Place **Spider (27-O)**, **Walkers (31-R)** and **(32-B)**.

- (**Kemet Hunt**): **Archer (★★01-O)** and **Archer (★★★02-G)**.

Special Ingredient (Altar)

Obtaining one will significantly increase the efficiency of the potion.

- If a Walker dies on the Altar, grab its figure. (*The team can have two walker figures.*)

R If all villains are dead and ingredients C and D are collected, **read [8.2]** (to continue the quest).

EVENT 2

- Lab Room: Grab the figure on slot 1 and put it on square M-19. Remove its Tool Token (if any).
- Place the other heroes on the Portal Tile.
- Place **Reaper (15-R)**, **Skeleton (23-R)**, **Spider (28-B)**, **Walker (31-O)**, and **Gazini's Ghost - Boss (B)**.

Escaping the Laboratory

- As soon as the **Reaper (15-R)** dies, remove the Single Red Door.
- The hero in the Laboratory gains four **Empowered** Tokens for each walker figure the team grabbed.

As soon as all villains die, you win the quest and read [8.5].

Gazini's Ghost <i>(Gazini or Specter Figure)</i>	B	120 Hit Points	7 Defense	5 Movement	8 Reaction
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Soul Grasp <i>(Primary Attack)</i>	8 squares	1 enemy
	18 DMG+effects	Miss: 8 R-DMG

Benefit: +3 to attack roll and **Blessed**.
Effects: ❶ Swap places with the target.
 ❷ FLEE 3 (If this ⚡ didn't move this turn).
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: An Infected Hero (Torch/Hook Token) hits this ⚡.
Effect: MOVE 2 the attacker, to its closest hero. Then, all heroes in [2] of the attacker take 8 DMG (*i.e., the attacker itself is not included*).

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Archers (01, 02)
- 1 Reaper (15)
- 1 Skeleton (23)
- 2 Spiders (27, 28)
- 2 Walkers (31, 32)

- 1 Boss (Specter or Gazini)

Barriers

- 1 Barricade 3x1
- 3 Barricades 2x1
- 1 Big Door (Red)

- 1 Single Door (Red)

- 5 Walls 5x1
- 4 Walls 4x1
- 3 Walls 3x1
- 2 Walls 2x1

Terrains

- 1 Altar
- 1 Portal
- 2 Spikes 4x2
- 2 Spikes 3x1
- 1 Spikes 2x2

- 1 Spikes 2x1
- 1 Stairs
- 2 Swamp 4x2
- 4 Swamp 2x2

Miscellaneous


- 2 Chests
- 2 Tools (Hook, Torch)
- 4 Quest Items
- 1 Room (Laboratory)



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 8 Out Of Control

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<p>■ (slot 3)</p>	<p>The terrain knowledge obtained on the map allows you to avoid the worst parts of the swamp and ambush some weaker undead on the way. Each hero gains 1 .</p>
<p>☆ 6. Night of the Living Undead OR ☆ 10. Welcome to the Jungle</p>	<p>Your actions forced whoever is calling the undead to this swamp to focus on numbers; there are more inferior undead and fewer powerful ones. Replace the Walker (32-G) with two Reapers (15-R) and (17-B) – place them on squares D-4 and F-7, respectively.</p>

Quest 8: “Out of Control” starts NOW (take the first turn!)

2 After the totem's destruction, you assumed the harmful effects would dissipate. However, the necrotic energy continues to affect two of your team, draining their sanity. “We have the necessary ingredients,” says the Ironhand Investigator, sounding worried. “But we are running out of time, and Wharfugee doesn't have the right equipment to make the potion.”

He pauses, then says, “We are left with only one risky option — the abandoned Blood Castle in this area. Despite its fearsome reputation, it used to have a well-equipped lab.”

As you navigate an improvised ship towards the spectral silhouette of the island, the air thickens with corruption. The castle, once magnificent, is now worn by time and neglect; its doors open like a silent invitation. You feel the urgency — you must find the lab before it's too late.

Put each hero figure on a different slot of the HP Track (from 1 to 4), representing how far ahead each hero explores in relation to the others. Hero in slot 1 is the front one, and 4 is the back one. [3]

3 You find a room full of old, burned items, but one magic scroll is still preserved. Interestingly, it shows a symbol that looks exactly like the totem in the swamp. You also see a large, imposing painting on the wall.



Scroll with ancient symbols

Inside the scroll, you find interesting writings: “The Kepesh... an ancient civilization known for their deep mastery over the undead. Their wisdom was buried when the Kemet destroyed their lands, obliterating their existence. But, I'm determined - I will find their lost knowledge, no matter the cost.”



A man leading a caravel fleet.
He looks a lot like Gullog!

You notice a familiar-looking figure shown in the old painting. A prophecy, written hundreds of years ago, seems to speak from the canvas: “The Chosen One will come back to the land of promise. Under his guidance, his people will enjoy great prosperity.” You gasp as a scary realization hits you - the figure, painted with such reverence, looks precisely like Gullog.

Go to [4].

4 The hero in the front position (**Slot 1**) finds the hidden lab. The moment it steps inside, the heavy door closes with a resounding noise. The echo travels through the empty rooms of the castle, reaching the other heroes, who hear a ghostly voice saying, “Welcome to my castle. I would be pleased if you decided to stay... forever. For the best hospitality experience, may I suggest you expose your necks?”

Within the confines of the small lab, the lone hero begins the meticulous process of making the potion to remove the curse. The silence of the room is broken when a Reaper, unseen until now, suddenly comes to life!

Resume the quest (start EVENT 2!)

5 **(Read this only if you won this quest)**

With tremendous effort, Gazini's ghostly form is banished. However, this victory is temporary because its soul, forever linked to the castle's stones and shadows, will return in a few days. Ignoring this ghostly cycle, the heroes drink the long-awaited potion, feeling its magic inside them as the evil curse is removed, disappearing like smoke on the wind.

If Count Blake is on your team, keep reading. Otherwise, go to [6].

“Did you think you could take everything from me, even my castle? Now it's my turn to take something from you, Gazini. I will destroy your soul and use its energy. The world will be eternally free of your evil.”

With a determined look, Count Blake goes into the lab and carefully arranges strange artifacts around the place where Gazini was defeated. After a series of ethereal light flashes, a wave of great power flows through Blake.

From now on, Count Blake has the option to choose Gazini's Special Attack, “Bloody Mist,” instead of one of its own. Ignore if you don't have Count Gazini hero (available in the Penumbra Pack Full or Villain Pack). [6]

6 CONCLUSION - VICTORY

- You learn that, ages ago, the Kemet lived on this continent, and that this war they are waging is probably the fulfillment of a prophecy.
- You learn that the Kemet are attracting the undead to the swamps of Outunmoor, using a magic unknown to you.
- You've failed to learn more about the maritime plans of the Kemet.
- You make copies of the potion's recipe, to distribute in the cities most likely to be affected by the same problem. **Mark Cities are Safer, for now... (fact).**

Wharfugee bulletin

UNDEAD ATTACKS DECREASE IN THE NORTHWEST!

With each passing day, the roads around Outunmoor Swamp are less infested with hostile animated corpses. Travelers are still advised to journey in large groups and not to set up camp out in the open, but waves of undead have no longer crossed villages, destroying everything in their path.

CLOSER TO A CURE!

The undead marching our lands since the invasion carry toxicity and diseases; in the rare case someone manages to survive a close-encounter, they may become infected. Heroes from Wharfugee have discovered and shared a recipe for a potion that greatly diminishes the infection's effects; while it requires rare ingredients, fewer people are in need of it now that the number of undead attacks has reduced.

Follow the "Next Adventures" instructions.

DEFEAT

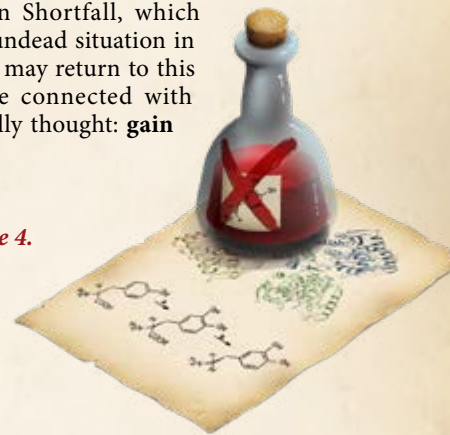
Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to unveil or interrupt Kemet operations in the northwest. **Mark Kolbjörn plans: unimpeded (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- There is still time to do something in the aftermath of the undead outbreak in Shortfall, which seems connected with the undead situation in Kolbjörn. Alternatively you may return to this region, which seems more connected with Kemet history than originally thought: **gain Adventure Cards G and H.**
- **Gain +2 Spies.**
- *If you won, read [001] - page 4.*
If you lost, read [002].



Potion formula that prevents the spores' infection.



7 - 0 Captain, my Captain!

You manage to board a docked Kemet ship. Sedura, who embarked through another entrance, needs to **Battle from the Shadows**, sneaking through **Undead Patrols** to steal the **Hidden Ship Plans** and its navigational technology. You can **Help from Afar** by killing enemy troops and causing a distraction.

Primary Objective

- Sedura gets the hidden Ship Plans before her HP runs out = Read [7.2].

If you lose

- Read [Defeat] - page 82.

Extra Challenge

- Sedura has 40 HP or more AND at least 8 ☐ when you win the quest.

Special Rules

Sedura (Sedura or Lady figure)

- Sedura does **not** count as a hero. She can't take turns or receive any effect.
- Put the **NPC Token** on "70" to track her HP.
- Take your Ironhand Outpost card, and put it anywhere near the board.
- Whenever a hero spends ☐, put that ☐ on this card.

Battle from the Shadows

R Sedura acts as controlled by the players. She may spend ☐ from the Ironhand Outpost card **and/or** any Mana Pool to:

- **Sneak:** Sedura MOVES 2 per ☐ spent (e.g.: 4 ☐ = MOVE 8); **AND/OR**
- **Assassinate (once per turn):** Sedura spends 2 ☐ to remove one **Undead Patrol** in [1] of her. (It awards no ☐.)
- After spending these ☐, put them **outside** cards/pools (Heroes may earn them again).
- **After Sedura's actions**, each **Undead Patrol** with **vision** of her RUNS to Sedura and deals 10 DMG.
 - **If Sedura's HP drops to zero, you lose the quest.**

Undead Patrols (Ghouls, Reapers and Zombies)

- They have no trackable HP, base color, or card. They don't take turns and don't attack.
- Only Sedura's **Assassinate** can kill them (doing so grants no ☐).

Hidden Ship Plans (Barrel Figure)

At any time, if Sedura is in [1] of the Barrel and no Undead Patrol has vision of the Barrel, she can spend 4 ☐ to get the hidden Ship Plans. If she does, you win the quest and read [7.2].

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Stairs. **Each hero gains 3 ☐** and may reassign 2 Skill Tokens.
- Place **Sedura (S)**.
- Place **ALL Undead Pirates** (Ghouls = G, Reapers = R, Zombies = Z).
- Place **Archers (01-O)** and **(02-B)**, **Spy (29-R)**.
 - (Kemet Hunt): **Berserker (★★04-B)**.
- **Then, after reading the Special Rules, read [7.1] - page 82.**

R If all enemies (with colored rings) are dead, start **Event 1**.

EVENT 1

After killing all Kemet sailors, you find a mechanism that opens all locked doors from the ship, revealing more fools for you and Sedura.

- Remove the **Big** and **Small Red Doors**.
- ☑ **GUARD 3:** Place **Archer (35-R)**, **Berserker (04-B)**, **Spy (30-G)**.
 - (Kemet Hunt): **Necromancer, (★★★11-R)**.

R If all villains (with colored bases) are dead, start **EVENT 2**.

EVENT 2

In a startling twist, the fallen two-headed Kemet captain staggers to his feet, seemingly resurrected by some dark magic. But there's a chilling difference — his body now moves under the ominous influence of the undead head! Even in this grotesque second life, his loyalty to Gullog remains undying.

The surviving Kemet forces, in a desperate move, unleash a deadly cloud of poison that begins to permeate the ship's corridors. Sedura's window of opportunity is rapidly shrinking.

- Remove the **Big Yellow Door**.

GUARD 3: Place **Berserker (03-R)**, **Spies (29-O)** and **(30-B)**, and **The Crow - Boss (B)**.

Kemet Shipstone (Quest Item)

Hand: + Pay 5HP: Gain 1 **☐**.

The Crow, Kemet Captain (Warlord Figure)	B	130 Hit Points	6 Defense	5 Movement	8 Reaction
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Ahoy! (Primary Attack)	2 squares	1 enemy
★ 18 DMG+effects	Miss: 8 R-DMG	

Benefit: +3 to attack roll and **Blessed**.

Effects: ① **MANABURN** (Target takes +2 DMG per **☐** on its pool).

② **SEDURA** takes 10 DMG.

Unprovoked / Crit: +5 DMG.

Special Passive

Trigger: A hero with no **☐** attack this **☒**.

Effect: The hero takes 8 DMG and gains 1 **☐** (once per turn).

Favorite Target: The farthest hero within reach.

Villain Kits

- 3 Archers (01, 02, 35)
- 2 Berserkers (03, 04)
- 1 Necromancer (11)
- 2 Spies (29, 30)
- 1 Boss (Warrior)

Barriers

- 2 Big Doors
- 1 Single Door (Red)
- 5 Walls 5x1
- 8 Walls 4x1

- 4 Walls 3x1
- 2 Walls 2x1

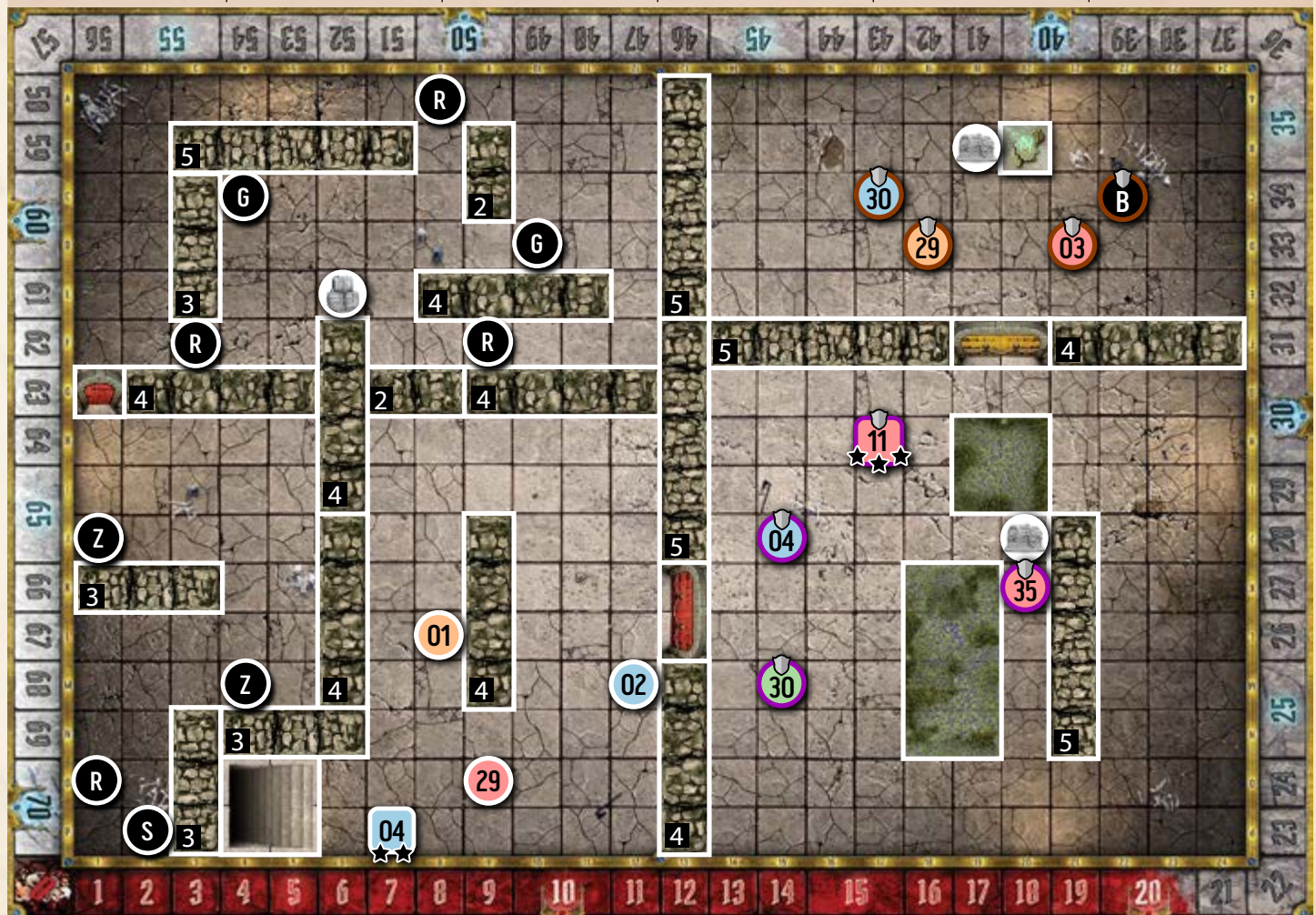
Terrains

- 1 Stairs
- 1 Swamp 4x2
- 1 Swamp 2x1

Miscellaneous

- 1 Barrel
- 2 Chests
- 1 Sedura or Lady Kit
- 2 Ghoul Figures

- 1 Quest Item
- 4 Reaper Figures
- 4 Tools
- 2 Zombie Figures



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 7

O Captain, My Captain!

1 Sedura has entered the cargo hold of the ship in search of enemy documents. Some dead bodies have already been reanimated and are drawn to the noise from the deck above. If she remains unseen, she can sneak past them and kill them undetected.

IF YOU HAVE...

APPLY CONSEQUENCE(S):

■ (slot 3)

Thanks to the map, you took the best route to the ship and arrived better prepared. **Each hero may CHARGE 1 Skill Token and MOVE 2 before the quest begins.**

★ 6. Night of the Living Undead OR
★ 10. Welcome to the Jungle

Your actions against the undead have reduced the Kemet army. **Remove the Reaper from coordinate O-1.**

Quest 7: "O Captain, My Captain!" starts NOW (take the first turn!)

2 (Read this only if you won this quest)

Sedura emerges from the dark depths of the ship, holding a stack of papers in her hand. Her victorious shout shows their importance: "We finally have what we came for!"

Outside, a terrifying figure is growing in the distance, its progress covering the stars one by one, casting a growing shadow over the ship. A Kemet man is leading it, his silver hair flying in the wind. An evil smile appears on his face as he raises his hand in a strange greeting.

"Gullog."

Taking quick action, Sedura grabs a spear hanging from the inside of the ship, her movements smooth and determined. With a battle cry, she throws it at Gullog. With incredible speed, Gullog catches the spear in mid-air without even moving his outstretched hand.

"So, the strongest among you is this pathetic woman?" he mocks. In a fast, deadly movement, he turns the spear and throws it back, now full of strange necrotic energy.

A resounding "KABOOM" echoes as the spear hits the ship's side, tearing through the wood and causing arcane barrels to explode in the spear's path. The ship shakes violently, the deck tilting dangerously. It's time to make a desperate escape.

You throw yourselves into the cold sea. But luck is on your side: an Ironhand rescue ship awaits you amidst the nearby chaos. [3]



Features of the Kemet flagship, found in Sedura's documents.

3 CONCLUSION - VICTORY

- The Ironhand learns a great deal about the maritime plans of the Kemet; their officers respect Sedura more and are more confident with you around.
- You find ancient scrolls and papers of the Kemet, including some of a religious nature; you learn that they are waging this war in fulfillment of a prophecy, and that, ages ago, they used to live in this continent.
- Besides, the Kemet seem to be planning to gather an army of undead in a giant ship, and disembark it in an unknown strategic place.
- Gullog is more aware of Sedura; the Kemet know about the secrets you unveiled.
- You remain ignorant about the mysteries of the undead that seem to be marching toward that region.



Wharfugee bulletin

WHARFERS RESCUED IN KOLBJÖRN!

In a probable maritime operation conducted by the Ironhand (who has denied comment), two Wharfers that had been enslaved by the Kemet were rescued and are currently being treated in Wharfugee, where they've met with relatives. They have no memory of anything since the invasion.

UNDEAD ATTACKS IN THE NORTHWEST!

With each passing day, the roads around Outunmoor Swamp are more infested with hostile animated corpses. Travelers are advised not to set up camp out in the open, and to journey in large groups.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to unveil or interrupt Kemet operations in the northwest. **Mark Kolbjörn plans: unimpeded (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- There's still time to do something in the aftermath of the undead outbreak in Shortfall, which seems connected with the undead situation in Kolbjörn. Alternatively you may return to this region, which seems more connected with Kemet history than originally thought: **gain Adventure Cards G and H.**

• **Gain +2 Warriors.**

• **If you won, read [001] - page 4. If you lost, read [002].**



Adventure 6

Buried Secrets

1 Captain Sedura's cold voice resonates through the Ironhand Outpost. Entering her office, you spot her and Zalir deeply engrossed in a map laid out on her desk. There's a certain tension around her, evident in the tightness at the corners of her eyes.

"Time is a luxury we don't have," Sedura states in a serious tone, but there's an undercurrent of concern evident in her voice. "We don't know what the Kemet are planning, and the undead... they've taken over the land."

Zalir, in contrast, exudes an infectious optimism. "Their forces outnumber us," he concedes, "but strength isn't just in numbers. It's in knowledge: understanding their strategies, motivations, and history is key to our success."

A flash of excitement lights up Zalir's face. "Actually, there's someone who could provide the insights we need! Azmodhar, a respected scholar known for his studies on ancient cultures. Last we knew, he was researching at the Lakitalo Ruins right before the onslaught started. Here," he points excitedly at the map, "the best part is that there is a portal close by that can transport our heroes there to this village!"

You listen to his advice and step through the portal, arriving at the destroyed outskirts of Flourish Ville. From here, your journey to the Lakitalo Ruins begins. You walk through a ruined fort, the signs of poverty and destruction very clear. A mysterious silence fills the air, broken only by the sound of creaking boards from the abandoned houses. The bodies of the undead obstruct the path, their forms creating creepy shadows behind you. Your path leads to a fortified temple, its defenses holding back the undead, with officers inside.

"Go away, we have orders to block anyone from entering; it is too risky. Our duty is to keep the villagers safe, even if it means putting other lives at risk." The Ironhand officers inside refuse you entry, but you note the corpses start to rise and walk slowly towards you.

- A) Climb the imposing walls of the temple, trying to enter through the rooftop. [2]
- B) Convince the officers of your intentions, pleading with them to let you in. [3]
- C) Hold your ground, facing the rising tide of the undead army. [4]
- D) (Fast Action Mode) Follow Sedura's advice and confront the army head-on! [34]

2 You try to climb the temple structure to avoid the undead swarm.

Each hero makes a \heartsuit TEST (d20+ Hero Card + NPC Card).

(10+: success | 9-: failure)

+3 if the hero has a Move Stat of 6 - Now is an excellent time to be quick.

-3 if the hero has metal armor or a shield on its art - It's the wrong time to carry extra weight.

If a hero succeeds (10+): You manage to escalate and avoid the horde.

If a hero fails (9-): You slip midway through climbing and fall into the undead's clutches. The hero takes 4 DMG and must try to climb again; it gains +3 to roll for each hero that has already succeeded (they can help you climb up).

After all heroes climb up successfully, go to [5].

3 You face the approaching undead horde and shout for the soldiers to open the gates.

Each hero makes a \heartsuit TEST (d20+ Hero Card + NPC Card). (10+: success | 9-: failure)

+3 to heroes whose mouths are open in their Hero Card. - Practice makes perfect.

Three or more heroes succeed (10+): Go to [6].

Two or more heroes fail (9-): Go to [7].

4 You gather your weapons and prepare for the undead.


There are 30 undead enemies! Each hero chooses an action to take (heroes may choose the same action).

ACTION	EFFECT
Frenzied Attack!	Kill 1d20 undead! But you take DMG equal to 1d20 - your \heartsuit (hero+NPC).
Protect everyone else.	All DMG to other heroes not using this action can be redirected to you. You take only half of any of this DMG.
Stay behind and shoot everything!	Kill 5 undead. You can spend a ranged Special Attack to instead kill 20!
Get away from danger.	You kill no undead but take no DMG.
Attack and block.	Kill 8 undead but you take 4 R-DMG.
Pray to the gods.	Go to [8].


After all heroes take their actions, the remaining undead attack you. Each deals 1 DMG to a hero of your choice. Repeat the process until all are dead.

After the fierce battle, some Ironhands arrive from the door behind you and help you defeat the last of the undead. [11]



5 Climbing to the top of the temple, you escape the grip of the relentless undead horde below. You seize this chance to attack them with ranged attacks from your advantageous position. *Each ranged hero (Shooter, Controller, Healer, and Commander) gains 1* .

In the moonlight, you notice an opening on the rooftop. You cautiously move inside, descending a worn ladder into the lower part of the temple. A dimly lit corridor stretches ahead, leading you to a large door. [11]

6 From inside the fortress, a man's voice rises above the noise, his command echoing off the stone walls, "Open the temple gates!" The iron gates open just in time for you to slip through, with the undead just a step behind. A wave of relief washes over you. *Each hero gains 1* . [11]

7 You cry out for assistance, your voices hoarse and desperate, but the officers inside the temple seem not to hear you. Left alone and exposed, you are at the mercy of the advancing undead. Determined to survive, you try to dodge their blows as you flee and finally escape the city.


Choose one: Flip 2 armor cards OR two heroes roll 1d20 each and take the result as DMG. Go to [12].

8 Surrounded by the undead, you kneel before the temple, your prayers rising amidst the chaos.

If the hero offering prayers is a cleric, paladin, or angel (Taram, Sir Erick, M'Bollo or Ascaran), go to [9]. Otherwise, go to [10].

9 The power of your unwavering faith is a beacon in the darkness. A pulse of intense holy energy fills the surroundings, destroying the undead. **Kill 12 Undead.**

Go back to [4] and continue resolving the other hero's actions.

10 Even in such a desolate place, your faith never fails. The gods' presence you feel lifts your spirit, strengthening your resolve against the grim reality. *Gain 1* .

Go back to [4] and continue resolving the other hero's actions.

11 The temple's heavy doors open slowly, letting you into its vast main hall. It's a shelter in the storm – filled with civilians, their eyes wide with fear, and a few tired soldiers. An officer, whose armor is dirty with grime and blood, walks towards you.

"I'm sorry, stranger, we can't just let anyone walk in," he begins, his voice barely a whisper, "I am Sergeant Tibald. I've been fighting off the undead, keeping these people alive, ever since the city fell. Yesterday, we sent a messenger to Sedura, hoping to get these survivors to Wharfugee. Are you our rescue?"

You gently explain your mission, telling him you are searching for Azmodhar. The sergeant's face falls, disappointment evident on his tired face. Nonetheless, he helps you. "Azmodhar comes to the city for supplies and has been researching an ancient pyramid in Lakitalo." With a hand-drawn map and a firm handshake, Tibald points you in the right direction.

A) Offer to protect the survivors, leading them onto the path of safety. [13]

B) Despite the urgent situation, your mission must come first. Head towards the Lakitalo Ruins in search of Azmodhar. [14]

12 You venture into the dangerous marshlands towards the Lakitalo Ruins to find the researcher. The journey tests your resolve; the terrain is difficult, and the air is thick with suffocating humidity. But finally, the silhouette of ancient pyramids cuts through the foggy horizon.

Upon entering the ruins, you walk carefully through the maze-like structures, the musty scent of antiquity filling your senses. Suddenly,



your foot disturbs a stone tile. It sinks with a click, and in an instant, the silence is broken by the sound of arrows coming from hidden places in the walls.

Each hero makes a \heartsuit TEST (d20+ Hero Card + NPC Card).

(10+: success | 9-: failure)

+5 to the NPC "Bethada, Shaman Warrior" (NPC)- She is good at dealing with incoming arrows.

+2 if you are a Tactician - You know how to avoid traps.

If a hero succeeds (10+): The hero evades the arrows in time.

If a hero fails (9-): The hero takes 3 DMG and gains 1 Bleeding Token.

Having survived this trap, you leave the pyramid, the sunlight a stark contrast to the dark inside. Further exploration of the abandoned landscape leads you to signs of life - a small ray of hope in this cursed place. [15]

13 Gratitude apparent in his eyes, Sergeant Tibald carefully lifts an artifact - a relic of the ancient Evolutionists. "We owe our survival to this relic," he explains. "It emits a holy energy that repels the undead."

With a renewed sense of responsibility, you gather the survivors, guiding them out of the protective aura of the temple. The undead lurk beyond, their threatening presence a constant danger. But together, you stand firm, protecting the vulnerable refugees as best you can. **Each hero takes 5 DMG and gains 1 Weakened Token.**

Upon reaching a relatively safe roadway, Sergeant Tibald sincerely thanks you. Knowing that you are about to return to the heart of undead territory, he entrusts you with the holy relic, a beacon of hope in the imminent darkness. **Put \blacksquare (Slot 1).** [14]

14 As the sun sets, you arrive at the intimidating Lakitalo Ruins, a vast graveyard filled with aged graves and giant pyramids. You listen to Tibald's advice, avoiding the bigger pyramids, which still hold ancient curses and traps that haven't been triggered over the years.

Moving through the haunting shadows, a smaller pyramid standing alone on a cliff grabs your attention. [15]

15 You enter the dimly lit halls of the small pyramid and walk down a dusty corridor until you find a stone room. There are clear signs of people living there - there's a temporary camp, a drunk Soulborn lying on the ground with a bottle of wine in his hand, and a discarded notebook. He looks like the person Zalir described - you've found Azmodhar.

His frustration is clear, but you approach him with your offer - help in uncovering the Kemet secrets. "I can't find a way to open the chamber."

A) Take Azmodhar's notes and try to solve the lock riddle yourself. [16]

B) Convince him that Zalir sent you, hoping to use his expertise in fighting the Kemet. [17]



16 Azmodhar's notes are full of theories and deductions, demonstrating his relentless efforts to understand the lock. While he managed to decrypt several parts, a sequence of runes remains a mystery. Each rune seems to represent a unique number, but their specific meaning was not deciphered by him. His notes are shown in the images below.

Choose which runes you will press and in which order. Then, go to [33]. Or, if you decide to open it by force, go to [20].

17 "Just leave me alone." His request for solitude hangs in the air heavily. Azmodhar only wants to drink and think over the stubborn lock that refuses to give up its secrets.

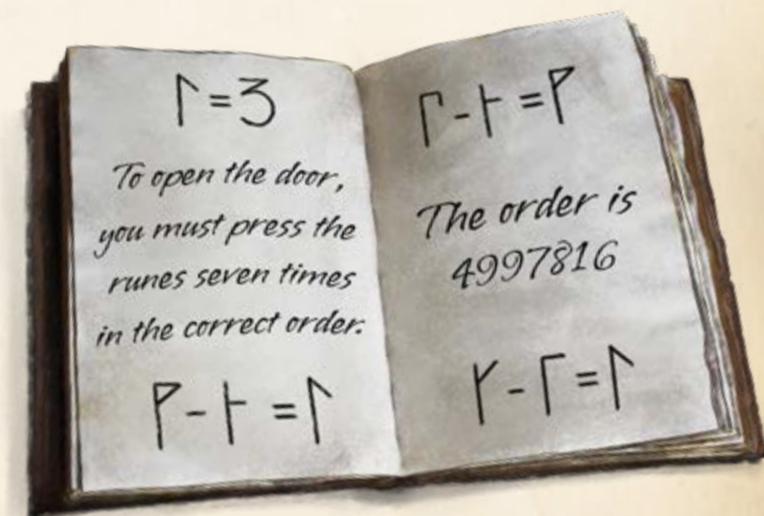
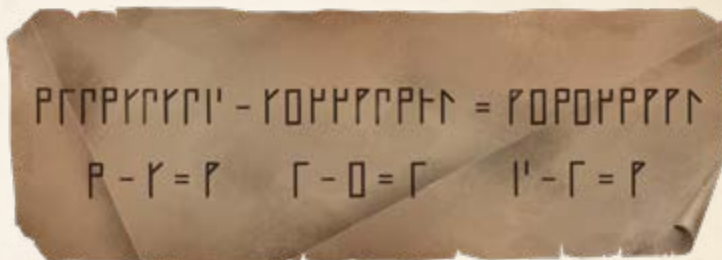
A) Take his notes and try to solve the stone lock for him. [16]

B) Ask him what's brought him such sorrow. [18]

18 Lost in his drunken state, Azmodhar shares a story filled with sorrow. "It's all my fault. I forced my children to travel to Fisherman's Wharf against their will, all to find a simple scroll in the library. The fear that they might be gone forever eats at my heart. They probably fought the invaders, risking everything to protect innocent lives. I think I've lost the last reminders of my dear wife with them."

If Rurik and/or Lordwrath are in the Team, they gain 1 Distracted Token. The pain in Azmodhar's tale mirrors their own personal losses, leaving them distracted by their sorrow. [19]

19 Wanting to ease his suffering, you tell Azmodhar about Huradrin's amazing power - an ability to find the lost. You offer a deal; help in finding his lost family in exchange for his help in solving the mysteries of the Kemet. After a heavy pause, he hesitantly agrees. [26]



20 The door does not open. The inscriptions on the wall glow and spectral creatures appear from the ground, staring at Azmodhar.

“WHAT HAVE YOU DONE?” the Soulborn scholar screams in terror. [22]

21 After you solve the puzzle, the Soulborn scholar calms down. He rushes over to the lock as an ancient stone door opens. [25]

22 You have an opportunity to save the researcher’s life.

Azmodhar has Defense 5 and 30 HP.

Four specters will each make **one attack** against him before vanishing.

Hit: DMG equal to the number rolled.

Miss: No DMG.

Before each specter’s attack, any hero with 30 HP or more may choose to protect Azmodhar and become the target of the attack instead.

After all four specters attack:

If Azmodhar survived, go to [27].

If Azmodhar died, go to [28].

23 With no other choice, you return to fight the ghosts. Most of them disappeared, but the remaining ones still prove to be a challenge.

Each hero takes 5 DMG and loses 1 ☐ from the specters’ life-draining attacks.

You descend into the chamber, looking for what secrets it might hold to defeat the undead Outunmoor.

Go to page 92 and set up Quest 12: “Outunmoor’s Swamp.”



24 With Azmodhar as your guide, you navigate the tortuous channels towards Grassroot Island. With Third Eye agents patrolling its borders, Grassroot Island is a nest of criminal activity with pirate ships tied loosely to shaky docks. A thick cover of darkness provides just enough concealment for you to cross the channel undetected in your simple raft.

Azmodhar’s voice cuts through the quiet night, his eyes reflecting the seriousness of his words. “There are two ways ahead of us. One requires avoiding sandbanks and climbing rocky cliffs; it’s longer and more exhausting but safer. The other is a direct but risky path, winding its way through whirlpools and coming dangerously close to the docks, a challenge not only to our skills but our stealth as well.”

A) Choose the longer but safer route (west). [29]

B) Take the dangerous yet quick route (east), saving your strength for the inevitable confrontation with Third Eye agents. [30]

25 The ancient stone door creaks open under Azmodhar’s push, unveiling secrets untouched for centuries. His voice fills the room, echoing off the cold stone walls, “This passage was sealed, its secrets hidden for over a thousand years. But with the rise of the undead, the lock wakes up again. My research suggests that this resurgence is connected with an ancient, formidable undead entity.”

His eyes, burning with determination, meet yours as he offers a deal, “Journey into these forgotten depths with me. Let’s uncover the secrets of Kemet that have slept here for centuries, and together we can stop the wave of undead flooding into Outunmoor.”

Go to page 92 and set up Quest 12: “Outunmoor’s Swamp.”

26 Azmodhar unveils tales of an Evolutionist cathedral. “This sacred monument is concealing whispers from an ancient era. It stands proudly on the ruins of an ancient Kemet temple, full of treasure chests of parchment scrolls telling stories from before the Kemet left this land. But getting in won’t be easy; the Third Eye agents are watchful. I can guide you.” [24]

27 You and Azmodhar run through the ghostly tunnels until they stop chasing you. Once you have caught your breath in a safer place, Azmodhar thanks you for your timely intervention. In return for your bravery, you ask for his help uncovering the many Kemet secrets. Information is the main weapon to defeat the enemy. [26]

28 The close escape comes at a high price. The specters drain Azmodhar's life force, leaving the Soulborn a pale version of himself. Holding onto his last moments of life, his voice trembling with desperation, he begs you to find his children in Fisherman's Wharf, pleading for their safety.

He urges you to fight the Kemet to avenge the deaths of his sons. He weakly points towards the ruins from which you fled, murmuring, *"The undead... the Kemet... the Kepesh people... the crypt we dared to disturb... it's a source of their mysteries..."*

Remove the NPC Card "Azmodhar, Soulborn Researcher" (Week 6) from the game.

Go to [23].

29 You set the raft adrift along the longer, safer path. The trip is an exhausting challenge as you steer around the sandy banks and climb up the rocky cliffs.

Each hero gains a Weakened Token and takes 4 DMG from exhaustion (heroes with wings avoid one or both, but if they avoid the Token, another hero takes 4 DMG in their place, as the group is one person short to row the raft).

After the tough journey, the silhouette of the cathedral emerges from the gloom. Using the tall bushes and the cloak of darkness as your cover, you approach the cathedral, unnoticed. **Put ■ (Slot 2).**

Go to page 88 and set up Quest 11: "Grassroot Cathedral."

30 You face the whirlpool on your simple raft.

Each hero makes a ☞ TEST (d20+ Hero Card + NPC Card).
(10+: success | 9-: failure)

+4 if you are Liana or Azriel - Pirates are good at navigating even the smallest of rafts, and a Water Elementalist can control the waters to your advantage.

+2 to the NPC "Wranga of the Spinning Axes" - She is good at simple, repetitive, laborious tasks, such as rowing hard.

3 or more heroes succeed (10+): Go to [31].

2 or more heroes fail (9-): Go to [32].

31 With a quick maneuver, you navigate the wild whirlpools. The Third Eye's watch over this area seems surprisingly loose, a lucky chance that you take full advantage of. In the cloak of darkness, you cross the vast field and arrive at a group of trees undetected. **Put ■ (Slot 3).**

Go to page 88 and set up Quest 11: "Grassroot Cathedral."

32 The whirlpool's strong pull is too much for your raft, the spinning currents throwing each one of you into the cold water. Fighting against the relentless whirl, you manage to swim to the safety of the western slopes. But safety comes with a cost - an arduous climb awaits.

Each hero gains 1 Weakened Token and takes 6 DMG from exhaustion (heroes with wings on the card's art avoid both).

Emerging at the peak, the cathedral towers in the distance. With a firm resolve, you walk carefully, using the thick bushes and the surrounding darkness as your trusted allies in stealth.

Go to page 88 and set up Quest 11: "Grassroot Cathedral."

33 You press the runes; it flashes light faintly at each touch.

If you pressed **BGGIFCH**, you solved the puzzle correctly!

If the puzzle was correctly solved, go to [21]

If the solution was incorrect, go to [20]

34 You engage in a fierce fight against the advancing army of undead. As their numbers drop under your attack, the Ironhand soldiers emerge from the temple's sanctuary, joining you to defeat the remaining enemies. **Each hero takes 5 DMG.**

After the fight, you meet Sergeant Tibald, a symbol of bravery amidst the chaos, working hard to protect the villagers. He gives crucial information - Azmodhar is located in a pyramid among the crumbling ruins of Lakitalo.

Upon arrival, you find Azmodhar in a drunk state, an empty wine bottle by his side. It seems he was focused on studying the mysterious pyramid door. Despite your best efforts, you can't wake him, forcing you to take on the task yourself!

Without the help of Azmodhar's confusing notes, you force the door open. The squeaking sound shocks Azmodhar out of his drunk state, his face a picture of terror as four specters appear from the now open passage. They attack him, draining his life force and ending his knowledge. Azmodhar's last breath leaves his lips just as you manage to defeat the ghosts.

With the specters defeated and Azmodhar gone, you decide to keep going. **Each hero takes 4 DMG and loses 1 ☐.**

Remove the NPC Card "Azmodhar, Soulborn Researcher" (Week 6) from the game.

Go to page 92 and set up Quest 12: "Outunmoor's Swamp."



11 - Grassroot Cathedral

Search for **Elder Papers** in the monster-filled hidden dungeon of an ancient cathedral where the Kemet once dwelt. Enemy search parties got a head-start, so you have to force **Stolen Secrets** off them.

Primary Objective

- Obtain the Tome Token, AND
 - Kill all villains = **Read [11.5]**.

If you lose

- **Read [Defeat]** - page 91.

Extra Challenge

- Translate **four Elder Papers** (see **Orb of Translation**).

Special Rules

Stolen Secrets (XP Token)


Agents of the Third Eye have already initiated their search. Once they're exposed to your attacks, it's not just about striking them; you can also slash their pockets to learn whether they conceal an Elder Paper or not.

- Put the **XP Token** on "10" (HP Track).
- Whenever a hero attacks with **Mob or Focus**, reduce XP by 2 (once per turn).

Elder Papers (Fate Cards I-V)

Once a sufficient number of enemies have been exposed, you can seize a Kemet scroll from their possession. Some of these scrolls harbor potent effects that can be unleashed on the battlefield.

- Shuffle a deck with five Fate Cards.
- Whenever **Stolen Secrets** (XP Token) drops to zero, draw a Fate Card. Then, if at least one card is still in the deck, move the XP Token back to slot 10.
- **At the end of any turn**, a hero may discard a Fate Card from this quest to apply the following:

Fate Card I or II	A hero gains 3  .
Fate Card III or IV	HEAL 15 a hero.
Fate Card V	Deal 20 DMG to an enemy.

Losing the Race

The dungeons and their shelves are insalubrious, but you need to dig even deeper into them if there are Papers still to obtain.

R A hero takes 10 DMG, plus the value of the XP Token.

Untouched Shelves (Quest Items)


You can find Papers in places Third Eye still didn't search.

 + **Remove the Quest Item**: Draw a Fate Card.

- Gain the **Tome Token** (if the Team doesn't have it already).

Orb of Translation (Red Orb - See Extra Challenge)

Refraining from using the Elder Papers allows you to translate them entirely.

 + **Discard 4 Fate Cards**: Translate the four Elder Papers.

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a **Scroll of Healing**. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.


Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Sniper (26-G)**, **Walkers (31-R)** and **(32-B)**.
 - (**Kemet Hunt**): **Sniper (★★25-R)**.
- **Then, after reading the Special Rules, read [11.1]** - page 90.

R If all villains are dead, **read [11.2]** (to continue the quest).

EVENT 1

 **GUARD 3**: Place **Reaper (17-B)** and **(18-G)**, **Sniper (25-R)**, and **Walker (31-O)**.

R If all villains are dead, **read [11.4]** (to continue the quest).

EVENT 2

GUARD 3: Place Snipers (25-O) and (26-B), Walker (32-G), and Varic - Boss (B).

○ (Kemet Hunt): Walker (★★★31-R).

When all villains are dead, and you have the Tome Token, you win the quest and read [11.5].



Varic, Third Eye Rogue (Warlord Figure)	B	100 Hit Points	6 Defense	5 Movement	8 Reaction
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Steal Knowledge (Primary Attack)	☞ 1 square	☞ 1 enemy
	☞ 14 DMG+effect	☞ Miss: 8 R-DMG

Benefit: +3 to attack roll and **Blessed**.
Effect: ☞ Each hero in [3] of this ☞ takes DMG equal to the current XP value.
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This ☞ is hit or missed by an attack without Mob or Focus.
Effect: After the attack resolves, increase XP by 2 (max. 20).

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Reapers (17,18)
- 2 Snipers (25, 26)
- 2 Walkers (31, 32)
- 1 Boss (Warlord)

Barriers

- 8 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

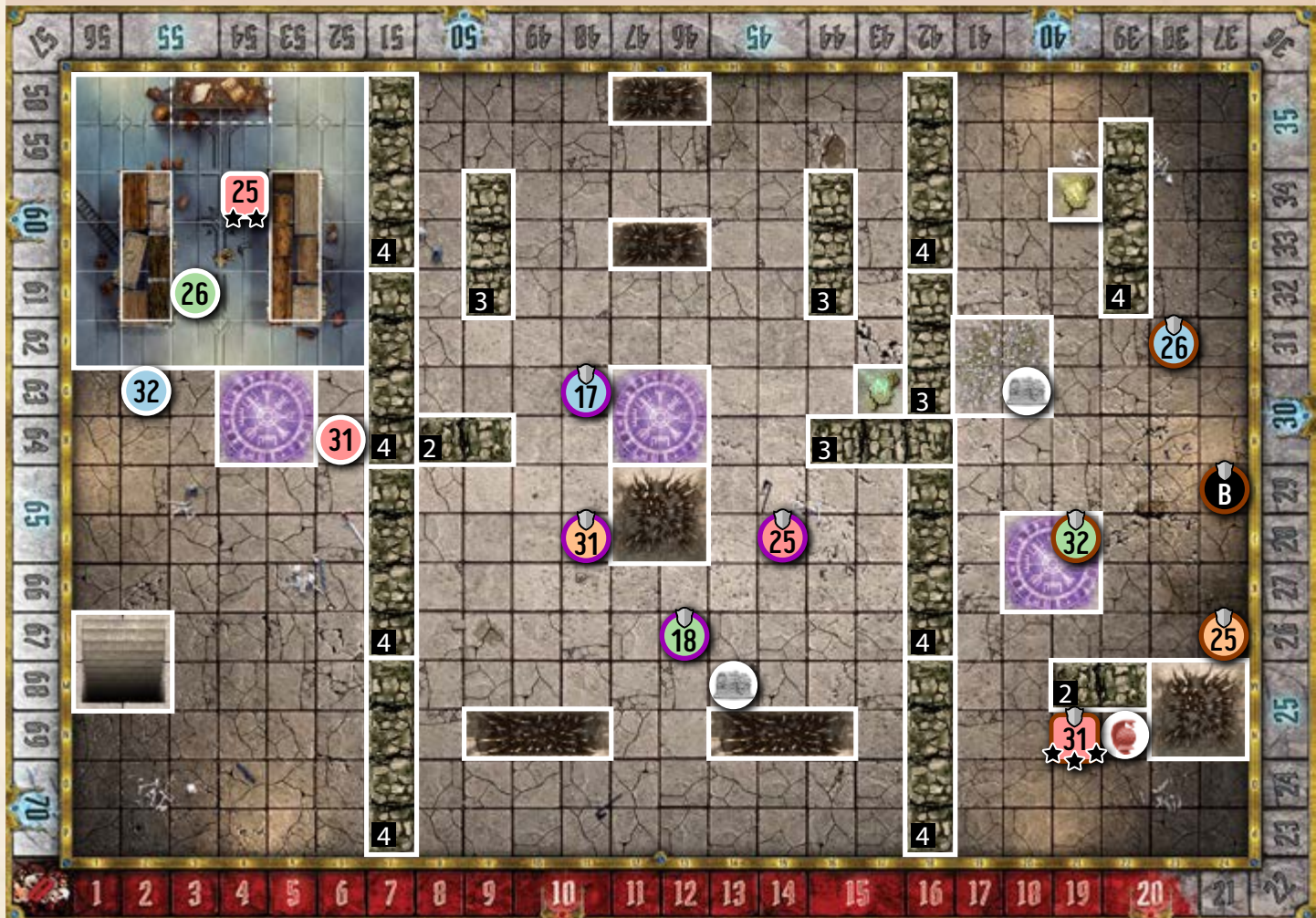
- 3 Altars
- 1 Ruins 2x2
- 2 Spikes 3x1

- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 5 Fate Cards
- 1 Orb Figure
- 2 Quest Items

- 1 Room (Library)
- 1 Tool (Tome)
- 1 XP Token



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter II

Grassroot Cathedral

1 You reach the cathedral and enter it before the Third Eye guards spot you. Inside, the place is crowded with undead, but it seems they are being controlled.

There is sinister magic here. Maybe they released some ancient curse when they started their research.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
★ 9. Third Eye	Your prior encounter against the Third Eye has reduced their numbers. Replace the Sniper (26-G) with a Reaper (18-G).
■ (slot 1)	You have an artifact that can help against the undead. Place a Weakened Token on Walkers (31-R) and (32-B). (Don't remove ■ from this Track.)
■ (slot 2)	Your arrival was particularly stealthy, so enemies don't have a clue that something is wrong. Each enemy gains a Distracted Token.
■ (slot 3)	You arrived quickly and kept your strength. Now you have the upper hand to surprise your enemies. The XP Token starts at "5" (when reduced to zero, it returns to 10 as usual).

Quest 11: "Grassroot Cathedral" starts NOW (take the first turn!)

2 At the end of the nave, you see a hidden painting on the wall. When you say the word *Gullog*, a stone wall opens, revealing a passage.

- Remove the 4x1 wall that occupies square L-7.

It quickly becomes clear that the enemies are already there, as you see more undead being controlled by Third Eye agents. Whatever you came to find, you'll have to find it fast.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1)	You have an artifact that can help against the undead. Place a Weakened Token on Reaper (17-B) and (18-G) and on Walker (31-O). (Don't remove ■ from this Track.)
★ 3. Burning Bridges	The ruckus you created at the bridge slowed the Third Eye operations in the region, so more papers are up for grabs. Put another Quest Item on square B-16.

- After applying the consequences above (if any), if you haven't obtained a single Fate Card yet, go to [3].
 - Otherwise, resume the quest (start EVENT 1!)

3 You focused on killing enemies instead of exposing them to discover what they had found. Extra time is lost looting them, and the search parties who are likely scavenging the ancient halls get farther ahead.

- Increase XP by 2.
- Resume the quest (start EVENT 1!)

4 You search for a passage and find a false wall behind some shelves. When you try to open it, the wall collapses, revealing the main part of the library behind it, where you find a red orb emitting a faint glow.

- Remove the 4x1 wall that occupies square K-18.

You see a book falling close to the orb. The book glows, then the orb begins reading the book, translating it by projecting images.

What you need to do becomes clear: your best chance of escaping and translating the Elder Papers is in the next room, where you find the local Third Eye leader.



IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1)	You have an artifact that can help against the undead. Place a Weakened Token on Walker (32-G).
★ 9. Third Eye	Varic is aware of your prior incursion and prepared a powerful poison on one of his hidden daggers, just for you. Place four Empowered Tokens on the Boss.
★ 3. Burning Bridges	Since their operation was delayed by your actions, Varic is still distracted investigating the papers when you arrive. Place two Distracted Tokens on the Boss.

- Resume the quest (start EVENT 2!)

5 (Read this only if you won this quest)

You approach the translation orb. It says, "Intruders. Not Kemet. Initiate self-destruct." Parts of the roof start to collapse, so you quickly feed the orb an Elder Paper. It contains a drawing of a portal.

The orb projects on the wall a series of images:

- The Kemet build obelisks with glowing crystals in two places: one on top of a mountain close to the sea, the other on top of an ice-capped mountain.
- A gigantic portal opens by a Crystal Tower. The Kemet celebrate around it.

Remove from the game any Fate Cards still in the shuffled deck. Then grab all others (that you have in your possession or discarded during the quest). Then go to [6].

6 Choose which other Elder Paper you want to translate:

- A) (Discard any TWO Fate Cards) The one with a drawing of a tower [7]
- B) (Discard any ONE Fate Card) The one with a drawing of a ship [8]
- C) (Discard any TWO Fate Cards) The one with a drawing of a mountain [9]
- D) None. "We're done here." [10]

7 The orb projects on the wall a series of images:

- Near an ice-capped mountain, Kemet gather around a campfire, drawing a triangle on the ground.
- You see Kemet holding strange tools. They are building a Crystal Tower.

- Two armies clash on a battlefield. Under a floating tower, a gigantic portal opens, and thousands of scared Kemet flee, some with children in their arms.
- A white dragon flies through the sky. The top of an ice-capped mountain explodes into a volcano, destroying a huge portal.

If you DIDN'T do the Extra Challenge, a hero with 11 HP or more takes 10 DMG, as you remain longer in chambers that are falling apart.

Then, if there's a hero with more than 10 HP, go to [6]. Otherwise, go to [10].

8 The orb projects on the wall a series of images:

- On a beach, you see Gullog. He looks at the Eternal Storm and gives commands to Kemet troops that are building ships.
- The eastern skies are clearing up, and the Kemet ships are sailing. They stop at an island.
- Human slaves mine bright crystals and deliver them to the Kemet for use in building their glowing monument on the island.
- A gigantic portal glows suddenly in Fisherman's Wharf. Countless Kemet troops cross the portal.

If you DIDN'T do the Extra Challenge, a hero with 11 HP or more takes 10 DMG, as you remain longer in chambers that are falling apart.



Then, if there's a hero with more than 10 HP, go to [6]. Otherwise, go to [10].

9 The orb projects on the wall a series of images:

- At night, a gathering of Kemet brings a young Kemet woman to the base of a mountain. She begins to climb it.
- The sun rises, and the Kemet sadly walk away from the mountain. The woman disappeared. This repeats a few times, with different groups.
- Suddenly, someone returns wearing a necklace with a single fang. It's Gullog! There is a celebration.
- You see a city on the verge of collapse, with dying crops and drought. Gullog stands on top of a mound and issues orders to the Kemet.
- The city, once near ruined, now flourishes. The crops are rich, and there are fruit trees all around. The Kemet people kneel before Gullog.

If you DIDN'T do the Extra Challenge, a hero with 11 HP or more takes 10 DMG, as you remain longer in chambers that are falling apart.

Then, if there's a hero with more than 10 HP, go to [6]. Otherwise, go to [10].

10 CONCLUSION - VICTORY

With a thunderous roar that shakes your bones, the large central part of the cathedral succumbs, falling down in a rain of stone and dust. As the dust fills the air, making it hard to breathe and hurting your eyes, you quickly pick up the most important scrolls lying on the old stone floor.

The world outside, as if sensing your trouble, illuminates as a sudden landslide on the other side of the old underground tombs breaks the deep darkness, letting in the first light of dawn. The hope of escape and survival pushes you on, adrenaline giving energy to your exhausted body. With the valuable Elder Papers tightly in your hand, you sprint towards the light, barely managing to escape before the entire structure collapses. **Mark Secrets of the Kemet Past and Future (fact).**



Wharfugee bulletin

GRASSROOT CATHEDRAL CRUMBLES!

Ships approaching the island can no longer see the cathedral's beautiful dome; all that is left is debris. Rumor has it, forces associated with the Kemet were scavenging the site for reasons unknown. The site had been abandoned by the Evolutionists long ago.

COLOSSAL KEMET SHIP: TRUTH OR RUMOR?

Witnesses report they've seen a caravel many times larger than any other that participated in the invasion of Fisherman's Wharf, near the shores of Kolbjörn. This is consistent with multiple reports of increased Kemet activity and undead sightings in that region.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

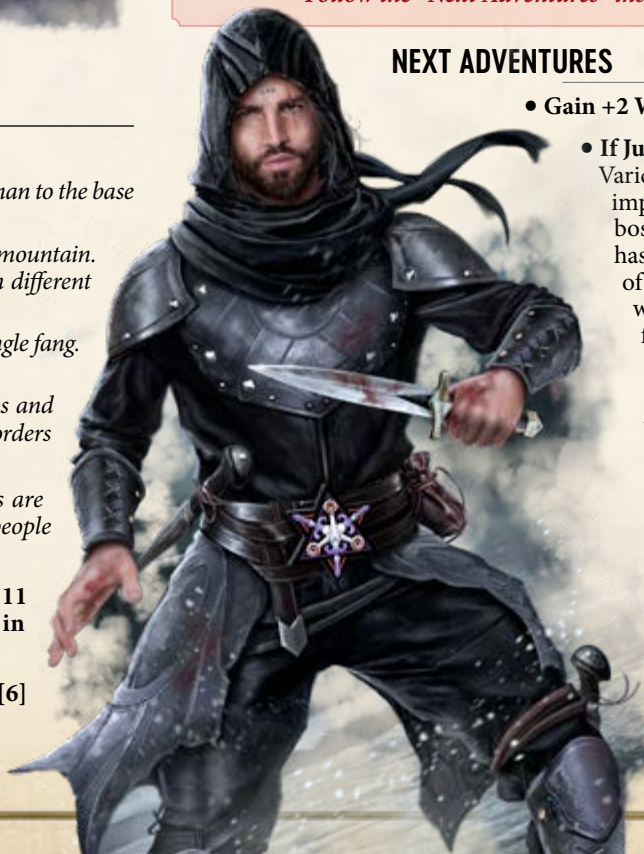
You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war by discovering the buried secrets of the Kemet. **Mark Third Eye has Elder Papers (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +2 Warriors.

- If Juliet is in your team: Varic, the agent who falsely implicated you as the boss of the Third Eye, has left behind evidence of his deceit. With the war concluded, you can finally stop running. "I'll construct a frozen tomb for you, a trophy I hope survives when everything else here crumbles." **This quest grants you one extra loot card.**
 - If you won, read [001] - page 4. If you lost, read [002].



12 - Outunmoor's Swamp

You're trapped underground and must find your way back to the surface. A powerful Lich is on a separate **Trail** on an upper floor, reanimating and controlling countless undead in the darkness. **Purify an Altar** or keep the number of undead in check to indirectly influence Lich's actions.

Primary Objective

- Purify an Altar at least 2 times; AND
 - Kill all villains = Read [12.4].

If you lose

- Read [Defeat] - page 94.

Extra Challenge

- Purify an Altar at least 5 times.

Special Rules

Immortal Absence:

- The Lich is never considered a combatant or villain.

Trail of the Lich

R The Lich moves an exact number of squares equal to the number of alive villains. It moves toward the Tome Token on square A-24.

- If it's already on the Tome, it doesn't move.
- Then, apply the effect according to the Lich's current square (even if it did not move):

(No Tile)	The hero with the highest HP takes 10 DMG.
Spikes Tile	The villain with the highest HP takes 10 DMG.
Lever Tile or Tome Token	Each hero takes 10 DMG.
Quest Item	HEAL 10 the hero with the lowest HP.

Purifying an Altar

- If an enemy dies on an Altar, remove that Altar and **grab the Swamp Tile next to it** (to track the number of purified altars).
 - Then, you may MOVE the Lich, in any of the two directions, up to 2 squares (don't apply Trail of the Lich's effect).

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a Scroll of Healing. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place the Lich (L).
- Place Reapers (16-O), (17-B) and (18-G), and Walkers (31-R) and (32-B).
- Then, after reading the Special Rules, read [12.1] - page 94.

R (Remember to apply Trail of the Lich first): If all villains are dead, read [12.2] (to continue the quest).

EVENT 1

GUARD 3: Place Reapers (15-R), (16-O) and (17-B), and Skeletons (23-O) and (24-G).

- (Kemet Hunt): Walker (★★32-B) and Walker (★★★31-O).

R (Remember to apply Trail of the Lich first): If all villains are dead, read [12.3] (to continue the quest).

EVENT 2

- Remove all remaining Altars from the grid (this does not count as Purifying an Altar).

- Place Event 2 Altars.

GUARD 3: Place Reapers (15-R), (16-O) and (18-G), Skeleton (23-R), Walker (32-G), and Paru-Haka - Boss (B).

As soon as all villains are dead, if you've grabbed at least two Swamp Tiles, you win the quest and read [12.4].

You lose the quest if all villains are dead and you don't have two Swamp Tiles.



Paru-Haka (Warlord Figure)	B	110 Hit Points	8 Defense	5 Movement	8 Reaction
--------------------------------------	----------	--------------------------	---------------------	----------------------	----------------------

Ancient Darkwave (Primary Attack)	8 squares	1 enemy
20 DMG+effects	Miss: 8 R-DMG	

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ① PUSH 5 the target.
 ② FLEE 3 (If this ⚔ didn't move this turn).
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This ⚔ hits a hero.
Effect: Apply **Trail of the Lich** as if a round had ended.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 4 Reapers (15,16,17,18)
- 2 Skeletons (23,24)
- 2 Walkers (31,32)
- 1 Boss (Warlord)

Barriers

- 2 Big Doors
- 5 Walls 5x1
- 7 Walls 4x1
- 2 Walls 3x1

Terrains

- 3 Altars
- 2 Planar Rifts
- 1 Spikes 4x2

- 2 Spikes 3x3
- 2 Spikes 3x1
- 4 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

- 2 Swamp 4x2
- 4 Swamp 2x2

Miscellaneous

- 2 Chests
- 2 Levers

- 1 Lich Figure
- 4 Quest Items
- 1 Tool (Tome)



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 12

Outunmoor's Swamp

1 As you enter the ancient chamber, you see a stone balcony above you, and a dusty tomb filled with undead that begin to animate and look in your direction.

From the balcony, you hear steps, and something moves in the shadows above. It becomes clear that you are being observed.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">■ (slot 1)</div> </div>	You have an artifact that can help against the undead. Place a Weakened Token on EACH enemy!
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">★ 14. Timberburg, Ghost Town</div> </div>	The Lich became aware of your actions and was already preparing for your arrival. The Lich starts the Quest on square P5, instead.

Quest 12: "Outunmoor's Swamp" starts NOW (take the first turn!)

2 You enter the room to find it dominated by an imposing pedestal in its center. On it, there are invaluable and well-preserved documents. As you get closer, the resting undead start to awaken. You need to be quick - destroy the undead, grab the ancient papers, and escape from this cursed place before they overrun you.

- Remove the Big Yellow Door.

The approaching horde of the undead allows you no time for further exploration.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">■ (slot 1)</div> </div>	You have an artifact that can help against the undead. Place a Weakened Token on EACH enemy!

Resume the Quest (start EVENT 1!)



3 Hidden in the shadows, a threatening figure lurks on the upper level. Despite your intrusion, it appeared indifferent to you. Not anymore.

- Remove the Big Red Door.

You get a chill as the undead step into the faint light of your torch. Mocking laughter echoes through the chamber, sounding rusty as if it hasn't been used in hundreds of years. Accompanied by the undead, a whip-wielding man, adorned in bones, steps forward. With a loud crack of his whip, he speaks to the shadowy figure, *"Leave them to me. Their strength shall be tested."*

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">■ (slot 1)</div> </div>	You have an artifact that can help against the undead. Place a Weakened Token on EACH enemy!
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">★ 08. Out of Control</div> </div>	Paru-Haka's life force was linked to the spell you disrupted at the swamp. The Boss starts with -10 HP.

Resume the Quest (start EVENT 2!)

