

TNA FULL CAMPAIGN

BOOK 2

*(desconsiderar essa página,
é apenas para alinhamento
interno dos spreads)*

TANARES

ADVENTURES



Weeks III-IV

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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 22 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 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.



Guard

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.



Lady

Farmer

Prisoners

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.



Kemet Hunt 2

Kemet Hunt 3

Kemet Hunt 4

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
37	A hero gains the Key Token.
38	A hero gains the Key and Torch Token.
44	Choose a hero to gain the Tome.
47	A hero gains the Torch Token.
48	A hero starts with the Torch Token.
56	A hero gains the Key Token.
61	A hero starts with the Tome and another with the Torch.

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
31	No villain takes Stargazing DMG.
32	Play with a Healer, Commander, Shooter, and Controller.
33	On your Move Action, move diagonally only.
34	Play with a Healer, Commander, Tank, and Bruiser.
35	All heroes end the quest with at least 45 HP.
36	Whenever a hero starts its turn, it must be holding an Egg (heroes must pass the Eggs to do it). Both Eggs end the quest with at least 4 HP.
37	While a villain is alive, Bromeliad must attack during all heroes' turns.
38	Your attacks only hit villains that have a Condition; only villains under Temporary effect die.
39	Whenever a villain dies, at least four villains must die on that round (in total).
40	Play with a Healer, Commander, Controller, and Tactician.
41	Villains only hit Flask carriers.
42	Villains die only on their own turn and by entering a Terrain.
43	Make all attacks with Mob.
44	The only hero to carry the Orb is the Torch carrier.
45	Kelorth, its minions, and heroes must have at least 40 HP when you win the quest.
46	Win the quest within 2 rounds.
47	All villains must die to Landslide DMG.
48	Heroes only make attacks while they have a Helpful Condition (example: Blessed by an Altar).
49	Combatants must never end a movement in [1] of Sara.
50	End all Move Actions with 4 unspent Movement Points.
51	No villain ever reaches coordinate 15 or higher.
52	At least 4 villains are alive when you win the quest.
53	Heroes always end their turns on the Ironhand Boat .
54	Time is at "15" when you win the quest.
55	Never take Rising Water DMG.
56	All villains must die on a turn that they took DMG by a Lv. Skill.
57	Never enter a Tile.
58	All villains die to Caged Beast DMG.
59	Never miss an attack (see Tome of Light).
61	The only attacks you make are Special, Lv. 3, and/or from Skill effects.
66	All villains that die must die by Collapsing Floors DMG, AND no hero takes DMG from it.



Adventure P

Bauronite and Tameranium

1 In the heart of the Ironhand Outpost, an urgent meeting is happening. Sedura and Zalir are discussing new information about a secret Kemet mine that contains tameranium, a crucial material for building and activating the feared super portal, Vandanamalika. Sedura is motivated by a deep desire to free the villagers, who were recently enslaved and forced to work in the mine. Zalir, on the other hand, is fascinated by the unique features of tameranium and the advanced mining tools used by the Kemet.

After hearing more details, you prepare to join an upcoming Ironhand attack on the newly discovered mine and cross a portal, arriving quickly at your destination. The mine's entrance, located on a steep hill, is protected by large watchtowers and busy military buildings at the base.

Sedura's plan is simple: take over these structures before Kemet reinforcements arrive. The sky is dark with the threat of a coming storm, and with time running out, Sedura leads your attack.

As an elite unit, you possess the freedom to engage in the battle as you see fit. The Tool Tokens are used to track the actions taken during the war; the adventure will ask to place them in the HP Track.


A) Stand at the front of Sedura's forces, boosting their morale with your presence. [2]


B) Focus on the rescue mission, aiming to free the enslaved villagers. Saving lives is most important. [3]

C) Quietly sneak into the forge, stealing important notes, devices, and ore samples for Zalir's study. [4]

D) (Fast Action Mode) Follow Sedura's orders exactly. She may clearly know how your skills can be best used. [30]

2 You rush forward with Sedura and her resolute warriors, diving right into the middle of the fight. The battle is intense, but your formidable presence confuses the Kemet. However, they use their high hill position and defenses to their advantage, launching a constant shower of arrows to slow your advance towards the gates.


Place the Torch Token on Slot 0. Each hero takes 7 DMG and gains 1 . [5]

3 Moving through the battlefield, you suddenly find yourself covered by an unnatural storm that starts without warning. Using this storm as cover, you manage to get to the other side of the hill and the mines. A few scouts and guards come across your path, but you quickly eliminate them. **Each hero takes 3 DMG and gains 1** .

When you reach the mine's entrance, you find the enslaved villagers. You quickly unlock their chains and lead them to safety.

Place the Hook Token on Slot 0. [5]

4 You try to find a path to the forges under battle cover.

Each hero makes a  **(d20+ Hero Card + NPC Card).** (13+: success | 12-: failure)

+2 to rolls if the hero or NPC is experienced in battles. Rurik, Ascaran, Vanarus, Nakral, Rokaru, and Jorana (Heroes) or Major Simpson, Thana, Vharzog, T'Latto, and Tribin (NPCs). - Experience in wars enables them to make better decisions along the way.

3 or more heroes succeed (13+): You get to the forges without being spotted.

2 or more heroes fail (12-): You're found by Kemet guards and forced to fight before reaching the forges. Two heroes take 6 DMG each.

You arrive at the forges and start to collect books, scrolls, instruments, and ore samples.

Place the Tome Token on Slot 0 of the HP Track. Go to [5].

5 The tide of the battle seems to be in your favor, but in the middle of this organized chaos, a sudden attack by the Kemet from hidden tunnels stops the advance. Sedura tries to regroup her soldiers, but the Kemet seem to predict her every move. A group of top Kemet soldiers is approaching Sedura while you see enemy flags rise in the distance.


A) Go after the flag-bearers. The enemy commander will surely be close by. [6]

B) Counter the elite group attacking Sedura. If she falls, the Ironhand will collapse. [7]

C) Stick to the original plan and attack the barracks. [8]





6 As you get close to the enemy flags, you find Gullog issuing orders to his lieutenants. Seizing the opportunity, you strike, hoping to slay him and end the war.

Each hero makes a  **(d20+ Hero Card + NPC Card).**
(13+: success | 12-: failure)

+2 If you are a Brute - *Now is the time to deliver powerful blows!*

+3 If you or your NPC is experienced in battles. **Ascaran, Jorana, Nakral, Rokaru, Vanarus, and Rurik (Heroes) AND Major Simpson, Thana, Tribin, and Vharzog (NPCs)** - *Their combat experience makes the group attack more effective.*


3 or more heroes succeed (13+): *Despite the strong resistance, you manage to kill the guards and DEFEAT GULLOG! Each hero gains 1  and takes 4 DMG.*

2 or more heroes fail (12-): *Gullog and his forces are too strong, and one of you is hit by a deadly arrow from him. In the end, you win, but at a significant cost. Each hero gains 1  and takes 5 DMG. One hero takes an additional 15 DMG (total = 20)!*

After the dust of the battle settles, you find Gullog's body. He smiles at you, his last word a taunt: "Fools..." You realize your victory was against a decoy when you see the real Gullog on a distant cliff, watching over his army. His strategy predicted your every move.

Place the Key Token on Slot 1. [9]

7 You attempt to intercept the elite Kemet group that is targeting Sedura. However, they cleverly alter their path, apparently trying to lead you away while looking for a chance to reach Sedura.


Each hero makes an  **TEST (d20+ Hero Card + NPC Card).**
(20+: success | 19-: failure)

+3 if you are a Controller or a Commander - *Your better understanding of the battlefield gives you a tactical advantage.*

+3 if you or your NPC is experienced in battles. **Ascaran, Jorana, Nakral, Rokaru, Vanarus, and Rurik (Heroes) AND Major Simpson, Thana, Tribin, and Vharzog (NPCs)** - *Their combat experience makes the group attack more effective.*

At least 1 hero succeeds (20+): *You see through their plan — they're trying to lure you away from Sedura. Realizing their scheme, you regroup with Sedura. Place the Key Token on Slot 2. [9]*

All heroes fail (19-): *Your pursuit is pointless as they constantly evade you, exhausting you. To your despair, you see Kemet assassins attacking Sedura in the distance - a clever diversion. Each hero gains 1 Weakened Token. Place the Key Token on Slot 1. [9]*

8 Despite the situation's difficulties, you stick to the original plan, focusing your efforts on taking over the barracks. With a determined push, you purge the last resistant Kemet from the stronghold. **Each hero gains 1 .** Through the corner of your eye, you see Sedura, surrounded by her most loyal guards, fighting the Kemet elite. As you successfully open the gate, letting your allies in, Major Simpson brings a seriously wounded Sedura inside, her pain visible on her face. **Place the Key Token on Slot 1. [9]**

9 The fight appears to be turning against you, as the Kemet surprisingly counter all your tactics. Is this a sign of Gullog's known foresight powers, or is he simply the best strategist you've ever faced?

Feelings of desperation fill your hearts, but then a ray of hope breaks through - a group of Paladins from the Tamerian Order storm into the battle! They cut through the Kemet forces, helping to win back the ground you've lost.

High Cardinal Gideoni, an imposing leader, rides with these courageous Paladins. A strange purple ball floats above his left hand, capturing everyone's attention. In a deep voice, he declares, "I bring a message from god Bauron himself. He led me here to give you this powerful object - the Orb of Chaos, an ancient artifact. It has the ability to manipulate fate and disrupt any form of divination."

IF YOU HAVE	ACTION (EACH MAY BE CHOSEN ONLY ONCE)
the Torch Token on the HP Track:	• Key on Slot 1 - Go to [10]. • Key on Slot 2 - Go to [11].
the Hook Token on the HP Track:	• Key on Slot 1 - Go to [12]. • Key on Slot 2 - Go to [13].
the Tome Token on the HP Track:	• Key on Slot 1 - Go to [14]. • Key on Slot 2 - Go to [15].



10 Sedura, severely injured, is rushed into the barracks, her life in the hands of Gideoni's healing abilities. At the same time, the Ironhand forces are about to lose hope. Yet, inspired by your bravery, Major Simpson rallies them around you. A wave of new energy fills your allies. **Each hero gains 1 Empowered Token.**

Zalir enters the forges, only to find a scene of complete destruction. The Kemet, in their retreat, destroyed most of the scrolls and tools, and in a show of their brutality killed many of the slaves and prisoners. The sight shakes your morale. **Each hero gains 1 Distracted Token.**

Despite this setback, the Orb of Chaos seems to be functioning. The Kemet, once invincible with their predictions, now struggle with their foresight disrupted. With the help of the paladins, you finally regain the advantage. [16]

11 Standing on the edge of the battle-damaged field, Captain Sedura displays an air of unshakeable determination. With the High Cardinal Gideoni by her side, she speaks to her fatigued soldiers above the noise of the war. "I see fear in your eyes," she states, her gaze piercing through her troops. "Recognize it as the natural response to challenges, not as a weakness. Overcoming such feelings is what separates true warriors from the masses."

With a fierce resolve, she raises her sword to the cloudy sky. "The gods are with us. With your strength, the power of the holy paladins, and the heroes of Wharfugee, victory is within our reach. We fight for Tanares!" **Each hero gains 1 Protected Token and 1 Empowered Token.**

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12 Sedura, severely injured, is rushed into the barracks, her life in the hands of Gideoni's healing abilities. At the same time, the Ironhand forces are about to lose hope. Yet Major Simpson does his best to inspire the troops. A wave of new energy fills your allies.

Zalir, confronting all difficulties, goes into the ruined forges. The destruction caused by Kemet has made the scrolls and tools useless. However, the prisoners, now freed, promise to help against Kemet, adding a spark of hope to the tough situation.

Under the protection of the mysterious orb, the Kemet now fail to predict your plans. A sense of victory begins to emerge. Alongside the paladin reinforcements, you manage to push back the Kemet forces, turning the tide of battle. [16]

13 With the High Cardinal Gideoni at her side, Captain Sedura speaks to her fatigued soldiers above the noise of the war. "The gods are with us. With your strength, the power of the holy paladins, and the heroes of Wharfugee, victory is within our reach. We fight for Tanares!" **Each hero gains 1 Protected Token.**

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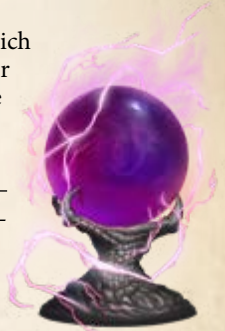
Now, under the protection of the mysterious orb, which seems to be causing Kemet to fail in predicting your plans, a glimmer of victory begins to show. Alongside the paladin reinforcements, you manage to push back the Kemet forces, turning the tide of battle. [16]

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Zalir, inspired by the scrolls and texts retrieved from the destroyed forges, throws himself into researching the mysterious tameranium. He comes up with a bold plan: with the amount of this legendary metal you have, it might just be possible to open a temporary portal, a doorway for everyone to escape.

However, the harsh reality of Kemet's brutality is evident, seen in the killed slaves and prisoners, which shakes your determination. **Each hero gains 1 Distracted Token.**

Still, within this chaos, the orb remains your beacon of hope. Despite the severe losses and the Kemet no longer able to predict your plans,



you find yourselves pushed to your limits, desperately defending the wooden walls against a continuous attack. **A hero takes 10 DMG.** [16]

15 With the High Cardinal Gideoni at her side, she speaks to her fatigued soldiers above the noise of the war. *“The gods are with us. With your strength, the power of the holy paladins, and the heroes of Wharfugee, victory is within our reach. We now fight for Tanares!”* **Each hero gains 1 Protected Token.**

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16 The Kemet troops attack their previously held fortifications. They are no longer able to work around your tactics.

Suddenly, an arrow finds the High Cardinal’s chest! You catch a glimpse of Gullog, but he is out of sight before you can react. Gideoni uses his magic to stabilize himself, but the wound pulsates with necromantic power, weakening him.

The storm finally crashes down. The powerful winds and heavy rain make it almost impossible to see, forcing the Kemet army to retreat.

Gideoni tells you there is a sister orb to the one on his hand, on a secret temple of Bauron not far from here. With both, the Bauronian influence will be amplified, not requiring his divine energy to work.

Zalir has a different idea: to find a way to use the tameranium’s dimensional properties to open a temporary portal. This way, you can evacuate everyone back to Wharfugee and bring the tameranium stock.

A) Escort Zalir to the top of the hill so he can experiment with the crystal formations and find a way to open a temporary portal. [17]

B) Go to the secret temple of Bauron and try to find the other Chaos Orb. This artifact would greatly assist the war effort. [18]

17 As you climb the hill, the storm’s strong winds challenge your every step. Half-buried crystals, glowing from the storm’s lightning, are scattered across the ground. Meanwhile, undead made by reanimated slaves wander aimlessly, unaware of your presence.

Zalir believes the top of the hill is perfect for his experiment, but collecting samples from different crystal deposits during the climb could improve his understanding. The downside is that this could draw unwanted attention from the undead.

A) Gather the crystals. The more Zalir learns about these formations, the better the experiment could be. [25]

B) Go straight to the top of the hill. Time is crucial, as you must retreat your army to Wharfugee soon. [26]

18 Gideoni entrusts you with the holy orb and the location of the hidden temple, including the portal he had used. He warns you: *“Be careful. The temple is a beacon of chaos; unusual things can and will happen. Focus only on getting the other orb.”*

Hidden by the storm’s wrath, you leave the barracks, the constant wind slowing you down. You hope to return before the storm ends. After an arduous journey, you stand before the secret portal Gideoni mentioned.

Following his instructions, you come across an ominous Bauronian temple decorated with demon statues made of stone. One stands guard at the entrance as if protecting it. To enter the temple, you must insert the orb into a specific location. [19]








19 On the base of the statue, you can read the following:

“In my grasp, life fades quickly, yet without sustenance, I am the one to die.

To many, a sign of fear, I bring chaos, leaving kingdoms in ashes. Yet, I am the guide in the darkness, a light of hope against the moonless night.”

Place the orb into the:

- A)  Statue maw [20]
- B)  Crown of fire [21]
- C)  Guard dog [22]
- D)  Sword [23]
- E)  Serpent mouth [24]

20 As if taking a deep breath, the wide open mouth of the statue fills with fire, sending a burst in your direction. *Each hero takes 4 DMG.* The orb, rejected, falls onto the cold stone. [19]

21 Holding the orb in the hollow, a crackling purple flame surrounds it. The heavy door grinds open behind you as the orb floats.

If Vanarus is on your team: The orb is attracted to him as if connected by unseen forces. It orbits his head, casting an uneasy light. **Vanarus gains the Torch Token and 2 Empowered Tokens.**

Otherwise, each hero rolls a d20. The one with the highest result finds the orb floating towards them, starting its circular dance.

- +3 if you are Uster, as Bauron favors his servants.
- +3 if your NPC is “Yggor, Cleric of Chaos.”
- -3 if your NPC is “Razun, Cleric of Order.”
- -3 if you are Sir Erick, Taram, M’Bollo, and Ascaran, as Bauron does not favor serfs of Tamera.

If Ascaran is on your Team, go to [27]. Otherwise, go to page 16 and set up Quest 44 “Bauron’s Ivory.”







22 The orb suddenly falls. The stone dog comes alive, growls, then lunges to bite. **A hero takes 4 DMG and gains 1 Bleeding Token.** The orb, rejected, falls onto the cold stone. [19]

23 With a burst of red energy, the sword statue swings its blade towards you. **A hero takes 7 DMG.** The orb, rejected, falls onto the cold stone. [19]

24 The snake statue's eyes glow an eerie green. With deadly speed, the snake bites one of you. **A hero takes 4 DMG and gains 2 Weakened Tokens and 2 Distracted Tokens.** The orb, rejected, falls onto the cold stone. [19]

25 Stopping at the exposed crystal deposits, you and Zalir begin to dig them out carefully. Zalir theorizes that small differences in the magical properties of the crystals can be detected between groups.

As expected, the undead notice your activities. They walk toward your location, forcing you into a battle! **Each hero takes 7 DMG and gains 1** .

Despite the attack, Zalir manages to collect a variety of crystal samples. He's sure they'll improve his understanding and affect the upcoming experiment. Time is crucial now. You must conduct the experiment on top of the hill before the storm ends, and the Kemet return. **Put**  (Slot 2).


Go to page 12 and set up Quest 38 "The Crystal."

26 Tasked with the mission to bypass the undead unnoticed, each of you looks for a suitable path.

Each hero makes a  **TEST (d20+ Hero Card + NPC Card).**
(20+: success | 19-: failure)

+3 to Uster's roll (hero) - His knowledge of the undead is helpful!

At least 1 hero succeeds (20+): *You find a less-used path, and sneak to the top of the hill undetected.*

All heroes fail (19-): *The path proves hard to find, drawing the attention of the wandering undead. You're thrown into an unwanted fight, attracting more undead with the noise of your battle. After defeating them, you quickly climb to the top of the hill. Each hero takes 7 DMG and gains 1* .

Go to page 12 and set up Quest 38 "The Crystal."

27 You can hear the demon's voice in your mind, "So you are here again. The perfect archangel that always outsmarted the demons with your traps and plans. I eliminated your sister that night, and for more than a millennia, I have wanted to confront you. Now we are very close to crossing our blades. Though we stand as order against chaos, you are much more evil than any demon I have known."

You remember that night. Because of Vanarus's plans, the demons bypassed your traps by entering the place in a straight line. You had not killed before that day, but the sight of your sister's end brought on a rage and desire to punish the wicked with unbridled wrath. For that reason, Tamera did not allow you to return to the Celestial Plane. Now, you can punish the demon responsible for her death. Or, you could finally become a better angel and forgive him.

A) Take your revenge. It is fair; this demon killed your sister. [28]


B) Forgive the demon. This will probably increase your bonds with Tamera. [29]

28 If you don't serve justice, no one will. You focus on your blade and fill it with a holy energy that causes immeasurable pain to the flesh of demons, far more than necessary. **If you face the Guardian of Chaos (Boss), whenever you hit an attack on it, deal +6 DMG (can be applied multiple times on a turn).**


Go to page 16 and set up Quest 44 "Bauron's Ivory."

29 This demon deserves a punishment much worse than death, but you rise above these base feelings. After so long, you can finally forgive him, so you don't channel the holy power through your sword to punish him. You won't have combat advantages against him, but you feel a sense of peace inside your angelic soul. Maybe this is the right way to connect with Tamera.

Go to page 16 and set up Quest 44 "Bauron's Ivory."

30 With a loud war cry, you enter into the heart of the battle. The clash of steel and the roar of combat fill the air as you fight against the unending Kemet. Each hero takes the full force of the attack, getting seriously hurt. The Kemet, strangely aware, predict your every move. In the chaos, a decoy of Gullog tricks you into a trap, severely damaging you. **Each hero takes 5 DMG and gets 1** . **Additionally, a hero takes another 15 DMG.**

Just as hope seems to disappear, the sky thunders. A fierce tempest covers the battlefield, stopping the Kemet attack. Out of the storm's wrath, a group of Evolutionist knights rushes out, led by none other than High Cardinal Gideoni. The tide of battle is turned.

Standing firm in the storm, Major Simpson boosts the exhausted soldiers' morale. Despite their wounds, the speech fills the officers with a new determination. In the chaos, Zalir presents a possible escape route. If you can reach the top of a nearby hill and stabilize a powerful crystal, he believes he can make a portal for the soldiers to retreat through. As you climb, the undead guardians of the hill rise to confront you. You hold them, giving Zalir the time he needs to study the unstable active crystal. After emerging victorious, you climb to join him. **Each hero takes 7 DMG and gains 1** .

Go to page 12 and set up Quest 38 "The Crystal."



38 - The Crystal

Clear the areas near the top of a mountain with uneven plateaus, so that Zalir can test and understand the powers of the mysterious Tameranium.

Primary Objective

- Kill all villains = Read [38.4].

If you lose

- Read [Defeat] - page 14.

Extra Challenge

- Start Events 1 and 2 with the Hook on position "1"; AND
 - The Time Token is on "2" or more (HP Track) when you win the quest.

Special Rules

Unstable Self-Teleporting Tameranium (Hook Token, Quest Items)
Zalir can use it to teleport you to otherwise unreachable plateaus, but the elusive crystal constantly gets away from him.

- Put the Hook on position **Blue 1** (see map). It represents the crystal of teleportation.
- Put the Time Token on "7" (HP Track).
 - Whenever it drops to zero, put it back on 8 and deal 15 to each hero. It represents how long it will take for the crystal's powers to blow back at you.
- Put Quest Items on "1" and "4" (HP Track). They mark when the crystal will self-teleport.
 - When Time reaches these slots, transfer the Hook to the next position of the current color (Blue or Red, 1 > 2 > 3, see map).

Zalir's Influence

 (Time Token)

Zalir can use stable fragments of the mysterious crystal to affect enemies from afar.

- Whenever you hit a villain that is orthogonally aligned with Zalir, MOVE Zalir up to 3 squares (once per turn).

While orthogonally aligned with Zalir, villains are **Vulnerable 5** (once per turn).

ADVANTAGE: While orthogonally aligned with Zalir, combatants are **Vulnerable 8** (once per turn).

- R** Reduce Time by 1 (this may cause the Hook to change position). Then, MOVE Zalir, up to 3 squares.

Slippery Slopes

 (Ice Tiles)

Zalir needs to quickly traverse the ice patches on the ground to regain possession of the crystal.

- Whenever Zalir enters Ice, he slides, as if he'd been moved by an enemy effect (i.e., never apply Ruins rules).
 - If Zalir's slide is interrupted, reduce Time by 1 (instead of taking DMG).
- After the Ice effects are resolved, Zalir may continue his original movement (this is an exception to the usual Ice Rules).

! Quest Tip: Zalir needs to be in possession of the self-teleporting crystal (Hook) to teleport heroes to the next room; if you kill all villains in your current room before this, one or more rounds will be wasted just moving Zalir.

Carefully plan Zalir's every move — if you take too long or hit too many walls, the crystal will teleport itself and require Zalir to change directions!

Events

INITIAL SETUP

- Put Zalir (Z).
- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Ghoul (54-B), and Reapers (59-R), (60-O), and (61-B).
- Then, after reading the Special Rules, read [38.1] - page 14.

R If all villains are dead and Zalir is on the square of the Hook, check if this position is **Blue 1** (for the Extra Challenge). Then, read [38.2] (to continue the quest).

EVENT 1

- Put the Hook on Position **Red 1**.
- Increase Time by 3.
- Put Heroes on the Portal.
- Place Construct (41-R), Ghoul (53-O), and Reaper (62-G).
 - (Kemet Hunt): Ghoul (★★54-B) and Warrior (★★★68-G).

R If all villains are dead and Zalir is on the square of the Hook, check if this position is **Red 1** (for the Extra Challenge). Then, read [38.3] (to continue the quest).

Quest Chapter 38

The Crystal

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 2)	Studying the different veins along the way took some time but gave Zalir a better insight into how to manipulate the magic energies around the hill. Reduce Time by 1 and gain ADVANTAGE for this quest.
The Undead Plague is Contained (fact)	The Kemet have fewer undead troops at their disposal; it weakens their defense of the hills. Remove the Reaper (61-B).
Prophecy ignorance (fact)	With fewer details of the Kemet prophecy, it's hard for Zalir to unveil the secrets of the tameranium. Reduce Time by 1.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero gains the Key and Torch Token.

Quest 38: "The Crystal" starts NOW (take the first turn!)

2 Zalir's hand finally reaches the glowing crystal; his fingers touching its surface as he begins his detailed examination. Suddenly, a menacing shadow of an old guardian structure appears on a distant hill, surrounded by a swarm of undead soldiers. Their empty gazes are focused on Zalir, concentrating on the crystal he holds. Without any other options, Zalir uses the mysterious power of the crystal to teleport you. His call for you to buy more time echoes in the quiet that follows the teleportation.

After releasing a large amount of its energy, the crystal disappears from Zalir's grip and reappears at another spot within the frost-covered crater.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Lighthouse is Guarding the Sea (fact)	The Lighthouse severely harmed this mining effort, as the easier route for the Kemet to reach the place was blocked. Each villain gains one Distracted Token.
Prophecy ignorance (fact)	Zalir's control over the tameranium is still suffering from the lack of key pieces of information. Reduce Time by 1.
Boneheart and its Army Sunk (fact)	The undead army the Kemet expected never arrived; their numbers are reduced. Remove the Reaper (62-G)

Resume the Quest (start EVENT1!)

3 Zalir is at the crystal again. Just as you all think it's over, you see another construct and more undead rising on the third peak. Their appearance agitates a monstrous bird that rested on a nearby nest. You must protect Zalir again, so he quickly uses the tameranium crystal to intercept the enemies.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Lighthouse is Guarding the Sea (fact)	The Lighthouse severely harmed this mining effort, as the easier route for the Kemet to reach the place was blocked. Each villain gains one Distracted Token.
Prophecy ignorance (fact)	Without the proper knowledge, Zalir took some time to understand what he was doing wrong. Increase Time by 1.

Resume the Quest (start EVENT 2!)

4 (Read this only if you won this quest)

As you defeat the enemies, you hear Zalir finish chanting a spell. He seems to have stabilized the crystal enough to transport it. With the active tameranium crystal in your hands, you climb the hill down. [5]

5 CONCLUSION - VICTORY

(Read this only if you won this quest)

Ironhand Reports

VICTORY IN DESDEMONA

(...) Just as the storm was ending and the Kemet readied another assault, the heroes of Wharfugee arrived. They urged the scholar to apply all he'd learned, while our troops shielded the man from enemy arrows; those of us closest to the man could feel the tremor in his voice and see the sweat on his forehead. Just as we thought our front lines would have to engage in melee, he opens a portal — and refuses not to be the last one in! — The man, who despite his frail physique may in this instance be called a hero, closed the portal behind him at the exact moment the enemy troops breached the wooden gate. (...)

- With the Kemet mine destroyed and an active tameranium crystal in your possession — not to mention knowledge of how to use it — the operation is a glaring 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 you've lost the opportunity to disrupt the enemy's ability to process and explore the valuable tameranium and foresee many of your actions in the mountains and dungeons of Desdemona. **Mark Tameranium and foresight for the Kemet (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Huradrin discovered the place from where the undead are created. This unique opportunity could be a powerful blow to their capacities. On the other side of Tanares, the Kemet look to overpower the stalemate with the Ironhand in Cragplateaus, the most important strategic point in the continent — major conflict is imminent. **Gain Adventure Cards U and V.**
- **Gain +1 Strategists and +1 Warriors.**

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





44 - Bauron's Ivory

You're in the dungeons of the Moon God. Deposit the **Orb of Chaos** in its depths to reduce the foresight capabilities of the Kemet.

Primary Objective

- Kill all villains (i.e., including the Boss) = **Read** [44.3].

If you lose

- **Read** [Defeat] - page 18.

Extra Challenge

- No hero takes DMG from the **Orb of Chaos**, AND its Token is on "25" or more when you win the quest.

Special Rules

Bauron's Blessing

- The hero with the **Torch** is **Empowered 7** while bearing the **Orb of Chaos**.

Orb of Chaos (Red Orb Figure and Token)

With great power, comes great responsibility: this chaotic artifact is an increasingly hotter potato that can be passed around and, from time to time, will burn its bearer.

- Put the **Red Orb Token** on "5" (HP Track).
- The hero with the **Torch** starts the quest with the **Red Orb** on his card.
- When a combatant bearing the **Orb** makes an attack on its turn, transfer the **Orb** to its first declared target (even if the strike misses). Then:

Increase the value of the **Orb Token** by 1.

ADVANTAGE: Increase the value of the **Orb Token** by 1 plus 1 if the hero with the **Torch** is the attacker.

- If the bearer of this Orb dies, transfer it to its closest combatant.

R The bearer of the **Orb of Chaos** takes "X" DMG, "X" being the value of the **Red Orb Token**. (it never reduces its value, and it can deal DMG to the hero with the **Torch**).

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Cultist** (43-R), and **Fiends** (49-O) and (50-G).
 - (Kemet Hunt): **Zombie** (★★69-O), **Zombie** (★★★70-G), and **Cultist** (★★★★44-B).
- Then, after reading the **Special Rules**, read [44.1] - page 18.

R If all villains are dead, read [44.2] (to continue the quest).

EVENT 1

In this room, you see two vampire statues bowing to a statue of a demon. Like the other statues, they start to gain life.

- Place the heroes on the Altar.
- Place **Fiend** (50-B), and **Vampires** (65-R) and (66-B).

Orb of Blood (Event 1 only)

- Combatants with the Orb are also **Bleeding 2**.

R If all villains are dead, read [44.2] (to continue the quest).

EVENT 2

In this room, you see two cleric statues holding hands while a vampire statue stands before them. Like the other statues, they start to gain life.

- Place the heroes on the Portal.
- Place **Cultists** (43-O) and (44-G), and **Vampire** (65-O).

Orb of Protection (Event 2 only)

- Combatants with the Orb are also **Protected 3**.

R If all villains are dead, read [44.2] (to continue the quest).

EVENT 3

In this room, you see a cleric, a fiend, and a vampire statue offering praise to an altar of Bauron. Like the other statues, they start to gain life.

- Place the heroes on the Mission Tile.
- Place **Cultist** (44-B), **Fiend** (49-R), and **Vampire** (66-G).

Orb of Precision (Event 3 only)

- Combatants with the Orb are also **Blessed**.

R If all villains are dead, read [44.2] (to continue the quest).

The Other Orb (Only when the Boss enters, Blue Orb Figure)

- It counts as a second Orb of Chaos. It uses the **same rules**, effects, and Token as the **Red Orb**.
 - If the carrier of an Orb would receive another Orb, place the second Orb on the card of the carrier's closest combatant, instead.

R (after the **Orb of Chaos** deals end-of-round DMG): The bearer of **The Other Orb** takes "X" DMG, "X" being the value of the **Red Orb Token**.

When all villains are dead, read [44.3].

Guardian of Chaos (Imperial Demon or any Large Figure)		B	140 Hit Points	8 Defense	5 Movement	8 Reaction
Chaotic Claws (Primary Attack)		✂ 1 squares	👁 1 enemy		☠ 12 DMG+effect	
Benefit: +3 to Attack Roll and Blessed .		Effect: 🎯 Target takes "X" extra DMG, "X" being this attack's natural roll.				
Unprovoked/Crit: +5 DMG.						
Special Passive						
Trigger: The bearer of the Orb of Chaos hits this 🗡.						
Effect: This 🗡 takes 10 DMG (once per turn).						
Favorite Target: The hero with lowest HP within reach.						

Villain Kits

- 2 Cultists (43, 44)
- 2 Fiends (49, 50)
- 2 Vampires (65, 66)

- 2 Zombies (69, 70)
- 1 Boss (Imperial Demon)

Barriers

- 4 Walls 5x1
- 3 Walls 4x1
- 3 Walls 3x1

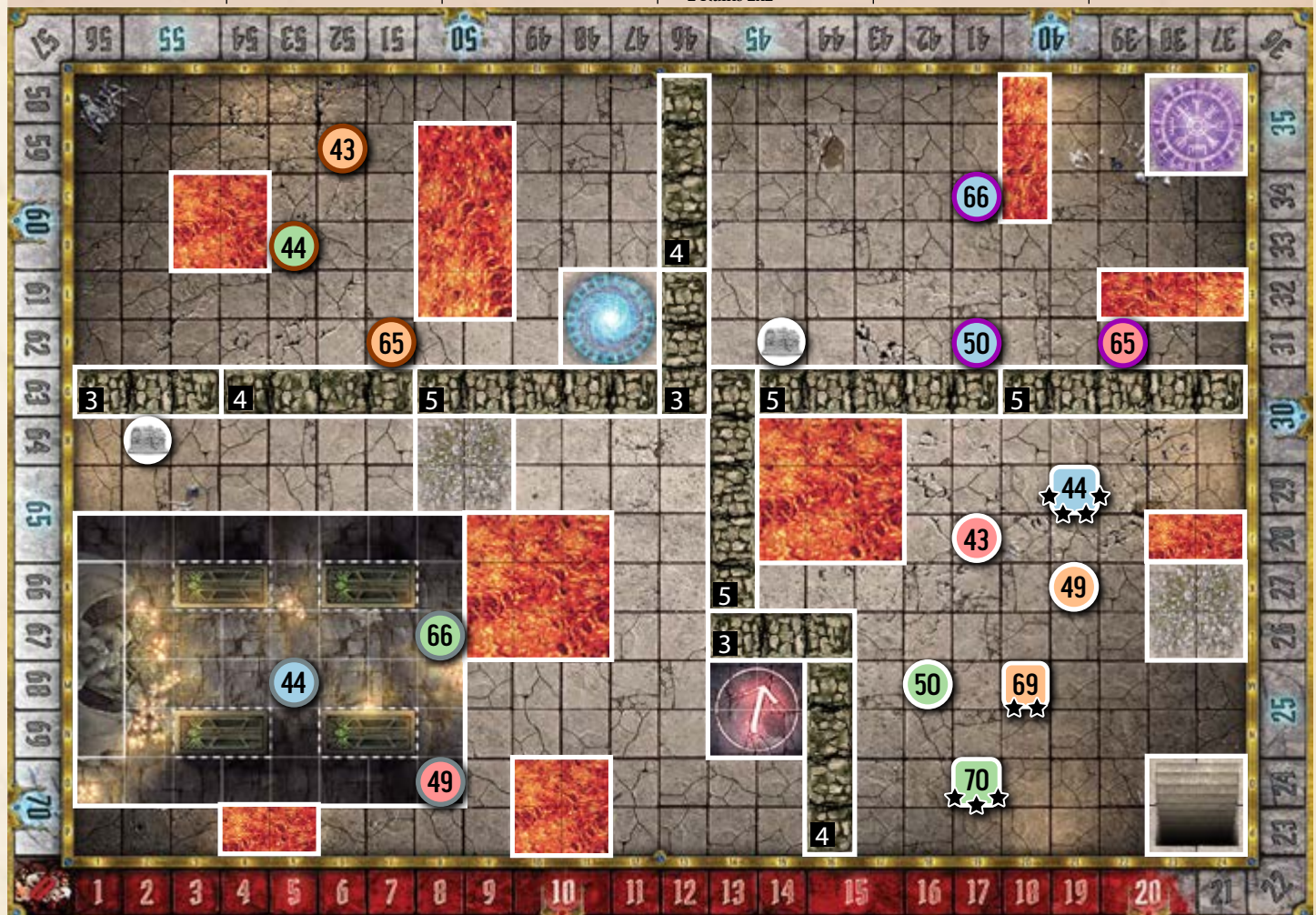
Terrains

- 1 Altar
- 1 Mission Tile
- 1 Portal
- 2 Ruins 2x2

- 2 Lava 3x3
- 2 Lava 3x1
- 2 Lava 2x2
- 2 Lava 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Orbs
- 1 Room (Cemetery)



Map Labels: — Initial Setup — Event 1 — Event 2 — Event 3

Quest Chapter 44

Bauron's Ivory

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Yrizard is dead (fact)	Your actions have already twisted fate. Bauron's eyes are over you. Increase the Red Orb Token value by 3.
Prophecy ignorance (fact)	Not knowing what you even expect to accomplish here makes the powers of chaos ignore your pleas. Reduce the Red Orb Token value by 2.
Kemet Prophecies (fact)	The scriptures you found give you some insights on the nature of Destiny, and how one may disrupt it. You gain ADVANTAGE for this quest.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero gains the Torch Token.