4 *(Read this only if you won this quest)*

As the last enemy falls under your might, the figure appears again on the stone balcony, *"Fortunate for you, my servants will rest for a while. Enjoy this break... while you can."* He disappears back into the shadows, his mysterious voice hanging in the air, *"You've spilled much Kemet blood. I have a request - eliminate Gullog. Better yet, deliver him to me alive. He dares disturb my long sleep... the Kemets still control me."*

You emerge from a long tunnel, back to the surface, holding ancient scrolls that give new insights into the source of the undead infestation. [5]

5 CONCLUSION - VICTORY

Wharfugee bulletin

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Ships approaching the island can no longer see the Cathedral's beautiful dome; all that is left is debris. Rumor has it, forces associated with the Kemet were scavenging the site for reasons unknown. The site had been abandoned by the Evolutionists long ago.

COLOSSAL KEMET SHIP: TRUTH OR RUMOR?

Witnesses report they've seen a caravel multiple times larger than any other that participated in the invasion of Fisherman's Wharf, near the shores of Kolbjörn. This is consistent with many other reports of increased Kemet activity and undead sightings in that region.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war by discovering the buried secrets of the Kemet. **Mark Third Eye has Elder Papers (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Strategists and +1 Spies.
- *If you won, read [001] - page 4. If you lost, read [002].*

Adventure H

Unrest in the Forest


1 Sara welcomes you into the warm, lantern-lit space of her tavern. She looks worried. “The people of Wharfugee are terrified because of the undead from Shortfall Forest,” she confesses, her voice trembling slightly. “I’ve learned that Huradrin has returned from herb collecting. Please, seek him out; his guidance could be the key. The portal in the tavern’s rear can lead you straight to him. We must put an end to this nightmare.”

You head towards the portal and suddenly find yourself next to a house carved on a tree. As you approach Huradrin’s hut, you find him seated thoughtfully on a fallen tree, a squirrel faithfully perched on his shoulder, casually sketching in the soft earth.


“Aye, I supposed Sara would send ye my way,” Huradrin murmurs with a heavy heart, his voice deep and tinged with a sorrowful undertone. “I’ve been workin’ hard, straining my old bones, tryin’ to keep the undead at bay from Wharfugee. Seems this darkness is tied to that shadowy Kemet. First signs of trouble were down in Timberburg, where the little halflings began actin’ odder than usual. Turned dark in their hearts they did, even dared to steal me precious blade.”


Using his rough-hewn finger, he traces the simple map on the ground, “Here’s the way to the halflings’ burrows. Follow the trail marked by fruits. If yer heart leads ye right, bring back me lost blade. Aye, it’s a shard of ancient times, from me ancestors’ days, and it might be useful later. Or, you could head towards Timberburg, nestled ’neath the hill, if you’re seekin’ more answers for this gloom.”

Choose a hero to analyze the map.

The hero makes an  **TEST (d20 + Hero Card + NPC Card).**
(10+: success | 9-: failure)

+3 to the NPCs “Wranga” and “Bethada” - They know this forest well.

+3 if you have  **10 - Welcome to the Jungle - You have previous experience in this forest.**

Success (10+): You memorize all details of the map.  (Slot 1).
Failure (9-): Nothing happens.

Go to [2].

2 As you step into the heart of the forest, a shiver of unease makes your skin crawl as you take in the grim surroundings. The green plants seem to be slowly rotting, and the ordinarily busy wildlife is strangely missing. A heavy, dark mist blocks your view, making it hard to see more than a few steps ahead. After what feels like a very long time of careful walking, the distinctive insignia of an Ironhand squad appears out of the fog.


The squad leader turns towards you, with recognition in his eyes, “Ah, Wharfugee’s heroes. I’m Sergeant Darek. Captain Sedura asked for volunteers to go to Timberburg, but the danger of the mission intimidated many officers. My love, Mariot, serves as a nurse there, and her silence has made me worried. I fear the worst. Could you help? It would be an honor to fight by your side.”


A) Tell him you can’t help because you must hurry to the halfling’s village to recover a lost artifact. [3]

B) Agree to his request, as you suspect the city is the source of the undead problem. [4]

C) (Fast Action Mode) Assure him that you’ve been sent precisely for this kind of help and are ready to take on any necessary tasks. [24]

3 Sergeant Darek nods, “We’ve heard rumors of the halflings causing trouble. We’ll go with you on this path. Our routes overlap for a few

hours before we have to split up. Here, take this map of Timberburg. It might be useful, even if you will not investigate there yet.” **If you have**  **6 - Night of the Living Undead, go to [6]. Otherwise, go to [5].**

4 Darek’s face relaxes with relief, “I can’t express my thanks. Here, take this map of Timberburg. It might be useful.” **If you have**  **6 - Night of the Living Undead, go to [6]. Otherwise, go to [5].**

5 With a Timberburg map now in your possession, you continue your journey, the creepy silence suddenly broken by a loud mix of strange noises. Coming out of the mist are three halflings riding boards, zooming past at a shocking speed. You begin a chase, but they skillfully evade an incoming group of undead. Darek’s voice rises above the noise, “Let us hold them off. You must chase the halflings.”

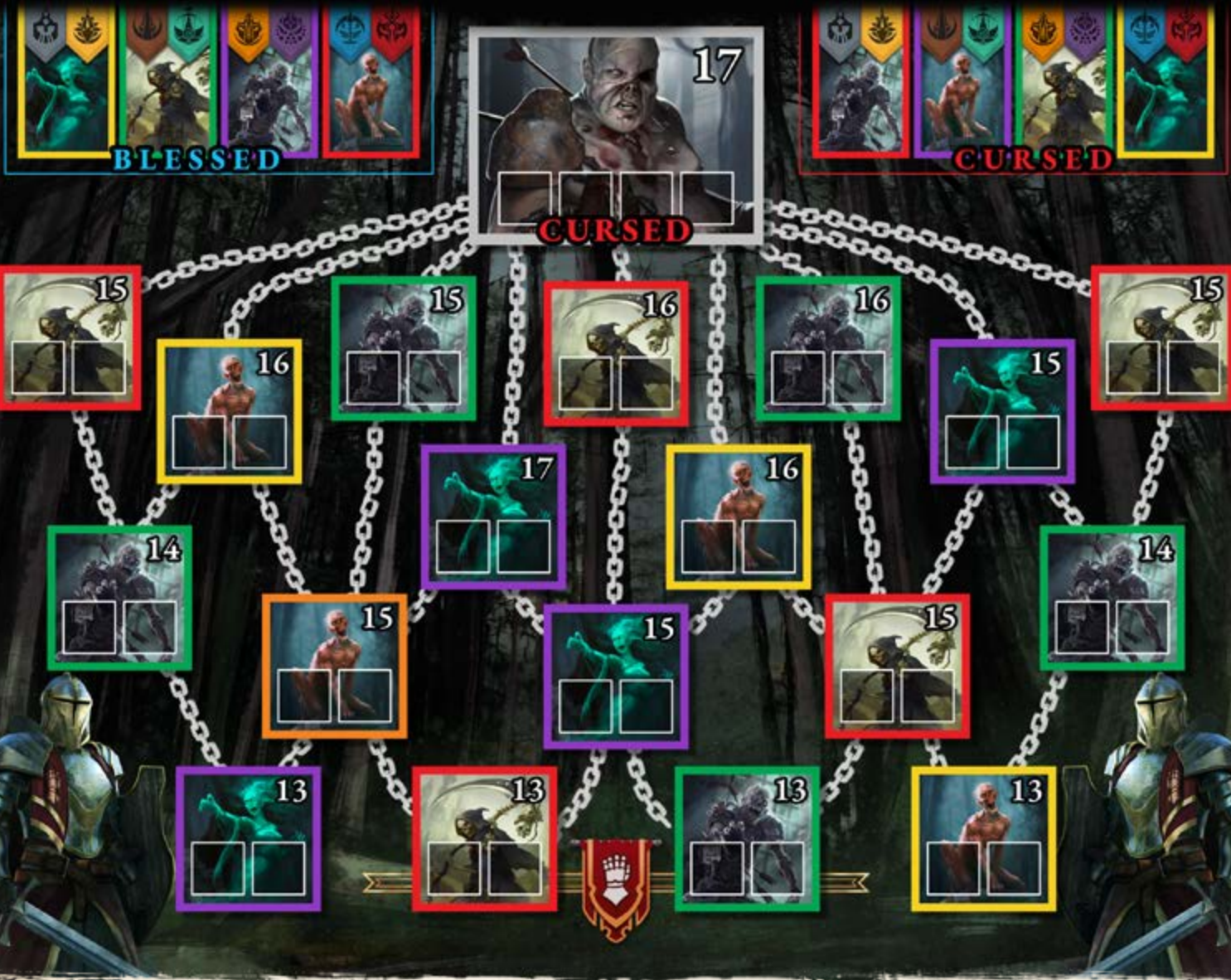
A) Ignore his order and join the fight; they are outnumbered and probably will not survive without your help. [7]

B) Pursue the halflings; they might alert their people, and the crucial sword will be lost. [10]


6 Darek reaches out to offer you four bright vials, their contents glowing under the forest light. “These potions were made by a necromancer named Hoffbünn under Sedura’s orders. They protect us against the undead’s plague.” He instructs, “Drink the liquid; it will provide resistance against that unholy affliction.” **Each hero gains 1 Protected Token.** [5]

7 With your decision now made, you prepare for the upcoming battle, standing side by side with the brave soldiers. Meanwhile, the halflings seize the opportunity to escape, their figures disappearing into the forest’s gloomy depths.









Advancing Against Enemy Lines

1. **Placement:** Each hero places one of their  on an enemy located in the bottom row.

2. **Combat Phase:**

- Every hero engages the enemy where its  is placed, making a  test against the number specified on the enemy.
- Certain roles either receive a **Blessed** or **Cursed** depending on the color of the enemy borders. For instance, if you're attacking an enemy with a **red border**, **Brute and Shooter are Blessed**, while **Tank and Bruiser are Cursed**.
- The topmost enemy is an exception: All heroes are **Cursed** against it.
- Heroes can be placed/moved into the same enemy. All heroes roll the test simultaneously.

• For each enemy with a hero:

- If at least one hero wins, the enemy is defeated and marked with a . The hero gains 1 **Empowered Token** (max 2 per hero) or 5 HP. The topmost one grants 1  for each hero instead.
- If all heroes in the enemy lose, each one takes 5 DMG.

• **Uster and Scara are always Blessed**, no matter the border color (including the topmost one).

3. **Movement Phase:**

- After an enemy is defeated, each hero placed on this enemy must move their cube to an adjacent, undefeated enemy.
- More than one hero can move into the same enemy.

4. **Repeat Phase:**

- Repeat the Combat and Movement phases until **four rounds** of combat have been completed. If you need, use the Torch Token to track the rounds.

Go to [8].

8 As the battle intensifies, a troubling sight catches your eyes - more undead are coming, their terrifying forms appearing through the mist. Sergeant Darek turns to you, his eyes steady despite the alarming situation, "Our duty calls us to face these creatures. Please, continue on to Timberburg. Find a way to end this undead plague. And if you find Mariot... tell her that my love for her is endless."

Fatigued from the non-stop action, you keep going for another half an hour before you see a worn-out sign that marks the entrance to Timberburg. A thick blanket of dark mist covers the town, and you can see the shapes of abandoned and damaged buildings. The creepy silence is occasionally interrupted by the moans of undead that are following you, their numbers worryingly increasing.

Recognizing the need for shelter, you spot a tavern standing stubbornly amidst the desolation. As you sprint towards it, you realize some undead are in your path, preparing for a stand-off.

Each hero makes a  TEST (d20 + Hero Card + NPC Card).
(10+: success | 9- : failure)

+3 if you are a Tank or Bruiser - Your armor style offers better protection in these situations.

+3 if you flip your armor - You may use the power of your armor to help in this situation.

If a hero succeeds (10+): Nothing happens.

If a hero fails (9-): The hero takes 5 DMG and gains 1 **Distra**cted Token.

Go to [9].

9 Bursting through the tavern doors, you slam them shut with a loud bang, quickly setting up a temporary blockade with tables and chairs. The noisy din of the undead horde echoes through the heavy wood, adding a creepy symphony to your fight for survival. As you turn around, you realize you are not alone - a few undead have already entered the tavern, their bizarre forms moving towards you.

Go to page 100 and set up **Quest 14: "Timberburg, Ghost Town."**




10 With determination, you launch yourselves after the fleeing halflings. A quick glance behind shows the brave Ironhand soldiers slowly losing ground to the advancing undead. Holding back your fear, you focus on following the halflings, nimbly dodging low branches and holes in the environment. Despite your best efforts, the halflings seem to be getting faster and you're falling behind.

A) Draw on your reserves of stamina and try to keep up with the fleeing halflings. [11]

B) Save your strength, relying on their tracks to guide your pursuit. [22]

11 **Each hero makes a  TEST (d20 + Hero Card + NPC Card).**
(10+: success | 9- failure)

+2 if you have movement 6 - To compensate for their agility, every movement counts.

+4 for each  you spend - You can spend extra energy to reach them.

3 or more heroes succeed (10+): Go to [13].

2 or more heroes fail (9-): Go to [12].





12 As the halflings disappear from your sight, your spirits drop. Sighing heavily, you decide to follow their trail. The exertion takes a toll on all of you. **Two heroes lose 1** **or take 5 DMG each.** [22]

13 Using the last vestiges of your strength, you manage to catch one of the halflings, knocking him to the wet forest floor. Scared and wide-eyed, he gives in right away. *“Please don’t hurt me. Our leader Tribin has the sword; he wants to save our village. I can tell you how to get there, but please, let me live.”* He shows you a secret route accessible through a hidden shortcut. **Put** **(Slot 1) if you don’t have it yet.**

A) Trust the halfling, release him, but order him to avoid your path and stay clear of the village. [14]

B) Tie him to a nearby tree, ensuring he can’t warn his comrades. [15]

14 He hastily expresses his gratitude before running off, a playful smile dancing on his lips just as he disappears into a hidden hole. You carefully follow his instructions. **One hero gains 1** . **Put** **(Slot 3).** [16]

15 Leaving him tied to a strong tree, you move on, following his directions. It’s a regrettable decision, but one that’s necessary for safety. As you move away, you hear his distant cries. You turn back and see a horde of undead wandering past him, ignoring him completely. Wondering if the halflings have some kind of protection against the undead, you keep the question in mind for later. The crowd of undead makes it impossible for you to return safely. [16]

16 Moving deeper into the woods, you find the fruit trail Huradrin told you about, although the fruit on it is rotting. Trying to avoid fights with the undead, you accidentally expose yourselves to the poisonous spores coming from the rotting plants. **If you have Spreading the Disease (fact), each hero takes 4 DMG.**

Soon, you see the halfling village on top of a hill. There are undead surrounding the village, but they strangely don’t attack. **If you have** **(Slot 1), go to [17]. Otherwise, go to [18].**

17 Stealthily, you move through the bushes, making your way to the hidden path leading to the hilltop building. The climb is tough, but luckily unguarded. **Each hero makes the following test:**

Each hero makes a **TEST (d20 + Hero Card + NPC Card).**
(19+: success | 18- : failure)

+3 to the NPC “Bethada, Shaman Warrior” - Her knowledge of the trails in this region can be of great help.

+3 if you are a Tactician - Agility and lightning-fast reflexes greatly help.

At least 1 hero succeeds (19+): You notice a very well-hidden trap set on the trail.

All heroes fail (18-): You trigger a trap in your path. Two heroes take 6 DMG.

Go to [19].

18 After a long journey, you finally reach the main entrance of the halfling village, stepping into a revered orchard. Halfling guards approach you, clearly nervous. You are confident that they can be easily overpowered.


A) Hold your ground, confront the guards, and demand the sword. Intimidation might be the best approach to avoid a fight. [20]


B) Engage them in dialogue, invoking the threat of the plague to convince them to surrender the sword. No need to fight right away. [21]

19 Making your way through the rugged terrain, you finally arrive at the top of the hill. Looking around, you see the villagers in their homes, their faces full of fear. Your eyes move to the sky, where a single crow flies in an endless circle. As you sneak closer to the main building, halfling guards mounted on boars come into sight. They see you, and sound an alarm, *“Intruders! Huradrin has sent them for the sword! Run, Tribin, save our village!”*

Go to page 106 and set up Quest 13: “Halfling Village.”

20 Choose a hero to give a demonstration of power, rolling a d20.

20: The halflings kneel before you and beg for their lives. You reach the top of the hill with no trouble. **Each hero gains 1** .

12-19: The halflings fear you and don't attack. You reach the top of the hill with no trouble. **Two heroes gain 1** .


4-11: One guard attacks you, but you quickly defeat it. Then you reach the top of the hill. **The hero takes 5 DMG and gains 1** .


1-3: The halflings laugh and gather the courage to attack you, but you defeat them all. **Two heroes take 5 DMG.**

Go to [19].

21 One of the guards, doubtful yet hopeful, answers, "You claim you're friends, but we need proof. This malevolent plague has afflicted several of our people. Are you capable of aiding them?" **If you have Spreading the Disease (fact), go to [23]. Otherwise, keep reading.**


Each hero makes a  **TEST (d20 + Hero Card + NPC Card).**
(18+: success | 17- : failure)

+3 if you have  **6 - Night of the Living Undead.** - You already have experience in dealing with halflings.


At least 1 hero succeeds (18+): You convince them that you are allies, and they allow you to go up the hill. **Two heroes gain 1** .


All heroes fail (17-): Some accuse you of being a spy and attack you, but you react quickly and easily defeat them. The rest are frightened and let you go up the hill. **Two heroes take 5 DMG.**

Go to [19].

22 Attempting to follow the path, you search for the fruit trail Huradrin told you about, but it seems to be covered in decay, showing the forest's problem and making the trail hard to follow. Trying to avoid fights with the undead, you get lost for a moment, which exposes you to the forest's poisonous spores. **Unless you have**  **6 - Night of the Living Undead, each hero takes 4 DMG.** [18]



23 Your arrival triggers commotion among the halflings. One of them recognizes you and blames you for the disease plaguing his village. In the resulting chaos, the guards attack you. **Two heroes take 5 DMG and lose 1** . [19]

24 Following Sergeant Darek's request, you go towards Timberburg. On your journey, you meet halflings riding boars, running from a group of undead. The undead now march towards your team. Now, you must make a critical choice: follow the worried halflings, possibly uncovering the location of the sword. Or join Darek, fight the undead, and maybe save the brave officer. You choose to fight. **Each hero takes 12 DMG and gains 1** .

When another group of undead emerges, Darek pleads for you to go to Timberburg while he and his men hold back the undead. Respecting his wish, you head into the abandoned city, but are abruptly stopped by more undead, resulting in a surprise fight. **One hero takes 5 DMG and gains 1 Distracted Token.**

You run to a nearby tavern, quickly blocking it off as a horde of undead gathers around the building. A few undead had already entered the building before you could secure it, and they close in on your position.

Go to page 100 and set up Quest 14: "Timberburg, Ghost Town."



14 - Timberburg, Ghost Town

Investigate the mysterious origin of the death-spreading undead; maybe it could give you an insight into how the Shortfall problem can be solved.

Primary Objective

- Kill a **Boss** and all other villains in its area = **Read [14.16]**.

If you lose

- **Read [Defeat]** - page 105.

Extra Challenge

- Do not use **Desperate Effort**.

Special Rules

Rotten Bodies

*The corpses that roam Timberburg are fragile and may succumb to severe punishment — especially if one makes a **Desperate Effort** to damage them.*

- If a villain takes 32 DMG (or more) in a single hero turn, it immediately dies, and the owner of the turn may charge one of its Skill Tokens.

! **Quest Tip:** Skills can help allies meet this DMG threshold!

(If playing with Comrades, remember that you can pay costs in your Skill Tree with their).

The Toxicity of Our City

The local undead has covered this town in a toxic mist that punishes those who linger around.

- Each hero starts the quest with -10 initial HP.

R A hero takes 15 DMG.

Desperate Effort

- At any time in a hero's turn, any hero may pay 10 HP to make a Basic Attack (*can be used multiple times on a turn*).

Spirit Barrels

☞ + **Remove the Barrel:** The interacting hero gains 2 .

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to HEAL 30 any hero. Then, all heroes with 20 HP or less HEAL 10. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
 - Place **Skeletons (23-R)** and **(24-G)**, and **Walkers (31-O)** and **(32-G)**.
 - (**Kemet Hunt**): **Spy (★★ 29-R)** and **Spy (★★★ 30-B)**.
 - **Then, after reading the Special Rules, read [14.1] - page 102.**
- R** If all villains are dead, **read [14.2]** (to continue the quest).



Quest Chapter 14 Timberburg, Ghost Town

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
★ 12. Outunmoor's Swamp	This encounter disrupted the magic in this region. Replace the Altar Tile on squares L-4/M-5 with a Rift tile.
★ 6. Night of the Living Undead	You came prepared to deal with this kind of undead. Each hero gains 1 Protected Token.

Quest 14: "Timberburg, Ghost Town" starts NOW!

2 You catch your breath and take time to investigate the place, and plan your next steps. You see the last customer orders on the counter, split into two groups. You also open the map the sergeant gave you to decide where your search might find more information about the plague. Where do you want to head next?

- | | |
|-------------------------|------------------|
| A) School [3] | E) Church [7] |
| B) Lumberjack Camp [4] | F) Food Shop [8] |
| C) Well [5] | G) Farm [9] |
| D) Graveyard/Chapel [6] | |

3 You run to the school, but all you find are destroyed buildings and dead students— no clear clues. The corpses then move and reanimate to attack you. Fighting them is pointless, so you run away and return to the tavern. Each hero takes 4 DMG. Choose another option from Section [2].

Drinks request (only for not sick):

- Farantus, the Priest - Ubellian Fire Mead;
- Juhel, the Foodshop owner - Ubellian Fire Mead;
- Gwalter, the Evolutionism teacher - Central Sea Rum;
- Felicia - Aurindunnan Golden Wine.

I will take in person for her

Soup for Sick Clients:

- Fawke, the Chaplain;
- Gerfast, the Woodworker;
- Harment, the Gravedigger;
- Garen, the Malrokian History Teacher;
- Abella, the Ranger.



4 When you arrive at the camp, you find more wandering undead. Before you can react, they attack.



Camp

- Place the following room and other tiles as indicated on the map above (on any free space).
- Combatants consider that all squares outside of this Room Tile are Walls.
- Place all hero figures on the **Mission Tile**.
- Place **Halfling Riders (09-R)** and **(10-G)**, and **Skeletons (23-O)** and **(24-B)**.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Spreading the Disease (fact)	Many of the halflings contracted the deadly disease. Replace the Halfling Rider (09-R) and (10-G) with Walkers (31-R) and (32-G).

- Tome Token - : remove it. One hero regains 1 Special Attack. Then each hero gains 1 **Protected Token**.
- R** *If all villains are dead, go to [10].*

Resume the quest!

5 You hear a loud buzzing noise coming from inside the well, getting louder and louder. When you look inside, a swarm of poisonous insects covers you. **Flip all Light Armor cards.** You go back to the tavern. **Choose another option from Section [2].**

6 You enter the cemetery and find Kemet raising and controlling re-animated bodies that had been buried there. One of them says to you, *“How do you expect to defeat Gullog, our leader, if you can’t even unite for a common cause? Just like this union leader before you, we will use these bodies for our purposes.”*

Cemetery

- Place the following room and other tiles as indicated on the following map (on any free space).
- Combatants consider that all squares outside of this Room Tile are Walls.



- Place all hero figures on the **Mission Tile**.
- Place **Necromancers (11-R)** and **(12-G)** and **Walkers (31-O)** and **(32-B)**.

Key Token

- Each hero gains one permanent **Empowered Token**, which is removed only when the quest ends.
- R** *If all villains are dead, go to [11].*

Resume the quest!

7 Inside the church, beyond the destroyed parts, you see sacred Evolutionist symbols destroyed and scattered on the floor. On the altar, you find another symbol, possibly Kemet. On the walls, written in blood, you read:

“Your false gods won’t save you from Gullog, our supreme leader, because his victory has already been foretold.” You go back to the tavern. **Choose another option from Section [2].**

8 The food warehouse is destroyed; its broken shelves have no food. As you investigate the barrels, several undead rats jump and attack. You attack them from a distance to avoid being bitten. **Heroes with Melee Weapon Cards take 4 DMG.** You return to the tavern. **Choose another option from Section [2].**

9 The farms are deserted; you see a few bodies here and there. You find no food and notice that you are surrounded by red-eyed crows. They attack, and you flee. **The two heroes with the lowest take 4 DMG each.** You return to the tavern. **Choose another option from Section [2].**

10 The camp seems abandoned, partly destroyed, with many barrels of rotten food. At the entrance, you see a letterbox. Fragments of letters are scattered on the ground; two of them catch your attention.

“That big union leader doesn’t want us to stop working and has offered a lot of food, but he doesn’t care about the workers’ deaths. If we have any symptoms, he told us to look for Dr. Olcide M. at the hospital, who is kindly treating everyone.”

“Word is, the union leader has kept our scarce food supplies in the caves and is offering them to anyone with good behavior. We’ll go there to retrieve the food and distribute it to the people.”

Where do you want to investigate?

- A) Caves. [12]
- B) Hospital. [14]

11 You notice that there have been many burials in the past few days, but several graves were broken from the inside. It seems that the woodcutters were planning to go to another town, but the wagons never arrived. Near one of the graves, you find a letter and two broken tombs stained with blood:

“Mom, you have been avenged. I killed the doctor at the hospital and the union leader in his cave. I am sure they are responsible for this. Dr.

Olcide studied this plague as if he wanted to cure it, not prevent it, so they actively allowed it. Food is the key. The union leader brought it to us. Rest in peace. Felicia.”

Where do you want to investigate?

- A) Caves. [12]
- B) Hospital. [14]

12 Entering the cave, you notice that it had been turned into a storage area, with barriers to block the entrance, now ruined. Inside, you see a large zombie figure — the union leader.

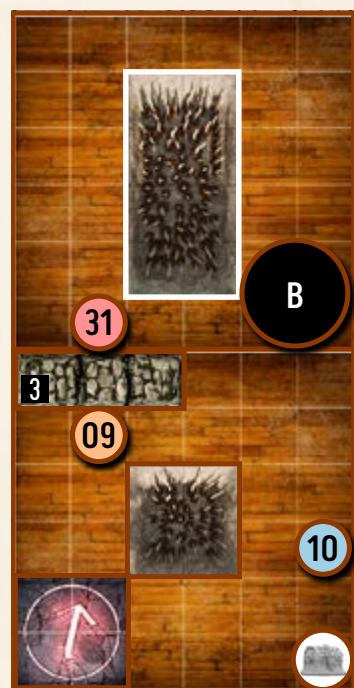
Union Headquarters

- Place the following room and other tiles as indicated on the following map (on any free space).
- Combatants consider that all squares outside of this Room Tile are Walls.
- Place all hero figures on the **Mission Tile**.
- Place **Halfling Riders (09-O)** and **(10-B)**, **Walker (31-R)**, and the **Union Leader - Boss (B)**.

When all villains are dead, you win the quest and go to [13].

Union Leader <i>(Ogre Figure)</i>		B	110 Hit Points	6 Defense	5 Movement	8 Reaction
Boulder Strike	☞ 1 square	☞ 1 enemy				
	☛ 20 DMG+effects	Miss: 8 R-DMG				
Effects:						
☛ Deal 10 DMG to all heroes and villains in [1] of the target.						
☞ MOVE 2 the target, toward its closest unoccupied Spike square.						
☛ FLEE 3 (if this ☛ didn't move this turn)						
Unprovoked / Crit.: +5 DMG						
Special Passive						
Trigger: There is another ☛ in [6] of this ☛.						
Effect: Union Leader is immune to Rotten Bodies .						
Favorite Target: The hero with the highest HP within reach.						

Resume the quest!



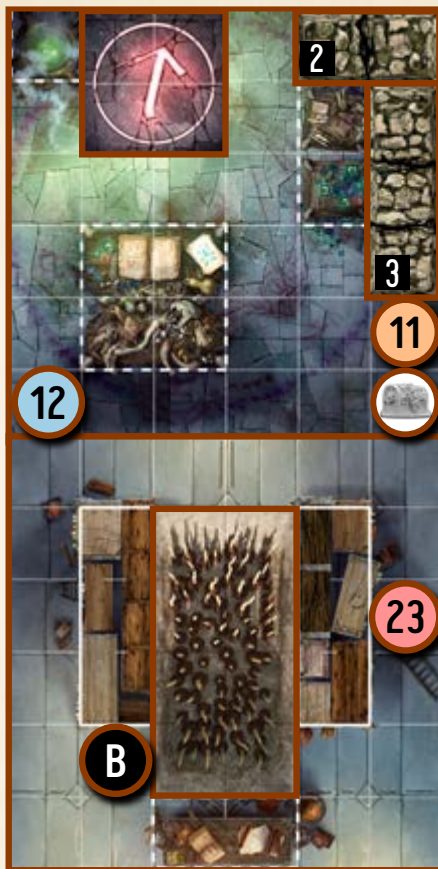
13 You find dozens of barrels with strange markings. On a table, a diary makes it seem as if the union leader had been taking food carts before they got to Timberburg and storing them in this cave to increase their price.

In addition, after the war began and hunger started to spread, he received an anonymous offer of food; in return, he was supposed to keep the work camp running (even if the workers got sick) and to report whenever someone left town. He didn't need it, but he accepted the offer anyway. [16]

14 In the abandoned hospital, you discover numerous bodies, tied to their beds. They move as you approach. A spectral figure appears before you and says, "Greetings! I am Dr. Olcide M. The events that happened in this town are absolutely fantastic. By studying the disease and helping it spread, our scientific understanding has improved significantly. A small sacrifice for the promise of eternal life. Ah, you seem ill — allow me to assist."

Hospital

- Place the following room and other tiles as indicated on the map above (on any free space).
- Combatants consider that all squares outside of this Room Tile are Walls.
- Place all hero figures on the **Mission Tile**.
- Place **Necromancers (11-O)** and **(12-B)**, **Skeleton (23-R)**, and the **Dr. Olcide M. - Boss (B)**.



When all villains are dead, you win the quest and go to [15].

Dr. Olcide M. <i>[Specter Figure]</i>	B	110 Hit Points	6 Defense	5 Movement	8 Reaction
Ghastly Scalpel	✂ 1 square	👁 1 enemy		★ 16 DMG+effects	
Effects:	<ul style="list-style-type: none"> ① All heroes in [3] of this ✂ gain a Weakened Token. ② HEAL 26 another ✂. 				
Unprovoked / Crit.:	+5 DMG				
Special Passive	Trigger: There is another ✂ in [6] of this ✂. Effect: Dr. Olcide M. is immune to Rotten Bodies .				
Favorite Target:	The farthest hero within reach.				

15 Your search of the hospital finds several notes, showing that Olcide knew not only that the disease was spread through contaminated food, but also that the Kemet had chosen him to study it. On a closer look at the bodies tied to the beds, you identify nurse Mariot, her name written on her uniform. She was the fiancée of Sergeant Darek. Mourning her death, you pay your respects.

You burn her body. The nurse's ghost appears before you. With a heartbreaking smile, she nods in thanks and disappears into infinity.

You find two shining wedding rings on her body and take them, praying that Darek has survived the undead attack.

While returning, you find Darek, wounded but victorious. After healing him and giving the rings, he says, "My memories with her are my most precious treasure; she would want you to have this — her personal contribution to ending this war." **Gain 1** 🍷. [16]

16 CONCLUSION - VICTORY

(Read this only if you won this quest)

You return to Huradrin's hut.

- The darkness that covers Timberburg emanates an energy that Huradrin senses: it seems strangely similar to the one he felt before his kingdom fell.
- Unfortunately, the halflings' trail went cold: you can no longer retrieve Huradrin's relic, which could be the key to revealing more about the dwarves' history.
- You've learned a great deal about Timberburg's recent past. The town is confirmed as the epicenter of the undead outbreak, and the Kemet are behind it; they used contaminated food and ambitious people to achieve their goals, which are much larger than this "test trial." **Mark The Undead Plague is Contained (fact)**.



Wharfugee bulletin

TIMBERBURG'S DOWNFALL IS CONFIRMED!

When the war began, relatives of the lumberjacks and other workers in Timberburg unsuccessfully tried to reach out to them: letters were not responded to, no one returned home. The reason is dreadful: the town was the first to be ravaged by the marching undead. The small village on the outskirts of Shortfall Forest had been somewhat isolated since the imperial constructions in Fisherman's Wharf were announced.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to unveil secrets of the undead outbreak in the Shortfall Forest region and help Huradrin, who lives there. **Mark Relic lost; the outbreak is a mystery (fact)**.

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Troops needed to be relocated further north in the Outumn Province; in the movement, Ironhand officers have spotted unusual Kemet activity on the shores of Kolbjörn, which seems connected with the undead marching west from Shortfall: **gain Adventure Card F**.
- Gain +1 Diplomats and +1 Spies.**
- If you won, read [001] - page 4. If you lost, read [002].*

13 - Halfling Village

Race **Downhill** in a frantic **Boss Chase** to retrieve Huradrin's stolen relic. Meanwhile, you may avoid **Halfling Traps** and find shortcuts through **Pile of Bones**.

Primary Objective

- Kill Tribin before it reaches the Portal = **Read** [13.3].

If you lose

- **Read** [Defeat] - page 108.

Extra Challenge

- Spring ZERO traps (*Barrels or Mission Tiles* — see **Halfling Traps**).

Special Rules

Downhill

You need to move slowly to control your steps on this steep surface. On the other hand, you'll become faster if you "go with the flow."

- **Before the quest begins:** Each hero must put 1 of their color (from outside mana pools) on the HP Track, on a slot whose number matches its Move Stat.
 - During the Quest, these may never be earned or spent.

! **Rule Explanation:** In this quest, your ability to move may constantly **decrease or increase** — even to exceed your hero's Move Stat!

- **Movement points are determined not by a hero's Move Stat, but by the position of its on the HP Track.**

- Whenever a hero spends **ALL** movement points of its **Move Action** to move (**not Sidestep**) in a straight line and in a single direction, increase the value of its by 3. (*Once per turn*)

! **Rule Explanation:** **Double Move after increasing the value of your .** If you spend your Prime Action to take a second Move Action, you cannot increase your by 3 a second time on the same turn. The second Move Action benefits from the increase of value in the first Move Action.

Losing Momentum

R Reduce the value of each on the track by 1 (to a minimum of 3). Then, one hero whose has the highest value takes 10 DMG.

Pile of Bones (*Living Walls - Event 1 only*).

You may destroy these weak spots to take a safe shortcut to a lower part of the hill.

! + **Spend your Prime Action:** Remove the **Living Wall**. Apply **ONLY AFTER EVENT 1 BEGINS**.

Halfling Traps (*Barrels and Mission Tiles*)

- **Barrel:** If a hero ends its turn in [1] of a Barrel, it is **PUSHED 2** (away from the barrel) and takes 10 DMG. Remove that Barrel.
- **Mission Tile:** If a hero ends a turn on a Mission Tile, remove the Tile. The hero takes **10 DMG** and reduces the value of its by 2 (to a minimum of 3).

! Rule Reminder: CHEST

- A hero in [1] of it may spend 1 movement point to open and take its loot, a *Scroll of Healing*. Grab the chest figure to represent it.
- At the end of any of this hero's turns, it may use the scroll (discard the figure) to **HEAL 30** any hero. Then, all heroes with 20 HP or less **HEAL 10**. No vision or range required.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Halfling Riders (09-O)** and **(10-B)**, and **Walker (32-G)**.
 - (**Kemet Hunt**): **Walker (★★ 31-R)** and **Skeleton (★★★ 23-R)**.
- **Then, after reading the Special Rules, read [13.1] - page 108.**

R If all villains are dead, **read [13.2]** (to continue the quest).

EVENT 1

! **GUARD 3:** Place **Reapers (16-O)**, **(17-B)** and **(18-G)**, and **Tribin (T)**. **Tribin** won't move while it is in Guard.

! **GUARD 3:** Place **Skeleton (23-R)** and **Walker (31-O)**.

! **GUARD 3:** Place **Reaper (15-R)**, **Skeleton (24-G)**, and **Walker (32-B)**.



Tribin, Halfling Leader (HP 140 / DEF 8 / RA 8)
(Warlord Figure)

- Tribin is considered a villain but doesn't have turns, doesn't attack, and doesn't receive reactions. He only moves.
 - Ignore heroes during this movement.
- He always moves in two ways (*No effects can prevent these movements*):
 - If he takes DMG: He will MOVE 8 at the end of that turn (once per turn).
 - **R** He MOVES 8.
- Every time he moves, he follows the priorities:
 - 1) Always Avoid Spikes.
 - 2) Move as much as possible along the corridor pathway to step on the Portal.

If Tribin steps into the Portal, you lose the quest.

If Tribin dies before entering the Portal, you win and read [13.3].

Villain Kits

- 2 Halflings (09,10)
- 4 Reapers (15,16,17,18)
- 2 Skeletons (23, 24)
- 2 Walkers (31,32)
- 1 Boss(Halfling)

Barriers

- 1 Barricade 3x1
- 5 Walls 5x1
- 9 Walls 4x1
- 2 Walls 3x1

- 1 Wall 2x1
- 2 Living Walls 3x1
- 1 Living Wall 2x1

Terrains

- 1 Portal
- 1 Planar Rift
- 1 Stairs
- 2 Swamp 4x2
- 4 Swamp 2x2

- 2 Spikes 4x2
- 2 Spikes 3x3
- 4 Spikes 2x2
- 2 Spikes 2x1
- 4 Mission Tiles

Miscellaneous

- 3 Barrels
- 2 Chests



Map Labels: Initial Setup Event 1

Quest Chapter 13 Halfling Village

1 Check the table below.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Spreading the Disease (fact)	Many of the halflings contracted the deadly disease. Replace the Halfling Rider (10-B) with Skeleton (24-B).
☐ (slot 1)	You came prepared to deal with this kind of undead. Increase the starting position of each hero's ☐ on the HP Track by 2.
☐ (slot 3)	The halfling that was freed returned to the village and warned the others about your presence. Each Halfling Rider gains 2 Empowered Tokens.

Quest 13: "Halfling Village" starts NOW (take the first turn!)

2 After your final blow takes down the last of the halflings and undead, a barrier of tangled branches falls down in front of you, showing a scene of brave defiance. In the clearing, you see Tribin, his eyes wide with fear, evading a group of fearsome, slow-moving undead. It's time to steel your resolve and get back into the fight.

Resume the quest (start EVENT 1!)

3 *(Read this only if you won this quest)*

After a fast chase through a tangled forest, Tribin falls from his mount at the base of a vast, ancient tree, dropping Huradrin's sword, which flashes threateningly as it hits the ground. Sinister crows, omens of death, land on the nearby branches, casting long, scary shadows. With a shaking voice, Tribin implores:

"Please! Spare my life and that of my people. We've suffered more than you can imagine. The undead lord promised us mercy if we gave him the sword; we had no choice but to accept. I beg you, let me keep the sword; Huradrin would never have shown us compassion."

Now, you must decide:

A) *"We promised to give this back to Huradrin; only he can decide what happens to the sword. Besides, with this sword, we have a better chance against the coming darkness and maybe save more than just your village."* [4]

B) *"Your village's safety is important, and so is understanding why the forces of darkness wanted this sword. Huradrin might be able to explain. We promise to return the sword to you soon and offer our aid to help protect your village."* [5]

4 The halfling leaves, his head down as he slowly walks back towards his village. A single, scary crow flies away, its sad caw echoing through the silent forest. Tribin's last words hang in the air, "We must leave our homes. It's not safe here anymore." **Remove NPC Card "Tribin, Halfling Leader" (Week 2) from the game.** [6]

5 Tribin looks at you, with tears of gratitude in his eyes. *"Thank you! We don't have much strength left to fight the undead lord. With the fate of my village secure, I can devote my energies to aiding you in your war."* **Reduce 3 from the number of Loot cards gained when you read [001]. Add NPC Card "Tribin, Halfling Leader" (Week 2) to your Character Deck.** [6]

6 CONCLUSION - VICTORY

(Read this only if you won this quest)

- The clues and trails you were likely to find in Timberburg went cold; it's too late to unveil the story behind what's likely the epicenter of the undead outbreak.
- You've retrieved Huradrin's sword. The halfling who stole it said that it was demanded by the dark force presumably responsible for Shortfall's undead outbreak. **Mark Dwarven Heirloom (fact).**



Wharfugee bulletin

TIMBERBURG'S DOWNFALL IS CONFIRMED!

When the war began, relatives of the lumberjacks and other workers in Timberburg unsuccessfully tried to reach out to them: letters were not responded to; no one returned home. The reason is dreadful: the town was the first to be ravaged by the marching undead. The small village on the outskirts of Shortfall Forest had been somewhat isolated since the imperial constructions in Fisherman's Wharf were announced.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

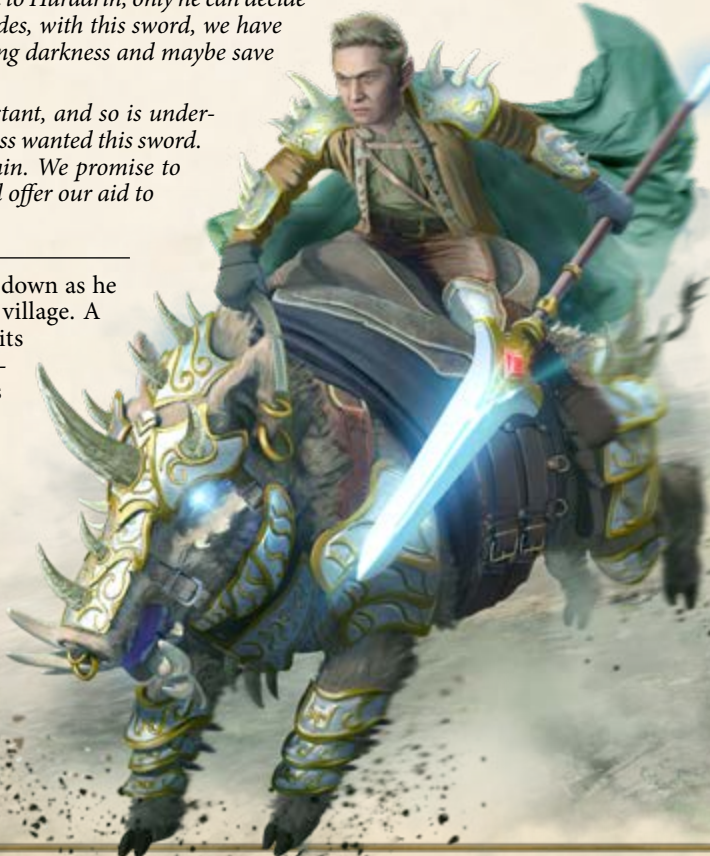
You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to unveil secrets of the undead outbreak in the Shortfall Forest region and help Huradrin, who lives there. **Mark Relic lost; the outbreak is a mystery (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

• Troops needed to be relocated further north in the Outumn Province; in the movement, Ironhand officers have spotted unusual Kemet activity in the shores of Kolbjörn, which seems connected with the undead marching west from Shortfall: **gain Adventure Card F.**

- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure I

Sea Shores

1 Sedura summons you to the Outpost with urgency. Her posture is inflexible as she gestures for you to approach. *“A matter of utmost importance requires our attention. The Kemets are threatening a strategic position on the coast from which they can send their ships into the Central Sea, endangering even the Capital.”*

Her voice takes on a sharp edge, revealing depth beneath her usual detached demeanor, *“Furthermore, a crucial merfolk city, deep within the treacherous waters of the Jagged Bays, is under attack from the undead. This city is a stronghold beneath the waves, critical to our defenses. Its fall would mean a major loss to our coastal defense.”* There’s a hint of worry in her eyes as she adds, *“Your intervention would give me more room to negotiate. The merfolk queen will arrive shortly.”*

Warning: You will be making decisions during the war. Each one will grant points to determine the fate of the city.

You drink a special potion that lets you breathe, talk, and move freely underwater. After a few minutes, you hear a sound from the portal. A beautiful water elf comes out of it. Her skin is pale and blue, but her hair is red like fire in contrast. She looks at you and smiles. *“My champions, I am queen Zhelahra. We’ve heard stories in the sea about your bravery and strength. No shark in the world could stop you.”* She looks sad. *“Right now, our city is in danger. Have you heard about the City of Zintar? It’s beautiful and surrounded by magic glass as hard as rocks. The houses are made of coral and pearls, and the merfolk people live peacefully there. Only a few of them are fighters and have weapons.”*

Sedura interrupts: *“Soldier, bring some weapons to support the merfolk. They will fight underwater.”* A young Ironhand officer salutes her, *“Yes, Ma’am.”* But on his way, he stops next to you. *“Heroes, should I bring spears, heavy maces, or whips to give to the Merfolks?”*

A) Heavy Mace. **Put** (Slot 1).

B) Whip. **Put** (Slot 2).

C) Spear. **Put** (Slot 3).

D) (Fast Action Mode) Let Zhelahra decide the weapons and the best course of action. [29]

If you have 5 - *Mushrooms of Wrath*, go to [24]. Otherwise, go to [2].

2 Before you enter the portal, Sedura’s voice is firm. *“Your actions will echo through the ages. The fate of the invasion and subsequent operations in the hills depends on your bravery. Make me proud; make yourselves proud.”*

You accompany the merfolk queen through the glowing portal. The city of Zintar appears, a formerly peaceful place now in total chaos. Its beauty is now scarred by the mark of war. Armies of undead are attacking the merfolk, desecrating their city. Their skeletal hands reach through the water, seeking you out. Before you join the fight, a merfolk warlord says, *“I’m responsible for getting the queen safely to the palace. I can activate our city defenses to help us in the battle with the permission of Lady Zhelahra. Which do you prefer?”*

A) Black ink curtain. It can disrupt breathing and vision. **Put** (Slot 4).

B) Water currents. They can push anything in their path with great force. **Put** (Slot 5).

C) Jellyfish swarms. Any contact injects a powerful, painful venom. **Put** (Slot 6).

If you have 3 - *Burning Bridges*, go to [25]. Otherwise, go to [3].

3 The final words of Queen Zhelahra resonate with you as she leaves with her faithful warlord, her request echoing with urgency and anticipation, *“Protect our temple at any cost. It is the heart of our people, situated beyond the second high pillar.”*

You rush towards the temple, where a horrifying scene takes place. The undead creatures attacking the temple are different, their forms distorted into monstrous aquatic centaurs. The horror of their appearance is only surpassed by their unholy power and speed, equally threatening on land as underwater. Their onslaught is relentless, terrorizing both the tough soldiers and innocent merfolk civilians. Your heart beats fast as you join the chaos.

Each hero chooses a task to do (only one hero per task) and puts a on the indicated place on the Skill Pad (it is placed only for tracking the action and has no relation to the stat):


- Fortify the temple’s vulnerabilities – barricade the windows and secondary entrances: **Defense Stat.**
- Hold your ground at the main entrance, stopping the wave of undead: **Reaction Stat.**
- Create a diversion, drawing the undead away from the sacred temple: **Basic Attack Stat.**
- Command a team to confront the undead directly, making a safe passage for civilians: **Movement Stat.**
- Offer your healing touch to the wounded, comforting and treating the wounded merfolk: **HP Stat.**


If you have the *Kolbjörn plans: unimpeded (fact)*, go to [26]. Otherwise, go to [4].




4 With your timely intervention, the merfolk soldiers manage to drive off the remaining undead profaning the temple. A moment of rest lets you take a deep, calming breath, but the peace doesn't last. Zhelahr's warlord, resolute in his duty, rushes towards you.

The warlord's voice cuts through the noise, drawing your attention. "I've found the source of this nightmare: the Kemet leader. An elderly necromancer of grotesque power and repulsion. Eliminating her could stop these undead attacks. In the meantime, I've uncovered additional city defenses. Which one should I activate?"

A) Air Bubbles - a disturbing event that confuses living enemies and impedes their breathing. **Put**  (Slot 7).

B) Razor Nets - their sharp grip either traps enemies or hurts those who dare to struggle. **Put**  (Slot 8).


C) Oil Geysers - their spray blinds enemies, and combined with fire blast spells, their power is very effective. **Put**  (Slot 9).


Decision made, you steel yourself, channeling your focus on the imminent confrontation with the vile necromancer.

If you have  12 - *Outunmoor's Swamp*, go to [27]. Otherwise, go to [5].

5 An unsettling feeling chills your spine as you approach; you can strongly sense the necrotic energy emanating from Solnertha. She's casting a Kemet forbidden spell, binding the bodies of fallen merfolk with other sea creatures, creating the sea undead monsters that now plague the city. You cannot allow her to conclude the casting.

A closer look shows a familiar face; you have already encountered Solnertha at Fisherman's Wharf. A wall of living dead soldiers protects her, their gaze fixed on you. Nearby, brave merfolk soldiers engage the undead in fierce combat.

A) Encourage the merfolk, signaling for a united charge towards Solnertha. **Put**  (Slot 10).

B) Use stealth, weaving through the chaos to reach Solnertha unnoticed. **Put**  (Slot 11).

If you chose A:

Each hero makes a  TEST (d20 + Hero Card + NPC Card). (11+: success | 10- : failure)


+2 if you are a Tank, Bruiser, or Brute - It's time for the muscles to clear the way.

+5 if you are Morlogh - Who better to make a charge?

If a hero succeeds (11+): No enemies attack the hero.

If a hero fails (10-): The hero takes some attacks. **Take 4 DMG.**

If you chose B:

Each hero makes a  TEST (d20 + Hero Card + NPC Card). (11+: success | 10- : failure)

+2 if you are a Tactician - This is the time for agility and precision.

+5 if you are Garion, Myr, or Tsuyoko - They have expertise in stealthy approaches.

If a hero succeeds (11+): No enemies attack the hero.


If a hero fails (10-): The hero takes some attacks. **Take 6 DMG.**

Go to [6].

6 As you get closer to Solnertha, time seems to run out. Her horrific spell is nearing completion.

Amidst the chaos, Solnertha's voice echoes, a haunting song of insanity and power. "No one will escape the gaze of Gullog," she promises, her eyes glowing with necrotic light. "With the body of the fallen under our control, no power in this world will stand against us. Life, death, it will all be ours to control."


Each hero makes any of its attacks (ignore Passive Power, but use the item bonus on the roll). Solnertha's DEF is 6.

- If you use a Primary Attack, flip the card and start the quest with it flipped. If you use a Special Attack, it starts as already spent
- If Solnertha takes 50 DMG or more, your efforts succeed in disrupting the dire spellcasting. Frustrated and cornered, she vanishes in a swirl of shadow and arcane energy. **Put**  (Slot 12).
- If Solnertha suffers less than 50 DMG, Solnertha completes her chilling spell. The resulting monstrosities wreak havoc, extinguishing many merfolk lives before she teleports away.






After Solnertha's departure, the undead threat falls apart, their power weakening without her dark presence. However, the victory comes at a significant cost.

If Uster is on your team, go to [20]. Otherwise, go to [7].

7 Check the impact of your actions during this battle.

Scoring: Sum the points you get for your actions, according to the slots or stats marked with . If a slot is not mentioned, it gives no points. For Abilities, sum the hero's and NPC's cards. After you check, remove all .




- Slot 3: +1 point.
- Slot 5: +1 point.
- Slot 8: +1 point.
- Slot 9: +1 point if a hero has fire in its illustration.
- Defense: +1 point if  5+ or if you are a Bruiser.
- Basic Attack: +1 point if  5+ or if you are a Tactician.
- Movement: +1 point if  5+ or if you are a Commander.
- Reaction: +1 point if  5+ or if you are a Tank.
- HP: +1 point if  5+ or if you are a Healer.
- Slot 11: +1 point.
- Slot 12: +2 points.

Results:

- 0 to 4: Go to [8].
- 5 to 8: Go to [9].
- 9 or 10: Go to [10].

8 The war is over, but the damage is painfully evident as you look over the city. Many merfolk are gone, their homes reduced to ruins. With heavy hearts, you walk towards the palace. Zhelahra is waiting for you, her eyes showing the deep sadness of her people.

“Your assistance was invaluable,” she acknowledges in a whisper-soft voice. “Without you, we’d have no one left. The city is lost, and our leaders are gone, but I will guide those who are left to cross into the Central Sea to find safety in my city of Pearl Town. Please, allow me to transport you to the surface because another problem awaits your attention.” **Each hero gains 1 Distracted Token and loses 1  (if any).** [11]

9 Victory is bitter-sweet. The Kemet threat is gone, and many merfolk have been saved. As you walk into the palace, you are met with respectful bows, gratitude evident on the survivors’ faces. To show his profound thanks, the merfolk warlord gives you his weapon, “Its magic is available to you until sunrise; then, we need to recharge at the temple.” **Gain the Trident of the Depths (level 3 Item, Ranged Weapon) for this quest; afterward, return it to the Item deck.**

Zhelahra is relieved. “Your heroism not only defeated our enemy but also saved many lives. Although we mourn the death of the other leader, we owe our survival to your courage. We are ready to help you when you need it. But for now, let me guide you back to the surface - another problem is waiting for you.” [11]

10 You emerge from the battle with an outstanding victory, the merfolk city is nearly untouched, its people safe. The citizens gaze at you in awe, whispering your names with reverence. Your deeds have earned you a place in their morning prayers.

To show his profound thanks, the merfolk warlord gives you his weapon, “Its magic is available to you until sunrise; then, we need to recharge at the temple.” **Gain the Trident of the Depths (level 3 Item, Ranged Weapon) for this quest; afterward, return it to the Item deck.**

Overflowing with gratitude, Zhelahra speaks to you. “Your heroism has surpassed anything I’ve ever witnessed. The Kemet will not stand a chance against you. Our city stands strong, our people are safe, and both our warlords live, all of this thanks to you. We will answer your call when the time comes. As for me, I pledge my personal assistance from now on. But for now, let me guide you back to the surface - another problem is waiting for you.” **Add NPC Card “Zhelahra, Boon of the Seas” (Week 3) to your Character Deck.** [11]

11 Zhelahra casts a transport spell, and suddenly you appear on the sandy shores of Jagged Bays. Before you, a fierce battle is happening - merfolk and Ironhand warriors fighting against a group of Kemet soldiers and undead monsters. In the middle of the chaos, Sedura steps forward to meet you.

“Mission accomplished, soldiers,” she states, her voice icy. “Our intel has been confirmed—on that elevation, a magical apparatus serves as a guardian to our Lighthouse, our primary weapon against Kemet naval invasions. We must protect this device and decipher its mechanisms to replicate its defenses. Understood?”



Zhelahra interrupts, her tone serious. *“There’s another danger. Our sacred cave is home to a mysterious ancient portal that always remained open. The legends say it can summon an indestructible monster from another plane. Since we have had no response from our guards protecting the site, I fear the Kemet may have infiltrated there. If the monster is summoned, prepare yourselves for unimaginable horror.”*

A) Climb the hill to secure and investigate the magic device. [12]

B) Investigate the cave to unravel the mysteries of the ancient portal. [16]

12 Sedura gives you a pair of shining orbs, each one pulsating with powerful magic. *“These orbs,”* she explains, *“will disable the Kemet’s magic defenses once they’re positioned in the middle of them.”* With a quick nod, you climb the hill, your steps as fast as your beating heart. On the way to the top, you spot a harpy’s nest holding two giant eggs within your reach.

A) Destroy the eggs. Harpies, known for their malice, are a future threat and must be eliminated now. [13]

B) Leave the eggs alone. They hold lives that haven’t seen the world yet, creatures innocent until they do something wrong. [14]

13 A hero is chosen to step up to the edge of the nest for the daunting task. Upon approaching the eggs, the hero finds a climbing tool. **The hero gains the Hook Token.**

With a deep, steadying breath, the hero delivers a solid blow that sends the eggs falling into the air. As they break, an ear-piercing scream of despair fills the sky, chilling your blood. Two enraged harpies fly into view; one focused on the hero who dared to destroy her eggs.

You must anticipate the vicious attacks since you will not be able to properly defend yourself. **Choose three areas of your body to protect in any sequence you wish: up, left, or right. Each can be chosen only once.** [28]

14 Ignoring the unborn harpies, you continue climbing, observing every detail around you. You find in your path a handy climbing tool. **A hero gains the Hook Token.** [15]

15 The climb, while exhausting, also rewards you with a beautiful view of the sea below. Finally, you reach the top. The sight that greets you is less pleasant: Kemet agents are frantically searching the area, clearly looking for the device. You prepare for the coming fight, aware that the rocky, uneven ground promises an unpredictable battlefield.


Go to page 118 and set up Quest 23: “Booby Trap.”

16 You proceed into the depths of the cave complex, a maze of spiraling tunnels that go deep into the earth, some paths partly covered by rising water. Sad remnants of the fallen merfolk, likely the former guards of this place, serve as grim signs. A Kemet camp shows itself deeper within the tunnel; its only inhabitant is a badly wounded Kemet agent tied up, some papers scattered by his side. His eyes meet yours briefly before they close, bracing for the end that he seems to know is coming. His life is hanging by a thread, and his survival depends on immediate help.

A) Quickly and mercifully end the Kemet agent’s pain, then go on to inspect the papers. [17]

B) Give basic first aid to his wounds and make sure his bindings are secure. Then, turn your attention to investigating the papers. [18]

17 Although he is an enemy, there is no need to let him suffer needless pain. With a compassionate resolve, you end his life in a single, quick act of mercy. As the life leaves his body, you turn your attention to the scattered papers that may hold important information. [23]

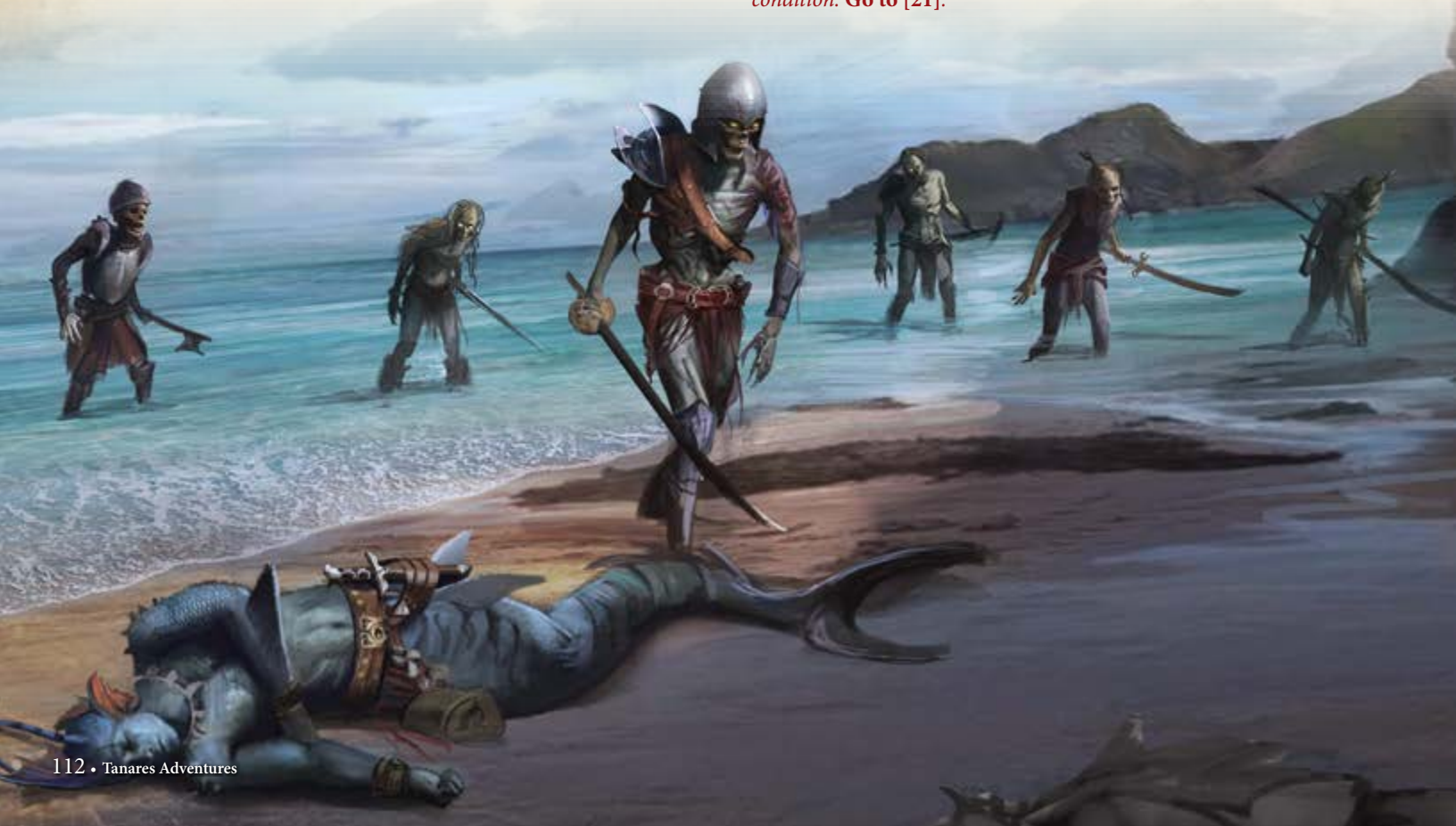
18 **Each hero makes an  TEST (d20+ Hero Card + NPC Card) (20+: success | 19-: failure).**

+3 if you are a Healer - Expert hands are in high demand.

+3 if you have  11 - Grassroot Cathedral - The wisdom contained within the cathedral proves invaluable in this dire situation.

At least 1 hero succeeds (20+): You managed to stabilize his condition, warding off the immediate threat to his life. Go to [19].

All heroes fail (19-): Despite your efforts, you could not stabilize his condition. Go to [21].



19 The Kemet agent looks at you and says, “Thank you! I never thought I would owe my life to my enemy. I swear I will avenge the wrongs done to me. Please release me; I can assist you in this war. If you leave me here, I will surely die.”

A) It could be a trick. Leave him tied up and continue on your journey. [21]

B) Take the chance. Trust him and let him go. [22]

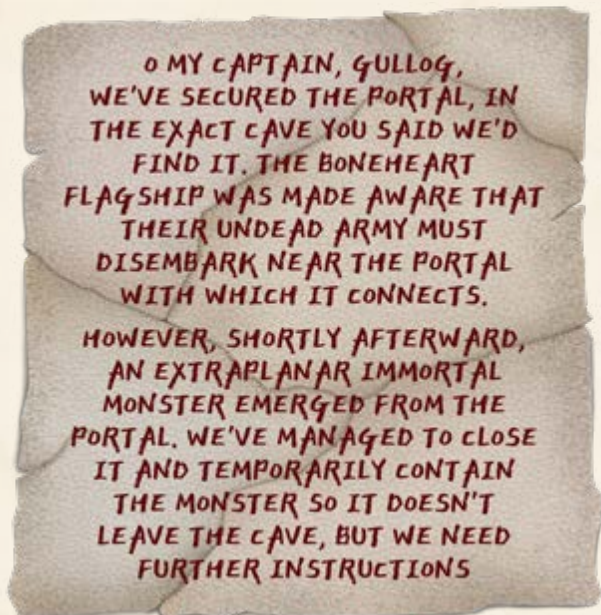
20 Analyzing Solnertha’s spell, you learn some of her necromantic arts.

From now on, Uster may use the Solnertha’s Special Attack Dark Staff instead of one of its own when starting each quest. Ignore if you don’t have Solnertha as a hero. [7]

21 The Kemet agent’s eyes are resolute as he uses his fading strength to bash his head against a rough edge nearby. “They won’t claim my soul. I choose to die instead.” He slowly loses his life, his final act of resistance clear in his vacant stare. With his death, the papers next to him now need your attention. [23]

22 Despite your unease, you decide to set the Kemet agent free. “Your trust will not be wasted.” With quick movements, he takes a knife and disappears into the shadows of the cave entrance. With him gone, you’re free to examine the documents left behind. **You released the kemet agent.** [23]

23 You find this message to be sent to Gullog:



After reading, you continue to search the caves cautiously.

Go to page 114 and set up Quest 19: “Portal Ejection.”

24 The officer stands before you, a salute of respect on his face. “Consider it done. I’ll send the weapons to them right away.” He looks thankful. “I can’t express how much your actions have saved this city. We were on the verge of chaos, with people fighting each other for a bit of food. The stability you brought saved many lives. And exposing the corruption within our ranks? A needed cleanup, though a shameful reveal for all of us. In my eyes, and the eyes of this city, you are true heroes.” **A hero gains 2** . [2]

25 The soldier greets you warmly. “The bridge’s collapse was a blessing in disguise. We’ve received priceless help from the Ironhand ships that were in the Central Sea and could cross into the Storm Ocean without the bridge. Your presence alone has bolstered the morale of our troops. Together, we stand a chance.” **A hero gains 2** . [3]

26 A wandering horde of various undead approaches you, a clear sign of increased forces from other regions. Even though they aren’t skilled in water combat, their large numbers still pose a significant threat. Nevertheless, you stand firm, pushing back against the horde in a fierce battle that leaves you out of breath but victorious. **Each hero takes 5 DMG OR flips its Armor.** [4]

27 The horrible faces of the undead have become hauntingly familiar. You remember the terrible experiences in the swamps. The brutal encounters served a harsh lesson, teaching you to recognize their patterns, exploit their weaknesses, and even benefit from them. Seizing the moment, you use this knowledge to quickly improve your armor. **Two heroes gain 1 Protected Token.** [5]

28 The correct sequence is left, up, and right. **For each mistake, the hero takes 7 DMG.**

You kill one harpy and continue climbing, paying extra attention to the threat posed by the other harpy, which seems to be leaving you alone for now. [15]

29 With a determined nod, the Ironhand officer brings Heavy Maces to distribute to the merfolk’s army, enhancing their battle abilities against the undead threat. As you follow Zhelahra through the magical portal, you find yourselves in the underwater city of Zintar - its incredible beauty tainted by the constant attack of undead.

You strategically divide your forces; half of the party helps the frightened civilians while the other half supports the battling merfolk soldiers. **If you have** 3 - **Burning Bridges, a hero gains 2** .

The tide of the battle changes when you find the person behind the chaos: General Solnertha. A powerful necromancer, she controls the fallen, binding them into horrifying monsters. With renewed determination, you start a counterattack. Her necrotic power is great, but you force the general to retreat. The attack leaves a mark on each of you. **Each hero takes 4 DMG and flips its highest-level Attack Card.**

The departure of the necromancer brings a creepy silence, as her evil energy disappears. The once constant undead attack has stopped, but at a great cost. Many merfolk lie dead, their final sacrifices marked in the history of this brutal conflict. This terrible scene affects your spirits. **Each hero gains 1 Distracted Token.**

As the dust settles, Zhelahra teleports you to the beach where the Ironhand and the Kemet soldiers are still engaged in battle. Sedura, with a heavy heart, tasks you with investigating a nearby cave.

Navigating through the winding tunnels, partially underwater, you find a Kemet, barely alive. In his weak grip, a letter with chilling news: a report of an ancient portal and an immortal monster that had passed through it. You proceed with the investigation, prepared for the worst.

Go to page 114 and set up Quest 19: “Portal Ejection.”



19 - Portal Ejection

Eject an invulnerable enemy back to its plane before Kemet troops learn how to control it.

Primary Objective

- Remove the **Tyrant of Eyes** (Boss) from the grid (by making it step on a Portal square), AND
 - Kill all villains = Read [19.4].

If you lose

- Read [Defeat] - page 116.

Extra Challenge

- A single hero has three **Protected** Tokens when you win the quest.

Special Rules

Penumbral Influence

Some of the penumbra followed the Tyrant of Eyes into this cave on the coast, requiring you to stick together and on top of enemies, lest madness takes its toll...

R Each hero with no other hero in [1] of it gains one **Distracted** Token.

ADVANTAGE: R Each hero with no other hero in [2] of it gains one **Distracted** Token.

Extraplanar Influence

- All strikes deal +X DMG, X being the difference between the **final roll** and the target's Defense.
- This affects both villains and heroes, and may apply more than once per turn (e.g., attacks with multiple strikes).

! Rule Reminder: Strike-related expressions

Strike: the moment in the attack timeline when a die is rolled to determine whether a target is **Hit** (often taking attack damage as a result), or **Missed** (often taking Residual DMG as a result). A single attack may have multiple strikes.

Natural roll: the number that appears on the die.

Final roll: the strike's final number. It consists of the natural roll plus modifiers, such as a **Distracted** penalty (-3 to the roll) or bonuses given by Attack Benefits.

Totems (Quest Items)

✋ + **Remove the Totem**: Gain three **Protected** Tokens.

Spirit Stones Barrels (Barrel Figures)

✋ + **Remove the Barrel**: Gain 1 **☐** and three **Empowered** Tokens.

Penumbral Altars (Altar Tiles)

To send the Tyrant of Eyes back to its original plane, you must create a special ritualistic portal with the Penumbral Altars.

✋ (once per turn): **MOVE** 6 the Altar. It may slide underneath combatants, but may never occupy squares with other tiles.

- If two squares of an Altar Tile end their movement in [1] of another Altar, remove one of them, and replace the other for a **Portal**.

R If the **Boss** is on a Portal square, remove it from the grid and all heroes gain 1 **☐**. **This is one of the things you must do to win the quest.**

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Archer** (36-G), and **Ghouls** (53-R) and (54-B).
- The **Big Red Door** can't be opened and takes no DMG.
- Then, after reading the Special Rules, read [19.1] - page 116.**

R If all villains are dead, read [19.2] (to continue the quest).

EVENT 1

- Remove the **Big Red Door**.
- GUARD 3**: Place **Ghoul** (53-O), and **Necromancers** (57-R) and (58-G).
 - (Kemet Hunt): **Spy** (★★★64-B).
- GUARD 3**: Place **Archers** (35-R) and (36-G), and **Ghoul** (54-B).
 - (Kemet Hunt): **Spy** (★★63-O).

R If all villains are dead, read [19.3] (to continue the quest).

EVENT 2

- GUARD 3:** Place Archer (35-O), Ghoul (53-R), Necromancer (58-B), and the Tyrant of Eyes - Boss (B).
 ◦ (Kemet Hunt): Archer (★★★★36-G).

Unstable and Invulnerable

The Tyrant of Eyes didn't properly materialize in its extraplanar journey. Being half here and half there makes it impossible to kill and very hard to displace.

- The **Boss** has no HP. When it would take DMG, you may instead MOVE it:

DAMAGE DEALT TO THE BOSS	NUMBER OF SQUARES YOU MAY MOVE IT:
1 to 10 DMG	1
11 to 20 DMG	2
21+ DMG	3

- R** If the **Boss** is in **Guard**, each hero takes 6 DMG.

As soon as all villains are dead and the Tyrant of Eyes (Boss) is removed from the grid (by stepping on a Portal square), you win the quest and read [19.4].

Tyrant of Eyes (Construct Figure)

B

Hit Points **10** Defense **2** Movement **8** Reaction **8**

- MOVE, PULL,** and **PUSH** effects are reduced to "1 square" when applied on this **☒** (except by **Unstable** and **Invulnerable**.)
 - This **☒** ignores all other hero effects that would change its position (e.g., "swap positions") or change its Move Stat [2].
- This **☒** cannot **Dark Surge**. Instead, if it cannot reach a target, it Fatigues, and each hero takes 6 DMG.

Otherworldly Blast (Primary Attack) **☒** 8 squares **☠** 1 enemy
☘ 22 DMG+effect **Miss:** 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.

Effect: **☉** BLAST 5.

Note: Unlike most ranged villains, this one does NOT FLEE.

Unprovoked / Crit: +5 DMG.

Special Passive

Trigger: This **☒** hits a hero with no Condition Tokens.

Effect: Deal +8 DMG to the target.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Archers (35, 36)
- 2 Ghouls (53, 54)
- 2 Necromancers (57, 58)

- 2 Spies (63, 64)
- 1 Boss (Construct)

Barriers

- 4 Walls 5x1
- 1 Wall 4x1
- 3 Walls 3x1
- 1 Wall 2x1

Terrains

- 2 Altars
- 1 Portal
- 1 Spikes 4x2
- 1 Spikes 3x3

- 2 Spikes 3x1
- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 3 Barrels
- 2 Chests
- 4 Quest Items



Map Labels: ■ Initial Setup ■ Event 1 ■ Event 2

Quest Chapter 19 Portal Ejection

1 You hear threatening sounds coming from the cave. A Kemet and two undead creatures are guarding the entrance, which has been sealed by magic — the monster should be on the other side.

IF YOU HAVE... APPLY CONSEQUENCE(S):

You released the kemet agent

The Kemet you helped was one of the ritualists sent to this cavern. To repay your kindness, he carved runes that help stabilize the penumbral energies. You gain **ADVANTAGE** for this quest.

Cities are Safer, for now... (fact)

With fewer undead at their disposal, the Kemet brought weak troops to replace them. Swap the Ghoul (53-R) for a Spy (29-R).

Quest 19: "Portal Ejection" starts NOW! (take the first turn!)

2

IF YOU HAVE... APPLY CONSEQUENCE(S):

Kolbjörn plans: unimpeded (fact)

The Kemet are well established in the land and could seek the best strategic spots nearby. All kemet Necromancers gain 1 **Preserved Token**.

As the magic wall dissipates, a loud, scary roar fills the cave. Upon entering the cave, you encounter different groups of the Kemet, who, to your surprise, are trying to control the creature instead of killing it. It seems that the former extraplanar portal has temporarily split into two. You hope to connect them, possibly giving you a chance to banish the scary creature.

Resume the Quest (start EVENT 1!)

3 From far away, a shaking voice reaches your ears: "This beast, it's different from anything we've met before. Slow, unpredictable, and immortal. Our only option is to control it." The voice pauses, filled with desperation. "I've noticed that strong hits can change its movements, pushing it towards the portal. But we still don't have full control of it."

As you look in the direction of the voice, a chilling scene opens before you: a Kemet necromancer is standing in the shadow, facing a horrible creature. It's an abomination, an embodiment of fear and despair.

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

Outside the cave, Zhelakra is waiting, her relief clear: "I'm glad to see you're alive and you've successfully closed the portal. We can be sure the Kemet won't come back. I owe you my gratitude once again."

- You discover that Tanares and other planes are interconnected through the Penumbral Plane and that extraplanar creatures can be summoned or lured by cultists and wizards into the material plane, with dangerous consequences.

- The Kemet know a lot about portals, including the locations of some that are even unknown to the Empire.
- You didn't stop the Kemet from deactivating the magic device that protects the Imperial Lighthouse.



Wharfugee bulletin

THE WAR AND THE CENTRAL SEA!

The Kemet are slowly but surely spreading their troops throughout the continent. Previously, they were seen in greater numbers only in provinces that border the Storm Ocean, especially in Outumn, where Fisherman's Wharf is located. We've received reports of their many attempts to gain access to the Central Seas.

STRETCHING THE BOTTLENECK

The Central Sea touches almost every Province in the continent, but its opening is tight for those who want to access it via the Storm Ocean — such as the case with the Kemet. One of the most important assets of the Ironhand in protecting the Central Sea's bottleneck is Saviswarat Lighthouse, which has just lost some of its magic protections. Our Ironhand contact in the Capital writes that the Imperial Fleet is setting sail to defend the Anariel Strait and protect the Lighthouse.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to drive the Kemet away from an important point of access to other regions of the world. **Mark Strong kemet presence on the seas (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The Kemet seem to know too much about the Penumbral Plane, portals, and other secrets that no one else in the continent knows. Their historic secrets run a little too deep for your liking, and you may want to follow up on some information you learned a week ago: **gain Adventure Card L.**
 - Worried with your unpredicted intervention in the Central Sea, the Kemet speed up their vessels. Enemy ships are being spotted on the rivers that connect it with the Storm Ocean: **gain Adventure Card O.**
- Gain +1 Spies and +1 Strategists.**
 - If you won, read [001] - page 4. If you lost, read [002].**





23 - Booby Trap

Climb a steep slope while avoiding its **Slippery Crag**s to reach a grotto near the top of the hill and activate an **Arcane Device**.

Primary Objective

- Activate the **Arcane Device** = Read [23.4].

If you lose

- Read [Defeat] - page 120.

Extra Challenge

- On **Event 1**, place both Orbs on the same end of round.

Special Rules

Slippery Crag (Ruins Tiles)

You can't climb through these rocks: they can only take you down — quickly and painfully. Increase the number of your coordinate to go uphill, and decrease it to go downhill.

- Ignore normal Ruins rules. Ruins are considered **Crag**s.
- Combatants can step on (or be forced onto) **Crag**s only if they come from a coordinate of a **higher** number.
- When a combatant enters a **Crag**, it takes 5 DMG and MOVE to its closest, unoccupied, **lower coordinate square** (until it reaches one that is not a **Crag**).
 - **Then**, if the combatant is on its Move Action, it may continue spending movement points. If moved by an effect (such as skills or benefits), this effect immediately ends.

Rule Explanation: Coordinates

Framing the main game board, on the inner part of the HP Track, you can find a thin strip with coordinates.

- The smaller side of the board is identified by the letters A through P, and the bigger side by the numbers 1 to 24.
- Each square on the board can be distinguished from all others by its letter-number coordinate (e.g., A-1).
- Sometimes, such as in this quest, only one of the two references is important. The rightmost part of the map represents the top of a steep slope. Therefore, combatants on coordinates of **higher** number are considered on higher ground.

Tools (Tool Tokens)

👉: Put the **Tool Token** on the interacting hero's Card.

- A hero with a **Tool Token** (*Torch, Tome, or Hook*) may discard it at any time to ignore the effect of **Crag**s (and **Ruins**) until the end of the current turn.

Runes of Energy (Quest Items)

👉: MOVE 1 the Quest Item.

! **Rule Reminder:** Quest Items do not block movement or vision (you can move through AND end on them).

Avalanche

Combatants closer to the bottom of the hill will suffer with the occasional **Avalanche** caused by the action of those on higher grounds — where enemy guards are stationed.

👉 **R** The combatant (hero or villain, excluding Guards) on the coordinate of the **lowest number** takes 8 DMG and MOVES 3, orthogonally and toward coordinate 1.

ADVANTAGE: **R** The combatant (hero or villain, excluding Guards) on the coordinate of **lowest number**, AND the villain on the **highest coordinate**, both take 7 DMG and MOVES 2, orthogonally and toward coordinate 1.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Archer (02-G)**, **Spy (30-B)**, and **Warrior (33-R)**.
- **Then, after reading the Special Rules, read [23.1] - page 120.**

R If all villains are dead, read [23.2] (to continue the quest).

EVENT 1

- Remove the Living Wall.

GUARD 3: Place Archer (01-R), and Spy (30-G).

- o (Kemet Hunt): Necromancer (★★57-O).

GUARD 3: Place Reaper (17-B) and Warrior (33-O).

GUARD 3: Place Spy (29-R), and Warrior (34-B).

- o (Kemet Hunt): Necromancer (★★★★58-G).

Placing Orbs (Orbs)

The Kemet have sealed the entrance to the grotto with a barricade that you need to blow apart by **Placing Orbs** in special locations that fall under the simultaneous influence of two **Runes of Energy**.

R If a hero is **orthogonally** aligned with two **Quest Items** at the same time (ignoring walls), remove both Quest Items and place an Orb on that hero's square.

- o That hero must move to its closest free square and it HEALS 10.

As soon as two Orbs are on the grid and all villains are dead, read [23.3] (to continue the quest).

EVENT 2

- Remove the Barricade.

GUARD 3: Place Warrior (34-G) and Harpies (55-R) and (56-B).

- o (Kemet Hunt): Necromancer (★★★★58-B).

Arcane Device (Altar Tile)

+ There are no villains in [5] of the Altar Tile: The Arcane Device is activated. **You win the quest and read [23.4]**

Villain Kits

- 2 Archers (01, 02)
- 1 Reaper (17)
- 2 Spies (29, 30)
- 2 Warriors (33, 34)
- 2 Harpies (55, 56)

- 2 Necromancers (57, 58)

Barriers

- 1 Barricade 3x1
- 1 Living Wall 4x1
- 4 Walls 5x1

- 6 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

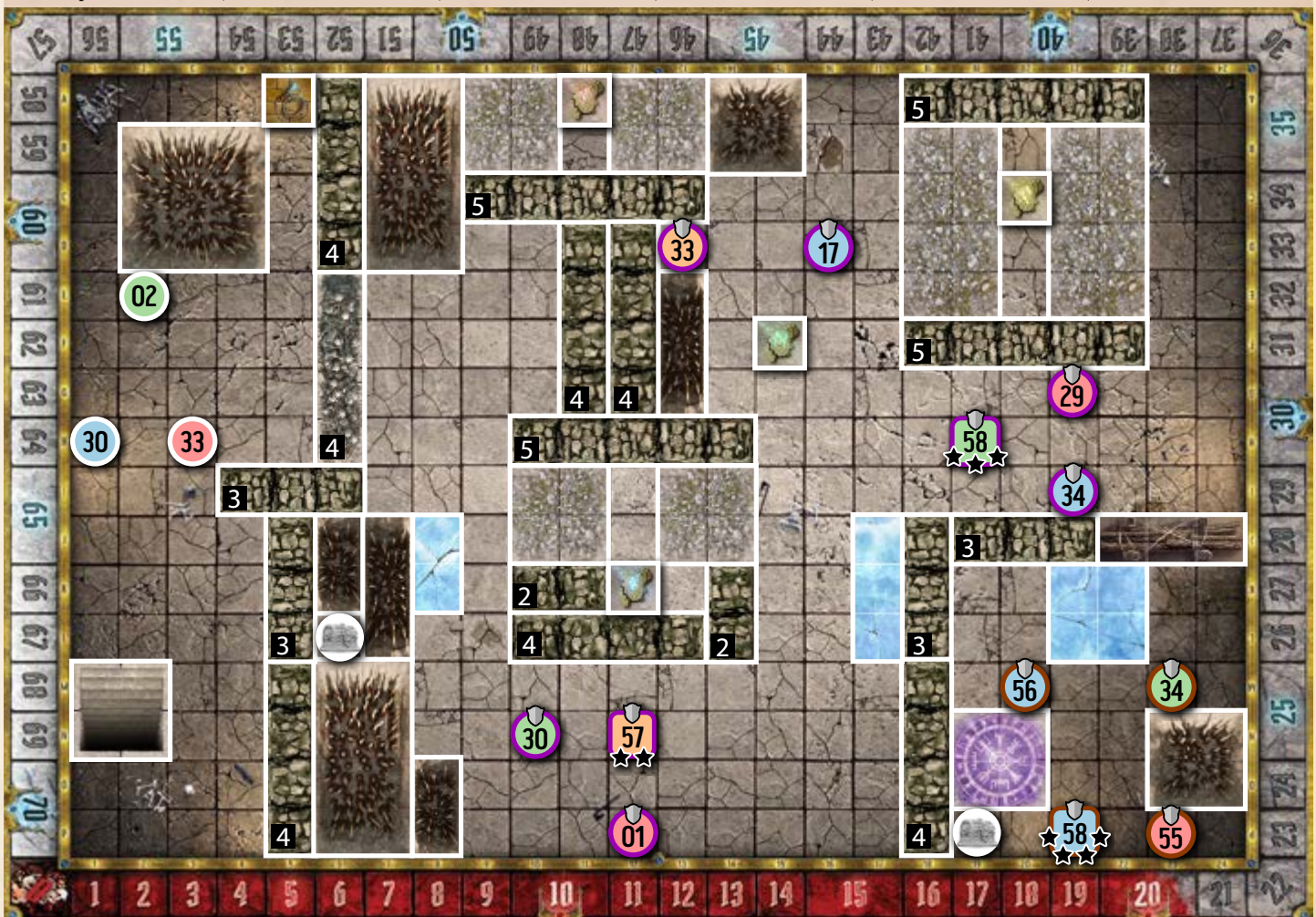
- 1 Altar

- 1 Ice 3x1
- 1 Ice 2x1
- 1 Ice 2x2
- 2 Ruins 4x2
- 4 Ruins 2x2
- 2 Spikes 4x2

- 1 Spikes 3x3
- 2 Spikes 3x1
- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Orb Figures
- 4 Quest Item



Map Labels: ■ Initial Setup ■ Event 1 ■ Event 2

Quest Chapter 23

Booby Trap

1 When you reach the bottom of the mountain, you see a mystical light at the peak, showing the exact place of the magic device. However, Kemet are everywhere, and some at the top of the hill are triggering avalanches to prevent you from climbing up.

IF YOU HAVE...	APPLY CONSEQUENCE (s):
Cities are Safer, for now... (fact)	With fewer undead to deal with, Sedura can send reinforcements to fight the Kemet on the higher ground. With this, you'll have avalanches working for you, too! You gain ADVANTAGE for this quest.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): Give the Tome Token and Torch Token to different heroes.

Quest 23: "Booby Trap" starts NOW (take the first turn!)

2 A large rock in front of you slides down, opening a gap you climb through. You notice some defensive runes. These are the ones Sedura mentioned; you must place the orbs in a way to dispel their effects. Hurry—another avalanche is coming!

IF YOU HAVE...	APPLY CONSEQUENCE (s):
Kemet and Third Eye are allies (fact)	The Kemet are well informed by Third Eye and have occasional reinforcements. Swap the Reaper (17-B) for a Archer (02-B) and place one Protected Token on Spies (29-R) and (30-G).

Resume the Quest (start EVENT 1!)

3 The orbs not only cancel the effects of the runes but also absorb their magic and change it into healing power. Finally, you spot a small stone and metal building that holds what you're looking for. The entrance is now open, so you can enter and secure the area.

IF...	APPLY CONSEQUENCE (s):
You destroyed the harpy's eggs	You killed one of the harpies during the climb, but your fight allowed time for a reinforcement to climb to the top of the hill. Replace the Harpy (55-R) with a Necromancer (57-R).

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

You activate the magic device. Near the horizon, you see a bright spot— probably the Saviswarat Lighthouse, the ultimate defense against Kemet ships trying to enter the Central Sea. Back at sea level, Sedura celebrates a victory, declaring that she will assemble a team of sages to study the device and try to reproduce it in other locations.

Remove one Ironhand Researcher (NPC) from your Character Deck (if any).

- You've prevented the Kemet from disabling a magic device that protects the Imperial Lighthouse.
- You couldn't find the portal the Kemet were using. You learn that they have an alarming amount of knowledge about the Penumbra Plane and portals, including the locations of some that even the Empire didn't know existed.

Wharfugee bulletin

TIGHTENING THE BOTTLENECK

The Central Sea touches almost every province on the continent, but its opening is tight for those (such as the Kemet) who want to access it via the Storm Ocean. One of the most important Ironhand assets in protecting the Central Sea's bottleneck is Saviswarat Lighthouse. Our Ironhand contacts in the Capital reported that the Imperial Fleet is setting sail to defend the Anariel Strait and protect the Lighthouse.

THE WAR AND THE CENTRAL SEA!

The Kemet are slowly but surely spreading their troops throughout the continent. Previously, they were seen in greater numbers only in provinces that border the Storm Ocean, especially in Outumn, where Fisherman's Wharf is located. We've received reports of their many attempts to gain access to the Central Seas.

Follow the "Next Adventures" instructions.

DEFEAT

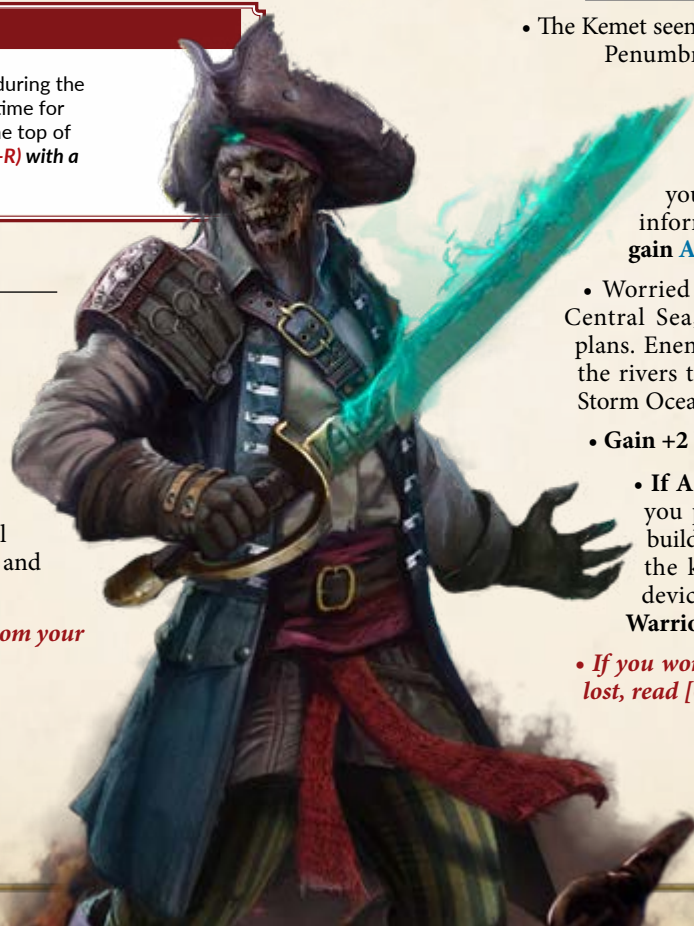
Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to drive the Kemet away from an important point of access to other regions of the world. **Mark Strong kemet presence on the seas (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The Kemet seem to know too much about the Penumbra Plane, portals, and other secrets that no one else on the continent knows. Their knowledge runs a little too deep for your liking, and you may want to follow up on information learned a week ago: **gain Adventure Card L.**
- Worried by your intervention in the Central Sea, the Kemet speed up their plans. Enemy ships are being spotted in the rivers that connect the sea with the Storm Ocean: **gain Adventure Card O.**
- **Gain +2 Warriors.**
- **If Anariel is in your team:** Since you played an important part in building the Lighthouse, you have the knowledge to reproduce the device found here. **Gain +2 extra Warriors.**
- **If you won, read [001] - page 4. If you lost, read [002].**



Adventure 1

Evolution of the Occult


1 You meet Sedura for a secret discussion; she looks tired but is clearly doing her best to hide it. With a sharp tone, she states, “Ironhand soldiers have gone missing around Ipade, a village near Astérion.” Her eyes study a map on the table. “The region’s monstrous activities are rising, but there’s a graver matter at hand.” She pauses, precisely choosing her words. “There are whispers of an alliance between the Kemet and an unknown local faction. It’s imperative that we solve this issue, or the consequences might be... dire.” Behind her stern demeanor, you sense an unspoken fear as she looks at the list of disappeared soldiers and officers on her table.

With strong resolve, you take a portal to Ipade, a simple village that depends on a vital source of freshwater, hidden in a network of caves covered by tall palm trees. Your footsteps echo through the deserted streets; your eyes only meet closed doors and barred windows. The silence is chilling, a clear sign of the fear that has taken over the once-lively community.

As you search the area, an unusual sight catches your eye—a group of six people wearing hoodies emerging from the local church, now a pile of ruins. One of them holds a staff that looks like a Kemet necromancer’s tool, while another displays an Evolutionist symbol hanging from their necklace.

A) (Fast Action Mode) Ignore the men and keep investigating in Ipade. [29]

B) Follow and investigate the men; keep reading.


Each hero makes an  **TEST (d20+ Hero Card + NPC Card).**
(19+: success | 18-: failure)

+4 if you are Taram or Uster - Being practitioners of the religion, the symbol may be easier for you to recognize.

+3 to rolls for heroes accompanied by Razun or Yggor (NPCs) - Their clergymen status could provide an edge.

If 1 or more heroes succeed (19+): Go to [2].

If all heroes fail (18-): Go to [3].

2 You carefully study the necklace the figure is wearing. Suddenly, you remember something important: it is a symbol of official agents of the Church. Following the group in secret, you’re surprised to find out that three of the hooded figures are indeed Kemet! They make their way to an abandoned fort to the north of the town. You had already heard about it; there’s a portal to the feared Ubellian Fire Pits inside this fort. **Put**  (Slot 1). [4]

3 The symbols on their clothes are beyond your comprehension, so you decide to follow them. They move northward, where you figure out the identity of three among them. They are Kemet! Despite your best efforts, you can’t determine their final destination. [4]

4 The group of six hooded figures moves on, their path making a winding trail on a deserted dirt road. You follow them from a safe distance, fully aware that this might be your only chance to reveal the Kemet’s evil plans. As they go down a rough cliff, the Kemet necromancer stops, obviously tired; his companions quickly start setting up a camp. An excellent opportunity for an ambush appears, giving you plenty of time to plan.

The upcoming battle feels inevitable; you know it’s necessary and that you need to capture their leader alive for questioning.

Each hero chooses one action to do. You will capture only those who have been entangled in your net. The others will escape or die.




ACTION (EACH MAY BE CHOSEN ONLY ONCE)

- Snipe the necromancer.
- Snipe the Evolutionist.
- Get as close as possible without being seen.
- Set up a trap on their escape route.
- Prepare a net to throw over the necromancer.
- Prepare a net to throw over the Evolutionist.
- Circle them and study their positioning.

After making all choices, go to [5].

5 Apply one consequence for each action you choose and one for each action you didn't choose to do!

ACTION (EACH MAY BE CHOSEN ONLY ONCE)

ACTION (EACH MAY BE CHOSEN ONLY ONCE)	IF YOU CHOOSE THIS:	IF YOU DIDNT CHOOSE THIS:
Snipe the necromancer.	The necromancer dies.	He cast a curse on one of you. Place two Weakened Tokens on a hero.
Snipe the Evolutionist.	The Evolutionist dies.	He cast a curse on one of you. Place two Weakened Tokens on a hero.
Get as close as possible without being seen.	You go to their backline and kill their archers before they can shoot.	Their archers attack you all from afar. Two heroes take 4 DMG each.
Set up a trap on their escape route.	You cut their escape route and kill more of them. Each hero gains 1  .	(nothing)
Prepare a net to throw over the necromancer.	You capture the Necromancer (if you didn't Snipe him).	(nothing)
Prepare a net to throw over the Evolutionist.	You capture the Evolutionist (if you didn't Snipe him).	(nothing)
Circle them and study their positioning.	With better positioning and tactics, you cause the fight to be a quick win.	The fight was harder than you expected. Two heroes take 4 DMG each.

- Check to see if you captured any of the enemies. You only capture enemies if you used action to throw a net onto them. All others either escaped or died.

If you captured the Necromancer and the Evolutionist, go to [6].

If you captured only the Necromancer, go to [7].

If you captured only the Evolutionist, go to [8].

If you captured neither, go to [9].

6 With both the necromancer and the Evolutionist tied up, you are in a position to get crucial information. The necromancer, looking fearful, reveals that the Kemet have been gathering mercenaries and dark creatures, leading them to the Ubellian Fire Pits to be part of powerful rituals there. He also gives you a strange red gem.

The Evolutionist, on the other hand, confesses his part in a secret branch of the Church, involved in terrible experiments mixing monster essences.

His orders were simple: keep the church off-limits while it was burning, and then escort the Kemet safely to an old fort hidden in the northern lands.

A) Interested in the mention of mysterious rituals, travel to the Fire Pits area to uncover their real purpose. [15]


B) The worrying revelation of the Church's unholy alliance with the Kemet is alarming. Return to the burnt remnants of the town's church, hoping to reveal the secret events there. [10]

7 The Evolutionist is dead, a victim of the fight, but you've managed to capture the necromancer for questioning. He reveals that the Kemet have been gathering mercenaries and dark creatures, leading them to the Ubellian Fire Pits to be part of powerful rituals there. You also get a strange red gem from him.

After entering the fort, you take the portal to the Fire Pits. It is the only way to understand these mysterious rituals' purpose. [15]

8 The necromancer was eliminated, but the Evolutionist, now a captive, shares his disturbing story. He's involved in a secret branch of the Church, dedicated to the horrifying research of mixing monstrous beings. His task was to keep people away while the church was destroyed by fire and then to lead the Kemet to a solitary fort in the north.

You take the captive to an Ironhand Outpost before returning to the town's burnt church. The idea of the Church working with the Kemet chills your blood. [10]

9 Both the necromancer and the Evolutionist were killed in the ambush, leaving you with no one to question. Your search among the dead bodies only reveals the Evolutionist's unique amulet. **Choose a hero to pick the unique holy symbol. It gains 2 Empowered tokens. Put  (Slot 3).**

With the Kemet's involvement confirmed, you return to Ipade. At the ruins of the burnt church, you run into a group of guards, townspeople, and church members. One of the clerics, claiming to be a priest from Ipade's Evolutionist Church, approaches you.



A) Show the amulet and ask if he knows anything about the Kemet's activities in the area. [21]

B) Chat politely with the cleric but keep your plans to yourselves. Then, watch their actions silently, hoping to discover any secret plans they might have. [22]


10 The remnants of Ipade's church lie in front of you. Among the ruins, you make a grim discovery: the burnt bodies of human-monster mixes. The terrible blend of man and basilisk among the dead is a sight that gives you the creeps. Among them lies a fallen Kemet with a red-hot gem in his hand. This gem, constantly warm to the touch, always points southward.

Before you leave, a group of clerics escorted by ten guards comes into view, leaving the scene, unaware of you. One of them says, "I am worried about the impact of this catastrophe on our deal with the Kemet. Can we do anything to earn their compassion?"

A) Sneakily follow the priests until it's safe to attack. You hope to get information about the start of these terrible experiments. [11]

B) Give in to the attraction of the red gem, as it is related to the Kemet. [15]

11 The group seems alert, maintaining a well-guarded formation that makes a direct attack risky. Any premature attack could lead to a costly fight. However, as they move closer to their destination, your situation could potentially become more dangerous.

The Torch represents their alertness and is initially set to "2" on the HP track. If you have  (Slot 3), place the Torch at "6"—the clergymen have become suspicious after witnessing strangers in town.

Step 1 - Choose your next move:

A) Maintain your discreet pursuit of the clergymen and advance to the next step. [Proceed to Step 2]

B) Decide to launch an assault, acknowledging the inherent risk. An unfavorable battle may lie ahead, but the chance of acquiring valuable information is too good to pass up. [12]

Step 2 - Roll a d20.

If you rolled 17+: You found an excellent opportunity to ambush them. [14]

If you rolled 1, 2: your patience has run out. The clerics have reached their stronghold. [13]

- If this is your second time on Step 2, the clerics reach their stronghold on a roll of 1 to 4.
- For each additional round, increase the base roll by 2, up to a maximum of 16 (example: if it is the third time, consider 1 to 6, the fourth 1 to 8, and so on).

If your roll falls between these two extremes, return to Step 1 and decide your next move.

12 With no better option, you decide to fight them. [14]

13 Before you can find the right moment to attack, the priestly group reaches a mysterious building, a maze made from ancient stone. Its tall structure is watched by alert guards, their eyes scanning the landscape from a high lookout point. An attack under such watchful eyes is too risky to take.

A priest, concealed by the secrecy of his hood, ignoring the guards, puts his necklace into a puzzling indentation on a massive stone door. The door opens with a loud echo at his silent command. With no better choices, you pull your cloaks over your heads, pretending to be simple travelers. Copying the priest's recent action, you go ahead, daring to step towards the ominous, open doorway. [19]




14 You must fight the clerics and their guards.


Then, each hero makes a  TEST (d20+ Hero Card + NPC Card).


(11+: success | 10-: failure)


+3 to all rolls if you ambushed the villains (rolled 17+ when following them) - You know something about the strengths and weaknesses of the Evolutionist spell-casters.

+2 to rolls of heroes whose Passive Powers deal DMG - In this situation, it's better to strike first and strike hard!

4 Successes: You manage to swiftly kill all enemies! Each hero gains 1 . [23]

3 Successes: Your coordinated attack was good, but they still managed to wound you. Each hero gains 1 , and two heroes take 8 DMG. [23]

2 Successes: You defeat the enemies in difficult combat. Each hero gains 1  and takes 8 DMG. [23]


1 Success: You barely manage to defeat them, it was a long and hard battle. Each hero gains 1  and takes 12 DMG. [23]

0 Success: You were not expecting such powerful opposition. Each hero takes 4 DMG and you must roll this test again to keep fighting the enemy.

15 You journey into the Fire Pits, a land of sharp rock and molten rivers, chasing the mysterious Kemet. A fresh trail left by a small scouting party suggests a promising lead. Following the track carefully, you eventually locate the scouts.

A) Wait for a good opportunity to ambush them, hoping to capture their leader for questioning. [16]

B) Disguise yourselves as local bandits and talk to them, preparing for a surprise attack. [17]

16 The fight ends quickly because they are just amateur scouts. However, they fight with a determination that sees them dying on the battlefield. Each hero takes 6 DMG and gains 1 . [25]

17 Disguised as bandits native to the region, you draw nearer to the Kemet formation and observe their movements.

Each hero makes a  TEST (d20+ Hero Card + NPC Card).
(7+: success | 6-: failure)

+3 to rolls of heroes that look like an Ubellian bandit. They are: Ravel, Herodotus, Orthus, Katar, Oguemir, Baolmu, and Garion. Harun automatically succeeds (he can completely change his appearance!)

If ALL heroes succeed (7+): They let you approach to talk. [18]

If any of the heroes failed (6-): The Kemet see through your ruse and grab their weapons. One of them shoots an arrow at you before the combat starts! A hero takes 6 DMG. [16]

18 The Kemet, although suspicious, are willing to talk. They are clearly novice recruits, and you exploit this lack of experience. They believe you are mercenaries for hire and decide to take you to their leader.

Your golden opportunity arises as you cross an old rope bridge. When the Kemet enter it, with one quick cut, most of them fall into the molten river below. Although the remaining ones draw their weapons, they are quickly overwhelmed. [24]


19 You reach a room with six different paths. You try to open the doors — without success. It's only when one person approaches a door that it finally opens. Upon realizing that each door only opens for one person at a time, each of you decides to try a different door.



Each hero must place one unused  on one of the green squares in the labyrinth's image on the next page.

You must find your way to the labyrinth's inner chambers.

Choose the order. One hero at a time must:

1- Move its  through the path, to a square linked to it.


2- Make an ability test, of the kind indicated in your new square (1d20 + hero Card + NPC Card):

- If the result is equal or higher than the square's test difficulty: the local traps are avoided.
- If the result is lower: You are caught in a trap and take 4 DMG (you still move into that square as usual).

Modifiers:

- +5 if you are Morlogh: You know this labyrinth.
- +3 if you have the corrupted holy symbol: Somehow, traps seems to not activate easily near the item.

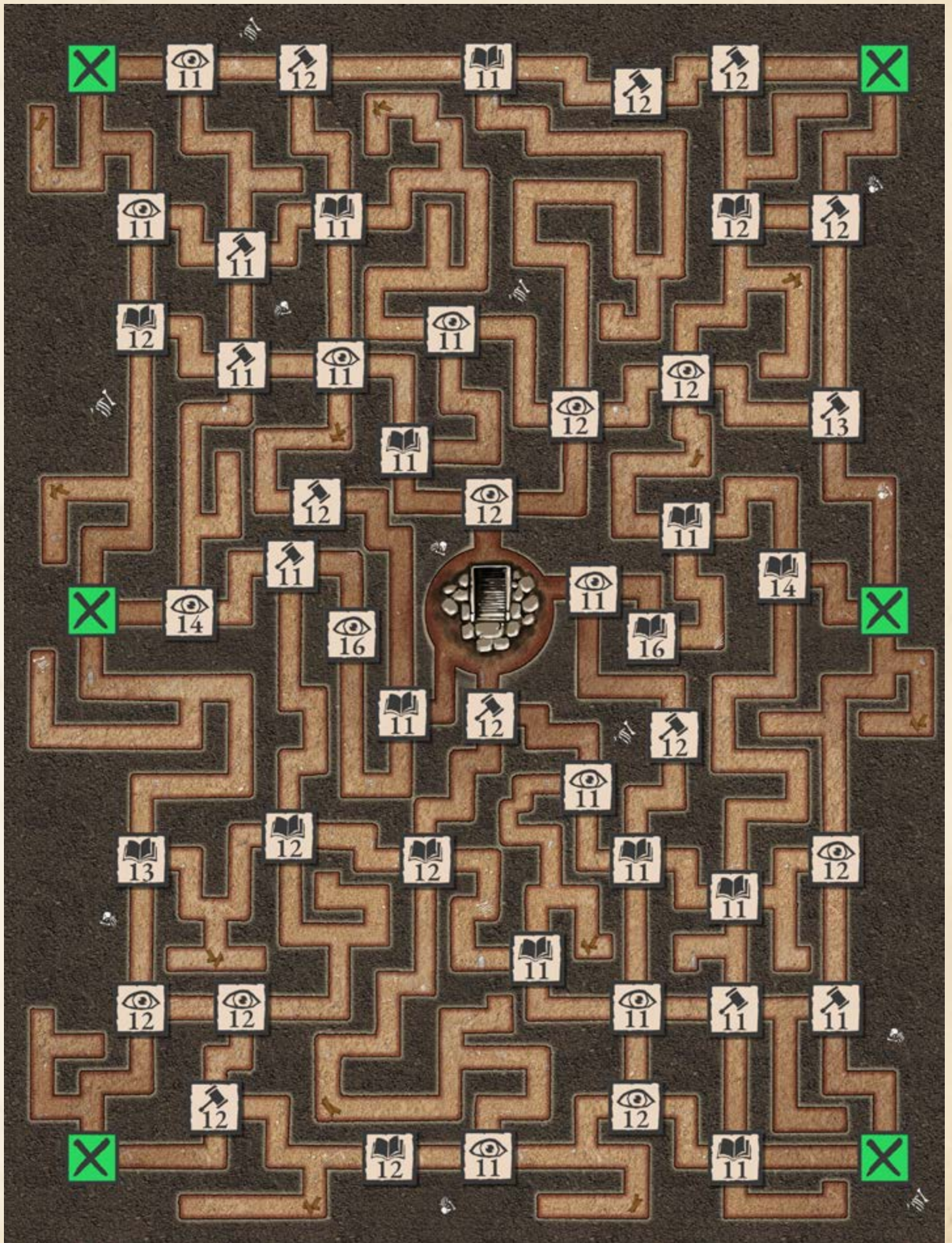
Final Result:

- The tests end when all heroes reach the Stairs at the end of the paths. Heroes that manage to do it without failing a single test gain 1  for their flawless performance.

At the stairs, you find the corpse of a hybrid monster that probably died trying to flee the place.

If Morlogh is on your Team, go to [26]. If not, go to [27].





20 You step into a place marked by erupting volcanoes, hissing geysers, and molten lakes – a grand display of relentless fire and destruction. Orc and goblin mercenaries tirelessly patrol the edge, their watchful eyes protecting a circle of Kemet wizards and necromancers. Engaged in an arcane dance, they conduct a ritual at the heart of a smoldering crater.

With the bright fire gem in your possession, you manage to drain some of the fire energy, consequently disturbing their complicated ritual. Select one hero to use the red-hot gem – The hero gains the Tome Token.

Your interference is not unnoticed. As the ritual's rhythm fails, you find yourself under the gaze of the elementals and mercenary guards who come towards you with relentless determination.

Go to page 132 and set up Quest 24: "Colosseum of Fire."

21 As the shining amulet catches the light, the words of the Kemet fall from your lips. A specific priest shares a quick, secret glance with the surrounding guards. In a blink, they've surrounded you, their weapons shining dangerously as they launch a surprise attack. Unfortunately, this confirms the reality of their alliance with the Kemet. **A hero takes 5 DMG.** [14]

22 Keeping a safe distance, you follow them with your senses alert. They appear more wary after your conversation. Their path leads them north, and they find the bodies of your previous foes. As one of the priests opens a scroll glowing with unfamiliar Kemet magic, a ghostly fog forms, and the bodies are reanimated into zombies. **All heroes gain 1 Distracted Token.**

You must find a good opportunity to ambush and learn their secrets before they reach their destination. [11]

23 After defeating the priests and their guards, you interrogate the survivors and search through their belongings. Among your findings are an Evolutionist amulet, a set of scrolls, and several maps.

You learn that they've been creating hybrid monsters and trading them with the Kemet in exchange for resources and the promise of freedom to continue their cult once the Kemet take control of the continent.


With this unsettling information, you head to the location of this terrible operation, knowing how to use the amulet to unlock the powerful stone gates. **If you don't already have it, a hero gains the holy symbol and 2 Empowered Tokens (only if you did not gain yet).** [19]

24 You question the survivors, but their lips remain sealed. Among their possessions, you find mysterious scrolls, detailed maps, and a strange red gem. The maps all point to a location within the dangerous Fire Pits, while the scrolls show a ritual and a ghostly dragon. It's clear that their secret operations could lead to disastrous consequences.

A) Follow the map and journey to the Fire Pits to pursue the ritual site. [20]

B) Use harsh methods until the kemets give more valuable information. [25]

25 You choose to walk a darker road, putting the Kemet through intense pain. They break sooner than expected. Amidst their cries of pain, they spill out a wicked plan. They're using tameranium crystals to draw out fire energy from the fossilized remains of an ancient dragon, as its spirit is a prisoner of the Fire Pits.

They intend to use these power-filled crystals to build a giant structure within the Fire Pits. However, the specifics about the location or purpose remain unclear. **Put**  (Slot 6).

With this new information, you follow the map to discover the ritual site. [20]

26 Barely hiding his fury, Morlogh insists on a dignified farewell for the fallen warriors, a tribute lit by fire. The terrible details of this place are seared into his memory, revealing the knowledge needed to handle its hidden mechanisms. It is time to end this, once and for all. **Morlogh gains 4 Empowered Tokens and the Tome Token.** [28]




27 On the dead body, you find a scroll filled with detailed diagrams and instructions on how to operate the complex devices controlling the maze. **Choose a hero to gain the Tome Token.** [28]

28 As you cross the entrance, you're met with a sight straight out of a nightmare. This unholy place is filled with undead, monstrous creatures and zealous cultists, each more terrifying than the last.

A massive abyss opens up before you, a vast canyon that absorbs all light and sound. Hanging uncertainly in the void are a series of rooms, their structures defying gravity, attached to the unknown by some magical design. They seem to float in the emptiness, like stone islands in a sea of nothing.

The only way to cross this dangerous space is a single moving platform, its movements controlled by some invisible device.

Go to page 128 and set up Quest 20: "Synoikismos."

29 A crowd appears in your path. Among them, a man steps forward, introducing himself as a representative of the local church, inviting you to join them. As they walk the same path as the hooded figures, you start to suspect something. The links between these groups seem undeniable. To prevent them from gaining the advantage, you launch a surprise attack, preparing for a brutal conflict. **Two heroes take 6 DMG and gain 1** .

After the fight, you search through the remains of the fallen. From the horrific scene, you find an amulet, documents, and a map, adding pieces to the mysterious puzzle at hand. **A hero gets the holy symbol and gains 2 Empowered Tokens.**

The map guides you through a deadly maze filled with traps. At the maze's center, you encounter a horrific sight - the body of a hybrid creature holding a scroll, lying next to a rising staircase. **Each hero takes 10 DMG. One hero gains the Tome Token.**

As you climb the stairs, you find yourselves on a hanging platform suspended by some arcane device. Across a massive abyss, similar platforms float, each filled with ready enemies.

Go to page 128 and set up Quest 20: "Synoikismos."



20 - Synoikismos

Find your way out of the labyrinth to unveil its dark secrets.

Primary Objective

- Collect 3 **Monster Research Papers**, remove the **Orb of Deactivation**, and defeat the **Dark Evolutionist (Boss)** = Read [20.5].

If you lose

- Read [Defeat] - page 131.

Extra Challenge

- Collect 4 **Monster Research Papers** AND kill all villains.

Special Rules

Abyss

The most unique part of this maze is a series of suspended rooms, with an **Abyss** between them.

- Squares outside of Room Tiles or Mission Tiles are considered **Abyss**. They block movement but not vision (you can cross the corner of an **Abyss** square).
- Whenever an attack hits a combatant (hero or villain) in [1] of an **Abyss** square, it deals +10 DMG (once per combatant per turn).

Access Platforms (Mission Tiles)

Access to other rooms is possible only via **Access Platforms**, that one of the heroes can remotely control.

👉 (Interactable multiple times per turn) + Pay 1 HP: MOVE 1 this Mission Tile, to squares with no tiles.

- At the start of each turn of the hero with the **Tome**, it must choose a Mission Tile.
- Every time this hero leaves a square on its turn (including by **Benefits** or **skills**), it **must** move the chosen Tile in the same relative direction.
 - This hero may pay 2 HP (per square) to ignore this effect.
 - **Don't move** the Mission Tile if it would enter a square with another Tile.
- If the platform moves, combatants on the Tile move with it.
 - Whenever a **Commander** and its **Companion** are in different rooms, place the **Companion** in [2] of the **Commander**.

The Darkest Surge

The hostile creatures that roam the maze can strike intruders from a long distance.

👉 Whenever a villain doesn't reach a target (even after **Dark Surge**), it **Fatigues** and doesn't move. Then, it deals 20 DMG to the hero with the **lowest HP** anywhere.

ADVANTAGE: Whenever a villain doesn't reach a target (even after **Dark Surge**), it **Fatigues** and doesn't move. Then, it deals 15 DMG to the hero with the **highest HP** anywhere.

Monster Research Papers (Quest Item)

With these you may find the **Orb of Deactivation** — the only way to deactivate the **Labyrinthine Traps** and escape the maze...

👉 Remove the Quest Item: Gain two **Empowered** Tokens.

Labyrinthine Traps

🔴 A hero takes 15 DMG.

Events

INITIAL SETUP

- Place the heroes on the **Stairs**. Each may reassign 2 **Skill Tokens**.
 - Place **Skeletons (23-O)** and **(24-B)**, and **Cultist (43-R)**.
 - (**Kemet Hunt**): **Warrior (★★33-O)**, **Warrior (★★★34-B)**, and **Archer (★★★★02-G)**.
 - Then, after reading the **Special Rules**, read [20.1] - page 130.
- 🔴 If all villains are dead, read [20.2] (to continue the quest).

EVENT 1

- Remove the **Stairs Tile**.
- Place the **Red Orb** and all **Quest Items**.
 - 🛡️ **GUARD 3:** Place **Ghost Dwarf (05-O)** and **Skeleton (23-R)**.
 - 🛡️ **GUARD 3:** Place **Ghost Dwarf (06-G)** and **Cultist (44-B)**.
 - 🛡️ **GUARD 3:** Place **Skeleton (24-G)** and **Cultist (43-R)**.

Orb of Deactivation (Red Orb)

👉: If heroes have collected at least 3 **Monster Research Papers**, remove the **Red Orb** and read [20.4] (to continue the quest).

EVENT 2

- Labyrinthine Traps Special Rules ends.
- Place Reapers (60-O) and (61-B), and the Dark Evolutionist - Boss (B).

As soon as the Dark Evolutionist (Boss) dies, you win the quest and read [20.5].

Access Platforms example



Dark Evolutionist (Necromancer Figure)	B	140 Hit Points	8 Defense	5 Movement	8 Reaction
--	----------	--------------------------	---------------------	----------------------	----------------------

Plague Bringer (Primary Attack)	8 squares	1 enemy
	25 DMG+effects	Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ❶ Target takes +2 DMG for each on the grid (including Guards).
 ❷ MOVE 3 the target, toward its closest Abyss square.
 ❸ This RUNS 3 to its farthest hero.
Note: Unlike most ranged villains, this one does NOT FLEE.
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This is hit by an attack and there is another in [3] of it.
Effect: The closest in [3] of this takes the attack DMG instead of this .

Favorite Target: The farthest hero within reach.

Villain Kits

- 1 Archer (02)
- 2 Ghost Dwarfs (05, 06)
- 2 Skeletons (23, 24)
- 2 Warriors (33, 34)

- 2 Cultists (43, 44)
- 2 Reapers (60, 61)
- 1 Boss (Necromancer)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 1 Wall 4x1

- 3 Walls 3x1
- 1 Wall 2x1

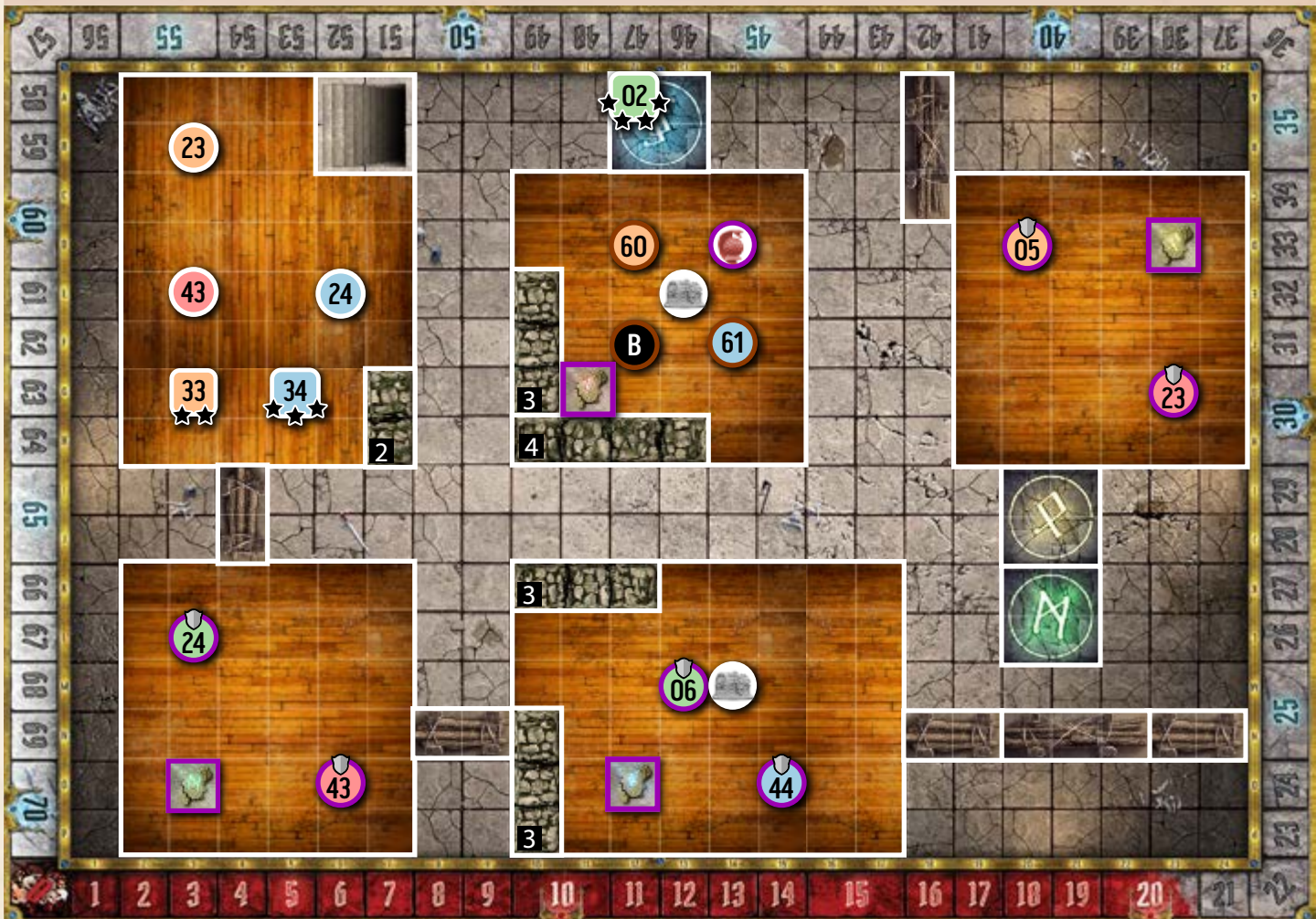
Terrains

- 3 Mission Tiles
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Orb Figure
- 4 Quest Items

- 2 Rooms 8x6
- 3 Rooms 6x6




Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 20

Synoikismos

1 Check the table below:


IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1) OR if you have Sir Erick (hero) in your group.	You know about the practices of Ipade's church and their cultists; you can handle the Labyrinth's dark curses better. You gain ADVANTAGE for this quest.
■ (slot 3)	Because you used the amulet to enter, the enemies do not expect intruders. Place 1 Distracted Token on each villain.
Cities are safer, for now... (fact)	On your way to Astérion, you found shelter in local villages without fear of being ambushed, and arrive in better conditions. Each hero gains 1  .
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts the quest with the Tome Token.

Quest 20: "Synoikismos" starts NOW (take the first turn!)

2 A woman with fiery red hair confidently walks towards an orb placed on a distant platform. She skillfully manipulates it while her voice echoes in the massive space, "There are more test subjects ready for experimentation. From now on, I, Vâniah, will be your guide. Your only smart choice is to surrender. The alternative, I assure you, is less than pleasant."

She disappears, as though descending invisible steps into a deep abyss. From the darkness, a host of enemies shows up. Spectral figures rise from the ground, their forms gleaming in the low light. Cultists, cloaked in darkness, step forward with a threatening resolve, and skeleton soldiers climb up the rocky sides as if the abyss is an endless source of undead.

If Sir Erick is in your party, go to [3]. Otherwise, resume the quest (start Event 1!)

3 Seeing Vâniah, Sir Erick is shocked. He feels overwhelmed by regret about his failure to eliminate the church's corruption in his past. However, he quickly turns this regret into determination, quietly swearing, "Not this time." **Sir Erick gains 1**  **and 3 Empowered Tokens.**

Resume the quest (start EVENT 1!)

4 Once you get the key research papers and figure out the orb's mysterious control mechanisms, the Labyrinth's defenses deactivate, pulling back at your command. However, your success is short-lived as a figure in dark robes, backed by skeleton soldiers with sharp scythes, steps out from the shadows.

"You're walking on holy ground, blind to the divine path that lies before you," the priest-like figure says with a cold, authoritative voice. "Your interference ends here!"

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Orcs rebelling against Ironhand (fact)	With the Ironhand tied in a fight against orcs, Ipade's leader had the freedom to conduct his business and increase his power. The Boss gains 4 Empowered and 2 Preserved Tokens.
The Golden Orb of Greed (fact)	The Golden Orb emits a resonance that affects the Deactivation Orb and causes a sharp headache in your enemies. Each enemy in [2] of the Deactivation Orb gains 1 Distracted Token.

Resume the quest (start EVENT 2!)

5 **Read this only if you won this quest**

Guided by the orb's magical light, you find a secret staircase and go down into the abyss, following Vâniah's hidden steps. You find her in a vast hall, a horrifying collection of caged monsters behind her. It's unnerving to see how calm she is as she attempts to open a cage containing a particularly dangerous creature to unleash upon you.

A) Quickly step in, trying to control Vâniah without hurting her. Even though this could give her time to release the beast, she deserves a fair trial for her crimes. [6].

B) Attack with the intention to kill, aiming at Vâniah before she can let the monster out. She's the one controlling this horror show, and you can't let her release another beast. [8]

C) If Sir Erick is on your team, you can try to reason with her [13].

6 A burst of adrenaline propels you towards Vâniah. Surprised, she loses her grip, and the keys fall to the cold stone floor. You take this chance, arresting her before opening the cage. Outnumbered and trapped, she surrenders, her resistance fading as you tie her up. [7]

7 The creepy sound of another cage opening breaks the silence. Turning towards the noise, you see a weak Gloomfolk woman leaving her cage. Her body, covered in scars, is a reminder of the endless experiments she had to go through.

If you have killed Vâniah, go to [9]. Otherwise, go to [10].

8 You attack Vâniah with a quick and decisive strike. Caught off guard, she can't defend herself. The keys fall from her lifeless hand and hit the ground, her eyes showing a final moment of surprise before her body collapses.

Remove NPC Card "Vâniah, the Charmer" (Week 3) from the game. [7]

9 Looking at Vâniah's lifeless body on the ground, the Gloomfolk woman stabs it with her stinger. "Cursed woman, may her spirit wander the Penumbra wastes forever," she snaps. With evident fatigue in her eyes, she turns to you and whispers, "Thank you... I will repay this kindness one day..." before she falls unconscious.



Add NPC Card “*Bederma, Gloomfolk Scout*” (Week 3) to your Character Deck. [12]

10 The Gloomfolk woman rushes towards Vâniah, her pincers tightly grabbing her. “*You can’t understand... the horrors this witch caused... the pain... the deaths...*” she snarls. Fear is evident on Vâniah’s face, “*The Kemet made me do it! I beg you, believe me!*”

A) Allow the Gloomfolk woman to take her rightful revenge on Vâniah. She has suffered enough. [11]

B) Defend Vâniah. While you empathize with the Gloomfolk, killing a surrendered enemy is murder. [12]

11 You look away as the Gloomfolk woman’s stinger pierces Vâniah’s chest. The venom acts quickly, and Vâniah’s life fades away. The Gloomfolk woman, now at peace, promises to be loyal to you for saving her life and giving her revenge. Then, she falls unconscious.