Build a deck with all three fate cards, shuffle and remove one from this match.

Quest 44: "Bauron's Ivory" starts NOW (take the first turn!)

2 With the defeat of the temple's last protector, your attention is drawn to the pulsating, chaotic light of the Chaos Orb. Reality twists around you in a whirl of pure chaos, and as the disorientation fades, you find yourself standing in a completely different room.

Draw a Fate Card from the deck you built.

- If you've drawn Fate Card I, Resume the Quest (start Event 1!) (check below if it is the last Fate Card)
- If you've drawn Fate Card II, Resume the Quest (start Event 2!) (check below if it is the last Fate Card)
- If you've drawn Fate Card III, Resume the Quest (start Event 3!) (check below if it is the last Fate Card)

Continue reading only if you have drawn the last Fate Card:

- Place the **Boss (B)** in [1] of the hero with the Torch Token (in addition to the Event's enemies).
 - The Boss is the bearer of the **BLUE ORB**.

The Orb glows as it floats near the shadows. As it pulses, the shadows pull back, revealing another huge statue of a demonic figure. It holds an Orb in its stone hand, identical to the one you possess. Cracks spread across the ancient rocks that have kept the demon dormant for thousands of years and start to break apart. The demon's stone eyes gleam with a threatening joy as it smiles malevolently. Its deep voice resonates through the room, "At last I am free! Thousands of years of punishment, and now I thirst for blood... yours!"

As soon as all villains are dead (including the Boss), you win the Quest and go to [3].

Start the Fate Card's Event.

3 (Read this only if you've won this quest)

After a brutal battle with the awakened demon and its temple protectors, you secure both orbs. The surrounding purple flames disappear, and the two orbs spin around each other in a hypnotic dance, merging into a single, more powerful entity. Aware of the storm's coming end, you rush back to Sedura, Zalir, and Gideoni, knowing an imminent counterattack by the Kemet is on the horizon.

4 CONCLUSION - VICTORY

Wharfugee bulletin

VICTORY IN DESDEMONA

(...) Just as the Kemet archers were spotted readying their bows, the heroes of Wharfugee arrived, running toward us with an orb of magnificent power; troops report they felt empowered with what the Evolutionist exalted as "Bauron's Blessing of Chaos." Contrary to prior confrontations, when the Kemet engaged us in battle, they no longer seemed to predict some of our moves. Aided by the power of Bauron, our troops broke a line through the enemy to retreat. With the mine destroyed and slaves released, it is safe to say we are now in possession of a new weapon with which to face the Kemet. (...)

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 disrupt the enemy's ability to process and explore the valuable tameranium and foresee many of your actions in the mountains and dungeons of Desdemona. **Mark Tameranium and foresight for the Kemet (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Huradrin discovered the place from where the undead are created. This unique opportunity could be a powerful blow to their capacities. On the other side of Tanares, the Kemet begin to pressure their current standstill with the Ironhand in Cragplateaus, the most important strategic point in the continent — major conflict is imminent. **Gain Adventure Cards U and V.**
- **Gain +2 Strategists.**
- **If you won, read [001] - page 4. If you lost, read [002].**



Adventure Q

Attack on Titan

1 You are woken up by an insistent knock on your door. “Get up! We have a fantastic opportunity ahead, but we need to move fast!” Zalir’s hopeful voice comes from outside. Patiently, he waits a moment before entering with a bright smile. “Glad you’re up! U’Tibam, the most renowned taii’maku of our age, has requested your company. He’s right here in Wharfugee, working from a secret workshop. Let’s go!”

You hastily prepare and follow him to a modest house. Beneath it, accessed through a trapdoor, is what appears to be an entirely different realm. This magical lab is filled with strange tools and wonders you’ve never seen before. As you’re about to step in, Zalir enthusiastically cautions, “The Taii’Maku are truly wondrous. Their mix of machines and magic boggles the mind! Just remember, U’Tibam is a bit eccentric.”

As you go down, a voice shouts, “Welcome, welcome. Ah, four of you? Either way, welcome, and thanks for accepting my invitation. I am U’Tibam, and I require your assistance.” He stops talking, examining all of you as he makes some calculations in his mind. After a pause, he speaks again. “The Kemet have summoned an enormous Titan, causing destruction wherever it goes. Logically, you can’t fight this beast alone, for force equals mass times acceleration. Given its massive size...”

He interrupts his own thoughts, getting some items. “I have a secret buried deep underground—one of my most exceptional creations, a Giant Golem, my daughter. I’m extremely proud of her, but I had to hide her from the Empire under the Maro’Si Illu in Ubel. Now, it’s time for my daughter to fulfill her purpose. I will make my preparations; meanwhile, please activate my machine here.”



You have 3 stones with symbols on them: ELEMENTAL, PHOENIX, AND GARGOYLE.

The machine has spots for 12 stones, but two of them are empty:

DRYAD + KRAKEN = THUNDERBIRD

OX + _____ = SALAMANDER

ORC + DJIN = _____

ELF + DWARF = HALFLING

Which stone will you put on the second line and the third? Answer and go to [14].

2 Taking a complex weapon from his workshop, U’Tibam joins you on the journey. As you cross a mountain pass on the way to Maro’Si, you hear the distant sounds of a heated debate. U’Tibam pulls a Sound Amplifier out of his toolkit and suggests caution, “Stop. It seems we have a group of Kemet up ahead.”

As you close in you can discern the voices of over twenty Kemet. Two figures stand out: a woman leading the group and Baraelmer, a respected Kemet general. Baraelmer’s voice is full of frustration, “Vykrath, why are we doing this

operation? These innocent taii’makus are not part of our war! STOP THIS MISSION IMMEDIATELY!”

Vykrath responds coolly, “Sorry, I didn’t know you cared so much for this species. Gullog’s orders were clear: anything hidden here must be destroyed. Otherwise, they can be used against us.”

Their voices start to fade. “They’re moving northwest, probably towards Maro’Si, the only Illu in this area.” U’Tibam starts to do some calculations. “According to my analysis, it is not a straightforward decision. If we follow the group, we will save innocent lives. However, we will not have time to save my giant daughter. But if we don’t save her, we will be weaker in this war.”

A) Follow the Kemet. Listening in on their conversation might reveal their plans and give you a chance for a surprise attack. [3]

B) Go directly to the Maro’Si Illu. There, you can help fortify the defenses and save the Golem. **Put [] (Slot 1).** [10]

C) (Fast Action Mode) Follow U’Tibam’s advice and head directly to the Maro’Si Illu. [17]

3 If your total **☞** is 15+ (all heroes + NPCs), keep reading. Otherwise, go to [8].

Hiding in the shadows, you spy on the tense situation. Baraelmer, once the supreme Captain, now stands against Vykrath and her squadron of twenty tough Kemet guards. His voice is full of authority as he challenges her, “This war makes no sense. Are we really fighting to fulfill a prophecy of destruction? Is Gullog’s ‘messiah’ status reason enough?”





Vykrath answers from behind her circle of soldiers, “Your doubt shows you are weak and unworthy of leadership. You’ve been replaced by Gullog. Today’s words show your betrayal. If you die here and our operation succeeds, I shall ascend among the top five generals. The ‘prophecy’ will indeed come true. Guards, get rid of this traitor.”

Suddenly, Baraelmer is surrounded by Vykrath’s guards. Calmly, his hand rests on his sword’s hilt, “You wouldn’t want to start a fight with me.”

A) Step in to help Baraelmer and make the odds even. [4]

B) Wait and watch from a safe distance, then attack the potentially weakened Kemet when the fight is over. [5]

C) Take advantage of the situation to reach Maro’Si Illu before it’s too late to save the Golem. [8]


4 You jump into action, revealing yourself before the Kemet can attack Baraelmer. Caught by surprise, they take a step back in confusion. Vykrath sneers, “A local ally? Your secrets betray you. Soldiers, eliminate them all. I have a titan to control...”

With that, she turns her back, leaving her soldiers to the battle. Baraelmer looks at you worried and says, “Stop Vykrath! Don’t let her take control of the Titan. Stop her before it destroys Maro’Si. Unnecessary bloodshed leads to no victory.”


A) Ignore his advice. Stay and fight the soldiers. [6]

B) Chase Vykrath before she gets away. [7]

5 As Vykrath’s soldiers charge at Baraelmer, he elegantly dodges their attacks without even drawing his sword; each move is a dance of grace under pressure. “I warned you, Vykrath. Stop this madness!”

But Vykrath, with a face twisted with anger, screams, “Useless soldiers. Stop this joke. I will take care of him myself.” She attacks Baraelmer, and he avoids some of her strikes. “I guess there is no other way. I must spill Kemet blood”. With a single attack, the woman falls, and he throws her lifeless body to her guards. “What a pointless death,” he says. Slowly, the guards retreat. **Put**  (Slot 5).

U’Tibam watches from afar, “His fighting skills are impressive; too bad he is a Kemet. But we must act quickly. We must reach Maro’Si before it’s too late.” [11]

6 Engaged in a tense showdown, you stand shoulder-to-shoulder with U’Tibam and Baraelmer, confronting Vykrath’s faithful followers. The renowned Kemet General faces his enemies with firm, peaceful determination, deflecting assaults without drawing his weapon. **Each hero gains 1**  **and takes 5 DMG.**

Baraelmer speaks to you with unexpected urgency, “Are you the famous heroes of the Resistance? We must end this pointless attack. I don’t know where the Illu is, and I can’t act freely; my own people would see me as a traitor. However, I can give you a protective potion from Kemet. I will be honored to fight against you if destiny decides it”.

Baraelmer gives you a potion. Will you trust this Kemet General and drink? **Decide ‘yes’ or ‘no.’ If ‘yes,’ decide which hero. Then, go to [15].**

7 Distracted by the chaos of battle, you almost miss Vykrath’s escape. A quick look back gives you a clear picture of the battlefield; fallen Kemet soldiers, some wounded, Baraelmer assisting with first aid. [9]

8 You attempt to bypass the Kemet unnoticed. But Baraelmer’s sharp senses detect you, “Who’s there in the shadows?”

In a soft voice, U'Tibam suggests a risky strategy, *"Pretend to surrender. Trust me; I have a strategy with a 63% chance of success."*

Stepping out of the darkness, you raise your hands to show your surrender. The enemy moves closer, but just before they catch you, U'Tibam springs into action, throwing out a smoke bomb. The area is filled with smoke, inducing coughs and confusion among the Kemet.

Vykrath warns, *"It's an ambush! Capture whoever is behind this. Kill them if you must."* You can hear her footsteps while she disappears into the smoke.


A) Chase after her. [9]

B) Use the distraction to go to Maro'Si Illu to rescue the Golem. [10]

9 Vykrath shows impressive agility, skillfully dodging your ranged attacks as she moves across the battlefield. She heads toward a mountain, which she starts to climb with ease. She soon becomes a small figure in the distance. Time is crucial.

Each hero with a Ranged Basic Attack rolls an attack against her Defense 8. Ignore Passive Power and Effects.

U'Tibam makes an attack that deals 20 DMG on a hit and 5 R-DMG on a miss (he has +3 to attack roll).

Sum all DMG dealt to her and put a  on the slot with this number to remember it.

Go to page 28 and set up Quest 34: "Uphill Battle."

10 Reaching Illu, your eyes sweep across the horizon towards two mountain peaks looming like sentinels. But one seems to be growing larger – It's not a mountain but a gigantic beast steadily coming your way.

The sheer scale of the creature fills you with disbelief. U'Tibam, usually a quiet taii'maku, breaks his silence with a sudden shout, *"DAYO!!! It's approaching the Illu!!!"*

The gravity of the situation begins to set in. You've never seen such an emotional reaction from the usually logical taii'maku. Regaining his composure, U'Tibam adds, *"I apologize for my... unusual outburst. While I work on the Golem, go to the central room and activate the city. Use this book; you will need it. This time, I fear, I only estimate a 50% chance of success."*

Grabbing his book, you dive into the city's complex machinery. Through close examination, you learn that Illus were famed for their capacity to move as a single unit, but no one has seen such a sight for generations. As you work against the clock, you notice two stones are missing. On the floor are many stones with different symbols. The empty spots have inscriptions in a strange language, the book glows, and somehow you begin to understand the words.

I am an orb of burning gold, dancing in the sky. Though you see me bright and clear, you must never come too near.

Not of flesh and blood, but stone and iron. No breath do I take, yet tirelessly I serve. I have a form, yet no soul. I do as I'm told; I am not young or old.

Answer the riddles and go to [16].



11 You see the massive monster starting its attack against Illu. You weep at the thought of the people trying to escape. The creature unearths a colossal golem from the sands only to tear it apart. U'Tibam's wondrous creation is gone forever.

Kemet soldiers invade the falling buildings, catching scared people. Seen by the enemy, you prepare for a fight. U'Tibam's assistance allows you quickly immobilize a group of soldiers.

With serious resolve, U'Tibam speaks to the defeated Kemet, "You destroyed my best work, my beautiful creation. Tell us where the person controlling the Titan is, or face what happens next." Before they can answer, U'Tibam's weapon wipes out one of them. Shocked, the remaining soldiers reveal she is on top of a mountain. With no time to lose, you race towards the location. [12]

12 Climbing to the location, you find a guarded path leading to the chanting necromancers. Even though the guards see you, U'Tibam's quick attack takes down two Kemet fighters, giving you an advantage.

Go to page 28 and set up Quest 34: "Uphill Battle."

13 Just as you get Illu to move, a chance comes up to distract the incoming monster. As the creature chases the moving city, the distance between them closes. Just as it reaches for you, an equally massive Golem lands a solid blow to its face. The impact sends shockwaves through the ground, lifting you off your feet.


Go to page 24 and set up Quest 32: Titanic."



Baraelmer



Vykrath

14 The stone marked with "elemental" should be placed on the second line, while "phoenix" should be placed on the third. This order is based on the number of letters written on each stone. **For each stone you correctly placed, two heroes gain 1** .

Suddenly, U'Tibam enters to look at the strange device. "Outstanding," he shouts, realizing it's a sound amplifier. "We need to go to the Illu now." He explains, "Illus are round cities, wonderful buildings made by my people, the taii'maku. They are full of incredible machines — they even have the ability to move."

He looks far away, and his voice turns sad. "However, it wouldn't make sense to lose ourselves in talk when my creation faces a coming danger." With these words still in the air, the importance of your mission is highlighted again. [2]

15 If you decide to drink the potion, **the hero gains 3 Empowered Tokens and 1 Protected Token.** [11]

16 The answers are stones with Sun and Golem. If you placed both correctly, go to [13]; otherwise, to [11].

17 Once you arrive at Illu, you feel a looming danger; the Kemet-controlled Colossus is dangerously close. Following U'Tibam's urgent advice, you try to start the city's ancient machines, an arduous task because of the complex nature of the machinery.

As the Colossus starts attacking the Illu, your efforts move towards saving its people. This important rescue mission has a high cost — the eternal loss of U'Tibam's massive Golem creation.

Faced with the realization that the Golem can't be saved, your strategy changes. You fight a group of Kemet scouts, finally making them prisoners. Under pressure, they give the information you seek: the creature is being controlled from a high point on a nearby mountain. Armed with this new information, you rush to the indicated mountain peak.

Go to page 28 and set up Quest 34: "Uphill Battle."



32 - Titanic

It's a *Clash of Giants!* Boost the hero's ally with **Rage** and destroy strategically-assembled **Orbs** to win this epic battle!

Primary Objective

- Destroy two Orbs AND kill the Titan = Read [32.4].

If you lose

- Read [Defeat] - page 26.

Extra Challenge

- Interact with the four **Rage Runes**.

Special Rules

Giants: Golem (heroes) x Titan (villains)

- The **3x3 Tiles** represent the two Giants' feet. They follow **Wall** rules.
- A **Giant** can only take DMG or receive effects from **the other Giant**.

Heroes' Giant: The Golem (3x3 Ice Tiles)

- Put the **NPC Token** on "50" to track its HP.
 - If the **Golem's HP drops to 0, you lose the quest.**
- Put the **Blue Dragon Token** on "0" to track its **Rage**.
 - Whenever a hero hits a villain, for each other hero in [1] of the target, **increase the Golem's Rage** by +2 (once per turn).

Villains' Giant: Titan (3x3 Lava Tiles)

- Put the **Boss Token** on "70" to track its HP.
- Put the **Red Dragon Token** on "0" to track its **Rage**.
 - Whenever a villain hits a hero, increase **Titan Rage** by 5, minus 1 for each active villain on the grid.


Giant Powers

- **At the end of each combatant's turn**, a Giant with enough **Rage** use a Power (if possible).
 - **Golem:** players control — Choose which Power (may use none).
 - **Titan:** always tries to spend as many **Rage Points** as possible.

COST	RAN-	POWERS EFFECTS (ALWAYS ON A GIANT)
2 pts	[8]	Effect: Deal 3 DMG and PUSH 2 the enemy Giant.
3 pts	[2]	Benefit: You RUN 10 to the enemy Giant; Effect: Deal 6 DMG to it.
4 pts	[2]	Benefit: You MOVE 3; Effect: Deal 9 DMG and PUSH 4 the enemy Giant.

Giant Moves

- Giants can **never** share the same square.
- They can only move by spending **Raging Points** (or if PUSHED).
- Whenever a Giant moves, move both tiles the same number of squares and in the same direction (i.e., keep them aligned and in [2] of each other).
- Giants can move through any square. If it ends on an occupied square, apply the following:

A GIANT ENDS ON TOP OF:	APPLY THE FOLLOWING:
Combatant (hero or villain)]	Move the combatant to its closest free square in [1] of that Giant.
Orb	Remove it. That Giant takes 20 DMG. (Orbs can't return to the board).
Barrel	Remove it. All heroes gain 1  .
Chest	Remove it. That Giant gains 3 Rage .
Wall, Barricade, and/or Quest Item	Remove it.

- **After a Giant moves** (and apply the effects above, if any, are applied), all combatants in [1] of that Giant take 10 DMG.
 - When the **Titan** moves itself or pushes the **Golem**, it tries to end on top (or in [1] of) as many heroes as possible.

Clash of Giants

R **Titan** gains 2 **Rage Points** and uses a Power (if possible). Then, its closest hero takes 10 DMG.

Events

INITIAL SETUP

- **This quest doesn't have Stairs.** Place the heroes on the squares marked with an "H" in the map. Each may reassign 2 Skill Tokens.
- Place **Archer (35-R)**, **Berserker (40-B)**, and **Warrior (68-G)**.
 - (**Kemet Hunt**): **Archer (★★36-B)**.
- **Then, after reading the Special Rules, read [32.1] - page 26.**

R (resolve **Clash of Giants** first): If all villains are dead (exception: **Titan** may be alive), read [32.2] (to continue the quest).

EVENT 1

- Place the **Quest Items** according to the map.
 - You lose the quest if the Giants remove three Quest Items (as you won't be able to assemble the two Orbs).**
- GUARD 3:** Place Archer (35-O), Berserker (40-G), and Reapers (59-R) and (61-B).
- (Kemet Hunt): Necromancer (★★★ 58-B) and Necromancer (★★★★ 57-O).

Protection Runes (Quest Items)

U'Tibam created mechanisms he could use to empower his golem and guarantee the Illus' protection.

Remove the Quest Item: if possible, place one of the two Orbs, as in the map (players' choice). Then:

After placing the Orb, the Golem gains 2 Rage Points.

ADVANTAGE: After placing the Orb, the Golem gains 2 Rage Points, and you may MOVE 2 a figure (anyone from the grid).

As soon as you kill the Titan and destroy the two Orbs, you win the quest and read [32.4].

R (resolve *Clash of Giants* first): If all villains are dead (exception: Titan may be alive), read [32.3].

EVENT 2

GUARD 3: Place Archer (36-B), Reaper (60-O), and Warrior (67-R).

GUARD 3: Place Berserker (39-O), and Reapers (61-B) and (62-G).

If all villains are dead and the Titan is alive, you lose the quest (as you won't be able to generate Rage Points).

Villain Kits

- 2 Achers (35, 36)
- 2 Berserkers (39, 40)
- 2 Necromancers (57, 58)
- 4 Reapers (59, 60, 61, 62)
- 2 Warriors (67, 68)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 4 Walls 5x1

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

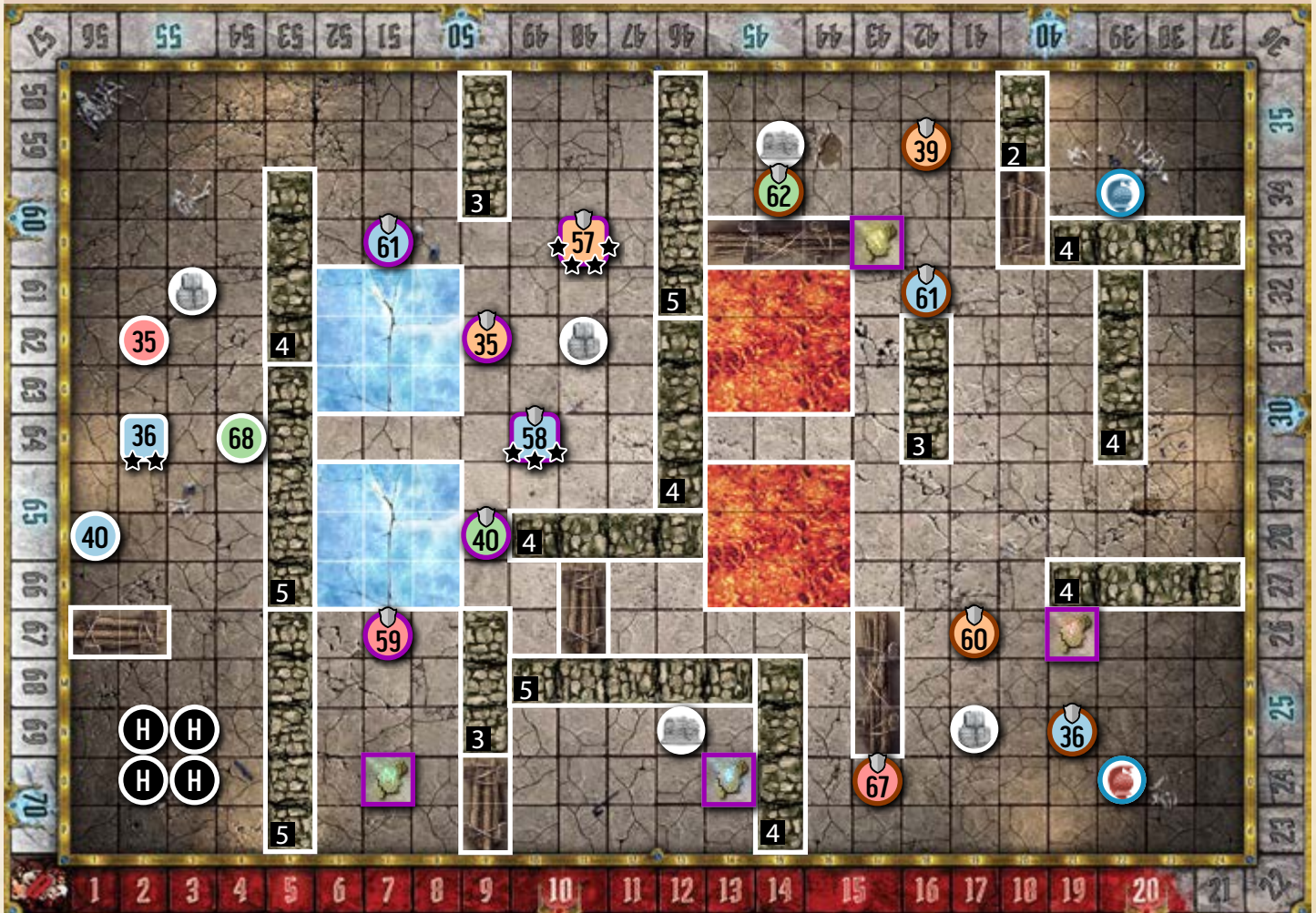
Terrains

- 2 Ices 3x3
- 2 Lava 3x3

Miscellaneous

- 3 Barrels
- 1 Blue Dragon Token
- 2 Chests
- 2 Orbs

- 4 Quest Items
- 1 XP Token



Map Labels: — Initial Setup — Event 1 — Event 2 — Special

Quest Chapter 32

Titanic

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<ul style="list-style-type: none"> ☐ (slot 1) 	U'Tibam had more time to activate the Golem. Increase the Blue Dragon Token by 3.
Cities are Safer, for now... (fact)	With fewer undead giving the cities a hard time, U'Tibam focused more time on improving his creations around the Illu — including the runes he placed to protect it. You gain ADVANTAGE for this quest.
Draconic Ritual is not performed (fact)	With the Dragon Avatars asleep, the Titan walked freely through its territories without being attacked by them. Increase the Boss Token in 5.
Dark Church, Kemet monsters (fact)	The Kemet summoning rituals were improved by their research exchanges with the dark branches of the church operating in Ipade and Astérion (Ubel Province). Increase the Red Dragon Token by 3.

Quest 32: "Titanic" starts NOW (take the first turn!)

2 More Kemet appear. They seek to understand this Golem's origin.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Boneheart and its Army Sunk (fact)	Without the undead horde transported by their flagship, the Kemet's assault army is thinned. Remove the Reaper (61-B).

Resume the Quest (start EVENT 1!)

3 Kemet troops appear; they've noticed that the rage runes are empowering your Golem, and take aim at them.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Boneheart and its Army Sunk (fact)	The impact of your victory in the oceanic wars on Kemet troops is widespread — perhaps greater than in the Ironhand's most optimistic estimation, at least in the short term. Remove the Reaper (62-G).

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

As the massive creature falls to your combined strength, its remains scatter in the wind like dust, and the enemy forces run away in confusion. Emerging from the shell of your mighty Golem, U'Tibam begins to mutter, offering a precise analysis of the mistakes that might have put your victory at risk. A crowd slowly forms around him, curious about the fantastic weapon he uses.

If you have ☆ 28 - Lighthouse, mark **Giant Slayer (fact)**. The defeat of such massive enemies is slowly becoming normal to you.

Even though the creature is defeated, your work continues.

You help in rebuilding the homes that took the most damage from the giant attack within the taii'maku people. In return, they have a chance to show their crafting skills, helping you to fix the Golem quickly. **Mark She is a Good Giant Golem (fact).**



Wharfugee bulletin

AN EXCITING CHAPTER BEGINS IN THE KEMET WAR

In our last issue, we wrote about the frightening rise of an undead giant in the Central Sea. The same monster is said to have destroyed Fisherman's Wharf, according to survivors. The story continues with the recent sighting of a giant fight in the west of the Bentspine Range. Also, reports have come out about an Illu—the legendary 'Moving City' created by the taii'maku—departing from its northern Ubel home. This event, believed by some historians to be just a story, has made a surprising return, marking a dramatic change in the ongoing fight.

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 getting rid of one of the greatest weapons of destruction in the enemy army. **Mark Colossal opposition (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The enemy's use of the penumbral plane for practical achievements gives Huradrin an idea: **gain Adventure Card S.**
- With your increased dwellings in Outumn and Ubel, a taii'maku's tip takes you to a site that seems related with the crystals and prophecies with which the Kemet are dealing: **gain Adventure Card P.**
- Gain +1 Diplomats and +1 Spies.**

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





34 - Uphill Battle

With the help of U'Tibam, carrying his Mana weapon, stop a **Dark Ritual** that the Kemets are making, placing **Sabotage Bombs** on their Altars to explode the whole place.

Primary Objective

- Put a Barrel on the three Altars; AND
 - U'Tibam lives; AND
 - All villains are dead = **Read** [34.4].

If you lose

- Read [Defeat] - page 30.

Extra Challenge

- When you win the Quest, the **Time Token** is on "8" or higher.

Special Rules

Dark Rituals

This is a time-sensitive mission deep into enemy territory. Kemet Necromancers are trying to finish the ritual as fast as possible.

- Put the **Time Token** on "5" (HP Track). **If it drops to zero, you lose the quest.**

R If there is a Necromancer on the grid, reduce **Time** by 1.

Sabotage Bombs (Altar Tile)

These are small arcane explosives made by U'Tibam that you must use to explode the Altars used in the ritual.

- Put 3 Barrel Figures anywhere outside the grid. They represent the explosives that you need to plant on the Altars.

Hand icon (on an Altar, or in [1] of it) + **There are no Barrels on this Altar:** Put a Barrel on this Altar. Then, the interacting hero chooses one:

Increase **Time** by 1, OR gain 1 **Barrel** and one **Empowered** Token.

ADVANTAGE: Increase **Time** by 1, OR gain 2 **Barrels** and two **Empowered** Tokens.

U'Tibam, the Constructor

This area is riddled with enemy traps and fences that punish the first hero to act and open the path forward; U'Tibam refuses to stay in the background and marches forward with that hero.

- Every Round, at the end of the turn of the first hero to Fatigue, U'Tibam takes his turn (controlled by that hero).
 - On his turn, U'Tibam can take one **Move Action**.
 - Besides, that hero may pay 2 **Mana** to U'Tibam make its attack Mana Convergent.

U'Tibam <i>[Taii'maku Male or Farmer Figure]</i>	U	70 Hit Points	8 Defense	5 Movement	8 Reaction
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- U'Tibam counts as a hero for all purposes [including being targeted].
- U'Tibam is always **Hastened**, and ignores Swamps.

Mana Convergent <i>[Primary Attack]</i>	1 square	1 enemy
14 DMG+effects	Miss: 12 R-DMG	
Effect: 1 Apply one of the effects bellow, based on the Role of the hero controlling U'Tibam:		
Tank/Bruiser: Target gains two Weakened Tokens. Heroes in [8] of U'Tibam MOVE 3.		
Brute/Shooter: Deal +8 DMG.		
Controller/Tactician: An ally in [2] of the turn's owner gains 2 Mana .		
Healer/Commander: HEAL 4 all heroes in [2] of the turn's owner [including the owner].		

Special Passive

Trigger: A villain dies in [1] of U'Tibam.

Effect: Increase **Time** by 1.

Favorite Target: Heroes choose.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Warriors** (67-O) and (68-B), and **Necromancer** (86-G).
 - (Kemet Hunt): **Spy** (★★96-B).
- Then, after reading the **Special Rules**, read [34.1] - page 30.

R (after applying **Dark Rituals**): If all villains are dead, read [34.2] (to continue the quest).

EVENT 1

- GUARD 3:** Place Walker (32-B), and Necromancers (85-O) and (86-B).
- o (Kemet Hunt): Warrior (★★★68-G).

R (after applying Dark Rituals): If all villains are dead, read [34.3] (to continue the quest).

EVENT 2

- GUARD 3:** Place Walker (31-R), Warrior (67-O), Necromancer (86-G), and Vykrath - Boss (B)
- o (Kemet Hunt): Spy (★★★★96-G).

If the three Barrels are on Altars, as soon as all villains are dead you win the quest and read [34.4].

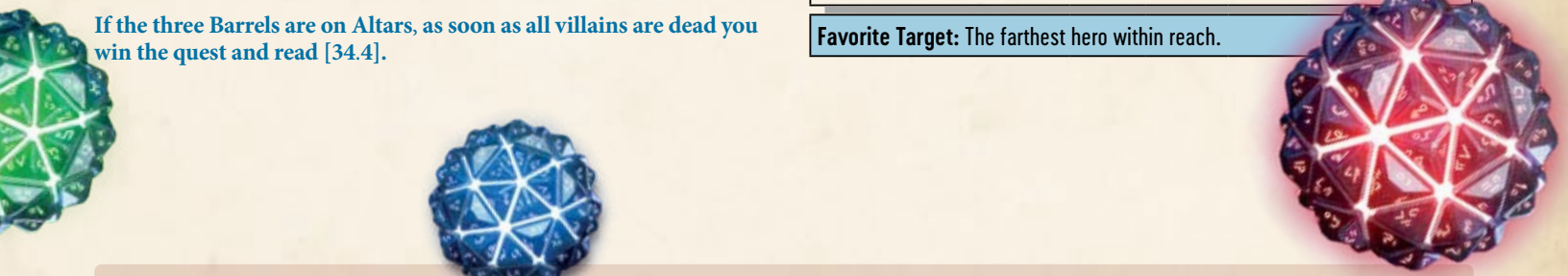
Vykrath, the Cheater (Warlord Figure)	B	200 Hit Points	6 Defense	5 Movement	8 Reaction
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Impeachment (Primary Attack)	2 squares	1 enemy
	16 DMG+effects	Miss: 10 R-DMG

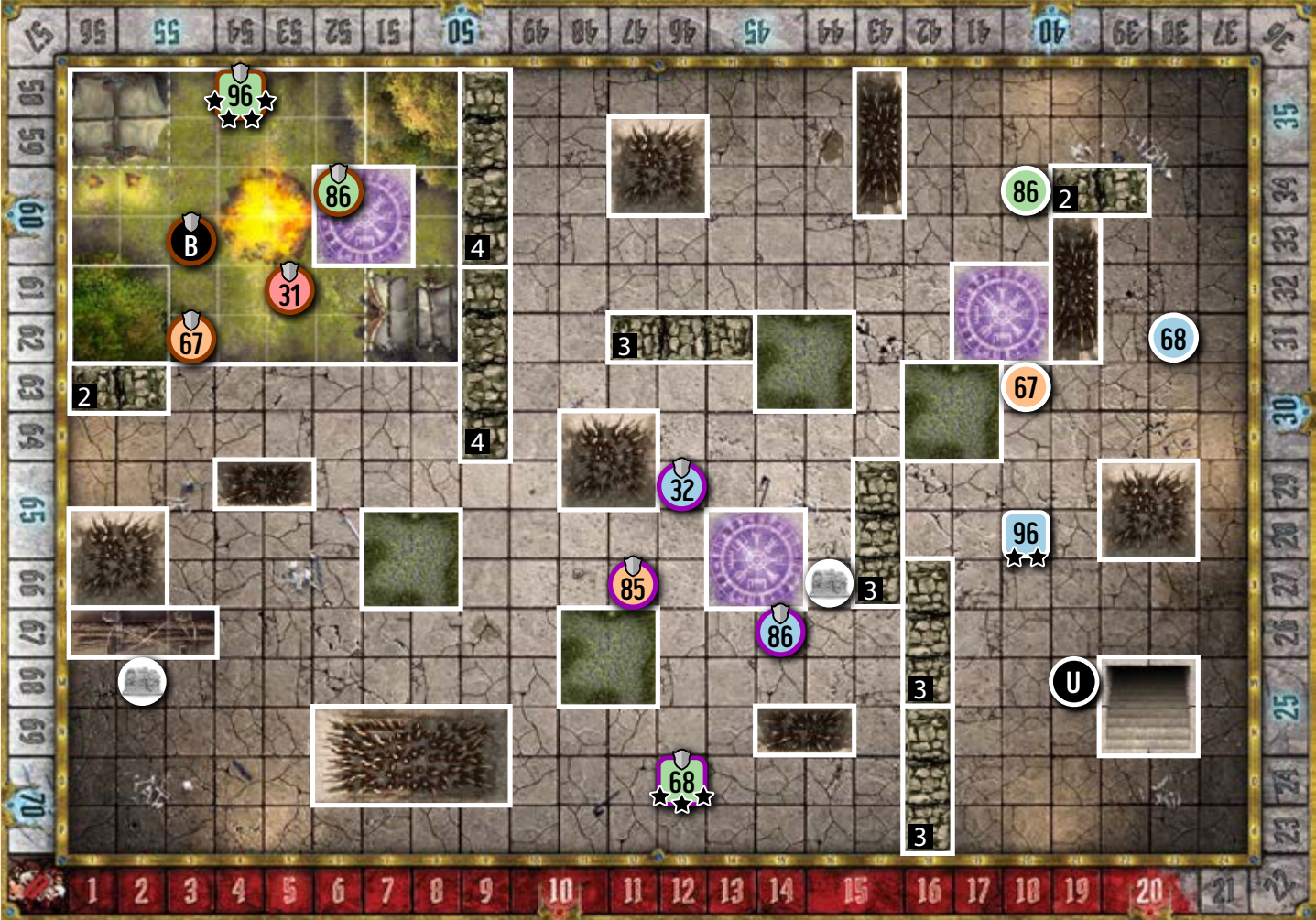
Benefit: +3 to Attack Roll and **Blessed**.
Effects: 1 Deal +12 DMG if the target is U'Tibam.
 2 BLAST 12.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: This **Z** hits a target that is [2] or more away from U'Tibam.
Effect: Reduce Time by 1.