Remove NPC Card “*Vâniah, the Charmer*” (Week 3) from the game. Then, add NPC Card “*Bederma, Gloomfolk Scout*” (Week 3) to your Character Deck. [14]

12 Seeing your decision to stand with Vâniah, the Gloomfolk woman sighs in disappointment and throws Vâniah towards you. Her powerful throw clearly shows her opinion of your choice. Struggling to get up, she gratefully acknowledges your help and leaves the area, heavily leaning on the walls for support. You also leave, taking the captive Vâniah with you. [14]

13 Sir Erick says, “*Vâniah, remember when I saved you from the Inquisition? Your heart was pure at that time. What happened to you? Please, remember who you are, that woman of a kind heart who used the arcane spells to help the village.*”

She stops, crying as she realizes her actions. You free the experimental subjects, notably a gloomfolk woman full of scars. You leave, taking the captive Vâniah with you. [14]

14 CONCLUSION - VICTORY

After finally discovering why there have been so many monsters in the area, you collect all evidence against the Church of Ipade and

find more imprisoned victims. The transformation of many is not yet finished, and imperial magic users can ensure that the subjects stay in control of their minds. Details about the true intent of the experiments are withheld from the public to prevent unnecessary panic, considering they already have plenty to worry about.



Wharfugee bulletin

THE HEATED SOUTH COOLS DOWN!

What the Empire always neglected, our brave heroes cannot. The neglect and abandonment of the “barbaric” southern regions made them vulnerable for Kemet activities. We’ve received multiple accounts of mercenary recruiting, occult rituals, and even experiments with monsters near Astérion and the Ubellian Fire Pits, but thanks to our heroes’ swift intervention, our correspondents report that the anxious climate of fear has been lifted.

EVOLUTIONIST CHURCH BURNS IN IPADE

Rumor has it, local church members were involved with the Kemet, and that the church burned down in a ritual gone awry. Local representatives of the world’s leading religion declined to comment. Thanks to Wharfugee’s intervention, the populace is united and optimistic about rebuilding it — this time so it can house righteous practices.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other’s exhausted bodies away from danger, but you’ve lost the opportunity to interrupt Kemet activities that, coordinated with the darkest branches of the Church, enhance the war forces with occult dangers and aberrations. **Mark Dark Church, Kemet monsters (fact).**

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

• Gain +2 Strategists.

• If you won, read [001] - page 4. If you lost, read [002].



24 - Colosseum of Fire

You are in the Ubellian Fire Pits, a special place where **Fire Geysers** may suddenly erupt. The **Crystal of Flames** helps one of the heroes tap into the **Essence of Fire**, and you may enhance its power — but be careful, for **The Monsters Know What They're Doing**, and if they push you onto enhanced lava, it will **Mana Burn**.


Primary Objective

- Kill Magmarose (Boss) = Read [24.3].

If you lose







- Read [Defeat] - page 134.

Extra Challenge





- There is a  in at least 7 different Lava Tiles when **Event 2** begins.

Special Rules

Essence of Fire (Lava Tiles)

- Whenever a hero spends  to pay the cost of a Skill, it may put **one** of the spent  on a free Lava square in [4] of it (*before applying the skill's effect*).
 - (If multiple heroes use a skill on the same turn, each of them may put 1 .
 - A **Lava Tile** may have multiple , but each of its squares can have only **one** , in total.
 - Combatants may move **through** , but not **end** their move on them.

Mana Burn (Lava Tiles)

- For each  on a **Lava Tile**, that Tile deals +4 DMG.
- Whenever a **hero** takes Lava DMG, remove all  from **any one Lava Tile** with at least 1  on it.
 - Put the removed  outside mana pools (*heroes can earn them again*).

The Monsters Know What They're Doing (Villains)

- Whenever a villain hits a hero, after the attack resolves, **MOVE 1** the hero, toward its closest Lava square.

Fire Geysers

- R** Each hero **MOVES 1**, toward its closest Lava square.

ADVANTAGE: **R** One hero takes 10 DMG.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Goblins (07-R)** and **(08-B)**, and **Elementals (47-R)** and **(48-B)**.
 - (**Kemet Hunt**): **Spy (★★63-O)**.
- **Then, after reading the Special Rules, read [24.1] - page 134.**

R If all enemies are dead, **start EVENT 1.**


EVENT 1

You've just vanquished a series of twisted, ferocious elementals and a band of goblin mercenaries, likely henchmen of the Kemet. Catching your breath, you're about to press forward when a fresh group of adversaries materializes, led by a formidable orc. Time to steel yourself once more.




- Place **Goblins (07-O)** and **(08-G)**, **Orc (13-R)**, and **Elemental (48-G)**.
 - (**Kemet Hunt**): **Spy (★★★64-B)**.

R If all enemies are dead, **read [24.2] (to continue the quest).**

EVENT 2

- (*check the Extra Challenge here*) **Remove all Lava Tiles**, transferring all  on them to the Hero's Card of the **Tome** owner.
- Place **Event 2 Lava**.
- Place the heroes on the **Altar**.
- Place **Elementals (47-O)** and **(48-B)**, and **Magmarose - Boss (B)**.
 - (**Kemet Hunt**): **Spy (★★★★63-R)**.

Mana Convergence

- Each  on the Hero's Card of the **Tome** owner is considered as one **Empowered** Token for this hero (*ends only if used*).
 - While it has a  on its card, the hero with the **Tome** is **Blessed**.
 - After the first (*and only*) time this is used, put the removed  outside of Mana Pools (*heroes can now earn them again*).

As soon as Magmarose (Boss) dies, you win the quest and read [24.3]



Magmarose
(Azymor or any Huge Figure) **B** **210** **8** **8** **8**
 Hit Points Defense Movement Reaction

• This is immune to all Terrains. It can move through Barriers and Obstacles, but cannot end on them.

Magma Claws *(Primary Attack)* 2 squares 1 enemy
 ✨ 18 DMG+effect Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effect: +1 DMG for each **Lava Tile** without a .
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This is on a **Lava Tile** with no when a hero hits it.
Effect: After the attack resolves, deal 10 DMG to each hero in [8] of this .

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Goblins (07, 08)
- 1 Orc (13)

- 2 Elementals (47, 48)
- 2 Spies (63, 64)
- 1 Boss (Dragon or Azymor)

Barriers

- 9 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

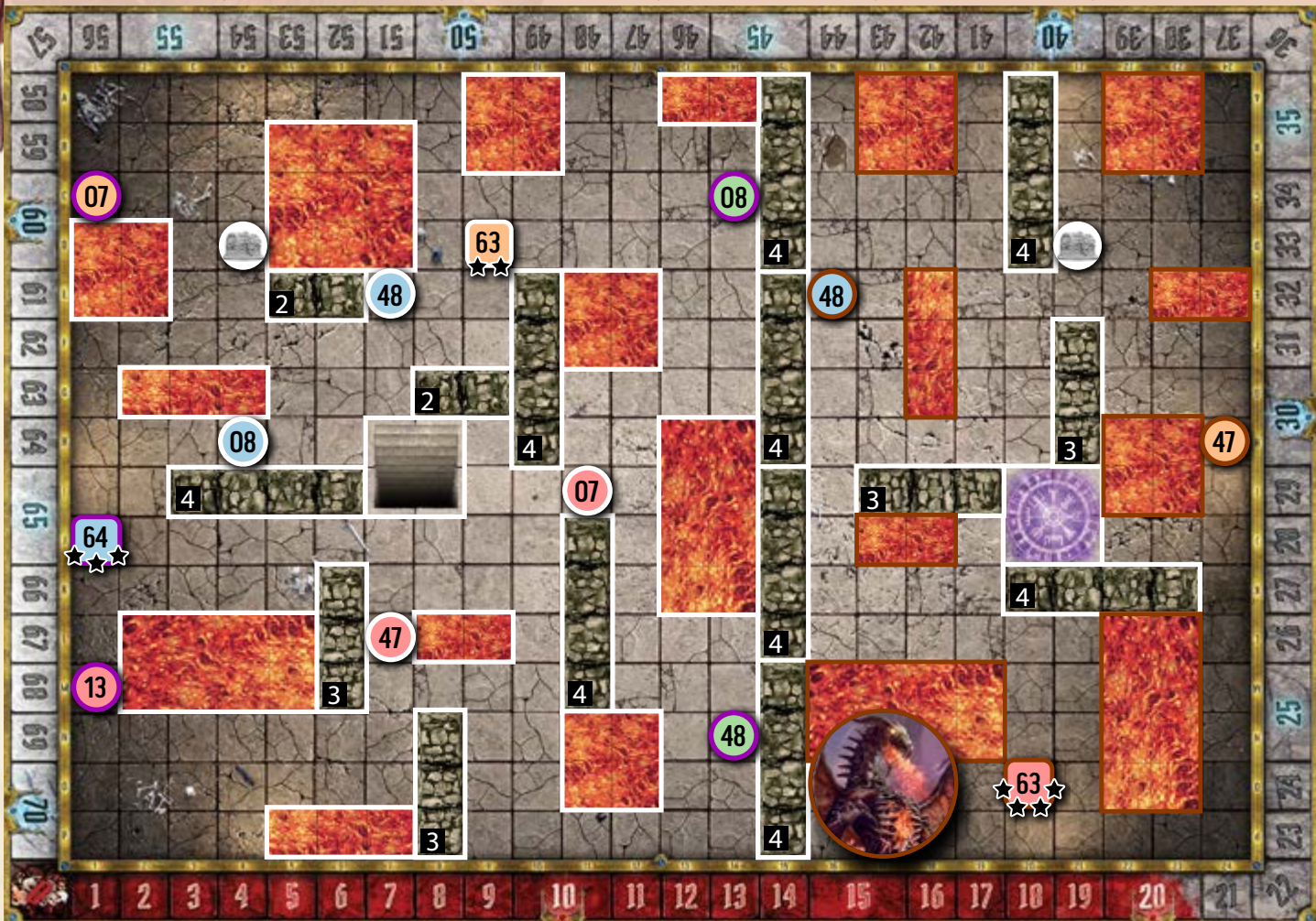
Terrains

- 1 Altar
- 2 Lava 4x2
- 1 Lava 3x3
- 2 Lava 3x1

- 4 Lava 2x2
- 2 Lava 2x1
- 1 Stair

Miscellaneous




- 2 Chests



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 24 Colosseum of Fire

1 Check the table below:



IF YOU HAVE...	APPLY CONSEQUENCE(S):
 (slot 6)	The knowledge you “forcefully extracted” allows you to better manipulate the fiery draconic energies infused here. Each hero may place 1 of their not earned  on one Lava square in [8] of its initial position (max. 1 per square).
Safer Roads (fact)	You were able to use the imperial roads without fear of being ambushed, and arrive in better conditions. Each hero gains 1  .
Red Mother has the Lava Axe (fact)	Many stray Orcs return to the Red Mother for guidance; fewer mercenaries survived. Remove the Goblin (08-B) .
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts the quest with the Tome Token.

Quest 24: “Colosseum of Fire” starts NOW (take the first turn!)

2 After defeating the enemy’s last followers, you head towards the crater’s center, prepared to disrupt the ceremony for good. From a distance, you spot a group of Kemet, their sticks lifted, reciting fervently in an attempt to regain control of the ceremony. The jewel you have grows brighter and brighter.

Suddenly, everything descends into chaos. The Kemet lose control over the ceremony, erupting into anarchy. A spectral dragon made of flames and magma emerges from the ground below them, reducing the Kemet to ashes with its fiery rage. Your actions have broken the seal that held this terrifying creature. Now, the beast stands ready, its blazing stare fixed on you!



IF YOU HAVE...	APPLY CONSEQUENCE(S):
Secrets of the Kemet Past and Future (fact)	Your knowledge of Kemet motivations allows you to act swiftly in the disruption of some of the ritual’s power; you already expected involvement with some kind of planar magic. Reduce the Boss’s HP by 20!
 4. Lava Axe	You have experience in dealing with magically-enhanced lava—and manipulating it, especially after having time to discover the similarities between the fires of Ubel and those under Jooi’ha, in Tsevtan. The hero with the Tome is Empowered 5 (instead of 3) for each  on its card.

Resume the quest (start EVENT 2!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

- The draconic spirit is defeated! With their plan ruined, you expect the Kemet to reduce their activities in the region.

Wharfugee bulletin

THE HEATED SOUTH COOLS DOWN!

What the Empire always neglected, our brave heroes cannot. The neglect and abandonment of the “barbaric” southern regions made them vulnerable for Kemet activities. We’ve received multiple accounts of mercenary recruiting, occult rituals, and even experiments with monsters near Astérior and the Ubellian Fire Pits, but thanks to our heroes’ swift intervention, our correspondents report that the anxious climate of fear has been lifted.

EVOLUTIONIST CHURCH BURNS IN IPADE

Rumor has it, local church members were involved with the Kemet, and that the church burned down in a ritual gone awry. Local representatives of the world’s leading religion declined to comment. Thanks to Wharfugee’s intervention, the populace is united and optimistic about rebuilding it — this time so it can house righteous practices.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest. You manage to carry each other’s exhausted bodies away from danger, but you’ve lost the opportunity to interrupt Kemet activities that, coordinated with the darkest branches of the Church, enhance the war forces with occult dangers and aberrations. **Mark Dark Church, Kemet monsters (fact).**

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] - page 4. If you lost, read [002].

Adventure K

Internal Affairs

1 Captain Sedura invites you into her room in secret. She is sitting by the open window as she picks up a set of files and starts to read. "Are you familiar with the name Dillsgar?" she begins in a severe and cold tone. "The Empire labels him a top threat, one of the minds behind the twisted Shadow Wing Cult. He was once the esteemed Ironhand Captain... just as I am now." Her gaze lingers on a banner hanging on the wall. "It worries me that he may yet have allies in our ranks."

She momentarily breaks eye contact, ensuring the room is secure. "I've received plausible intelligence suggesting Dillsgar hides in a secluded Ironhand Outpost, concealed within Yama's peaks." A hint of urgency is palpable in her voice. "He's allegedly acquired powerful mystical scrolls from a notorious figure in the underworld, training troops in forbidden combat techniques. Your mission: expose Dillsgar's schemes. Eliminate him, or see those scrolls returned to Yama's rightful guardians. The stakes are higher than you can imagine: Yama can be a powerful ally in this war; if we fail, we may lose their goodwill."

After a quick briefing about Yama and the Outpost, Sedura gives you a stack of detailed reports, and you enter the Portal. A series of jumps towards the east brings you to the edge of your destination. However, the final part is a tough climb up a snowy mountain that must be done on foot.

Put the Hook Token on "10" (HP Track): It represents your resources and stamina for this mission.

Put the XP Token on "0" (HP Track): It represents the alertness level of enemy forces.

- You cannot choose an option that drops the Hook Token below 0;
- If Myr or Garion is in your Team: +1 Hook point - Infiltration is their specialty.

According to Sedura's intelligence, three viable entrances to the fort exist:

A) Spend 1 Hook point to go through the sewers. Although this path requires acid and time to open, it's unguarded and leads straight into the heart of the fort. [2]

B) The spies have discovered the officers' password, so they likely will open the door. However, you'll need to quickly disarm the inside guard before he can raise an alarm. [3]

C) Strongly remove one of the window bars. You can pick an empty room for an unchallenged entry, though this method will definitely make noise. [4]

D) (Fast Action Mode) Strictly follow Sedura's plan. [38]


2 You find the grate, which you dissolve with acid, and reach an unlocked door at the end of an underground tunnel. [5]

3 Hiding in the snowbanks, you reach the north side of the fort. You arrive at the metal back door and knock. The guard opens a small window, and one of you whispers, "On wings of shadows." The door opens, and the guard quickly realizes his mistake. [6]

4 Hiding in the snowbanks, you reach the west side of the fort and look for the best window to break; they are all protected by steel bars.

Two heroes make a TEST (d20+ Hero Card + NPC Card).

(11+: success | 10-: failure)

- Add the  of your Hero Card - enough strength is necessary to break the bars.
- +3 to Blake, Nakral, Gazini, Juliet, and Grigory - these heroes can better handle the cold.

Both heroes succeed (11+): you break in without drawing much attention. +1 XP.

Only one hero succeeds (11+): You make some noise. +2 XP.

Both heroes failed (10-): Your entrance causes a stir; you quickly jump inside to avoid being seen by the guards patrolling the walls. +3 XP.

Go to [9].

5 You see a corridor with four doors — one on each side, and one on each end.

The Corridor: Read this only if this is the first time you are in this room.


You see an Ironhand guard. He seems distracted, reading a notebook.

Choose one:

A) Do whatever it takes to kill him before he notices you! -2 Hook Token.

B) Roll a 1d20 to take a risk and approach him stealthily.

- 10 or lower:** He notices you and puts up a fight before going down. A hero takes 10 DMG; +1 XP.

- 11+:** You grab him from behind and eliminate him. A hero gains 1 .

Then, keep reading.

You choose to move on through the:

A) Slash marked ornate door (west). [9]

B) Reinforced door (east). [13]

C) Plain door (north). [7]

D) Large door (south). [11]



Slash marked ornate door



Reinforced door



Plain door



Large door

6 Inside is the back room of the fort, with only one south door, and some barrels in a corner.

The Back Room: Read this only if this is the first time you are in this room.

An Ironhand guard near the door quickly unsheathes his sword to attack you!

Choose one:

A) Do whatever it takes to kill him quickly! -3 Hook Token.

B) Fight the guard. Choose a hero and roll 1d20; it takes DMG equal to the number rolled. +1 XP.

C) Throw a poisoned dagger at him, then knock him down before he can run away. -2 Hook Token, +1 XP.

Then, keep reading.

A) Check the barrels. [19]

B) Open the iron door. [7]



Iron door

7 You find a small, empty corridor with three doors: one leads north, one leads south, and one leads west. You decide to open the:

- A) Iron door (north). [6]
- B) Dust-covered door (west). [8]
- C) Plain door (south). [5]



Iron door



Dust-covered door



Plain door

8 You see a library with three doors: one to the east and two to the west. Besides the many books and shelves, you see a big red tome opened on a table and a bottle of wine amidst some empty alchemy flasks. You:

- A) Choose a hero to drink some of the wine. [20]
- B) Check the book's contents. [21]
- C) Open the well-worn door (northwest). [10]
- D) Open the ornate door (southwest). [9]
- E) Open the dust-covered door (east). [7]



Well-worn door



Ornate door



Dust-covered door

9 You enter an office that must belong to a high-ranking Ironhand officer. It has a big table, comfy chairs, and decorations with Ironhand motifs. The room has three ornate doors, one to the north and two to the east.

- A) Investigate the table and its drawers. [22]
- B) Open the worn ornate door (north). [10]
- C) Open the ornate door (northeast). [8]
- D) Open the slash-marked ornate door (east). [5]



Worn ornate door



Ornate door



Slash marked ornate door

10 You're in a small archive room with two doors: one to the south and one to the east. On the wall, there is a glass locker full of keys.

The Archive: Read this only if this is the first time you are in this room.

You see an elderly Ironhand officer, clearly a wizard. He is startled by your intrusion, and starts casting a spell.

Choose one:

- A) Reduce the Hook Token by 3 to throw some muting powder and silence him before the spell is cast, then finish him off.
- B) Try to kill him before he finishes his spell. **Roll 1d20.**
 - 6-: He casts a fireball before dying: **Each hero takes 10 DMG. +2 XP.**
 - 7+: You quickly eliminate him. **A hero gains 1 ☐.**

Then, keep reading.

- A) Go to the locker and get the keys. [23]
- B) Open the well-worn door (east). [8]
- C) Open the worn ornate door (south). [9]



Well-worn door



Worn ornate door

11 You see an entrance hall. There is a large door on the north side, a barricaded gate on the south side, and a door covered in shiny runes on the west side.

Close to the gate, you see some crates marked with strange symbols; by the east wall, there's a small altar dedicated to Tamera and Bauron.

- A) Open the large door (north). [5]
- B) (Only if you have the Key Token): Open the rune-carved door (west). [12]
- C) Look inside the crates. [24]
- D) Offer a small prayer at the altar. [25]



Large door



Rune-carved door

12 You enter an alchemy lab filled with flasks and ingredients. The only door is the one through which you came, that leads back east.

- A) Go to the alchemy table. [26]
- B) Return through the rune-carved door (east). [11]



Rune-carved door

13 You enter a corridor with four doors, one to the north and three to the west. The southernmost west door is made out of steel and clearly protected by magic.

- A) Open the simple door (north). [14]
- B) Open the reinforced door (northwest). [5]
- C) Open the moldy door (west). [17]
- D) **(Only if you have the Key Token):** Open the magic-sealed door (southwest). [18]
- E) **(Spend a Special Attack):** Destroy the magic-sealed door (southwest). +4 XP. [18]



14 You enter a big dorm room with three doors, one to the west and two to the south.

The Dorm Room: Read this only if this is the first time you are in this room.

You see three men, probably Ironhand troops, sleeping on some of the beds.

Choose one:

- A) Sneak closer and kill them all at the same time. **Three different heroes gain 1 ☐.**
- B) Kill only two of them, and interrogate the third. **Go to [31].**
- C) Ignore them and sneak through one of the doors. **Do nothing.**

Then, keep reading.

- D) Open the brand-new door (west). [16]
- E) Open the simple door (south). [13]
- F) Open the sturdy iron door (southeast). [15]



15 You see a small armory with standard Ironhand equipment. The only door is the one through which you came, that leads back north.

Besides the useless standard gear, the room holds a wooden cabinet carved with runes and a chest with a reinforced lock that looks Kemet.

- A) Open the sturdy iron door (north). [14]
- B) Open the wooden cabinet. [27]
- C) Take some time trying to pick the chest's lock. [28]



16 You see another dorm room fitted with better beds. The only door is the one through which you came.

On some of the beds, you see Kemet-style clothes and basic Kemet equipment; they seem out of place. There's a chest near the beds and a table with a stack of letters, some written in your language, some in the Kemet's.

You find a trapdoor that seems newly built behind the beds; it's protected with glowing red symbols. As you get nearer, you hear faint strange chants, in what seems to be one of Yama's idioms.

- A) Open the brand-new door (east). [14]
- B) Open the chest. [29]
- C) Study the stack of letters. +1 XP. [30]
- D) **(Only if you have the Key Token):** Open the magic-sealed trapdoor. [37]
- E) **(Spend a Special Attack):** Destroy the magic-sealed trapdoor and go through it. +4 XP. [37]



17 You enter a small latrine. The only door is the one through which you came, that leads back east.

The Latrine: Read this only if this is the first time you are in this room.

You catch a Kemet with his pants down! How a Kemet got here is beyond you.

Choose one:

- A) Do whatever it takes to kill him quickly! -2 Hook, then roll 1d20.
 - 7+: The warrior dies, fast as a fart. **One hero gains 1 ☐.**
 - 6-: The warrior avoids a fatal blow. Resolve option B, below.
- B) Fight the Kemet. **Choose two heroes to roll 1d20 each. Each takes DMG equal to the number it rolls. +1 XP. A hero gains 1 ☐.**

Then, keep reading.

There is nothing else in this smelly room. **Go back to [13].**

18 Upon entering a room, you see two spiraling staircases leading upwards to the top of the fort. You hear the sounds of conversation echoing from above, creating an auditory blanket from a mix of voices. Amongst the language of the Kemet and the distinctive tones of humans, one voice stands out, its speech filled with a unique authority that can only belong to Dillsgar.

However, time is short, stopping you from further analyzing the voices. With a clear strategy, you split your team, sending two of your members to each staircase, effectively blocking potential escape routes. **Check the Hook Token's final value and apply the resulting effect:**

- 0 to 5:** You are tired from all your sneaking and infiltration efforts. **Each hero gains 2 Weakened Tokens.**
- 6 to 8:** You've preserved your resources; you are ready to face the enemies.
- 9+:** Your invasion was efficient; you have energy to spare. **Each hero gains 1 ☐.**

Go to page 144 and set up Quest 18: "Silent Assassin."

19 You check the interior of the wooden barrels:

The Wooden Barrels: Read this only if this is the first time you open these wooden barrels.

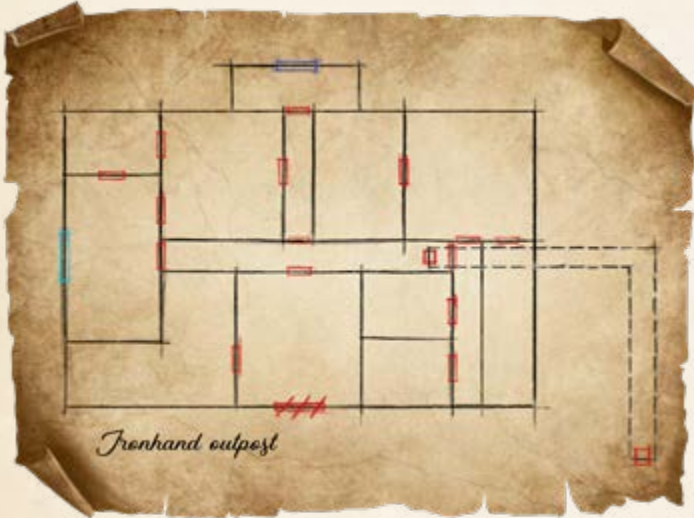
You find some valuables Dillsgar has stocked. Draw a Loot Card and put it on a Hero Card.

If you win this Phase's quest, this Loot Card is gained.

Seeing nothing else that looks interesting, you close the barrel and head to the iron door — the only available path. **Go to [7].**

20 The wine tastes great, but something feels off. *That hero gains 1 Distracted Token and 1 Weakened Token.* **Go back to [8].**

21 When you open the tome, you see complex words in Yama's language. It reveals the construction of a new tunnel designed to connect the fort with a remote dojo further along the mountain's path. As you flip through the pages, it shows design plans of various Ironhand buildings. Among these, surprisingly, is a detailed layout of the very fort you're currently sneaking into!



You rip this page off to carry with you. From now on, you can consult this map, at any time. **Go back to [8].**

22 You find some Ironhand documents. One is particularly shocking, as it seems to imply that the Emperor himself knew about Dillsgar's actions, and about the construction of a super portal in Fisherman's Wharf! **Mark Imperial Traitor (fact).** *One hero gains 1 ☐.*

There is nothing else interesting here. **Go back to [9].**

23 You find a dozen keys. It's better to bring them along, in case you need them. **Get the Key Token.** **Go back to [10].**

24 **If you have ☆ 14 - Timberburg, Ghost Town:** you recognize the symbol used by the Kemet to mark plague-contaminated kegs. You know it's not safe to open them. **Go back to [11].**

Otherwise, you open the crates only to find a rotten mass of magic-preserved corpses. The smell spreads throughout the room. *Each hero takes 5 DMG and gains 1 Weakened Token, as the toxic spores fill the air.* **Go back to [11].**

25 You offer a quick prayer at the altar, and feel mildly confident in return. *Each hero without a Protected Token gains one.* **Go back to [11].**

26

The Alchemy Table: Read this only if this is the first time you are checking this table.

You find many valuable ingredients and potions. You grab some poisons and a muting powder, and drink labeled potions that look safe and useful. **+2 Hook.** *Each hero gains 1 ☐ and HEALS 10 HP (up to their Max HP Stat).*

Then, keep reading.

On the edge of the table is an open book. You flip through the pages; it depicts Yama's secret martial arts, and how their clans impart their knowledge. On a marked page, you find proof of the plans to steal Fumetsu Tenshikin's sacred scroll.

You find nothing else of value in the lab; you leave through its only door. **Go back to [11].**

27 A magical alarm starts blaring when you open the cabinet. You are forced to destroy it in an attempt to silence it. The glassware inside, originated in Yama, is shattered in the process. **+3 XP.** **Go back to [15].**

28 You open the chest after spending some time trying to pick the lock. **+1 XP.** Alas, you find nothing useful in it: just some Kemet-style clothing. **Go back to [15].**

29

The Chest: Read this only if this is the first time you are checking this chest.

You find a small set of simple potions. **HEAL 5 each hero.** **+2 Hook Token.**

Go back to [16].

30 After a while, you make sense of the letters. It seems that, after the invasion started, Dillsgar made a deal with the Kemet to contribute to the construction of a monument. It implies that Dillsgar has betrayed the Emperor. **Go back to [16].**

31 You quickly eliminate two of the sleeping men and spare the one that, given his apparent age and grey hair, is most likely to be a sentient high-ranking officer. He wakes up with a dagger on his neck. You hope this will allow him to speak while avoiding loud outbursts.

One hero makes a ♥ TEST (d20+ Hero Card + NPC Card).

(11+: success | 10-: failure)

• **+2 to roll if you have ☆ 7 - O Captain, my Captain!** - some officers may be questioning their loyalty to Dillsgar.

• **+10 if you are Elarine** - you can easily read and manipulate minds.

• **+5 if you are Zund** - you can give life to anyone's worst fears!

If the hero succeeds (11+): *The man is clearly afraid, and agrees to tell you what he knows.* **Go to [32].**

If the hero fails (10-): *The officer panics.* **Go to [36].**

32 The officer informs you that Dillsgar is on the top floor. You'll find the stairs that lead there in the south, behind a magic-sealed steel door. The key for this door is located in the northwestern room of the fort, past the library.

Furthermore, he mentions that Kemets guard the second floor due to some sort of agreement they have with Dillsgar. He also tells you that Dillsgar made a deal with an influential lady from Yama. You can find her if you go through a trapdoor in the next room, which leads to a dojo down the mountain, where Dillsgar's soldiers are being trained.

- A) Kill the man; you can't risk him calling for help. [14]
- B) Let the man go. [33]

33 If you have ☆ 5 - *Mushrooms of Wrath* and/or ☆ 7 - *O Captain, my Captain!*, go to [34]. Otherwise, go to [35].

34 The man is thankful. He says that he'll do his best to buy you some time, and he begs you to tell Sedura that he helped, as he just wants to go back to his family. **One hero gains 1 ☐. -2 XP. Go back to [14]**

35 As you gesture for the man to leave, he starts running. A moment later, you hear the ringing of a bell. It seems he's betrayed you! **+5 XP! Go back to [14]**

36 Feeling that he can't trust you'll be good on your word to spare his life, the officer shouts for help. **+2 XP.** You slit his throat to silence him. **Go back to [14]**

37 Walking quietly, you go through a thin, long tunnel that slowly goes down. After a few minutes of silence, you arrive at a sliding wooden wall, behind which you hear the ethereal echo of chanted mantras.

As you gently push the panel open, you find yourself in the simple space of a martial arts dojo. Its design shows the unmistakable and careful style of Yama's master artisans, hinting it is a recent construction.

On a nearby altar, a golden scroll floats, its surface lit up by the faint light coming through the dojo's paper walls. It is clearly one of the sacred scrolls Sedura mentioned— a priceless relic, stolen from Yama. The scroll glows, with its edges pulsing with dormant power. You quickly grab

it, hoping to leave unnoticed.

However, as you turn to go back the way you came, an alarm sounds. The entrance you used just a moment ago suddenly slams shut, sealing itself magically. Your path out has been blocked. Three of Dillsgar's men notice you and adopt a strange fighting stance. The stolen scroll in your hand surges with energy, giving you newfound resilience. Cornered and with no other option, you prepare yourself for the upcoming confrontation.

Check the Hook Token's final value and apply the resulting effect:

0 to 5: You are tired from all your sneaking and infiltration efforts. **Each hero gains 2 Weakened Tokens.**

6 to 8: You've preserved your resources; you are ready to face the enemies.

9+: Your invasion was efficient; you have energy to spare. **Each hero gains 1 ☐.**

Go to page 140 and set up Quest 17: "Honorable Fever".

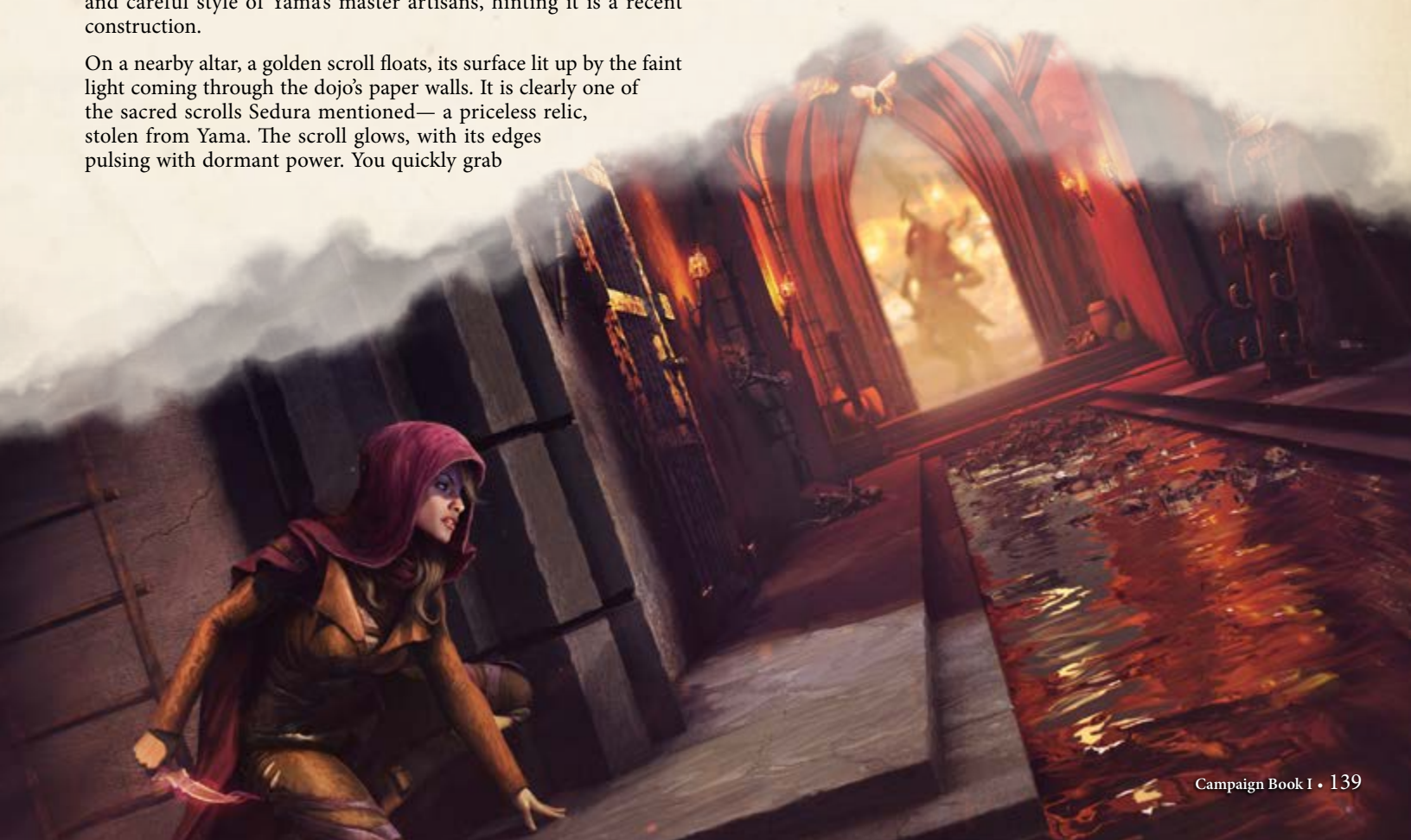
38 You attempt to silently cut through the bars of a window but end up making more noise than expected. Afterwards, you cross an office, enter a hallway, and eliminate a guard. **A hero takes 10 DMG; +4 XP.**

A reinforced door to the east leads to another corridor. A short route takes you to a pointless bathroom, where a kemet is caught off guard. **Two heroes take 5 DMG and one of them gains 1 ☐; +1 XP.**

You continue to sneak, including past sleeping soldiers. The last door in this corridor was magically locked, so you had to destroy it. **A hero spends a Special Attack; +4 XP.**

Multiple voices come from two staircases on the top floor, including Dillsgar's! You split into two pairs to climb both staircases, to not let anyone escape. **Since you didn't spend any resources, each hero gains 1 ☐.**

Go to page 144 and set up Quest 18: "Silent Assassin."



17 - Honorable Fever

Overwhelmed by the spiritual power of accumulated **Mantras**, you need to find the path of **Honor** inside yourself (and the path of **Dojos** inside the hideout) and dismantle those who want to misuse this power.

Primary Objective

- Kill the **Boss** = **Read** [17.9].

If you lose

- **Read** [Defeat] - page 143.

Extra Challenge

- Collect all four **Mantras**.

Special Rules

Dojos of Honor (XP Token) (max.: 4)

- If the **XP Token** is not already on the **HP Track**, put it on “zero.”
- Increase the **XP Token** by 1 whenever a hero reduces a villain’s **HP** to **exactly zero** (i.e., no excess **DMG** was dealt after the villain’s **HP** dropped to 0).
 - If this exceeds **max XP** (4), move it back to 4; **HEAL** 5 a hero for each slot it reduced.

Rightful Spirits

On its **Prime Action**, a hero may spend 3 **XP** to gain +5 to all attack rolls (this turn) and **Empowered 20** on its first hit of the turn.

ADVANTAGE: On its **Prime Action**, a hero may spend 3 **XP** to gain +6 to all attack rolls (this turn) and **Empowered 25** on its first hit of the turn.

Mantras (Quest Items)

Hand + **Remove the Quest Item:** You **HEAL** 5. Then, increase **XP** by 3.

Events

INITIAL SETUP

- Place the heroes on the **Stairs**. Each may reassign 2 **Skill Tokens**.
- Place **Sentinels** (19-R) and (21-B), and **Sniper** (26-B).
 - (**Kemet Hunt**): **Zombie** (★★70-G) and **Berserker** (★★★03-O).
- Then, after reading the **Special Rules**, read [17.1] - page 142.

R If all enemies are dead, choose a **Dojo door** to open:

- **Small Yellow Door:** Dojo of Shivers = **Read** [17.2] (to continue the quest).
- **Small Red Door:** Dojo of Blood = **Read** [17.3] (to continue the quest).

EVENT 1

GUARD 3: Place **Snipers** (25-O) and (26-G), and **Ninja** (60-R).

Autumn Season (Event 1 only)

- Heroes deal +X **DMG** on the first hit of their turn, “X” being the number of squares in the last straight line they moved this turn before attacking.

R If all enemies are dead, choose a **Dojo door** to open:

- **Gray Door:** Dojo of Screams = **Read** [17.4] (to continue the quest).
- **Big Yellow Door:** Winter’s Blossom = **Read** [17.5] (to continue the quest).

EVENT 2

GUARD 3: Place **Sentinel** (20-O) and **Ninja** (61-G).

Summer Season (Event 2 only)

- Heroes have +3 to all their **Attack Rolls**.

R If all enemies are dead, choose a **Dojo door** to open:

- **Big Red Door:** Dojo of Screams = **Read** [17.4] (to continue the quest).

EVENT 3

GUARD 3: Place Ninjas (59-O) and (61-G).

Spring Season (Event 3 only)

- Whenever a hero gains XP, it gains +1 XP.

R If all enemies are dead, choose a Dojo door to open:

- Gray Door:** Dojo of Shivers = **Read** [17.2] (to continue the quest).
- Purple Door:** Winter's Blossom = **Read** [17.5] (to continue the quest).

EVENT 4

GUARD 3: Place Sentinel (22-G), Sniper (25-R), Ninja (60-R), and Boss (B).

- (Kemet Hunt): Zombie (★★★★70-B).

Winter Season (Event 4 only)

- Heroes deal -X DMG on their first hit of their turn, X being the total number of squares moved that turn before attacking.

As soon as the Boss dies, you win the quest and read [17.9].

Hei Láng, the Challenger
(Warlord Figure)

B 180 Hit Points 11 Defense 8 Movement 8 Reaction

Karma Explosion

2 squares
15 DMG+effects
1 enemy
Miss: 8 R-DMG

Effects: 1 This ♣ RUNS to the combatant (hero or villain) with lowest HP. Then, all combatants (heroes and other villains) in [2] of this ♣ take 15 DMG.
2 This ♣ gains 2 Empowered Tokens for each combatant killed by Effect 1.
Unprovoked / Crit.: +5 DMG Unprovoked / Crit.: +5 DMG

Special Passive

Trigger: A hero hits this ♣.

Effect: This ♣ Retaliates, even if it is **Fatigued**.

Favorite Target: The farthest hero within reach.

Villain Kits

- 1 Berserker (03)
- 3 Ninjas (59, 60, 61)
- 4 Sentinels (19, 20, 21, 22)

- 2 Snipers (25, 26)
- 1 Zombie (70)
- 1 Boss (Warlord)

Barriers

- 2 Big Doors
- 4 Single Doors
- 2 Walls 5x1
- 4 Walls 4x1

- 3 Walls 3x1
- 2 Walls 2x1

Terrains

- 4 Altars
- 2 Ices 4x2

- 4 Ices 2x2
- 4 Ices 2x1
- 2 Spikes 4x2
- 1 Spikes 3x3
- 2 Spikes 3x1
- 4 Spikes 2x2

- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 4 Quest Items



Map Labels: Initial Setup (white) Event 1 (purple) Event 2 (brown) Event 3 (gray) Event 4 (pink)

Quest Chapter 17 Honorable Fever

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
At least two of these Facts: Cities are Safer, for now... The Undead Plague is Contained Red Mother has the Lava Axe	Your honorable past deeds enhance the empowering effect the scroll has on you. You gain ADVANTAGE for this quest.
XP Token's final value: 5-	Your invasion was noticed; the enemies were expecting your arrival. Place 1 Empowered and 1 Protected Token on each villain. Place the XP Token on slot 0.
XP Token's final value: 8+	The enemies were not aware of your arrival. Choose one: A) Be honorable and fight them head-on - Place the XP Token on slot 2. B) Seize the opportunity to surprise the enemies - Place 1 Empowered Token on each hero and 1 Distracted Token on each villain. Place the XP Token on slot 0.

Quest 17: "Honorable Fever" starts NOW (take the first turn!)

2 (Dojo of Shivers)

As you pass through the door, you see a dojo with many wooden statues and one made of stone. A guard who was meditating stands up as you enter. The stone statue behind him seems to obey the man's command and starts to move to attack you.

As they approach, the scroll pulses with power, making you feel the tranquility of the autumn season fortify your minds.

Resume the Quest (start EVENT 1!)

3 (Dojo of Blood)

You enter a room painted in dark red. On the wall, you see many swords, some of them covered in dried blood. A stone statue comes to life, and two guards prepare to attack you! Then the scroll pulses with power again, and you feel the warmth of the summer empowering you, so you ready your weapons.

Resume the Quest (start EVENT 2!)

4 (Dojo of Screams)

Opening the door, you see a room filled with many stone statues. The walls are decorated with stone carvings of many shapes that appear ritualistic in nature. As you step inside, two statues come to life and begin moving in your direction. You feel the power of the scroll again, this time filling you with the courage of the spring season.

Resume the Quest (start EVENT 3!)

5 (Winter's Blossom)

Stepping into the chamber, you find yourself on the precipice of a frozen lake, an ethereal garden of delicate

white blossoms blanketing its surface. From the middle of this peaceful scene, a plume of smoke unexpectedly emerges, merging into a stunningly beautiful woman.

"Ah, honorable guests," she begins, her voice melodic and carrying ageless wisdom, "welcome to my humble dojo. I am known as Yokensha." Her gaze holds yours, "Your spirit and determination are admirable, much like the relentless waves of the seas."

She pauses, her lips curving into a delicate smile, "However, you possess something that rightfully belongs to me. I assure you, as surely as the cherry blossoms fall, I will take it back from your cold hands."

If Hei Láng, the Challenger (NPC) is with one of your heroes, go to [6]. Otherwise, go to [7].

6 Suddenly, a powerful kick from behind knocks one of you down. Hei Láng rushes past you and kneels before the woman. The hero who was accompanied by Hei Láng (NPC) takes 15 DMG. [8]

7 A fierce masked fighter emerges from the shadows and kneels before Yokensha, respectfully offering his weapon. [8]



8 Yokensha whispers, “*Hei Láng, destroy them.*” She disappears in a cloud of smoke as the monk takes up a unique fighting position - the marks on his body light up, showing his impressive true powers.

Hei Láng says, “*The Empire has no chance of winning the war - I traveled west and saw how unorganized and weak you are. But Yama’s warrior, under my command, can be free in a new world ruled by the right hands.*”

Mysteriously, the scroll becomes cold. You can feel winter’s freezing despair running through your veins as Hei Láng advances to attack you. **Resume the Quest (start EVENT 4!)**

9 CONCLUSION - VICTORY

(Read this only if you won this quest)

With the last of his strength, Hei Láng says, “*I would rather die than suffer the dishonor of being captured by you. My spirit will never surrender!*” He hits his stomach with two fingers, breaking his skin and taking his own life. **Remove Hei Láng, the Challenger (NPC) from the game.**

The coldness of the room slowly goes away, revealing a simple empty room. You hear Dillsgar’s guards shouting outside. With Yama’s sacred scroll in hand, you leave the dojo and flee.

- You learn that corrupt factions of the Ironhand, involved with Yama’s underworld, are plotting to overthrow their current leaders. This could potentially aid the Kemet forces.
- Sedura hopes that getting back Yama’s stolen scrolls can help form alliances in the east.
- You’re one step closer to learning and identifying the corrupt sectors of the Ironhand. **Mark Ironhand Exposed (fact).**
- You couldn’t find and assassinate Dillsgar.

Wharfugee bulletin

DILLSGAR SPOTTED IN YAMA!

The Empire’s most-wanted man (at least until Gullog came onto our scene) has been seen in the far-off eastern lands, where, according to reports, he receives help from Ironhand officers still loyal to their former Captain. The villain was last seen when the Wasteland and the Storm Islands still existed. This is the most recent in a series of steps that the Ironhand has been taking to clean up its act from the inside, ever since Sedura took over Dillsgar’s position as Captain.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other’s exhausted bodies away from danger, but you’ve lost the opportunity to make a positive impact in the war by unveiling and dismantling the schemes taking place in the most corrupt corners of the Ironhand institution. **Mark Dillsgar acts free; the Ironhand is corrupt (fact).**

Follow the “Next Adventures” instructions.


NEXT ADVENTURES

- The ancient secrets of the Kemet are a bit too complex for your liking. It seems that Dillsgar was conducting a plan with the Kemet that involves building a magic monument; you might need to go to another distant place in Tanares soon: **gain Adventure Cards L and N.**

- **Gain +1 Diplomats and +1 Warriors.**

- **If Ohris is in your team:** “*Get up, Hei Láng! Your simulated death won’t fool me. I know this technique. Stand up. Let’s fight one-on-one.*”



Position Ohris and Hei Láng on the game grid. Ohris enters the battle at full HP, with 3 , all abilities, and items ready for use. Place Hei Láng adjacent to Ohris, with 70 HP. Láng’s attacks deals only DMG but apply no effects or passive power. The fight ends when a combatant reaches zero HP. Let the duel commence with Ohris taking the initiative.

If Ohris emerges victorious: “*You are much stronger than I thought, Ohris. I ask your forgiveness for my devotion to the Yokensha. I promise to spend the rest of my days making up for my mistake.*” **Add “Hei Láng, the Challenger” NPC Card to your Character Deck.**

If Ohris falls in defeat: Another hero from your team steps in and delivers the killing blow to Hei Láng. The pain of defeat deeply wounds Ohris’ heart. He needs some time alone to overcome this shame. **You cannot use Ohris during the next Quest.**

- **If you won, read [001] - page 4. If you lost, read [002].**



18 - Silent Assassin

Infiltrate and silently sneak through an Ironhand fortress to assassinate Dillsgar, leader of the Cult of the Shadow Wing.

Primary Objective

- Kill all villains = Read [18.4].

If you lose

- Read [Defeat] - page 146.

Extra Challenge

- Collect, AT MOST, two Floor Plans (Quest Items).

Special Rules

Noise (Time Token)

Your steps echo and travel far in the cold stillness of the place. If you make too much noise, overwhelming reinforcements will arrive.

- Put the **Time Token** on “16” (HP Track). **If it drops to zero, you lose the quest.**
- If a combatant (*hero or villain*) moves 2 squares or more on its turn, reduce **Time** by 2.
 - This does not apply when Interacting, Sidestepping, for Companions, or movement caused by effects (e.g., *Benefits and Skills*).

R Reduce the Time by 1.

Reacting to the Noise (Time Token, Reapers)

There are many frozen corpses lying around; your activity may animate some of them...

- If there are already **Reapers** of both colors on the grid, instead of placing it, a hero takes 15 DMG.

Whenever Time drops to 12 or to 6, place a Reaper (59-R) or (60-O) in [1] of the hero with lowest HP.

ADVANTAGE: Whenever Time drops to 10 or to 5, place a Reaper (15-R) or (16-O) in [1] of the hero with highest HP.

Floor Plans (Floor Plans)

By studying the compound's Floor Plans, you can move around more swiftly and avoid the eyes and ears of the patrols.

👁️ + Remove this Quest Item: Increase **Time** by 4. The interacting hero is **Hastened** and its movement doesn't make **Noise** this turn.

Assassinate

- Whenever a hero hits a mobbed villain, it deals +3 DMG. If the target dies that turn, increase Time by 2.

Locked Portals (Portal Tiles)

- Heroes can only use a Portal if there is no villain in [5] of any of its squares. (*There may be villains near the Portal of destination.*)
 - Teleportation does not make **Noise**.

Events

INITIAL SETUP

- Place two heroes in each Stairs. Each may reassign 2 Skill Tokens.
- Place **Berserker (04-B)**, **Reapers (16-O)** and **(17-B)**, and **Necromancer (11-R)**.
- Doors can't be opened and take no DMG.
- **Then, after reading the Special Rules, read [18.1] - page 146.**

R If all villains are dead, **start EVENT 1.**

EVENT 1

After finishing the first group of kemet off, you regroup in the second floor's main hall. You can hear Dillsgar on the other side of a red reinforced door, shouting commands!

- Remove the **Purple** and **Yellow Doors**.
- 🛡️ **GUARD 3:** Place **Berserker (03-R)**, **Spies (29-O)** and **(30-B)**.

R If all villains are dead, **read [18.3] (to continue the quest).**

EVENT 2

You defeat the last of the Kemet and finally reach the reinforced door. One of the bodies searched carried a key that opens it. Dillsgar is wearing the heaviest armors, as if even in his inner sanctum he expected to be attacked. A Kemet group protects him. This is your chance to neutralize this traitor!

- Remove the **Big Red Door**.

GUARD 3: Place **Berserker (03-O)**, **Necromancer (11-R)**, **Reaper (17-B)** and **Dillsgar - Boss (B)**.

- (Kemet Hunt): **Spy (★★30-B)**, **Necromancer (★★★12-G)**, and **Archer (★★★★02-G)**.

As soon as all villains are dead, you win the quest and read [18.4].

Dillsgar, Shadow Wing Leader (Warlord figure)	B	100	8	5	8
		Hit Points	Defense	Movement	Reaction

Counter-impact (Primary Attack)	8 squares	1 enemy
	16 DMG+effects	Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ① If this is a provoked turn (*Retaliation*), reduce **Time** by 2.
 ② **PUSH** 2 the target.
 ③ **FLEE** 3 (If this ⚔ didn't move this turn).
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This ⚔ is Unprovoked and hits a hero.
Effect: Another ⚔ (the closest to the target) takes the next turn (even if *Fatigued*).

Favorite Target: The farthest hero within reach.

Villain Kits

- 1 Archer (02)
- 2 Berserkers (03, 04)
- 2 Necromancers (11, 12)

- 3 Reapers (15, 16, 17)
- 2 Spies (29, 30)
- 1 Boss (Warlord)

Barriers

- 2 Big Doors
- 1 Single Door (Purple)
- 3 Walls 5x1

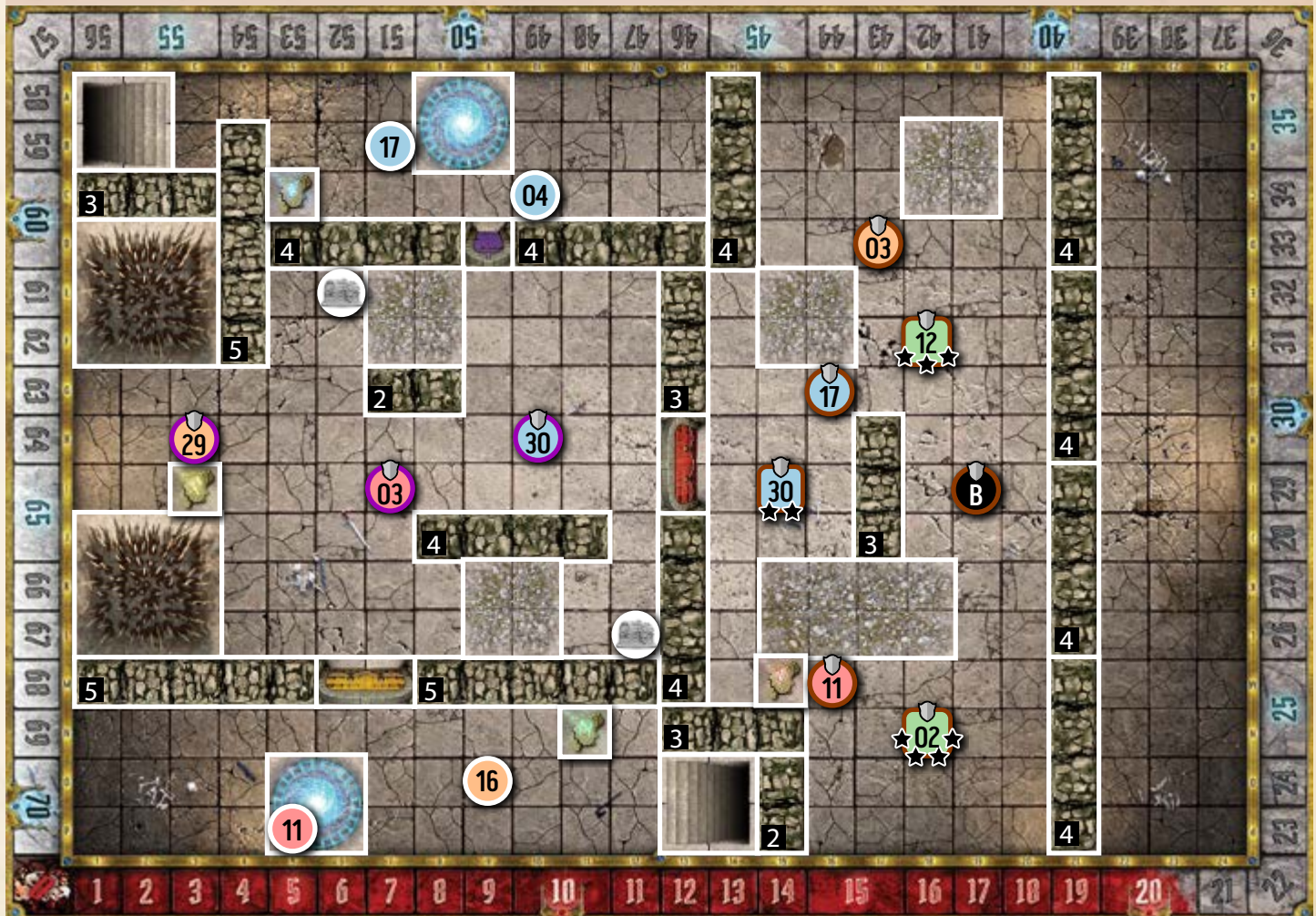
- 9 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 2 Portals
- 2 Spikes 3x3
- 2 Stairs
- 1 Ruin 4x2
- 4 Ruin 2x2

Miscellaneous

- 2 Chests
- 4 Quest Items
- 1 Time Token
- 2 Tools (Key, Hook)



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 18

Silent Assassin

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Undead Plague is Contained (fact)	The Kemet's undead army is significantly reduced; they're forced to send weaker reinforcements to Dillsgar. You gain ADVANTAGE for this quest.
XP Token's final value: 0 to 5	You did an outstanding job in remaining silent. Time Token starts at 19. Remove the XP Token.
XP Token's final value: 6 to 8	You did not attract too much attention when invading. Time Token starts at its normal value (16). Remove the XP Token.
XP Token's final value: 9+	The guards are already aware that something is wrong! Time Token starts at 13. Remove the XP Token.

Quest 18: "Silent Assassin" starts NOW (take the first turn!)

3 You defeat the last of the Kemet and finally get to the reinforced door. You find a key that opens it on one of the bodies you examine. **Remove the Red Door.**

You see Dillsgar himself, talking with Kemet and Ironhand soldiers. Dressed in heavy armor, he seems prepared for battle even within his own fort. As you emerge, a group of Kemet soldiers quickly move to protect him.

Dillsgar gives you a mean smile. "Look who we have here, Sedura's minions! You have no idea, do you? When both Kemet and Ironhand are against you, I think you're the bad guy! Now let's have some fun, shall we?"

Resume the Quest (start **EVENT 2!**)

4 (Read this only if you won this quest)

Dillsgar, wounded and barely standing, moves towards a closed window. "You're stronger than I anticipated; I'll give you that," he struggles to say, "but you're on the wrong side. You see, in the face of a stronger foe, you've got to play dirty. But here you are, blindly following this high-and-mighty new captain. Now tell me, who's the real fool here? The fool herself, or those who follow her?"

A severe snowstorm rages outside, threatening to break the window he stands near. With a resonating crash, he falls through the glass, disappearing into the pitch-black, snow-covered abyss. The distant noise of enemy troops charging the fort reaches your ears, signaling that there's no time to waste. You quickly grab all the documents that look important and retreat. [5]

5 CONCLUSION - VICTORY

- You've found Dillsgar and successfully carried out an assassination attempt against him. His documents show involvement with the construction of an important structure in the north.
- You also find an indecipherable scroll with the words "Vradok" and "Zarumag," riddled with kemet words and

necromantic symbols.

- You're one step closer to learning and identifying the corrupt sectors of the Ironhand. **Mark Ironhand Exposed (fact).**
- You feel that you could have learned more about their involvement with the underworld of Yama and other eastern lands.



Wharfugee bulletin

DILLSGAR KILLED IN YAMA — BODY STILL MISSING!

The Empire's most-wanted man (at least until Gullog showed up on our shores) has been killed in distant eastern lands. According to reports, he was under the protection of Ironhand officers still loyal to their former Captain. He fell from a high window into an abyss, and his body has not been found yet. The assassination is the latest of a series of actions that the Ironhand is taking to clean up from the inside, ever since Sedura was made Captain in Dillsgar's place.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war by unveiling and dismantling the schemes taking place in the most corrupt corners of the Ironhand institution. **Mark Dillsgar acts free; the Ironhand is corrupt (fact).**

Follow the "Next Adventures" instructions.

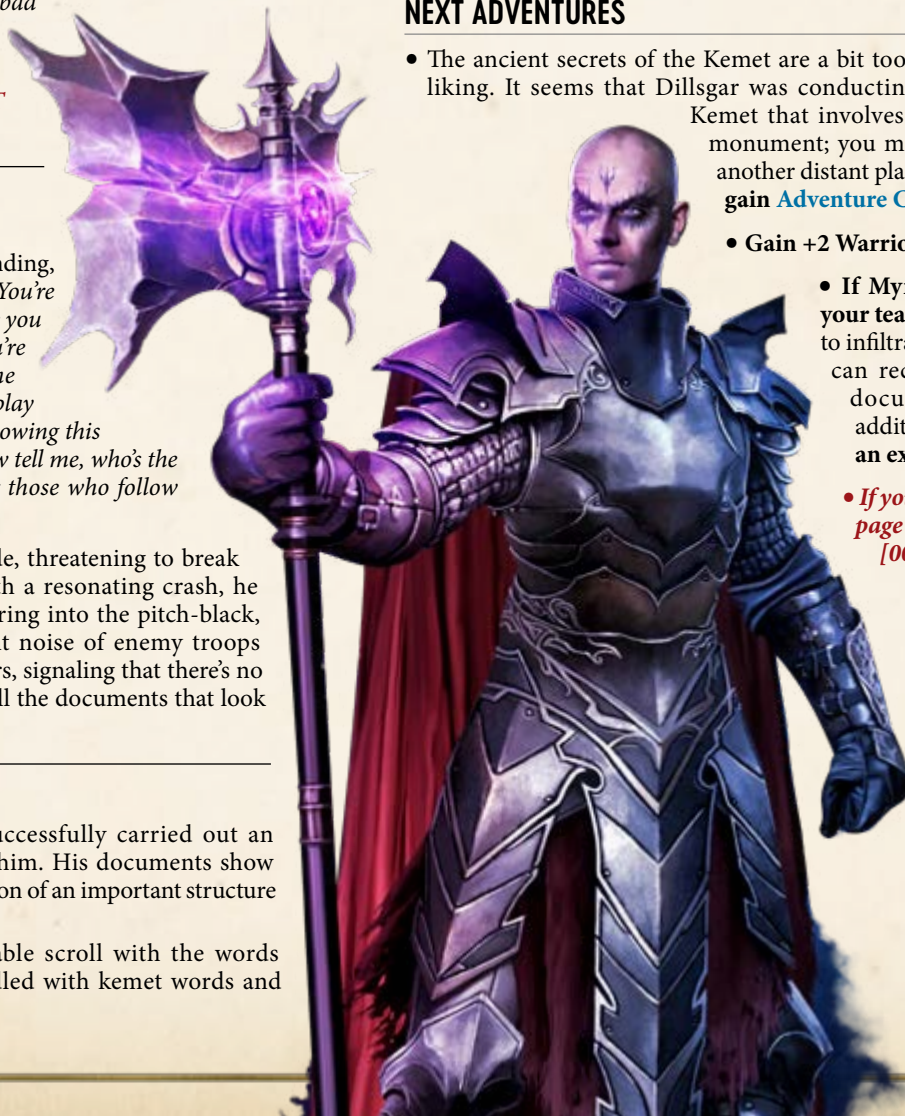
NEXT ADVENTURES

- The ancient secrets of the Kemet are a bit too complex for your liking. It seems that Dillsgar was conducting a plan with the Kemet that involves building a magic monument; you might need to go to another distant place in Tanares soon: **gain Adventure Cards L and N.**

- Gain +2 Warriors.

- If Myr or Garion is on your team: As you are used to infiltration missions, you can recover many other documents, revealing additional secrets. **Gain an extra +1 Warriors.**

- If you won, read [001] - page 4. If you lost, read [002].



Adventure 1

Aurindunnum

1 As you step into Zalir's busy weapon shop, he waves you over to a messy table. Carefully, he unrolls an old, slightly worn-out map that shows a complicated layout.

"I found this fascinating artifact in my collection," he tells you, his eyes sparkling with excitement. "It's a map of a temple from the ancient Kepesh people, who lived in the distant land of Darkall. When the Kemet arrived there, they took everything—the Kepesh's knowledge, magic, and their beautiful buildings."