Favorite Target: The farthest hero within reach.



- | | | | | |
|--|---|---|---|---|
| Villain Kits <ul style="list-style-type: none"> • 2 Walkers (31, 32) • 2 Warriors (67, 68) • 2 Necromancers (85, 86) | <ul style="list-style-type: none"> • 1 Spy (96) • 1 Boss (Warlord) Barriers <ul style="list-style-type: none"> • 1 Barricade 3x1 • 2 Walls 4x1 | <ul style="list-style-type: none"> • 4 Walls 3x1 • 2 Walls 2x1 Terrains <ul style="list-style-type: none"> • 3 Altars • 1 Spikes 4x2 | Miscellaneous <ul style="list-style-type: none"> • 3 Barrels • 2 Chests • 1 Room (Camp) | <ul style="list-style-type: none"> • 1 Sedura or Lady Figure • 1 Time Token |
|--|---|---|---|---|



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

Quest Chapter 34

Uphill Battle

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Lighthouse is Guarding the Sea (fact)	Kemet troops had more difficulty reaching the place. Increase Time by 1.
Vandanamalika Down! (fact)	With a shorter tameranium supply, the enemy's rituals are unstable. Destroying the altars may release more mana. You gain ADVANTAGE for this quest.
The Kemet retrieve their treasures (fact)	Some of the Kemet are using powerful protective artifacts. Place a Preserved Token on Necromancer (86-G).

Quest 34: "Uphill Battle" starts NOW (take the first turn!)

2 You defeat the enemy's first line, weakening the ritual and revealing some Kemet who were under an invisibility spell. In despair, the Kemet call their Titan. You must end things before it arrives.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Cities are Safer, for now... (fact)	Your actions reduced the amount of undead available. Remove the Walker (32-B).
The Kemet retrieve their treasures (fact)	Their necromancers are in possession of some valuable artifacts. Place a Preserved Token on Necromancer (85-O) and (86-B)

Resume the Quest (start EVENT 1!)

3 Defeating another enemy line reveals the position of their last unit. If you beat their leader before the Titan gets here, the ritual will be interrupted.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 5)	Vykrath was killed by Baraelmer, so the Kemet were forced to call reinforcements for the ritual. Remove the Boss. Place a Necromancer (85 - R) in its place, and a Walker (32-B) in a square in [1] of it.
You dealt DMG to Vykrath	You have dealt some DMG to Vykrath while she was climbing the mountain. Reduce the Boss's HP by the amount marked by this ■.
The Kemet retrieve their treasures (fact)	As you arrive, you see the Kemet leader taking an amulet from a necromancer. Place a Preserved Token on the Boss.

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

The massive creature was almost at the mountain when you defeated the last Kemet. The arcane explosives you cleverly placed exploded, starting a chain reaction of destructive power. With agility and precision, you found shelter while skillfully avoiding the monster's wild attacks. The mountain succumbs to its weight, falling and crashing onto the creature, stopping its threat for good.

Thinking on this, U'Tibam declares, "My life's journey has taught me that, sometimes, using raw, strong force can indeed be the best solution to a problem."

Wharfugee bulletin

COLOSSAL EVENTS HAPPEN; MOUNTAIN SHATTERS

In a recent message, we wrote about the dark summoning of an undead giant within the deep parts of the Central Sea. This terrifying being has been a constant shadow in the stories of refugees who survived the terrible attack on Fisherman's Wharf. More recently, many accounts have come out about a powerful ritual done by the enemy forces; they aimed to summon another massive creature in preparation for an unavoidable confrontation at Ubel. This formidable display of arcane power culminated in a catastrophic eruption that split a mountain apart. Detailed information is somewhat hard to get; the area has been declared an active war zone, making it dangerous to access. We are working hard to provide a comprehensive report in our next edition as we try to shed light on these huge events.

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 getting rid of one of the greatest weapons of destruction in the enemy army. **Mark Colossal opposition (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The enemy's use of the penumbral plane for practical achievements gives Huradrin an idea: **gain Adventure Card S.**
- With your increased dwellings in Outumn and Ubel, a taii'maku's tip takes you to a site that seems related with the crystals and prophecies with which the Kemet are dealing: **gain Adventure Card P.**
- Gain +1 Diplomats and +1 Warriors.**
- If you won, read [001] - page 4. If you lost, read [002].**



Adventure R

Dangerous Games

If you have Gustigh, the Noble, as your NPC, you need to change him for another one. Then, remove him from your Character Deck.

1 You are standing in the center square, in front of the giant Tiger statue, when Zalir approaches with a spark in his eyes. “You must come to my weapon shop right away! There’s so much to discuss!” His face is radiant with anticipation. “Gustigh Redfield... I have information he’s onto something huge, something related to the Kemet, that may be a great opportunity for us! One of my sources overheard him after he’d had a bit too much wine. He mentioned ties with the Third Eye, wizards, and even pirates. Whatever it is, he’s keeping it all very hush hush. I believe you can draw out this information from him, but be careful. Avoid confrontation at all costs. He’s a powerful noble, and we don’t want to cross him. He’s at Sara’s tavern every evening without fail.”

- A) “Could Sara use her abilities to uncover the truth?” [2]
- B) “What’s your advice for our approach?” [3]
- C) **(Fast Action Mode)** “Understood. Lead on, Zalir. We’ll follow your instructions to the letter.” [50]

2 Zalir looks serious. “Sara already tried, but she wasn’t successful. Something is wrong with him.” [3]

3 Zalir speaks excitedly, “Imagine this – a meeting at the tavern. Gustigh has his favorites: drinks and card games. Why not challenge him to a friendly drinking contest or game of cards? While he’s enjoying himself, he might just let a secret or two slip.”



He glances at his books, then back at you. “Alternatively, we have an ace up our sleeve! My friend Tyrun, a skilled shapeshifter, is currently in town disguised as a man with long hair. He could create a diversion Gustigh can’t resist, an attractive tavern dancer. This could provide the perfect chance for you to infiltrate his home undetected and search for any hidden documents, likely stored in a safe of some sort.”

As night falls, you find yourself at Sara’s busy tavern, waiting for Gustigh’s arrival. As he takes a seat at a table with his companions, you discuss your plans with Sara. In response, she introduces you to Raskem, a charming bard known for his exaggerated romantic ballads.

- A) Ask about the available drinks and card games. [4]
- B) Discuss the most stunning women in the tavern, and make a plan for Tyrun to distract Gustigh while you investigate his home. [13]

4 Raskem, with a in his eyes, begins, “Indeed, my friend! We have a symphony of six drinks, each singing its unique song to the senses. Look at our menu and let your eyes dance upon the sonnets each drink whispers to the heart and mind. Whether you’re engaging in a drinking duel or trying to court a maiden as graceful as the moon, there is a perfect drink to conduct a delightful ballet on the stage of your destiny.” [5]

5 As you share a table with Gustigh, the air fills with light-hearted chat. He then offers an invitation, his voice almost sad, “In these times of war, any night could be our last. Let us live in the moment, drink and enjoy life! A drinking contest to start, I say. Nothing makes a card game more exciting than a little liquor.”



Drinking Contest

Prepare for a challenge of fortitude and flamboyance. The aim is to outperform Gustigh in terms of drinking prowess and spectacle, thus gaining more prestige than him.

The Contest Drinks and their Impact

There are several drinks available, each having a varying impact on your drunk level and the prestige earned:

DRINK	DRINK’S STRENGTH	PRESTIGE
A Tamera Juice	D20-2	2
B Hangedelf Pale Ale	D20	3
C Noble’s Double Wine	D20+2	4
D Central Sea Rum	D20+3	5
E Ubellian Fire Mead	D20+7	6
F Malrokian Booze	D20+12	8

Participating Heroes

All heroes participate in the contest. Each has ONE attempt to outshine Gustigh.

Place all heroes' HP Token on Slot Zero. It represents the Drunk Level.

The Drinking Process

Follow these steps for each drink consumed:

1. Choose your hero's drink.
2. Roll a D20 and add the drink's strength modifier to your Drunk Level.
3. Increase the hero's drunk level (HP token) on the track by the result.
4. The hero gains prestige equal to the value indicated by the chosen drink.

You can repeat this process as many times as you wish, choosing any drink, including the same multiple times. However, beware! If your hero's drunk level reaches 31 or more at any time, it immediately loses, regardless of its prestige.

Victory Conditions

Gustigh has a total prestige value of 8. To outperform him, your hero needs to gain a total prestige higher than this:

- *If the hero earned 8 prestige or less:* The attempt is deemed a failure.
- *If the hero earned exactly 9 prestige:* The attempt is successful.
- *If the hero earned 10 or more prestige:* The attempt is successful, and the hero additionally gains 1 **Empowered** Token.

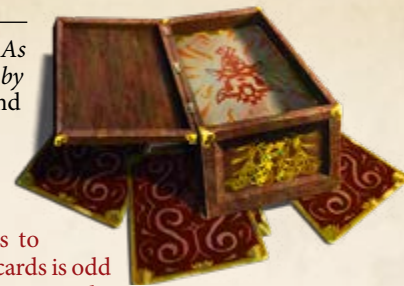
Go to [6].

6 "Well, let us start the real game. As people say, the fate of a man is decided by the destiny cards." He looks at Sara and starts to laugh.



Imperial Number

The objective of the Imperial Number Game is to predict whether the sum of your two cards is odd or even. Here's how to set up and play a round:



1. Shuffle your five Fate Cards, which are numbered from 1 to 5.
2. Create two piles of two cards each, one for you and the other for Gustigh, placing face down. Then, reveal one card from each pile.
3. The final card, the fifth card, remains hidden.
4. Every victory you earned in the drinking contest grants you the ability to cheat once. If you choose to cheat, reveal this hidden fifth card before making your guess.
5. Guess whether the sum of your two cards (the face-up card and the hidden card) is odd or even. Then, reveal your hidden card. Gustigh always guesses that the sum of his cards is even and reveals his card simultaneously.
6. Determine the outcome of the round:
 - **Win:** You guessed correctly, and Gustigh didn't.
 - **Lose:** You guessed incorrectly, and Gustigh guessed correctly.
 - **Draw:** Both of you guessed correctly, or both of you guessed incorrectly.

Each hero gets to play one round of the Imperial Number Game. Once all the heroes have had their turns, determine the overall outcome:

- *If you won more rounds than you lost, go to [7].*
- *If you lost an equal number of or more rounds than you won, go to [8].*



7 Gustigh, now undoubtedly drunk, smiles at you, “*You’ve made this night very special. I feel I could begin to consider you friends. It’s as though you understand what I’m going through... I trust you’ll keep this between us. My daughter! She’s losing her memory because of Kemet magic. She’s venturing to a mystical island to find an ingredient for a restoration spell. Could I perhaps ask you to visit her at our manor?*”

Guided by Gustigh’s somewhat unclear drunken directions, you eventually find your way to his elegant residence. As you knock on the door, it swings open to reveal a young beautiful woman. “*My father said you would come and might be able to help with my curse. It would appear that we need each other. You seek knowledge of the Kemet, and I am in dire need of a dragon egg for a restoration spell. The name’s Cheryl, by the way.*” [21]

8 Gustigh, pleased with the enjoyment of the evening, nods friendly at you, “*Tonight was truly a time to remember. It’s clear you seek certain truths, but remember, what we talk about here stays here. Turtlehead Fortress - that’s where the Kemet hold those who’ve resisted their mind-altering rituals. If an important prisoner named Elise is still alive, you might find her there. I have a suicide mission to embark on.*”

You rush to the Ironhand Outpost in order to quickly get to Turtlepoint. Sedura is absent, but a high-ranking officer greets you without looking up: “*To use the portal, you need to fill out three forms and then wait ten business days...*” Suddenly, he realizes who you are, and his voice changes quickly, “*Ah, my apologies! You are the famous Heroes of Wharfugee. Feel free to use any portal as you wish.*”

A) Inform him about Gustigh, as the information could save many lives, including Gustigh’s life. [9]

B) Honor Gustigh’s trust. He may be covered in mysteries, but he has trusted you. [10]

9 The weight of your secret and its potential to threaten countless lives presses heavily on your conscience. You decide to break your silence, sharing it with the high-ranking officer. As he realizes the seriousness of your words, he quickly sends a group of Ironhand soldiers after Gustigh. **Gustigh is arrested.** [11]

10 You remind yourself of the promise you made. Even if it could tip the scales in the war, you won’t risk your integrity. Gustigh’s secret remains safe with you. [11]

11 You take a portal, drawing closer to the sinister fortress held by the Kemet. Under cover of night, you sneak through the big entrance, quietly taking down the few guards that cross your path. As you delve deeper into its cold stone walls undetected, you search for the prisoners or any sign of them.

In time, you uncover an armory and, inside, a list of captive names neatly aligned with their confiscated weapons. Stealthily, you take down the two guards on duty, tying them up before pressing them for information on Elise.

Guard 1 says, “*She’s a menace, known as Bromeliad. Vicious, that one. She’s already stabbed some of our own.*”

Guard 2 reveals, “*Catching her was no easy task; she is fast, and her close combat skills are unmatched.*”



Bastard Sword, Crossbow, Dagger, Whip, War Hammer.

Which one could be Bromeliad’s? Make your choice, then go to [12].



12 With new knowledge, you keep searching for Bromeliad inside the heart of the fortress. To your surprise, you see a woman of stunning beauty, dressed in a clown outfit, performing amazing acrobatic feats. “My dance,” she announces proudly, “is praised as the Empire’s best. Such a show isn’t for free.”

Grab her NPC Card (Week 4), and DO NOT assign her to any hero.

You unlock her cell, explaining the serious situation. Bromeliad’s weapon of choice is the dagger. If you’ve chosen correctly, her fighting will be at its best. If not, Bromeliad is adaptable and manages to make an improvised weapon.

“Hello, handsome,” she flirts with you as her chains are unlocked. “I’m sorry if I’m not the princess you imagined rescuing from a dragon’s lair, but I promise you, I am worth the trouble. Now, let’s show these guards

what we’re made of. You’ll be impressed by what we can do together.” She hands you her mask, “Here, keep this safe for me, won’t you?” **A hero gains the Key Token.**

As Bromeliad steps out of her prison, the fortress’s magic alarms pierce the air. The guards instantly prepare for confrontation.

Go to page 44 and set up Quest 37: “Prison Break.”

13 With an eloquent flourish, Raskem proclaims, “Ah, my friends, you seek counsel in affairs of the heart, a subject I know well. You see, in this humble establishment, my songs bring to life the stories of the loveliest maidens around. As the bard here, I have tales and portraits of these enchanting ladies, carefully preserved on Gnomish scrolls. I assure you, they are here purely for the purpose of inspiring my songs. While these scrolls are too precious to give away, I’d be happy to let you look at them.”





Here is the list:

- Jorana, the most vigorous and beautiful Amazon.
- Niary, the elf archer that has got me thinking about half-elves.
- Juliet, the winter sorcerer that warms my heart.
- Nezaleya, no melody will ever do the Imperial dancer justice.

Look at the images and try to memorize the details. They will be helpful later. Go to [18].

14 Check your answers:

- Niary's arrow fletching is Red (orange or brown are acceptable).
- Nezaleya is using eleven metallic pieces.
- Jorana's cape is Red.

For each mistake, there's a flaw in Tyrun's disguise, making you lose a bit of confidence. **A hero loses 1** .

Tyrun says, "Alright, go to Gustigh's house and search for... whatever it is you're looking for. As for Gustigh, I'll distract him with my dance to Raskem's music. Trust me on this; I owe Zalir a great deal and will not let him down." [15]

15 The path to Gustigh's residence is clear and swift. Once there, you need to infiltrate without delay, but you take a moment to enjoy the magnificent view of the house. Golden gates, magic-colored lights, and many other fancy items decorate the entrance.

Though the place seems empty of guards, Zalir warned that Gustigh is a careful and informed man. Going through a window, you hurry to his room. The subtle sounds of another person can be heard in the house. [25]

16 Upon entering Gustigh's room, you notice a vault and some documents scattered on a desk, one of which grabs your attention:

"To my dear Elise,

Your information has been invaluable. The fact that the Kemet are holding prisoners in Turtlehead fortress would have escaped all suspicion. I urge you to escape immediately. The Ironhand getting involved could ruin everything. One wrong move could alert the Kemet, and all the prisoners would be executed.

You said in your last letter that you had critical information that could change the course of the war. I'm looking forward to your next letter.

Love,
Your Gus"

Go to [17].

17 Arriving at the Ironhand Outpost, Sedura is not there, but you are met by a busy officer. When you inquire about the fortress and request access to the portal, he responds, "To use the portal, three forms need to be filled out, and there's a ten-day waiting period... Oh, I'm sorry, Heroes of the Wharf! Of course, you can use any portal whenever you want."

- A) Tell him about Gustigh; the information could save many lives. [9]
- B) Ignore this problem for now. You can deal with it when you return from the fortress with more information. [19]

18 After studying the Gnomish scrolls, you find Tyrun in a shape of an old man, just as Zalir described. His smile is kind, but his eyes look sad. "I've been waiting for you," he says. "If you're with Zalir, you're with me. But before we go on, let's go outside. Just... don't be shocked by my powers. I can copy anyone, but really, I feel like I'm no one. It's a lonely life."

He pauses, "Apologies; I think the wine has made me a little too introspective tonight. Let's move on, shall we? Please, tell me about the women you've seen on the scrolls."

Tyrun struggles with his metamorphosis.



"Forgive me," he apologizes, "I need to remember the small details of their portraits to copy them perfectly. Raskem showed them to me once, but time has blurred my memory. The show is about to start, and we must be ready. I need you to help me recall some specifics."


- 1 - What is the color of the Niary's arrow fletching?
- 2 - How many metallic pieces is Nezaleya using?
- 3 - What is the color of Jorana's cape?

Memorize your answers. Go to [14].

19 Although the information could change the course of the war, you choose to keep it from the officer, deciding it's best to gather more information from the fortress first. [11]

20 *The hero with the lowest HP takes 16 DMG.* A paralyzing enchantment grabs you all, and soon, a woman wielding a rapier walks towards you: Cheryl, Gustigh's daughter.

"Greetings. I triggered our house's defenses, but fear not; the effects are temporary. My father knew that the Heroes of the Wharfugee would come here eventually. I think we can help each other. You want information about the Kemet, and I need to get my lost memories back with a restoration ritual that requires a dragon egg. It's supposed to be found on Storm Island."

Each hero makes an  TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)

+3 if you are Lizz, Morlogh, Sedrik, or Vanarus - Your unusual nature seems to influence the trap.

3 or more heroes succeed (13+): You manage to free yourself before the spell ends.

2 or more heroes fail (12-): You become free from the spell when it ends, but you suffer a secondary effect. All heroes take 5 DMG.

Go to [21].



21 Cheryl pleads, "There's a pirate ship heading towards the island. They've figured out how to evade Kemet patrols. Can you help me? I remember finding something important before the Kemet caught me and changed my memory. I partially resisted, but some memories were extracted before pirates saved me."

After showing a Kemet's mark on her skin, you decide to help Cheryl, even if there's only a small chance of getting useful information. **If Garion is on the team, go to [24]. Otherwise, go to [22].**

22 Arriving at the sandy coast, a crew of pirates greets you, and among them stands a handsome half-elf who introduces himself with a playful tilt of his hat, "Welcome aboard, adventurers! I'm Captain Dorro. And Lady Cheryl, do please make yourself at home."


The ship is under-manned, so you join the sailors to perform the tasks. After several hours at sea, the peaceful rhythm of the voyage is broken by a commotion from above. Rushing up to the main deck, you're confronted with an unexpected sight - a group of Kemet scouts have boarded the ship, their leader smirking, "We have your captain... prepare to meet your doom!"

Your hearts race as you ready yourselves to defend the ship.

Each hero makes a  TEST (d20+ Hero Card + NPC Card) to fend off the Kemet while saving as many pirates as possible.

(11+: success | 10-: failure)

+3 if the hero has any attack with 2 or more targets - The more Kemet dropped at once, the better.

Critical Success (20+): You fought easily and managed to save two pirates. The hero gains 1 .

Success (11-20): You fought well but saved only one pirate. The hero gains 1 Empowered Token.

Failure (10-): You had difficulty fighting the enemies and could not protect some of the crew. The hero takes 5 DMG.

Go to [23].

23 Upon reaching the remote island, the crew feels the absence of Captain Dorro. However, Cheryl steps up - her skills in navigation are very useful. Guided by the glow of Cheryl's crystals, you explore the island and find not one, but two dragon eggs.

Cheryl's voice echoes, "These eggs are priceless. We have to defend them with all we've got. Be ready; a large creature is approaching. Please, let me help you."

Add NPC Card "Cheryl, the Bladedancer" to your Character Deck. You may replace one hero's NPC with her.

Go to page 40 and set up Quest 36: "If two heads are better..."

24 With a surge of hope and fear, Garion rushes forward and hugs Cheryl tightly, "Cheryl, I thought I was too late. I've been searching for you everywhere, for years."

Cheryl looks confused, but when their lips touch, a rush of memories returns. She smiles softly as she remembers their past, "I remember us... those carefree days when we were young. So many beautiful memories." Her gaze sharpens as she shares important information, "We need to act quickly. Turtlehead fortress has prisoners, those who fought against Kemet's mind control. A Kemet named Gullog is planning a terrible ritual on them. We can't let this happen. I can guide you there. We need to find a prisoner named Elise."

Leaving Gustigh's residence, Cheryl approaches Garion, a pair of scrolls in hand. Her eyes, sparkling with regained memories, meet his, "Garion, can you



explain these images? Did you search for these women too?"

...
...
...

If Jade is on your team: Oh boy! *Garion gains 1 Distracted Token.*

Go to [17].

25 You don't have much time! You must open the vault in this room before Gustigh's guards find you.



The Heist

Place the Time Token on slot 6. It will be reduced whenever you take actions that consume too much time.

If, at any moment, the Time Token reaches 0, go to [20].

Pay attention to the image; to open the vault, you can only use things found inside the room. Some options have items not in there and consume time. Many important clues are in the image.

- A) Proceed to open the vault. [27]
- B) Inspect the table closely. [28]
- C) Examine the closet. [29]
- D) Check the shelves. [26]

26 You get to the shelves; what do you want to check?

- A) Check the documents. [45]
- B) Check the books. [46]
- C) Check the portrait of Gustigh. [47]
- D) Check the portrait of Cheryl. [48]
- E) Return to the room. [25]

27 You reach close to the vault to open it.

- A) Use a crowbar. [31]
- B) Use an explosive. [32]
- C) Use a saw. [33]
- D) Try using a code to open it. [34]
- E) Return to the room. [25]

28 On the table, you see many scrolls with symbols you can't understand. There is a locked drawer that requires a key to open.

- A) Return to the room. [25]
- B) Use the golden key on the drawer. [36]
- C) Use the silver key on the drawer. [37]
- D) Use the copper key on the drawer. [38]
- E) Use the white key on the white key. [39]
- F) Use the black key on the drawer. [40]
- G) Use a crowbar to open the drawer. [35]
- H) Use a saw to open the drawer. [30]

29 In the closet, you find a saw, some papers, a rope, and a small box with a gem inside.

- A) Check the papers. [41]
- B) Check the small box. [42]
- C) Check the portrait of Niary. [43]
- D) Check the portrait of Bromeliad. [44]
- D) Return to the room. [25]

30 It takes a long time to open the drawer with a saw, but you do it. -2 Time. [40]



31 You find a crowbar near the plants and force the vault open, but it's too sturdy. **-1 Time.** [27]

32 You search the whole room for explosives, but find none. **-2 Time.** [27]

33 You find a saw in the closet, but there is no way it can be used to open a vault. **-1 Time.** [27]

34 The vault requires 4 numbers to open. Magic runes protect it; if you try a wrong password, it will trigger an alarm.

A) Try a code. **Choose four numbers. Then go to [49] to check the answer.**

B) Go back and find another way to open it. [27]

35 You use the crowbar, it takes some time, but you open it. **-1 Time.** [40]

36 You find it on the desk, but it does not open the drawer. [28]

37 You find it near the plants, but it does not open the drawer. [28]

38 You searched the whole room for a copper key but found none. **Time -1, go to [28].**

39 You searched the room for a white key but found none. **Time -1, go to [28].**


40 You open the drawer. Inside, you find a paper:

"Cheryl, to open the vault, remember my favorite story and my new topic of study. The numbers are there; pay attention to the colors." [25]


41 There are many papers inside, and it takes time to read them. **-1 Time.**

Most were useless, but one catches your attention:

"The most precious of the three keys opens the wine cellar, while the less precious one is for my drawer. Don't lose them!". [25]

42 You find a big gem inside a box. **Gain 1**  [29]

43 You search for a portrait of Niary but find none. **Time -1, go to [29]**

44 In a dusty corner, you see a personal portrait of Bromeliad. On the rear side, you find a heartfelt love letter addressed to Gustigh. The sincerity of the letter reveals a softer side of them, which lifts your spirits. **A hero gains 1** . [29]

45 The room is filled with documents, most of which seem inconsequential. However, one note catches your attention:

"Mr. Gustigh, rest assured, I've changed the password as per your instruction. I've used colors to code it, and no single document holds the complete code." **-1 Time.** [26]

46 You see many different volumes from "A Tale of Goblins" series of books and some collections of books about the Kemet. It seems Gustigh takes outstanding care of these books, but there is nothing else. [26]

47 You search for a portrait of Gustigh, but you find none. **-1 Time.** [26]

48 Amidst the mess, a portrait of Cheryl emerges. Flipping it over, you read, "Father, I've obtained the original scrolls of 'A Tale of Goblins.' I know you'll love it. I've also found the information on the Kemet generals and the Kemet text you were searching for. With love, Cheryl." [26]


49 The correct answer is 3-5-4-5. Check the outcomes:

If the password is correct, the vault opens. Go to [16].

If the password is wrong, the alarm sounds. Go to [20].


50 In your quest to obtain valuable information, you ask for the aid of Zalir's friend, the shapeshifter Tyrun. He will be able to change into a beautiful woman and dance in the tavern. You hope that Tyrun's transformation can serve as the perfect distraction for Gustigh as you stealthily infiltrate the heavily guarded mansion.

To optimize your plan, you approach Raskem, a renowned bard who performs in Sara's Tavern. He keeps some gnomish scrolls containing paintings of the most stunning women in the world for his lyric inspiration. You take a look at the scrolls and try to describe them to Tyrun. Unfortunately, the change was not perfect.

When the music begins and you notice Gustigh is drunk enough, you hurry towards his place. Despite your meticulous planning, the infiltration fails. A spell of paralysis traps you in the noble's home, costing you heavily. **Spend 3**  **any way your Team can. The hero with the lowest HP takes 20 DMG, other heroes take 5 DMG.**

When it seems all hope is lost, Cheryl, Gustigh's intriguing daughter, makes an unexpected offer. She promises to forgive your intrusion under one condition: you must help her find dragon eggs. These mystical eggs hold the key to restoring her lost memories from her time as a captive of the Kemet. The information she possesses could reveal crucial insights into Kemet's operations.

Add NPC Card "Cheryl, the Bladedancer" to your Character Deck. You may replace one hero's NPC with her.

Accepting the daunting task, you set sail for the remote Storm Islands in the ship of an eccentric captain Dorro. Guided by the faint glow of Cheryl's magical crystals, you find the hidden eggs. **A hero gains 1** . However, this victory proves short-lived as a massive creature approaches.

Go to page 40 and set up Quest 36: "If two heads are better..."





36 - If Two Heads are Better...

Whoever said two heads are better than one has never met a Hydra! Slay the mythical being while taking the once-in-a-lifetime opportunity to collect the Eggs of an Avatar Dragon.

Primary Objective

- **Hanirac** (Boss) dies **WHEN** any hero is carrying at least one unbroken Egg = Read [36.4].

If you lose

- Read [Defeat] - page 43.

Extra Challenge

- None of the Eggs break.

Special Rules

Thyra's Eggs (Orbs) - (7 Max HP)

- Two heroes carry one **Egg** (Orb) when the Quest begins — Put the Orbs on their Hero Cards.
- A hero can never carry more than one Egg at a time.
- If the carrier of an Egg dies, it continues on its Hero Card.
- Only **Barrels** can **HEAL** an Egg.
- **Whenever a hero carrying an Egg is hit**, the Egg takes 1 DMG.
 - When an Egg's HP drops to zero, it breaks (*remove the Orb*).
 - If both Eggs break, you lose the quest.**

Away from their nest

The eggs fight back — they are brittle and quickly weaken when separated from their nest.

R Resolve the following, in order:

1. Heroes carrying Eggs take 8 DMG.
2. Each Egg gains **1 Weakened** Token.
3. Then, for each **Weakened** Token on an Egg, it takes 1 DMG.

Transferring the Egg (Another Hero)

Adjacent heroes can pass the torch — I mean, egg.

Hand (once per turn): Transfer your Egg to a hero in [1] of you, **OR** transfer to your Hero Card an Egg carried by a hero (*dead or alive*) in [1] of you.

- When an Egg is transferred, remove all its **Weakened** Tokens.

Barrel

With the right supplies, a hero can revitalize an egg.

- **Hand** (by carrier of an Egg) + **Remove the Barrel**: Remove all **Weakened** Tokens on your Egg, and it **HEALS** 2.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Archer** (35-R), **Reapers** (60-O) and (61-B), and **Warrior** (68-G)
 - (Kemet Hunt): **Berserker** (★★03-O).
- **Then, after reading the Special Rules, read [36.1] - page 42.**

R If all enemies are dead, read [36.2] (*to continue the quest*).

EVENT 1

- Remove **Living Wall**.
- **GUARD 3**: Place **Archer** (36-B), **Reapers** (59-R) and (62-G), and **Warrior** (67-O).
 - (Kemet Hunt): **Archer** (★★★35-O) and **Berserker** (★★★★03-R).

R If all enemies are dead, read [36.3] (*to continue the quest*).

EVENT 2

- Remove all **Barricades**.
- **GUARD 3**: Place **Hanirac - Boss** (B).

Harpoon (Hanirac)

- Choose a hero with **Melee** Basic Attack to gain the **Hook**.
- While any of Hanirac's squares is on a **Ruins** square, it is **Vulnerable 15** to the attacks of the **Hook** carrier.

Hanirac's Features

The Hydra can dive underneath obstacles and barriers, and her heads are independent entities.

- Hanirac can move through Barriers and Obstacles, but cannot end on them.
- Hanirac takes three turns per Round, each with a different Head, in the following order: (1) **Red**; (2) **Blue**; (3) **Orange**.
 - To track each Head's turn, put a Fatigue cube on each attack (total: 3 Fatigue cubes per round).
 - When you attack Hanirac, you provoke a **Retaliation** from the first not-Fatigued Head in this order (if any).
 - When **Unprovoked**, Hanirac takes as many turns as needed to Fatigue each Head that is not Fatigued (in the order above).
- All Hanirac Heads have the following:
 - **Benefit**: +3 to Attack Roll and **Blessed**.
 - **Unprovoked/Crit**: +5 DMG.

If at least one hero is carrying an unbroken Egg, as soon as Hanirac (Boss) dies you win the quest and read [36.4].

Hanirac, the Hydra (Hanirac or any Huge Figure)	B	280 Hit Points	8 Defense	5 Movement	8 Reaction
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Special Passive

Trigger: This **☒** hits a target carrying an **Egg**.

Effect: Deal +6 DMG. The **Egg** takes 2 DMG instead of 1.

Violent Bite (Primary Attack)	2 squares	1 enemy
	★ 22 DMG+effect	Miss: 10 R-DMG

Effect: ① PROVOKE.

Favorite Target: The hero with highest HP within reach.

Mystical Headstrike (Primary Attack)	8 squares	1 enemy
	★ 18 DMG+effects	Miss: 10 R-DMG

Effects: ① LURE. ② FLEE 3 (If this **☒** didn't move this turn)

Favorite Target: The farthest hero within reach.

Noxious Spikelash (Primary Attack)	2 squares	1 enemy
	★ 20 DMG+effect	Miss: 10 R-DMG

Effect: ① Target gains 3 **Bleeding** Tokens.

Favorite Target: The hero with lowest HP within reach.

Villain Kits

- 1 Berserker (03)
- 2 Archers (35, 36)
- 4 Reapers (59, 60, 61, 62)
- 2 Warriord (67, 68)

- 1 Boss (Hanirac, or any 3x3 Figure)

Barriers

- 1 Barricade 3x1
- 2 Barricades 2x1

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

- 2 Walls 2x1

Terrains

- 1 Spikes 4x2
- 1 Spikes 3x3

- 2 Spikes 3x1
- 2 Spikes 2x2
- 1 Stairs
- 1 Ruins 4x2
- 4 Ruins 2x2

Miscellaneous

- 3 Barrels
- 2 Chests
- 2 Orb Kits



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 36

If Two Heads are Better...

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Boneheart and its Army Sunk (fact)	Without their main flagship, the Kemet have a much harder time reaching this island. Place 1 Weakened Token on the Archer (35-R) and the Warrior (68-G).
Yrizard is dead (fact)	Yrizard led the unit deployed here; the death was a great setback to their morale. Place 1 Distracted Token on the Archer (35-R) and the Warrior (68-G).
Strong Kemet presence on the seas (fact)	With maritime superiority, those conducting Kemet operations in the islands are strengthened. Place 1 Empowered Token on the Archer (35-R) and the Warrior (68-G).

Quest 36: "If Two Heads are Better..." starts NOW (take the first turn!)

2 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Boneheart and its Army Sunk (fact)	More troops are tired from their journey. Place 1 Weakened Token on the Archer (36-B) and the Warrior (67-O).
Yrizard is dead (fact)	Yrizard led the unit deployed here; the death was a great setback to their morale. Place 1 Distracted Token on the Archer (36-B) and the Warrior (67-O).
Strong Kemet presence on the seas (fact)	With maritime superiority, those conducting Kemet operations in the islands are strengthened. Place 1 Empowered Token on the Archer (36-B) and the Warrior (67-O).

Resume the Quest (start EVENT 1!)

3 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Lighthouse is Guarding the Sea (fact)	The Oceanic Wars attracted the Hydra to the battle-field. The Lighthouse spotted its approach and blasted it with a beam. The Boss begins with -35 HP.

Resume the Quest (start EVENT 2!)

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

Your boat moves quickly through the rough seas, getting farther from the deadly battle and Hanirac's dead body. The coming danger of more enemies forces you to retreat quickly to the safe refuge of Wharfugee.

Gustigh, overwhelmed with gratitude, promises to help your cause. With new respect in his eyes, he admits, "You really are the heroes of Wharfugee."

Add "Gustigh, the Noble" to your Character Deck.

If you have Liana on your team, keep reading. Otherwise, go to [5].

Liana stands tall with her team, a fire in her eyes. "Friends, I've got some serious business to deal with. I finally got that accursed Hydra off my back, and now it's time to make things right. See, I'm not just a pirate; I'm part of the Parliament of Seas, like Captain Dorro. I can't just watch while those evil Kemets put him in danger."

Liana won't be available for your next city phase and quest. Her responsibilities demand her attention, but she'll rejoin you during the City Phase following your next adventure. [5]

5 CONCLUSION - VICTORY

In the dim light of the tavern, Cheryl begins to tell her story. "They abducted Elise and myself, but we resisted their Psychosurgery to remove my free will. Now with the restoration spell, my memories are returning. They make strong Wharfers their slaves for dangerous jobs, something in UnderTanares." She looks at you, "Elise, or Bromeliad as she calls herself, is alive and will return. I have faith in it."

Cheryl grabs your arm. "I think there's a reason the Kemet's ritual didn't fully work on me. My father once told a strange story of me disappearing for three days when I was a child, and then coming back safe with no memory of the missing days. The restoration spell has brought back even those hidden memories. I remember a terrifying farm filled with imperial soldiers and wizards performing rituals on innocent children. I will join you to reveal this haunting secret."

If you don't have Fostering a Dragon (fact):

When the morning sky turns golden, a miracle happens. Either stress or simple fate has led to the hatching of the egg. The baby dragon, seeming to like you immediately, emerges from the broken shell. Raising such a creature would take a lot of work and resources, but you can't help but think of the potential benefits it could give in the future.

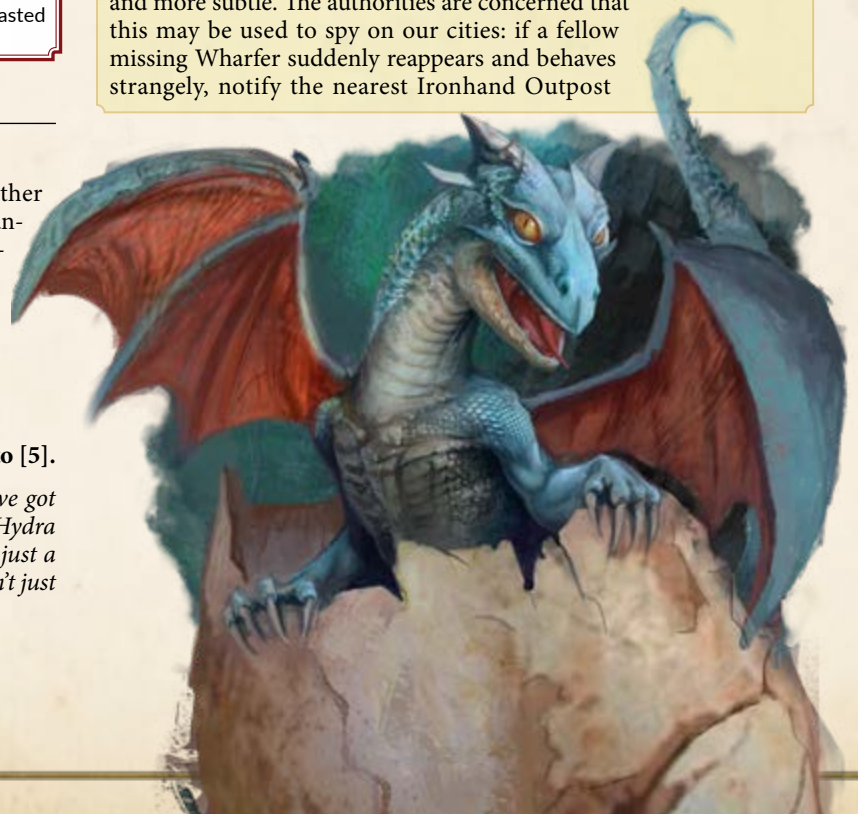
Choose if you want to spend any 3 Loot Cards to keep the baby dragon and mark Fostering a Dragon (fact), or hand it over to Zalir, who promises a safer destiny for the offspring of the Avatar Dragon.



Wharfugee bulletin

WHARFERS ARE BEING BRAINWASHED, SURVIVOR CONFIRMS

The Kemet are imprisoning Wharfers who showed resistance to "brainwashing" — Gullog himself shows up from time to time to perform the ritual on them. The ritual allegedly expunges the victim's free will — much similar to the imperial psychosurgery performed on Ironhand soldiers, although the Kemet variation seems temporary and more subtle. The authorities are concerned that this may be used to spy on our cities: if a fellow missing Wharfer suddenly reappears and behaves strangely, notify the nearest Ironhand Outpost



immediately.



Ironhand Reports

KEMET ACTIVITY IN THE STORM OCEANS

Respected Captain, your suspicion was correct. The Kemets indeed consider the island very important. The same place where you and your fellow Wasteland Heroes destroyed the Blue Avatar Dragon of the Eternal Storm. There, they have built a magic monument and initiated necromantic rituals with unclear intentions, seemingly focused on the dragon's remains. In the past, Thyra's body fell into the ocean's depths. We think the involved creature is the mythical Hydra, known for its ability to heal. This healing power might have been exploited for the Kemet's rituals, and could possibly explain the recent sighting of Thyra that some sailors reported.

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 disrupting — whatever it is that the Kemet are doing with their back-and-forth of vessels along the Storm Ocean, which seems to involve transportation of the poor, stranded Wharfers. **Mark Kemet enslaving on the west coast (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The enemy's use of the penumbral plane for practical achievements gives Huradrin an idea: **gain Adventure Card S.**
- With increased knowledge of the enemy's maritime lanes in the Storm Ocean, you discover another destination for their ships, far south, on Ubel's coast. The site that seems related to the crystals and prophecies with which the Kemet are dealing: **gain Adventure Card P.**
- **Gain +1 Diplomats and +1 Warriors.**
- **If Gaknak is on your team:** For the first time, you could experience a true Avatar Dragon's hideout and its immense flow of draconic energy. Her eggs are very precious, so you will closely follow this baby dragon's development. You feel different as you absorb some energy from her. With time and a connection with the new dragon, you may become the only dragonblade to master two Draconic Souls, and unpredictable power that emerges from it. **Gain Thyra's Special Attack "Wrath of Thyra."** You can use it in the next quest (consider you don't have an Orb for its effect)
- *If you won, read [001] - page 4. If you lost, read [002].*



37 - Prison break

Break into a fortress to rescue **Bromeliad** and, if possible, other **Prisoners** of the Kemet.

Primary Objective

- Kill all villains = **Read** [37.3].

If you lose

- **Read** [Defeat] - page 46.

Extra Challenge

- Save all Prisoners.

Special Rules

Teamwork

- Whenever the hero with the **Key Token** hits a villain, it **MAY** place the **Torch Token** on that villain's card.
 - The Token stays with that villain until it dies or until the effect above is applied again.

Bromeliad: (*Lady Figure*) (BA 6 / RA 6 / DEF 6 / MOV 6)

- She is a **Companion** of the hero with the **Key** and follows all the usual rules (*they share the same HP; she takes a Move and a Prime action at the end of that hero's turn*).
- If a villain has a **Torch Token** on its card, Bromeliad has that villain's **Attack** and **Passive Power** (*trigger and effect*).
 - When reading that villain's Card for Bromeliad, consider that heroes are villains, and vice versa.

When a villain dies in [1] of Bromeliad, she may MOVE 4 and make an additional Attack.

ADVANTAGE: When a villain dies in [2] of Bromeliad, she may MOVE 6 and make an additional Attack.

- She can make a Basic Attack, or the attack of the villain with the Torch Token.

Uncoordinated

- R** If the **Torch Token** is not with a villain, a hero takes 6 DMG.
 - **In addition**, if there are villains on the board, another hero takes 6 DMG.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Bromeliad** (BR).
- Place **Spiders** (27-O) and (28-G), **Berserker** (40-B), and **Zombie** (69-R).
 - (Kemet Hunt): Ghoul (★★54-B)
- **Then, after reading the Special Rules, read** [37.1] - page 46.

R If all enemies are dead, start **Event 1**.

EVENT 1

You find a dirty and dank old prison guarded by more Kemet troops. One one of the cells, you can hear the sound of a prisoner.

- Remove the **Barricade** 3x1.

GUARD 3: Place **Spider** (28-B), **Berserker** (39-O), and **Zombies** (69-R) and (70-G).

- (Kemet Hunt): Ghoul (★★★53-R).

Locked Doors

- All Doors are locked and can't take damage.
 - If a villain dies on the **Prison Room Tile**, you may remove one Door.

Prisoner

Hand + **Remove the Prisoner:** The interacting hero gains 1 **Key** and saves the Prisoner (*see Extra Challenge*).

R If all enemies are dead, **read** [37.2] (*to continue the quest*).

EVENT 2

Bromeliad: "We were able to get rid of the lookouts, but the Kemet Warden and her strongest thugs are in the room ahead!"

- Remove the **Living Wall**.

GUARD 3: Place **Berserker** (39-R), **Warrior** (68-G), **Zombie** (70-B), and **Kemet Warden - Boss** (B).

- (Kemet Hunt): Ghoul (★★★★54-G).

As soon as all villains are dead, you win the quest and read [37.3]



Kemet Warden <i>(Spy or Warlord figure)</i>	B	140 Hit Points	8 Defense	5 Movement	8 Reaction
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Shadow Hunt <i>(Primary Attack)</i>	8 squares	1 enemy
	18 DMG+effects	Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ① PUSH 4 the target.
 ② FLEE 3 *(If this ⚔ didn't move this turn)*.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: The **Torch Token** is on a villain in [3] of the target that this ⚔ hits.
Effect: Deal +8 DMG. Remove the **Torch Token** from this villain.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Spiders (27, 28)
- 2 Berserkers (39, 40)
- 2 Ghoul (53,54)
- 1 Warrior (68)
- 2 Zombies (69, 70)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 2 Big Doors
- 1 Living Wall 3x1
- 1 Single Door (Red)

- 3 Walls 5x1
- 6 Walls 4x1
- 2 Walls 3x1
- 2 Walls 2x1

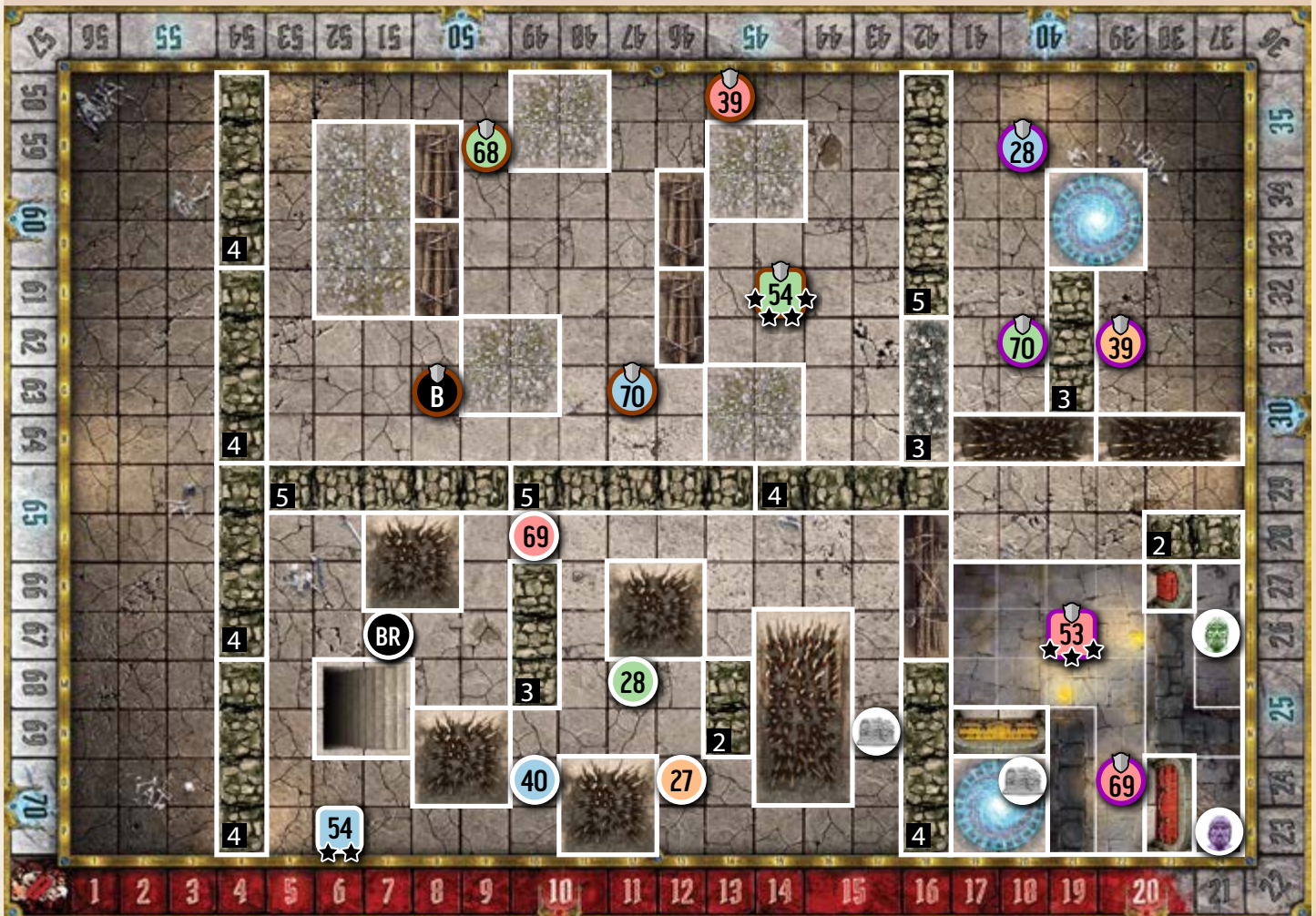
Terrains

- 2 Portals
- 1 Ruins 4x2
- 4 Ruins 2x2
- 1 Spikes 4x2

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

Miscellaneous

- 2 Chests
- 1 Lady Figure
- 2 Prisoner Figures
- 1 Room (Prison)
- 2 Tools (Torch, Key)



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

Quest Chapter 37

Prison Break

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Chose the Dagger	Having a good weapon makes it easier for Bromeliad to make her attacks. You gain ADVANTAGE for this quest.
The Undead Plague is Contained (fact)	The Kemet are employing inferior corpses now that you've dwindled their numbers. Swap the Zombie (69-R) for a Walker (31-R).
Lighthouse is Guarding the Sea (fact)	The Lighthouse impairs Kemet's overall navigation, including the lanes that take prisoners and supply this fortress. Move the Prisoner on L-24 to square P-10. Place 4 Weakened Tokens on Berserker (40-B).
The Kemet retrieve their treasures (fact)	With additional resources, the Kemet accelerate their operation. Place an extra Prisoner on M-24.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero gains the Key and Torch Token.

Quest 37: "Prison Break" starts NOW (take the first turn!)

2 As the secret passage opens, you're confronted by an imposing Kemet woman. With fierce determination in her eyes, she declares, "I will prove my worth to Gullog and claim Yrizard's place as a general. Prepare to meet your end."

From behind, you hear Bromeliad's voice, full of courage, "Do you think you can keep a beauty like me imprisoned? You're dreaming."

Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Kemet retrieve their treasures (fact)	The Warden received better equipment to run the operation. Place 2 Empowered and 2 Preserved Tokens on the Boss.

Resume the quest (start EVENT 2!)

3 (Read this only if you won this quest)

Under cover of night, you lead the freed prisoners, including Elise — or Bromeliad, as she introduces herself, away from danger. Your first stop is at Sara's tavern in Wharfugee, where Bromeliad devours a feast fit for a warrior. As you tell her about your adventure, Bromeliad, while eating a large chicken leg, speaks, "I'll make those Kemets pay for what they did to me. I'm joining the Resistance."

She pauses her feast to clarify an important point, "But first, could someone tell me why that damned bard didn't include me among the four most beautiful women in Tanares?"

Correcting her gently, you mention it was Wharfugee's top four. She chokes on her drink, and you help her stop coughing.

Choose if you want to add "Bromeliad, the Copycat" to your Character Deck as an NPC Card (Week 4) or as a hero (Special Role, if you have her as a hero).

If Gustigh is arrested, go to [4]. Otherwise, go to [5].

4 "Gustigh. I must see him," Bromeliad declares, rushing to the Outpost with you following her. The Ironhand major welcomes you with a loud cheer, "As expected! You beat them again! The Kemet don't have a chance against you!"

Bromeliad insists that Gustigh is released, and the major asks you before agreeing. When he sees Bromeliad, Gustigh's sadness quickly turns into a look you've never seen on him before: complete happiness. "Elise. I can't believe you're alive, beautiful, and free! We have so much to discuss and live together." He looks at you, "My sincere gratitude, you really are the heroes of Wharfugee."

Add the NPC Card "Gustigh, the Noble" to your Character Deck. NEXT QUEST: If you are using Bromeliad as an NPC, the hero who recruits her can also recruit "Gustigh, the Noble" [6]

5 Bromeliad's coughing fit turns into crying. "He's not coming back, is he? Gustigh? I can feel it. I can see it in your eyes, Sara. Where is he?!"

Sara bites her lower lip and hesitates. "Gustigh left town trying to save his daughter." The words hang in the air. Without more information, it's hard to comfort Elise and be honest at the same time. [6]

6 CONCLUSION - VICTORY

Wharfugee bulletin

WHARFERS ARE BEING BRAINWASHED, SURVIVOR CONFIRMS

Heroes recently rescued prisoners from an abandoned Ironhand Outpost on the west coast. The operation revealed that the Kemet were imprisoning Wharfers who showed resistance to "brainwashing" — Gullog himself would show up from time to time to perform the ritual on them. The ritual allegedly expunges the victim's free will — much similar to the imperial psychosurgery performed on Ironhand soldiers, although the Kemet variation seems temporary and more subtle. The authorities are concerned that this may be used to spy on our cities: if a fellow missing Wharfer suddenly reappears and behaves strangely, notify the nearest Ironhand Outpost immediately.

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 disrupting — whatever it is that the Kemet are doing with their back-and-forth of vessels along the Storm Ocean, which seems to involve transportation of the poor, stranded Wharfers. **Mark Kemet enslaving on the west coast (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The enemy's use of the penumbral plane for practical achievements gives Huradrin an idea: **gain Adventure Card S.**
- With increased knowledge of the enemy's maritime lanes in the Storm Ocean, you discover another destination to their ships, far south, in Ubel's coast. The site that seems related to the crystals and prophecies with which the Kemet are dealing: **gain Adventure Card P.**
- **Gain +1 Diplomats and +1 Warriors.**
- **If you won, read [001] - page 4. If you lost, read [002].**

Adventure 5 Nightmares From The Past

1 Hidden inside Huradrin's hut, Sara speaks about the importance of understanding the fall of the Dwarven Kingdom. "It requires the use of a specific spell, a dangerous task, but it might give us key information about any connection with the Kemet."

Huradrin, looking deeply focused, shares, "Aye, the ritual we're talkin' 'bout is complex, requirin' a particular spot and a mix o' rare stuff. Sadly, these bits can only be found in the deep parts o' UnderTanares."

Determined and ready, Sara declares, "Let's collect the necessary components while Huradrin performs the ritual here. Lately, I've been experiencing a strange feeling, and perhaps this expedition will clarify it."

Walking along the route that Huradrin had described, you notice Sara's tense alertness. She confesses her prediction skills are being affected by the thin barrier between our world and the Penumbra Plane, probably due to the widespread fear among the people.

A) (Fast Action Mode) Trust Sara to lead the way and go to [30].

B) If you'd instead decide where to go, keep reading.

Entering an empty tunnel, you descend into the unknown. Suddenly, Sara holds her head, afflicted by a sudden headache, when the unnerving sound of moving rocks fills the air. The cave top is collapsing!

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

+3 to roll if the hero wears no armor in its picture - Light movements can save lives!

If a hero succeeds (11+): They avoid the falling rocks just in time, escaping without any harm.

If a hero fails (10-): You're caught in the landslide, hit by falling rocks. **Take 5 DMG.** [2]

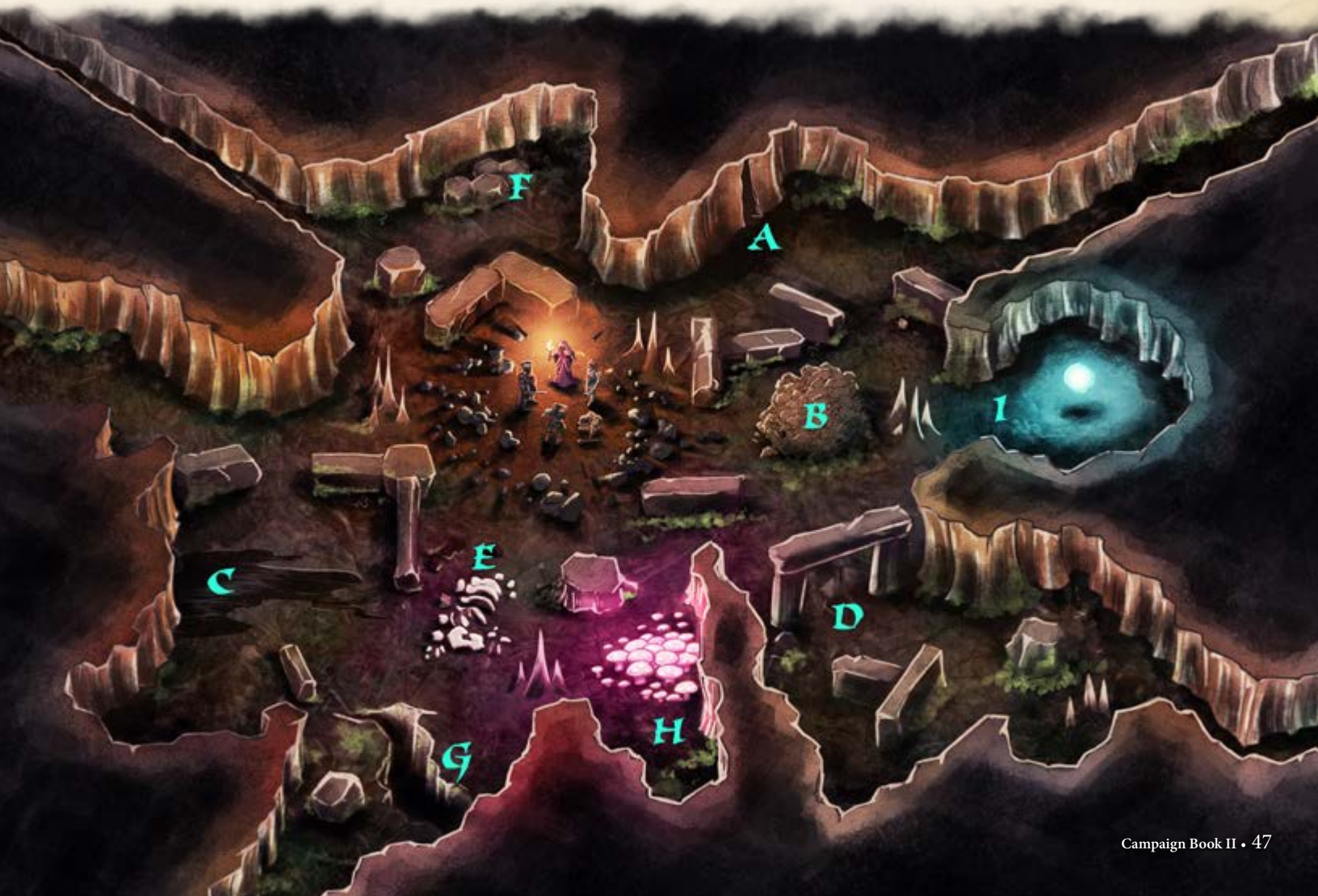
Go to [2].

2 The rockslide has obstructed your way to the surface, trapping you in this dark place. Your only hope now is to find out who set this trap and look for a way out.

With a torch illuminating the area, you reveal a large room filled with partly destroyed stone buildings. Sara, feeling the ingredients are close, also senses unseen eyes observing your every move. It's clear that you need to collect the ingredients and leave this fearsome place quickly. You split up and start your search. [3]

3 Sara's continuous headaches are reducing her ability to help in your search. The hunt for Huradrin's essential ingredients rests entirely on you.


Each hero **MUST** choose a location to inspect. Record the corresponding letter for each hero's chosen spot. Explore each spot one after the other until you've checked four different areas. Once you've read the description for four different places, you **MUST** go to [14].



- A) Explore the thin fissure in the wall. [4]
- B) Examine the pile of ruins and debris. [5]
- C) Check the cloudy pool of still water. [6]
- D) Approach the old stone doorway. [7]
- E) Examine the rotting remains of a huge creature. [8]
- F) Identify the source of the terrifying sounds coming from the northern rocks. [9]
- G) Look into the dark chasm in the rocky floor. [10]
- H) Cross the area of bright fungi. [11]
- I) Get closer to the glowing, orb floating in mid-air. [12]
- J) Stand guard beside the hurting Sara, protecting her from threats. [13]

4 The narrow tunnel you decided to examine extends deeper into the ground than you expected, leading to a small cave chamber. Suddenly, a terrified scream echoes from outside, and you run back! **Gain 1 Distracted Token.** [3]

5 In the pile of rubble and skeletal remains, you see an intriguing item hidden inside. Gathering your courage, you decide to dig into the ruins.

Make a  TEST (d20+ Hero Card + NPC Card).
(13+: success | 12-: failure)



+3 if the hero is a Tactician - Your wide experience with traps makes you very careful.




Success (13+): A hidden poisonous spike trap in the rubbish is set off, but your quick reflexes let you avoid it.

Failure (12-): A poisonous spike hits your hand. **Take 3 DMG and gain 2 Bleeding Tokens.**

Before you can check further, Sara's painful cry calls you back. [3]

6 You get closer to a still, cloudy pool. Suddenly, a scream breaks the silence. As you turn to rush back, a huge tentacle emerges from the dirty water, aiming for your legs.


If your  AND  are both 3- (ignore NPCs): The tentacle grabs and hurts you. You attack it, forcing the creature to release you. **Take 5 DMG and Flip an Attack Card.**

If either your  OR  is 4+ (ignore NPCs): You manage to free yourself from the creature. You run back to Sara to see if everything is OK. **Gain 1 .**

Go back to [3].

7 Beyond the old stone doorway, you find a set of ancient stone ruins. Your eyes are drawn to an altar dedicated to the sun and moon.

If you are a Healer: The holy place gives off a divine feeling, refreshing your spirit. **Gain 2 Empowered Tokens.**

If you are a Controller: The altar vibrates with old mystical energies, boosting your magic power. **Gain 1 .**

The echo of distant screams compels you to hurry back to your friends. [3]


8 A Basilisk's dead body lies before you; it probably died about a week ago. As you check the remains to find out how it died, Sara's call for help interrupts your concentration. **Gain 1 Weakened Token.**

Right away, you run back to her side. [3]

9 Attracted by a strange noise, you go north towards a group of stone formations. On closer look, you see a lot of rats running around the rocks, drawn to remnants from a meal—evidence of a recent visitor.

A quick movement in the shadows catches your attention - someone is sneaking in the same direction from which you just came! As you turn to pursue them, Sara's scream echoes through the tunnel.



Make a  TEST (d20+ Hero Card + NPC Card).
(14+: success | 13-: failure)

+2 if the hero has **Movement 6+** - Speed is crucial now.


+2 per attack card with a benefit that allows you to **MOVE** - Movement techniques can grant you an edge.

Success (14+): Swiftly, you return, poised to shield Sara. **Gain 2 Protected Tokens.**

Failure (13-): The shadowy figure's swift evasion outpaces you, causing a momentary lapse in your confidence. **Gain 1 Distracted Token.**

Go to [3].

10 A loud, deep humming sound rings out from the ominous darkness, growing louder as it gets closer.

Make an  TEST (d20+ Hero Card + NPC Card).
(12+: success | 11-: failure)


+3 if you are **Baolmu, Garion, Harun, Myr, or Ravel** - You are good at hiding in the dark.

-3 if the hero's picture shows a light source made by magic - This intense light might bring more dangerous creatures.


Success (12+): You recognize the noise as a group of giant bats. You lie flat on the ground and stay still, letting the bats fly past without trouble.

Failure (11-): A chaotic wave of giant bats flies out of the darkness, hitting you in their fear before flying off into the darkness. **Take 6 DMG and gain 1 Bleeding Token.**

Startled by distant screams, you hurry back to your group. [3]

11 As you walk through a field of glowing mushrooms, their light-up spores float in the air and stick to you. **Gain 1  and 3 Weakened Tokens.**


The spores induce a dizzying effect, impairing your equilibrium. You hear a scream in the distance, making you return even though you're not feeling well. [3]

12 You walk into a room filled with radiant light emanating from the center. The light comes from an extremely concentrated source of magical energy, a kind you've never seen before. Being near this powerful energy invigorates you. **Gain 1  and charge 2 Skills.**

As you investigate the source of this pulsing mana, a scream from far away makes you leave. Quickly, you return to your companions. [3]



13 Deciding to stay with Sara, you protect her while her severe headache persists. Suddenly, a figure appears from the dark, surprising both of you. Sara screams as a crossbow bolt covered in acid breaks through your defenses. **Take 8 DMG.** The attacker - a woman armed with a sword, crossbow, and numerous flasks - retreats when you fight back.

Sara looks at you with thanks, grateful for the risks you've taken for her. **Gain 1 .** [3]

14 If any hero chose **B, E, F, or J:** Your quick intervention saved Sara from the attacker. [15]

If no hero was on **B, E, F, or J:** Leaving Sara alone was a mistake. You weren't near enough to protect her, and she was kidnapped! [29]

15 You reach Sara just in time to engage the female attacker. Although she fights bravely, you push her back. When your companions come to your aid, you manage to corner the intruder - a young woman with vibrant red hair, unfamiliar to all of you. With no escape routes, she surrenders.

Her quick answer to your questions is mysterious, "I am Magenta, a witch hunter. My mission is to eliminate witches like her." She glances at Sara.

A) Take her equipment and let her go. [16]

B) She's too dangerous to ignore. Kill her. [17]

C) Ask more about where she came from and why she wants to hunt Sara. [18]

16 Expressing gratitude, Magenta says, "I thank you for your kindness. I never wanted to hurt anyone innocent. All I can assure you of is that this woman is a witch." After taking her weapons, you ask about the parts you need. In her bag, she has many flasks and ingredients, some of which you need. **Gain 1 Random Level II Melee Weapon Card.** [19]

17 You decide to kill Magenta quickly. In her final moment, she whispers, "I failed... Sara, the Purple Witch, remains alive. Please save my people." Examining her equipment, you find many flasks and ingredients, including some you need. **Gain 2 Loot Cards. Remove the "Magenta, The Witch Hunter" card from the campaign.** [20]

18 Magenta takes a deep breath and shares a haunting story: "I am not native to this plane, but somehow, I was brought here by a powerful aberration, I suspect as a result of an evil witch's conjuration. Even though I didn't understand the language, its message was clear and disturbing." You see a look of fear on her face, "Witches threaten your land, hunter. I offer my help to save your world, but a price must be paid: a Purple Witch from my world, named Sara, must be killed."

Sara's reaction to this revelation is a mix of disbelief and concern. You instinctively feel the need to protect Sara after Magenta's direct accusation.

With compassion, Sara steps between you and Magenta. Not confronting you directly, she says gently to Magenta, "It's true, I am a Purple Witch. But in all my existence, I've vowed never to use my magic for harm. You were trapped by that being, used for its scheme. Please, everyone, understand she's been manipulated by evil forces. And if the time ever comes when I stray from my path," tears shine in her eyes, "promise to hold me responsible. All I desire is to do good in this world."

Touched deeply by the sincerity in Sara's voice, Magenta lowers her guard. "I apologize. In the place I come from, witches are the essence of malevolence. But you, Sara... you're different. Allow me to atone for my mistake by assisting you on your quest." **Add Magenta Hero Card to the Character Deck.** [19]

19 Sara quickly collects the needed components, eager to change the topic away from her being a witch. *“We can’t delay, Huradrin is waiting, and time is important to improve his spell. This place is evil; we need to leave as soon as possible.”* [20]

20 Guided by Sara’s powers, you find a hidden path leading to the surface. Emerging from the complex subterranean labyrinth, you are welcomed by the familiar sight of Huradrin’s modest hut. Huradrin, relieved to see you, asks Sara to prepare the parts. Gesturing for you to follow, he leads the way to a clearing marked with magic symbols drawn in the ground, glowing with druidic magic. Having been served a potion brewed by Sara, you’re overwhelmed by the aromatic vapors that cause your vision to fade into an abyss of darkness. [21]

21 A powerful roar breaks through the heavy darkness. Before your eyes adjust, your heart races as the huge shadow of a massive Chimera emerges from a nearby mine, starting a deadly chase. Huradrin and a group of dwarves are running beside you, one of whom wields a familiar-looking blue sword.

A dwarf, pointing an accusatory finger at the elder, yells, *“It’s that damned son o’ yours that’s brought this doom upon us! It’s ye and that boy Dorsi’s after, not the likes o’ us!”* With a surge of anger, he pushes the older dwarf, who falls to the stone floor.

The aged dwarf says, *“Leave me be. Get the younger ones to safety. Our stronghold is about to fall. Ye won’t make it out if ye stay to help me.”*

- A) Help the old dwarf, keeping him away from the other dwarves. [22]
- B) Go with the running dwarves before the cave falls down. [25]

22 You rush toward the injured dwarf while the cave roof begins to fall, blocking your escape. The furious Chimera prepares to attack the older dwarf. One of you could intercept the beast, but the risk is high.

- A) Choose a hero to take the hit, protecting the older dwarf. [23]
- B) Let the Chimera attack the elderly dwarf. [24]

23 Driven by instinct, a member of your team steps forward, ready to take the blow of the Chimera’s attack. The chosen hero takes 15 DMG. The force of the impact is so strong that a wall crumbles, revealing a small passage the Chimera can’t get through.

Relief and gratitude are evident on Huradrin’s face as he hugs the older dwarf tightly. The elder dwarf looks at Huradrin and says, *“Aye, as stubborn as ever, Huradrin. Ye should be savin’ yourself, not an old stone like me.”*

The older dwarf gives his sword to Huradrin and returns to hold off the Chimera, which is trying to break through the walls to reach you. He insists you go on without him, raising a dragon-shaped amulet at the beast, buying you time to flee. As you retreat, you see a fiery explosion. Huradrin is the last to turn away with tears on his face. **Put** ■ (slot 6). [26]

24 The Chimera’s attack rips apart the older dwarf, and the force of the attack causes more of the cave to collapse, revealing a new way out through the wall. Huradrin’s cries of despair echo as he watches his father’s death. With no other choices, you guide the group through the new passage. **Put** ■ (slot 7). [26]

25 Huradrin’s face is wet with tears as he screams in despair, *“FATHER!”* You run with the remaining dwarves through the barely lit tunnel, heading towards a stone bridge. Another quake causes part of the bridge to fall. The dwarf who had pushed Huradrin’s father slips, holding onto the edge of the bridge and begging Huradrin to help him.

- A) Tell Huradrin to leave the dwarf to his fate. [27]
- B) Urge Huradrin to save the fallen dwarf. [28]

26 The stone bridge begins to fall apart, trapping several dwarves. Over your shoulder, you hear the terrifying sound of the Chimera getting closer.