He stops, tracing a route on the map with his finger. "You can find this hidden place by going through the remains of the elf kingdom, Aurindunnum, once ruled by the mysterious Sundaryll Wrenrieth. Be courteous to the elf king; he is picky about who he lets pass, but don't worry, I am sure you are up to the task!"

Zalir smiles. "Maybe we could gain his favor by showing him some elven history. I have some items that he would really like. Here, take these three." He shows you three elven relics:

- **The Guardians' Arrow:** A masterfully crafted arrow with bright feathers and the Guardians' symbol carved into its firm body. The Guardians are well-known protectors of the Sweetsprings' area in Sindile Forest. **Grab the Hook Token.**
- **Cuibhle Candelabrum:** A big golden candle holder with four arms, each holding a candle for a different season. The Cuibhle, the Elven Faith's symbol, is carefully engraved on the bottom and each candle holder. **Grab the Torch Token.**
- **Birth Seed:** A small, old-fashioned leather bag holding a seed wrapped in a fall leaf. Every elf receives a seed like this at birth, which is later buried with them in their home forest as a sign of their journey to the afterlife. **Grab the Key Token.**

Go to [2].

2 With the three historical treasures, you set off to the north, aiming for the ancient ruins of the Kepesh. Ignoring the usual paths, you find your way through hidden passages behind the intimidating mountains of Cragplateaus, until you reach the dense vegetation of the Outumn Forest.

In this forgotten corner of the world, the sun can barely penetrate the perpetual dusk under the forest's ancient tree covers. Suddenly, a shadow separates itself from the green background, launching an ambush!

Each hero makes a \odot TEST ($d20 + \text{Hero Card} + \text{NPC Card}$). (18+: success | 17-: failure)

+4 if you are Niary, Anariel, or Kelanyah - These heroes possess heightened senses against incoming attacks.

At least one hero succeeds (18+), go to [4].

All heroes fail (17-), go to [3].

3 A magic dart hits all its targets, partially paralyzing the heroes. **Each hero gains 1 Distracted Token.** [5]

4 With a surge of adrenaline, you evade the magic dart, which barely misses you. **A hero gains 1 \square .** [5]

5 Suddenly, a half-elf drops down from the trees, landing lightly before you, holding two magic swords. His voice is cold and hard, "This is no place for strangers. Give me a good reason why I shouldn't end your lives right now."

- A) His threats and delay are obstacles to your mission. It's best to neutralize him before he can strike again. [6]
- B) Explain your noble intent and ask for his assistance in navigating the forest. [7]
- C) Offer him one of the elven items in exchange for safe passage. [10]
- D) (**Fast Action Mode**) Prepare your weapons and await his next move. The half-elf starts another attack. [50]



6 As you prepare to fight, he threatens you again. *“Fools! I have already slain dozens of humans and elves; you will only merely add more victims to the total count!”*

Then he jumps back, pushes off one of the tree trunks, and attacks one of you with stunning speed.



Shadow Dance

1. Shuffle Fate Cards I to V. Each of the four heroes draws one card without looking at it.

2. Each hero rolls a d20 die and records the result - this number represents the hero's vigilance.

3. Heroes now choose their action at the same time. Each hero can:

- **Guard the party:** Reveal their Fate Card (only after all heroes choose).
- **Evade:** They discard their Fate Card unseen to get -5 to the vigilance roll.

Halthidon then attacks. The outcomes of his attack depend on the revealed Fate Cards:

- If Fate Card IV or V was not revealed: Add +7 to all vigilance rolls (but still consider the Evade bonus).
- Halthidon deals DMG only to one hero, the highest vigilance result (roll applying modifier).

Halthidon attacks twice in total. Repeat steps 3 and 4 for the second attack.

After both attacks, calculate the total damage:

- If the heroes took 18 DMG or less in total, they spot the Halthidon's attack pattern. *Each hero gains 1* . [15]
- If the heroes took 19 DMG or more in total, Halthidon disappears unharmed. [13]

7 You can feel the tension as you try to explain your quest: you're looking for a Kemet artifact hidden in the depths of this ancient forest.

Each hero makes a **TEST (d20 + Hero Card + NPC Card).**

(19+: success | 18-: failure)

+2 to the rolls of heroes who have pointy ears or luminous swords in their card illustration - *Looking like him can help you here.*

At least one hero succeeds (19+): Go to [9].

All heroes fail (18-): Go to [8].

8 With a burst of anger, the half-elf you're talking to accuses you of lying. As fast as a snake, he strikes with his glowing swords, hitting two heroes. **Choose two heroes to take 6 DMG or flip their Armor Card.** [6]

9 His expression softens a little as he tells you about his own fights against the Kemet in this area ever since they first came to Outunmoor. *“If you were their allies, you wouldn't be alive right now. Not many people are brave enough to go through these dangerous woods. I admire your courage.”*
One hero gains 1 . [14]

10 Casting a wary eye on your relic collection, you decide to offer one as a token of peace. **Choose one Tool Token: Hook (arrow), Torch (candelabrum) or Key (Seed).**

Each hero makes a **TEST (d20 + Hero Card + NPC Card).**
(21+: success | 20-: failure)

+3 if you are Niary, Anariel, or Kelanyah - *He trusts elven people easier than others.*

+6 to all hero rolls if you chose the Hook Token.

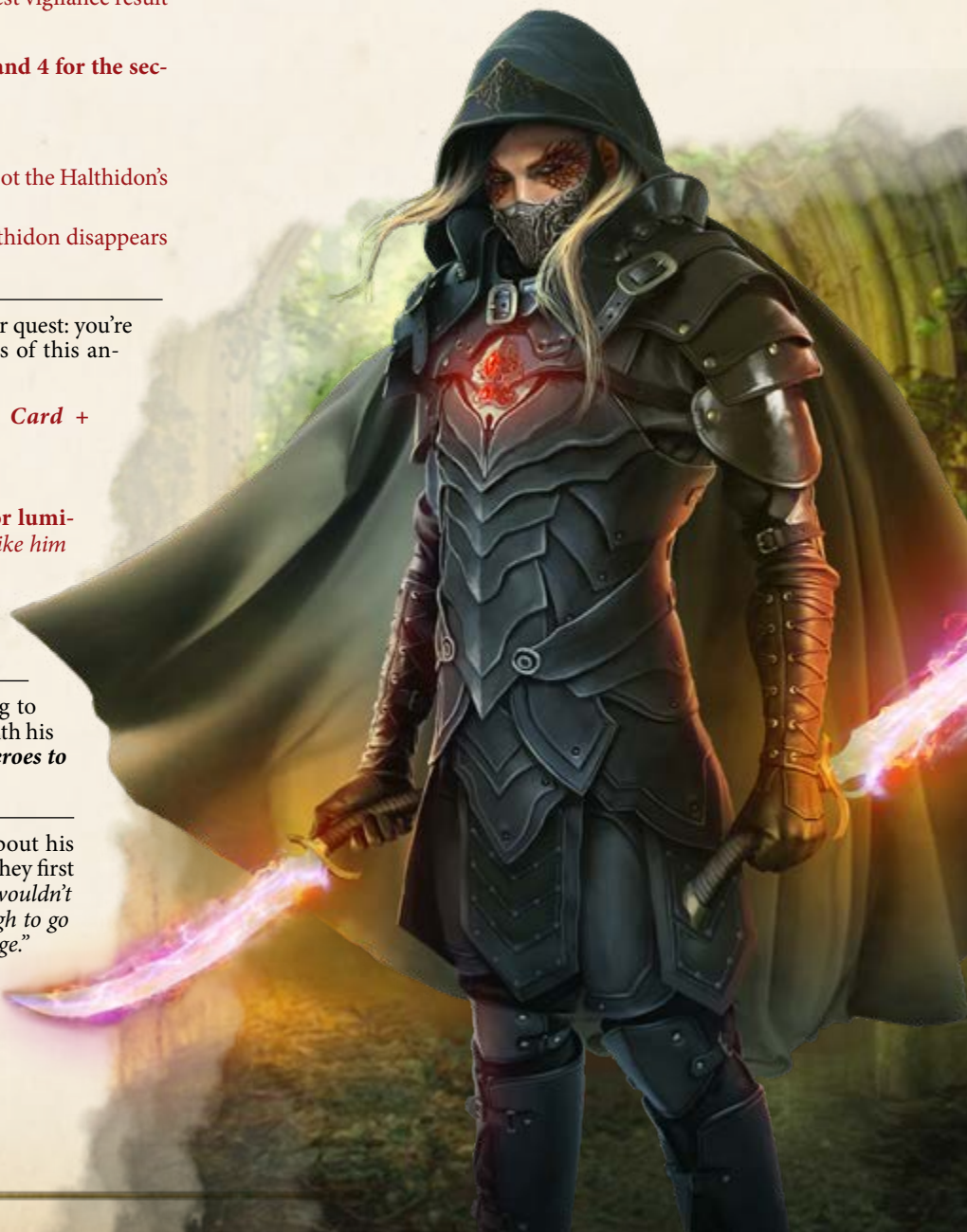
+4 to all hero rolls if you chose the Torch Token.


+2 to all hero rolls if you chose the Key Token.

At least one hero succeeds (21+): Go to [12].


All heroes fail (20-): Go to [11].

11 *“Lies!”*, he yells, anger burning in his eyes. His swords cut through the air, hitting your group twice quickly. **Choose two heroes to take 6 DMG or flip their Armor Card.** [6]



12 The tension in the air fades as he puts away his swords, reaching out to take the presented relic. His look, filled with caution, rests on you as he talks about the dangerous Aurindunnum area and its unstable king. With a final nod, he disappears into the forest. **Discard the chosen Tool Token. Put**  (Slot 1). [17]

13 The half-elf gets tense, his words echoing in the sudden silence, “He knows you’re here.” As quickly as he came, he disappears into the depths of the forest. Shaken, you continue your careful journey through the woods. [17]

14 His serious exterior softens, replaced by a sense of shared difficulty. “I am Halthidon, a rebel against the madness of King Sundaryll. His obsession with the past glories drove him to the edge, resulting in many victims. He hides in the Penumbra now, searching for remnants of his lost kingdom. Follow the river. It’s safer but, unfortunately, longer. Watch out for Kemet scouts hiding in the shadows. Good luck.” With a final, encouraging nod, he disappears into the bushes. **Put**  (Slot 1).


A) Respect Zalir’s instructions and face King Sundaryll’s territory. [17]

B) Follow Halthidon’s advice and choose the path by the river. [33]

15 You parry his blows, anticipating his moves until he’s knocked down. Struggling for breath, he scowls, “End it now. You won’t get another chance.”

A) Deal the final blow. He’s a danger who might want revenge. [16]

B) Show mercy, and convince him to cooperate - after all, your target is the Kemet ruin, not his life. [14]

16 Without a moment’s hesitation, you quickly end his life. A cold wind sweeps across the scene, leaving you with an unsettling feeling of being watched by unseen eyes. **Two heroes gain 1** . **Remove NPC Card “Halthidon, half-elf assassin” (Week 3) from the game.** [17]


17 Marching forward, the ruins of elven buildings appear, and the forest gets denser. Suddenly, a pulsating wave of energy swallows you, and the world changes instantly. Towers, walls, and statues rise around you, forming a gloomy, mist-filled realm. You find yourself in the middle of a spectral echo of the ancient elven kingdom, ghostly elves screaming as they emerge from the shadows.

A) Don’t use your weapons; attempt to cross this mystical realm in peace. [18]

B) Brace yourself for a fight, ready to defend against the ghostly residents. [21]

C) Grab your elven relic, hoping to keep these phantom attackers away. [24]

18 As spectral apparitions rise around you, you try to control your emotions, adopting a confident but non-aggressive stance, hoping to calm the restless spirits.

Each hero makes a  **TEST (d20 + Hero Card + NPC Card).**

(11+: success | 10- : failure)

+3 if you are Uster, Taram, Sir Erick, Count Blake, or Nakral - Your intimate knowledge of the undead proves to be invaluable.




Three or more heroes succeed (11+): Go to [20].

Two or more heroes fail (10-): Go to [19].

19 The ghosts surround you, their screams breaking the silence. Due to their daunting presence, panic takes over, causing you to run blindly towards a river and jump into its cold waters, leaving the specters behind. **Each hero gains 2 Weakened Tokens.** [33]

20 Through skill, bravery, and knowledge, you move past the creepy ghosts without harm. [27]

21 Preparing your weapons and gathering your powers, you attack the elven ghosts.

Each hero makes a  **TEST (d20 + Hero Card + NPC Card).**

(11+: success | 10- : failure)

+4 if you are Uster, Taram, Sir Erick, Count Blake, or Nakral - Their intimate knowledge of the undead proves to be invaluable.

Three or more heroes succeed (11+): Go to [23].

Two or more heroes fail (10-): Go to [22].

22 Your attacks are ineffective, passing through the ghostly shapes of the specters. They fight back, draining your life energy. **Each hero gains 1 Weakened Token.** [27]

23 You strike with relentless fury, your attacks somehow connecting with their ghostly bodies. One by one, the specters vanish or retreat into the shadows. [27]

24 Your eyes glance to the elven relics, igniting a spark of hope within you. Could one of these artifacts hold the key to getting rid of these spirits?

Each hero makes an  TEST (d20 + Hero Card + NPC Card).

(22+: success | 21- : failure)

+6 to all hero rolls if the Hook Token was selected.


+4 to all hero rolls if the Torch Token was selected.

+2 to all hero rolls if the Key Token was selected.

At least one hero succeeds (22+): Go to [26].

All heroes fail (21-): Go to [25].

25 As you scramble to pick up a relic, the haunting screams of the specters overwhelm you. Due to their daunting presence, panic takes over, causing you to run blindly towards a river and jump into its cold waters, leaving the specters behind. *Each hero gains 2 Weakened Tokens.* [33]

26 As you hold the chosen relic, you notice an ethereal connection between the artifact and the specters. The twisted, scary faces of the spirits change into calm expressions as the relic disappears in your hand, followed by the ghosts fading away. *Put*  (Slot 2). *Discard the chosen Tool Token.* [27]

27 After the ghostly encounter, you continue through the ruins, crossing a garden that was once filled with life but now only holds lifeless trees. One tree stands out among the dead, oddly full of life. The Cuibhle symbol marks its trunk, while a small hole lies at its base, filled with dried leaves and loose dirt, seemingly waiting for something to be buried there.

A) Ignore it. There's no time to waste, and danger is always close. [28]

B) Bury one of your elven artifacts in the hole. [29]

28 Ignoring the odd tree, you speed up your pace, leaving the garden behind. Your constant vigilance pays off, ensuring you're ready for any ghostly creatures hiding in the dark. *Each hero gains 1 Protected Token.* [44]

29 Decide which artifact to bury here.

A) An intricately-crafted arrow, adorned with a metal tip and vibrant feathers. **You must have the Hook Token.** [30]


B) A golden, four-armed candle holder, complete with ornate candles. **You must have the Torch Token.** [31]


C) A small leather pouch enclosing a seed gently wrapped in a dry autumn leaf. **You must have the Key Token.** [32]

30 You plant the arrow in the ground and cover it with dirt. As you step back, a flash of green light swallows the artifact, turning it into nothing. Despite this fascinating display, nothing happens. *Discard the Hook Token.* [44]

31 You plant the candle holder in the ground and cover it with dirt. As you step back, a flash of green light swallows the artifact, turning it into nothing. Despite this fascinating display, nothing happens. *Discard the Torch Token.* [44]

32 You gently place the seed in the hole and cover it with dirt. A bright green light appears, changing into the image of an elf maiden who gifts you a glowing smile before disappearing. *Discard the Key Token and a hero gains 1 Preserved Token.* [44]

33 You navigate your way along the edge of the forest, following the river's winding path north. The area is filled with ancient elf weapons, reminders of a massive war fought in a past era. After hours of marching, something catches your eye. A Kemet ship is cutting through the river, its presence a sharp contrast to the border of Outunmoor and the surrounding forest. They seem to be looking in your direction, and you instinctively hide in the surroundings. *Put*  (Slot 3).

Each hero makes a  TEST (d20 + Hero Card + NPC Card).

(12+: success | 11- : failure)

+3 for heroes who are **Tacticians** - *Such tactical cunning proves beneficial.*

-3 for **larger heroes or those in heavy armor** - *Concealing your presence becomes a challenging task.*

Three or more heroes succeed (12+):
Go to [37].

Two or more heroes fail (11-):
Go to [34].


34 The sharp-eyed kemet sentinel spots you, prepares their magic orbs, and shoots a wave of energy at you.

A) Hold your ground and fight back. [35]

B) Run back to the safety of the Outun Forest. [36]



35 As you prepare yourselves for battle, you attempt to evade the relentless magic shots while the ship docks, releasing their undead minions at you.

Each hero makes a  **TEST** ($d20 + \text{Hero Card} + \text{NPC Card}$).
(11+: success | 10- : failure)

Three or more heroes succeed (11+): Go to [43].
Two or more heroes fail (10-): Go to [42].

36 You run back to the safety of the Outumn Forest, desperate to protect yourselves from the relentless Kemet magic attacks. **Each hero takes 5 DMG or flips their Armor Card.** [44]

37 The Kemet search the area around you, unaware of your presence. Using this chance, you walk silently, and a lucky find comes across your path - an elven magic ballista. It stands unloaded and has been deactivated for a long time, but the opportunity to craft a bolt to target the Kemet ship lingers in the air.


A) Leave the ballista. Making the bolt and getting into a fight could waste valuable time. [38]

B) Try to make a ballista bolt from forest materials and possibly include an elf artifact. [39]

38 As the Kemet ship finally disappears from view, a sigh of relief fills the air. Focusing northward, you continue your pursuit of the elusive destination Zalir has put into your minds. The journey is arduous, making you stop several times for rest, but these stops don't do much to keep the growing fatigue at bay. **Each hero takes 5 DMG.** [49]

39 Spotting a sturdy branch gives you an idea. With some creativity, it could serve as a bolt for the magic elf ballista you have found. Perhaps the elf magic of the artifacts could power it up, charging the bolt with strong energy.

You must discard a Tool Token (Hook, Torch, or Key). Otherwise, consider all rolls as 1.

Each hero makes a  **TEST** ($d20 + \text{Hero Card} + \text{NPC Card}$).
(22+: success | 21- : failure)

+3 if the hero's Basic Attack is Ranged - Your expertise with ranged weapons shines.

+6 to all hero rolls if you chose the Hook Token.


+4 to all hero rolls if you chose the Torch Token.


+2 to all hero rolls if you chose the Key Token.

At least one hero succeeds (22+): Go to [41].

All heroes fail (21-): Go to [40].

40 Your improvised bolt flies through the air but falls short of its target. However, the splash is enough to attract the attention of the Kemet crew, who turn their ship around to face you. [35]

41 Your aim is spot on, and your shot lands perfectly, tearing into the Kemet boat. An explosion of magical bursts evaporates the crew members. You enjoy this moment of victory and move on. **Two heroes gain 1** . [49]

42 The Kemet attack is harsh, forcing you to run back into the safety of the Outumn Forest. Suddenly, a magical wall appears, separating you from the Kemet, who return to their ship. Without a way through the wall, you go deeper into the forest. **Two heroes gain 1** . [49]

43 Holding your ground, you bravely fight the Kemet and their undead minions, finally emerging victorious. You collect your belongings and hurry north, knowing your battle could have alerted reinforcements. **Two heroes gain 1 Empowered Token.** [49]




44 As you advance through the forest, you notice a strange change in your surroundings. The environment transforms before your eyes from the current wilderness to quick images of a once great elf kingdom. The change is so smooth that you almost feel lost between the two realms. A once grand palace, now choked by wild plants, shines softly from the inside. As you get closer, the sad song of a harp fills the silence. Suddenly, a ghostly figure appears and talks to you:

“Why have you disturbed the rest of Sundaryll Wrenrieth, the last king of Outumn Elves of Aurindunnum?”

A) *“We’re trying to get to the Kepesh ruins through your land.”* [45]

B) *“We’re sorry for interrupting. We’re just trying to pass through your land.”* [46]

45 *“Words are the whisper of the wind,”* he responds, *“they lack the weight of action. Show me the intentions of your hearts, not the eloquence of your tongues.”* He looks at you expectantly. **Give him any remaining relics and lose the respective Tool Tokens.**

Each hero makes a  **TEST (d20 + Hero Card + NPC Card).**

(22+: success | 21- : failure)

+4 if you are Niary, Anariel, or Kelanyah - Sundaryll shows favor towards his own kin.

+6 if you have a Preserved Token.

+2 to all hero rolls if the Hook Token relic is presented.

+2 to all hero rolls if the Torch Token relic is presented.

+4 to all hero rolls if the Key Token relic is presented.

At least one hero succeeds (22+): Go to [48].

All heroes fail (21-): Go to [46].

46 Sundaryll speaks with a voice echoing with the wisdom of centuries, *“Before me, you are but children. You come before a king who watched the first of Malrokian Curses cover our world in endless darkness, fueled by the broken promises of Malrok’s family. You will learn respect, or die trying!”* His words reverberate as the palace shakes. In a second, you find yourself in a different time, in the middle of destruction.

Elven warriors and their undead counterparts materialize and launch their assault. As the chaos begins, King Sundaryll murmurs, *“I have always ruled with justice, rewarding wisdom above all.”* Showing signs of madness, he confronts you with a riddle:

“What can you break, even if you never pick it up or touch it?”

Answer and go to [47].

47 *If you answered correctly, Sundaryll blesses a chosen hero with 2 Empowered Tokens (3 if the hero is Niary, Anariel, or Kelanyah). The answer he seeks is “a promise” or “the silence”. If you failed, his wrath manifests as an attack and a hero takes 10 DMG. If Catharina is on your team, she must be the target and takes 15 DMG instead.*

Sundaryll intones, *“King Malrok once unified all races and nations, promising a time of peace and prosperity. Yet, the last queen, Ella Malrok, broke that promise, bringing disgrace upon us all.”*

Go to page 154 and set up Quest 21: “Ancient Court.”

48 *“Perhaps I have misjudged. Hope for future alliances may not be entirely lost,”* he says, *“Although my kingdom succumbed to the first Malrokian Curse, it might be time to cast off the shroud of the past and unite against the Kemet, who are trying to fulfill a mysterious prophecy. This portal shall take you to your destination, and remember the word Andurivah when you enter the temple. It may serve you well on your journey. Farewell.”*

Gain the Tome Token, as you prepare to step through the mystical gateway. [49]

49 You emerge on the far side of the Outumn Forest, greeted by a large swamp where the plants have a pale green color. Following Zalir’s directions, you navigate around a big hill and find a pyramid in ruins covered in water. The sight of fallen Kemet near the structure surprises you. Gathering your courage, you sneak into the building and find a group of cultists protecting the hall. Each one holds vials filled with an unknown liquid. Whoever they are, whatever evil plan they’re making, it’s clear you have to stop them.

Go to page 158 and set up Quest 22: “Elder Scriptures.”

50 The battle against the half-elf rages on, only to be abruptly halted by a sudden noise. He glances in the direction of the noise, then retreats, warning, *“He knows you’re here,”* before disappearing into the shadows. **Each hero takes 6 DMG.**

Going further into the forest, you feel reality twisting around you, pulling you into a spectral version of the ancient elf kingdom. Suddenly, ghostly elf figures appear, draining your life force. **Each hero gains 1 Weakened Token.**

Soon, you find yourself in a garden full of trees, a calm spot in the middle of the chaos. You hurry, always watching out for the ghosts following you. **Each hero gains 1 Protected Token.** As you go forward, reality twists again. You feel lost as a ruined palace appears ahead. When you step inside, an invisible voice asks why you’re there. The voice belongs to King Sundaryll. Unimpressed by your answer, he promises to make you learn how to show respect. Suddenly, time changes, taking you to the same place but at a different time. Soldiers and undead appear and start attacking in the middle of the chaos.

Sundaryll tests you even more, giving you a riddle, perhaps a sign of madness. You struggle to find an answer, but his patience runs out. His anger builds up, ending in a sudden attack. **A hero takes 10 DMG.**

Go to page 154 and set up Quest 21 “Ancient Court.”





21 - Ancient Court

Cross the territory of the crazed Elf King Sundaryll Wrenrieth and **Shove** his past aside by passing his tests. Solve **Challenges** to connect with the message he's trying to communicate and break his **Initial Immunity** to your influence.

Primary Objective

- Kill the **King Sundaryll (Boss)** = Read [21.6].

If you lose


- Read [Defeat] - page 156.

Extra Challenge

- Accomplish the four **Challenges**.

Special Rules

Shove (Villains)

 (each villain is interactable multiple times per **turn**): PUSH 1 this villain.


Challenges


- Each Room has two Challenges that can only be solved in that room.

Initially Immunity (Boss)

- The Boss cannot die or take any kind of damage, unless there is 1 villain on **each Altar Tile** (this can only happen during **Event 2**).

Melting Ice

 **Except for the Ice Tile that occupies square H-22, remove 2 Ice Tiles from the grid.**

ADVANTAGE:  Remove 3 Lava Tiles from the grid.


Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Reaper (18-G)**, **Sentinel (19-R)**, **Walker (32-B)**, and the **King Sundaryll - Boss (B)**.
 - (Kemet Hunt): **Zombie (★★★ 70-B)**.
- **Then, after reading the Special Rules, read [21.1] - page 156.**

Challenge 1: A villain dies in the turn it took DMG only from an attack with **Mob**.

Challenge 2: A villain dies in the turn it took DMG only from hitting an obstacle after slipping on **Ice**.

 If all villains are dead (except the **Boss**), read [21.2] (to continue the quest).


EVENT 1


- Place the heroes on the Portal.
- Place **Reaper (17-B)**, **Sentinel (22-G)**, **Walker (31-O)**, and the **King Sundaryll - Boss (B)**.
 - (Kemet Hunt): **Berserker (★★03-R)** and **Zombie (★★★★ 70-G)**.

Challenge 3: A villain dies in the turn it took DMG only from an attack with **Focus**.

Challenge 4: A villain dies in the turn it took DMG only from stopping a **Living Wall**.

Living Walls (Event 1 only)

-  All Living Walls MOVE 1 in a straight line, toward coordinate 24.
- If one or more obstacles (*Combatants and/or Wall Tiles*) are in its path, the wall stops moving. Each combatant that causes it to stop takes 15 DMG.

 If all villains are dead (except the **BOSS**), read [21.3] (to continue the quest).

EVENT 2

- Place the heroes on the Ruins.
- Place **Reaper (18-G)**, **Sentinels (20-O)** and **(22-G)**, and the **King Sundryll - Boss (B)**.

Sentinel Immortality

These servants are connected with their King and are as immortal as their master.

- Sentinels cannot take DMG or be killed in any way.

As soon as King Sundryll (Boss) dies, you win the quest and read [21.6].



King Sundryll
(Warlord Figure)

B

210
Hit Points

8
Defense

8
Movement

8
Reaction

- **Initially Immune:** This ❧ cannot die or take any kind of damage, unless there is 1 villain on each Altar Tile (which can only happen during Event 2).

Shared Suffer (Primary Attack)

↗ 2 squares

👁️ 1 enemy

★ 21 DMG+effect

Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.

Effect: 🏃 This ❧ RUNS 4 to its farthest hero in [8].

Unprovoked / Crit: +5 DMG.

Passive Power

Trigger: This ❧ hits a hero that is in [2] of a villain.

Effect: Before applying the attack's effect, PUSH 3 all combatants in [2] of this ❧; they take 7 DMG.

Favorite Target: The farthest hero within reach.

Villain Kits

- 1 Berserker (03)
- 2 Reapers (17, 18)
- 3 Sentinels (19, 20, 22)
- 2 Walkers (31, 32)

- 1 Zombie (70)
- 1 Boss (Warlord)

Barriers

- 3 Living Walls 4x1

- 2 Walls 5x1
- 6 Walls 4x1
- 1 Wall 2x1

Terrains

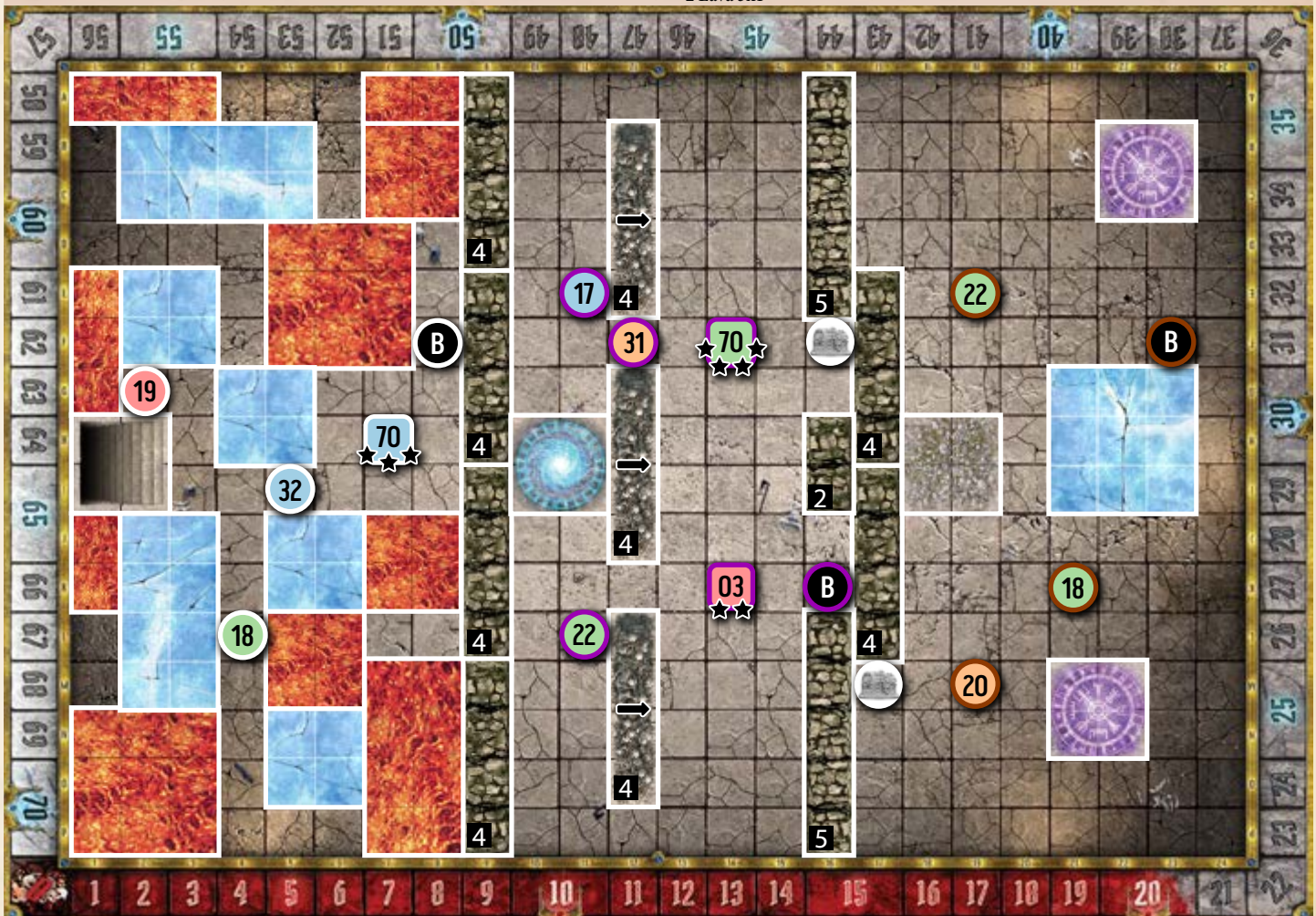
- 2 Altars

- 2 Ices 4x2
- 1 Ice 3x3
- 4 Ices 2x2
- 1 Lava 4x2
- 2 Lava 3x3
- 2 Lava 3x1

- 3 Lava 2x2
- 2 Lava 2x1
- 1 Portal
- 1 Ruins 2x2
- 1 Stairs

Miscellaneous

- 2 Chests




Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 21

Ancient Court

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
 (slot 2)	Releasing the Elven Specters twists the elemental forces. Where ice once melted, fire is now being extinguished. Elven Specters manifest, scream, and make their way before you. You gain ADVANTAGE for this quest.
The Undead Plague is Contained (fact)	Your help against the undead forces makes King Sundaryll question his preconceptions about you. Place 5 Distracted Tokens on the Boss.
Relic lost; the outbreak is a mystery (fact)	King Sundaryll blames the Empire for his people's suffering. He thinks no better of you, for abandoning the Shortfall halflings in their time of need. Place 5 Empowered Tokens on the Boss.

Quest 21: "Ancient Court" starts NOW (take the first turn!)

2 You move into a great hall, guided by elevated walls decorated with remnants of the past. Suddenly, the ghost-like Sundaryll appears, asking another question, "What is always in front of you, but can't be seen?" **Answer and go to [4].**

3 You find yourself in the splendor of the elf court. Statues of ancient heroes, art pieces, and colorful fountains make it beautiful. Here, Sundaryll shows up again as a ghost, ready for a confrontation. But before the fight begins, he presents a final riddle: "The more of it there is, the less you see. What is it?" **Answer and go to [5].**

4 **If you answered correctly (see ahead), choose a hero to be blessed by Sundaryll and gain 2 Empowered Tokens (or 3 if that hero is Niary, Anariel, or Kelanyah). The answer Sundaryll expected was: "the future." If you got it wrong, Sundaryll attacks and deals 10 DMG to a hero of your choice.**

Sundaryll explains, "The unlikely alliance among all races under the Malrokian banner has cast a shadow over Tanares' future, allowing humans to grow in chaos and establish their oppressive Tanarean Empire." **Resume the Quest (start EVENT 1!)**

5 **If you answered correctly (see ahead), choose a hero to be blessed by Sundaryll and gain 2 Empowered Tokens (or 3 if that hero is Niary, Anariel, or Kelanyah). The answer Sundaryll expected was: "darkness." If you got it wrong, Sundaryll attacks and deals 10 DMG to a hero of your choice.**

Sundaryll declares, "We live in the twilight of our past magnificence - and no one has been held responsible or paid the price. This... marks your end." **Resume the Quest (start EVENT 2!)**

6 **(Read this only if you won this quest)**

You emerge victorious, leaving the elf warriors defeated and Sundaryll weakened. He reveals, "Kemet learned magic from a controlled Kepesh man turned Lich; his people keep their darkest necromancy secrets. The Kemet, like the elves, have been chained by a prophecy."

As he crawls towards his fallen crown, he admits, "Your determination was more than I expected; now my fate is in your hands. Death is a much more attractive option than a life marked by this humiliating defeat."

- A) He will never be a trustworthy ally. End his suffering. [7]
- B) Show him mercy and let him live. [8]

7 Sundaryll's relieved sigh echoes in the huge room as you deliver the merciful blow. The palace, seemingly linked to its ghost king, starts to fall apart with his defeat. Time is crucial as you rush to escape, saving a few ancient relics in the process. **This quest grants 1 extra loot card. Remove NPC Card "King Sundaryll Wrenrieth" (Week 3) from the game. [9]**

8 Extending your hand towards the fallen king, he gazes at you surprised. "This mercy... a greater embarrassment than death. But maybe, you are different from the others I've met. I will lead my remaining forces to help you." **Mark Allies in the Forests (fact).**

If the hero who gained the Preserved Token from the elven maiden still has it, continue reading. Otherwise, go to [9].

"You've managed to find a sacred seed belonging to one of my ancestors. Her soul has long wished for this final rite. You have my deepest gratitude." **Add NPC Card "King Sundaryll Wrenrieth" (Week 3) to your Character Deck. [9]**

9 CONCLUSION - VICTORY

- You discover that the Kemet, in the past, were elves; they usurped their necromantic powers from the Kepesh people, whose leader is now an enslaved Lich.



Wharfugee bulletin

COULD THE KEMET BE THE DARK ELVES OF ANCIENT LORE?

A recent discovery deep within the northern forests may cast a revealing light on the mysterious Kemet, a name notably missing from the records of history, despite growing evidence of their ancient presence on this continent. Our ancestors may have referred to them as the 'Dark Elves,' a unique group mostly from Reginheraht.

They are known for their mastery of the Penumbra Plane; it is guessed that their hair and skin began to lose color due to their constant ventures into that plane. This revelation could potentially rewrite chapters of our historical understanding, drawing unexpected connections between the Kemet and the known Elven lineage.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war by learning more secrets about the Kemet.

Mark The Kemet retrieve their treasures (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The Kemet are involved in a much subtler war front that involves religion and otherworldly events and rituals. Back in Wharfugee, you gather rumors and news that highlight this perspective, and find an unsettling problem that may be developing in the south: **gain Adventure Card J.**
- **Gain +2 Spies.**
- **If you won, read [001] - page 4. If you lost, read [002].**



22 - Elder Scriptures

Find a way through the secret passages of an ancient Kemet temple, using the **Ancient Mechanisms** to neutralize the **Unleashed Curse**.

Primary Objective

- Solve **The Puzzle** before **Event 1** ends; AND
 - Kill Se-Namum (Boss) = Read [22.4].

If you lose

- Read [Defeat] - page 160.

Extra Challenge

- When you win the quest, the Time Token is on slot 5 or lower.

Special Rules

The Puzzle

Shed blood while standing in special places to move Rifts next to Orbs, thus disrupting their Cursed Magic.

- **The Puzzle** is solved when each **Planar Rift** is in [1] of a different Orb.
- To get the **Planar Rifts** in [1] of an **Orb**, you need to move them, as well as the **Living Walls** and **Barricades** obstructing their path.

Ancient Mechanisms

- If a hero is standing on one of the following Tiles when it hits a target, apply the corresponding effect, immediately after the attack roll (once per turn):
 - **Mission Tile**: you may **SLIDE*** a **Barricade** or **Rift**, horizontally.
 - **Altar Tile**: you may **SLIDE*** a **Living Wall** or **Rift**, vertically.
SLIDE* = Move the Tile in a straight line until it stops. It **stops only** when a figure, another Tile, or the edge of the board occupies the next square in its path.
 - **The direction** is always in a straight line, in relation to the map of the quest (*check the map's visual assistance*).

Unleashed Curse

- Put the Time Token on "0" (**HP Track**). This is used only to track the Extra Challenge.

R A hero takes 15 DMG. Then, increase Time by 1. **Ignore this** if you've solved **The Puzzle** (i.e., each Orb is in [1] of a Rift).

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Orc (13-R)**, and **Sentinels (21-B)** and **(22-G)**.
 - (**Kemet Hunt**): **Archer (★★02-G)**.
- *Then, after reading the Special Rules, read [22.1] - page 160.*

R If all enemies are dead, read [22.2] (*to continue the quest*).

EVENT 1

- Place the **Living Wall**, **Barricade** and **Planar Rift**.
- Place the heroes on the Ruins.
- Place **Orc (14-B)**, **Sentinel (19-R)**, and **Cultist (43-O)**.
 - (**Kemet Hunt**): **Archer (★★★02-B)**.

R If all enemies are dead and **The Puzzle** is solved, read [22.3] (*to continue the quest*).

◦ Otherwise (if **The Puzzle** is not solved):

Place a **Cultist (44-G)** in [1] of the hero with the lowest HP.

ADVANTAGE: Place an **Orc (13-R)** in [1] of a hero.

EVENT 2

- Place the heroes on the Portal.
- Place **Orcs (13-R)** and **(14-G)**, **Cultist (44-B)**, and **Se-Namum - Boss (B)**.
 - (**Kemet Hunt**): **Archer (★★★★01-R)**.

Dominating Territory

R If three or more heroes are on the same **number** coordinate, each deals 10 DMG to the **Boss**.

As soon as Se-Namum (Boss) dies, you win the quest and read [22.4].

TILE	HOW IT MOVES	
Barricade	horizontal	
Living Wall	vertical	
Rift Tile	orthogonally, in any direction	

Se-Namum, Cultist Leader (Vampire or Necromancer Figure) **B** **140** Hit Points **7** Defense **5** Movement **8** Reaction

Bloodwhip Tongue (Primary Attack) 8 squares 1 enemy
 20 DMG+effects **Miss: 8 R-DMG**

Benefit: +3 to Attack Roll and **Blessed**.
Effects: Target gains two **Bleeding** Tokens.
 FLEE 3 (If this didn't move this turn).
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This hits a target that is on the same **number** coordinate of another hero.
Effect: All heroes in this coordinate take 12 DMG, except the target.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Archers (01, 02)
- 2 Orcs (13, 14)
- 3 Sentinels (19, 21, 22)
- 2 Cultists (43, 44)
- 1 Boss (Vampire)

Barriers

- 1 Barricade 2x1
- 1 Living Wall 4x1
- 1 Living Wall 2x1

- 4 Walls 5x1
- 8 Walls 4x1
- 4 Walls 3x1

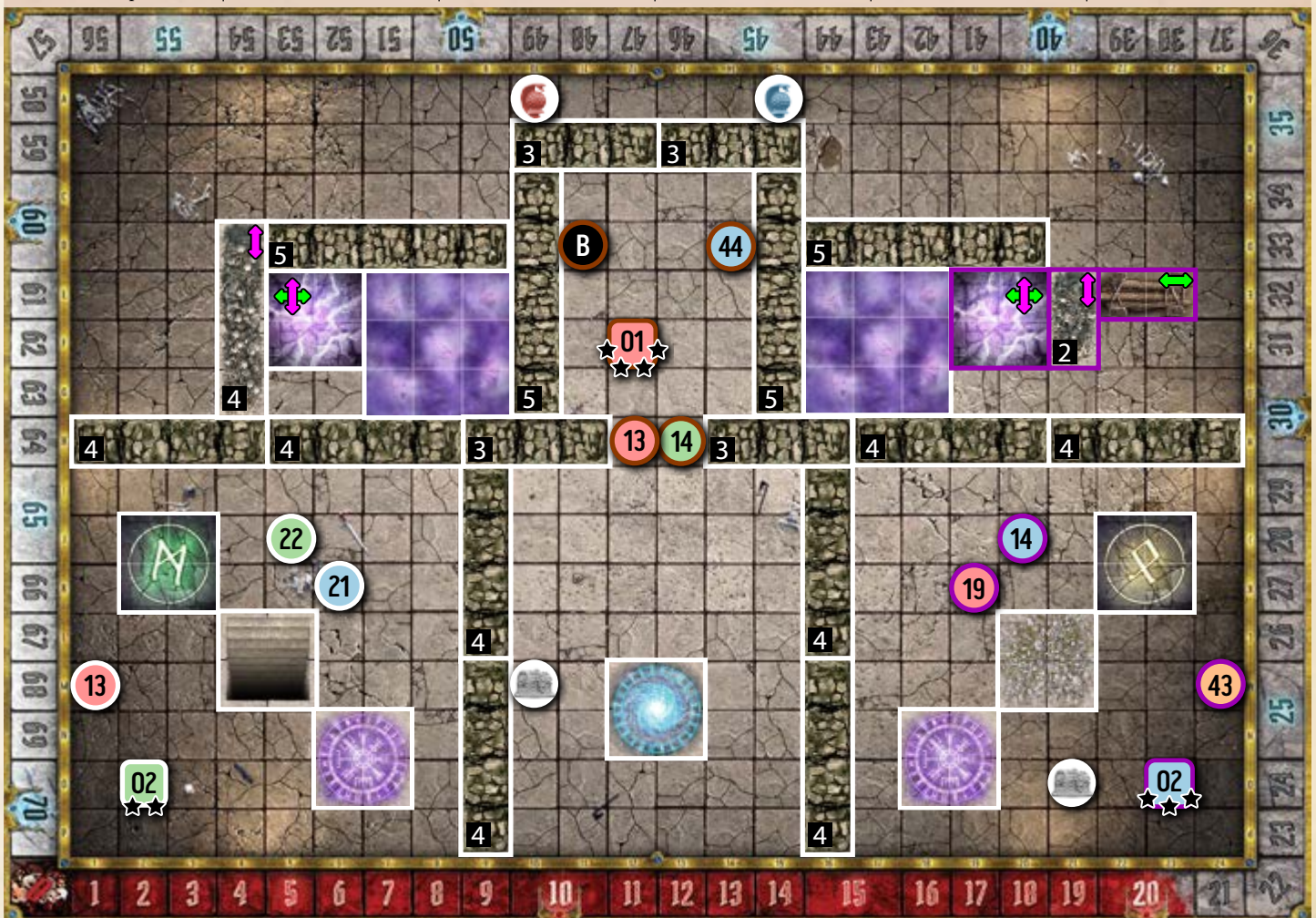
Terrains

- 2 Altars
- 2 Corrupted Zones
- 2 Mission Tiles
- 2 Planar Rifts

- 1 Portal Tile
- 1 Ruins 2x2
- 1 Stair

Miscellaneous

- 2 Chest
- 2 Orb Figures
- 1 Time Token



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 22

Elder Scriptures

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 3)	You took the "scenic route." <i>The Time Token starts on slot 1 instead of 0.</i>
Secrets of the Kemet Past and Future (fact)	The cult became excited with the prospect of finding sacred texts and recruited mercenaries for their operation. <i>You gain ADVANTAGE for this quest.</i>
Third Eye has Elder Papers (fact)	The Third Eye sold Kemet's secret knowledge to the cult sect that took this temple. <i>Place one Preserved Token on each villain.</i>

Quest 22: "Elder Scriptures" starts NOW (take the first turn!)

2 You fight the cultists and spill their blood from the right spots, activating the mechanisms of the structure

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Tome Token	The wisdom received from Sundaryll is a key that can move one of the temple's walls. <i>Transfer the Living Wall on E-21/F-21 to the squares C-21 and D-21.</i>

Resume the Quest (start EVENT 1!)

3 A female figure is spotted enjoying the red liquid contained in the vials, carelessly splashing some onto the stone floor. "Hmm... *The aroma of fresh blood is invigorating. We may both hold grudges against the cursed Kemet invaders, but your intrusion here is... unacceptable.*"

If you did not kill Halthidon: Halthidon appears from the shadow, attacking her with his twin swords. Her calm remains unbroken. "Pitiful creature," she taunts, trapping the half-elf and biting into his exposed neck, draining him until he falls. With blood-red eyes, she wipes her lips, enjoying the last drop of Halthidon's blood.

Resume the Quest (start EVENT 2!)

4 (Read this only if you won this quest).

The formidable enemy finally succumbs, falling to her knees. "I am Se-Namum, a matriarch of the Kepesh faith. We were decimated by the horrible dark elves, who absorbed our sacred language and re-named themselves 'Kemet.' Our honor has been degraded, but our revenge is inevitable..." With these final words, she disappears into a wisp of mist, seeping through the temple walls. [5]



5 CONCLUSION - VICTORY

- In the back of the temple, you find a scroll written in the Kemet language. It appears to predict Gullog's arrival and the current war against the Empire. A particularly interesting drawing seems to show the end of a storm and a Kemet fleet crossing the oceans. The ancient prophecy must greatly contribute to the blind loyalty of Gullog's followers. **Mark Kemet Prophecies (fact).**
- You discover that the Kemet, in the past, were elves that absorbed the knowledge of the Kepesh people.
- *If you have ■ (slot 1), add NPC Card "Halthidon, Half-Elf Assassin" (Week 3) to your Character Deck.*

Wharfugee bulletin

COULD THE KEMET BE THE DARK ELVES OF ANCIENT LORE?

A recent discovery deep within the northern forests may cast a revealing light on the mysterious Kemet, a name notably missing from the records of history, despite growing evidence of their ancient presence on this continent. Our ancestors may have referred to them as the 'Dark Elves,' a unique group mostly from Reginheraht.

They are known for their mastery of the Penumbra Plane; it is guessed that their hair and skin began to lose color due to their constant ventures into that plane. This revelation could potentially rewrite chapters of our historical understanding, drawing unexpected connections between the Kemet and the known Elven lineage.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war by learning more secrets about the Kemet. **Mark The Kemet retrieve their treasures (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The Kemet are involved in a much subtler war front that involves religion and otherworldly events and rituals. Back in Wharfugee, you gather rumors and news that highlight this perspective, and find an unsettling problem that may be developing in the south: **gain Adventure Card J.**

- **Gain +2 Spies.**

- **If Khloet is on your team:** "Se-Namum was a pathetic priest who believed to be much more important than she truly was. As a punishment, I will bind her soul to my mummy serf. It is only temporary but will bring her eternal shame when she appears before our god Ba-ka." **For the entire next Quest, your mummy is Empowered 3.**

- *If you won, read [001] - page 4. If you lost, read [002].*

Adventure III

Undead Dragons

1 You travel under the bright glow of a full moon, heading towards the mountain peak that Talessa marked on her letter as the location of the Draconic Tower. Suddenly, she appears before you, her wings softly breaking the silence of the night.

“Allow me a formal introduction. I am Talessa, a guardian of the Draconic Council.”

“We are the unseen shield between your world and dangers that would break your wildest dreams. The torments of the Penumbral Plane? They are mere whispers compared to the unspeakable horrors we defend against,” she declares, her voice echoing off the mountain. *“But these distant threats aren’t why you’re here tonight. There’s an urgent matter that requires our attention.”*

With a welcoming gesture, she invites you to follow her to a concealed portal. As you walk, she mentions several mysterious topics. Which secrets will you uncover?

- A) The Malrokian Curse. [2]
- B) The mystery of the Avatar Dragons. [3]
- C) The puzzle of Talessa’s own story. [4]
- D) (Fast Action Mode) Just guide us. [9]

2 *“An old church proverb sums it up well: Massive bloodshed shall be punished with natural catastrophes. In simpler terms, wage war and watch your civilization fall,”* she reveals with a smile on her face.

“Isn’t it curious that the Kemet invasion didn’t trigger such a curse?” She engages you, *“They cleverly used the undead, avoided excessive killing of the Wharfers, and targeted Ironhand soldiers — mere mindless pawns. The Ungods gain no power from the death of soulless creatures. Oh, did you still believe that lie about the Gods’ curse? My apologies for assuming, but we don’t have time now for theological debates. Let’s just resolve it with; it is the Ungods’ fault, not Tamera’s or Bauron’s doing.”*

“But, a disaster is coming,” she predicts, her gaze distant. *“The inevitable time will come when conscious beings — humans, orcs, or kemets — incite a bloodbath large enough to invoke a natural disaster. When that happens, we must limit the destruction as much as possible.”*

She turns towards you, her eyes reflecting the moon’s light. *“The church’s understanding may not match my understanding of divine punishment,”* she says, *“but no matter where it comes from, the consequences are real. At last, our destination is in sight, hidden in the night. This draconic portal awaits our crossing.”* [5]

3 Talessa’s eyes shine mysteriously under the moonlight as she answers. *“Ah, Avatar Dragons. The name might suggest a divine connection, but it’s more mundane in reality. We call the leaders of the Dragon Council as such, usually the ones who hold power among their specific breed.”* She pauses, looking at the moon above.

“I see some disbelief. It’s natural, given the scale of what I reveal. But let me assure you, each of these mighty beings plays a key role in keeping the balance of this world. Your surprise, heroes, is better saved for this: Besides the familiar Red, Blue, White, and Black Avatars, there are others, some hidden in mystery, some carrying concealed dangers. Some hide in the shadows, while some rule kingdoms in the open. Dragons of Bauronite, Tameranium, Gold, Silver, and many others.”

She allows a moment of silence for her words to settle in. *“The one that truly tests us is the evil Penumbral Dragon. Our mission, in its complicated essence, is indirectly linked to this dark beast.”*

As she finishes, her voice drops to a whisper as she says, *“At last, our*

destination is in sight, hidden in the night. This draconic portal awaits our crossing.” [5]

4 She turns towards you, her eyes filled with mystery, *“So, you want to know more about me? An interesting choice. The truth isn’t as simple as you might think. I am an enigma, even to myself. I was born of dragon magic and desperation in a world ripped apart by the creatures of the Penumbral Plane. The raw power of dragon greatness pulses in my veins, yet my heart dances to the subtle ballet of human emotions. I am here to prevent this terrible fate at any cost.”*

She takes a pause, studying your faces, *“But, my essence is less important than the task I’ve been assigned. My single goal is to stop the waves of destruction damaging this continent. The trauma of war has left lasting scars, but far more dangerous threats are lurking in the shadows — silent specters ready to unleash horrors that make our current struggle seem irrelevant. Our vigilance must go beyond the visible enemy: the Kemet.”*

Her voice fades into the night, *“At last, our destination is in sight, hidden in the night. This draconic portal awaits our crossing.”* [5]

5 You step out in front of a magnificent tower, its stone face engraved with the striking shape of a dragon. A stunning flow of magic emanates from it, provoking a strong resolve within your soul.

Talessa looks at the monument, *“Behold, the Dragon Tower, a mighty fortress where the Draconic Council discusses matters of great importance. In due time, I shall lead you through its sacred halls, showing its inspiring magnificence. For now, though, our focus must be elsewhere.”*

With an effortless wave of her hand, she creates an illusion, the shape of a black dragon appearing before you. *“This is Zarumag, a fallen Avatar Dragon. Its spirit has been corrupted and is emanating massive evil energy. The Shadow Wing intends to use him to bring the Penumbral Plane to Tanares, while the Kemet seek to increase their powers over the undead. Whatever they are planning with this alliance can’t be good.”* She pauses, *“It was defeated once, but its end was only an illusion. Destroying such a monster requires a delicate balance of life and death, where both forces must dance together to remove his invulnerability.”*

She turns her gaze to you, *“Our path forward needs a two-part plan. First, you must find the essence of a dragon that departed this world, and second, you must join forces with an Avatar Dragon. The joining of these two strong forces, the spectral echo of a Dragon’s end and the pulsating life of an Avatar, is our only hope of defeating Zarumag for good.”* [6]

6 The moon casts its ethereal light on you, as Talessa continues, *“For any hope of victory against Zarumag, you must understand the strengths and weaknesses of dragons. They are creatures of primal force; their breath is the essence of nature’s power. To stand against Zarumag, a dragon must fight alongside you.”*

In her hand, she holds an emerald stone. *“This gem will bind a dragon to your will after tasting your blood. Now, it’s time for us to start hunting.”*

Suddenly, you are surrounded by a wave of draconic energy. In an instant, your perspective changes. You are no longer standing on the ground but flying high above; the world spread out beneath you. Mighty wings extend from your shoulders and a primal force pulses through your veins. You are Vyrak, the majestic green dragon.

Through the connection, you hear Talessa’s voice, *“Over there, confront those three undead monsters. Embrace this new form and power.”*



Grab Vyrak's attack cards from the Dragon Collection Box in BvB and the Reapers cards (15-R), (16-O), and (17-B).

No need for miniatures or grid placement here.

Use all Vyrak attacks (each attack can only be used once). After EACH attack, choose one of the attacked Reapers for a counterattack against Vyrak (ignoring fatigue).

All abilities and effects related to grid positioning are ignored in this encounter.

If you successfully eliminate the three Reapers:

- **Vyrak's HP is 200 or more:** Talessa's voice reverberates in your mind, "Remarkable control! Bear in mind, though, Zarumag is a beast even more formidable than Vyrak. Let us move on to the next trial." All heroes gain 1 . [7]
- **Vyrak's HP is 199 or less:** Talessa voices her concern, "Your control is adequate, yet it requires refinement. Without mastering the dragon, Zarumag's defeat remains uncertain." [7]
- **If you failed to eliminate the three Reapers in four attacks:** "More practice is needed to stand a chance against Zarumag. The hunt continues." You may sacrifice two Loot Cards to retry this encounter from the beginning. If you wish to surrender (or don't have enough loot cards), go to [8].

7 Suddenly, everything returns to normal. Talessa's voice breaks the silence, "Good job. Yet, we're not done. Understanding a dragon's strength is one thing, but learning how to counter it is another." You hear an imposing roar as Vyrak lands beside you. "Now, face Vyrak. Try to wound it, find ways to get through its tough scales, and discover the weak spots of this magnificent beast."

Vyrak has HP of 280 and DEF 7.

Each hero must choose ONE attack card (primary or special). The attack will not be flipped or spent if you used Special. Apply your Passive Power just as its trigger was met, but you cannot use items.

Once the cards are chosen, each hero attacks in any order, ignoring any effects related to range or grid positioning. Then, check Vyrak's remaining HP.

If Vyrak's HP is:

- **200 or less:** Talessa's voice echoes, "Impressive, you possess a striking talent in battling dragons. It is time for our final test." [9]
- **211 to 239:** Talessa admonishes gently, "Remember, efficiency is key when facing creatures as formidable as Zarumag. A prolonged battle could prove disastrous. Nonetheless, we must proceed to our final test." [9]
- **240 or more:** Talessa's voice grows stern, "Dragons are not foes to be underestimated. Your skills require further honing to stand against an Avatar Dragon. You may sacrifice two Loot Cards to retry this encounter from the beginning. If you wish to surrender (or don't have enough loot cards), go to [8]."

8 There's a hint of disappointment in Talessa's eyes. "I see," she murmurs, her voice full of regret. "But, remember this: without the trials we've gone through, facing Zarumag would mean certain death. Maybe we'll meet again in a better future." As she starts to cast a spell, the world around you blurs into complete darkness.

When your vision clears, you find yourself back in Sara's comfortable tavern. Sara greets you with a familiar cheer, "Good morning, heroes! How are your preparations for the mountain expedition to find the mysterious queen?" As you take a moment to understand, you realize that you've been sent back to the morning before you met Talessa. A weird feeling, indeed. **Select another of your available Adventures; you're still in the same Journey Phase.**



9 “Now, the time has come to put our plan into action,” Talessa announces, “To bind a living Avatar Dragon to a death essence, I need to infuse the spell with unique components, such as blood or bones from a fallen Avatar Dragon. But here’s the twist,” she pauses, looking at you. “One of the rules from my creators forbids me from hurting any dragon. That’s why I’m relying on your courage and strength to carry this burden.”

As her words hang in the air, she creates an illusion of a magnificent blue dragon. “We have two paths ahead of us, each involving a dragon powerful enough for the binding. Thyra, the Storm Mother, lives on the Storm Islands. Killed years ago by the Wasteland heroes, her spirit and body are still there, preserved within the eggs she left behind. She’s trapped between life and death, a guardian protecting her unborn offspring. Time is essential because the Kemet may find her nest and corrupt her eggs, creating horrors beyond imagining.”

Her illusion changes, turning into a skeletal dragon. “The second path leads us to Vradok, a bone dragon, brought back to life from the remains of a dead Avatar Dragon. The evil energy flowing through him gets stronger each day. With the Kemet’s necromancy and the corruption of the Shadow Wing, he could become an unstoppable terror.”

A) Go to the Storm Ocean, look for Thyra’s nest, and secure some of her eggs. [10]

B) Travel to the ruins of Arcana, find Vradok’s bones and stop any attempts of reanimating it. [15]

10 “Whether dead or alive, Thyra remains a glorious creature. As an Avatar Blue Dragon, she had control over thunder and electricity, her power amplified by the strong flow of draconic energy within her. She had a powerful orb of electricity - a weapon that few can withstand. Protecting her eggs, she could be a tough ally in stopping the Kemet. We need her blood or, in the worst case, her bones.”


A) Ask for more information about the unique nature of the dragon eggs. [20]

B) Ask for more information about the mysterious electricity orb. [21]

11 In a blink, Talessa teleports you to the tempestuous Storm Islands. Several Kemet ships, casting frightening shadows around the island where Thyra was defeated, form a sea blockade.

A) Get on a Kemet ship to search for any clue or map that could hint at their plans, even if this delays your search for the eggs. [12]

B) Ignore the ship and search the island for signs of Kemet activity. If they find the eggs, it could endanger the mission. [13]

12 You find the Kemet ship strangely empty. There’s no trace of their path, but you come across a document: “The Boneheart will send thousands of undead from Outunmoor’s Swamp to the Oracle Plains, strengthening our forces in the battle for Cragplateaus. That cursed Lighthouse poses a problem... but we have a plan to bring it down.” Among the ship’s treasures, you find a stash of magic potions. With this information, you start your search for the eggs. **Each hero gains 1** . [14]

13 You quickly make your way towards the island. Soon, you spot a lone Kemet figure in the distance. **Choose a hero to make a Primary Attack against Defense 7. This attack starts the quest flipped. Record the damage you dealt to this target. (ignore Passive Power or any other effects).** [14]

14 Suddenly, a massive dragon lands on the island, her arrival bringing a storm of lightning-filled clouds that slowly clear. Thyra stands before you. Her instinct to protect her unborn progeny still overpowers the Kemet’s control - she appears determined to fight the Kemet intruders.

On top of one of the island’s peaks, a magic construct pulses with a glow similar to Thyra’s orb. The Kemet fiercely protect this structure.

Go to page 170 and set up Quest 30: “Thyra.”



15 “Vradok is a bone dragon of pure corruption and malice. I fear the Kemet necromancy could amplify its power over the lesser undead and its capacity of destruction. The cult is using a Penumbral Power to corrupt this undead dragon, so you can expect a formidable opponent and a horde of skeletons.”

A) Ask her for more information about the Shadow Wing. [22]

B) Ask her for more about Vradok and its Skeletons. [23]

16 With a flash of light, Taessa teleports you to the Mystical Province, specifically to the intimidating ruins of Arcana’s graveyard. A strong pulse of shadowy energy washes over you, followed by creepy chants that give you chills. Echoes of the cultists’ sinister ceremony reach your ears from far away—a sign of something unsettling. As you rush to intercept them, you spot a lone cultist lost in his own crazy devotion, unaware of your presence.

A) Confront the cultist to extract information about their evil plans and alliance with the Kemet. [17]

B) Ignore the lone cultist and charge towards the undead dragon. [18]

17 Quickly, you immobilize the cultist and barrage him with your urgent questions. Among his delirious ramblings, a worrying statement stands out, “Vradok’s power is rising. The fall of the Empire is just the beginning. We must prepare ourselves to embrace the eternal night!”

You search among his belongings and find a vial of necromancer’s oil. You take it before you rush off to chase the remaining cultists. This strong liquid is used to empower weapons. **Two heroes gain 2 Empowered Tokens.** [19]

18 Ignoring the lone cultist, you run towards the dragon. Suddenly, a stone, thrown in your direction, strikes one of you. The cultist’s insane laughter echoes, “The wound from this stone will be the difference between life and death.” **One hero takes 1 DMG.** [19]

19 You arrive at the center of the pulsating death energy, revealing a horrifying sight—a group of cultists, kneeling in reverence before a grotesque dragon of bone, its shape a twisted mockery of its once majestic form. To your shock, several Kemet are spread among the congregation. The thought of their combined power with the Kemet is unthinkable...

Go to page 166 and set up Quest 25: “Vradok.”