Go to page 52 and set up Quest 33: “Trip(ping) to the Past.”

27 Huradrin’s face shows anger as he declares that everyone shares the blame for his father’s death; the dwarf shouldn’t have pushed him. As his strength fades, the dwarf holding on loses his grip and falls into the dark abyss. **Put** ■ (slot 9). [26]

28 With considerable effort, Huradrin is able to pull the dwarf back onto the bridge. Overwhelmed, the dwarf hugs Huradrin, his voice heavy with regret. **Put** ■ (slot 8). [26]

29 You arrive breathlessly, seeing a figure hidden in the shadows, running through the large tunnel with an unconscious Sara over its shoulder. A high-speed, underground chase starts, pushing your endurance to its limit.



Finally, you see daylight shining through the tunnel's exit, temporarily blinding you with its luminosity. As your eyes adjust, you spot a young woman with radiant red hair, standing tall on a cliff, looking down at you.

In a calm but threatening voice, she says, *"You shouldn't have crossed my path. I have a mission to complete. I will find out the secrets of that evil witch before her time ends. Turn back now, or be prepared to face me."*

She whistles sharply, and a group of formidable mercenaries appears from behind the rocks, their faces turning towards you. Among them is a dark-skinned dwarf, a chained basilisk by his side. He holds an axe tightly in his hand and raises his voice so it carries over the cliff, saying, *"Double the price for these extras."*

Go to page 56 and set up Quest 35: "Witch Hunt."

30 A shadowy figure goes for Sara, but you are alert and quickly stop the assailant. This attacker, a Witch Hunter named Magenta, kept insisting Sara was a witch. Showing mercy, you decided to spare her life but took her weapons for safety. **Gain 1 Random Level II Melee Weapon Card.**

Sara keeps searching and finds the required ingredients, and you return to Huradrin to finish the spell. After drinking the mixture prepared by Sara, you find yourself in a deep, strange trance, showing you visions of the past, to the time when the Dwarven Kingdom fell.

Caught in the visions, you see yourself in old dwarven tunnels, running from the fearsome Chimera. Huradrin and a group of dwarves are running with you. Your heart beats fast as you cross a dangerous stone bridge, only to see one of the dwarves lose his balance and desperately hold onto the edge. This dwarf, who caused the death of Huradrin's father, looks up at you with begging eyes. You suggest Huradrin leave him behind, claiming it to be fair. He nods in agreement. **Place ■ (Slot 9).**

With a loud crash, the stone bridge starts to fall, leaving some of the dwarves stuck in the middle. The fierce roar of the Chimera echoes through the tunnels, getting louder.

Go to page 52 and set up Quest 33: "Trip(ping) to the Past."



33 - Trip(ping) to the Past

In the Penumbra Plane, reconstitute the moment when **Huradrin's** kingdom perished to learn what happened, all while escaping the **Chimera's Shadow** and rescuing the **Dwarf Prisoners**.

Primary Objective

- Rescue at least one **Dwarf Prisoner**; THEN
 - Two heroes are alive on Portal squares = read [33.2].

If you lose

- Read [Defeat] - page 54.

Extra Challenge

- Rescue two **Dwarf Prisoners**.

Special Rules

Platforms (All Tiles)

Huradrin has conjured solid surfaces on which you may traverse the penumbra.

- Squares **outside** of Tiles are considered Abyss: they block movement but not vision, and you may move through their corners.
- **Walls** and **Barricades** **DON'T** block movement or vision (*combatants may step on them*).

Huradrin (Huradrin or Farmer figure)

The dwarf druid is intensely focused on remembering details of the past and can deeply connect with just one particular platform.

- Huradrin is not a combatant. Heroes and villains can move through him (*but not end on his square*).

Hand (once per turn): MOVE 5 Huradrin. Then, he may reposition the **3x1 Barricade**, according to the following rules:

- If there were Figures on this Tile (*except Boss*), apply the effect of **Fall Guys**. Then, you **must** remove the Tile on the lowest numeric coordinate (*players decide ties*).
- One of its destination squares must be in [1] of Huradrin.
- You may rotate it 90°; you **can't** put it on squares with other tiles.

Dwarf Prisoners (Ghost Dwarf or Prisoner Figures)

These represent lost miners that Huradrin tried to help in the past. Rescue them to recover better memories, before they evanesce...

- They are not combatants. They have no HP, take no turns, and **don't affect villains in Guards** in any way.
- Heroes and villains may move through them (*but not end on their squares*).
- If a **Dwarf Prisoner** steps on the **Portal**, it is rescued (*remove it from the grid*).

Hand (Once per turn per Prisoner): MOVE 4 this Prisoner.

ADVANTAGE: **Hand** (Once per turn per Prisoner): MOVE 4 this Prisoner, then after it end the movement, PUSH 1 all villains in [1] of the Prisoner.

Fall Guys

The ground may disappear under your feet. It's punishing to return to solid surface, and important memories may be lost in the way.

- If a Tile is removed and there's a figure on it, apply the following, according to its type:
 - **Huradrin**: Put it on its closest free square (*on a Tile*).
 - **Combatant**: Put it on its closest free square (*on a Tile*). **It takes 8 DMG**.
 - **Dwarf Prisoner / Chest**: Remove it (**THIS IS NOT A "RESCUE"**).

Evanescence

It is difficult to maintain complex structures in this realm: they progressively fade away.

- R** Remove one Tile in the lowest numeric coordinate (*players decide ties*).
 - If this would remove the **3x1 Barricade**, return it to squares D2-D4 and remove the second Tile in line, instead.

Penumbra Surge

- Whenever a villain won't reach a target (even after **Dark Surge**), it Fatigues and doesn't move. Then, it deals 20 DMG to the hero with highest HP, **anywhere**.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Huradrin (H)**.
- Place **Sniper (25-R)**, **Basilisk (37-O)**, **Cultist (44-G)**, and **Ardilog - Boss (B)**.
 - (Kemet Hunt ★★★): Instead of placing **Sniper (25-R)**, place **Elemental (47-R)**.
 - (Kemet Hunt ★★★★★): Instead of placing **Cultist (44-G)**, place **Aberration (72-G)**.
- GUARD 3:** Place **Ghouls (53-O)** and **(54-B)**.
- GUARD 3:** Place **Sniper (26-B)**, **Basilisk (38-G)**, and **Cultist (43-R)**.
 - (Kemet Hunt ★★): Instead of placing **Sniper (26-B)**, place **Elemental (48-B)**.
- Then, after reading the Special Rules, read [33.1] - page 54.

At any time, if two heroes are on the Portal and at least one Dwarf Prisoner was rescued, you win the quest and read [33.2].

Ardilog, the Chimera (Chimera or any Huge Figure) **B** **350** **8** **7** **8**
 Hit Points Defense Movement Reaction

- All DMG against This **☒** is **R-DMG** and it cannot die.
- Whenever a +70 token is removed from it, all heroes HEAL 10 and gain 2 (instead of 1).
- This **☒** ignores **Platforms** and **Fall Guys** Special Rules (i.e., it can move through squares without tiles, and occupy them). It can move to any occupied square but can't end its turn there.

Chimera's Rage (Primary Attack)	2 squares	1 enemy
	18 DMG	Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
 [This attack has no effect].
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: This **☒** is Unprovoked when its attack hits.
Effect: Remove the Tile closest to this **☒** (players decide ties).

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Snipers (25, 26)
- 2 Basilisks (37, 38)
- 2 Cultists (43, 44)
- 2 Elementals (47, 48)

Barriers

- 2 Ghouls (53, 54)
- 1 Aberration (72)
- 1 Boss (Chimera or any Huge Figure)

Barriers

- 1 Barricade 3x1
- 5 Walls 5x1
- 9 Walls 4x1

- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 3 Mission Tiles
- 1 Portal
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Huradrin or Farmer Figure
- 3 Prisoner Figures



Map Labels: Initial Setup

Quest Chapter 33

Trip(ing) to the Past

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 6)	Huradrin's father sacrificed himself so that you and the dwarfs could escape from the Chimera. Remove the Living Wall that occupies square E1. The Chimera takes 70 DMG. All Heroes HEAL 10.
■ (slot 7)	Huradrin is distraught. Seeing his father die in front of you weighs on your spirit. Each hero loses 1 □ and receives 1 Distracted Token.
■ (slot 8)	You saved one of the dwarfs who was about to fall off the bridge. Consider that the Prisoner on B-9 has already been rescued – Removing its figure from the grid.
■ (slot 9)	One of the dwarfs has already fallen off the bridge. Remove the figure on B-9 from the grid (it is NOT considered rescued).
Dwarven Heirloom (fact)	Seeing the penumbral materialization of the King's Sword in Huradrin's hands, the prisoners recover a hope they'd lost long ago. You gain ADVANTAGE for this quest.

Quest 33: "Trip(ing) to The Past" starts NOW (take the first turn!)

2 CONCLUSION - VICTORY

(Read this only if you won this quest)

Coming out of the trance, you manage to escape just as the world inside your shared dream breaks apart. This deep, soul-touching journey uncovers truths not even Huradrin remembers, making them clear as if a fog has been lifted.

- Huradrin discovers the lost miners had found a large amount of tameranum buried deep within Coastsummits' core. A dark being with power over shadows had called upon a Chimera to protect this hidden treasure.
- The Chimera's journey from another plane to your own wasn't, as Huradrin first thought, a result of his interference. It's more likely that the Chimera was chosen on purpose to terrorize the

dwarves because of their past fighting such creatures in the name of Dorsi. Huradrin carried the blame for many years, believing he had summoned these dark powers from the Penumbra when he used them to locate missing dwarves.

- What was once the glorious treasure hall of the dwarven kingdom seems to have been a burial site for coffins, marked with ancient Keshesh inscriptions. The downfall of Arheimar woke up the sleeping being inside; its aura is the same as the one Huradrin found in Shortfall. But how is this possible? Are the Kemet involved?

These revelations add pieces to a complex puzzle that may help the Resistance in the war.

If Rurik is on your team: "By the stones, this tale's never been whispered among me clan. The Chimera was but Dorsi's fury in our hearts, punishing us for our sins. But me sons, Randrum and Ragnor, they delved deep into this, consultin' wise ones and even talkin' with the stone spirits. Based on what they've unearthed, I can rightly say it wasn't yer doing. Some evil creature from the Penumbra took advantage, unleashin' the beast upon us to guard the tameranum mines. Aye, it had some dark plans for the crystals. But the true puppet master behind it all? That remains a mystery." **Gain an extra +1 Spies.**

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 what really happened the day Huradrin's kingdom fell, and how it may be connected with the plans of the Kemet for this war. **Mark Huradrin is in the dark (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Huradrin discovered the place from where the undead are created. This unique opportunity could be a powerful blow to their capacities. On the other side of Tanares, the Kemet begin to pressure their current standstill with the Ironhand in Cragplateaus, the most important strategic point in the continent — major conflict is imminent. **Gain Adventure Cards U and V.**

- Gain +2 Spies.

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





35 - Witch Hunt

Magenta is hunting Sara, for reasons you ignore. Help your friend while she uses her bartender skills to concoct Flasks in this ingredients-rich scenario.

Primary Objective

- Kill OR Restrain **Magenta (Boss)** = Read [35.4].

If you lose

- Read [Defeat] - page 58.

Extra Challenge

- Restrain **Magenta (Boss)**.

Special Rules

Ingredient Tiles (2x2 Terrain Tiles)

You can collect these for your Teammate to concoct and use Flasks.

- While on the grid, these still apply their usual Terrain effects.

: (Any hero, once per turn): Put this Tile on your Hero Card.

Sara's Cauldron (Flasks)

- Make a deck with the Flasks *Healing Potion*, *Hydra Blood*, *Mind Poison*, and *Phoenix Blood*.

R Heroes may spend up to **three Ingredient Tiles that have been collected** (i.e., are on any Hero Cards) to concoct a Flask. Then, any hero must **immediately** use it (no roll required):

FLASK	INGREDIENTS
Healing Potion	Lava + Swamp
Hydra Blood	Swamp + Ice
Mind Poison	Lava + Ice
Phoenix Blood	Lava + Swamp + Ice

- After one of the flasks above is used:
 - Ignoring Range and vision, **Magenta** gains one **Bleeding** Token (ends only if used).
 - Return that Flask Card to the deck (each can be used multiple times).

Magenta, the Witch Hunter (Boss)

Magenta has Flasks of her own. She is fighting alone, which means that her Stamina is an important factor to keep in check — the greater her Stamina, the more dangerous she becomes.

- Shuffle Magenta's Deck with the following Flask Cards: *Incendiary Oil*, *Phantom Essence*, *Angelic Tears*, *Potion of Precision*.
- Put the XP Token on "10" (HP Track) to track Magenta **Stamina**.

! **Rule Reminder:** If Magenta does not Retaliate, it will take its turn and may attack Unprovoked (i.e., it must Fatigue before each Round can end).

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place the **Magenta - Boss (B)**, **Basilisk (37-R)**, **Cultist (44-B)**, and **Dwarf (46-G)**.
 - (Kemet Hunt): **Spy (★★64-B)**.
- **Then, after reading the Special Rules, read [35.1] - page 58.**

R If all villains (except **Magenta**) are dead, read [35.2] (to continue the quest).

EVENT 1

- Remove the **Barricade**.
- **GUARD 3:** Place **Basilisk (38-B)**, **Cultists (43-R)** and **(44-G)**.
 - (Kemet Hunt): **Berserker (★★★40-B)** and **Spy (★★★★64-G)**.

R If all villains (except **Magenta**) are dead, read [35.3] (to continue the quest).


Quest Chapter 35

Witch Hunt

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Dwarven Heirloom (fact)	The dwarf mercenary Magenta hired to help set her trap is shaken by the sight of Huradrin, who has recovered some of his royal dignity. Place 1 Distracted and 1 Weakened Token on Dwarf (46-G).
Dillsgar acts free; the Ironhand is corrupt (fact)	Corrupt officers sold information about Sara and her hero allies to Magenta, allowing her to better prepare for the encounter. Increase the XP Token by 5 and place 3 Protected Tokens on the Boss.

Quest 35: "Witch Hunt" starts NOW (take the first turn!)

2 You find a brittle wall that may be an access to the other side. **Choose a hero to break the wall** (i.e., remove the Barricade that occupies square E-14). **It takes 4 DMG, unless it has 6**  (Hero + NPC). The stalker moves to another location and employs more enemies to distract you.

Resume the Quest (start EVENT 1!)

3 In exchange for sparing her life, one of the cultists reveals a secret passage to the last room and informs that there's hidden equipment there, which you can use against the slayer.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Dwarven Heirloom (fact)	The other two dwarf mercenaries are second-guessing their decision to be part of this. Place 3 Distracted Tokens on each of the Dwarfs (45-R) and (46-B).

Resume the Quest (start EVENT 2!)

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

Even under the light of Sara's torch, you don't recognize the young woman with colorful hair. **If Magenta was restrained, keep reading. Otherwise, go to [6].**

You disarm and tie her up. After an hour, she wakes up and starts to speak desperately, "I am Magenta, a witch hunter. I came from another plane to kill a purple witch called Sara. I need to save my people."

- A) Take her equipment and let her go. [5]
- B) She's too dangerous to let live. Kill her. [6]
- C) Ask more about where she comes from and why she wants to hunt Sara. [7]

5 Magenta thanks you for your mercy, "I thank you for your kindness. I never wanted to hurt anyone innocent. All I can assure you of is that this woman is a witch." After taking her weapons, you ask about the parts you need. In her bag, she has many flasks and ingredients, some of which you need. **Gain 1 Random Level II Melee Weapon Card.** [8]

6 Your group decides to kill Magenta quickly. In her final moment, she whispers, "I failed... Sara, the Purple Witch, is still alive. Please save my people." Examining her equipment, you find many flasks and ingredients, including some you need. **Gain 2 Loot Cards. Remove the "Magenta, The Witch Hunter" card from the campaign.** [8]

7 Magenta takes a deep breath and shares a haunting story: "I am not native to this plane, but somehow, I was brought here by a powerful aberration, I presume as a result of an evil witch's conjuration. Even though

I didn't understand the language, its message was clear and disturbing." You see a look of fear on her face, "Witches threaten your land, hunter. I offer my help to save your world, but a price must be paid: a Purple Witch from my world, named Sara, must be killed."

Sara's reaction to this revelation is a mix of disbelief and concern. You instinctively feel the need to protect Sara after Magenta's direct accusation.

With compassion, Sara steps between you and Magenta. Not confronting you directly, she says gently to Magenta, "It's true, I am a Purple Witch. But in all my existence, I've vowed never to use my magic for harm. You were trapped by that being, used for its scheme. Please, everyone, understand she's been manipulated by evil forces. And if the time ever comes when I stray from my path," tears shine in her eyes, "promise to hold me responsible. All I desire is to do good in this world."

Touched deeply by the sincerity in Sara's voice, Magenta lowers her guard. "I apologize. In the place I come from, witches are the essence of malevolence. But you, Sara... you're different. Allow me to atone for my mistake by assisting you on your quest." **Add Magenta Hero Card to the Character Deck.** [8]

8 CONCLUSION - VICTORY

Sara's eyes quickly glance away before meeting yours again, her voice gentle, almost hesitant. "It feels as though some mighty force is watching over me. The hunter seems... out of place in Tanares, like she's from a very different place. But to call me a Purple Witch? Where did she hear such a story? Purple Witches, dear heart, are just tales of the past. They are said to have been destroyed by the Evolutionist Church ages ago."

Seeing how disturbed she is, and considering how much she has already done for you in the past weeks, you decide not to push the issue any further.

If Catharina or Taram is on your team: A surge of energy, similar to that of a Purple Witch, permeates the air around you. It's clear that Sara is concealing the truth. For now, it's best to act as if you don't know anything. Despite this, her help has been crucial. Nonetheless, this revelation does raise concerns for potential risks in the future.

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 what really happened the day Huradrin's kingdom fell, and how it may be connected with the plans of the Kemet for this war. Moreover, you fail to contain Magenta's threat, and Sara becomes more introverted than ever. **Mark Huradrin is in the dark (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Huradrin discovered the place from where the undead are created. This unique opportunity could be a powerful blow to their capacities. On the other side of Tanares, the Kemet begin to pressure their current standstill with the Ironhand in Cragplateaus, the most important strategic point in the continent — major conflict is imminent. **Gain Adventure Cards U and V.**
- **Gain +1 Spies +1 Strategists.**
- **If you won, read [001] - page 4. If you lost, read [002].**

Adventure I

Talessa's Tower

1 At the peak where you last met, you find Talessa waiting in the soft light of the moon. “I had faith you would answer my call,” she begins, joy evident in her eyes. “Your courage and power have been proven by your ability to bring me the dragon essence needed to create the gem. But our biggest challenge is still ahead, and this was the reason for my tests at our last meeting.”

She looks at you seriously and continues, “We have to acquire a talisman of ancient power. However, this task is filled with danger and secrets. With this Talisman and the gem I made, we can protect our dragon ally from the Zarumag’s corruption.”

As you try to say something, she speaks, “Then, we can use it to locate Azymor or Kelorth and persuade them to fight Zarumag with us. Close your eyes and stay silent. We have a journey to start. But don’t be shy; you can always tell me your ideas.”

When you open your eyes again, you see a magnificent tower pulsating with powerful draconic energy. “It is here. Follow me!” [2]

2 As you enter the tower, Talessa smiles for the first time. “Welcome to Dragon Tower, our sanctuary hidden from the world. I will begin my preparations; please feel free to explore the tower and gain wisdom. Focus and regain your spirit; willpower is essential for your task ahead.”

After a quick tour of the place, you find three areas of interest, but you could also just wait for Talessa. [3]

3 *Where would you like to go?*

- A) Inspect the Main Hall [4]
- B) Visit the Training Room [5]
- C) Go to the Library [6]
- D) Focus on waiting for Talessa’s call. [7]
- E) **(Fast Action Mode)** Ask Talessa to direct your every move. [22]

4 The main hall is impressive, reflecting the bond between dragons and humans. In the center, you see the Heartflame Brazier, created from an ancient red dragon’s gland. It continuously emanates a magical flame, illuminating the entire place. You see a large claw mark and some inscriptions that read, “The red dragon’s eternal flame.”

You notice some paintings on the wall arranged in a sequence, but one of them is destroyed.

- The first one is a dragon and a human looking at one another with curiosity, and the human is in a pose of peace, as though introducing himself and showing that no violence is intended.
- The second one is unforgettable. A blue dragon is breathing electricity, and many humans are casting Fireball spells at the beast. Somehow, you can feel the energy flowing in this painting.
- The third one is interesting; you see a dragon pointing its claws at a pile of books and humans studying. It emits an aura of wisdom.
- The fourth is destroyed.
- The fifth depicts a city with humans and dragons living. You can feel intense feelings of peace and harmony.

Since there is no more interesting information in this room, **go to [3], and remember that you cannot choose to come here again.**

5 *If this is your first time here, keep reading. Otherwise, go to [8].*

As you enter the training room, you notice some training dummies and a golem forging a sword. It immediately detects you and slowly approaches. You hear a strange voice emanating from it. “I am Ingot, the best dwarven blacksmith and dragonblade master in the world. I used to work in the most powerful forge in the world, the legendary Dorsian Forge, but I came here to help the people like you.”

He ignores any of your responses and continues, “I see you lack battle knowledge. The art of Dragonblade consists of using dragon powers to perform unbelievable maneuvers. These three dummies have different colors, representing the dragon’s colors. If you can use an attack of the correct type with the correct mark for each one, I can make your weapons stronger as a reward. When you are ready for the test, let me know.”

If you wish to start the test, go to [8]. Otherwise, go to [3] (in Section [3], you can choose [5] again to accept the test.)

6 You arrive at the library, filled with many strange books, some centuries old. You see three books on the desk, seemingly left by someone who was conducting research. It is a very strange feeling; whenever you touch a book, you absorb its knowledge as you just finish reading it. Here are the summaries for each of the books on the desk:



Incredible Taii'maku Golems

Taii'maku is a race of the greatest inventors in the world. They were geniuses in creating golems. Somehow, the golems believe themselves to be some unique person, usually the best at their work, to drive it to make the repetitive tasks with pleasure and always trying to improve.

During the height of their civilization, all labor work was done by golems. Other civilizations never accepted the idea of using them because some feared that they would take away the jobs of the people, while others thought they could be spies for the taii'maku or even revolt and start a war.

The Wings of Thyra, the Blue Dragon

Dragonblades are warriors who wield the power of dragons. To better understand and classify them, the first dragonblades masters were divided into three categories: claws, scales, and wings. Each is represented by one type of mark.

- **Claws** represent the **offensive** powers
- **Scales** represent the **defensive** powers
- **Wings** represent the **mobility** powers

Blue dragons provide the source of Wing powers with their agility and thunder powers. The most notorious blue dragon is Thyra, considered the blue dragon avatar. She is famous for the number of Dragon Eggs she can spawn and for her high effectiveness against claw powers.

The Penumbra Dragons

Some dragons were corrupted by the Ungods in ancient times. They inhabit the Penumbra Plane and are extremely dangerous. The Dragon Council tries to eliminate them at any cost, but it is a hard task, as they are very powerful and treacherous.

They also have an Avatar Dragon named Lypoec. Its most notable power is to increase the madness level of its target, so you can become completely insane during a fight with it. He rarely kills its victims, enjoying seeing the repercussions of this madness on its allies. We believe it was responsible for the human rebellions against the dragons, even after they learned so much from the dragons.

After absorbing the knowledge, there's nothing else useful in the library, so you cannot return here. [3]

7 Talessa appears worried and says, "I believe it's time for us to start. You are about to embark on the most important task of your life - the fate of Tanares depends on it. No pressure!"

You follow her to a dungeon under the tower. She begins, "My plan is to obtain the Talisman with the ancient red dragon spirit, the most powerful dragon of all time. The spirit could use a Draconic Spell to summon it from another plane, but first, we must correct the magic energy flow. I cannot be affected by it, so we count on you to perform the task to harmonize the energy flow."

She continues to guide you, telling stories about dragons and their deeds. Eventually, you arrive at a door marked with four runes, with a space for a fifth. Talessa continues, "...and this was how he defeated two hundred creatures with a single breath. Ah, we arrived, and there is a missing rune on this wall. Which one do you think we should add? Ah, before you ask me why the tests, the ancient dragons don't trust the lesser races, so the more we show your wisdom, the more chances we will have with them."



First Contact | War | Peace and lessons | Rebellion | Harmony

You see some stones on the ground:



Azymor Wisdom Lypoec Thyra Kelorth

Choose one (REMEMBER IT) and go to [13].

8 Ingot takes three weapons and gives them to you:

- **Greataxe** with a **claw** symbol
- **Spiked shield** with a **scale** symbol
- **Rapier** with a **Wing** symbol

“Let’s test your draconic knowledge. My dwarf lord always used to say, ‘Your ability is your most important weapon.’ There are three dummies, each one with a different color, representing a dragon’s color. The white one holds the Scale powers. So you must hit each dummy with the weapon you believe would be most effective, and each color is weak against a different mark, never its own.”

Choose a weapon to hit the red, white, and blue dummy. REMEMBER IT, then go to [10].

9 As you enter the secret chamber, you feel an unusual energy, extremely powerful, flowing through the air. *“Can you feel the magnificent essence of Draconic Energy? It’s always an honor to be in this sacred place. You will witness something that few humans have experienced throughout history - the four Ancient Dragon Spirits. To be honest, this is not safe, as anything can happen before them. But I suppose dying from a holy breath is better than dying from a Kemet blade, don’t you think.”*

Talessa casts a spell that illuminates the place, and you move through a narrow tunnel for half an hour. Eventually, you arrive at a beautiful chamber with a very different architecture. Talessa gazes at a statue and starts her speech, *“Echoes of the past, guardians of this age, shapers of the future. I am before you in a dire situation. We need to gain the alliance of an Avatar Dragon, and it must be protected against the corruption coming from Zarumag. I brought you the champions I believe will perform the task. We need to act now; otherwise, all will be lost.”*

You hear an imposing voice, *“So you are the champions chosen by Talessa? So be it. This magic cannot be comprehended by the lesser races. I am curious to see what you can do!”* Soon, a mist surrounds you. *“Do your best to manage your new draconic form.” [14]*

10 The correct match is: greataxe on white, rapier on red, and spiked shield on blue. **If you answered correctly, go to [11]. Otherwise, go to [12].**

11 *“I detected a strong connection between you and the dragons. You are on the right path. As you know, you have been tested since you came here.” For this quest, the bonus to the attack roll of all weapons is +3, no matter what weapon you are using. [3]*

12 As Ingot takes the weapons from you, it says, *“Unfortunately, your connection with the dragons isn’t strong enough yet, but you’re on the right path, and with dedication, you can deepen this bond and become even a Dragonblade.” [3]*

13 *If you chose Lypoec (the Penumbral Dragon), one hero gains 1 . Otherwise, pay a total of 6 , divided as you wish, among all heroes. [9]*

14 Your vision is obscured by the mist, but you can feel a surge of strange, magic energy flowing through your body.

Opening your eyes, you all find yourselves in dragon forms. Before you, an imposing Red Dragon stands on a strange stone that you believe to be its ‘throne.’ He speaks, *“The Aberrations are invading Tanares in many places. We need to destroy them and close the rifts to avoid reinforcements. There is no room for mercy or fear; strike with all your might. Our true mission is to protect this world. One day, it will be full of lesser races, but only if we are victorious today.” [15]*





Ungodly Wars

- Open the World Map;
- Place the Penumbral Rifts (Tool Tokens and Item Tokens) at the indicated positions. If you have the banners (Scenario Pack), use them for the Relics;
- Place one mana cube from each hero (not in the Mana Pools) on the Mystical Region of the map. They represent the four dragons;
- Place 1 black cube on each Region with Penumbral Rifts. They represent Aberrations (DEF 7).

Dragons start by taking turns, choosing from the following options:

- Move 1 and/or Attack.
- Place Sacred Ground permanent (put one **Empowered** Token in ANY territory) - All dragons are **Blessed** in that territory.
- Place Vengeance Ground permanent (put one **Protected** Token in ANY territory) - If a dragon is attacked in that territory, it can make a Special Reaction first (must roll the attack).
- On a hit, it kills the Aberration and avoids the attack (each dragon: max one reaction per round).

When a dragon hits, remove the aberration. If a dragon is in a territory with a Rift but no aberration, destroy it as a free action, removing the token from the board.

Aberrations:

- After all dragons' turns, all aberrations move 1 towards their nearest dragon and make an attack (if on a territory with a dragon). On a hit (use the hero's defense), the hero takes 4 DMG.

End of round: place one additional aberration in all territories with a Rift (max. 12 on the board). If an additional would be placed (the 13th), a hero takes 4 DMG instead.

In the event of a tie, players choose (for example, if an aberration attacks a territory occupied by two dragons, the players decide which dragon will be attacked.)

After closing all Rifts, go to [16]. If the total sum of damage taken by the heroes reaches 60, go to [17].

16 You are back in the chamber. The Red Dragon spirit says, “You are indeed very powerful. What you did today might be the only ray of hope to avoid a terrifying future. This event has occurred before; it was the most critical battle for Tanares in the Ancient Age. The aberration had a single purpose: to destroy all dragons to eliminate any protection for the lesser races.” The Spirit looks to its companions, and you note one of them is missing. “You have managed to correct its echoes. Employing the Draconic Spell will alter the energies in ways your minds, as lesser beings, cannot comprehend. But it was possible with a high cost: the sacrifice of one of us. Now you will be presented with both Talismans and our eternal gratitude. We will honor his memory.”

Talessa says, “Thank you, my guide! This Talisman is a ray of light in the darkness. I will bind the undead protection, and this will prevent the dragon from being corrupted by Zarumag’s aura.”

Another dragon spirit speaks, “In my thousands of years, I never desired to exchange ideas with lesser creatures, but you are different. I am curious to see if you will be able to get the allegiance of a dragon avatar. Talessa, she is coming for you; stay on your guard.”

You follow Talessa to the exit of this place. She seems worried but dismisses any question about this information from the Spirit. “It is not the time to worry about me, when Tanares is at stake. Now, you must choose one of them; Azymor is very aggressive and will be a highly offensive ally, while Kelorth, similar to an Ice Wall, will be a strong defensive ally. Assuming, of course, you will convince them to join us. Which one do you prefer?”

A) Azymor. The best defense is to eliminate Zarumag as quickly as possible. [18]

B) Kelorth. Having a protective dragon ally allows the heroes to focus on the attack. [19]

17 With the Spirits’ help, the draconic magic flows intensely within you, significantly enhancing the power of your breath. The aberrations are easily defeated, and you close the Rifts. However, they will not be able to assist you in the journey to get the ally. [16]

18 “I will teleport you to the Fire Pits, where you will find Azymor. You can expect trouble since I am sure the Kemet already know our plan and should be there. Azymor, one of the first Avatar Dragons, is wise, powerful, and extremely aggressive when provoked. So you should handle it with caution. We believe the Fire Pits exist because of its presence. The temperature near its lair is much higher than in other areas, so prepare accordingly.” [20]

19 “I will teleport you to the icy north, where you will find Kelorth. You can expect trouble since I am sure the Kemet already know our plan and will likely be there. Kelorth is the only avatar dragon known to have killed another one during a blood frenzy. It is incredibly resilient and persistent; it never runs from a fight, so you must act cautiously to avoid being perceived as a threat. The region around its lair is significantly colder than the others, so prepare accordingly.” [21]

20 The path leads you into a fiery cave, an inferno of flames and bubbling lava at every corner, indicative of the feared Fire Pits. The tumultuous sound of battle echoes in the distance, revealing an ongoing skirmish. Kemet warriors are in combat with a colossal red dragon, its anger increasing even more by your invasion of its territory. This dragon is undoubtedly Azymor.

Go to page 64 and set up Quest 39: “Azymor.”

21 Your journey takes you into an icy cavern, where echoes of battle reverberate off the walls, interrupted by a resonating roar that sends shivers down your spine. A massive ice barrier stands between you and two colossal dragons: one glowing with the frosty shades of winter, and the other concealed in a spectral aura. You also see Kemet’s engaging ice golems, which are likely creations of Kelorth.

Go to page 68 and set up Quest 45: “Kelorth.”

22 You enter a dungeon under the tower and walk for some time until you find a large chamber. There, you feel immense magic energy coming from four dragon spirits. Talessa introduces you to them, and they ask something you would never imagine: to fight the aberration army in the ancient age. At first thought this is an absurd request, but the draconic magic could send you to the past.

When you opened your eyes, you were in the form of a dragon, killing a horde of aberrations while trying to close the Rifts they came from. After a hard battle, you emerged victorious, and the Spirits returned you to the chamber.

You don’t understand what really happened there, but in the end, you obtained the items you were looking for: the talisman that makes it possible for a dragon to resist the corruption of the Zarumag. You pick the Fire Talisman and head to the Fire Pits to recruit Azymor, but the Kemet somehow knew your plan and were already attacking.

Go to page 64 and set up Quest 39: “Azymor.”



39 - Azymor

In the lava-filled Ubellian Fire Pits, prove to Azymor that you are not his enemy to enlist his help against a common enemy.

Primary Objective

- Kill **The Dragon Avatar** (Boss) AND
 - Azymor never dies = Read [39.2].

If you lose

- Read [Defeat] - page 66.

Extra Challenge

- Azymor never targets a hero.

Special Rules

Azymor

- All combatants consider **Azymor** an enemy, and vice versa.
- It takes no turns, and deals 8 Reaction DMG.
- Use the **Boss V Boss Pad** only for Stats and Perks. *Ignore the rest.*
 - **If Azymor dies, you lose the quest.**

Azymor's Actions

- **At the end of any turn in which Azymor is targeted by an attack, it MOVES** to get as close as possible to its farthest reachable combatant (*hero or villain*).

Then, Azymor makes **one** Basic Attack against it.

ADVANTAGE: Then, Azymor makes two Basic Attacks against it.

- These actions do not provoke Retaliations or Reactions.
- Meanwhile, heroes can use **☠** turn skills.
- While moving, **Azymor** ignores obstacles and terrains, but cannot end on squares with obstacles.
 - It is always **Hastened**, and can never be **Slowed**.

Draconic Diplomacy (XP Token)

Azymor may be inclined to join your side, as soon as he can tell you and villains apart.

- Put the **XP Token** at "0" in the **Ultimate Blast Tracker** (**Boss Pad**).
- Whenever Azymor kills a villain that is in [1] of a hero, **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 **Azymor**.
- Place **Berserker** (40-B), **Warriors** (67-R) and (68-B), and **Zombie** (69-O).
 - (**Kemet Hunt** ★★): Instead of placing **Zombie** (69-O), place **Vampire** (65-O).
 - (**Kemet Hunt** ★★★): Instead of placing Level 2 **Warrior** (67-R), place Level 3 **Warrior** (97-R).
 - (**Kemet Hunt** ★★★★★): Instead of placing Level 2 **Warrior** (68-B), place Level 3 **Warrior** (98-B).
- **Then, after reading the Special Rules, read [39.1] - page 66.**

At the end of any turn, if the XP Token is at the "Ultimate Blast" slot, start **Event 1.**

EVENT 1

A calm feeling seems to flow over Azymor, a sign that he grasps your intention to help him. Although he doesn't seem too pleased to need your aid, Azymor appears to realize that without your intervention, he might have been defeated. Channeling his energy and wild fury, Azymor directs his wrath at the Kemet. He now considers you as allies. At the same time, a foe with exceptional strength, a match for the Avatar Dragons themselves, emerges to challenge Azymor.

- Place **The Dragon Avatar - Boss (B)**.
- The Features **Azymor's Actions**, and **Draconic Diplomacy** end.

Loyal Azymor

- Azymor is now considered a hero. You control its actions.

- R** Azymor may MOVE 8 and make any of its Boss V Boss Attacks.
- Meanwhile, heroes can use “turn” skills.
 - Its Special Attack can be made only once.
 - Its Primary Attacks are not flipped (*i.e., they don't Cycle*).