20 “Dragon eggs are priceless treasures in Tanares, especially those of an Avatar Dragon,” Taessa explains. “Filled with raw, untapped magic, they hold potential for both great good and terrible evil. We must ensure they never end up in the wrong hands, or the consequences could be catastrophic.” [11]

21 “Avatar Dragons share a remarkable connection with the Arcane Magic Field, beyond the reach of ordinary dragons,” she begins. “Her Orb taps into this powerful bond, drawing energy to function with a sense of self-awareness. It might not have life as we understand it, but the wonders of arcane magic breathe a sense of animated awareness into it, much like golems or enchanted objects.” [11]

22 “The Shadow Wing cultists have a disturbing fascination with speeding up the world’s end. Many dismiss them as madmen, but their deep understanding of the world’s secrets would leave anyone shocked. Their dark deeds extend to corrupting a deceased Avatar Dragon, and to our horror, they were the architects of the spreading Wasteland—a toxic mist that threatened to engulf our world. Can you imagine the destruction if they had fully succeeded?” [16]

23 “It seems the Shadow Wing followers are as skilled in the dark art of necromancy as the Kemet, even if in a twisted sense. The act of reanimating an Avatar Dragon should have been impossible, yet they managed to accomplish it. Now Vradok has the power to summon an army of the undead. The alliance between the cult and the Kemet augmented Vradok’s dark power. Be ready for the unexpected.” [16]





25 - Uradok

Arcana's graveyard is once again the site of a necromantic ritual by the Cult of Shadow Wing. Stop them from reanimating the corpse of a former Avatar Dragon!

Primary Objective

- Kill **Vradok** (Boss) = Read [25.3].

If you lose

- Read [Defeat] - page 168.

Extra Challenge

- Vradok drops to 0 HP with **Dawn of the Dead** DMG.

Special Rules

Ritual of Resurrection (Tome Token)

To energize the corpse, the Cultists and Necromancers performing the ritual need to be near it.

- **Vradok** is not a combatant. It takes no DMG, or turns.
- Put the **Tome Token** on "0" (HP Track).

R Each villain RUNS 3 to **Vradok**. Then, for each villain in [1] of **Vradok**, increase the **Tome** by 1. (This will determine **Vradok's** HP when it awakens.)

◦ **Note:** Skeletons are not villains in this Quest (see below).

Dawn of the Dead (Skeleton or Sentinel Figures)

The ritual is constantly raising other fragile corpses in the area. They are drawn to you, the trespassers in that soil. Putting them down weakens the reanimation as a whole.

- **Skeletons** are not combatants. They cannot be targeted and take no turns.
- Whenever an attack hits a villain in [1] of a **Skeleton**, remove that **Skeleton** from the grid.
 - Then, if there are no **Skeletons** on the board, **Vradok** takes 40 DMG (if awakened).

R Each **Skeleton** RUNS 7 to its closest hero and deals 10 DMG to it; that hero gains one **Weakened** Token.

ADVANTAGE: **R** Each **Skeleton** RUNS 7 to its closest hero. Then, all combatants (heroes or villains) in [1] of the **Skeleton** take 10 DMG.

- Then, place 2 off-board **Skeletons**, each in [1] of a different hero.
 - There can be a maximum of 4 **Skeletons** at the same time on the board.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Vradok - Boss** (B) and **Skeletons** (SK).
- Place **Cultists** (43-O) and (44-B), and **Necromancers** (57-R) and (58-G).
- Then, after reading the **Special Rules**, read [25.1] - page 168.

R If all villains are dead, read [25.2] (to continue the quest).

EVENT 1

- **Ritual of Resurrection** ends. Remove the **Tome** from the match.
- Place **Reapers** (59-R), (60-O), (61-B), and (62-G).
 - (**Kemet Hunt**): **Spy** (★★ 29-R), **Spy** (★★★ 30-B), and **Walker** (★★★★ 32-G).

Vradok Awakes

- **Vradok** becomes a villain, but it takes no turns.
- **Vradok's** initial HP is 210, plus ten times the value of the **Tome**.
- Use the **Boss V Boss Pad** only for Stats (Move/Defense) and Boss Perks. Ignore the rest.
- **Vradok** can attack and make Reactions (deals 8 DMG).

Vradok's Actions

R **Vradok** takes its turn making a Move Action to get as close as possible to the hero with the highest HP. Then, it makes the attack **Wrath of Vradok**.

- Meanwhile, heroes can use "X turn" skills, but cannot deal Reaction DMG.
- **Effect 1** MOVES the **Skeletons** toward the hero with lowest HP.
- Do not apply **Effect 2** (i.e., the **Skeletons** do not attack).
- **Vradok** is immune to all Terrains. It can move through Barriers and Obstacles, but cannot end on them.
 - It is always **Hastened**, and can never be **Slowed**.

Breaking the Ritual (XP Token)

- Put the XP Token at “3” (*Ultimate Blast Tracker*).
- Whenever a villain dies in [1] of **Vradok**, reduce XP by 1.
- **Vradok's** HP may only drop to 0 and can only die if the XP is at 0.

The Horde is Coming

R Place back all **Reapers** killed this round, on any square of the Mission Tiles that match their colors.

As soon as **Vradok (Boss)** dies, you win the quest and read [25.3].



Villain Kits

- 2 Spies (29, 30)
- 1 Walker (31)
- 2 Cultists (43, 44)

- 2 Necromancers (57, 58)
- 4 Reapers (59, 60, 61, 62)
- 1 Boss V Boss Vradok

Barriers

- 8 Walls 4x1
- 1 Wall 2x1

Terrains

- 4 Mission Tiles
- 2 Planar Rifts
- 2 Spikes 4x2
- 1 Spikes 3x3
- 1 Spikes 3x1

- 3 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs
- 2 Swamp 4x2
- 3 Swamp 2x2

Miscellaneous

- 2 Chests
- 4 Skeleton or Sentinel Figures
- 1 Tool (Tome)
- 1 XP Token



Map Labels: Initial Setup Event 1

Quest Chapter 25

Vradok

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
You asked about the Shadow Wing	Knowing some of their secrets, you can subtly interfere to make the skeletons less effective. You gain ADVANTAGE for this quest.

Quest 25: "Vradok" starts NOW (take the first turn!)

2 Even though you win the fight against the cultists and their allies, they offer their own life's energy to Vradok's carcass. It emerges from a pile of bones and lets out a deafening roar. Your own vitality seems to leak out of your body during the reanimation.

All heroes within [2] of Vradok gain 1 **Weakened Token**, and those within [1] receive 2 **Weakened Tokens**.

Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Asked about Vradok and its Skeletons	You've studied how to better disrupt the Shadow Wing's ritual. Put the XP Token on slot 2 instead of 3.
The mad cultist is alive and dealt 1 DMG to a hero	A familiar laugh echoes. The mad man you'd left behind catches up to you and joins the fight. Place a Cultist (44-B) on any square of the Stairs Tile. It starts with only 30 HP.

Resume the Quest (start EVENT I!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

With a thunderous crash, Vradok's huge body falls; the scent of his defeat taints the air. The remaining cultists are in despair, their screams cutting through the noise, "We've failed! The Empire is cursed — the world is at an end!"

You gather all the strength you have left and observe the chaotic scene for any remaining dangers. Finding none, you approach Vradok, getting the bone Taessa asked for from his 'still-warm' body.

Taessa appears before you and looks at you with newfound respect when you give her the bone, her praise ringing in your ears, "Maybe I've finally found heroes good enough for my tower!" However, something feels off — the timing was too perfect. You suspect that the Shadow Wing might have hurried their ceremony as if anticipating your surprise attack; this is far from a mere coincidence.

On your way back to Wharfugee, you can't shake off a strange feeling. Are there Shadow Wing agents infiltrating the city? Was Taessa completely honest? You must stay doubly alert from now on.



Ironhand Reports

MOVEMENT SEEN NEAR ARCANA

Glorious Captain, despite the numerous outposts we've set around the Mystical lands, looters and curious trespassers insist on pushing their luck. An inordinate amount of action was recently seen in the area known as "graveyard," but when our troops arrived, the dust had settled. Even with the concession of lands to nobles and their teams, there's simply not enough people to cover so much ground. We await further instructions — and recommend an advancement further into the former Wasteland, so as to reduce the sheer length of our perimeter.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to perform the Draconic ritual and, with it, make a positive impact in the war. Taessa is disappointed and flies away, never to return. Mark **Draconic Ritual is not performed (fact)**. Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Spies and +1 Strategists.
- If you won, read [001] - page 4. If you lost, read [002].





30 - Thyra

Snatch Thyra's eggs while the Avatar Dragon, under the influence of powerful Kemet magic, defends her territory.

Primary Objective

- Kill Sa Lob (Boss), AND
 - Thyra and her Eggs never die = Read [30.3].

If you lose

- Read [Defeat] - page 172.

Extra Challenge

- Both Eggs end the quest with 15 HP or more.

Special Rules

Thyra (Thyra's Boss V Boss Kit)

- Considered a **hero**. It takes no turns and deals 8 Reaction DMG.
- Use the **Boss V Boss** Pad only for Stats and Perks. *Ignore the rest.*

If Thyra dies, you lose the quest.

R Thyra MOVES 8 and makes one of its "Boss V Boss" Primary Attacks.

- Its Attack Card is never flipped (*i.e., they don't Cycle*).
- These actions do not provoke Retaliations or Reactions.
- Meanwhile, heroes can use "turn" skills.
- Thyra is immune to all Terrains. She can move through Barriers and Obstacles, but cannot end on them.
 - It is always **Hastened**, and can never be **Slowed**.


Eggs (Red and Blue Quest Items - see **Initial Setup**)

- Put both the **Red** and the **Blue Dragon Tokens** on "8" (HP Track). This represents each Egg HP.
- Each Egg's max. HP is 70.

If any of them dies, you lose the quest.

- Whenever a carrier dies or gets hit, its **Egg** takes 1 DMG.
 - Then, transfer it to its farthest non-carrier combatant in [8].

R Each Egg carrier HEALS 10.

ADVANTAGE: R Each Egg carrier gains 3 .

Electroshock (Blue Orb)

- The Orb is not a combatant. Combatants are an obstacle to it.
- At the end of each **hero's** turn, the Orb MOVES 3 to its closest **Egg**.
- Whenever the Orb enters a square in [1] of a combatant, it deals 10 DMG (*once per combatant per turn*).
 - If an **Egg** carrier takes DMG this way, its **Egg** HEALS 3.
 - Then, transfer this **Egg** to its farthest non-carrier combatant in [8].

Invigorating Energy (XP Token)

- Put the **XP Token** at "0" (**Ultimate Blast Tracker**).
- Whenever the **Orb** kills a combatant, increase **XP** by 1.

The Horde is Coming

R Place back all villains killed this round, on any square of the Mission Tiles that match their colors.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Thyra**.
- Place **Berserker (04-B)**. Put the **Blue Quest Item** on its card.
- Place **Necromancer (11-R)**. Put the **Red Quest Item** on its card.
- Place **Warriors (67-O)** and **(68-B)**.
- **Then, after reading the Special Rules, read [30.1] - page 172.**

At the start of any turn, if the XP Token is at the "Ultimate Blast" slot, read [30.2] (to continue the quest).

EVENT 1

- Remove from the board all **Living Walls** and **villains**.
 - If any of them is carrying an **Egg**, transfer it to its farthest non-carrier hero anywhere.
- The Horde is Coming** ends. Remove all Mission Tiles.
- All heroes lose their Fatigue cubes (*if any*).
- Place **Berserker (03-R)**, **Necromancers (11-R)** and **(12-B)**, **Warrior (67-O)** and **Sa Lob - Boss (B)**.
 - (**Kemet Hunt**): **Archer (★★ 02-G)**, **Spy (★★★ 29-O)**, and **Spy (★★★★ 30-B)**.

Kemet's Supplies (Barrel Figures)

- Whenever the **Orb** enters a square in [1] of a **Barrel**, remove that **Barrel** and deal 50 R-DMG to the **Boss**.

As soon as the **Sa Lob (Boss)** dies, you win the quest and read [30.3].

Sa Lob, the Dragon Tamer (Titan or Ogre Figure)	B	350 Hit Points	8 Defense	5 Movement	8 Reaction
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- If there's a **Barrel** on the grid, all DMG against this **☒** is **R-DMG** and it cannot die.

Dragon Slaver (Primary Attack)	↗ 2 squares	👁️ 1 enemy
	★ 17 DMG+effects	Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ① Thyra MOVES 4 toward its closest hero.
 ② She draws a random Primary Attack and makes it against the hero she moved toward (*if it's in Thyra's range and vision*)
Unprovoked / Crit: +5 DMG.

Passive Power
Trigger: This **☒** hits an **Egg** carrier.
Effect: This **Egg** takes +2 DMG.

Favorite Target: The farthest hero within reach.

Villain Kits

- 1 Archer (02)
- 2 Berserkers (03, 04)
- 2 Necromancers (11, 12)

Barriers

- 2 Spies (29, 30)
- 2 Warriors (67, 68)
- 1 Boss (Titan or Ogre)
- 1 Boss V Boss Thyra
- 2 Living Walls 5x1
- 2 Walls 5x1
- 8 Walls 4x1
- 2 Walls 3x1

Terrains

- 3 Mission Tiles (Blue, Red, Orange)
- 2 Planar Rifts
- 2 Spikes 4x2
- 1 Spikes 3x3

- 2 Spikes 3x1
- 4 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 3 Barrels
- 2 Chests
- 1 Orb Figure (Blue)
- 2 Quest Items (Blue, Red)
- 1 XP Token



Map Labels: ■ Initial Setup ■ Event 1

Quest Chapter 30

Thyra

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
You asked for details about the eggs	You learned of a sigil that can transform the life force that emanates from a dragon's egg into mana. Read the quest's "Eggs" Feature on the quest and choose if you want (or not) to gain ADVANTAGE for this quest.
You asked for details about the orb	You learned how Thyra controls her orb. MOVE 5 the Orb before the quest begins.
Lighthouse is Guarding the Sea (fact)	With the Lighthouse protecting the seas and your victory in the oceanic wars, the Kemet fleet has significantly dwindled; some troops were reassigned elsewhere. Distribute 4 Weakened and 4 Distracted Tokens among villains.
Kolbjörn plans: unimpeded (fact)	The Kemet are strongly present in the west coast. It forces you to exert maximum caution in your journey. Each hero loses 1 ☐.

Quest 30: "Thyra" starts NOW (take the first turn!)

2 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
You asked for details about the orb	You learned how Thyra controls her orb. MOVE 5 the Orb before taking Event 1's first turn.
Lighthouse is Guarding the Sea (fact)	With the lighthouse protecting the seas and your victory in the oceanic wars, the Kemet armada has significantly dwindled; some of the protection in this place was reassigned elsewhere. Distribute 4 Weakened and 4 Distracted Tokens among villains that spawn in this event.

Resume the Quest (start EVENT 1!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

The Dragon Slayer is defeated. Thyra, the Avatar Dragon, looks at you, her eyes filled with confusion and trust, her eggs left unprotected nearby. Talessa gracefully lands between you and Thyra, addressing Thyra with a calm, firm voice.

"Your ties to this world are strong, but your time here is over," she says. "These heroes have proven themselves and shown they can protect your eggs; your legacy will be respected. Accept this and go in peace. You do recognize me, don't you?"

Thyra remains silent; however, you sense her understanding. Talessa continues, this time speaking to you. Her voice echoes across the island, making sure Thyra hears every word.

"I express my gratitude for your heroic actions, for saving Thyra and caring for her eggs," she begins. "The eggs you have are fragile; handle them very carefully. I will take some of her blood to start the spellcasting."

As you return home, burdened by the weight of the situation and sorrow for Thyra's fate, the stress causes the egg you're carrying to hatch. A baby dragon emerges, seemingly forming an immediate bond with you. Taking care of it will definitely require a lot of effort and resources, but you can't help but think of the potential benefits.

Choose if you want to spend 3 loot cards to keep the baby dragon and mark Fostering a Dragon (fact) — Alternatively, you could surrender the creature to Zalir, who will ensure the Avatar Dragon's offspring finds a suitable new home.

Ironhand Reports

KEMET ACTIVITY IN THE STORM OCEANS

Glorious Captain, your suspicions were correct. The Kemet deem relevant — and heavily protect — the island where you and the other Wasteland Heroes felled the Eternal Storm's Avatar Dragon. They seem to have raised a magic monument in it, and initiated necromantic rituals that could have been aimed at its body, for reasons yet unclear. It is possible that the beast you witnessed take Thyra's body to the bottom of the ocean during your rescue is the mythic Hydra, believed to possess healing powers that could have facilitated the Kemet's work.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to perform the Draconic ritual and, with it, make a positive impact in the war. Talessa is disappointed and flies away, never to return. **Mark Draconic Ritual is not performed (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

• Gain +1 Strategists and +1 Warrior.

• If you won, read [001] - page 4. If you lost, read [002].

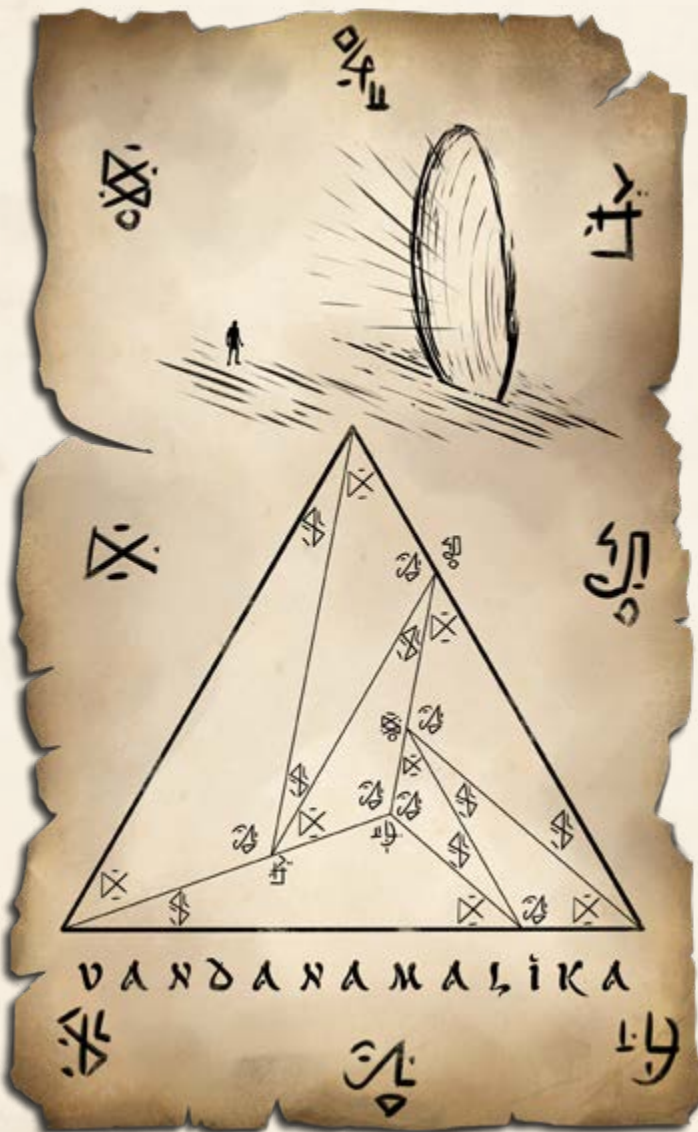


Adventure II

Monumental Destruction

1 Zalir, with excitement in his eyes, welcomes you into his bustling weapon shop. “Quickly, we must head to the Outpost. Captain Sedura must be informed of our latest discoveries,” he says, his voice filled with hope. As you cross the city streets, the concerted efforts of the villagers strike you; they work tirelessly to strengthen defenses, build shelters, and provide food for the newly arrived. Their resilience is genuinely heartening.

Zalir, ever curious and looking around, asks, “Have you noticed anything peculiar about the Kemet’s actions?” His gaze sharpens. “Even with their formidable navy, they have focused on Fisherman’s Wharf alone. So far, they have not tried a large-scale action to find and attack us as if they were waiting for something. But I believe I know the answer! Some courageous allies from the Relic Hunters ventured into danger to bring these!” He picks up several Kemet manuscripts.



Balancing scrolls with finesse as he steps, Zalir points at complex notes. “Observe,” he encourages, his voice full of passion. “Long ago, it was the Kemet who first designed the portals. The Empire? They’re just apprentices who’ve only ever used a fraction of their potential. I believe there are portals to the Penumbra, which remain shrouded in mystery or have been lost to time.”

Zalir’s face brightens even more, “Each portal is made for a specific distance and connects to just one other. It requires multiple portals for extended travel. I’m convinced the Kemet are collecting unique crystals from our lands to forge the legendary Vandanamalika—a unique portal to access all others across Tanares.”

He takes a breath, collecting his thoughts, “To power such an ambitious endeavor, they need vast amounts of arcane energy. I suspect the Kemet have picked strong magical spots to place these crystals, forming a triangle with Fisherman’s Wharf anchoring its center. Ah, consider this triangle: it extends from the burning Fire Pits and icy expanse of Stravian to the perilous Storm Island. We have to stop their plan, and soon, before it is too late.”



As you reach the Outpost, Sedura carefully listens to the theories, thinking about their potential consequences. “We need to attack the two most exposed centers on the continent,” she finally decides. Along with Sedura, Zalir, yourself, and five officers, the plan is set in motion. Use the portals, gather forces upon arrival, and strike with accuracy.

The Capital, being the quickest route, is your initial destination. But as you prepare for teleportation, chaos breaks out. A disruptive surge of energy throws you off course, making you fall into the disturbing darkness of the Penumbral Plane. Confused, you struggle to understand what just happened.

Each hero makes an TEST (d20+ Hero Card + NPC Card).
(19+: success | 18-: failure)

+3 if you are Ravel or Baolmu, or if you have Ixxita (NPC) - Madwalkers are more familiar with penumbral travels than most people.

1 or more heroes succeed (19+): Go to [2].

All heroes fail (18-): You know nothing. Go to [3.B] (second entry from The Strange Pylon).

2 The abrupt end of your journey leaves you with a single conclusion: the portal at your destination was sabotaged. In hushed tones, a name escapes Sedura's lips, "Dillsgar." The words linger between you, hinting at betrayal. "Some rogue officer must have alerted him, leading to the disruption of our portal. It's time for revenge."

Her eyes blaze with unwavering determination, silently promising justice. This resolve resonates within you, fortifying your own resolution as you prepare for the path ahead.

Go to [3.B] (second entry from The Strange Pylon).


3 The Strange Pylon


3.A If you're returning to this place for the first time, go to [3.I].


If not: There is nothing here besides the obelisk. Go to any region linked to (3) on the map.




3.B You're stranded in the penumbra. Everything here is dark and gloomy, and even a torch produces mere dim light.

SANITY: Each hero puts one of their unused  on the HP Track to mark your sanity. Unless specifically stated otherwise, all heroes lose their sanity together.

Initial Sanity: slot 10 + your Hero Card's 

- +3 for Ravel and Baolmu - Madwalkers can better withstand penumbral influences.
- +1 for all heroes if you have  (Slot 0) - Sedura's determination strengthens your resolve.

This  value represents your hero's sanity, which deteriorates in the Penumbral Plane. If it reaches 0, you won't die, but it will be hard to deal with the Kemet if your mind becomes twisted by madness.

You see a strange glowing obelisk and an old male Gloomfolk's corpse near it. He still holds a map and a letter.

Letter: "Ingredients for the salve:

- Dust from the crater | Penumbral Lotus from the forest | Crystal that can be found close to a passage to material plane.


Be careful, especially with the region roamed by the Unevolved. It's better to face acid, or scalding sands, than to be cursed and slowly lose your soul. She is counting on you."

A) Give the Gloomfolk a proper burial. [3.C]

B) Ignore his body. [3.D]

C) Burn his body. [3.E]


D) (Fast Action Mode) Ignore his body and asks Sedura what is the best to do in the Penumbral Plane. [19]

3.C You bury the Gloomfolk, offering a few prayers. +1 Sanity (i.e., each hero increases their  slot by 1). Go to [3.F].

- Record the information about what you did to the gloomfolk body.

3.D You leave the body there. -1 Sanity (i.e., each hero reduces their  slot by 1). Go to [3.F].

- Record the information about what you did to the gloomfolk body.

3.E You burn his body; the wind scatters the ashes. Strangely, this feels sadder than expected. -2 Sanity (i.e., each hero reduces their  slot by 2). Go to [3.F].

- Record the information about what you did to the gloomfolk body.

3.F After a long discussion, Sedura summarizes the situation:

- We must carry out the plan to destroy the pylons that energize the Kemet super-portal.
- We're in the Penumbral Plane, a nightmarish and dangerous mirror of our home world.
- Zalir said that we can explore this plane to find mystical components that can be useful against the Kemet, but this could prove dangerous and time-consuming.
- The blue signs in the gloomfolk's map are possible portals, or exits to the material plane.
- Exiting through the north would put us close to the northern pylon, and exiting through the south would put us close to the one in the Fire Pits.
- Destroying two pylons will reduce their odds of activating the Vandanamalika. The heroes should take one exit, and Zalir, Sedura, and her officers, another.

The numbers in the map correspond to this Chapter's sections. Use the lines in the map to guide your journey. Go to any region linked to (3) on the map.

- Go to the section that matches the number of the region you want to visit, you should always start at the letter A of that entry.

3.G You see the obelisk, but the spot where you buried the gloomfolk seems to have been dug up. The body is gone, and it looks like the digging was made from the inside. That's when you see a spectral figure at some distance, looking in your direction. You hear a noise nearby. The obelisk glows. As you turn back to the ghostly figure, it's no longer there. You find nothing else here. -3 Sanity.

Go to any region linked to (3) on the map.

3.H You see the obelisk, but the gloomfolk body is no longer there. You turn around, and, right in front of you, a spectral figure stands, staring deep into your eyes. You feel a sharp back pain, as if you've been pierced. You turn around: nothing's there. And the ghostly being is gone. You hope it won't keep haunting you. Then you feel poison spreading through your veins. Each hero takes 3 DMG. -3 Sanity.

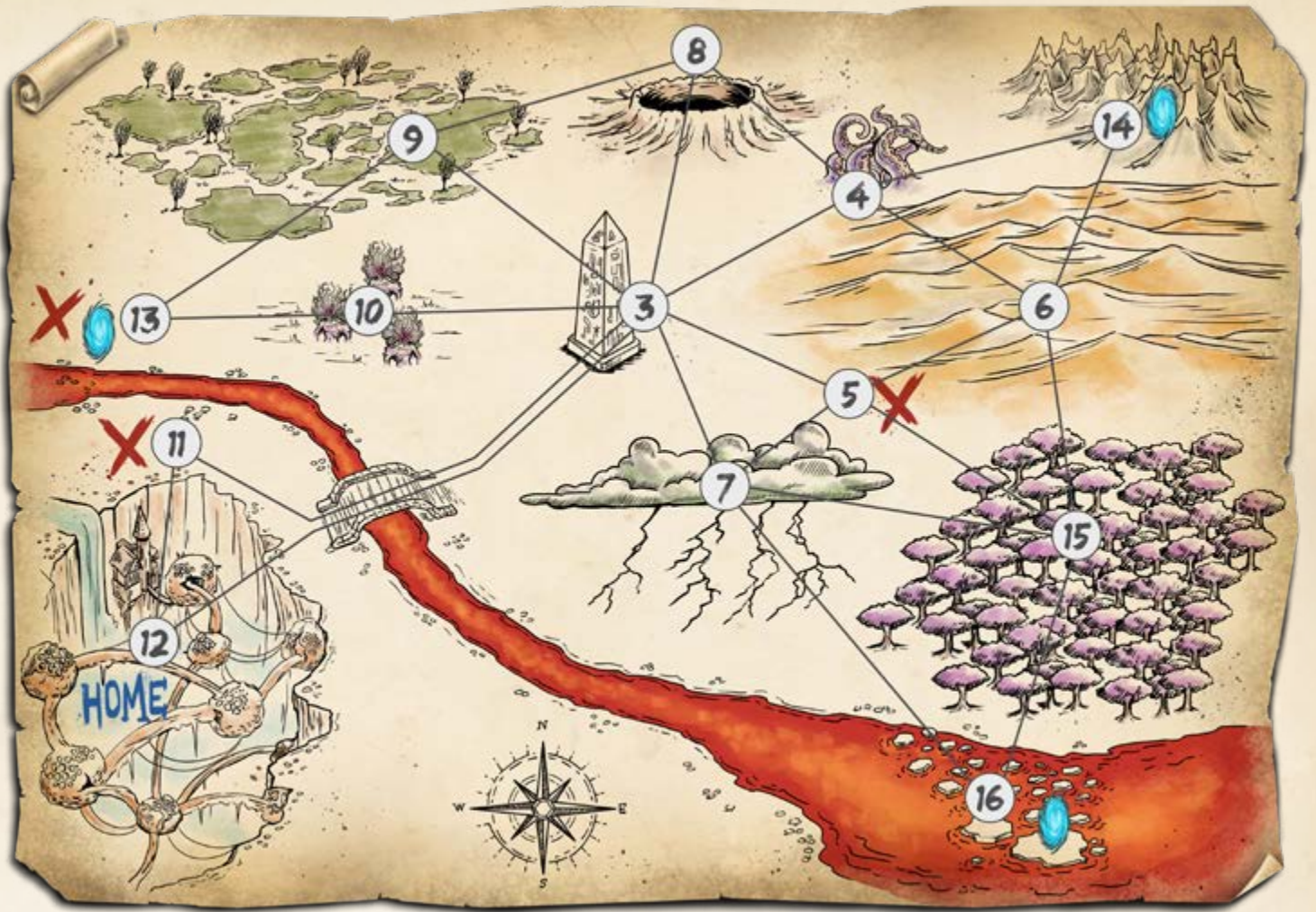
Go to any region linked to (3) on the map.

3.I If you buried the gloomfolk: Go to [3.G].

If you let the gloomfolk body laying on the ground: Go to [3.H].

If you burned the gloomfolk body: You found nothing different. Go to any region linked to (3) on the map.





4 The Tentacles

4.A The ground is purple and covered in some sticky ichor. Tentacles sometimes sprout from the ground and retreat into the goo. As you cross this strange land, hundreds of giant tentacles suddenly surround you!



- A) Attack the tentacles. [4.B]
 B) Try to run as fast as you can from this nightmare. [4.C]
 C) Do nothing and wait. [4.D]

4.B You fight your way through the tentacles and manage to traverse the place. *Each hero takes 2 DMG.*

Go to any region linked to (4) on the map.

4.C You flee from this insane situation and finally manage to leave this maddening place. *-2 Sanity.*

Go to any region linked to (4) on the map.

4.D The tentacles envelop you, but seem to do no harm. When they release you, you realize you're somewhere else.

Roll 1d20 and add 4 to the result.

- 5-16: Go to [X.A] (this Chapter), "X" being your final roll result.
- 17-23: You appear next to the strange pylon. Go to [3.A]
- 24: Choose and go to any number in the map. It feels disturbing that the tentacles seem to know exactly where you want to go, and even more so when they take you there. *-1 Sanity.*



5 The Dust

5.A The ground here is greyish; it's as if you were walking on dust and broken bones. The air is chilly, and there is thin dust in the air. As you cross this land, strange beings emerge from the bones and ambush you!



Their wails pierce your ears and minds. Fighting is not an option: there are too many of them.

Each hero chooses one (multiple heroes can pick the same option):

- A) Focus on protecting the others.
- B) Attack the Unevolved that approach you.
- C) Run as fast as you can.
- D) They are not here; focus your mind on what is real.

After choosing, Go to [5.B].

5.B Apply the following, according to each hero's choice:

- A) **(Protect others):** You protect one of your allies and bear the brunt of the Unevolved's attacks. *This hero takes 5 DMG and chooses another hero to ignore the effects in this Section.*
- B) **(Attack the Unevolved):** It's a hopeless attempt against so many of them. The Unevolved counterattack. *This hero takes -2 Sanity and 3 DMG.*
- C) **(Run):** You flee as fast as you can from these damned creatures, leaving your teammates behind. *This hero takes -3 Sanity.*
- D) **(Focus on what is real):** Turns out these unevolved are very real! *This hero takes -4 Sanity and 5 DMG.*

You are forced to flee in the direction you can, not necessarily in the direction you want. *Roll 1d20.*

1-5: Go to [3.A].

6-10: Go to [6.A].

11-15: Go to [7.A].

16-20: Go to [15.A].

6 The Desert

6.A The climate abruptly changes. The air is hot as if you were under the heat of the sun, although everything is still dark. You traverse the dunes of scalding sand.



Heroes with a Weakened Token take 3 DMG, then each hero with no Weakened Tokens gains 1 of it.

Go to any region linked to (6) on the map.

7 The Storm

7.A A strange storm continuously rages in this area. Greenish fumes rise as the rain hits the ground. Upon inspection, you realize that the water is harmless, albeit fetid, and its corrosive properties are mild. It should be safe to walk here with cloaks.



As you cross the land, you find a strange pond of bluish liquid. Weirdly enough, no rain seems to fall on that exact spot.

A) Investigate the pond (*only if you haven't chosen this option before*). Go to [7.B]

B) Leave it alone. *Go to any region linked to (7) on the map.*

7.B You discover a strange and powerful acid; with a little investigation, you learn that it corrodes magic itself — in addition to physical things. You try to collect some and find that it can be safely stored in glass containers. *Put ■ (Slot 3).*

As you leave, a lightning storm begins. *Each hero rolls 1d20. Those who roll a 1 take 15 DMG!*

Go to any region linked to (7) on the map.



8 The Crater

8.A You reach a strange crater that seems to have been formed by the impact of something extraordinarily huge; an entire city could fit inside it.



*If you have already succeed on the test below:
Go to [8.C].*

Otherwise, each hero makes an TEST (d20+ Hero Card + NPC Card).

(19+: success | 18-: failure)

+3 if you are a Healer - They are more apt to identify something special here; perhaps to concoct potions?

+10 if you have (Slot 4) - You know what you are looking for.

If 1 or more heroes succeed (19+): Go to [8.B].

If all heroes fail (18-): Go to [8.C].

8.B The dust in this crater has powerful life energy and unique healing properties. It can be used to cure the living (or harm the undead). You take some of it with you before leaving. Put (Slot 5). Go to [8.C].

8.C You find nothing else of interest here. *If you have (Slot 4), go to [8.D].*

Otherwise, go to any region linked to (8) on the map.

8.D You try to find the dust, without success. It almost seems like it eludes you on purpose. The thought that dust could outsmart you makes you worry about how disturbed you must be. -1 Sanity.

Go to any region linked to (8) on the map.



9 The Swamp Lakes

9.A You reach a region of swampy lands and bubbling, foul-smelling lakes, most of which have boats moored in different points along the shore.



A) Cross the lakes using the boats. [9.B]

B) Take the longer route around the lakes to avoid the water, but cross the swamps. [9.F]

C) Go back. *Return to the region from which you came (on sub-section A).*

If you came from Region (6): "Yes you return to it, strange no?" Go to [6.A].

9.B It is a weirdly calm trip on the boat, as if the lake were devoid of life and sound. When you reach the other side, a purple-hooded person appears out of nowhere and extends a pale, wizened hand, in the universal sign for "payment."

A) Pay in gold (*you must spend 1*). [9.C]

B) Ignore the person and leave. [9.D]

C) Ask what they want as payment. [9.E]

9.C The person takes the gold and leaves quietly.

Go to any region linked to (9) on the map.

9.D As you begin to leave, you hear strange murmurs coming from behind. You feel as if the world around you were twisting. *Each hero loses 1* . Suddenly, you are back at the obelisk. Go to [3.A].

9.E The hand recoils to its cloak. Your vision becomes red: blood drips from your eyes. When your sight recovers, you find that the hooded person has vanished, alongside the blood that just a second ago stained the ground. *Heroes with a Bleeding Token take 3 DMG. Then each hero without a Bleeding Token gains one Bleeding Token.*

Go to any region linked to (9) on the map.

9.F You avoid the strange waters by going around the lakes. As you cross the swamp, the mud rises almost to your waist.

Each hero makes a TEST (d20+ Hero Card + NPC Card).

(16+: perfect success | 11-15: success | 10-: failure)

+10 to rolls of heroes with wings on their (or their NPC's / Companion) Card - *You instinctively leap and glide over the mud.*

If a hero had a perfect success (16+): That hero crosses the swamp without difficulty.

If a hero succeeds (11-15): That hero crosses the swamp, finding some trouble along the way, and *takes 2 DMG.*

If a hero fails (10-): That hero crosses the cold sticky swamp, but it takes a toll on its body and mind. *That hero takes -2 Sanity and 3 DMG.*

Then, go to any region linked to (9) on the map.

10 The Strange Creatures


10.A You're in a region filled with a thin pale mist. You see shadows forming the shapes of your worst nightmares.

Each hero chooses one (multiple heroes can pick the same option):

- A) Keep your guard up and walk close to the others.
- B) Attack the shapes before they attack you.
- C) Run as fast as you can.
- D) They are all in your mind; focus on what is real.

Go to [10.B]


10.B From the mists, **Penumbral Fear monsters** attack you! These creatures are known to become stronger as they feed on their preys' fear.

Each hero makes a  **TEST** (*d20+ Hero Card + NPC Card*).

(16+: *perfect success* | 10-15: *success* | 9-: *failure*)

+4 if you are Ravel or Baolmu - *Madwalkers are adept at dealing with this.*

- **Each hero gains the following roll bonus, based on their previous choice:**
 - **Keeping your guard up:** -2 to your roll. *You notice that you fear losing the ones you care about.*
 - **Attacking them preemptively:** -4 to your roll. *Your rage conceals your fear of defeat.*
 - **Running away:** -10 to your roll. *Your fear overwhelms you.*
 - **Focusing on what is real:** +5 to your roll. *You face your fears.*

If a hero perfectly succeeds (16+): That hero conquers its fears, defeats one of the creatures, and **gains 1** .

If a hero succeeds (10-15): That hero kills one of the monsters, at the cost of -3 **Sanity**.

If a hero fails (9-): That hero is overwhelmed by fear. -5 **Sanity!**

Then, if at least three heroes succeeded, go to any region linked to (10) on the map.

Otherwise (if two or more heroes failed), you are forced to flee. Return to the region from which you came (on sub-section A).

- *If you came from Region (6): "Yes you return to it, strange no?" Go to [6.A].*



11 The Wasteland

11.A You enter a rocky and barren wasteland.

If this is your first time here, go to [11.B] Otherwise, keep reading.

There is nothing here. It is as if everything that was here before never existed in the first place.

Go to any region linked to (11) on the map.



11.B You see an Ironhand outpost tower, albeit weirdly angled. Shadowy manifestations of soldiers appear, dragging bound shadows. They then become victims of a wizard's flashy ritual. These shadows flicker; ghostly images manifest all around. You feel a strong headache, as if your brain is being squeezed against your skull.

- A) Enter the tower. [11.C]
- B) Flee. **Go to [3.A] or [12.A].**

11.C Inside the tower, you see an old man with frail arms and a thin body wearing a ragged high-ranking Ironhand officer vest. He holds a small golden sphere. A strange four-armed creature stands behind him.


The man sees you! He yells, "Get out! Get out! This is my treasure! I will not allow them to do it anymore. The children! The screams! No more!" -2 **Sanity**.

- A) Try to calm the man down. [11.D]
- B) Attack the man. [11.E]
- C) Attack the creature behind the man. [11.F]


11.D Reasoning with the man agitates him more. He clutches the golden orb against his chest; you feel that the item is the source of your headache.

The man screams; the pain in your head suddenly increases! **Each hero takes -2 Sanity and 2 DMG.**

Lost in pain, you feel as if everyone were trying to steal your belongings. When the pain subsides, you realize this thought was not yours but the old man's. You look around, perplexed: you're no longer in the tower but besides the strange pylon. **Go to [3.A].**

11.E You kill the man as he was too weak to defend himself. As you reach for the orb, you see that the four-armed creature already has it. It looks at you and telepathically thanks you in a language you don't know but understand anyway. **Each hero gains 1** .

Before you can do anything, the creature disappears. Then the tower fades out of existence, leaving you in the empty, barren wasteland. -2 **Sanity. Go to any region linked to (11) on the map.**

11.F The creature uses weird magic to defend itself. **Each hero takes 6 DMG and gains 1** .

The old man stares at you from a corner. Teary-eyed, he offers you the sphere, saying that it must be destroyed; it's an artifact of evil used to steal the souls of men, women, and children. As he parts with the item, his face contorts, and he falls to the ground, dead.

The tower fades out of existence, leaving you in the empty, barren wasteland. **Mark The Golden Orb of Greed (fact).** **Go to any region linked to (11) on the map.**



12 The City

12.A You find a gloomfolk city; there are gloomfolk everywhere. A female who seems detached from the others comes to you. She carries a small gloomfolk girl and looks worried.

If you already talked with the Gloomfolk Woman, go to [12.C].

Otherwise, Go to [12.B].

12.B She describes an old gloomfolk male, and asks if you've seen him. You explain that perhaps he's the one you found dead. She looks desperate, and reveals that her husband and daughter are very sick. Her father had left to collect healing ingredients, but the region had become more dangerous than usual in the last few weeks — she was right to worry, as it seems.

She asks if you have dust from the crater, crystals from a breach, or lotus from the penumbral forest to give her. **Put** ■ (Slot 6).

A) Give away the ingredients so she can heal the girl. **Only if you have:** *Dust from Crater* (■ on slot 5), *Penumbral Lotus* (■ on slot 13), AND *Crystal from a Planar Breach* (■ on slot 9, 11, or 12). [12.D]

B) Tell her you have no time for that. [12.E]

C) Promise the woman that you'll find the ingredients and come back to save the girl. [12.F]

12.C The woman asks if you've returned with the ingredients.

A) Give away the ingredients so she can heal the girl. **Only if you have:** *Dust from Crater* (■ on slot 5), *Penumbral Lotus* (■ on slot 13), AND *Crystal from a Planar Breach* (■ on slot 9, 11, or 12). [12.D]

B) Tell her you don't have them, and leave the city. **Go to [3.A] or [11.A]**

12.D The woman thanks you, sobbing. In return, she gives you her most precious treasure, a **Saribakoly** doll, which can save your life, once, from any penumbral harm. **A hero gains a Preserved Token.**

She prepares the remedy, and after administering it to the girl, the young gloomfolk regains the blush of life. Your good deed lifts your spirits. **Each hero gains 2** ☐.

There is nothing else for you to do in this village.

Go to any region linked to (12) on the map.

12.E You tell the woman you have no time to save others. She thanks you for bringing the news and advises you never to go north of the village.

Go to any region linked to (12) on the map.

12.F The woman thanks you and offers you some tea. She explains that it helps people who are not accustomed to the Penumbral Plane to better resist its effects on the mind. **+1 Sanity.**

She explains that the ingredients can be found in a crater to the north, a forest to the west, and at any of the three breaches — but she advises you not to go to the western breach, as powerful creatures have taken control of that place. **Put** ■ (Slot 4). You say goodbye.

Go to any region linked to (12) on the map.



13 The Western Breach

13.A *If you already visited this place go to [13.B].*

Otherwise, go to [13.C].

13.B You climb down the cliff again. It's uneventful after the strange women with spider bodies left.

Go to any region linked to (13) on the map.

13.C You climb down a cliff. Huge webs hang between twisted trees. Skittering noises come from the shadows, and a white-haired young woman, whose lower half is a giant spider, appears, holding a bluish crystal. Following her lead, dozens of similar creatures emerge—there is no way you can fight that many.

The strange woman says, “Don't worry. The queen said that now is not the time to deal with you. We already closed the breach, so now we need to leave.”

In humiliating fashion, she drops a crystal gesturing for you to pick it up. The woman and her army disappear into the shadows, laughing.

A) Examine the crystal. [13.D]

B) Leave the place. **Go to any region linked to (13) on the map.**

13.D You examine the crystal on the ground.

Each hero makes an 📖 **TEST** (d20+ *Hero Card* + *NPC Card*).

(19+: success | 18-: failure)

+10 if you have ■ (Slot 6) - *You've heard about this before.*

1 or more heroes succeed (19+): Go to [13.E].

All heroes fail (18-): Go to [13.F].

13.E You recognize it as a crystal formed near planar breaches in the Penumbral Plane. It is the one on the list of the dead gloomfolk. This crystal is attuned to pure mystical power. If you're in a place of high magic energy, you may be able to extract mana from it. This might be useful once you reach one of the Kemet pylons.

You pick the crystal up and store it before leaving the place. **Put** ■ (Slot 9).

Go to any region linked to (13) on the map.

13.F You don't know what the crystal is.

A) Pick it up from the ground. [13.G]

B) Leave this place. **Go to any region linked to (13) on the map.**

13.G You take the crystal; it may soon be useful. **Put** ■ (Slot 9). There is nothing else here, so you leave.

Go to any region linked to (13) on the map.



14 The Mountains (Northern Breach)

14.A The temperature quickly drops as you climb a snowy, mountainous terrain. A strange wind blows; its creepy sound resembles a wail. **-2 Sanity.**



After a long journey, you find the portal inside a cavern. You can see the location on the other side: somewhere in Stravian, one of the regions where Zalir thinks the Kemet are building a pylon.

Close to the portal, you find some crystals that fit the description on the dead gloomfolk's list, but these are infused with cold energy — they could be useful in the Fire Pits. **Put █ (Slot 11), if you don't already have it. Go to [14.B]**

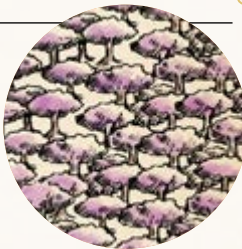
14.B Sedura tells you that the group can split up. If you decide to exit and look for the pylon in this glacier, she, Zalir, and her soldiers will head to the southern breach and try to find a way into the Fire Pits.

A) Go back and keep exploring the Penumbra Plane. **Go to any region linked to (14) on the map.**

B) Exit through this portal and look for Stravian's pylon. [17]

15 The Forest

15.A You enter a strange forest. Its vegetation seems to reach for you. You feel like you're being watched. **Heroes whose Sanity is 0 lose all █ on their mana pool. Heroes whose Sanity is 1, 2, or 3 lose 1 Sanity.**



During the trip, you cross a glade full of strange-looking lotus. This reminds you of the dead gloomfolk's list.

If you don't have █ (Slot 13): You grab some of the lotus. **Put █ (Slot 13).**

Go to any region linked to (15) on the map.

16 The Islands on Lava

16.A You approach a river of lava, and see many islands and small wooden bridges. The heat is overwhelming, but it seems safe to cross the bridges. **Each hero takes 4 DMG due to the intense heat.**



On one of the islands, you finally find a portal. You can see the location on the other side: somewhere in Ubel, one of the regions where Zalir thinks the Kemet are building a pylon.

Close to the portal, you find some crystals that fit the description on the dead gloomfolk's list, but these are infused with fire energy — they could be useful in the northern Stravian lands. **Put █ (Slot 12), if you don't already have it. Go to [16.B]**

16.B Sedura tells you that the group can split up. If you decide to exit and look for the pylon in these fire pits, she, Zalir, and her soldiers will head to the northern breach and try to find a way into Stravian.

A) Go back and keep exploring the Penumbra Plane. **Go to any region linked to (16) on the map.**

B) Exit through this portal and look for the pylon in the Fire Pits. [18]

17 Remove all █ on the HP Track, except █ on slots 3, 9, and 12.

At the frosty foot of the Stravian Range, you watch the cold expanse, keeping in mind a rough idea of the Kemet's pylon construction site. Your investigation reveals a group of men struggling against the icy terrain, dragging a wagon through the deep snow. They're dressed as Ironhand soldiers, yet a peculiar detail grabs your attention - a black tip on the thumb of their gauntlet emblem.

A suspicion grows in your mind, suggesting a potential connection with Dillsgar. Quietly, you follow their snow-carved path that leads to a hive of activity on a frozen lake - a construction site. However, the vigilant eyes of the Kemet troops spot you!

Go to page 182 and set up Quest 26: "Ancient Glacier."

18 Remove all █ on the HP Track, except █ on slots 3, 9, and 11.

The heat from the Ubellian Fire Pits hits you as you step onto the rocky terrain, guided by a rough estimate of the Kemet's pylon construction location. Pausing to study the rivers of molten lava, you notice that their paths are unusually deliberate, almost manipulated.

Following the fiery trails, you discover their divergence point - a construction site where Kemet prisoners are confined near a partially built monument. The area is patrolled by a guard team composed of scouts, Kemet, their undead, and even goblins. It is time to destroy—or rather, melt—their operation.

Go to page 186 and set up Quest 27: "Fire Pits."

19 Ignoring the body, Zalir suggests you check the portals on the map. In the center of the area, where rain constantly falls, you find a pool with acidic blue water and collect some to take with you. **Put █ (Slot 3).** The rain turns into an electrical storm, and you rush out when one of you gets hit by lightning. **-1 Sanity. A hero takes 15 DMG.**

Continuing your journey, you cross a scorching river of lava to reach a portal surrounded by fire-infused crystals. **Each hero takes 4 DMG.**

Sedura says that she will continue her journey with Zalir and the officers to find the portal to the other pylon. You cross this portal and arrive at the Ubellian Fire Pits, following rivers of unnatural-looking magma that eventually lead to the site where the Kemet are building a monument under the protection of several guards. **Leave on the HP Track only the █ on slots 3.**

Go to page 186 and set up Quest 27: "Fire Pits."





26 - Ancient Glacier

Prevent a **Magic Apparatus** from being assembled, either by drowning its parts in the icy waters of the frozen lake where it stands, or killing everyone working in construction.

Primary Objective

- Kill all villains OR destroy the **Magic Apparatus** = Read [26.3].

If you lose

- Read [Defeat] - page 185.

Extra Challenge

- At least 8 Ice Tiles become **Broken Ice** during the quest. (Track by the number of Ice Tiles removed.)

Special Rules

Unstable Ice (Regular Ice Tiles, without **Weakened** Token)

The intense activity on this frozen lake is weakening some icy patches of the ground; if put under enough weight, they will break.

R Each Regular Ice Tile that has at least 3 figures on it (including barrels) gains a **Weakened** Token and becomes a **Broken Ice**.

ADVANTAGE: R Each Regular Ice Tile that has at least 2 figures on it (including barrels) gains a **Weakened** Token and becomes a **Broken Ice**.

- When an Ice becomes **Broken Ice**, combatants on its squares immediately take 15 DMG from Spikes (see below).

Broken Ice (Ice Tiles with **Weakened** Token)

The sharp ice shards and freezing water demand careful, painful steps.

- **Broken Ice Tiles** do not follow usual Ice rules. Instead:
 - Consider as if they were **Ruins AND Spikes** at the same time, but they deal 15 DMG instead of 4.

Rolling Barrels (Barrel figures)

These large containers are being used in the construction and weigh as much as a hero; in this slippery surface, nobody can hold their ground against its impact.

MOVE 3: MOVE 3 the Barrel, in a straight line (diagonally is allowed). Until it stops, PUSH combatants that occupy the next square in its path (in that same straight line).

- This may push multiple aligned combatants.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Archers (01-O) and (02-B), and Berserker (39-R).
 - (Kemet Hunt): Warrior (★★33-R).
- The **Big Red Door** is locked and can't take damage.
- Then, after reading the **Special Rules**, read [26.1] - page 184.

R If all villains are dead, start **Event 1**.

EVENT 1

As you defeat the last Kemet, you feel the winds blowing, cold enough to freeze the blood spilled on the ground. Ahead, you see a fortification and some wagons filled with bright bluish crystals. But before you can reach it, more troops rush in your direction.

- Remove the **Big Red Door** and all **Barrels** from the grid.
- Place **Event 1 Barrels**.
- Remove the **Broken Ice Tiles** and **Weakened** Tokens from the grid.
 - One hero takes 15 DMG, minus 5 per Ice Tile removed this way.
- **GUARD 3**: Place **Archer** (02-G), **Berserker** (39-R), and **Necromancer** (57-R).
 - (Kemet Hunt): **Warrior** (★★★34-G) and **Archer** (★★★★01-O).
- The **Big Yellow Door** is locked and can't take damage.

R If all villains are dead, read [26.2] (to continue the quest).

EVENT 2

- Remove the **Big Yellow Door** and all **Barrels** from the grid. Then place **Event 2 Barrels**.
- Remove the **Broken Ice Tiles** and **Weakened** Tokens from the grid.
 - One hero takes 15 DMG, minus 5 per Ice Tile removed this way.
- GUARD 3:** Place **Sentinels (19-R)** and **(21-B)**, **Dwarf (45-R)**, and **Dillsgar - Boss (B)**.

Magic Apparatus (Altar Tiles)

Different parts of the monument are being put together at the center of the frozen lake and can be drowned in its waters.

- When an Ice Tile in [1] of an Altar Tile becomes **Broken Ice**, remove that Altar Tile.

As soon as the fourth Altar Tile has been removed (i.e., the Magic Apparatus is destroyed) AND/OR all villains are dead, remove the Broken Ice Tiles and Weakened tokens from the grid (see Extra Challenge). Then, you win the quest and read [26.3].

Dillsgar, Shadow Wing Leader (Warlord Figure) **B** **120** **7** **5** **8**
Hit Points Defense Movement Reaction

Captain's Assault (Primary Attack) **8** squares **1** enemy
16 DMG+effects **Miss: 8 R-DMG**

Benefit: +3 to Attack Roll and **Blessed**.

Effects: **1** ECHO 8, plus 2 per regular Ice Tile in [1] of an Altar.

2 FLEE 3 (If this **X** didn't move this turn).

Unprovoked / Crit: +5 DMG.

Special Passive

Trigger: This **X** hits a hero in [1] of **ANY** Ice Tile.

Effect: MOVE that hero to its closest free Ice square and apply normal Ice rules on it (even if it enters **Broken Ice**).

Favorite Target: The hero with most **1** within reach.

Villain Kits

- 2 Archers (01, 02)
- 2 Sentinels (19, 21)
- 2 Warriors (33, 34)
- 1 Berserker (39)

- 1 Dwarf (45)
- 1 Necromancer (57)
- 1 Boss (Warlord)

Barriers

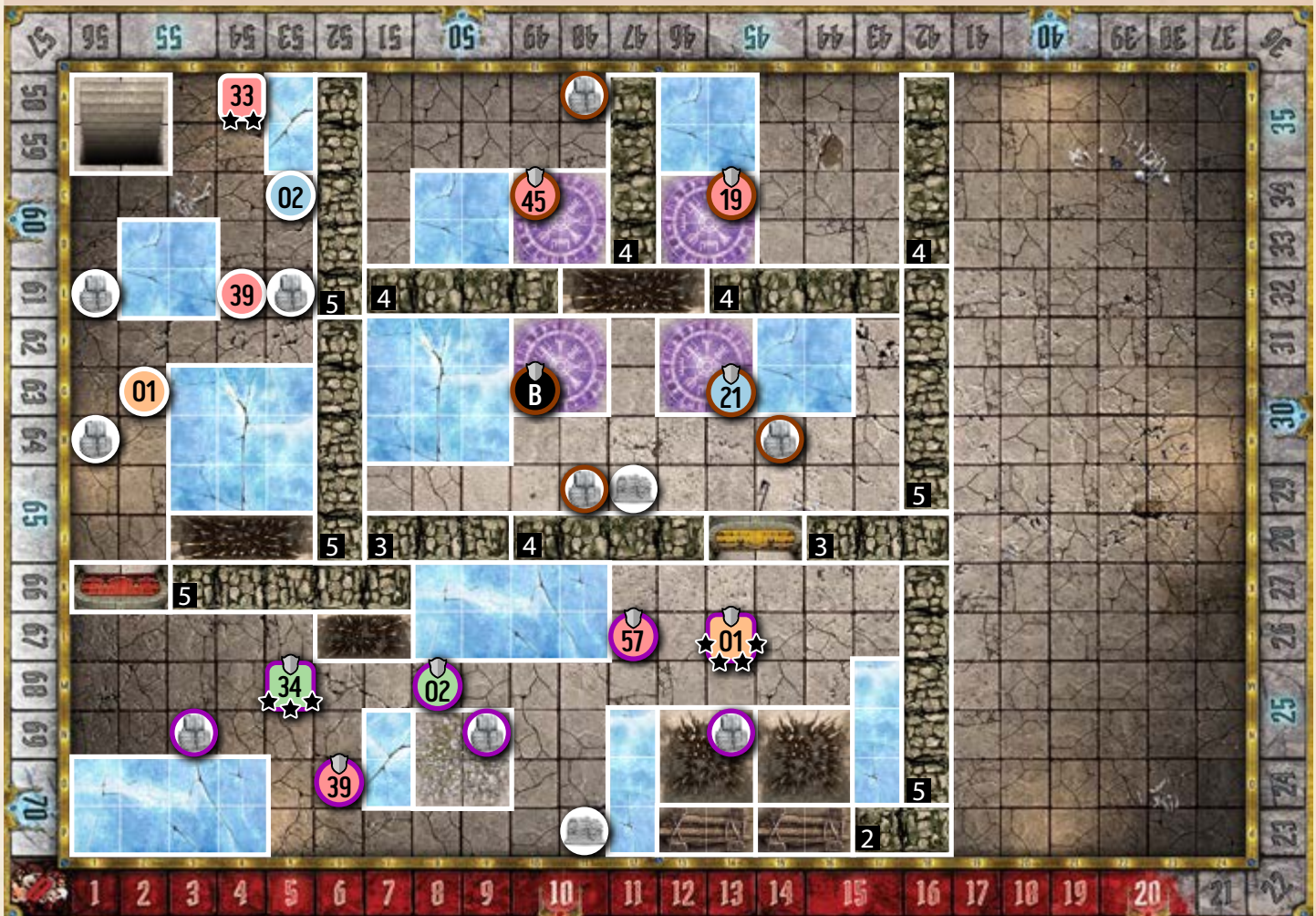
- 2 Barricades 2x1
- 2 Big Doors
- 5 Walls 5x1
- 5 Walls 4x1
- 2 Walls 3x1
- 1 Wall 2x1

Terrains

- 4 Altars
- 2 Ices 4x2
- 2 Ices 3x3
- 2 Ices 3x1
- 4 Ices 2x2

Miscellaneous

- 3 Barrels
- 2 Chests
- 1 Tool (Torch)



Map Labels: ■ Initial Setup ■ Event 1 ■ Event 2

Quest Chapter 26 Ancient Glacier

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 12)	You have a fire-attuned penumbral crystal. This gives you relief from the cold and weakens the ice. You gain ADVANTAGE for this quest and each hero gains 1 Protected Token.
Secrets of the Kemet Past and Future (fact)	Knowing the details about the Vandanamalika's construction gives you confidence. Each hero gains 1 □ or two Empowered Tokens (each player's choice).
The Third Eye has Elder Papers (fact)	Not knowing what exactly the Kemet plan is and how to deal with it makes you uneasy about the mission's success. Each hero gains 1 Distracted and 1 Weakened Token.

Check each hero's final Sanity (i.e., the □ of their color on the HP Track) and apply the resulting effects on that hero.

Remove all cubes on the Track, except ■ on slots 3 or 9 (if any).

VALUE	EFFECT
10+	Unfazed: Your mind is as sharp as ever. You suffer no negative effects from your trip to the penumbra.
4-9	Disturbed: Lose 1 □.
1-3	Dazed: On your first turn of the quest, your Move Stat is 0 and you can't Sidestep.
0	Broken Mind: Choose an unspent Special Attack. In this quest, it begins spent.

Quest 26: "Ancient Glacier" starts NOW (take the first turn!)

2 After defeating the Kemet, you finally reach the place where the pylon is being built. At the center of a frozen lake, you see the monument emitting a blue aura.

It seems too big for you to take down directly, but you can sink the crystals that form the pylon's base if you destroy all the ice in the frozen lake.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 3)	You have the acid that can corrode planar magic. You pour it on the crystals, quickly destroying part of the structure. Remove 1 Altar Tile of your choice from the grid.
■ (slot 9)	The crystal begins to glow as it approaches a center of mystical power, emanating mana. Each hero gains 1 □.
Imperial Traitor (fact)	You already know about Dillsgar's actions; he's surprised. Boss gains 4 Distracted Tokens.
☆ 18. Silent Assassin	Dillsgar is still wounded and recovering from your assassination attempt. The Boss starts with -20 HP.
☆ 17. Honorable Fever	Your actions disrupted the training of Dillsgar's troops. Each villain gains 1 Weakened Token.
NO ☆ 17. Honorable Fever	Dillsgar's troops received training in ancient martial arts. Each villain gains 1 Empowered Token.

Resume the Quest (start EVENT 2!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

Pushed against a wall, Dillsgar struggles to breathe. "So, you're all in the dark, huh?" he taunts with a sarcastic laugh, "Just small parts in a big machine, and you don't even realize it."

You demand to know his connection to the Kemet and the purpose of the crystals. He laughs at your questions before giving a bloody answer. "Isn't it funny? Mighty champions with formidable strength and power, yet extremely low intelligence and understanding. I could have saved Tanares, but you ruined my plans. The crystals, Sedura's minions... they're tameranium - the key to permanent portals. The Kemet... they're extracting it from the heart of Coastsum—"

WHOOSH — THUNK — KABOOM!

In the middle of the ice, you suddenly feel a strong heat. With a deafening explosion, an arrow lands between you and Dillsgar, fracturing the frozen landscape. Dillsgar disappears into the icy abyss as you struggle to avoid a similar fate.

You see many Kemet arriving at the place, led by Gullog himself. You grab a crystal from one of the barrels and flee.

- You learn that Dillsgar and Ironhand officers still loyal to him



were responsible for part of the construction of the Kemet pylon-monument in the north, a plan you thought belonged exclusively to the Kemet.

- The pylon fell to the bottom of the frozen lake before its construction could be finished. It seems impossible to recover — it could take weeks before the Kemet could even begin to attempt to open the super-portal again. Mark **Vandanamalika Down! (fact)**.
- The main component of the pylon is a magic crystal called “tameranium,” which was believed to be extinct. You don’t know all of its magical properties, nor where the Kemet obtained it, although you have a pretty good clue.



Wharfugee bulletin

CRISIS AVERTED!

People wondered why the Kemet seemed timid — satisfied, even — with the conquering of Fisherman’s Wharf, only, for their powerful army and fleet seemed capable of much more: in the last possible minute, Wharfugee heroes learned (and impeded) the enemy’s secret plan of building a “*super portal*” that would grant them access to any Province in the Empire. More details will be posted on the billboard as soon as we get them.

THE KEMET BUILD MONUMENT IN THE FIRE PITS

Our contacts report that this is connected with the news above, but not much else is known except that Sedura herself led an operation that ultimately failed; if you spot the Kemet building anything, don’t approach them, nor merely run away: report what you see to the Ironhand Outpost closest to you.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other’s exhausted bodies away from danger, but you’ve lost the opportunity to destroy the Kemet pylon. Zalir, Sedura, and her officers faced just as much resistance in the continent’s opposite cardinal direction, and while they could not completely destroy the Pylon, they caused significant damage to it.