As soon as **The Dragon Avatar (Boss)** dies, you win the quest and read [39.2].

The Dragon Avatar (Dragon Avatar or Warlord Figure)		B	350 Hit Points	7 Defense	7 Movement	8 Reaction
Backfire (Primary Attack)		✂ 1 squares	🎯 1 enemy			
		★ 25 DMG+effects	Miss: 10 R-DMG			
Benefit: +3 to Attack Roll and Blessed .						
Effects: ① ECHO 25.						
② For each other ⚔ in [3] of Azymor , Azymor takes 25 DMG.						
③ If the target is Azymor , deal +25 DMG.						
Unprovoked / Crit: +5 DMG.						
Special Passive						
Trigger: Azymor kills a villain that is in [3] of this ⚔.						
Effect: This ⚔ takes 50 DMG.						
Favorite Target: The hero with highest HP within reach.						

Villain Kits

- 1 Berserker (40)
- 1 Vampire (66)
- 4 Warriors (67, 68, 97, 98)
- 1 Zombie (69)

- 1 Boss (Dragon Avatar or Warlord)
- 1 Boss V Boss Azymor

Barriers

- 8 Walls 4x1
- 3 Walls 3x1
- 2 Walls 2x1

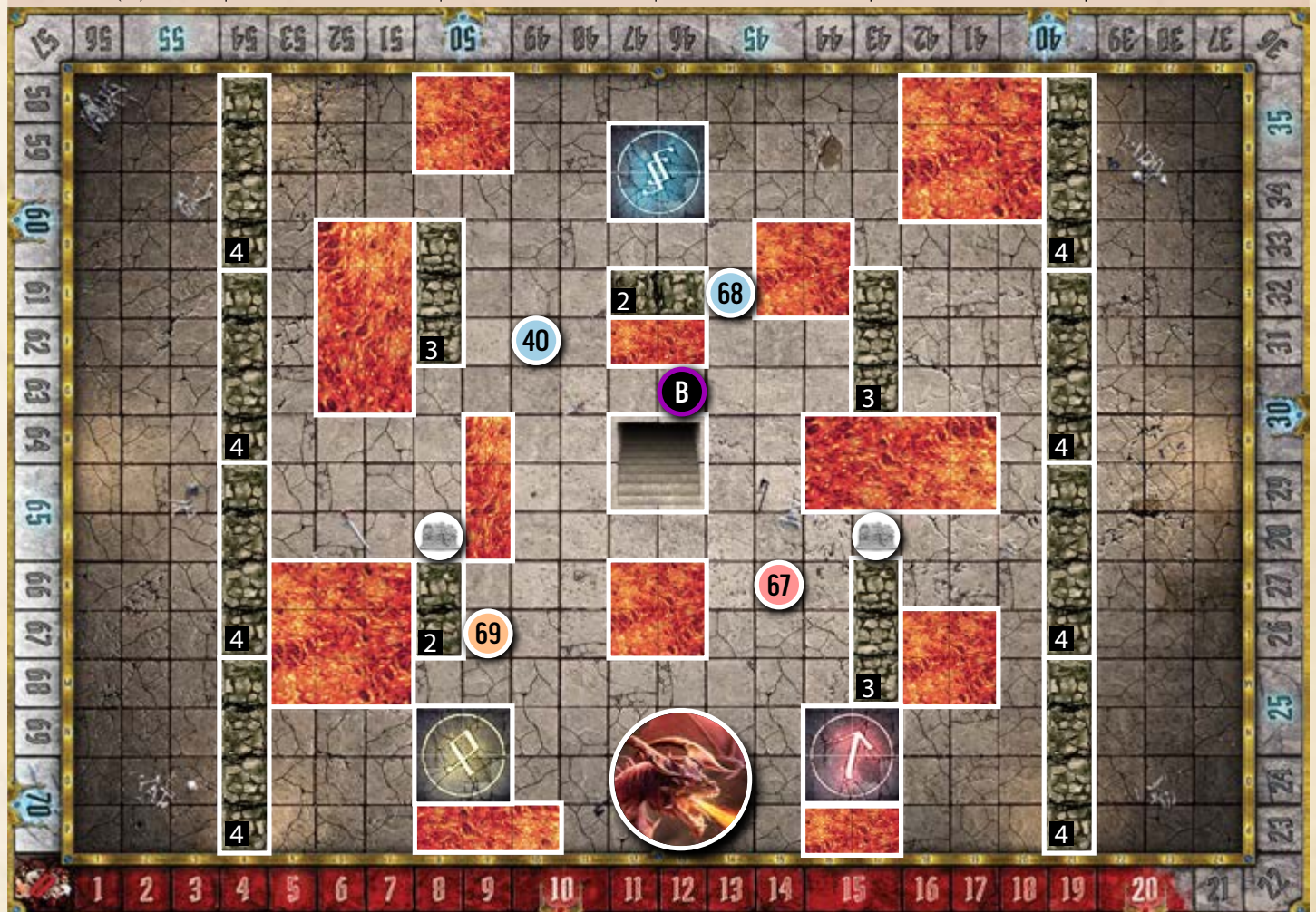
Terrains

- 2 Lava 4x2
- 2 Lava 3x3
- 2 Lava 3x1
- 4 Lava 2x2

- 2 Lava 2x1
- 3 Mission Tiles (Blue, Red, Orange)

Miscellaneous

- 2 Chests
- 1 Tool (Torch)
- 1 XP Token



Map Labels: Initial Setup Event 1

Quest Chapter 39

Azymor

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Removed the Rifts before taking 60 DMG.	You've accumulated additional fire essence; your arrival releases a powerful wave against your enemies. Each villain takes 10 DMG (except Azymor).
Fostering a Dragon (fact)	Your care for a whelping dragon can make you look good for Azymor. Increase XP by 1.
Boneheart and its Army Sunk (fact)	The Kemet plan was to weaken Azymor with a prior undead attack, but your actions have reduced their army. This results in a fight at the peak of the dragon's strength. You gain ADVANTAGE for this quest.

Quest 39: "Azymor" starts NOW (take the first turn!)

2 CONCLUSION - VICTORY

(Read this only if you won this quest)

The Dragon Avatar says, "How could someone like you defeat a being such as I? This is not over! I shall return to finish this, Beware!" Then, he disappears in a dark mist. When the fighting ends, Azymor, hurt and exhausted, turns his confused look towards you.

With a deep and loud voice, he says, "I finally understand what is happening. You have the Fire Talisman, used to protect the ancient against the Ungodly corruption. Talessa must need my aid to destroy Zarumag. If it is my destiny to face the fallen dragon avatar, I will answer the call. We shall see each other again in the Dragon Tower. I fear Talessa is in danger now."

With a thankful nod, Azymor casts a spell and ascends into the sky, disappearing into the distance. The rivers of lava and fiery explosions decrease dramatically, noticeably

lowering the heat in the area. You notice a strange portal nearby, made of fire energy, probably the spell cast by the dragon. With no other alternative, you risk stepping in, but fortunately, you appear near Wharfugee.

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

- With increased knowledge of the enemy's maritime lanes in the Storm Ocean, you discover another destination to their ships, far south, in Ubel's coast. The site that seems related to the crystals and prophecies with which the Kemet are dealing: **gain Adventure Card P.**
- **Gain +1 Diplomats and +1 Warriors.**
- **If you won, read [001] - page 4.**
If you lost, read [002].





45 - Kelorth

Gain Kelorth's trust and fight together against the powerful Dragon Avatar.

Primary Objective

- Kill all villains = Read [45.3].

If you lose

- Read [Defeat] - page 71.

Extra Challenge

- No Ice Golem dies.

Special Rules

Ice Golems (Kelorth Boss Pad Minions)

- They are considered heroes for all purposes, but they take no turns.
- Ice Golems have the **Minion Stats** on **Kelorth's Boss V Boss Pad**.
 - Use purple/gray HP Tokens and colored rings to differentiate.
 - **If all Ice Golems die before Event 1, you lose the quest.**

R Each Ice Golem RUNS to its closest villain and makes a **Basic Attack** against it. This attack does not incite Reactions.

ADVANTAGE: R Each Ice Golem RUNS to its farthest villain and makes a **Basic Attack** against it with **Empowered 5**. This attack does not incite Reactions.

Kelorth's Trust (XP Token)

Kelorth may be inclined to join your side, as soon as he can tell you and villains apart.

- Put the **XP Token** at "0" (**Ultimate Blast Tracker**).
- When a villain dies in [1] of an **Ice Golem**, **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 **Kelorth** and **Ice Golems (IG)**.
- Place **Berserker (39-O)**, **Necromancers (85-R)** and **(86-B)**, and **Spies (63-O)** and **(64-B)**.
- *Then, after reading the Special Rules, read [45.1] - page 70.*

At the end of any turn, if the **XP Token** is at the "Ultimate Blast" slot, read [45.2] (*to continue the quest*).



- | | | | | | |
|---|--|--|---|---|--|
| <p>Villain Kits</p> <ul style="list-style-type: none"> • 2 Archer (35, 36) • 1 Berserker (39) • 2 Necromancers (85, 86) • 2 Spies (63, 64) • 1 Vampire (66) | <ul style="list-style-type: none"> • 3 Bosses (Dragon Avatar or Warlord, Sentinel, Dragon) • 1 Boss V Boss Kelorth | <p>Barriers</p> <ul style="list-style-type: none"> • 2 Living Walls 5x1 • 1 Wall 5x1 • 1 Wall 4x1 • 2 Walls 3x1 | <p>Terrains</p> <ul style="list-style-type: none"> • 2 Ices 4x2 • 2 Ices 3x3 • 2 Ices 3x1 • 4 Ices 2x1 • 1 Stairs | <ul style="list-style-type: none"> • 3 Mission Tiles (Blue, Red, Orange) | <p>Miscellaneous</p> <ul style="list-style-type: none"> • 2 Chests • 2 Golem or Soldier Figures • 1 XP Token |
|---|--|--|---|---|--|



Map Labels: ■ Initial Setup ■ Event 1

Quest Chapter 45

Kelorth

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Removed the Rifts before taking 60 DMG.	The extra-cold essence you brought empowers Kelorth on your arrival. <i>Advance the XP Token to position "1" of the Ultimate Blast track (Kelorth's Bosspad).</i>
Fostering a Dragon (fact)	Your care for a whelping dragon can make you look good for Kelorth. <i>Increase XP by 1.</i>
Boneheart and its Army Sunk (fact)	The Kemet plan was to deal with Kelorth's ice golems prior to their attack; lacking the numbers to do so, they must face the golems at their strongest. <i>You gain ADVANTAGE for this quest.</i>

Quest 45: "Kelorth" starts NOW (take the first turn!)

2 With the defeat of the Kemet, the shiny frost wall breaks into pieces. Through his Ice Golems, Kelorth seems to understand that you are on his side. So, he focuses entirely on the Kemet and quickly takes them down. You have gained Kelorth's trust. You can now consider Kelorth an ally.

EVENT 1

A foe with exceptional strength, a match for the Avatar Dragons themselves, emerges to challenge Kelorth. The Avatar White Dragon joins your team.

- Remove from the board all Living Walls and villains.
- The Horde is Coming** ends.
- All heroes lose their Fatigue cubes (if any).
- Place the **Dragon Avatar - Boss (DA)**, the **Dragon Spirit - Boss (B)**, **Mystic Slave - Boss (MS)**
 - (Kemet Hunt): **Archer (★★ 35-O)**, **Archer (★★★ 36-G)**, and **Vampire (★★★★ 66-G)**

Kelorth (Kelorth Figure, Boss Pad and Attack Cards)

- Considered a hero. You control its actions
- It takes no turns, and deals 8 Reaction DMG.
- Use the **Boss v Boss Pad** only for Stats and Perks. *Ignore the rest.*
 - If Kelorth dies, you lose the quest.**

R **Kelorth MOVES 8** and makes one of its Boss v Boss Primary Attacks.

- Its Attack Card is not flipped (*i.e., they don't Cycle*).
- These actions do not provoke Retaliations or Reactions.
- Meanwhile, heroes can use "turn" skills.
- While moving, **Kelorth** ignores obstacles and terrains. It cannot stop above obstacles.
 - It is always **Hastened**, and can never be **Slowed**.

Dragon's Bane Golems (Soldier or Golem Figure)

- When Ice Golems target the **Dragon Spirit**, they make a **Bossbane Attack** (instead of a Basic Attack).

- When the **Dragon Spirit** targets an Ice Golem, trigger its Special Feature (-12 DMG from Dragon attacks).

As soon as all villains are dead, you win the quest and read [3]

Resume the quest (start EVENT 1)

The Dragon Avatar (Dragon Avatar or Warlord Figure)	DA	210 Hit Points	7 Defense	5 Movement	8 Reaction
Dragon Bane (Primary Attack)	✂ 1 square	☠ 1 enemy	☠ 25 DMG+effect Miss: 8 R-DMG		
Benefit: +3 to Attack Roll and Blessed .					
Effect: ☠ Kelorth takes 15 DMG, anywhere.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This ☠ hits Kelorth or an Ice Golem.					
Effect: Deal +15 DMG. PUSH 5 the target.					
Favorite Target: The farthest hero within reach.					



Dragon Spirit <i>(Green Dragon Figure)</i>	B	210 Hit Points	7 Defense	5 Movement	8 Reaction
Dragon Purge <i>(Primary Attack)</i>	✂ 1 square	👁 1 enemy			
	★ 25 DMG+effect	Miss: 8 R-DMG			
Benefit: +3 to Attack Roll and Blessed .					
Effect: 🗡 Kelorth takes 15 DMG, anywhere.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This 🗡 hits anyone, except Kelorth.					
Effect: Deal +25 DMG.					
Favorite Target: The hero with lowest HP within reach.					

Mystic Slave <i>(Sentinel Figure)</i>	MS	210 Hit Points	7 Defense	5 Movement	8 Reaction
Draconic Strike <i>(Primary Attack)</i>	✂ 1 square	👁 1 enemy			
	★ 25 DMG+effect	Miss: 8 R-DMG			
Benefit: +3 to Attack Roll and Blessed .					
Effect: 🗡 Kelorth takes 15 DMG, anywhere.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This 🗡 hits anyone, except an Ice Golem.					
Effect: This 🗡 HEALS 5. Deal +20 DMG.					
Favorite Target: This 🗡's closest hero.					

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

The Dragon Avatar says, "How could you defeat me? I will return to finish what I started. Be prepared!" Then, it disappears in a dark mist.

Kelorth breathes in the direction of the Kemet, creating an icy tomb for them. With a deep voice, he shouts, "Curse you all! I was hibernating here and... This Talisman. So, it's time for the ice to collide with the corruption. I made a mistake when I was in a frenzy and destroyed Zarumag; now, he is completely corrupted by the Penumbra Forces. I must correct the problems I created. When the time comes, meet me at the Dragon Tower. I will fight alongside you. Talessa's life is in danger."

Without waiting for your response, he flies away, disappearing into the cold northern sky. After some search in the frozen north, you finally find a portal and manage to return to Wharfugee.

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

- The enemy's use of the penumbral plane for practical achievements gives Huradrin an idea: **gain Adventure Card S.**
- **Gain +1 Diplomats and +1 Warriors.**
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure II

Fear of the Dark

1 As day breaks, Huradrin calls you into his hut. The weight of recent events seems to press upon him, and there's a depth of exhaustion in his voice, even more noticeable than before.

"Aye, I've found somethin'... quite astonishin'. I suppose I've pieced together where those accursed undead hordes are coming from. Combinin' what ye've unearthed in the field with me own dusty scrolls, it all points to an ancient undead creature that commands a long-forgotten laboratory, craftin' the undead like one'd forge a blade. But pinpointin' its exact whereabouts? That's where I'm a bit... clouded."

He sighs heavily, the weight of it all seeming to bear down on him. *"I'm in dire need of a library, one filled with ancient tales of the Penumbra Plane and of the Kepesh people. Reginheraht Magic Research Tower, it's the only place that comes to me mind. Would ye aid an old dwarf in findin' these tomes? With 'em in hand, I can figure out the exact place to make a portal to the cursed lab using the Penumbra Plane. If we can find and destroy that terrible laboratory, we might just end their source o' undeads for good."*

You look into the dwarf's sincere and troubled eyes, how could you possibly deny his plea? [2]

2 You return to Wharfugee, seeking the portal that leads to the tower. Upon arriving at Sara's Tavern, a beautiful woman with a sophisticated air waits for you.

"Bonjour, mes héros," she greets with a soft, alluring voice. Her accent dances each syllable, lending an exotic charm to her words, with long vowels and a musical rhythm. *"I am Rigilia, the secretary of our small magic tower here. I noticed Monsieur Huradrin looking at documents and asking questions about Reginheraht. We... we have reasons to believe there might be danger there, mon cher,"* she admits, the worry in her eyes contrasting her composed exterior.

She stops, pushing a loose strand of hair behind her ear, *"We've detected traces of unstable magic, having strong resonances of the Penumbra Plane. Most people, they do not take us seriously. But I,"* she places a delicate hand over her heart, *"I am sure that something... strange is happening there."*

She leans in, whispering like a secret, *"Remember, mes amis, Reginheraht was once ruled by Kemet a long time ago. Come with me!"* She pulls back, leaving you with a smile and an air of mystery. You follow her to the Wharfugee tower.

A) Dig deeper into Reginheraht specifics. [3]

B) Ask for details about the Penumbra Plane's influences. [4]

3 *"The tower was meticulously built centuries ago by the ancient Kemet, bien avant they left our lands,"* she shares, with her beautiful accent. *"Their thirst for knowledge led them to explore different branches of magic, each linked with symbolic identifiers. I can see a few examples from the texts, like the triangle - for foresight and prophecy, the star - connected with gods and higher beings, the diamond - representing elemental energy, the circle - denoting portals and different planes, and the square - indicating charm and emotions."* [5]

4 *"Penumbra beings! They are an interesting group, each unique yet deeply tied to negative emotions. The more they connect their existence with the material plane, the stronger these emotions come to the surface,"* she shares, with her beautiful accent. *"For those unfamiliar, fear, greed, lust, gluttony, pride, and envy are the most dangerous. Others, like anger and laziness, don't pose significant threats, but one should always be careful, mes héros"* she concludes. [5]

5 Through a combination of portal hopping and walking, you finally stand before the fascinating sight of the Reginheraht Magical Research Tower, an elevated structure made from glowing blue crystals. Huradrin is already there, waiting for you, and walks into the tower.

When giving a warning about Rigilia's information, Grace Sung, the tower's leader, is dismissive, *"It is impossible! A collection of formidable magical seals protects our tower. Even if your claim is valid, it is best to confront it right away. People usually fear what they don't understand."* You are escorted into the extensive inner library, where Huradrin eagerly starts his studies.

Suddenly, Huradrin shouts, holding up a book, *"This is it! This book contains the coordinates of the ancient Kepesh laboratories! I must look into the Penumbra Plane to identify the one we seek; there is no other way."* His eyes turn dark as he uses his penumbra abilities, his hands moving about seemingly randomly until a terrifying scream breaks the silence!

"No! Be careful, they are here!"

As his warning echoes, a dark curtain falls over the library. Panic takes over the people in the tower, their shouts filling the air as they try to run away.

Put ■ (Slot 5) - **this tracks the Penumbra Instability.**

A) Flee the tower and try to figure out what's causing the confusion and how you can help from the outside. [6]

B) (Fast Action Mode) Stay where you are and follow Huradrin's lead. [29]





6 Your heart beats fast as you and Huradrin run out of the tower. The scene that unfolds before you is full of chaos and despair. Injured people are strewn on the ground, their cries echoing off the nearby buildings. Signs of penumbral corruption mark their bodies, creating a dark display of grotesqueness. Blood covers the stones, evidence of the terror unleashed.

A figure appears above the chaotic scene, glowing against the twilight sky. Grace Sung, with her voice booming with the power of many spells, addresses the crowd. “Stay calm! Along with the Archmages, we will look into what happened. Those of you who are able, help the injured!”

This moment of need allows you to apply your skills to several tasks.

Each hero can choose one task to assist with; multiple heroes are able to select the same task. Remember the number of your choices.

- | | |
|---|---------------------------------------|
| 1 | Help the injured |
| 2 | Carry supplies |
| 3 | Transfer mana to the archmages |
| 4 | Clean the corruption |
| 5 | Find people benefiting from the chaos |

After choosing, go to [27].

7 Thanks to your combined efforts, order slowly returns to the chaotic scene. The grateful eyes of the saved citizens make you feel proud. Because of your good actions, **each hero gains 1 Empowered and 1 Protected Token.** [9]

8 Despite your best efforts, stopping the widespread fear is hard. The injured are scattered while more Penumbral creatures attack the tower. Looters add to the chaos by taking advantage of the disorder. Exhaustion and penumbral corruption afflict the mages, making their defense useless. The sight of such chaos makes you feel helpless.

Each hero gains 1 Distracted and 1 Weakened Token. Increase the Penumbral Instability by 1 (the on the HP Track). [9]

9 Grace and her archmages emerge from the twisted hallways of the tower with determination in their eyes. Her words fill the air with contagious courage that brings order to the chaos.

“We shall stand divided to conquer united! One of our groups will form a defense, holding back the ruthless attack of penumbral nightmares. The other, under my command, will go deep into the tower to close the rifts causing this chaos.”

Huradrin informs, “I can feel the vibrations of the rifts, like a wild heart beating in the darkness. I’ll go with you, Miss Sung. And my sturdy friends,” he gestures towards you, “they are ready to help where they’re most needed.”

A) Confront the Penumbral creatures to defend the tower. [10]

B) Risk into the heart of the tower to assist Grace and her archmages in sealing the penumbral rifts. [11]

C) If Avelum is on your team: Command the mages of the tower to protect it better. [28]

10 Under cover of an improvised barricade, you make a final stand against the creatures coming from the tower’s entrances. A constant wave of penumbral creatures crashes into you, but your resolved remains firm. Each swing, each hit of your weapon brings promise and hope to the exhausted defenders.

In the heat of the clash, each hero braves against the creatures.

Monsters attacks: Each hero rolls a d20 and takes an amount of DMG equal to their rolled number minus its Defense Stat (the damage taken is d20-DEF, minimum 0). Then, each hero gains 1 for killing the penumbral creature.

Then, each hero can individually continue holding the penumbral creatures, gaining +1 and repeating the roll (including taking DMG).

When the 8th roll is made: You hold the line long enough to grant sufficient respite for the tower troops. **Reduce the Penumbral Instability by 2 (the on the HP Track).**

When all heroes decide to stop (or the 8th roll is made), the tower guards advance, inspired by your bravery, ready to keep holding the line. [23]

11 Following Grace, Huradrin, and a group of archmages, you enter the distorted reality of the tower. Within its halls, a sea of swirling, purple mists fill the air, walls move as if alive, and objects shine, ethereal and unclear.

Huradrin focuses on finding the source of the rifts, but the space around you changes, bringing to life the subconscious fears of your group - embodiments of horrifying dread!

Each hero must face one of these Penumbral creatures while Sung and her archmages deal with the remaining entities. Use Fate Cards to track each hero’s choice.

- | | |
|---|--|
| 1 | Manifestation of Anger and Fury: It seems invincible, a brutal force of unstoppable rage. |
| 2 | Manifestation of Fear and Madness: Its presence threatens to twist your sense of reality. |
| 3 | Manifestation of Greed and Avarice: It drains strength from your valuable belongings. |
| 4 | Manifestation of Envy and Resentment: It has the power to manipulate your bonds, turning friends into enemies. |
| 5 | Manifestation of Gluttony and Destruction: It thrives on consuming, getting more powerful with each swallowed artifact. |

After choosing, go to [12].

12 Apply the effect of the creature each of the heroes chooses to fight against.

CREATURE NAME	APPLY THE EFFECT DEPENDING ON THE CREATURE YOU CHOOSE TO FIGHT
1- Anger	You need guile to beat it. Gain 5 Bleeding Tokens, minus 1 per ☞ you and your NPC have.
2- Fear	Your mind works against you. Take 2 DMG for each 📖 you have (add your NPC Ability).
3- Greed	It uses your weapon against you! Flip your Weapon. You take all DMG it would cause to the target.
4- Envy	It causes you to deeply envy the success of your allies. Make one Primary Attack of your choice against another hero (ignore range and temporary effects, but roll as normal).
5- Gluttony	You quickly deal with the creature before it manages to eat anyone. Each hero gains 1 🍱.

Then apply the effect of the one creature that wasn't chosen, as it will fight Grace and her apprentices.

CREATURE NAME	APPLY THE EFFECT OF THE CREATURE YOU LEFT FOR GRACE SUNG AND HER WIZARDS TO FIGHT
1- Anger	They defeat the creature without much problem. Reduce the Penumbral Instability by 3 (the 🟦 on the HP Track).
2- Fear	The creature turns their minds against them, almost killing all. You manage to save them, but each hero gains 1 Distracted Token.
3- Greed	They struggle to win, as their magical items empower the creature, but in the end, they prevail. Reduce the Penumbral Instability by 1 (the 🟦 on the HP Track).
4- Envy	All wizards attack you! Each hero takes 5 DMG before you can stop them.
5- Gluttony	It eats some of the wizards and becomes insanely powerful! You beat it with much effort, but each hero takes 10 DMG!

After applying all effects, go to [13].


13 After your successful fight with the Penumbral creatures, you watch Grace's efforts to close the rifts from where these horrors come. The crisis seems to be under control, until Huradrin runs away, his face showing fear. You follow his steps, finding yourself before a massive rift, radiating evil energy like nothing you've seen before. [14]


14 The sight is troubling as Grace and her archmages try to close the horrifying rift. She yells, "Something huge is beyond! A mighty creature trying to enter our world!" Huradrin joins hands with Sung and her team, looking back only to tell you, "The Book of Void quickly! It has the secrets to close this opening. It should be in the library, and get ready for more monsters!" And so, your search begins. [15]

15 Your steps echo in the giant maze of bookshelves. The books are categorized using symbols to identify the school of magic. Every second here counts, so you need to know what you're looking for.


- A) Search for a book marked by a Square Symbol. [16]
- B) Look for a book identified by a Triangle Symbol. [17]
- C) Hunt for a book branded with the Circle Symbol. [18]
- D) Find a book distinguished by the Star Symbol. [19]



16 You feel a burst of hope as you find a book with your chosen symbol. However, your hope quickly turns to disappointment as you read its pages. It's not the Book of Void but the Book of Emotions. *Increase the Penumbral Instability by 2 (the  on the HP Track).* [20]

17 You feel a burst of hope as you find a book with your chosen symbol. However, your hope quickly turns to disappointment as you read its pages. It's not the Book of Void but the Book of Eyes. *Increase the Penumbral Instability by 2 (the  on the HP Track).* [20]

18 Your fingers touch a book with the mark of a circle. The printed pages confirm your success; it's the Book of Void. With little time left, you hurry back to Huradrin with the critical book held tightly in your hand. [22]

19 You feel a burst of hope as you find a book with your chosen symbol. However, your hope quickly turns to disappointment as you read its pages. It's not the Book of Void but the Book of Ungods. *Increase the Penumbral Instability by 2 (the  on the HP Track).* [20]

20 You realize you made a mistake while searching. Unfortunately, time is running out, and you haven't found what you need yet. Your panicked search may have alerted the Penumbral creatures in the tower.


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

+3 if you are Baolmu or Ravel (hero) or recruit Ixxita NPC - Who better to deal with Penumbra than Madwalkers?

3 or more heroes succeed (11+): The Penumbral creatures remain unaware, giving you another chance to find the correct book. [15]


2 or more heroes fail (10-): A battle is unavoidable. [21]


21 The negative emotions you emanate attract some Penumbral creatures. A sudden ferocious fight breaks out, and they are eradicated quickly, but not without a cost.

Choose a hero to take 10 DMG. Increase the Penumbral Instability by 1 (the  on the HP Track). Then, continue searching for the correct tome. [15]

22 Your allies in the distorted chamber welcome your return. Huradrin stands in the middle of the magical storm, alongside Grace and her archmages, their joint efforts only just holding back the giant rift. In a tired voice, he commands, "Aye, crack open that tome and seek out the pieces about Kepesh Laboratories. Hurry!"

You comply, giving him the book. Huradrin dives into the text, his spells helping the wizards, some of whom have already succumbed to exhaustion.

Any arcane magic wielder among the heroes (Anariel, Avelum, Catharina, Juliet, Kelanyah, Khloet, Orthus, Vaeraunt, Zanic, or Zund) can contribute their own magic, spending 1  to assist.

For every hero that does so, decrease the Penumbral Instability by 1 ( on the HP Track). If you are Avelum, reduce 2 instead. [24]

23 Just a few moments of rest have passed since your fight with the Penumbral creatures when Huradrin's desperate call for help echoes in the tower. The guards you helped earlier clear a path for you as you hurry there.

In the big hall, Huradrin waits, with urgency on his face. Without wasting a second, he rushes towards a staircase, Grace and the remaining archmages following. His voice reaches you, "Follow me! An immense rift has opened; I require your assistance!"

You follow him, coming face-to-face with the terrifying sight of a vast rift opening in the center of the tower's main chamber. [14]





24 The atmosphere becomes heavy as Huradrin's eyes turn into a dark void, reflecting the depths of the Penumbra. He starts to read the tome, with surprising fluency in common tanarean language:

"In the heart of the Void, the path to Kepesh lies concealed, guarded by time, whispered only in silence.

From the voice of the Abyss, open the gate. Lead us into Kepesh Laboratories; I await!"

His voice resonates with power, "I can lead ye to the undead laboratory via the hidden paths o' the Penumbra! We've a shot at turnin' the tide; to seal this cursed rift and give ye a way into that lab. But, unfortunately, this is where me part ends. I cannot journey with ye."

In this critical situation, your trust in Huradrin is your only support. You prepare yourselves for the leap into the gloomy Penumbra.

If the Penumbral Instability is 6+ (■ on the HP Track): Go to [26].

If the Penumbral Instability is 5- (■ on the HP Track): Go to [25].

25 Huradrin gathers pulsing energy, directing it into the opening, which now shines with a blue light. "Pick up yer feet! I can only keep this damned portal open for a very short time!"

As you dive into the opening, it feels like you are thrown into a whirlpool, flying through planes at a fantastic speed. You can almost taste Huradrin's will fighting the monstrous energy that threatens to break your path. A spark of hope appears when you reach your destination before the dwarf's strength fades.

When you dare to open your eyes again, you find yourselves in an unfamiliar place. Looking around, you spot an underground tomb. There is big stone door, grimly decorated with carvings of skulls. The scary symbols engraved on it leave no room for doubt - you're standing before the feared Kemet dark lab entrance.

Wasting no time, you use all your combined might to move the heavy stone door and go down the dark stairs hidden behind it. You find yourselves in a mysterious lab, full of reanimated corpses and countless vials filled with ominous alchemical substances. But you feel an even more sinister presence nearby.

Suddenly, you're spotted by a Kemet guard, who quickly prepares an arrow and orders his undead minions to attack you!

Go to page 78 and set up Quest 41: "Dark Lab."



26 Huradrin gathers all his strength, pushing it into the portal, which shines with a ghostly red light. “Aye, make haste! The portal’s not gonna hold for much longer!”

Determined, you jump into the portal. The feeling is like being thrown down a tunnel between planes, speeding through swirling colors and shapes too fast to identify.

Suddenly, you discern huge tentacles wrapping around the tunnel, squeezing to break your path! A distressed voice echoes through the shadow, a dwarf’s cry, but not Huradrin’s: “By Dorsis’ beard! Why am I even here? Let yer fatal strike come, if it must!”

Then Huradrin’s worried voice echoes through the noise: “Aye, Ukhumlim voice?! By the beard o’ the ancients, is that ye, Stronghope?! Heroes, ye must lend a hand to help him!” Shocked, Huradrin’s concentration fades, and the tunnel around you cracks like glass under pressure. You fall into complete darkness.

When your sight returns, you find yourselves in a bizarrely unfamiliar world. Tanares is merely a distant memory here. The elements whirl and twist around you in a chaotic dance, changing from rock to liquid, and from water to fire, following a strange, impossible pattern.

Close by, an injured older dwarf catches your eye, his smile a bitter sign of giving up. You immediately find yourselves surrounded by hostile creatures as if your arrival had been expected.

A devil smirks at you, his voice full of evil, “You have walked right into my master’s trap. It’s about time you and this sorry dwarf are eliminated and offered as a trophy.”



Go to page 86 and set up Quest 42: “Extrplanar Journey.”

27 Each hero checks their chosen task.


TASKS

Heal the injured: To succeed, you must be a Healer or have an attack card that heals an ally.

Carry supplies: The hero makes a  TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)
+3 if you are a Brute - Who’s better for feats of strength?

Transfer mana: To succeed, you must spend 1  if the hero is a Healer, Shooter, or Controller or 2  for other battle roles.

Clean the corruption: To succeed, you must have an attack or available skill (with a token) with a DISPEL benefit or effect.

Find people benefiting from the chaos: The hero makes a  TEST (d20+ Hero Card + NPC Card). (14+: success | 13-: failure)
+3 if you are a Tactician - Your streetwise is very useful here.

If 3+ success on tasks: Go to [7].

If 2- success on tasks: Go to [8].

28 Some of the archmages recognize you and ask, “Are you really Avelum? The most powerful Wizard of all Tanares? They tell stories about you; with a single spell, you can shake an entire plane. Can you lead us in this crisis?”

You look at them, delivering an inspiring speech. With newfound confidence, they prepare to fight with much more determination. Grace Sung declares, “After this nightmare ends, count on us to aid you in any way during the war. Reginheraht will come to your support!”

Gain +2 Strategists. Add a +2 bonus to ALL rolls every hero makes for the rest of this adventure

(before the quest starts.) [11]

29 You help Grace Sung and the tower’s wizards in handling the chaos outside. Faced with the widespread fear and the growing number of injuries, a feeling of defeat washes over you. **Each hero gains 1 Distracted and 1 Weakened Token.**

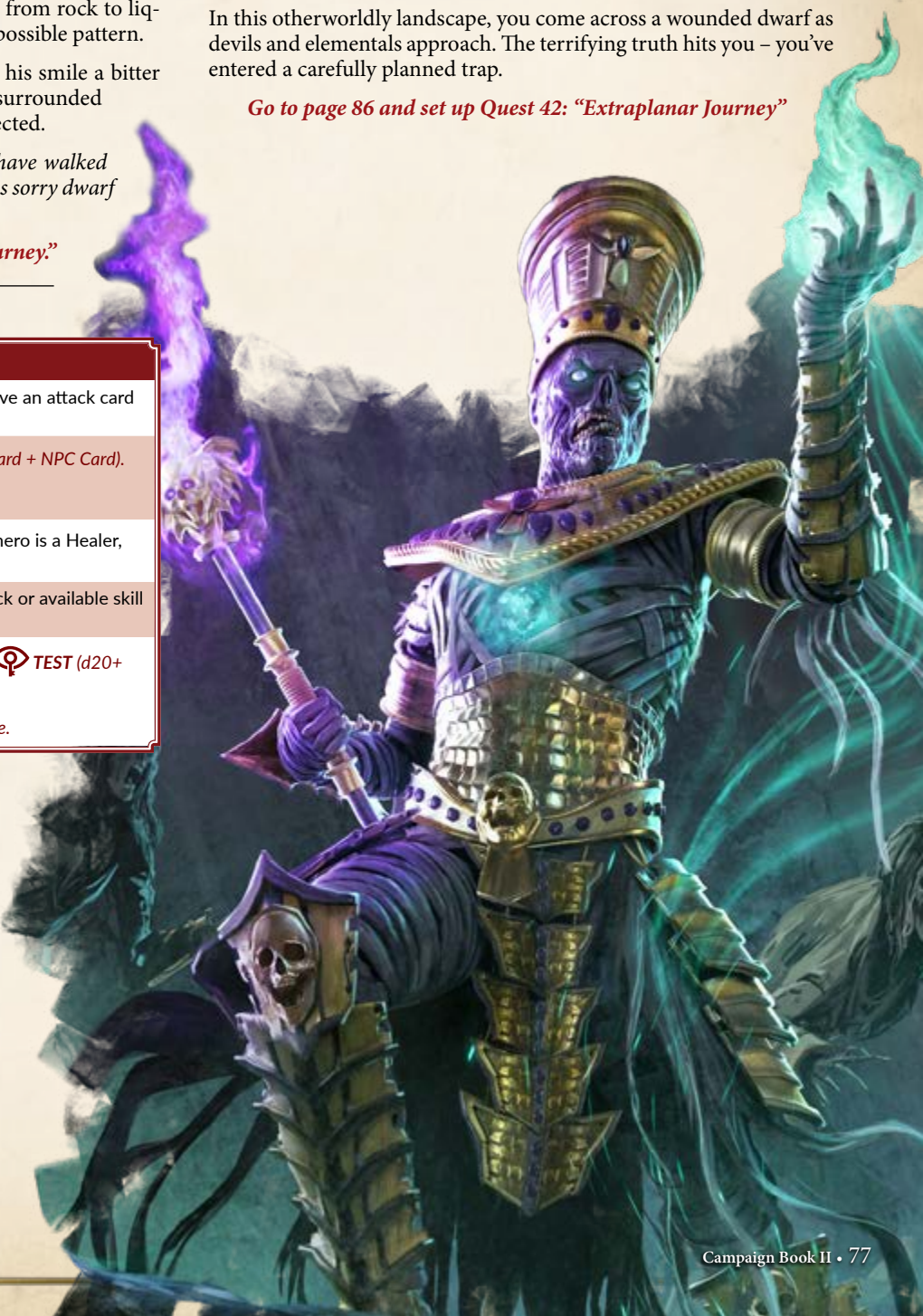
Grace, the Archmages, and Huradrin, go back into the tower while you hold off the advancing Penumbra creatures. The relentless battle takes its toll. **Each hero takes 6 DMG.**

In the middle of this chaos, Huradrin calls for help as a huge Penumbra rift splits open within the tower. He suggests a brave plan, to use the energy from this rift to transport you to the Kemet’s lab while sealing the rift simultaneously.