Alerted by your knowledge of this secret operation, the Kemet reinforce the protection of these points and finish the construction of their monuments. You can only hope that they take some time to gather the required crystals for activation of the super portal. Mark **Super-portal opened (fact)**.

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

- You still have time to address some imminent problems that the Kemet are creating in the south and in the Central Sea: **gain Adventure Cards J and O**.
- **Gain +1 Diplomats and +1 Warriors.**
- *If you won, read [001] - page 4. If you lost, read [002].*



27 - Fire Pits

Divert the flow of Lava in the Ubellian Fire Pits to destroy an important Kemet Monument.

Primary Objective

- Make the **Lava Flow** destroy the **Monument**; AND
 - Kill all enemies = **Read** [27.7].

If you lose

- **Read** [Defeat] - page 192.

Extra Challenge

- Save the Prisoners.

Special Rules

Increasing Temperatures

You are already at the hottest section of the Ubellian Fire Pits, but it can always get hotter.

- Put the Torch Token on "0" (HP Track).

Whenever a hero takes Lava DMG, increase the Torch's position by 2.

ADVANTAGE: Whenever a hero takes Lava DMG, increase the Torch's position by 1 (or zero, if the damaged hero is Nero, Zanak, Katar or Vanarus).

R Melting Terrain the following, in order:

1. Increase the Torch's position by 2.
2. PULL 2 each hero, to its closest unoccupied Lava square (reminder: Companions are not heroes).
 - If this makes a hero take Lava DMG, apply the rule above to increase the Torch.
3. One hero takes "X" DMG, "X" being the Torch value.

Magma Clot (Quest Item)

The Kemet have interrupted or diverted some of the **Lava Flow** from a nearby volcano with removable, dried-out **Magma Clots**: these are weak points you must explore to make progress in the Quest.

Hand: Remove all Quest Items on the grid.

Lava Flow

Once a **Magma Clot** is removed, lava will flow and destroy everything in its path, including some Cooling Orbs that have been placed to make the work here more bearable. This is how you must ultimately destroy the Monument (Altar Tiles).

- Remove Tiles (Altars, Barricades, Walls), Chests, and Orbs when a square they occupy becomes Lava.
 - Whenever Lava destroys an Orb, you may move the **Torch Token** back to "zero."
- Combatants on squares that become Lava immediately take 15 DMG (instead of 4).
 - Thenceforth, the Tile follows the usual rules and deals 4 DMG.

Study the Terrain

Study the grooves on the ground to anticipate the trajectory of the Lava Flow and decide the best time to remove Magma Clots.

R A hero may spend 1 **Tile** to consult one of the following Sections: [27.2], [27.3], [27.4], or [27.6] They contain maps with the future position of Lava Tiles. **This does not begin a new Event.**

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- GUARD 3:** Place **Goblin (07-R)** and **Archer (35-O)**.
- GUARD 3:** Place **Goblin (08-G)**, **Skeleton (23-O)**, and **Berserker (39-R)**.
 - (**Kemet Hunt**): **Necromancer (★★ 12-B)**
- GUARD 3:** Place **Skeleton (24-G)** and **Archer (36-B)**.
- **Then, after reading the Special Rules, read [27.1] - page 188.**

As soon as you remove the Magma Clot (Quest Item), read [27.2] (to continue the quest).

EVENT 4

- Remove the **Portal Tile** occupying square P-16.
- Place **Goblin (07-O)** and **(08-B)**, **Archer (35-R)**, **Berserker (40-B)**, and the **Arcanist Guardian - Boss (B)**.
 - (Kemet Hunt): **Spy (★★★ 29-R)** and **Spy (★★★★ 30-G)**.
- Place the **Magma Clot (Quest item)**.

Yellow Door

: Remove the **Door** and save the **Prisoners** (remove them from the grid).

As soon as you remove the **Magma Clot (Quest Item)**, read [27.6] (to continue the quest).

- If the prisoners were not saved before this, they die (you lose the Extra Challenge).

Arcanist Guardian (Warlord Figure)	B	130 Hit Points	8 Defense	5 Movement	8 Reaction
Final Burn (Primary Attack)	1 square	1 enemy			
	10 DMG+effects	Miss: 8 R-DMG			
Benefit: +3 to Attack Roll and Blessed .					
Effects: ① Deal extra DMG equal to the value of the Torch (reminder: this applies after the triggered Passive).					
② If the target is in [2] of an Altar , PUSH 5 ft.					
Unprovoked / Crit: +5 DMG.					
Special Passive					
Trigger: This moved [2] or less before hitting its attack.					
Effect: After the attack resolves, increase the Torch Token by 3.					
Favorite Target: The hero with lowest HP within reach.					

Villain Kits

- 4 Goblins (07, 08)
- 1 Necromancer (12)
- 2 Skeletons (23, 24)
- 2 Spies (29, 30)

- 2 Archers (35, 36)
- 2 Berserkers (39, 40)
- 1 Boss (Warlord)

Barriers

- 3 Barricades 2x1
- 1 Barricade 3x1
- 1 Single Door (Yellow)
- 5 Walls 5x1
- 8 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

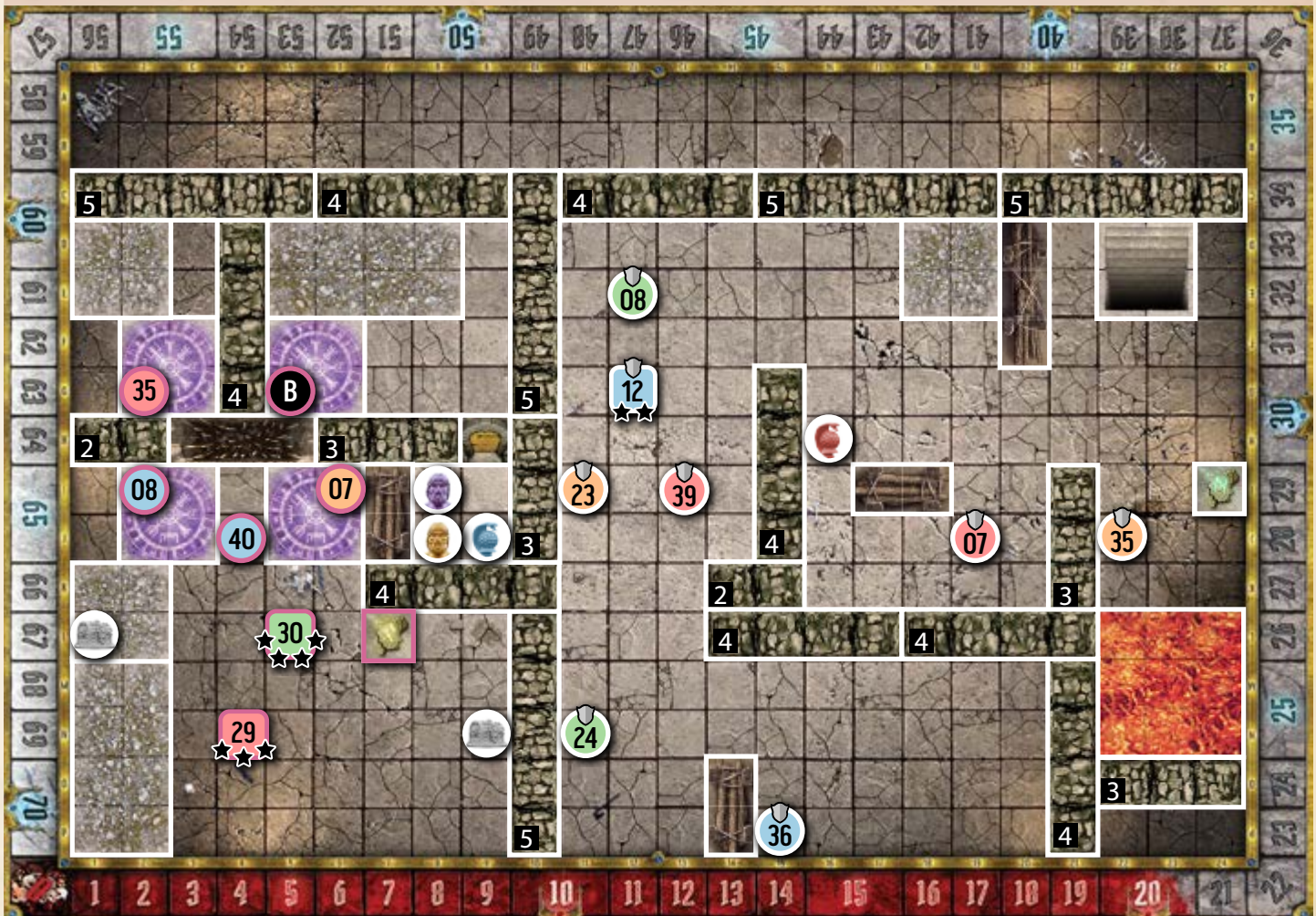
Terrains

- 4 Altars
- 2 Lava 4x2
- 2 Lava 3x3
- 1 Lava 3x1
- 4 Lava 2x2

- 2 Lava 2x1
- 2 Portals
- 2 Ruins 4x2
- 3 Ruins 2x2
- 1 Spikes 3x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Lever
- 2 Orbs Figures
- 2 Prisoner Figures
- 2 Quest Items
- 2 Tools (Tome, Torch)



Map Labels: Initial Setup Event 4

Quest Chapter 27

Fire Pits

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 5)	The dust you found is a powerful weapon against the undead. <i>Skeletons (23-O) and (24-G) start with -10 HP (this does not activate Guards).</i>
■ (slot 11)	You have a cold-attuned penumbral crystal. This gives you relief from the heat and weakens lava. <i>You gain ADVANTAGE for this quest.</i>
Orcs rebelling against Ironhand (fact)	With their homeland in war and shambles, many stray orcs are siding with the Kemet and reinforcing their troops. <i>Swap the Goblin (07-R) or an Orc (13-R).</i>
Safer Roads (fact)	With fewer problems on their plate, the Ironhand managed to capture many criminals in Ubel, shortening the availability of mercenaries for the Kemet. <i>Remove the Goblin (08-G).</i>

Check each hero's final Sanity (i.e., the ■ of their color on the HP Track) and apply the resulting effects on that hero.

Event 1 Map

Map Labels: — Initial Setup — Event 1

VALUE	EFFECT
10+	Unfazed: Your mind is as sharp as ever. You suffer no negative effects from your trip to the penumbra.
4-9	Disturbed: Lose 1 ■.
1-3	Dazed: On your first turn of the quest, your Move Stat is 0 and you can't Sidestep.
0	Choose an unspent Special Attack. In this quest, it begins spent.

Remove all ■ (but not ■) from the HP Track.

Quest 27: "Fire Pits" starts NOW (take the first turn!)

2 With difficulty, you remove a searing-hot, irregularly-shaped stone. Immediately, the river of lava begins to flow.

EVENT 1

- Place two **Magma Clots** (Quest items) and **Lava Tiles** (apply Special Rule **Lava Flow**) as on the map.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
★ 24. Colosseum of Fire	Your actions altered the mystical flow of power in the Fire Pits, changing the underground lava rivers. Change the Magma Clot (Quest Item) from 16-K to 20-F.
★ 4. Lava Axe	You are experts in manipulating and resisting the lava. Reduce the Torch Token value by 1.

- When the Magma Clot (Quest Item) is removed, read [3].

Resume the Quest (start EVENT 1!)

3 EVENT 2

As you remove the Magma Clot, a wave of lava flows downward toward the center of the crater, stopping at a dam.

- Place two **Magma Clots** (Quest items) and Lava Tiles (apply Special Rule **Lava Flow**) as on the map.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
☆ 24. Colosseum of Fire	The changes you caused are bigger than you first realized. Change the Magma Clot (Quest Item) from 11-D to 14-G, and the one from M-15 to 11-O.
☆ 4. Lava Axe	You are experts in manipulating and resisting the lava. Reduce the Torch Token value by 1.

- When the Magma Clot (Quest Item) is removed, read [4].

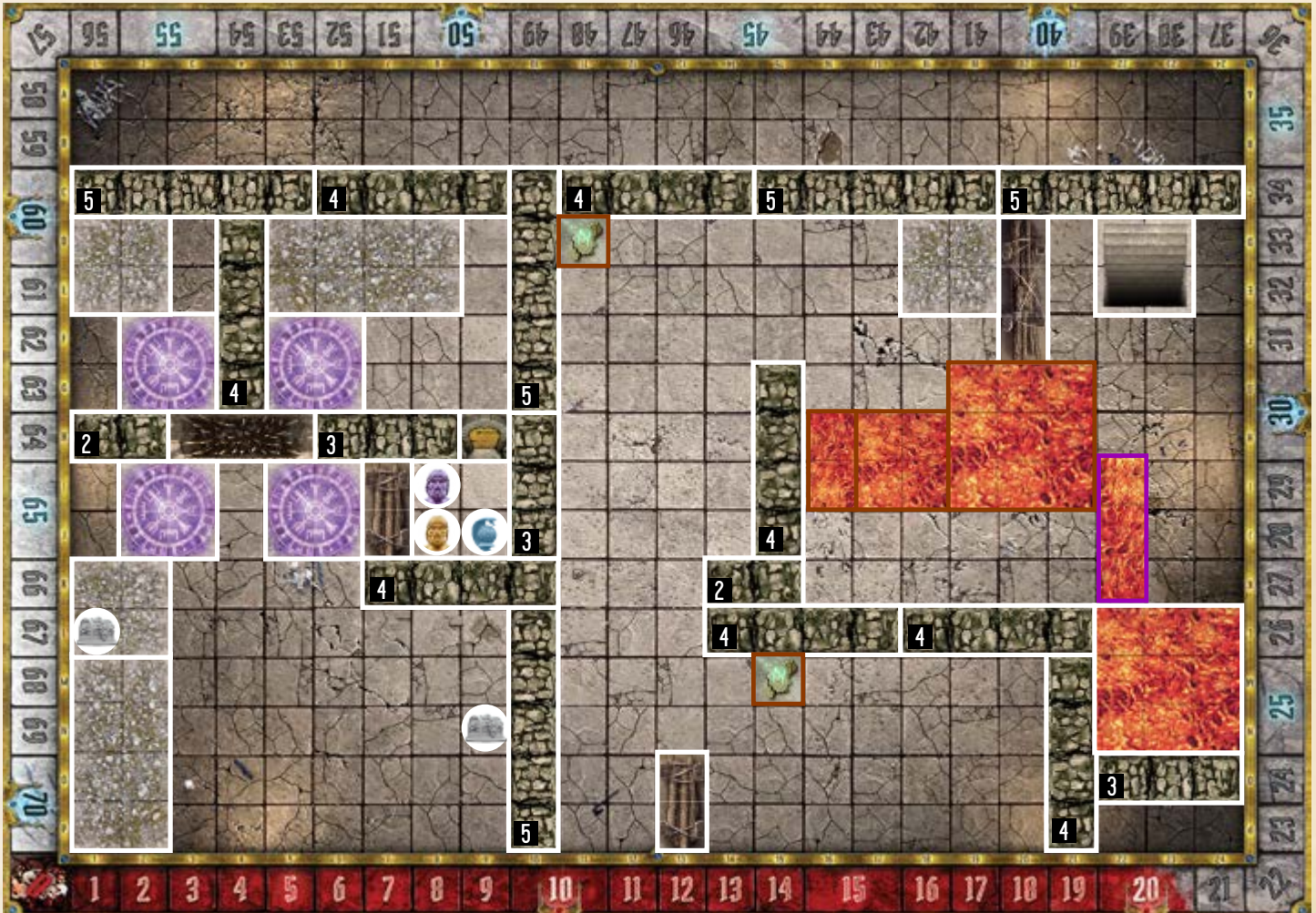
Resume the Quest (start EVENT 2!)

4 EVENT 3

Destroying the wall, the lava advances again.

Place the Portals and Lava Tiles (apply Special Rule **Lava Flow**) as on the map.

Event 2 Map



Map Labels: — Initial Setup — Event 1 — Event 2

IF YOU HAVE...	APPLY CONSEQUENCE(S):
☆ 4. Lava Axe	You are experts in manipulating and resisting the lava. Reduce the Torch Token value by 1.

Portal Tile 🖐️: You can interact with the Portal only if all villains are dead. When you do, the current Round ends. Revive dead heroes (if any) with 5 HP. Then put all heroes on the other Portal Tile (on O-5/P-6) and **start Event 4. Read [5]**

Resume the quest (start EVENT 3!)




5

EVENT 4

As the lava advances, the Kemet leader, an Arcanist Guardian, appears before you and commands his subordinates, “Forget the prisoners—stop the invaders as quickly as possible, before the lava destroys the whole structure!”

Resume the quest (start EVENT 4!)

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 3)	You have the acid that can corrode planar magic. As you pour it on the structure, it disrupts its mystical link with the Arcanist Guardian. The Boss takes 15 DMG.
■ (slot 9)	The crystal begins to glow as it approaches a center of mystical power, emanating mana. Each hero gains 1  .
Secrets of the Kemet Past and Future (fact)	Knowing details about the Vandanamalika allows you to use some of this pylon's unique properties. You can use the Altar Tiles as if they were Portal Tiles (you can teleport from any one of the four tiles to any other).
☆ 24. Colosseum of Fire	The changes you caused deprived the Arcanist Guardian of a source of great power. The Boss starts with -15 HP and 2 Weakened Tokens.

6

EVENT 5

You flood the place with lava, destroying the pylon's construction site.

- Place Lava Tiles (apply Special Rule **Lava Flow**) as on the map and remove the **Monument** (Altar Tiles) from the game.

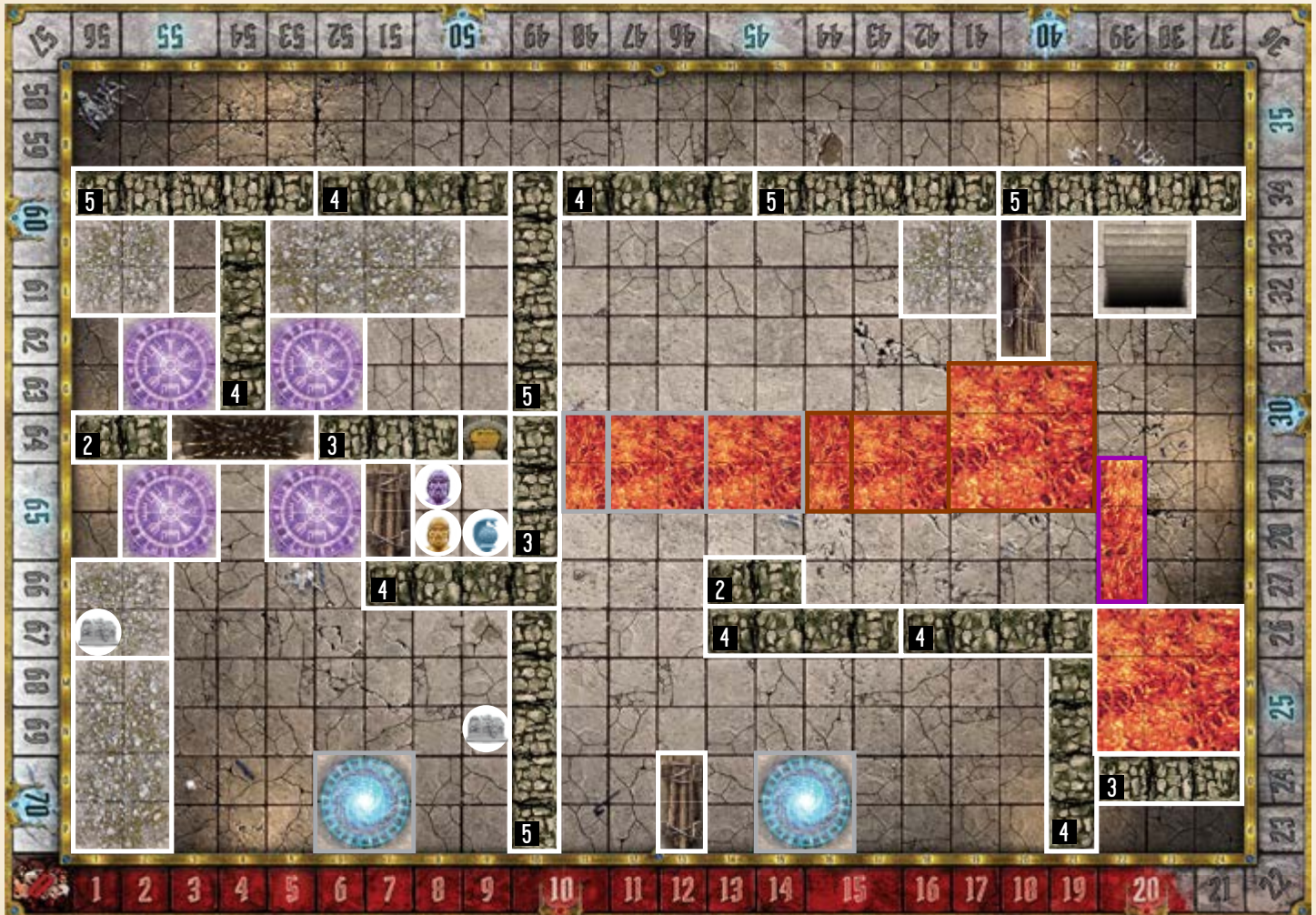
IF YOU HAVE...	APPLY CONSEQUENCE(S):
☆ 4. Lava Axe	You are experts in manipulating and resisting the lava. Reduce the Torch Token value by 1.



When all enemies are dead, you win this quest. Read [7]

Resume the quest (start EVENT 5!)



Event 3 Map



Map Labels:  Initial Setup  Event 1  Event 2  Event 3

7 *(Read this only if you won this quest)*

You've done it. The monument is completely wrecked, forever submerged in lava. You see the bright light emitted by its crystals fading. Only one crystal remains behind, so you grab and pocket it for future study.

- If you've accomplished the Extra Challenge, go to [8].
- Otherwise, go to [9].

8

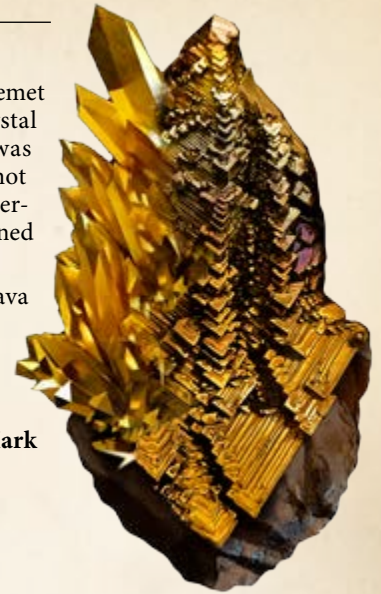
The freed prisoners show their gratitude clearly, their eyes filled with relief and new hope. They speak about what the Kemet have been doing - carts loaded with glowing crystals, a mineral they know as tameranium, valued for its incredible rarity and presumed properties.

"Tameranium," one of them wonders, "the stuff of legends, said to open endless portals. Most believed it was all gone, a part of ancient stories."

"But the Kemet," another prisoner cuts in, "they're extracting it from an unexpected place. Deep in the northeastern mountains, there's a hidden deposit, concealed in the forgotten halls of an extinct dwarf kingdom." With sadness passing over his face, he adds. "An ancient treasure used for their evil plans." [9]

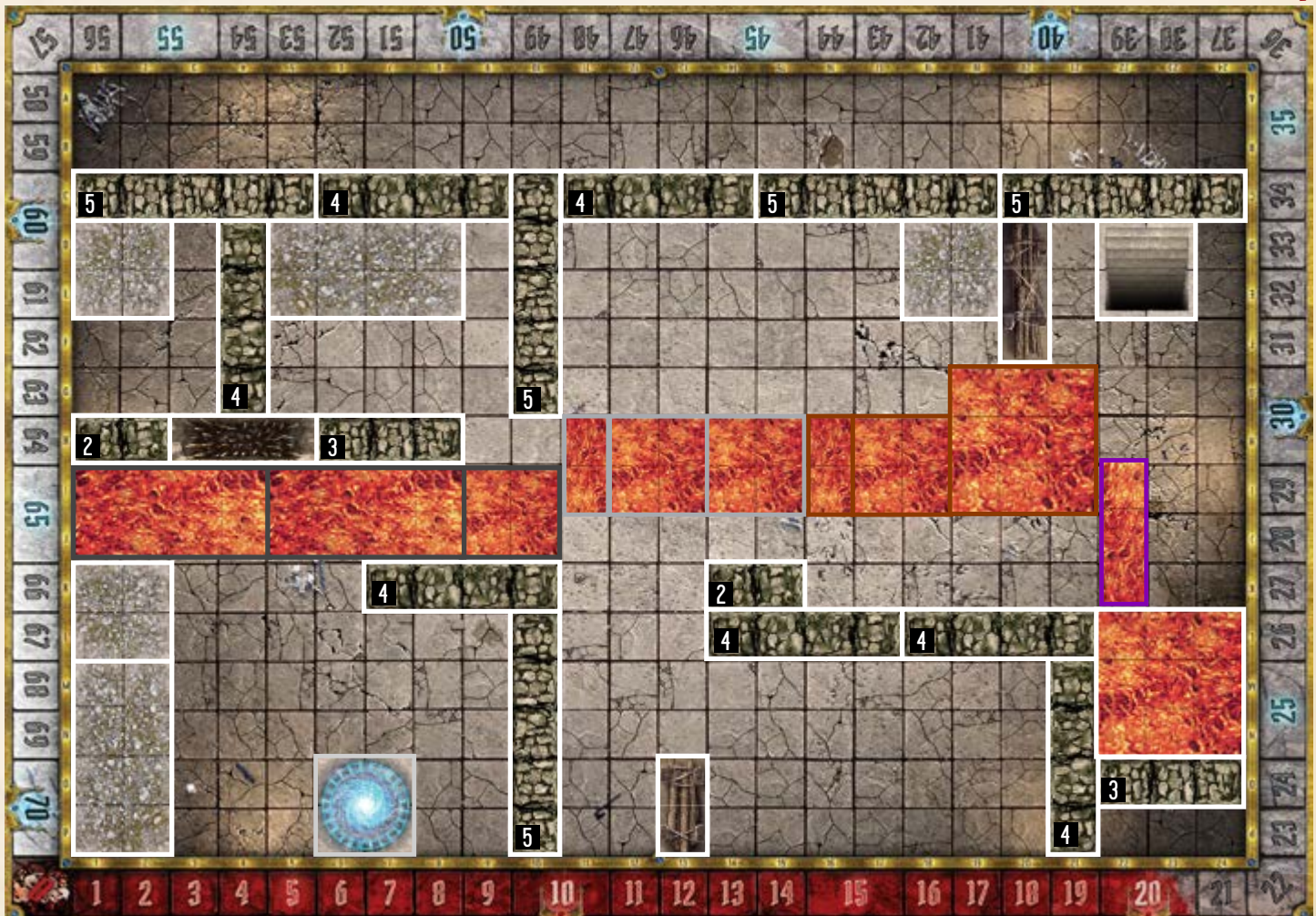
9 CONCLUSION - VICTORY

- The main part of the pylon the Kemet were building is a magical crystal called "tameranium," which was thought to be extinct. You are not entirely sure of its magical properties, nor where the Kemet obtained it, but you have a good lead.
- The pylon was consumed by lava before it could be completed. It is lost for good — it might take weeks before the Kemet could even begin to attempt to open the super-portal again. **Mark Vandanamalika Down! (fact).**



Tameranium

Event 5 Map



Map Labels: — Initial Setup — Event 1 — Event 2 — Event 3 — Event 5



Wharfugee bulletin

CRISIS AVERTED!

People wondered why the Kemet seemed timid — satisfied, even — with the conquering of Fisherman’s Wharf, **only**, for their powerful army and fleet seemed capable of much more: in the last possible minute, Wharfugee heroes learned (and impeded) the enemy’s secret plan of building a “super portal” that would grant them access to any Province in the Empire. More details will be posted on the billboard as soon as we get them.

THE KEMET BUILD MONUMENT AT THE FEET OF THE STRAVIAN RANGE

Our contacts report that this is connected with the news above, but not much else is known except that Sedura herself led an operation that ultimately failed; if you spot the Kemet building anything, don’t approach them, nor merely run away: report what you see to the Ironhand Outpost closest to you.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other’s exhausted bodies away from danger, but you’ve lost the opportunity to destroy the Kemet pylon. Zalir, Sedura, and her officers faced just as much resistance in the continent’s opposite cardinal direction, and while they could not completely destroy the Pylon, they caused significant damage to it.

Alerted by your knowledge of this secret operation, the Kemet reinforce the protection of these points and finish the construction of their monuments. You can only hope that they take some time to gather the required crystals for activation of the super portal. **Mark Super-portal opened (fact).**

NEXT ADVENTURES

- You still have time to address some imminent problems that the Kemet are creating in the south and in the Central Sea: **gain Adventure Cards J and O.**
- **Gain +1 Diplomats and +1 Strategists.**
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure 0 Oceanic War

1 You're abruptly woken up to find Captain Sedura standing in your room at Sara's Inn. The faint light from a small lamp shows her holding a bedsheet. Her voice is cold and demanding, carrying a note of urgency as she says, "On your feet, now. Today, we face the Kemet on the open water, a battle that could define this war's direction. They outnumber us, but we have a plan. We'll go over the instructions and details on our flagship."

Hastily following Sedura and Sara, you navigate through a portal in the Outpost, emerging onto the busy docks of Deverell. An imposing ship, like a castle set upon the waves, dominates the harbor. Boarding the vessel, Sedura's voice, sharp and authoritative, cuts through the salty air, "You're aboard the *Tanares Prime*. It is impressive, but don't let your guard down. Even as the Empire's most formidable vessel, it's still not a match for the overwhelming might of the Kemet fleet."

She presents you with a few parchments, each with drawings and details of different ships. They could help you get a tactical advantage, but there's not enough time to study every detail.

A) Focus on the Kemet ships to get an advantage if you need to board or destroy them. [2]



B) Focus on the Ironhand vessels to better maneuver your ships in battle. [3]



C) (Fast Action Mode) Ask Sedura to decide what is the best to be done. [27]

2 Sedura shows a detailed map, pointing to the enemy ships. "Our spies have identified the Kemet flagship and three other classes of vessels. Their flagship, massive and almost indestructible, is filled with hundreds of undead. The other ships have unique abilities - some are **fast**, others have stronger **attack** power, and some are built for **defense**." Put ■ (Slot 1). [4]

3 Sedura points to a series of drawings spread across a table. "Our fleet consists of this flagship and three other classes of vessels. Each type has its strengths: some are built for speed, others for attack, and some focus on defense." [4]

4 Sedura unfolds a large, detailed map of the sea, indicating an imposing structure. "Our strategy is clear. We'll sail to a strategic point near the Saviswarat Lighthouse - our most significant advantage, since it can destroy any ship within the reach of its formidable beam. We'll stop the Kemet ships that try to get to the Central Sea and return to the Lighthouse for support and repairs if necessary."

"At the same time, our wizards are working to amplify the power of our Arcane Cannons and create a strong Magic Barrier to protect our ship." As Sedura finishes explaining the plan, Sara looks terrified. Her eyes widen in terror as she experiences a vision. "The Kemet... They'll be here sooner than we thought!" Just as she says this, a breathless soldier enters the room, "Captain, we've spotted Kemet scout ships. What are your orders?"

Decide which area they should focus on improving: the Arcane Cannons or the Magic Barrier. Remember it and go to [5].

5 You sail west, staring at the horizon. Kemet scout ships appear, instantly changing their course to intercept you. It's time to show your strength. Each hero is given the task of facing a different Kemet ship. Mastering the ship's weapons is essential for sinking your enemy or preparing for their counterattacks.

Each hero rolls a d20.

- Add +3 if you decided to enhance the Arcane Cannons.
- Add +3 if you studied the Ironhand vessels.

Determine the final result.

FINAL RESULT	CONSEQUENCE
0-5	Poor: The Kemet ships attack you 3 times before being destroyed. The hero takes 12 DMG (or 9 DMG if you chose the Magic Barrier).
6-11	Average: The Kemet ships attack you 2 times before being destroyed. The hero takes 8 DMG (or 6 DMG if you chose the Magic Barrier).
12-19	Very Good: The Kemet ships attack you only 1 time before being destroyed. The hero takes 4 DMG (or 3 DMG if you chose the Magic Barrier).
20+	Perfect: The Kemet ship was destroyed with a single shot. It did not have time to react.

After all heroes are done rolling, go to [6].

6 You keep your eyes on the sea, knowing that any wave could hide a Kemet ship. The heavy tension makes every minute feel like an eternity until, finally, your ship reaches the meeting point, strategically placing itself to draw the enemy into the Lighthouse's deadly range. The anticipation rises as you spot the enemy fleet on the horizon; their numbers appear overwhelming compared to yours.

A) Suggest that Sedura directs the officers towards a concentrated attack. [7]

B) Propose Sedura to order the officers to focus on defense. [9]

7 Out of the corner of your eye, you notice a bard among the crew, his fingers moving on his lute. His melody turns into a spell, making Sedura's voice loud enough to reach the entire Ironhand fleet.

"Their numbers mean nothing—we have strength in unity and strategy. Remember, the best defense is a good offense. A decisive strike will balance the odds!" [8]

8 The Oceanic War starts with a thunderous roar. Only a part of the Kemet fleet joins the fight, but the Ironhand engages them with fierce aggression. A dark cloud of smoke hides the rest of the fleet. Some of

Kemet's first attacking ships retreat, disappearing into the thick smoke.

Sara blinks, trying to see through the smoke. She feels the residual energy emanating from the enemy ships. Trusting her instincts, you guide your forces to attack the concealed enemies.



Battleship puzzle

Here, you must deduce the positions of the enemy ships. The numbers next to each row and column indicate how many squares are occupied by Kemet vessels (visible and invisible). Try to ascertain their exact locations.

- Three ships are visible on the map.
- Six ships are concealed: one large (occupying 3x1 squares), two medium (2x1 squares), and three small (1x1 square). No ship is positioned diagonally.
- Kemet ships are never adjacent to each other, not even diagonally.

You can use Condition Tokens to mark the squares you believe to be empty and to note your solution. Once you've made your predictions, cross-check with the answer on [20].



9 Out of the corner of your eye, you notice a bard among the crew, his fingers moving on his lute. His melody turns into a spell, making Sedura's voice loud enough to reach the entire Ironhand fleet.

"Fear not their numbers—we are strong enough to withstand this storm. With every attack, we must strengthen our defenses, making it hard for the enemy to hit us. Let's break their morale!"

The Oceanic War starts with a thunderous roar. Merely a fragment of the Kemet fleet moves forward, testing your strength. The Ironhand responds to their aggression with strengthened defenses, guiding them into the deadly beam of the Lighthouse. [10]

10 Slowly, the enemy ships are either destroyed or forced to retreat. Feeling encouraged, Sedura raises her sword towards the sky. The crew's

cheers fill the air in a symphony of relief and victory.

But the triumphant chorus is silenced by the resounding echo of a war horn. As you look towards the horizon, you see the Kemet fleet moving, making way for a colossal ship, unlike any you've seen before.

A familiar sound brings your attention back to your ship. An imposing Kemet woman approaches with a commanding presence, her laughter overshadowed by the haunting wails of the spectral creature next to her. "For those who don't know me, I am General Yrizard. This is Boneheart, our unbeatable undead flagship. I see your confidence, but don't rely on your Lighthouse; its time is almost over. Today, the sea will be ours."

A) Launch an attack on Yrizard. [11]

B) Engage Yrizard in negotiations; perhaps this could buy some time for the other ships. [12]

11 Choose a hero and slip one of its Primary Attacks, then roll against a Defense of 7.

- **Miss:** Your attack misses its target. Sedura throws her spear, it passes right through Yrizard, exposing her as nothing more than an illusion. This failure dampens your morale. A hero loses 1 . [13]
- **Hit:** Your strike cuts through Yrizard — only for her to vanish, revealed as nothing but an illusion. [13]

12 Yrizard dismisses your attempts at negotiation, disappearing while her war cry in honor of Gullog still rings in the air. She was just an illusion. [13]

13 The resounding blast of another war horn pierces the air, announcing the emergence of a vast whirlpool between your vessel and the approaching Kemet forces, conveniently outside the Lighthouse's effective range. Sara's eyes, filled with tears, show deep worry even before she speaks.

"The visions are clear, and they terrify me: endless waves, throwing lifeless bodies against rocks; a monstrous titan crushing the people beneath broken barricades," she murmurs, her voice trembling. The crew around her starts to panic. But then, Sedura's firm voice breaks through, steady and resolute. "Observe: Boneheart's path brings the ship dangerously close to sharp rocks. A small team could bypass its defenses unnoticed, board the ship, and take control. They will be distracted engaging us, but I fear for the officers and soldiers guarding the Lighthouse."

Still shaken from the deaths she saw in her vision, Sara resumes, "I am trying to see more, but I can't. Why won't it show me what I desire?" Tears stream from Sara's face. Sedura embraces her, unsure what to do, and looks at you. "We have two options. You can infiltrate the heart of their flagship, sabotage it, maybe even steer it into the rocky waters, eliminating the undead horde inside. Or you can save the Lighthouse, our mightiest sea defense. If the Lighthouse falls, the Kemets will have unrestricted access to the Central Seas and the Capital."

A) If the Lighthouse falls, the Kemet will have free access to the Central Sea. Hurry to the shore and prepare a defense against the oncoming attack. [14]

B) Board their main ship and steer it into the merciless rocks. There is no bigger win than sinking their most formidable ship, along with its cargo of the undead. [17]

14 Sedura gives you a secret scroll that shows the arrangement of mirrors necessary for the best use of the Lighthouse's beam in close combat. "Hold the lines!" she begs, her tone full of despair you've never heard from her before.

Heart pounding, you sprint towards the waiting stealth boat and head towards the coast. The air hums with the loud shouts of officers

directing their soldiers, who are strengthening and raising barricades to serve as the last defense between the sea and the Lighthouse. A deafening roar emanates from the sea's depths, announcing the monstrous horror that lies below the waves. [15]

15 You climb up the Lighthouse, your footsteps echoing off the old stone walls. Finally, you step into the top chamber, seeing an unbelievable array of unique mechanisms and enigmatic artifacts. Gears spin, and crystals flicker with ghostly light, casting a mystical glow onto the high, domed ceiling.

At the heart of this spectacle, where the beams originate, hangs a dragon heart stone. This mysterious artifact beats rhythmically, casting a hypnotizing array of colors that dance in the room. Its surface, a rich, fiery red, seems to breathe with a life of its own, every beat a heartbeat echoing the lifeblood of a legendary beast.

If you fought defensively during the war (meaning you did not try to solve the Battleship puzzle), go to [22]. Otherwise, go to [23].

16 You find yourself back on the beach, your arrival marked by a chorus of terrified screams and frantic officers pointing out to sea. The ocean disturbs ominously, the surface bulging upwards as though the sea itself resists the horror that lurks below.

Suddenly, the watery dome breaks, releasing a monstrous Titan from

its underwater prison. Water cascades down its gigantic form, pouring off its enormous arms and broad torso like numerous roaring waterfalls. The sight, both stunning and terrifying, forces an involuntary gasp from your lips.

The hastily built Ironhand barricades look pathetically weak against the incoming attack. The troops spread in disarray, some forced to turn their attentions to the smaller Kemet boats approaching the shore. The Titan, an undead giant, sets its deathly gaze on the Lighthouse, driven by a singular, horrifying purpose: to destroy the building.

Go to page 202 and set up Quest 28 "Lighthouse."

17 *If you have* ✨ 7 - "O Captain, My Captain!", go to [21]. *Otherwise, go to [18].*

18 With a war underway, your stealth boat reaches the Boneheart undetected. You find a ladder to the deck. *Choose a task for each hero:*

- A - Inspect the ship, searching for vulnerabilities.
- B - Lock the hatch to the deck to minimize undead intervention — luckily, most of them are deep into the hull, rowing the ship.
- C - Take down the Kemet guard in a position to alert other vessels.
- D - Take down the Kemet by the helm.


Go to [19].



19 Resolve all tasks. If the hero succeeds, it gains 1 ☐. If it fails, the hero loses 1 ☐ (if it has none, it gains 2 **Distracted Tokens** instead).

Task A - The hero makes a  TEST (d20+ Hero Card + NPC Card). (11+: success | 10-: failure)


+4 if the hero is M'Bollo - The taii'maku have an excellent eye for imperfections.

+3 if you have  7 - "O Captain, My Captain!" - You have already studied the flagship's schematics!

Task B - The hero makes a  TEST (d20+ Hero Card + NPC Card). (11+: success | 10-: failure)

+3 if the hero is a **Tactician** - Precision and agility are helpful here.

+4 if the hero is **Uster, Nakral, or Count Blake**. - Your necromantic expertise gives you an advantage against the undead onboard.

Task C - The hero makes a  TEST (d20+ Hero Card + NPC Card). (11+: success | 10-: failure)


+3 if the hero's **Basic Attack is Melee** - Close combat expertise makes this combat easier.

+3 if the hero is **Liana** or if there is **fire in its Hero Card** - You know fire-signal navigation protocols and can make it seem like a "false alarm" has been issued.

Task D - The hero makes an  TEST (d20+ Hero Card + NPC Card).

(11+: success | 10-: failure)

+5 if the hero is **Liana** - Her familiarity with ships makes all the difference.

+3 if you have  (Slot 1) - Your study of Kemet ships speeds up your decisions.

Go to page 198 and set up Quest 29 "Ship Raid."

20 The correct position of the ships is (the first row is the most left and Column 1 is the top one):

- First row: small ships on columns 1 and 6
- Third row: medium ship on columns 1 and 2
- Fifth row: small ship on column 4
- Seventh row: big ship on columns 4, 5, and 6
- Sixth column: medium ship on rows 4 and 5

A hero gains 1 ☐ for each ship correctly spotted. [10]

21 Check the scroll. Each hero gains 1 **Empowered Token**. Go to [18].



22 Now stationed by the Lighthouse, you find yourselves with a rare moment to prepare. Will you use the knowledge from Sedura's scroll to increase the Lighthouse's beam, possibly strengthening your defenses against the monster? Or will you use the Lighthouse's power to destroy the Kemet ships, helping Sedura in the sea battle?

A) Boost the beam. It may help to resist the monster. [24]

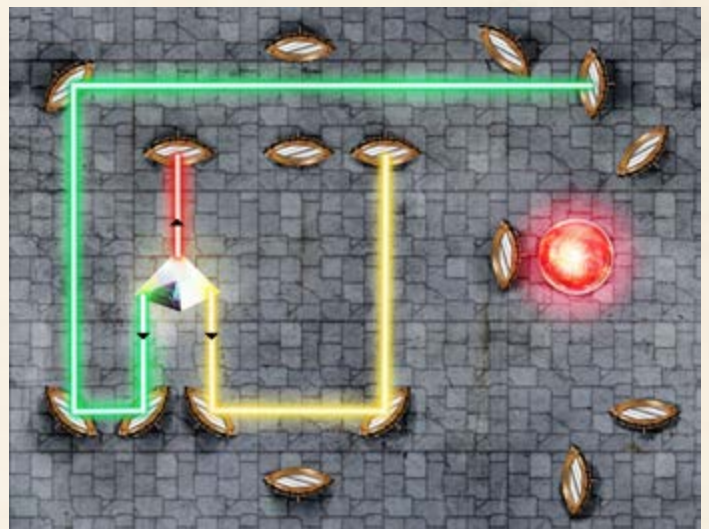
B) Destroy some Kemet ships to help Sedura in the war. [25]

23 While studying the device, you spotted something strange on the sea. With no time to improve the device, you rush downstairs. [16]

24 Sedura's scroll says that you **must make all rays of light touch the round crystal**.



- The rays come from the prism.
- You may turn mirrors 45 degrees at a time, a maximum of 10 total times (put any Token on slot 10 to track it).
- There are mirrors on both sides of each reflector.
- Rays are always reflected at a 90° angle. They are blocked (instead of being reflected in the opposite direction) when they touch a mirror perpendicularly.
- Rays may cross one another.



If you fail, nothing happens in the light room. If you succeed, increase the beam's power for all shots.

Go to [26].

25 Place two Room Tiles according to the map (they represent a vast Kemet fleet).

From the opposite side of the board, and with your hand never hovering above the board, you must toss the hero's HP token in the direction of the Room Tile. (This represents a lighthouse beam.)



Each player has three tosses for each hero they control. The hero gains 1 for each time its Token completely stops inside a Room Tile (max. 1 per Room Tile per hero).



Then, go to [16].

26 To solve the mirror challenge, the key is the reflector beside the one initially with the red ray. This reflector must be used on both sides, reflecting the red and yellow rays. [16]

27 You study the scrolls of the Ironhand ships, gathering information to protect them better. Some enemy ships try to intercept you, but you use the Arcane cannons expertly, and they roar to life, sending blasts of magical energy against the enemy vessels blocking your path to the meeting point. As you arrive, the Oceanic War begins in all its terrifying glory.

The tide of battle seems in your favor, but the sudden arrival of General Yrizard aboard Boneheart, the formidable Kemet flagship, breaks your hope. To further escalate the dire situation, necromancers gesture ominously, their chants resonating across the battlefield as they summon a titan from the ocean's depths, its singular purpose to obliterate the imperial Lighthouse.

This beacon, the last defense at the entrance of the Central Sea, must not fall. With a sense of urgency quickening your heart, you disembark on the beach, ready to stand as the Lighthouse's protector.

Each hero takes 6 DMG and gains 1 .

Go to page 202 and set up Quest 28 "Lighthouse."





29 - Ship Raid

A kemet vessel is transporting countless undead eastbound. Onboard it, fight its defenders and other ships that are escorting it, and steer it toward rocks to sink their army.

- Primary Objective**
- Kill all villains = **Read [29.4]**.
- If you lose**
- **Read [Defeat]** - page 201.
- Extra Challenge**
- No **Explosive Keg (Barrel)** explodes.

Special Rules

- Water and Planks** (*Room Tiles and Living Walls*)
- **Living Walls** are considered Planks. They **don't** block movement or vision (*i.e., combatants may freely step on them*).
 - Squares **outside** Room Tiles and/or Planks are considered Water. They block movement, but not vision. Combatants may move through their corners.
- Control the Rudders** (*XP Token*)
- The gigantic vessel has multiple rudders on both sides — position carefully to correctly steer the ship.*
- Put the **XP token** on “10” (*HP Track*).
 - Whenever a combatant ends its turn, check the position of its figure and move the XP accordingly (*ignore combatants that die before their turn ends and Companions*):

Coordinates 1 to 10	Reduce XP by 3.
Coordinates 11 to 20	Increase XP by 3 (<i>max. 20</i>).

Seasickness
*It's hard to keep your balance if the ship is violently steered — just be careful not to get in the way of its **Explosive Kegs**.*

- R** Check the XP position and apply the following:
- | | |
|------------|--|
| 1-7 | All Heroes and Barrels MOVE 3, orthogonally and toward Coordinate 1 . |
| 8-12 | Nothing happens. |
| 13-19 | All Heroes and Barrels MOVE 3, orthogonally and toward Coordinate 24 . |
| Zero OR 20 | Move the XP Token to slot 10. Then, all Heroes take 5 DMG. All Barrels MOVE 1, orthogonally and toward Coordinate P . |

- If a hero cannot move the full distance because the path is blocked, it takes 6 DMG.
- Players choose the order in which heroes and barrels move.
- Companions ignore this Feature.

Explosive Kegs (*Barrel Figure*)

- Only **Seasickness** can move Barrels.

1A After moving, if a Barrel is in [1] of a combatant, it explodes. Remove the Barrel from the grid; all combatants in [2] of it take 10 DMG.

ADVANTAGE: After moving, if a Barrel is in [1] of two combatants, it explodes. Remove the Barrel from the grid; all combatants in [2] of it take 8 DMG.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Necromancers (11-R)** and **(12-B)**, and **Zombie (70-G)**.
 - (**Kemet Hunt**): **Vampire (★★★★65-R)**.
- **Then, after reading the Special Rules, read [29.1] - page 200.**

R If all villains are dead, do not apply **Seasickness** yet — **Read [29.2] first** (*to continue the quest*).



Yrizard, Spy General
(Spy Figure)

B **120** **7** **7** **8**
Hit Points Defense Movement Reaction

• This **⚡** Move Stat is 7 instead of 5. (Reminder: Bosses may always have unusual Stats).

Play with me (Primary Attack)	↘ 2 squares	🎯 1 enemy
	★ 15 DMG+effects	Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: 🏹 PUSH 4 the target.
 🎯 Target loses 1 🗡️.
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This **⚡** moved [2] or less before its attack hit.
Effect: After the attack resolves, immediately apply **Seasickness**, as if a round had just ended and as if the XP were on "15."

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Necromancers (11,12)
- 2 Berserkers (03,04)
- 1 Spy (30)

• 1 Vampire (65)

- 2 Zombies (69,70)
- 1 Boss (Spy)

Barriers

- 3 Barricades 2x1
- 3 Living Walls 3x1

Terrains

- 1 Altar
- 1 Ruins 2x2
- 2 Stairs

Miscellaneous

- 3 Barrels
- 2 Chests
- 2 Rooms 8x6

• 3 Rooms 6x6

- 1 XP Token



Map Labels: — Initial Setup

Quest Chapter 29 Ship Raid

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<p>★ 3. Burning Bridges</p> <p>Kemet and Third Eye are allies (fact)</p>	<p>You learned how to deal with explosive kegs (the hard way). You gain ADVANTAGE for this quest.</p> <p>The Kemet have received powerful magic crystals from the Third Eye; they empower naval cannons that open fire as you approach. One hero takes 8 DMG.</p>

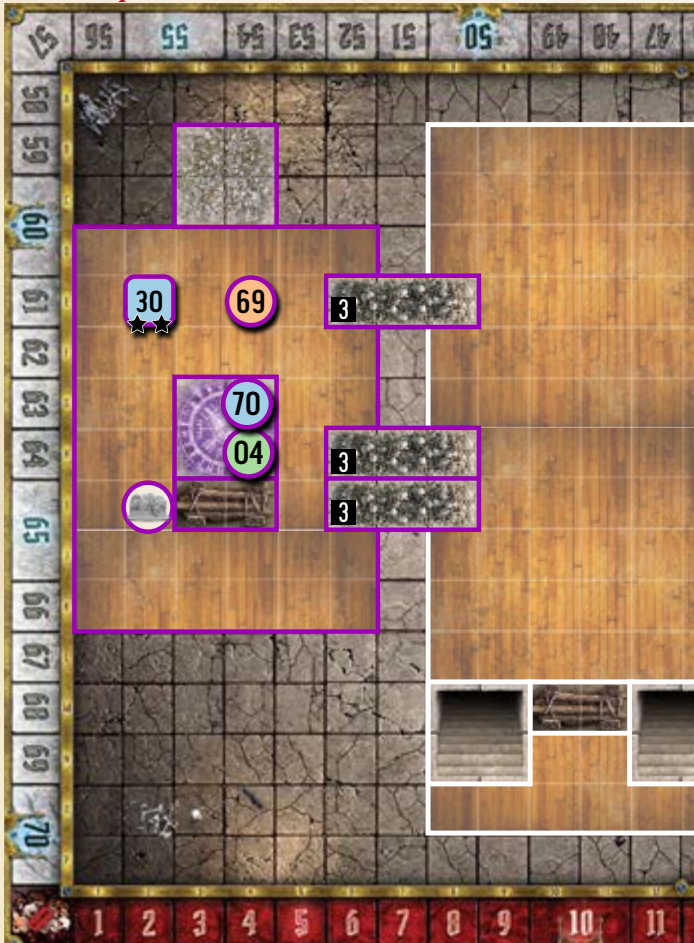
Quest 29: "Ship Raid" starts NOW (take the first turn!)

2 A Kemet ship comes to Boneheart's aid. You need to quickly defeat the reinforcements to avoid collateral damage and make sure you can properly conduct the colossal vessel.

EVENT 1

- Place the Room Tile, tiles, and living walls as in the following map 1 below.
 - (If the square is occupied, put them underneath the figures.)
 - All components that were already on the board remain in place.
- Place Berserker (04-G) and Zombies (69-O) and (70-B).
 - (Kemet Hunt): Spy (★★ 30-B).

Event 1 Map



IF YOU HAVE...	APPLY CONSEQUENCE(S):
<p>Kemet and Third Eye are allies (fact)</p> <p>(slot 1)</p> <p>The Undead Plague is Contained (fact)</p>	<p>The Kemet open fire again! One hero takes 8 DMG.</p> <p>Having studied the enemy ships, you're more efficient at the helm. Before applying this Round's Seasickness Feature, the hero with the Key Token may increase or decrease the XP Token by 2.</p> <p>With fewer corpses at their disposal, apprentice necromancers are on the frontlines, trying to increase the number of undead the hard way. Swap Zombie (69-O) with Necromancer (11-O)</p>

R If all enemies are dead, read [3].

Resume the quest (start EVENT 1!)

3 Another ship attaches to yours — this time, accompanied by a powerful aura. With goosebumps, you instinctively feel that you're trespassing on sacred grounds; perhaps now you must join it, as one of its countless reanimated corpses...

EVENT 2


- Remove Event 1 Tiles (including Room Tiles).
 - Transfer figures on removed tiles to any free square on the central room tile (including chests/barrels). **All other components remain in place.**
- Place the Room Tile, tiles, and living walls as in the following Map 2 below.
 - (If their square is occupied, put them underneath the figures.)
- Place Berserker (03-O), Necromancer (12-G), Zombie (69-R), and the Yrizard - Boss (B).
 - (Kemet Hunt): Spy (★★★ 30-G).
- If your XP is between 15 and 19, one hero gains 2 (slot). If it is between 2 and 9, each hero loses 1 (slot).

* (keep reading on the next page)

Event 2 Map



Apply Seasickness. Then check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Kemet and Third Eye are allies (fact)	Under Yrizard's lead, Kemet shots are not only powerful, but precise! The hero with the lowest HP takes 8 DMG.
 (slot 1)	Having studied the enemy ships, you're more efficient at the helm. Before applying this Round's Seasickness Feature, the hero with the Key Token may increase or decrease the XP Token by 2.

As soon as all villains die, you win the quest and read [4].

Resume the quest (start EVENT 2!)

4 (Read this only if you won this quest)

Boneheart is seconds away from its end, heading straight for the jagged rocks in its way. Driven by adrenaline, you run to the deck's edge and throw yourself into the sea with a loud cry, just as the crash echoes through the water. Despite the confusing whirl of the sea, you manage to swim towards the nearest Ironhand boat, cheered on by the officers.

An officer smiles and speaks in a relieved tone, "The Kemet ships are backing down, and the sea currents are driving the undead away from our shores... Wait, what's that?" All eyes follow his pointing finger to a lone figure in the water: Yrizard. The Kemet spy is exposed but chasing her in these rough waters would be VERY dangerous.

A) Take a chance and choose a hero to jump into the sea in an attempt to kill the Kemet general, while being fully aware that there could be serious consequences. [5]

B) Choose to take calculated risks. Let Yrizard escape for now, waiting for a better opportunity to eliminate her. [6]

5 The chosen hero dives in, initiating a savage, desperate battle for survival.

 **Test:** The chosen hero rolls a d20. Add its Hero Card — but NOT its NPC Card — to the result.

+3 if you are a Brute or Bruiser - Close quarters is your field.

-3 if you are a Healer, Shooter, Controller, or Commander.

FINAL RESULT	CONSEQUENCE
9-	(Failure) A humiliating defeat. Disarmed and forced to retreat, the chosen hero becomes the object of Yrizard's mocking laughter. Remove from the game the chosen hero's currently equipped Weapon. [6]
10+	(Success) With a swift, brutal strike, you silence Yrizard forever. As she breathes her last, she whispers, "Forgive me, Gullog, my lov..." A monstrous wave slams you into the rocks, and an undead corpse surfaces to drag Yrizard's body under. [7]

6 Yrizard slips aboard a rescue boat, shielded from your ranged attacks by her shadowy protectors. [8]

7 Back at Wharfugee, victory tastes bittersweet, as you hear the news spread.

VICTORY AT CENTRAL SEA — A KEMET LORD IS DEAD!

We've confirmed that the general of the Kemet spies, Yrizard, was killed by a brave hero who, among other heroic deeds, was responsible for sinking the flagship of the enemy fleet.

Unfortunately, that hero was then swept away by rough waters and is currently missing at sea. Rescue teams are confident that our brave hero will be found alive — they located the hero's weapon and armor,

which was likely removed so the hero could better swim. Rescue teams will return to Wharfugee with news by the end of this week.

- Mark **Yrizard is dead (fact)**.
- **Temporarily remove the chosen hero's Card from the game — until you receive news that this hero is alive, it cannot participate in Journey, City and World Phases.** [8]

8 CONCLUSION - VICTORY

Wharfugee bulletin

THE KEMET FLAGSHIP SINKS! (Part 1)

In any typical battle, the story of the recent fight between countless Ironhand and Kemet ships in the Central Sea would already exceed the space of this billboard. However, this was no ordinary naval battle. The sudden appearance of a huge ship, bigger than all others, filled with an undead army, surprised everyone. Even more stunning was the daring attack carried out by our Wharfugee heroes, who bravely boarded the massive ship and directed it onto a destructive path with the rocks. With their main ship destroyed, the remaining embarrassed enemy fleet had no choice but to retreat. Thus, the Empire emerged victorious, a triumph we celebrate today.

- Mark **Boneheart and its Army Sunk (fact)**.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war. The Kemet are victorious in the Oceanic War. **Mark Lighthouse down, Central Sea lost (fact)**.

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- In the aftermath of the fierce battle, you come upon a Kemet relic among the spoils of war, which appears to have deep ties to this region. Moreover, a handful of captured Kemet soldiers, now your prisoners, are persuaded to reveal a secret: there exists another method the Kemet could use to infiltrate various regions on the continent simultaneously. **Gain Adventure Card N.**
- **Gain +1 Spies and +1 Warriors.**
- **If you won, read [001] - page 4.**
If you lost, read [002].



28 - Lighthouse



Deal tremendous amount of damage to an **Armored Titan** so that it flees before reaching and destroying Saviswarat Lighthouse, a strategic point of interest under Ironhand control.

Primary Objective

- Kill the **Armored Titan** (Boss) before all Barricades are removed = Read [28.2].

If you lose

- Read [Defeat] - page 204.

Extra Challenge

- Win the quest before **Event 2** begins.

Special Rules

Armored Titan (Boss)

The **Kemet** have summoned an **Armored Titan** to launch a ruthless onslaught against the lighthouse; not even the **Ironhand** barricades can slow it down.

- The **Boss** does not take turns and never Dark Surges. He only acts at the end of the round, following the steps below.

R Follow these steps (*meanwhile, heroes can use “turn” skills*):

1. The **Boss** RUNS 2 in an orthogonal straight line, toward I-24.
 - No other effect can ever change the position of the **Boss**.
 - This movement ignores obstacles. If the **Boss** ends on a square occupied by a:
Combatant, MOVE that combatant to its closest free square.
Barricade, remove the Barricade.
2. Deal 10 DMG to all heroes and villains in [2] of the **Boss**.
 - If this kills a villain, all Heroes gain 2 ☐ instead of 1.
3. If there's a valid target in range, the **Boss** makes the **Titanic Fury** attack.
(4. If a Barricade has been destroyed, remember to begin a new event.)

Lighthouse Charges

Release mana to energize the building, so that it can fire one of your main weapons against the Titan.

- Put the **XP Token** on “zero” (HP Track).
- Increase XP by 1 whenever a hero uses a **Total Charge** (or when a Comrade uses 4 ☐ at the same time).

As soon as the XP increases to 4, reduce it to zero; then, the **Boss** takes 30 DMG.

ADVANTAGE: As soon as the XP increases to 3, reduce it to zero; then, the **Boss** takes 30 DMG and all villains in [1] of it take 10 DMG.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Warriors (33-R)** and **(34-G)**, **Reapers (61-B)** and **(62-G)**, and **Armored Titan - Boss (B)**.
 - (**Kemet Hunt**): **Berserker (★★03-R)**.
- Then, after reading the **Special Rules**, read [28.1] - page 204.

R If the first line of Barricades (F-8/K-8) was destroyed, start **Event 1**.

EVENT 1

Several rubbles hit the **Kemets** and **Undeads** next to you when the titan explodes the barricades. The creature feeds from their dead bodies.

- Remove all villains (except the **Boss**) from the grid. It awards no ☐.
 - The **Boss** HEALS 20 for each villain removed this way.
- Place **Necromancers (11-R)** and **(12-B)**, and **Reapers (59-R)** and **(60-O)**.
 - (**Kemet Hunt**): **Vampire (★★★66-B)** and **Berserker (★★★★03-O)**.

R If the second line of Barricades (G-14/J15) was destroyed, start **Event 2**.

EVENT 2

Again, debris from the barricades destroyed by the titan hits the villains beside him, but this time his rage is such that he takes any villain alive and eats him in seconds.

- Remove all villains, except the **Boss**, from the grid. It awards no ☐.
 - The **Boss** HEALS 20 for each villain removed this way.
- Place **Necromancers (11-O)** and **(12-G)**, and **Warriors (33-O)** and **(34-G)**.

If the **Armored Titan (Boss)** destroys the third line of **Barricades (23-G)**, you lose the quest.

As soon as the **Armored Titan (Boss)** dies, you win the quest and read [28.2].

Armored Titan (Titan Figure)

B

280
Hit Points

8
Defense

8
Reaction

- Immune to effects that would move it; **nothing can block its movement.**
- Every turn, ignore the first 5 points of DMG this ⚔ would take (does not apply to **Lighthouse Charges**).

Titanic Fury (Primary Attack)

⚔ 8 squares

🎯 1 enemy

★ 20 DMG

Miss: 8 R-DMG

[This attack has no effects]

Special Passive

Trigger: This ⚔ hits the hero with most ☐.

Effect: Deal +8 DMG.

Favorite Target: The farthest hero within reach.