The plan is set in motion, but as you go through the portal, a powerful Penumbra entity attacks you, attempting to block your path. Amidst the chaos, Huradrin’s concentration fades as he recognizes the voice of a long-lost friend. The magic breaks, throwing you into another plane, the elemental one.

In this otherworldly landscape, you come across a wounded dwarf as devils and elementals approach. The terrifying truth hits you – you’ve entered a carefully planned trap.

Go to page 86 and set up Quest 42: “Extrplanar Journey”



41 - Dark Lab

Followed by a suspicious and intangible presence, you dive deep into a secret Kemet facility that is closely connected with the undead outbreak.

Primary Objective

- Kill all villains in the laboratory = Read [41.13].

If you lose

- Read [Defeat] - page 84.

Extra Challenge

- While carrying a Flask, heroes are never hit by a villain of a color not being carried than that Flask.

Special Rules

Chromatic Flasks

1. Shuffle all Flask Cards in the game, except *Holy Water*, and put them **face-down**. This is the **Flasks Deck**.
 2. Then, draw a Flask and put it next to this deck, **face-up**: this is the first card of the **Discard Pile**.
- Flasks you use and discard during the Quest must be placed on top of the **Discard Pile** (face-up).
 - Whenever the **Flasks Deck** runs out of cards, repeat Steps 1 and 2 above, but don't shuffle Flasks being carried by heroes (*dead or alive*).

! Rule Explanation: Dark Elixirs (*ignore if you're not playing Magenta*)

For this quest Magenta attacks that use flasks, grant flasks, or create flask decks lose those effects. They still do DMG, but they lose all their benefits and effects related to flasks.

Flask Repository (Quest Item)

AA + Remove it: The interacting hero draws one Flask Card (and must carry it).

ADVANTAGE: **AA** + Remove it: The interacting hero charges 1 skill token and draws two Flask Cards; choose one to carry and discard the other.

Using Flasks

Chromatic Flasks are special: they open only in the presence of a particular aura.

- Flask Cards have the same color as villains Favorite Targets (*i.e., green, orange, blue, red*).
- Whenever a villain attacks a hero that carries a Flask of that villain's Favorite Target color, immediately after the attack resolves, if that hero lives, it **must** use that Flask.
 - **Purple Flasks** count as all colors (*i.e., any villain enables their use*).
 - If the attacked hero has more than one Flask of that color, choose only one to use.

Chromatic Reaction

This special environment becomes impregnated with the energy of discarded flasks.

R If the card on top of the Discard Pile is:

- **Green** or **Orange**: HEAL 10 the combatant with lowest HP.
- **Red** or **Blue**: The two combatants with highest HP take 10 DMG.
- **Purple or no card on the Pile**: The two combatants with lowest HP take 10 DMG.
- Afterward, put the top card of the **Flasks Deck** on top of the **Discard Pile**.

! Rule Reminder: *Combatants are heroes, villains, and companions.*

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Archer (35-R)**, and **Gargoyles (51-O)** and **(52-G)**.
 - (**Kemet Hunt**): **Berserker (★★04-B)**.
- **Then, after reading the Special Rules, read [41.1] - page 80.**

R If all villains are dead, remove all Quest Items from the grid. The hero with highest HP takes 10 DMG for each Item removed this way. Then, **read [41.2] (to continue the quest).**



Cildroly, Archer Lord
(Archer Figure)

B **140** **7** **5** **8**
Hit Points Defense Movement Reaction

- Consider as if this **z** had the same color as the **Flask** on top of the **Discard Pile**. (If there is none, or it is purple, this **z** is Blue.)
 - This affects Favorite Target checks and **Using Flasks**.
- Cildroly is **Shielded 10** while there is a **Gargoyle** alive on the grid.

Explosion (Primary Attack)

8 squares 1 enemy
30 DMG+effects Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.

Effects: 1 BLAST 10.

2 FLEE 3 (If this **z** didn't move this turn)

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **z** hits a hero that has no Flasks of the same color as the one on top of the **Discard Pile**. (purple flask counts as all colors).

Effect: Deal +10 DMG.

Favorite Target: Check the Discard Pile. See above.

Villain Kits

- 2 Berserkers (03, 04)
- 2 Archers (35, 36)
- 2 Gargoyles (51, 52)
- 2 Ghouls (53, 54)
- 1 Necromancer (58)
- 1 Boss (Archer)

Barriers

- 1 Barricade 3x1
- 1 Big Door (Red)
- 3 Walls 5x1
- 4 Walls 4x1
- 2 Walls 3x1

Terrains

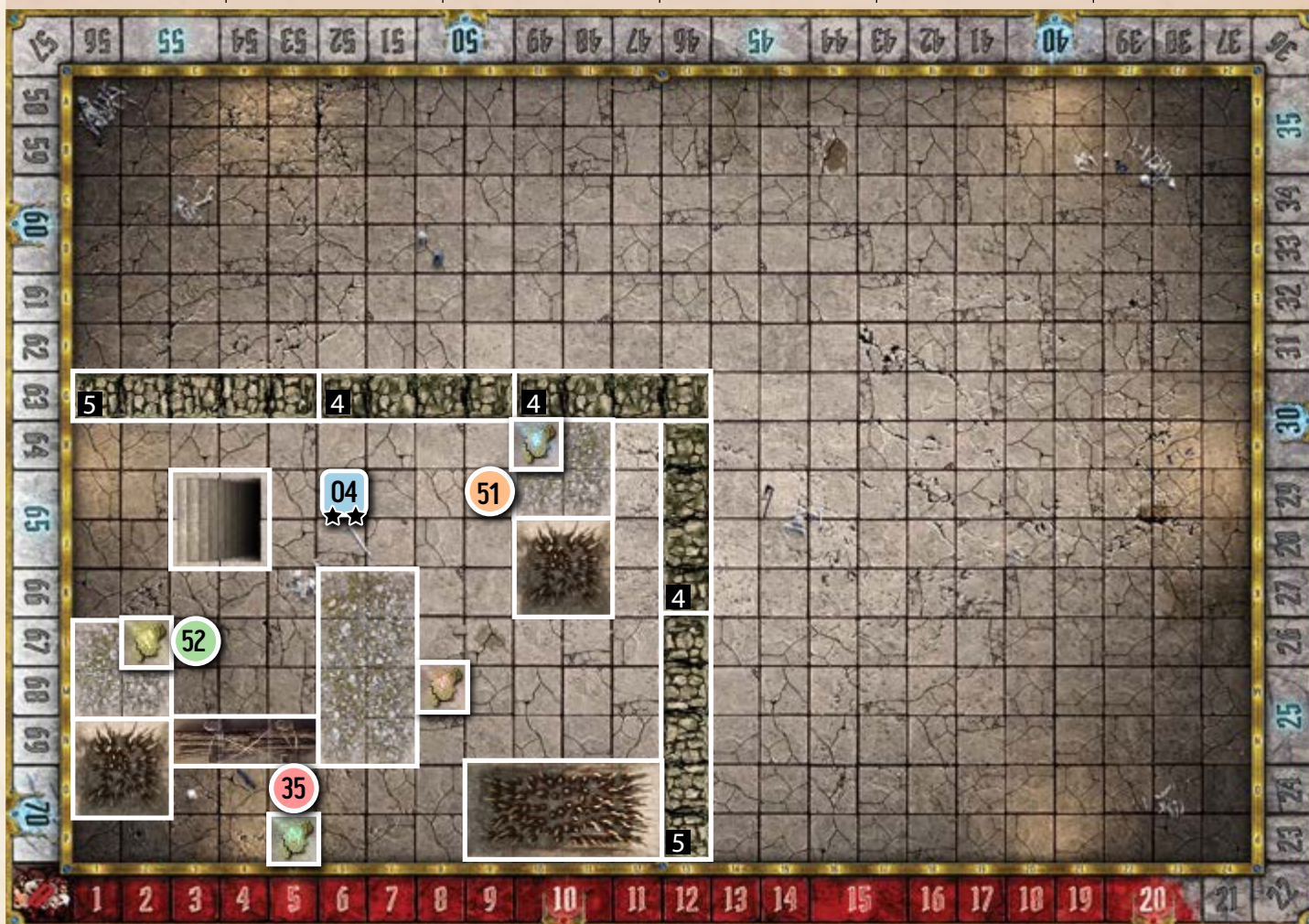
- 4 Altars
- 2 Ruins 4x2
- 4 Ruins 2x2
- 2 Spikes 4x2

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

Miscellaneous

- 2 Chests
- 4 Quest Items
- 2 Rooms (Laboratory, Library)

- 1 Tool (Tome)
- All Flask Cards (Except Holy Water)




Map Labels: — Initial Setup

Quest Chapter 41

Dark Lab

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Dwarven Heirloom (fact)	Huradrin trusts you deeply and uses all his power to aid you in your journey to the Dark Lab. Each hero gains 1  .
Fostering a Dragon (fact)	Your baby's keen draconic senses enable him to sniff if alchemical components are more active or decayed; he points you to the most effective flasks. You gain ADVANTAGE for this quest.

Quest 41: "Dark Lab" starts NOW (take the first turn!)

2 As the echo of your last winning strike dies away, the ominous room fills with silence. From the black darkness, a chilling undead figure slowly appears - a Lich of ancient stories. His skeleton face shows signs of an age-old curse, but his voice has a strangely intriguing charm.

"Welcome, valorous ones. Your prowess in navigating this sunken crypt and standing here before me is indeed impressive," he says, a weird harmony in his words. "Fear not; we are not destined to be adversaries today. My hatred for the Kemet has lasted for centuries. We might yet stand as uneasy allies in this gloomy hour."

His empty eye sockets look at a hidden chamber beyond, "Beyond, an artifact of ancient wisdom awaits - a tome, long forgotten. The Kemet's evil spells prevent me from entering. Get it for me, and maybe we'll find our goals are the same."

A) Agree to his request to get the book for the Lich. [3]

B) Reject his offer. His words might be clever lies or half-truths. [4]

3 "A pact sealed. To prove my sincerity, allow me to share a secret. Behind the bookshelf, potent elixirs lie shrouded in the sands of time," the Lich hints. With careful hands, you move the old stone, showing a hidden spot holding two ancient vials. **Two heroes draw 1 Flask Card.** [5]

4 The Lich's eyes glow with a cruel light as you decline his offer, "Take your time, champions of this age. Think about the wisdom of forcing me

to help the Kemet. Your decision will echo through eternity... Choose wisely." [5]

5 With an unsettling motion, the Lich points out a hidden lever before fading back into the shadows. After some hesitation, you finally pull the lever. The old stones murmur their tales as a secret wall moves aside, revealing another room filled with mystery and antiquity.


- **Remove the Wall occupying square G-6.**

A huge library and an alchemist research laboratory are on the other side. On one of the tables, protected by mystical runes, you see a huge tome, engraved with the symbol of an eagle whose head is a skull.

Kemet soldiers and their undead minions notice you; they are ready to defend the laboratory.

- **Place the Library and the Laboratory Room Tiles, as well as the two 4x1 Walls, as in the map below.**

- **Place Event 1 villains and Quest Items, according to the map below:**


 Guard 3: **Archer (36-B)** and **Ghouls (53-R)** and **(54-G)**.

- **(Kemet Hunt): Archer (★★★ 35-O).**

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Undead Plague is Contained (fact)	With their numbers greatly reduced, the Kemet decided to produce a higher number of inferior undead, instead of fewer powerful ones. Remove Ghoul (54-G) and place Reapers (15-R), (16-O) and (17-B) on any square in [1] of Archer (36-B) .
Enhanced, Toxic Undead (fact)	Without your intervention, the undead becomes an ever-increasing danger. Place 2 Empowered and 1 Preserved Token on each of Ghouls (53-R) and (54-G) .



Resume the quest (start EVENT 1!)

Lich's Relic (Tome Token)

 Place the Tome Token on the hero card of the interacting hero. It takes 20 DMG, **minus 10** for each Flask it is carrying.

R If all villains are dead, remove all Quest Items from the grid. The hero with the highest HP takes 10 DMG for each Item removed this way. If the Tome Token was collected by a hero, go to [6]; **otherwise, go to [7]** (to continue the Quest).



Map Labels:  Initial Setup  Event 1

6 Fatigued from the recent fight, you barely notice the Lich reappearing, a specter taking form outside the library room. His voice is a chilling whisper, “You’re as brave as the Kepesh warriors. Now, give me the book, and I’ll keep my part of the deal.”

A) Give the book to the Lich. [7]

B) Refuse and keep the book. It must be important if this powerful being wants it. [8]

7 *Discard the Tome Token.*

A hint of satisfaction comes from the Lich’s empty eyes. “*In the shadow of the great Sphinx, secrets rested, including this elixir of life. Our pact is fulfilled; I have a problem with the Kemet, not with you. My goal is to break free from their control before they force me onto your path. To remember me, you can call me Kalistessenâmun.*” Then, he fades into the surrounding shadows once more. **HEAL 12 a hero.** [11]

8 The Lich’s skeletal face transforms, into one of anger. **If you previously agreed to assist him and received the flasks, go to [9]. Otherwise, go to [10].**

9 “Betrayal harms more than a snake’s bite. I’ll make you pay!” The Lich can’t enter the lab; however, with a wave of his thin hand, he releases a deadly energy storm. **Each hero takes 10 DMG and gains 1 Weakened Token.**

He disappears into the dark shadows once more. Feeling the Lich’s constant presence, you decide to:

A) Burn the Book. **Discard the Tome Token.**

B) Keep the Book. **Keep the Tome Token on a Hero Card.**

Then, go to [11].

10 “Your decision is as brave as it is unwise. If an alliance is impossible, confrontation is inevitable.” The Lich, stopped from entering the lab, conjures a deadly energy storm. **Each hero takes 5 DMG and gains 1 Weakened Token.**

He disappears into the dark shadows once more. Feeling the Lich’s constant presence, you decide to:

A) Burn the Book. **Discard the Tome Token.**

B) Keep the Book. **Keep the Tome Token on a Hero Card.**

Then, go to [11].

11 Seeking a way to advance further, you find yourself before another lever. You pull it, and another wall recedes, revealing the last room of this cursed place.

• **Remove the Wall occupying square E-18.**

Inside, you see an ancient ritual room and many undead parts being jolted by magic — it creates more undead. In the center of the ritual, you see Cildroly, one of the Kemet generals, carrying a skull engraved with strange runes.

Cildroly: “How have you breached this place? Gullog assured me that it was inaccessible and completely unknown to Tanareans!”



If you have **Yrizard is dead (fact)**, go to [19]. Otherwise, keep reading:

Cildroly: *Well, it does not matter. Your meddling ends now; your bodies will be great parts for our creations!*" [12].

12

IF YOU HAVE...

APPLY CONSEQUENCE(S):

Yrizard is dead (fact)

Knowing that you already dealt with one of the other generals, Cildroly feels threatened. *The Boss' first attack automatically misses!*

- Place Event 2 villains and Quest Items, according to the map below:

Guard 3 (purple): **Gargoyles (51-O) and (52-B)**, **Necromancer (58-G)**, and **Cildroly - Boss (B)**.

- (Kemet Hunt): **Berserker (★★★★03-R)**.

When all villains are dead, you win the quest and go to [13]

Resume the quest (start EVENT 2!)



Map Labels: — Initial Setup — Event 2

13 (Read this only if you won this quest)

After you turn off the magic circle that brought the undead to life, a fearful change occurs. The skull that Cildroly held shines a bizarre blue light, its necrotic pulse painfully taking your life essence to fuel Cildroly's revival from the floor. His malicious smile is the last thing you see before the Lich emerges from the shadows, saying, *"Finally, the barrier has been obliterated."*

- If you gave the Book to the Lich: **Go to [14]**.
- If you kept the Book: **Go to [15]**.
- If you burned the Book: **Go to [16]**.
- If Khloet is part of your group: **Go to [17]**.

14 The Lich walks toward Cildroly, his spectral gaze fixed on the skull. With abnormal force, he pulls the skull from Cildroly. The draining sensation on you ceases. In a desperate move, Cildroly grabs a wall torch, revealing a hidden escape way, and jumps in, closing it before you can react.

The Lich, nonetheless, revels his newfound freedom, *"Freedom, at last! Both Gullog and the Kemet will feel the anger of a forgotten Pharaoh's curse! Should our paths cross again in this life or the next, I shall remember your aid."*



The Lich unseals the book, chanting an old spell. A blinding light comes from the skull's empty eyes, followed by the sound of breaking chains. Kalistessenâmun gives you the skull, "This is of no use to me anymore. However, its powers might assist you in your fight against the Kemet." **Mark A Satisfied Lich (fact)**. [18]

15 *If you burned the Tome, go to [16]. Else, keep reading.*

Joy shows in the Lich's eyes as he watches your suffering. He retrieves the skull from Cildroly, saying, "Even with your defiance, you've served me well. I hardly believed you could kill Cildroly — I was ready to witness your quick descent to the underworld."

As the Lich grabs the skull, the life-draining curse suddenly ends, leaving you with relief. He takes the book from you and begins to chant a spell. A blinding light fills the skull's empty eyes, and you hear the sound of broken chains. Seizing his chance, Cildroly runs towards a wall torch, pulling it to reveal a hidden escape door. He jumps through it quickly, just before breaking the door's mechanism.

Though distracted, the Lich is pleased, "This skull is useless to me now. However, it might be a powerful weapon against the Kemet in your hands, casting a shadow over their betrayal." [18]

16 *The Lich enjoys your pain as he grabs the skull from Cildroly, growling, "Even with your pointless fight, you've served me well. I never expected your victory over Cildroly. I was ready to witness your quick descent to the underworld."*

The pain gets worse, threatening to drop you into unconsciousness, when it suddenly stops. You take shaky breaths of relief, but the ancient curses linger over you. **On the next quest, all heroes that played this one start with 15 DMG and 1 Weakened Token (keep it on your save with your hero).**

"I feel joy, a feeling I haven't felt in thousands of years. So you shall be spared — today. If it weren't for your help in disordering Gullog's plans, I would have plagued you," he says, his voice cold as a desert night. "Your presence annoys me, but Gullog's existence is a curse I despise even more."

Seizing his chance, Cildroly runs towards a wall torch, pulling it to reveal a hidden escape door. He jumps quickly, just before breaking the door's mechanism.

The Lich speaks with a cold voice. "This skull is of no use to me now. However, it might be a powerful weapon against the Kemet in your hands. If you manage to destroy them, my freedom will be complete." [18]

17 *The Lich walks toward Cildroly, his ghostly gaze fixed on the skull. With abnormal force, he pulls the skull from Cildroly. The draining feeling from the skull stops. In a desperate move, Cildroly grabs a wall torch, revealing a hidden escape way, and jumps in, closing it before you can react.*

Khloet runs to the Lich. "Finally, I can have my Pharaoh back. Let me grant your freedom, as I want much more than your mere release from the Kemet spell. Your memories will be back, and we can finally be together again. Don't use the tome."

The Lich looks confused; for the first time, you don't sense any evil in his eyes. "Is that really you, Khloet? How could you survive this long?" Khloet takes his hands, "Now, we must defeat the Kemet to ensure our future and rebuild the Kepesh kingdom."

The Lich nods, then disappears into the shadows. **Mark A Satisfied Lich (fact)**. **Open your Campaign Log and mark 2 cubes in any one territory you choose, gaining the corresponding War Points. If you have ☆ Elder Scriptures (meaning you killed Se-Namum), gain 3 instead.** [18]




18 By the time you regain your strength, the Lich has already vanished, leaving only traces of his ancient power. The haunting cries of the undead can still be heard, serving as a reminder of the Lich's control over death, echoing from other parts of this wicked lab.

Acting quickly, you collect the left-behind skull and any books within reach, then use a mixture of unstable alchemical flasks to destroy what's left of this evil place. **Make The Lich's Skull (fact).**

You navigate through confusing tunnels and secret passageways, leaving the lab as the fire caused by your destruction spreads behind you. [20]

19 Cildroly's voice is filled with a cruel satisfaction as he recognizes you, "Ah, yes... I remember you now. You're the one who brought Yrizard to her early death, aren't you? Let me tell you, I would have killed her myself for her failures. You just saved me the trouble."

Despite his bold words, you can sense his discomfort, his false confidence failing to hide his worry. His rattled state boosts your determination, **Each hero gains 1** . [12]

20 CONCLUSION - VICTORY

- You've confirmed that the Kemet are actively working to disturb Huradrin's possibilities of intervening in the war: the undead infestation against Shortfall was targeted at the dwarf — and almost took him out of the game as early as in your very first Journey.
- Huradrin returns safely from Reginheraht.



Wharfugee bulletin

SOUTHEAST: FEWER UNDEAD SEEN

Some theorize, given that the region is scarcely inhabited, that we simply ran out of corpses, but local mystics inform that "the air feels cleansed" (whatever that means). In any case, the Empire considers it a great victory in the war against the Kemet, as most mothers are not willing to send their sons to fight the corpse of their grandfather. We expect more volunteers to march west and fight for their homeland.

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 definitively disrupt the center of one of the most important plans of the Kemet for the war, just as you unveil its location. **Mark Falling at the last dark hurdle (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- **Gain +2 Spies.**
- **If Niary is on your team:** You learned from the enemy. *You can now choose a Cildroly's Special Attack to replace one of your own during each start of Journey Phase.*
- *If you won, read [001] - page 4. If you lost, read [002].*





42 - Extraplanar Journey

An unknown malign force has tossed you into the Elemental Plane! Eliminate its monsters to find a way back to Tanares.

Primary Objective

- Kill all villains = **Read [42.2]**.

If you lose

- **Read [Defeat]** - page 88.

Extra Challenge

- **Elemental Blast** DMG kills at least 4 villains (*put the XP Token on the HP Track to track it*).

Special Rules

Cling Elements (2x2 Tiles: Lava [FIRE], Ice [WATER], Ruins [EARTH], and Altar [AIR])

Commoners wouldn't survive long in this environment: the elements attach to you and it's difficult to let them go.

- When a combatant (*hero or villain*) steps on a Terrain, first apply its effects (if any) as usual.
 - **Then, (once per turn)** put that Tile on that combatant's Card (*players choose the tile if the corners of two Tiles are simultaneously crossed*).
- If a combatant dies, put its Tile (*if any*) on squares without Tiles or figures and as close as possible to that combatant's square of death.
- Whenever a hero or villain declares an attack (*even on a miss*), transfer its carried Tile (*if any*) to its target (*once per turn*). If there are multiple targets, you choose one of them.

! Rule Explanation: A combatant can only receive one Tile from moving into it, and one from being attacked, for a maximum of two per turn (this second one causes the Elemental Explosion).

Elemental Explosion

Combatants may never cling to two Tiles at the same time. Different elements explode when they come in close contact.

- Whenever a combatant gains its **second** Tile, put the first one on squares without Tiles or figures and as close as possible to that combatant. **Then,...**
 - ...if the first and second Tiles share the **same type**, that combatant HEALS 8.
 - ...if the first and second Tiles have **different types**, that combatant takes 10 DMG.

Ukhumlim Stronghope (Prisoner Figure)

You find one of Huradrin's long lost friends here.

- **Ukhumlim** is not a combatant. He cannot be target and takes no turns.

! MOVE 3 Ukhumlim. If he enters a Terrain during this move, check which Hero and Villain Cards have Tiles of the same type.

One of those villains (if any) takes 5 DMG, and one of those heroes (if any) HEALS 5 (both once per turn).

ADVANTAGE: All combatants with the same Tile take 10 DMG or HEAL 10 (heroes choose one to apply in all).

! Quest Tip: Use the Elemental Explosion strategically, trying to get the same Tile you have by making enemies with them to attack you. And attack enemies with different ones to deal extra DMG.

Events

INITIAL SETUP

- **This quest doesn't have Stairs.** Place the heroes on the squares marked with an "H" on the map. Each may reassign 2 Skill Tokens.
- Grab the 2x2 Lava, Ruins, Ice, and Altar Tiles **NOT** used to assemble the map. Each Hero Card must receive one of these Tiles.
- Place **Ukhumlim** as in the map.
- Place **Basilisks (37-R)** and **(38-G)**, **Elemental (48-B)**, and **Fiend (50-G)**.
 - (**Kemet Hunt**): **Berserker (★★03-O)**, **Necromancer (★★★11-R)**, and **Necromancer (★★★★12-B)**.
- **Then, after reading the Special Rules, read [42.1] - page 88.**

R If all villains are dead, start **Event 1**.

EVENT 1

You rush to Ukhumlim to check if he's alright.

"I don't know who you are, but I know a friend when I see one! As a geomancer, I've managed to survive this place for the past few decades, and now that you've opened a way in, I can try to find us a way out..."

He is interrupted by a strong explosion close by. From it emerges an Elemental Lord with a bright crystalline orb.

At his call, a horde of minions are summoned. "Stronghope, a fitting name. I'll enjoy making it crash and burn!" He says. "The Tentacle Lord, the Eye from Beyond made his judgment: you shall perish today!"

- Place **Dhernas, the Elemental Lord - Boss (B)**.
- Place the following villains, each with one **new 2x2 Tile** on its card:
 - **Basilisk (38-B)**: Lava Tile.
 - **Elemental (47-R)**: Ice Tile.
 - **Fiend (49-O)**: Ruins Tile.
 - **Fiend (50-B)**: Altar Tile.

As soon as all villains are dead, you win the quest and read [42.2].

Dhernas, the Elemental Lord (Warlord Figure)		B	350 Hit Points	10 Defense	5 Movement	8 Reaction
<ul style="list-style-type: none"> • This ☒ takes 30 R-DMG whenever another ☒ in [8] of it gains a Terrain Tile. 						
Opposites Attract (Primary Attack)			✂ 1 squares	👁 1 enemy		
			☀ 30 DMG+effect	Miss: 10 R-DMG		
Benefit: +3 to Attack Roll and Blessed . Effect: 🟡 PULL 5. Unprovoked/Crit: +5 DMG.						
Special Passive						
Trigger: There is another hero in [3] of this ☒ when this ☒ hits a target. Effect: MOVE the target to its closest free Terrain square.						
Favorite Target: The hero with lowest HP within reach.						

Villain Kits

- 1 Berserker (03)
- 2 Necromancers (11, 12)
- 2 Basilisks (37, 38)

Elementals

- 2 Elementals (47, 48)
- 2 Fiends (49, 50)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 5 Walls 5x1

Walls

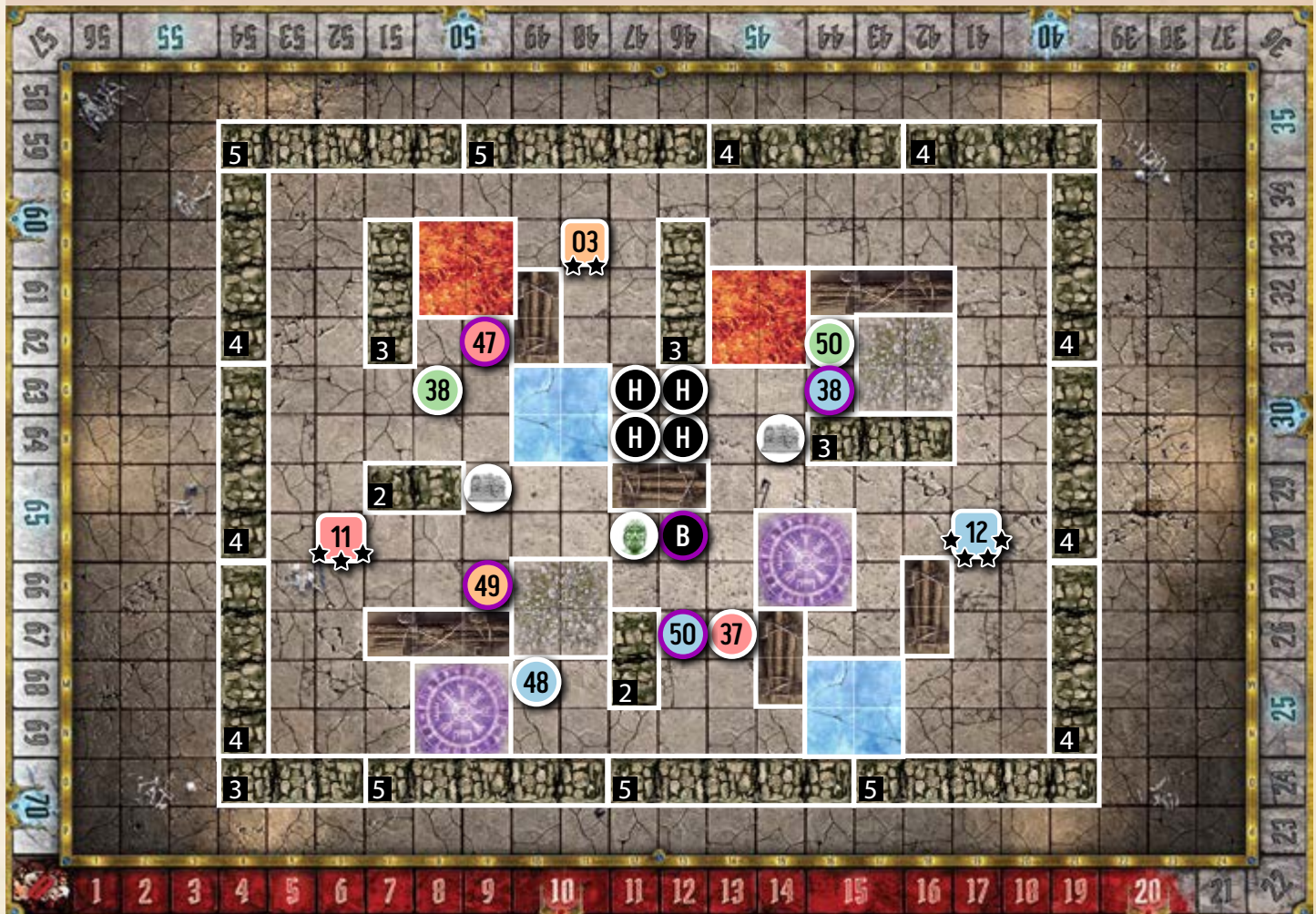
- 8 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 4 Altars
- 4 Ices 2x2
- 4 Lava 2x2
- 4 Ruins 2x2

Miscellaneous

- 2 Chests
- 1 Prisoner





Map Labels: — Initial Setup — Event 1

Quest Chapter 42

Extraplanar Journey

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S)
Dwarven Heirloom (fact)	Huradrin trusts you deeply and uses all his power to aid you in your journey to the Dark Lab. Each hero gains 1  .
Secrets of the Kemet Past and Future (fact)	You can assist Ukhumlim in controlling the elemental forces with the knowledge about other planes you've acquired in the Kemet papers. You gain ADVANTAGE for this quest.
Kemet Prophecies (fact)	Behind the prophecies, there seems to be an ominous entity, whose tentacles reach far beyond the mortal realms. You can't shake the feeling this is important for some reason, but this makes you second guess your sanity for a moment. Each hero gains 2  and 2 Distracted Tokens.
Super-portal opened (fact)	With access to the Vandanamalika, some Kemet were sent to the Penumbral Plane to aid in the ambush against you. Place Spy (29-O) on a square in [1] of Ukhumlim.

Quest 42: "Extraplanar Journey" starts NOW (take the first turn!)

2 (Read this only if you won this quest)

Dhernas croaks. "A great demonstration of might, but it is pointless. You shall never leave this plane. In a short time, reinforcements will arrive. How long can you resist?"

Ukhumlim hurries toward Dhernas' body and grabs a crystalline orb from it. "This can do the trick! I know someone from a distant past that can help us."

To your surprise, many other dwarves appear from hiding spots all around. Ukhumlim takes the orb and focuses on it.

After some time, you hear steps of approaching creatures, demons and elementals. They surround you, ready to attack. The first wave of enemies confronts you, but you are able to defeat them. **Distribute 60 DMG between all heroes. If all heroes would die, instead, the dwarf soldiers sacrifice themselves to protect you.**

Just as a new group of creature is about to attack you, you see some ropes drop from above you. "Come with us if you want to live!" Desperately grabbing them, you climb to a strange flying ship. "Captain Mavras, planar guardian. Ukhumlim, glad I could arrive just in time; let me take you to the material plane. There is a severe disturbance in the planar wave."

The ship flies at an astonishing speed, followed by a flash of light, and suddenly, you find yourselves flying above the Shortfall Forest.

Ukhumlim grumbles, "By me beard, I'd never have made it through that alone. Many thanks, heroes. And who might you be?"

"As I mentioned earlier," she responds, "I'm Captain Mavras. I was just passing through when I spotted the planar disturbances. I'll investigate their source. Mark my words; our paths will cross again. But now I need to leave before the trail goes cold."

If the dwarf soldiers did not sacrifice for you, choose if you

wish to add NPC card "Ukhumlim, Stronghope" (Week 4) to your Character Deck, or gain +2 to Warriors (dwarf soldiers).

Go to [3].


3 CONCLUSION - VICTORY

Huradrin and Ukhumlim are deep in conversation by the time you step in.

"Aye, this here's Ukhumlim, the king o' our Goat Clan and a friend o' mine from way back. When the kingdom of Arheirmar fell, I was sure he'd been lost to the stone, and the guilt weighed heavy on me heart. 'Tis a joy beyond words to see ye standin' here, old friend."

Ukhumlim grumbles, "When Arheirmar, our proud dwarven hold, fell, we delved even deeper into UnderTanares. But the way back? Blocked it was. We were wanderin' those endless dark tunnels for decades until somethin' - some strange pull - drew us to the Penumbral Plane. 'Tis the work o' some crafty mastermind, I tell ye. The timing? Too good, it was, leadin' ye right to us. But what would they gain by sendin' us off to another plane, I wonder?"