Villain Kits

- 1 Berserker (03)
- 2 Necromancers (11, 12)
- 2 Warriors (33, 34)

- 4 Reapers (59, 60, 61, 62)
- 1 Vampire (66)
- 1 Boss (Titan or Ogre)

Barriers

- 2 Barricades 4x2
- 2 Barricades 3x1
- 4 Walls 5x1

- 8 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 2 Planar Rifts
- 2 Spikes 3x3
- 2 Spikes 3x1
- 4 Spikes 2x2
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 XP Token



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 28

Lighthouse

1 Check the table below.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
★ 23. Booby Trap	The activation of the arcane device provides mana to the Beam. Place the XP Token on Slot 2.
If you solved the "Rays and Mirrors" puzzle	You changed the Beam mode to close combat. This reduces its focus slightly, but increases its area of effect significantly. You gain ADVANTAGE for this quest.
Kemet and Third Eye are allies (fact)	With insider knowledge of the Ironhand's defensive plans, the Kemet have an advantage in the assault. Place 1 Empowered Token on each Villain.
The Undead Plague is Contained (fact)	With fewer undead available in their army, the Kemet's ground assault is weakened. Remove the Reaper (61-B).
Enhanced, Toxic Undead (fact)	With the widespread toxicity, the Kemet reinforced their army with enhanced undead. Swap Reaper (61-B) for a Zombie (70-B).

Quest 28: "Lighthouse" starts NOW (take the first turn!)

2 (Read this only if you won the quest.)

With a resounding "DZOOM," a final shot hits its target. The Titan lets out a thunderous groan before falling onto its knees. The ground shakes beneath your feet as the colossal form of the undead giant succumbs to your attacks. You see Yrizard, the Kemet General spy, attempting to retreat, returning to her ship in a small, magically shielded boat.

An Ironhand sage advises that Yrizard is as exposed now as she will ever be, floating in the open water. However, breaking the magic field protecting her boat and killing her won't be easy. This action risks causing serious, perhaps permanent, damage to your items due to the corrosive combination of magic and seawater.

A) Send a hero with more than 20 HP to attack Yrizard's boat. Sacrificing your items might be worth it if it means ending the Kemet spy's threat once and for all. [3]

B) Decide that facing Yrizard on the battlefield is more honorable. Defeating her in a fair fight could seriously damage Kemet's morale. [4]

3 The magic shield around Yrizard's boat burns your skin and drains the magic from your items. **Remove from the game the chosen hero's currently-equipped Weapon and Armor.**

Ironically, Yrizard, known for her deadly surprise attacks, now finds herself on the receiving end of similar tactics. The shock in her eyes as you charge towards her is almost satisfying.

🔪 **Test: The chosen hero rolls a d20. Add the Hero Card — but NOT the NPC Card — to the result.**

+3 if you are a Brute or Bruiser - Close quarters is your field.

FINAL RESULT	CONSEQUENCE
9-	(Failure) The fight is intense and savage. Despite being wounded, Yrizard manages to escape, vanishing into the shadows before reappearing on an incoming rescue boat.
10+	(Success) Your strike hits with deadly accuracy. As life fades from Yrizard, she whispers, "Forgive me, Gullog, my lov..." Before she can finish her sentence, a monstrous wave throws her against the rocks, and an undead body appears, dragging her body underwater. Mark Yrizard is dead (fact).

Go to [4].

4 CONCLUSION - VICTORY

- The Kemet fleet decides to retreat. The Ironhand is wrecked, but relieved: a victory is a victory, after all.



Wharfugee bulletin

No ordinary bulletin board could capture the greatness and chaos of the recent naval battle between the Ironhand and Kemet forces in the Central Sea. Far from 'normal,' this encounter shocked everyone with the raising of an undead giant from the ocean's depths, aimed at the Imperial Lighthouse.

Eyewitnesses say that without the brave intervention of Wharfugee heroes, who dared to confront and repel the Titan, the beautiful Lighthouse would be in ruins. Embarrassed, the enemy fleet had no choice but to retreat, granting a glorious victory to the Empire. **Mark Lighthouse is Guarding the Sea (fact).**

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war. The Kemet are victorious in the Oceanic War. **Mark Lighthouse down, Central Sea lost (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- In the aftermath of the fierce battle, you come upon a Kemet relic among the spoils of war, which appears to have deep ties to this region. Moreover, a handful of captured Kemet soldiers, now your prisoners, are persuaded to reveal a secret: there exists another method the Kemet could use to infiltrate various regions on the continent simultaneously.

Gain Adventure Card N.

- Gain +1 Diplomats and +1 Warriors.



- If you won, read [001] - page 4. If you lost, read [002].



Adventure RA

Relic's Hunter Guild

1 Before proceeding, check your Campaign Log:

- If you have  **13 - Halfling Village**, go to [2].
- If you have  **14 - Timberburg, Ghost Town**, go to [4].

2 You find yourselves in Huradrin's Lab, surrounded by almost all species of plants and many dwarven relics. Upon your entrance, Zalir's eyes light up with excitement, and Huradrin, intensely focused on the blue sword you've recovered, mutters something quietly.

Running over, Zalir eagerly exclaims, "Ah! What a find! This isn't just any blade! It's a *taii'maku* relic — the work of a civilization unmatched in magic engineering and architecture!" Opening a detailed map with a flourish, he adds, "But here's the real kicker: this sword? It's a key. A key to a vault that, if legends are to be believed, houses one of the ten Gems of Eternity! Can you imagine the power? The very essence of the gods! We're really close to something huge!"

Huradrin, looking through an old dwarven book with a big sigh, says in a strong accent, "Aye, our scrolls suggest there's a bond o' the blade and a crypt hidden deep within the Sindile Forest. If that ol' tale Tribin told is anything but a lie, and bad ones seek this relic... then, by Dorsi's beard, there's a treasure untold in that place."

Barely containing his enthusiasm, Zalir cuts in, "Exactly! The Gem of Eternity! We need to hurry. We've got to make for that tomb. If I'm right — and I often am — we're looking at a *taii'maku* lock, really complicated. Special seals, many layers of protection... everything! With our combined knowledge, we'll crack it! Ready for an adventure, my friends? We're with you every step of the way!" [3]

3 Even with the portal's help, the journey to the dense Sindile Forest is arduous. A massive stone building is hidden behind a thick wall of green plants.

Guided by Huradrin's magic, you cross the dense foliage for several hours, fascinated by the forest's unique inhabitants - giant insects. "Me spell will cloak us from their curious eyes. Stay close," he advises.

When you reach a stone with a mysterious hole, Huradrin expertly twists the sword's handle and inserts it sideways into the keyhole. The perfect fit makes the stone show an unfamiliar mechanism. [5]

4 You hold the bizarre violin from the Timberburg Tavern. Oddly, it doesn't make a sound when played; instead, it causes profound sadness within your heart. Intrigued by this enigma, you entrust the artifact to Zalir's expertise.

"Ah, what a wondrous find! This isn't just any musical instrument; it's a *taii'maku* relic!" Zalir exclaims, eyes bright with excitement. "Such skill and knowledge in magic engineering and architecture! It's like nothing I've seen." He pauses, a gleam of hope in his eyes, "I know just the person who could help us understand this more. Keep an eye on my shop; I'll be right back!"

Upon his return, Zalir bursts through the door, followed by Sergeant Darek, whom you met in Shortfall Forest. Darek's thrill is palpable. "When Zalir shared the news, I couldn't believe it! To assist the heroes of Wharfugee? What an honor! Especially after your triumph in Timberburg. You know, there's a secret passage in that tavern, hidden behind a wall no one's been able to breach."

Barely able to contain his excitement, Zalir interjects, "That's right! And this violin, believe it or not, is our key! Our research suggests that if we find one of the ten powerful Gems of Eternity there, it could give its owner amazing power, like that of the gods. We can't miss this adventure!" [6]

5 Zalir takes two pins from his bag—one red, the other green. "According to my guide, we must place these pins in a specific slot of this lock. We need to examine the mechanism more closely to figure out the best slots to put them. Here is what my guide says."

To open the lock not activating the trap, your goal is to guide a blue ball from its starting point to the end of a designated path safely, while eliminating all magnets (marked as purple spots). Here's how you proceed:

1. Firstly, you insert the Red Pin. Once inserted, its effects are immediate and will persist throughout the game.
2. Then, you insert the Green Pin. Similar to the other Pin, its effects are triggered instantly and will continue to be in effect throughout the game.

With both pins in place, you can initiate the ball's movement along the path. However, be mindful of the magnets - if the ball ever moves adjacent (including diagonally) to them, it will be immediately destroyed.

Specifics of the Pins:

Trap Pin (red)

Insertion: First (before the Watch Tower).

- Eliminate Magnets and BALL in [1].

Watch Tower Pin (gree)


Insertion: Second (after the Trap).

- Eliminate all Magnets on the same row AND column and **not in [1] (adjacent)**.
- Requires vision (Ball and PINs block vision).

A final note from the Relic Hunters:

- In [1] means adjacent squares, including diagonally.
- Remember, when you insert the Trap Pin, it will instantly destroy all magnets adjacent to it. These squares are now free for you to insert the Watch Tower Pin. Also, while the ball blocks the Watch Tower Pin's vision initially, once the ball begins moving, the pin's line of sight will clear, enabling it to destroy the magnet.

Go to page 206 and do 6 lockpick puzzles.

For each success: A hero gains 1  or 1 Empowered Token.
For each failure: A hero takes 5 DMG. A jolting burst of magical lightning emerges from the *taii'maku* lockpick tools. "The situation could have escalated drastically if not for the relic activating safety measures," Zalir exclaims.

If you have **the sword**, the stones opened and you see a horrific mausoleum. **Go to page 208 and set up Quest 15: "The Sword."**

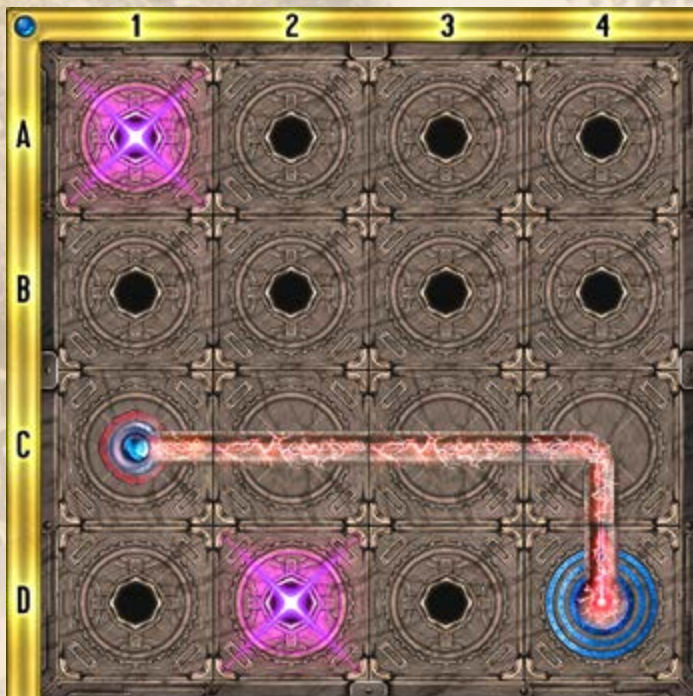
If you have **the violin**, the door opened and you are a haunted basement. **Go to page 212 and set up Quest 16: "The Violin."**

6 You return to the dark corners of the haunted town. Even though it's slightly better, the area is still swarmed by wandering undead. Despite carefully searching each part of the tavern, you don't find anything meaningful. In the silence, Zalir's voice rings out, with some joy, "It's straightforward, my dear heroes. Just play the violin!"

When you play the violin for the first time, the ground below you opens, revealing a hidden path. You go down into the tunnel, where you find a majestic set of double doors, clearly made by the *taii'maku*. As the violin is put into its designated place, the doors open, showing a complicated mechanism in front of you. [5]

Lockpick Puzzles

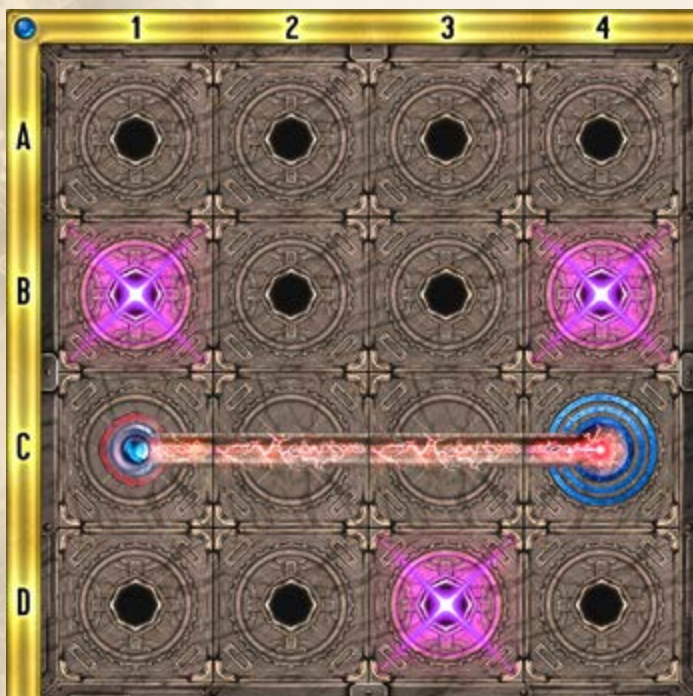
01 _____ *Answer: D*



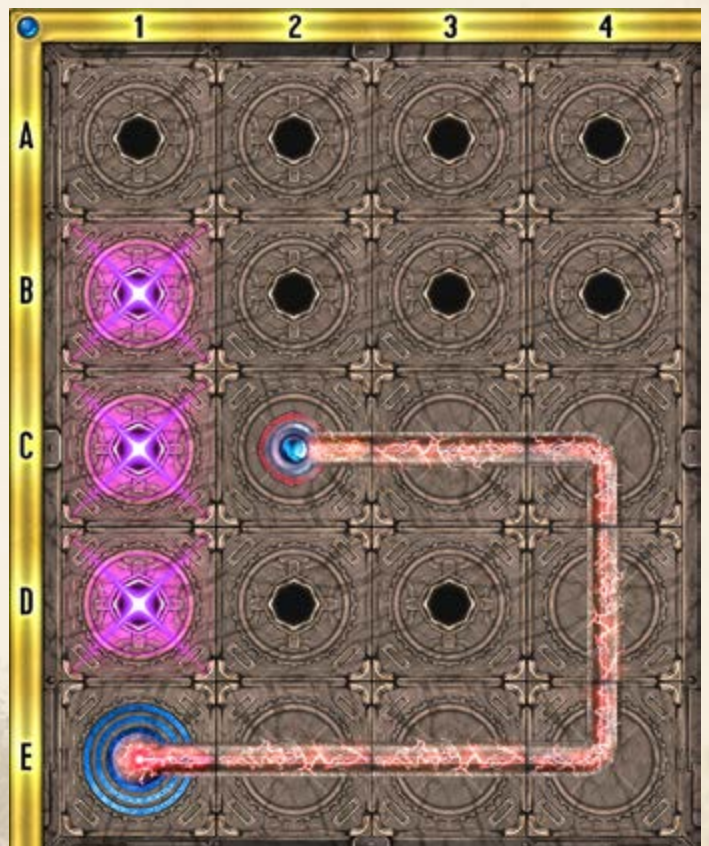
ELEMENT	RULES REMINDER
	BALL (Initial Position) <ul style="list-style-type: none"> Set in motion after all PINS are inserted. It rolls through the PATH.
	PATH of the BALL <ul style="list-style-type: none"> Does not obstructs vision. You cannot insert a PIN here.
	BALL'S GOAL <ul style="list-style-type: none"> This is considered part of the BALL's PATH.
	MAGNET <ul style="list-style-type: none"> MAGNET ELIMINATE BALLS if: <ul style="list-style-type: none"> The BALL is moving and gets in [1] of the MAGNET. The BALL reaches the GOAL and one or more MAGNETS "survived". Squares of eliminated or moved MAGNETS become a free HOLE square (<i>can insert PINS</i>).
	HOLE <ul style="list-style-type: none"> Square where you can insert a PIN.

Check the answers on page 219.

02 _____ *Answer: B*



03 _____ *Answer: F*



PINS

- Only one per Hole (only on free squares).
 - They are always making their effect (even after the Ball begins rolling).



Trap

Insertion: First (before the Watch Tower).

- Eliminate Magnets in [1].
- Eliminate Balls in [1]!



Watch Tower

Insertion: Second (after the Trap).

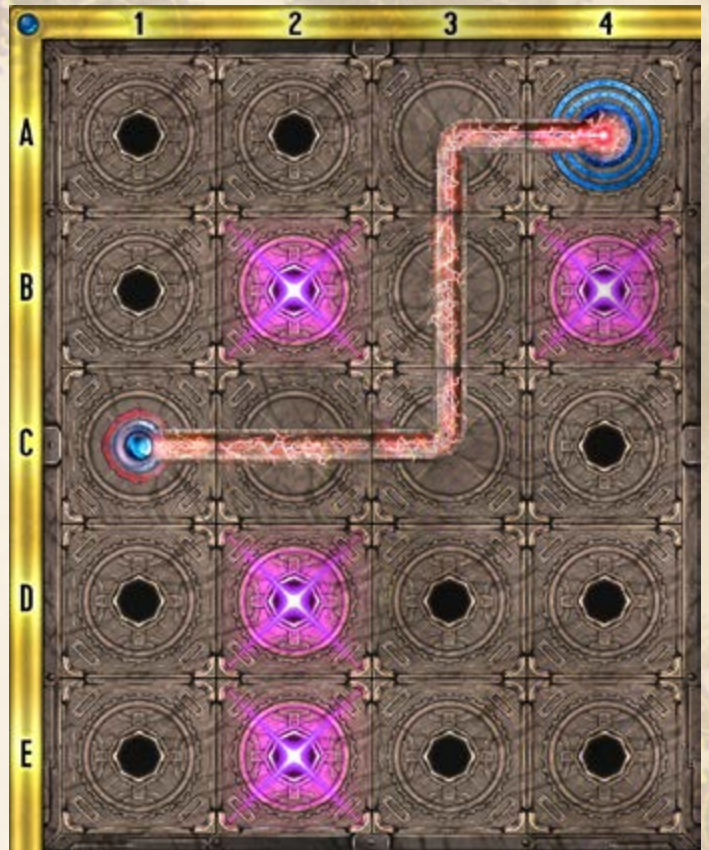
- Eliminate all Magnets on the same row and column and not in [1] (adjacent squares).
 - Requires vision (Ball and PINS block vision).

Remember: When you insert the Trap pin, apply its effects. So it may destroy some Magnetics and open holes to insert Watch Towers where there was Magnetics before.

If the ball blocks the Watch Tower vision, recheck the vision when it starts to roll (it may open the path).

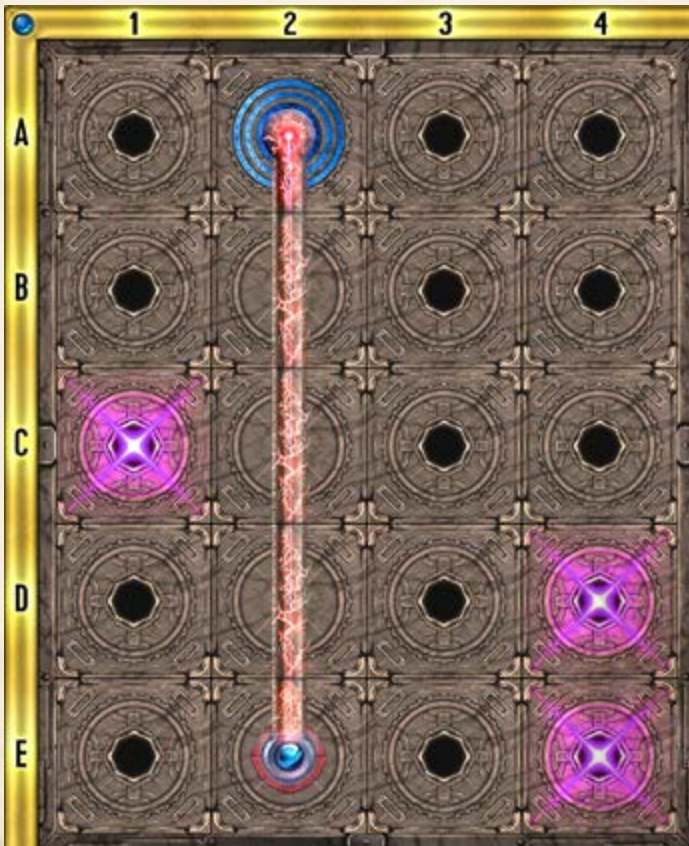
05

Answer: C



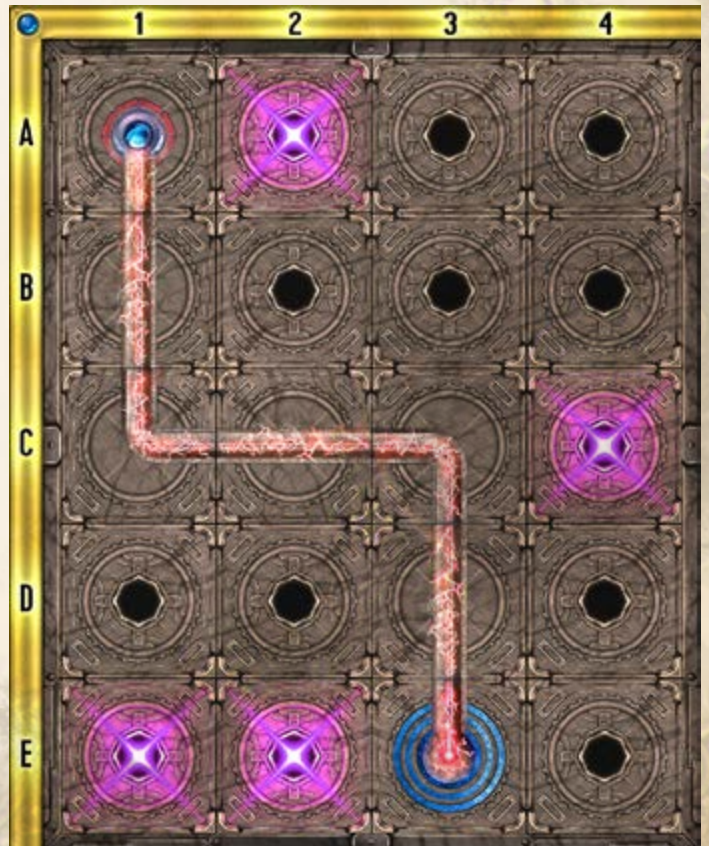
04

Answer: A



06

Answer: E



15 - The Sword

The relic sword of the dwarves opened the secret tomb of the Kings. Turn animated Gargoyles into **Statues** and move them onto **Pressure Plates** to find your way through an ancient dwarfish mausoleum.

Primary Objective

- Kill all villains = **Read** [15.5].

If you lose

- **Read** [Defeat] - page 210.

Extra Challenge

- Place all **Statues** on type “B” Quest Items.

Special Rules

Living Stones (Gargoyle)

This mausoleum is magically protected by animated Gargoyles that detect intruders whose blood is not shared with the dwarfs buried here.

- When a **Gargoyle** dies, it becomes a **Statue**. Remove its snap-on base, but keep its figure on its square of death.
- **Statues** are no longer combatants. They take no actions or DMG, but Ice Tiles still affect them.

Hand: PUSH 2 the **Statue** in a straight line. If this PUSH effect would move a **Statue** zero squares (due to the path ahead being blocked), instead MOVE 1 the **Statue** to anywhere.

Rule Reminder: Reminder: You may interact multiple times per turn (each time at the cost of 1 movement point).

The Puzzle — Pressure Plates (Quest Items)

To move forward in this dungeon, you must turn the Gargoyles back into stone **Statues** and move them onto **Pressure Plates** before the place suffers a **Total Collapse**.

- To advance to the next part of this ice-riddled labyrinth, you need to move the **Statues** to occupy the same square as a Quest Item (A or B).
 - If a **Statue** ends its movement on a Quest Item, you can no longer move it.

Total Collapse

R Check whether there is a **Statue** on a **Pressure Plate**. If there is not, a hero takes 15 DMG.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
 - Place **Reaper** (16-O), **Spider** (28-G), and **Gargoyle** (51-R).
 - (Kemet hunt): **Necromancer** (★★ 11-O).
 - Then, after reading the **Special Rules**, read [15.1] - page 210.
- R** If all villains are dead and the **Statue** is on a Quest Item, read [15.2] (to continue the quest).

EVENT 1

- Remove all Quest Items, **Statues**, and Stairs. Then, reposition them according to the map.
 - Place the heroes on the Stairs.
 - Place **Reaper** (17-B), and **Gargoyles** (51-O) and (52-B).
- R** If all villains are dead and the **Statue** is on a Quest Item, read [15.3] (to continue the quest).

EVENT 2

- Remove all Quest Items, **Statues**, and Stairs. Then, reposition them according to the map.
 - Place the heroes on the Stairs.
 - Place **Reapers** (15-R) and (18-G), and **Gargoyle** (52-B).
- R** If all villains are dead and the **Statue** is on a Quest Item, read [15.3] (to continue the quest).

EVENT 3

- Remove all Quest Items, **Statues**, and Stairs. Then, reposition them according to the map.
 - Place the heroes on the Stairs.
 - Place **Spider** (27-O) and **Gargoyle** (52-B).
- R** If all villains are dead and the **Statue** is on a Quest Item, read [15.4] (to continue the quest).


EVENT 4

- Remove all Quest Items, **Statues**, and Stairs. Then, reposition them according to the map.
 - Place the heroes on the Stairs.
 - Place **Gargoyle** (51-R) and **Zombie** (70-G).
- R** If all villains are dead and the **Statue** is on a Quest Item, read [15.4] (to continue the quest).





EVENT 5

- Remove all Quest Items, Walls 2x1, Statues, and Stairs. Then, reposition them according to the map.
- Place the heroes on the Stairs.
- Total Collapse** ends.
- Place **Gargoyle (52-G)**, **Zombie (69-R)**, and the **Ancestral Dwarf Spirit - Boss (B)**.
 - (Kemet Hunt): **Necromancer (★★★ 11-R)** and **Necromancer (★★★★ 12-B)**.

Last Challenge

- After the **Statue** ends its movement on an Altar or Portal remove the tile and apply one of the following:
 - Portal:** The Boss takes 20 DMG.
 - Altar:** Each hero gains 1 .

As soon as you kill all villains, you win the quest and read [15.5].

Ancestral Dwarf Spirit <i>(Ghost Dwarf or Dwarf Figure)</i>		B	210 Hit Points	7 Defense	5 Movement	8 Reaction
Ankle Pickaxed <i>(Primary Attack)</i>		 1 squares	 1 enemy		★ 25 DMG+effect	
Benefit: +3 to Attack Roll and Blessed .		Effect:  Target is gains two Bleeding Tokens <i>(ends only if used)</i> .				
Unprovoked/Crit: +5 DMG.						
Special Passive						
Trigger: This  hits an attack in [2] of a Statue .						
Effect: The Statue becomes a Gargoyle with 20 HP <i>(players choose its color ring)</i> .						
Favorite Target: The hero with lowest HP within reach.						

Villain Kits

- 2 Necromancers (11, 12)
- 4 Reapers (15, 16, 17, 18)
- 2 Spiders (27, 28)
- 2 Gargoyles (51, 52)

- 2 Zombies (69, 70)
- 1 Boss (Ghost Dwarf or Dwarf)

Barriers

- 1 Barricade 3x1
- 3 Barricades 2x1
- 5 Walls 5x1
- 9 Walls 4x1

- 4 Walls 3x1
- 2 Walls 2x1

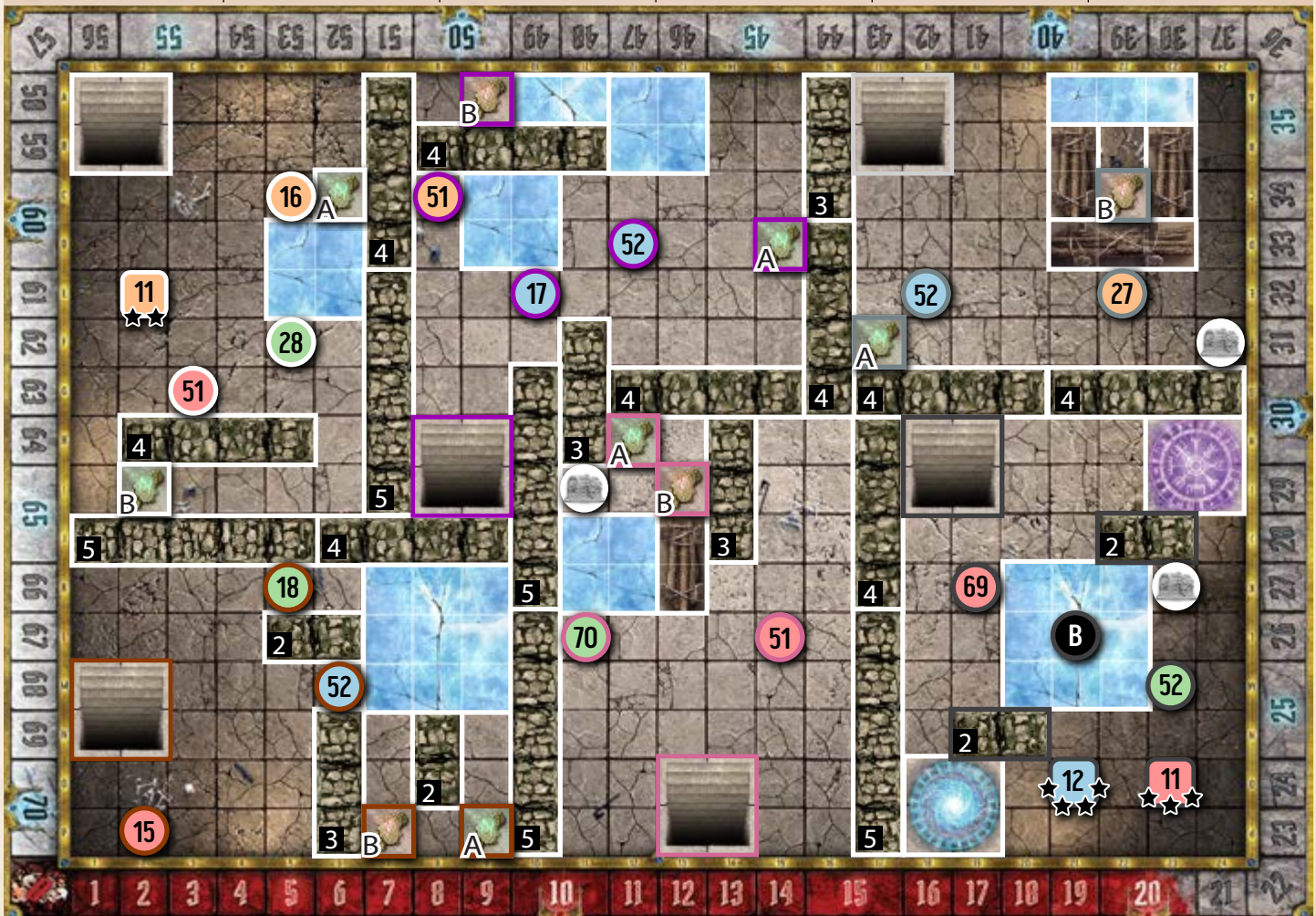
Terrains







- 1 Altar
- 2 Ices 3x3

- 1 Ice 3x1
- 4 Ices 2x2
- 1 Ice 2x1
- 1 Portal
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Quest Items



Map Labels:  Initial Setup  Event 1  Event 2  Event 3  Event 4  Event 5

Quest Chapter 15

The Sword

1

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Safer Roads (fact)	You were able to travel by road, reaching the mausoleum while keeping your energies to the challenges you will face there. Each hero gains 1☐

Walking into the old dwarven tomb, you find yourself surrounded by stone statues, each one guarding old dwarven gravestones. The air is full of dust from many years ago, and the faint marks of a once colorful plaque catch your eye. Huradrin, with a touch of respect in his voice, explains that this tomb was a gift from the taiimaku.

“Long ago, our people dug deep, pullin’ magic crystals from the very bones o’ the earth, gems the taiimaku needed for their mysterious crafts,” Huradrin grumbles, a distant sorrow shadowing his eyes. *“Me father held the key to this tomb. ’Tis a heavy heart that weighs on me, but there’s honor in knowin’ he rests with our ancestors, and he even made a place for me, despite the fall o’ our clan.”*

Two massive stone doors stand closed, their locks held by stone pressure plates that require significant weight to activate. Before you can think about the puzzle, a skeleton suddenly rises from an open stone coffin, and a statue nearby starts moving towards you with an evil intent.

Quest 27: “The Sword” starts NOW (take the first turn!)

2

After pushing the gargoyle to the pressure plate and finishing the last enemy another door opens.

If the Statue was on Quest Item A: Resume the Quest (start EVENT 1!)

If the Statue was on Quest Item B: Resume the Quest (start EVENT 2!)

3

After pushing the gargoyle to the pressure plate and finishing the last enemy another door opens.

If the Statue was on Quest Item A: Resume the Quest (start EVENT 3!)

If the Statue was on Quest Item B: Resume the Quest (start EVENT 4!)

4

You reach the king’s chamber of the mausoleum. As you enter you see a ghostly dwarven spirit rising from a big stone coffin built at the center of a frozen pond.

- If the Statue is on **Quest Item A**, each hero gains a **Weakened** Token.
- If the Statue is on **Quest Item B**, the BOSS takes 20 DMG.

Resume the Quest (start EVENT 5!)

5

(Read this only if you won this quest)

On top of the tomb, a sparkle catches your eye—a gem, small but bright, next to a worn-out piece of paper. Huradrin picks up the note, his face full of surprise. *“By me beard! This be in me father’s own handwriting!”* The letter contains words of comfort and encouragement for a young Huradrin, struggling with his unusual interests among his comrades. It ends with a powerful message: *“We become what we believe. Don’t let others tell you who you are.”* [6]

6 CONCLUSION - VICTORY

At the far end of the tomb, a corridor lined with the remains of kings stretches out before you. You see two empty tombs, a sad reminder of the end of an era. One belonged to Huradrin’s father, and the other, surprisingly, to Huradrin himself.



Next to it, a second part of Höllmin’s letter is there, addressed to Huradrin: *“No one can take the place I have for you and your mother in my heart... I am proud of you, son. Never forget that. With all the love I have, Your father.”*

With those words, Huradrin quietly withdraws to another room, hiding his tears from you. It seems he needs some time alone to deal with the weight of his father’s words and confront long-buried feelings.

Follow the “Next Adventures” instructions.

DEFEAT

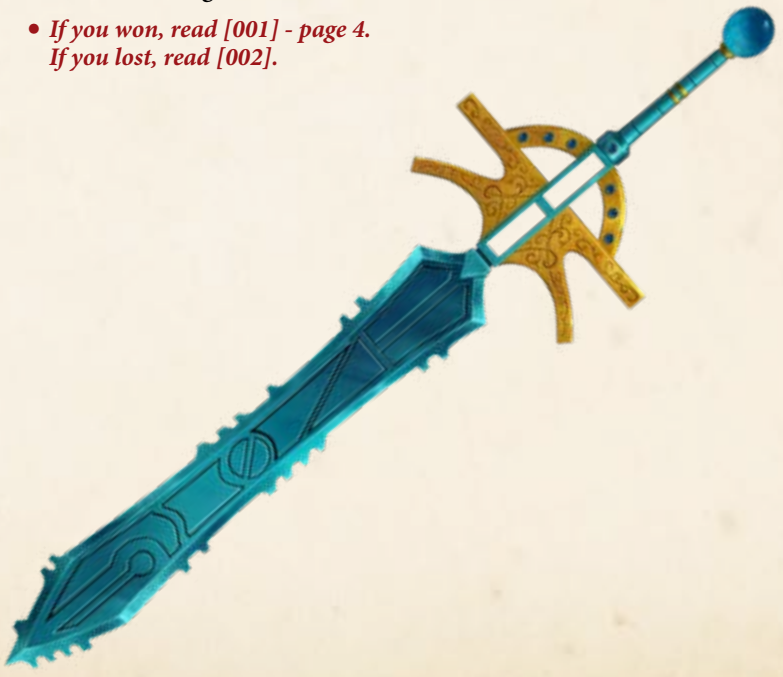
Skip this if you won the quest

You manage to carry each other’s exhausted bodies away from danger, but you’ve lost the opportunity to make a positive impact in the war. **Mark Shortfall ignorance (fact).**

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

- Gain +2 Strategists.
- *If you won, read [001] - page 4.*
If you lost, read [002].





16 - The Violin

Step on Pedals to change the background music and reveal the secret passages on the dwelling of Timberburg's luthier and tavern-keeper.

Primary Objective

- Kill the **Luthier's Ghost (Boss)** = Read [16.4].

If you lose

- Read [Defeat] - page 214.

Extra Challenge

- Kill all villains.

Special Rules

Harmonic and Dissonant

There's background music here: it's almost impossible not to be moved by its Harmonic and Dissonant notes.

- Put the **Time Token** on "0" (HP Track).
 - When **Time** is **even** (2, 4, etc.), **Ranged** attacks \bowtie gain the additional effects: +2 DMG and MOVE 1 the target (both in the first hit of the turn).
 - When it is **odd** (1, 3, etc.), **Melee** attacks \swords or \swords gain the additional effects: +2 DMG and MOVE 1 the target (both on the first hit of the turn).

- R** Increase **Time** by 1.

Tuner and Pedals (Terrain Tiles — except Spikes)

A strange music plays, controlled by an out-of-reach Tuner. Various Pedals in your reach can influence the Tuner.

- The five Terrain Tiles that occupy squares O-15 to O-24 are the **Tuner** (i.e., **Mission**, **Altar**, **Lava**, **Swamp**, and **Planar Rift** Tile).
 - All Tiles of these types are **Pedals**. They still apply their usual Terrain effects.

The Puzzle: Changing Key

If you step on the correct Pedals, the Tuner will change its Key and play a different music when the Round ends. Play the correct music to reveal the secret passage to the next part of the dungeon.

- The **Key Token** begins the quest on the **Tuner's Mission Tile**.
- Whenever a combatant enters a **Pedal** whose type matches the one with the **Key**, you **must** move the **Key** to the next Tile of the **Tuner** (toward the corner).
 - E.g., if the **Key** is on the **Altar** and you **PUSH** a villain onto an **Altar**, move the **Key** to the next Tile (**Lava**).

Start Over

- Whenever a combatant leaves **ANY** **Pedal**, dies on one, or enters one whose type **doesn't** match the **Key's**, you must apply the following **Start Over** effects:
 - Each combatant on a **Pedal** must **MOVE** to its closest non-Pedal square; **AND**
 - Move the **Key** back to the Tuner's **Mission Tile**.

Off-key

The soulless sound sometimes hurts your ears.

- R** A hero takes 5 DMG, plus 5 for each **Tuner Tile** between the **Key** and the edge of the board (i.e., if the **Key** is on a **Mission Tile** a hero takes a total of 25 DMG / **Altar**: 20 DMG / **Lava**: 15 / **Swamp**: 10 / **Rift**: 5).

Events

INITIAL SETUP

- Place the heroes on the **Stairs**. Each may reassign 2 Skill Tokens.
- Place **Ghost Dwarf (05-O)**, **Spider (28-G)**, and **Zombie (70-B)**.
 - (**Kemet Hunt**): **Berserker (★★03-R)**.
- **Then, after reading the Special Rules, read [16.1]** - page 214.

- R** If the **Key** is on the **Swamp**, the **First Melody** plays.

- R** If all enemies are dead and the **First Melody** was played in any Round, **read [16.2]** (to continue the quest).

EVENT 1

- Remove the **Living Wall** and all **Terrain Tiles** from the first area.
- Place **Event 1** Terrain Tiles.
- Put the **Key** on the **Tuner's Mission Tile**.
- GUARD 3**: Place **Ghost Dwarf (06-B)**, **Spider (27-R)** and **Zombie (69-R)**.
 - (**Kemet Hunt**): **Zombie (★★★70-G)**.
- R** (**Event 1 only**): If the **Key** is on the **Planar Rift**, the **Mezzo Hymn** plays.
- R** If all enemies are dead and the **Mezzo Hymn** was played in any Round, **read [16.3]** (to continue the quest).

EVENT 2

- Remove the **Barricade** and all **Terrain Tiles** from the second area.
- Place **Event 2** Terrain Tiles.
- Put the **Key** on the **Tuner's Mission Tile**.

GUARD 3: Place **Ghost Dwarf (05-R)**, **Spider (28-B)**, **Zombie (69-O)** and the **Luthier's Ghost - Boss (B)**.

- (Kemet Hunt): **Zombie (★★★★70-B)**.

Last Requiem

- If the **Key** is on the Planar Rift when a combatant enters a Planar Rift Pedal:
 - Transfer the **Key** to the Boss Card. It must never leave this card.
 - The Features **Changing Key**, **Start Over**, and **Off-key** end.

R If the **Key** is on the Boss card, the Last Requiem plays: the Boss takes 140 DMG.

As soon as the **Luthier's Ghost (Boss)** dies, you win the quest and read [16.4].

Luthier's Ghost <i>(Specter Figure)</i>		210 Hit Points	8 Defense	5 Movement	8 Reaction
Fortissimo <i>(Primary Attack)</i>		8 squares	1 enemy		
		20 DMG+effects	Miss: 8 R-DMG		
Benefit: +3 to Attack Roll and Blessed .					
Effects: 1 PUSH 3 the target.					
2 FLEE 3 <i>(If this didn't move this turn)</i> .					
Unprovoked / Crit: +5 DMG.					
Special Passive					
Trigger: This hits a target that is not on a Pedal .					
Effect: Apply Start Over . Then, the Pedals on E-15 and K-21 swap positions.					
Favorite Target: The farthest hero within reach.					

Villain Kits

- 1 Berserker (03)
- 2 Ghost Dwarfs (05, 06)
- 2 Spiders (27, 28)
- 2 Zombies (69, 70)
- 1 Boss (Specter)

Barriers

- 1 Barricade 4x2
- 1 Living Wall 5x1
- 3 Walls 5x1
- 5 Walls 4x1

Terrains

- 2 Altars
- 2 Lava 2x2

Mission Tiles

- 2 Planar Rifts
- 2 Spikes 4x2
- 1 Spikes 3x3
- 2 Spikes 3x1

Miscellaneous

- 2 Spikes 2x1
- 1 Stairs
- 2 Swamp 2x2

Miscellaneous

- 2 Chests
- 1 Time Token
- 1 Tool (Key)



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 16 The Violin

1 As you walk into the shadowy area, a haunting tune welcomes you, bouncing off the old walls. The presence of new furniture indicates recent use. The music comes from a grand structure - an impressive tai'maku machine - a mix of stones, gears, and magic, playing a sad Gnomish song. A creepy feeling of evil hangs in the air, leftover, from a harmful spell cast by an unwanted guest. You notice large stone pedals, an essential part of the music machine, and a page of forgotten music. But before you can explore more, a ghost, born from the very wall itself, rushes at you.

IF YOU HAVE...

APPLY CONSEQUENCE(S):

Cities are Safer, for now... (fact)

With the Lich's spell broken, some of the undead in the region are slowly crumbling to dust. **The Zombie (70-B)** starts with -5 HP.

Quest 16: "The Violin" starts NOW (take the first turn!)

2 With a skilled touch, you change the machine, modifying its tune. A previously closed door creaks open, revealing a hidden room. The tune gets louder, its sad notes mixing with the gentle plucking of a ghostly lute. The powerful vibrations fill the air with ghostly colors, conjuring many frenzied spirits. Desperation carved on their faces, they beat continuously on a door. One ghost, its eyes shining with angry determination, races towards you.

IF YOU HAVE...

APPLY CONSEQUENCE(S):

Cities are Safer, for now... (fact)

With the Lich's spell broken, some of the undead on the region are slowly crumbling to dust. **The Zombie (69-R)** starts with -10 HP.

The Undead Plague is Contained (fact)

Your actions also saved the lives of some of your enemies, in this case, an old insane Duergar, but how he ended here? Replace the **Ghost Dwarf (06-B)** for a **Dwarf (46-B)**. His HP starts at 40 instead of 70. Place 2 **Distracted** Tokens on him.

Resume the quest (start EVENT 1!)



3 The next room is a chilling display of decay and ruin. The strong smell of rotten food mixes with the stale scent of forgotten instruments. In a corner, an insane ghostly figure clings to a sparkling gem. "Make them stop! Who are you? This food is mine!" He shouts, his ghostly fingers stroking a barrel of rotting food. His gem pulses with unusual energy, bringing a nearby body to life. Soon after, the mad ghost charges at you.

IF YOU HAVE...

APPLY CONSEQUENCE(S):

Cities are Safer, for now... (fact)

With the Lich's spell broken, some of the undead in the region are slowly crumbling to dust. **The Zombie (69-O)** starts with -15 HP.

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

As the sounds of the final fight fade, a woman's sad cry fills the air. Turning, you find a spirit holding a violin, her ghostly form merging into the man you have just defeated. Their forms combine, disappearing into nothing. All that's left is the shiny gem, forgotten during the battle.

Among the scattered tools and broken instruments, you find a set of tai'maku tools similar to the ones you used to enter. Next to these artifacts are two letters. One is a confession of the man's guilt, outlining a stealing plot and his selfish choice to accumulate supplies during the chaos. The other, a thank-you note from U'Tibam, expressing thanks for the man's music lessons and gifting the unusual tools. Both the gem, which pulsates with odd magic, and the rare tools get Zalir's attention.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to make a positive impact in the war. **Mark Shortfall ignorance (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- **Gain +1 Spies and +1 Strategists.**
- **If Jade is on your team:** The ghost's melody infused your soul. Somehow, you can feel the suffering of losing true love and express this sentiment through the music. He was a bard; you shall honor him by performing his final song. **For the next adventure and quest, all your allies have +1 in all attack rolls, damage, and ability checks.**

Designer Notes: Being a bard wasn't easy back in the old days; you needed to keep reminding them about these bonuses!

- **If you won, read [001] - page 4. If you lost, read [002].**



Week 1

(Read this after ending the WEEK 1 World Phase)

Your hard work over the past week has brought newfound hope to the people. As night falls, the sounds of laughter and melodies fill Sara's tavern. You take a moment to drink the finest wine. However, this peace breaks when a cloaked female figure storms in.

The woman's panic is evident in her breathing and face, covered partially by her red hair. She takes a metal insignia from beneath her cloak: Third Eye. "Please, offer me protection," she implores. "I've left the Third Eye. In exchange for sanctuary, I can provide crucial information. There's a secret meeting tonight that Pirates, Kemets, and a top-ranking Third Eye member will attend. Gullog, the Kemet commander, will be there. If you ensure my safety, I can lead you straight to them."

As you process this information, Huradrin murmurs, "Aye, 'tis a tangled web we've stumbled upon: Pirates, Kemets, and the traitor Third Eye." Sara asks, "Can we trust a Third Eye deserter?" She looks at the ground, whispering, "Why don't my powers work when I most need them?"

The red-haired woman urges you to act. "If we wish to surprise them, we must move quickly. I can guide you to the location!"

You call for an emergency meeting at the Ironhand Outpost. Sara, Zalir, Huradrin, and Sedura assemble in the war room to interrogate the woman, who reveals her name as Gale, detailing a meeting at Northabor port involving Captain Black Soul, Gullog, and several Third Eye members.

Despite your suspicions about Gale's honesty, you decide to act, embarking on a journey with Sedura, Huradrin, and a group of elite Ironhand officers.

Using a portal, you arrive at an Ironhand tower near the port city of Northabor in Kolbjörn. Upon reaching the docks, you see ships with black flags adorned with crow symbols. Gale leads you to a tavern, but upon your arrival, you hear a series of thunderous explosions. Arcane cannons are firing! People flee the tavern in panic as the port ignites and ships attack the city!

The loud explosions and terrified screams fill the night. "We must protect the townspeople!" Sedura exclaims. Gale disappears in the chaos, and before you can search for her, a group of hooded figures appears, holding crossbows. One of them declares, "Kill them all."

Crossbow bolts fly. You and Sedura defend yourselves while Huradrin dashes into the tavern, bellowing, "Get yerself inside! We're sittin' ducks out here!"

Inside the tavern, you find Huradrin with his staff locked against the blade of a Kemet soldier. With your assistance, Huradrin distances himself and uses his magic to trap three other Kemets with ensnaring vines. Sedura bursts in, her blade crackling with lightning, and cuts down pirates trying to breach the entrance.

You climb to the rooftop to deal with the crossbowmen. However, the scene before you is apocalyptic: widespread fires, cannon volleys, and undead armies led by the Kemets disembarking the ships.

You leap from one rooftop to another, using the darkness and the noise of the explosion to hide your actions. Eventually, you confront the hooded figures, quickly eliminating them. You search for Gale, but she is gone.

Sedura mobilizes officers, local Ironhand troops, and civilians to resist the invasion. "The arcane cannons! We must neutralize them!" Sedura cries out. Huradrin suggests the use of explosives. Recalling the alchemical depot you'd spotted from the roof, you rush to obtain barrels of explosive compounds.

While Sedura and her forces engage the enemy, you and Huradrin head to the docks carrying barrels. After placing them strategically near the hulls of the anchored ships, Huradrin casts a fire spell, triggering a massive blast. The resulting chaos cripples the enemy, with several ships burning and others retreating. On one of them, you see Gale standing side-by-side with an imposing gnome pirate.

The pirates quickly withdraw; the Kemets and their undead are largely defeated; most Third Eye members discard their weapons and symbols, merging into the crowd of civilians. Finally, the city is saved.

Sedura praises the fighters: "Efficient execution. Still, this is only the beginning. Kemets, pirates, Third Eye — it all indicates a greater scheme." Huradrin nods, "Aye, we need t' forge some alliances and figure out where they're diggin' up these walking bones."

Sedura commands, "Return to Wharfugee. The Kemets controlling the coast is unacceptable. We must also ensure that they're denied access to the Central Seas. Huradrin is correct; their true goal remains hidden. We must discern their intent. Failure is not an option, not on my watch."

At night, a crow taps on your window, its beak carrying a small piece of paper. The note reads: "I used you, but I will pay my debt as promised. I will be back once I gather more information."

You realize that your journeys thus far weigh in your experience as a hero, and you feel more skilled in combat. *Change the Skill Tokens of all Heroes to the following:*



Check your Calendar:

For each letter you DON'T have written in your calendar (meaning you didn't play the adventure), mark its respective fact according to the table below:

C	The mysteries of the Third Eye remain shrouded in darkness. Their plans, likely intertwined with the sinister Kemet, are advancing unimpeded. The shadow of the Kemet is stretching across the continent. Mark Kemet and Third Eye are allies (fact).
D	Disturbing reports trickle in about escalating criminal activities on the imperial roads and villages, reducing the supplies to larger cities, including Wharfugee. Orcs are running rampant, pillaging the commoners, and corrupted Ironhand officers don't interfere. Mark Orcs rebelling against Ironhand (fact).
E	The undead have swept across Shortfall like a plague. It is not possible to save the vital places in the region, much less to study them to create a cure for the mysterious disease people are suffering. Mark Enhanced, Toxic Undead (fact).
F	Without your intervention, the machinations of the Kemet in the northwest have gone unchallenged. Their nefarious plans are in full swing, empowering their armies with unknown monsters. Mark Kolbjörn plans: unimpeded (fact).
G	Valuable information about the Kemet have been snatched away, claimed by a shadowy criminal intelligence organization before you could reach them. Now the secrets of their past and plans for the invasion are lost. Mark Third Eye has Elder Papers (fact).
H	The key to uncovering the mystery behind the undead outbreak in the Shortfall Forest region, and assisting Huradrin, is now lost. Now there is no way to plan an effective countermeasure for this evil event. Mark Relic lost; the outbreak is a mystery (fact).

If Taram saved the man's life (Adventure E - Undead Infestation): a letter of gratitude reaches you: *"In acknowledgment of my meritorious service at Wharfugee, the Cardinals have elevated my rank. My gratitude to you is endless and I seek to reciprocate your good deed."* **Add "Razun, cleric of Order" (Week 2) to your Character Deck.**

Discard all Adventure Cards you have. They cannot be played. Then, check your Calendar:

- **If you've played Adventures G and/or H:** You have delved into the mysteries of our enemies inland, forcing the Kemet to shift their focus on the seas. If they breach the Central Sea, all provinces in our world will be vulnerable to their seafaring onslaught — **Gain Adventure Card I.**
- **If you've played Adventures C and/or F:** Given the escalating chaos in various regions, it's evident that a robust support system is crucial. Beginning with the Ironhand, an institution that, alarmingly, is beginning to show significant cracks — **Gain Adventure Card K.**
- **If you've played Adventure H:** The relic you've discovered opens a door to unravel the truth about the outbreak and find vital answers. **Gain Adventure Card RA (WARNING: Relic Quests involve intricate puzzles and are more complex than regular quests).**

If you possess the Dragon Collection:

From the top of a mountain, you look out over the horizon and wonder aloud, *"From such a height, I thought we'd see the edges of Fisherman's Wharf."*

A mysterious voice answers from the shadows, *"That's quite an optimistic assumption. Considering Tanares spans 2,985.66 miles and your eyes are only about 300 feet above sea level, the horizon—or as scholars call it, ὀρίζων κύκλος—is hardly twenty miles away."* Suddenly, a fiery light starts dancing across a stone surface before you, carving writing into it.

$$d = \sqrt{h(2R + h)}$$

Your eyes follow the voice to a figure standing not far above you. A winged woman is cloaked in the soft glow of the setting sun. *"Hello, mortals. You are in the presence of the Dragon Queen,"* she announces. *"For hundreds of years, I've dedicated my life to leading the dragons and protecting Tanares. Yet the most powerful of my allies, the Avatar Dragons, may become targets in your war. There's a frightening possibility that Zarumag, the corrupted dragon, may have returned."*

Her words echo in the cool mountain air, creating a sense of urgency. *"I will be observing you, and if your kind proves to be of use, I will contact you again. Let me see if you can prove your worth."* With that, the draconic woman launches herself into the sky and disappears into the evening vista. **Mark Talessa's Acquaintances (fact).** **Gain Adventure Card M.**

Week 2 has started! Begin a new Journey Phase.



Week 2

(Read this after ending the WEEK 2 World Phase)

You wake up early, urged by a call from Huradrin. On this chilly morning, Wharfugee carries the weight of the previous week's events—a mix of hope for past victories and anxiety arising from whispers about the Kemets enslaving people with brainwashing magic for unknown purposes, similar to the Ironhand soldiers' psychosurgery.

As you approach Huradrin's Lab, you see tents housing numerous injured Ironhands. Huradrin, aided by a few healers, is attending to them. Many, including Sedura, bear wounds from the mission to destroy the pylon. Though the Kemets suffered a significant blow, the cost was high.

"I hope ye had a good rest. Things be grim here, with so many injured," Huradrin says, looking at the tents filled with bandaged soldiers and officers. "Me medicinal herbs be dwindling, and these officers cry for healing. And the brainwashed? They don't even utter a word about the painful care. It's a dagger to me heart." He gazes at you, "But that ain't why I called ye. Me cousin... he's sent word using the ancient dwarven rune magic. They've taken him and many of his clan," he pauses, voice thick with emotion, "my clan." With a heavy sigh, he pleads, "Will ye help save my people? Zalir and Sara have promised to accompany you."



You pledge to aid Huradrin, following the information he received about the dwarves' location. The plan is to quickly free the captives from a mine and return them to Wharfugee. With Zalir and Sara by your side, you use a portal to travel to the Coastsummits region, formerly part of the dwarven realm.

Holding the region's map, Zalir mentions, "It's pretty easy to find the mine's entrance!" Upon entering, you proceed cautiously, aware that the Kemets are inside. Using torches to see, you go deeper, walking for an extended period before spotting a faint, yellow light ahead. As you approach, you recognize its origin: yellowish crystals embedded in the cavern walls. In a whispered tone, Zalir reveals, "Tameranium! These crystals are invaluable. The Kemets want them to activate the Vandanamalika. If they succeed, their power..." Sara cuts him off, "Now's not the time, Zalir. Lives are at stake." Zalir nods, regretting his gabble.

Further in, you come across a few Kemets overseeing chained dwarves mining for tameranium. Acting quickly, Zalir summons a smoke wall, allowing you and Sara to attack unseen and defeat the Kemets.

One dwarf asks, "Who might ye be?" You mention Huradrin, and this revelation fills him with gratitude. "By Dorsi's beard! Me name is Gloromin. The blasted Kemets have had us diggin' tameranium without a moment o' rest for days."

Suddenly, a chilling gust puts out the torches. "The Undead! By the stones, we need to make haste!" warns Gloromin. Emerging from a nearby tunnel is a horde of undead, ready to attack you all. You step forward, confronting them, but their numbers seem endless. Zalir instructs the dwarves to load a cart with tameranium crystals. After casting a spell, he pushes the cart at the undead horde, urging everyone to run. The impact triggers a massive explosion, burying the attackers and closing the passage.

Before celebrations can start, Sara, plagued by painful visions, exclaims, "We must leave! Someone far more dangerous approaches!"

You run, battling more Kemets in the tunnels, yet a huge Kemet barbarian jumps from the shadows, cleaving one of the dwarves in two. "Little rats in my tunnels, my blade thirsts for your blood," he boasts, wielding his enormous blade.

You continue to run from the Kemet Lord and protect the others, fighting his forces in the tunnels. As you cross a bridge over an abyss, Gloromin yells, "Tell Huradrin he'll forever be me king!"

In a brave act, he charges at Zisenuh, taking both of them into the abyss.

With Kemets in pursuit, you reach the surface. You lose the Kemets that refrain from pursuing you in fear of being lured into a trap. The remaining dwarves express their gratitude, "Thank ye for savin' us. We'll ne'er forget ye help or Gloromin's sacrifice. We'll be sure to pass his words to Huradrin. While many among us once pointed fingers at him for the fall of our lands, we've come to see that it was not his doin'. One day, we will take back our homeland," one dwarf declares.

Back in Wharfugee, the dwarves swear loyalty to Huradrin. Devastated by the news of his cousin's sacrifice, Huradrin keeps refusing to lead. You leave him to grieve with his kin, with Sara offering comfort.

Before you leave, Zalir approaches, "The past few days were challenging, with Ironhand corruption, the Kemets at sea, the Undead, and the Vandanamalika. Now, we understand their reasons. It seems their next move is on land; they need resources, especially tameranium. We have to prevent them from enslaving more Tanarians and from gathering our resources. Tomorrow brings new challenges. Get some rest; you've earned it!"

You realize that your journeys thus far weigh in your experience as a hero, and you feel more skilled in combat. *Change the Skill Tokens of all Heroes to the following:*



Heroes DO NOT gain their Legendary Skills yet!

Check your Calendar:

For each letter you DON'T have written in your calendar (meaning you didn't play the adventure), mark its respective fact according to the table below:

I	Without your support, the merfolk resisting the advance of the Kemet have been decimated; it's now too late to help them out. Mark Strong Kemet presence on the seas (fact).
J	It's too late to interrupt Kemet activities that, coordinated with the darkest branches of the Church, enhance their war forces with occult dangers and aberrations. Mark Dark Church, Kemet monsters (fact).
K	Whatever you know is likely to travel fast through Ironhand ranks; it's now too late to act on the information about Dillsgar and corrupt Ironhand sectors in the east. Mark Dillsgar acts free; the Ironhand is corrupt (fact).
L	You've lost the opportunity to learn more secrets about the Kemet and gain the allegiance of the elves, important allies in the forest. Mark The Kemet retrieve their treasures (fact).
M	Talessa is disappointed with your lack of consideration and flies away, never to return. Mark Draconic Ritual is not performed (fact).
O	In your absence, the Kemet are easily victorious in the Oceanic War. Mark Lighthouse down, Central Sea lost (fact).
RA	You ignored the relic you found and the opportunity to delve deeper into the Undead Outbreak. Mark Shortfall ignorance (fact).

Warning: Watch your War Points and recruited NPCs closely. They play a crucial role in a successful invasion of Fisherman's Wharf and can influence a more favorable ending.

Discard all Adventure Cards you have. They cannot be played. Then, check your Calendar:

- If you've played Adventures L and/or O: You've learned about dangerous Kemet plans on the seas, near Fisherman's Wharf. **Gain Adventure Card R.**
- If you've played Adventures J, M, and/or N: You've learned about Kemet rituals they plan on performing near Wharfugee. **Gain Adventure Card Q.**
- If you've played Adventure M: You can continue the mission to stop Zarumag and its corruption. **Gain Adventure Card T.**
- If you've played Adventure O: You've found a curious Kemet relic in the possession of Yrizard, an Astrolabe. Zalir may find this interesting. **Gain Adventure Card RB (WARNING: Relic Quests involve intricate puzzles and are more complex than regular quests).**

Huradrin is distraught; his kingdom fell under the attack of a Chimera when he ventured too far into the penumbra. This makes you remember Sara's first prophecy. Sharing it with Huradrin, it becomes clear to the dwarf that you must head to the place where everything happened, but many preparations are required before that. **Gain Adventure Card W. You MUST play this Adventure at Phase 12.**

If you have ☆ 20 - *Synoikismos* and the NPC Card "Vāniah, the Charmer" (Week 3) has NOT been removed from the game, read this: The mages working for Sedura managed to revert the spell that had been placed on Vāniah; it was weaker than usual because they needed her to have above-average independence and free will. It is confirmed: you were right not to kill her. **Add "Vāniah, the Charmer" NPC Card (Week 3) to your Character Deck.**

If you have Yrizard is dead (fact) and ☆ 29 - *Ship Raid*, read this: Ironhand search parties return with your lost teammate. You have quite an extraordinary tale: the merfolk saved, treated, and formed an unusual friendship with your teammate. They appreciate what you're doing for Tanares in this war.

- **Gain +1 Diplomats. Recover the Hero Card you had temporarily removed from the game at the end of "Oceanic Wars."**

Week 3 has started! Begin a new Journey Phase.

Lockpick Puzzle Solutions

[D] Trap Pin 2A, Watch Tower Pin 2B

- You cannot insert the Trap PIN next to the Ball.

[B] Trap Pin 4A, Watch Tower Pin 3B

- It is possible to remove more than one Magnet with the same PIN.

[F] Trap Pin 2A, Watch Tower Pin 1A

- The Watch Tower PIN cannot remove adjacent Magnets.

[A] Trap Pin 4C, Watch Tower Pin 1E

- The Trap needs to be inserted before the Watch Tower. The Ball blocks the Watch Tower's vision only at the start, but it no longer blocks when it rolls.

[C] Trap Pin 1A, Watch Tower Pin 2B

- A PIN can be inserted where a removed Magnet stood.

[E] Trap Pin 3A, Watch Tower Pin 4E