After some discussion with Huradrin, Ukhumlim reveals, "The dark mind behind all this, it's a powerful entity from the Penumbral plane, I'm sure of it. Much bigger than, what's their name again? The Kemet! These poor souls might just be pawns in this entity's plan... Oh, and here, take this orb. Might be of use to ye." **Mark The Eldritch Orb (fact).**

If you have  marked at least two of the quests: 15 - "The Sword", 33 - "Trip(ping) to the Past"; 51 - "Portal Defense" or 52 - "The Map", mark **Huradrin's Redemption (fact).**

Wharfugee bulletin

ELEMENTAL BOOM

The number of element-related events has recently exploded in Tanares, especially on the west coast. Scholars and researchers attribute the increase in elemental events to the lunar perigee. "Imagine Tanares as water, and other planes as air. The Penumbral plane is like a barrel that holds the water and keeps it from the air around it. The moon approach to the surface of Tanares is like slowly dipping a melon into the barrel of water: some water will spill out and touch other worlds." In the next issue, we'll feature another scholar, this time with an understandable analogy.

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 execute one of your most important plans while disrupting that of the Kemet; the confirmation that you're marked people brings a sense of impending doom. **Mark Falling at the last dark hurdle (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

• Gain +1 Diplomats and +1 Spies.

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



Adventure U Cragplateaus

1 Sedura calls for you in the night. *“Tomorrow morning, we will have the most critical battle. The Cragplateaus Bridge. This is one of the most strategic locations. We must secure it at any cost. Get ready.”*

She leaves, and Huradrin comes in shortly after. *“By Dorsi’s beard, I’m at a loss for words! Ye might be marchin’ into battle, but victory? That’s another story. Me scouts had more knowledge for ye. The Kemet army is headin’ for the Bridge, as ye well know. But what ye don’t see is the shadow they cast behind – they’re secretly sendin’ another force to outflank ye.”*

He draws a deep, heavy breath. “Now, maybe, just maybe, ye could catch those reinforcements off guard while they’re settin’ camp. They won’t be expectin’ a surprise, I tell ye that. If ye can stop ‘em from arriving, there might be hope for the Ironhand.” He rubs his brow, looking burdened, “And on that Bridge, be prepared to face Zisenuh, the mightiest o’ the Kemet Lords.”

A) (Fast Action Mode) You ask Huradrin to accompany you on the attack; his advice would be useful! [12]

B) If you want to sabotage the Kemet on your own, keep reading.

After Huradrin gives you directions, you take a Portal and arrive at an old Ironhand outpost, near which the Kemet are camping.

Place the Torch Token at Slot 0, representing the risk of being spotted. If it reaches 7, you must go to [10], representing your return to the Bridge to prepare for the battle.

Place the  at Slot 0, representing your mission performance.

Then, go to [2].

2 Choose an operation (you cannot choose the same operation twice):

A) Attack the heavily guarded captain’s tent. **High risk**, as you cannot execute the others if you fail. [3]

B) Attack the necromancers’ tent. The Kemet won’t be able to command their undead forces if you succeed. **High risk**, as you cannot execute the others if you fail. [4]

C) Rig the lieutenants’ quarters with a trap, taking out their middle chain of command. This will burden the higher officers and disperse their troops. **Medium risk**. [5]

D) Sabotage their supplies. **Medium risk**. [6]

E) Poison their water to hinder them. **Low risk**. [7]

F) Poison their food with undead body parts, giving them a taste of their own medicine. **Low risk**. [8]

If all tasks above have already been executed, go to [9].




3 The captain’s tent is guarded by two sentinels positioned in front of it and is located amid various patrols. For the plan to succeed, a precise, stealthy attack is needed. You time the patrols and approach stealthily by the back, allowing for two entryways.

A) Cut through the cloth into the tent, with the risk of alerting the captain inside. **Go to [3.1]**.

B) Go around the tent and take out the two guards, allowing access through its front. **Go to [3.2]**.

3.1 You realize the tent’s cloth is a sturdy material and cutting through it will make noise. This simple task will require more care than anticipated to avoid giving your position away.

Choose a hero to make a  TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)

+3 if the hero is a Tactician. - *Agility and precision are the best features at this moment.*

+2 if the hero has a bladed Weapon equipped (weapon) - *A blade seems to be the best equipment for the task.*

Success (13+): Go to [3.3].

Failure (12-): Go to [3.5].

3.2 You split up and hide by each of the guards, who are not aware of your presence. You can’t allow the guards to sound the alarm, so you take them out swiftly. **Choose two heroes. Each flips its highest level Primary Attack and rolls an attack against DEF 8. If both hit, go to [3.4]. If only one hits, go to [3.6]. If all miss, go to [3.8].**

3.3 You enter the tent undetected. [3.7]

3.4 You take out the guards undetected and hide their bodies. [3.7]

3.5 Despite the noise, you manage to cut into the tent. The tear is easily noticeable to any passing patrols. **+1 to Torch Token. If it reaches 7, go to [10]. Otherwise, go to [3.10].**


3.6 While one of you effortlessly takes out one of the guards, the other hero struggles to try to contain the guard, covering the guard’s mouth to stop him from screaming and receiving a painful bite. **The hero who missed the attack takes 5 DMG.** You do manage to overpower the guard afterward and hide them both beneath some excess cloth nearby. **Go to [3.10].**

3.7 Inside the tent, you discern six figures: two mannequins holding suits of armor, three zombies wearing the same suits of armor, and the Kemet captain, whom you surprised. He quickly draws his weapon and commands the zombies to attack. You then:

A) Concentrate your attacks on the Kemet captain. [3.9]

B) Attack the zombies. [3.11]


3.8 You attack the guards but are unable to surprise them, and they put up a fight. **Each hero who attacked a guard takes 5 DMG.** You manage to take them down, but you realize other Kemet are approaching. You run as fast as you can back to the Ironhand outpost and lose any Kemet after you. **Each hero gains 1 Weakened Token. Mission failed. Go to [10].**

3.9 Despite the zombies, you manage to bring down the Kemet commander before he gets a chance to react and deal with zombies accordingly afterward. **Each hero takes 5 DMG and gains 1 .** **Go to [3.13].**


3.10 As you enter the tent, you notice it is dark, but you see six near-identical figures, and upon a whispered attack command, four of them move to attack the heroes.


A) Attack all the figures indiscriminately. [3.12]


B) Locate the leader who issued the command and take him out. [3.14]

3.11 The fight is brutal. The zombies are a mere distraction, and the Kemet commander holds his ground. Taking advantage of this distraction, the Kemet leader attempts to run away. One hero must use all its strength to stop him, knocking him out before he can leave the tent. **Choose a hero to flip its highest level Primary Attack. Then, each hero gains 1** . **Go to [3.13].**

3.12 You divide to attack. Quickly, one of you realizes that you have attacked a dummy, and in the meantime, one of the initially motionless figures sneaks out of the tent.

Seeing that the figure sneaks into the shadows, one of the heroes expends all their energy to attack and knocks the figure out. But, as it was next to the exit, it alerted other Kemets. You run as fast as possible to the portal. **+1 to** . **Mission failed. Go to [10].**

3.13 You take out the Kemet leader and the zombies. The movement outside remains the same, and no one seems to have noticed you! You quickly retreat to a more favorable position. **+3 to** . **Go to [2].**

3.14 One of you holds the attackers. Three are zombies and a fourth falls to the ground revealing to be a mannequin. You notice one of the initially immobile figures tries to go to the exit, and you realize that it is the Kemet leader, whom you attack silently, killing him quickly. **A hero takes 12 DMG. Then, each hero gains 1**  **and can flip a Skill Token. Go to [3.13].**


4 The Necromancer's tents seem to have no guards, but by the smell, it is probably full of undead. One of you proposes setting fire to the tents so the necromancers burn to death or will be forced out where you can kill them.

A) Split up to burn down the tents, killing the necromancers or forcing them to leave. [4.1]

B) Approach cautiously and check the stalls to know what you are dealing with. [4.2]

4.1 Each hero heads to a different tent to set it on fire. The tents quickly begin to catch fire, but before the Necromancers leave, many Kemet approach from all sides. The alarm sounds, and you are forced to flee, running to the portal while they shoot arrows at you...

Each hero takes 5 DMG and gains 1 Weakened Token.

Arriving at the outpost, you use the portal and return to participate in the bridge battle. **Mission failed. +1 to**  **and go to [10].**

4.2 You try to approach cautiously without being noticed by the Kemet in the camp.

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



(11+: success | 10-: failure)


+3 if the hero or NPC are using a cloak or a hood in their Card art - Thief clothing for a thief activity.

3 or more heroes succeed (11+): Go to [4.3].

2 or more heroes fail (10-): +2 to Torch Token. If it reaches 7, go to [10]. Otherwise, go to [4.3].

4.3 You find tears in the canvas of one of the tents from which you can see all the necromancers inside in a deep trance, sitting around a magic circle on the floor. Maybe this is your only chance to kill them all without being seen. They seem oblivious to your approach, so you place yourselves behind each of them to kill them quickly. **Each hero flips a Primary Attack of their choice and rolls an attack against DEF 6. If all heroes hit their attacks, go to [4.4]. Otherwise, go to [4.5].**

4.4 You quickly kill all the necromancers, which will certainly affect the Kemet reinforcements in the bridge battle. **Each hero gains 1** . **+3 to** . [2]

4.5 You attack all the necromancers, but some of them fight before being killed. **Each hero who missed the attack takes 5 DMG and gains 1 Distracted Token.** The death of the necromancers will affect the Kemet reinforcements in the Bridge battle. **+3 to** . [2]



5 Near the sleeping tents, under a large tree, is a larger tent that apparently belongs to the mid-ranking Kemet. Patrols are constantly passing through the area, so any action needs to be executed quickly. You approach it amidst the tree roots and see that the number of officers inside is small.

A) Infiltrate the tent and execute the officers. [5.1]

B) Knocking down the tree on top of the tent. [5.2]

5.1 You wait patiently for a patrol to move away and then sneak into the tent.


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


+3 if the hero or NPC uses a cloak or a hood in their Card art - Thief clothing for a thief activity.

3 or more heroes succeed (11+): *Keep reading.*

2 or more heroes fail (10-): +2 To Torch Token. If it reaches 7, go to [10]. Otherwise, keep reading.

Inside the tent, there appear to be six officers sleeping. Eliminating them all will require coordinated action.

Choose a player to make a  test. They'll try to coordinate all the heroes' attacks.


A hero makes a  TEST (d20+ Hero Card + NPC Card).
(12+: success | 11-: failure)

+3 if the hero or NPC is experienced in wars. Ascaran, Jorana, Nakral, Rokaru, Rurik, and Vanarus (Heroes) or Major Simpson, Thana, Vharzog, and Tribin (NPCs). - *The experience in wars makes them have a better coordination timing.*

Success (12+): Go to [5.3].

Failure (11-): Go to [5.4].

5.2 You take some tools and lever the base of the tree, making a considerable effort.


Each hero makes a  TEST (d20+ Hero Card + NPC Card).
(13+: success | 12-: failure)



+2 if the hero is a Brute or Bruiser - They are experts at moving targets by force.



+2 if the hero or NPC is wearing metallic armor in their Card art. - *Those who always wear heavy armor are more accustomed to great efforts.*


3 or more heroes succeed (13+): Go to [5.5].

2 or more heroes fail (12-): Go to [5.6].

5.3 You attack the first four in a coordinated fashion, eliminating them swiftly, while the other two are alerted to the noise and start searching, but you manage to attack fast enough to kill them before they react. Each hero may flip a Skill Token or a Primary Attack Card. +2 to . Go to [2].

5.4 Your plan didn't work. Although you quickly eliminated the first four, the other two were alerted in time to react. Although you managed to kill them, you sustained some injuries. Each hero takes 6 DMG and gains 1 . +1 to  and +2 to Torch Token. If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].

5.5 It takes an incredible effort, but the tree falls all at once, destroying the tent and probably killing its occupants. However, the tree crashed as it fell but raised a cloud of dust that enabled you to sneak out of place. Each hero gains 1 . +1 to  and +2 to Torch Token. If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].

5.6 With considerable effort, you topple the tree, but as it falls with a great crash, you see some officers coming out of the tent. Despite the ensuing destruction, some of the officers survived. The dust raised by the fallen tree allows you to sneak out. Each hero gains 1 *Weakened* Token. +1 to  and +2 to Torch. If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].



6 To the south of the camp, some wagons loaded with war supplies, probably for the troops on the Bridge, are being pulled by undead animals. Eliminating or sabotaging the wagons seem like risky tasks, but performing either should delay the transport of the supplies. You decide:

- A) Eliminate the undead beasts. [6.1]
- B) Sabotage the wagons. [6.2]

6.1 You sneak up on the animals, who seem indifferent to you, and attack them. The beasts, however, are surprisingly resistant. *Each hero flips a Primary Attack of their choice.* You need to complete the mission, so you decide:

- A) Utilize the power of your magic weapons. [6.3]
- B) Attack the creatures again. [6.4]

6.2 You approach the wagons, and the animals seem indifferent to your presence. The wagons appear to have reinforced wheels, but with some time, you could damage the axle so that they break, or you can use some barrels of oil to set it ablaze, but this is sure to attract the attention of the Kemets. You decide:

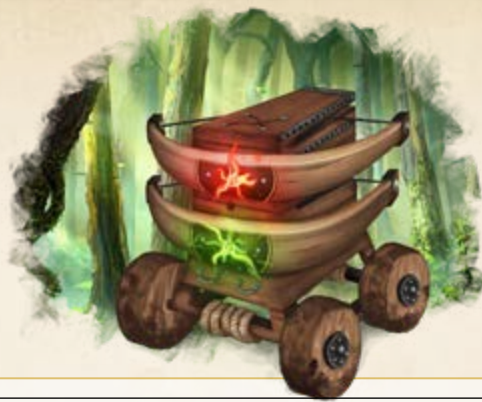
- A) Damaging the wagon axle. [6.5]
- B) Spreading oil and setting fire to the wagons. [6.6]

6.3 With the power of your weapons, you finally manage to bring them down. As they fall, they break some of its gears, alerting some of the Kemet. *Each hero must flip its weapon.* +2 to ■ and +2 to Torch Token by 1. *If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].*

6.4 The creatures fall with the second wave of blows, and you finally manage to bring them down. As they fall, they break some of its gears, alerting some of the Kemet. *Each hero flips a Primary Attack.* +1 ■ and +1 to Torch Token. *If the Torch token reaches 7, go to [10]. Otherwise, go to [2].*

6.5 You take your time but damage the wagon's axle, so it breaks during travel. +2 to ■. *Go to [2].*

6.6 You open the barrels and pour the oil into the wagons, setting them on fire immediately afterward. One of you starts the creatures running toward the camp with the burning wagon. +2 to ■ and +3 to Torch Token. *If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].*



7 You collect some herbs in the woods that produce a poison; not to kill, but to cause the Kemet a lot of pain, preventing them from fighting correctly. The water stocks are kept separate from the food, and many are concentrated near the dormitories. Analyzing the situation, you come to two possible courses of action:

- A) Waiting for someone to get water and open a barrel, then poison it. [7.1]
- B) Sneak up on the barrels and put the poison directly into them. [7.2]

7.1 You wait for some Kemets to approach you to collect water. They seem distracted, and you see a gap to throw the poison. *Each hero rolls a Basic Attack against DEF 11, adding its ☞ to the roll.*

If they miss 2 or more attacks, the Kemets realize something is wrong, although they don't know exactly what's happening. +1 to ■ and +1 to Torch Token.

If they hit 3 or more attacks, the water was poisoned without anyone noticing. +1 to ■.

If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].

7.2 With the poison in hand, you sneak up to the water, mix it in, and leave with no trouble.

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

+3 if the hero or NPC uses a cloak or a hood in their Card art - Thief clothing for a thief activity.

3 or more heroes succeed (12+): +1 to ■.

2 or more heroes fail (11-): +1 to ■ and +1 to Torch Token.

If the Torch Token reaches 7, go to [10]. Otherwise, go to [2].



8 A tent located east of the camp appears to be a dining hall and pantry. You approach it stealthily and notice a zombie guarding the place on the outside and a soldier tending to the supplies inside. You:

- A) Attack the soldier first. [8.1]
- B) Attack the zombie first. [8.2]

8.1 You sneak into the tent and attack the soldier, who is easily defeated. Unfortunately, the noise seems to have caught the zombie's attention, who enters the tent and knocks over a pile of bowls with his clumsy gait, making a lot of noise. **+1 to Torch Token. If it reaches 7, go to [10]. Otherwise, keep reading.**

You also defeat the undead easily but realize that the noise has drawn the attention of a Kemet patrol. There is not much time, so you decide to:

- A) Retreat by the back and change your course of action. [2]
- B) Prepare an ambush for the incoming patrol. [8.3]
- C) Hide traces of your presence to avoid detection. [8.4]

8.2 You eliminate the undead with extreme ease, and as soon as you enter the tent, you notice that the soldier is now dozing - apparently, his tedious work doesn't demand much attention. You also eliminate the soldier very quickly and continue with your mission. [8.5]

8.3 You hide, waiting for the perfect moment to strike. Once they're in, you surprise the patrols and take them out. The Kemet will soon notice a patrol is missing. **+1 to Torch Token. If it reaches 7, go to [10]. Otherwise, go to [8.5].**

8.4 You reduce the lighting in the tent and hide the bodies as quickly as possible. Then you hide and wait for the patrol to arrive. It seems that the job was well done: the patrol approached, stayed for a few moments, and then left. For now, you are safe and can continue with the mission. [8.5]

8.5 You take advantage of the undead's body by tearing it apart and spreading its rotting flesh on the Kemet rations, leaving the food unfit for consumption. **+1 to █. Go to [2].**

9 Enough time has passed, and you need to get back to the meeting point arranged with Sedura. [11]

10 Their latest actions have left the entire camp alert, and any action from now on will be suicidal. All that remains is for them to return to the meeting point with Sedura. [11]

11 You meet with Sedura and review the plan one last time.

"You will enter the battle with our new weapon, invading the Bridge from the East. It will protect you for a time. I will cross the river by boat to attack from the other side of the Bridge. But be advised, General Zisenuh has built a toxic field on the east side, so it will be almost impossible to retreat once you are at the top of the Bridge."

Soon after discussing the plan, you receive a report regarding the Kemet reinforcements.

You reach the Bridge by dawn; the Kemet are ready for a fierce fight.

Go to page 94 and set up Quest 40 "The Bridge."

12 You travel with Huradrin to an enemy camp in a forest, and attack the undead who are pulling heavy wagons with supplies destined for the bridge. **Each hero flips one attack card and its weapon.**

You then decide to poison the troops' water and food. It doesn't take long for the Kemet to realize that something is wrong, so you decide to set fire to their necromancers' tent so they can't summon undead. The fire spreads quickly, putting the whole camp on alert; you are forced to flee under a rain of arrows. **Each hero takes 5 DMG and gains 1 Weakened Token.** At the Ironhand outpost, you take a portal to the bridge, where the battle is beginning.

Go to page 94 and set up Quest 40 "The Bridge."



40 - The Bridge

The Kemet and the Ironhand are fighting for control of this important bridge. Penetrate deep into the enemy side, removing barricades and defusing explosives!

Primary Objective

- Kill all villains AND at least one hero is alive at the very end = Read [40.5].

If you lose

- Read [Defeat] - page 97.







Extra Challenge











- No Kemet Barrels explode; AND
 - The **Boss** is the last villain killed.


Special Rules

Mystical Machine (Altars and Orbs)

The Ironhand have built a weapon that shoots a variety of straight beams through its orbs. You can activate it with the power of mana.



- When a hero uses a Skill, put one of the spent  on a free square of an Altar, following the sequence A > B > C > D (clockwise, starting from the Altar with the Red Orb. See map).
 - While the  occupies it, that square is blocked.
 - You can **never** put two  on the same Altar.
- **At the end of ALL turns**, if the four Altars have  on them, you **must** apply two effects:
 - The first, based on the color of the  on the Altar with the **Red Orb (Altar A)**.
 - The second, based on the color of the  on the Altar with the **Blue Orb (Altar D)**.



 NEXT TO	EFFECT (RED ORB 1ST; BLUE ORB 2ND)
 / 	Healing Ray: HEAL 10 a combatant on coordinate "H" AND one on "J", the ones closer to the Orb on each of those coordinates.
 / 	Magnetic Field: MOVE 3 each Barrel, hero, and villain on the grid.
 / 	Lightning Ray: All heroes and villains on coordinates H and J take 10 DMG.
 / 	Empowering Ray: Each hero on coordinates H and J gains 1  .

- After applying the two effects, remove all  from the grid. Put them outside mana pools (Heroes can earn them again).

Kemet Explosive Barrels (Barrel)

The Kemet have planted Explosive Barrels throughout the bridge, to make sure that, if they cannot conquer it, nobody will.

 + there is no villain in [3] of the Barrel: Defuse the Kemet Explosive (remove the Barrel from the grid). Each hero gains 1 .

ADVANTAGE:  + there is no villain in [2] of the Barrel: Defuse the Kemet Explosive (remove the Barrel from the grid). Each hero gains 1  or two **Empowered** Tokens.

Events

INITIAL SETUP

- Place the heroes on the Altars. Each may reassign 2 Skill Tokens.
- Place **Berserker (39-O)**, **Necromancer (57-O)**, and **Spy (95-R)**.
- **Then, after reading the Special Rules, read [40.1] - page 96.**

R If all enemies are dead, read [40.2] (to continue the quest).

EVENT 1

- All remaining **Barrels** explode (remove them). Each hero on the grid takes 10 DMG per **Barrel** removed this way.
- Remove all Barricades marked with "1" in the map.
- Place **Berserker (40-G)** and **Necromancers (57-R)** and **(58-B)**.
 - (Kemet Hunt): **Warrior (★★67-O)** and **Warrior (★★★68-B)**.

R If all enemies are dead, read [40.3] (to continue the quest).

EVENT 2

- All remaining **Barrels** explode (remove them). Each hero on the grid takes 10 DMG per **Barrel** removed this way.
- Remove all Barricades marked with "2" in the map.
 - Place **Necromancers (57-O)** and **(58-G)**, **Spy (95-R)**, and **Zisenuh - Boss (B)**.
 - (Kemet Hunt): **Warrior (★★★★68-G)**.

R If this is **Event 2's** first round, read [40.4] (to continue the quest).



Zisenuh, Barbarian Lord <i>(Berserker Figure)</i>	B	210 Hit Points	9 Defense	5 Movement	8 Reaction
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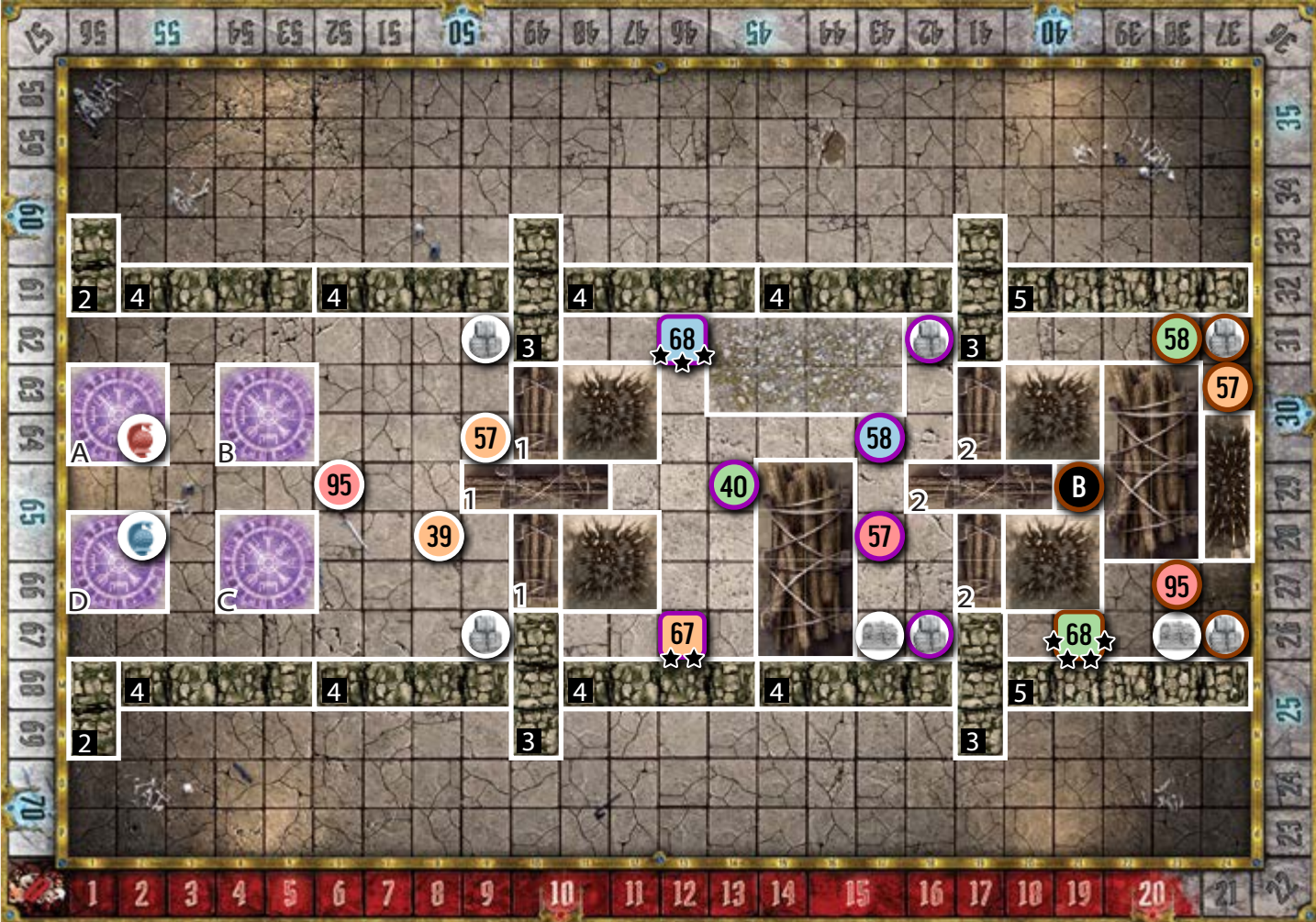
One Blow and a Half <i>(Primary Attack)</i>	☞ 1 squares	🎯 1 enemy
	★ 26 DMG+effect	Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effect: 🗨 ECHO 13.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: There are two **Barrels** or less on the grid when this ☞ hits a hero.
Effect: Put a **Kemet Explosive Barrel** in [1] of this ☞.

Favorite Target: The hero with lowest HP within reach.

- | | | | | | |
|--|--|---|---|---|---|
| Villain Kits <ul style="list-style-type: none"> • 2 Berserker (39, 40) • 2 Necromancer (57, 58) • 2 Warrior (67, 68) | <ul style="list-style-type: none"> • 1 Spy (95) • 1 Boss (Berserker) | Barriers <ul style="list-style-type: none"> • 2 Barricades 4x2 • 2 Barricades 3x1 • 4 Barricades 2x1 • 2 Walls 5x1 | <ul style="list-style-type: none"> • 8 Walls 4x1 • 4 Walls 3x1 • 2 Walls 2x1 | Terrains <ul style="list-style-type: none"> • 4 Altars • 1 Ruins 4x2 • 1 Spikes 3x1 • 4 Spikes 2x2 | Miscellaneous <ul style="list-style-type: none"> • 2 Barrel • 2 Chest • 2 Orb Figures • 1 Time Token |
|--|--|---|---|---|---|



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

Quest Chapter 40

The Bridge

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Ironhand Exposed (fact)	Sedura's tighter grip on her officers makes the war much harder on the Kemet; they had less time to prepare their defenses. Remove the Barricades on I-15/L-16 and on G-22/J-23.
The Undead Plague is Contained (fact)	With fewer undead troops, the Kemet had less time to prepare the explosives; this makes them easier to disarm. You gain ADVANTAGE for this quest.
Vandanamalika Down! (fact)	The Kemet have transferred most of their troops into building a new pylon. Replace the Spy (95-R) for a Zombie (69-R).
Colossal opposition (fact)	The Kemet have recently employed a Titan in their efforts to advance their position in Cragplateaus; the effects of its massive size are still visible on the terrain. Place two Tiles (2x2 Ruins) on positions G-8/H-9 and J-8/K-9.

The quest 40: "The Bridge" starts NOW (take the first turn!)

2 The weapon seems to be working, but it still took a lot of effort to clear the bridge

IF YOU HAVE...	APPLY CONSEQUENCE(S):
slot 0-3	Powerful Kemet reinforcements have arrived; their arrows paint the sky black before Sedura's unit can intercept them. Each hero takes 10 R-DMG.
slot 4-6	A small unit of Kemet reinforcements arrives and shoots a volley of arrows at you before Sedura can intercept them. Each hero takes 5 R-DMG.
slot 7+	As a result of your efforts before the assault, no Kemet reinforcements arrive.

Resume the quest (start EVENT 1!)

3 You bring down the enemy's line of defense and barricade; yet, they refuse to yield.

Resume the Quest (start EVENT 2!)

4 The Kemet are still fighting fiercely to keep their position on the bridge. Sedura suddenly appears with her squad on the east end of the bridge, signaling that the battle may be nearing an end.

Zisenuh walks toward you wielding his sword, carrying two Ironhands soldiers by the neck, throwing them off the bridge. "I will hold my position here to the death, for if I fall, this bridge will fall with me." He strikes the ground with the full force with his sword, causing a huge crack in the bridge.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Yrizard is dead (fact)	Zisenuh shouts: "Damn you! I will avenge Yrizard's cowardly murder at your hands! Not even Gullog will stop my wrath upon you. HUUURRAAH!" Fury seized him as he frantically brandishes his blade with insane force, striking his allies in your direction. Boss gains 6 Empowered and 2 Distracted Tokens.

Sedura (*Lady or Sedura figure*)

- Place Sedura within [2] of the **Boss** (or from where it died).
- Sedura is not considered a combatant. She has no HP and takes no turns.
- Whenever a hero uses **Total Charge***, choose one:

A) Sedura **RUNS 5** to a **Barrel**. If she ends in [1] of it, remove that Barrel from the grid (*gain nothing from it*).

B) Sedura **RUNS 5** to a **Villain**. If she ends in [1] of it that villain takes 15 DMG.

*Consider that Comrades use Total Charge when they spend 4 ☐ at the same time.

- As soon as all villains are dead, all remaining Barrels explode (remove them). Each hero on the grid takes 10 DMG per Barrel removed this way.

- If, after this, at least one hero still lives, you win the quest and read [5].

Resume the quest!



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

You strike Zisenuh with all your might, but he continues to get up stronger each time. Sedura tells you desperately. *“Lure him to the beginning of the bridge!”* Not quite understanding what strategy that would be, you conclude that continuing to hit him will not be enough, so Sedura shouts, *“GET DOWN!” ZIIUUUMMM!* As you lay on the ground, the Mystical Machine shoots out at full force hitting Zisenuh hard, causing him to be thrown off the bridge, falling below. Shouts of celebration are immediately heard throughout the bridge. VICTORY. [6]

6 CONCLUSION - VICTORY



Wharfugee bulletin

IMPORTANT VICTORY AT CRAGPLATEAUS!

The “Tiger Bridge,” as many who don’t know its official name call it, is one of the best connections between north and south (as it cuts through Cragplateaus mountain range), east and west (as it avoids Outunmoor’s swamps), not to mention that it can protect, from above, a river that connects the Central Sea to the Storm Ocean.

According to witnesses, heroes valiantly crossed a long section of the bridge, facing explosives planted by the Kemet along the way, to open a path for the Ironhand. Reinforcements from Stravian and Kolbjörn are currently marching to the region to secure the victory in this that many consider the most important battle since the Oceanic Wars. **Mark The Glory of the Empire (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 maintain the important Cragplateaus bridge under imperial control, which heavily impacts your chances of winning the war. **Mark The Bridge is Lost (fact).**

Follow the “Next Adventures” instructions

NEXT ADVENTURES

- **If Jorana is on your Team:** As you saw Zisenuh in action, you were reminded of the barbarian champion you fought in the city of Rorth’s arena. Strangely, the movements of both are almost the same. The words of Aribela, your Amazon leader, come clearly into your mind. *“Our elder amazons called this combat style the invincible stone. They can channel a primal power, making them almost impossible to kill. With each blow, they grew angrier, and their bodies became much tougher. So the way to win against this kind of opponent is to weaken their attacks and always deliver a few decisive blows.”* She then explained some of their techniques, which you recall perfectly from a recent demonstration. **Jorana can now choose a Zisenuh’s Special Attack instead of one of her own.**
- **Gain +1 Diplomats and +1 Warriors.**
- **If you won, read [001] - page 4. If you lost, read [002].**



Adventure W Arheimar

1 You are in the middle of the Nature Lab and find Sara arguing with Huradrin. Sara says softly, “Huradrin, dear, we simply mustn’t delay,” her eyes shining with a sense of urgency. “My visions, they’ve never been false. The time to act is now.”

But Huradrin stands stubborn. He complains, “By Dorsi’s beard, lady, I swore on me ancestor’s grave I’d ne’er set foot there again. Memories... they sting deep.” Both of them glance your way as if desiring to ask you something, but the words don’t come forth.

Sara gently sits down, her demeanor calm. “Do you recall the prophecy I shared with you, the one about the lost dwarven hold?” Her voice is gentle yet firm. “I had another vision, hinting that someone from that place holds the key to our victory. Our destiny pulls us there.”

Huradrin sighs heavily, scratching at his bearded chin. “Aye, let’s get one thing straight, Sara. We ain’t going on a pointless search - we’re after the legendary architect of the Arena of Future... The Kemet, those sneaky devils, have been searching for him for a while now, knowing what secrets he keeps. Last I heard, the poor man has been hiding near the Coastsummits’ entrance to our Dwarven Kingdom.”



His gaze grows distant, voice serious, “Rumors have it that the Kemet are already searching the area, driven by stories of abundant Tameranium deposits. If they get their dirty hands on that treasure, they could create those ancient portals, and Dorsi knows what else. Time’s a-wastin’; if the Kemet capture that builder, there’s no telling what they’ll get from him.”

He looks down, genuine regret in his voice, “It pains me heart, but I can’t join ye on this quest. That place, it’s haunted by ghosts from me past, ones I ain’t ready to face. But I can give you a map. Let me show

you the fastest route.”

While Huradrin starts sketching a map, Sara turns to you with a gentle question. “While we have this brief moment, I can use my gift to look into what’s ahead. Would you like me to focus on finding the architect, or should I look for hidden dangers so you’ll be fully ready for what’s in the kingdom?”

- A) Tell Sara to find the architect. [2]
- B) Ask Sara to find out about possible dangers. [3]

2 Sara’s eyes momentarily go distant as she taps into her foresight. “The architect... he’s deep in arcane workings in the darkest corners. I hear the sound of water and the quiet voices of the Kemet, unaware of him. Oh no, he’s not alone.” Her face turns pale. “We need to speed up. I sense a dark shadow, like something terrible is going to happen.” [4]

3 Drawing a long, calming breath, Sara peers into the future to discern potential threats. “I see the Kemet, armed to the teeth. They’ve found tameranium, greedily extracting the precious stones. But there’s more; something sinister has woken up. A huge monster, wings spread wide, radiating malevolence and destructive desires. Its dark intent is palpable even from here. We must act quickly, my dear heroes.” [4]

4 “Here’s what ye need to know,” Huradrin’s voice reverberates in the grand, stone chamber. “Through this portal, ye’ll find yerself atop the mountain.”

Leaving the busy Fisherman’s Wharf, you and Sara embark on your journey. Taking the portal, the big mountain ahead is the entrance to the quiet, frozen remains of the once-great kingdom of Arheimar.

You climb down the dangerous, icy slopes, then find yourself descending a labyrinthine path cut into the heart of the mountain. Empty stone corridors whisper tales of ancient glory, and large halls of fine craft are a silent reminder of a dwarven kingdom that no longer exists.

Your journey takes you to a big map, carefully carved into a stone slab in a big room. The map shows a detailed, multi-level maze inside and under the mountain, with tunnels that go all the way down under the sea.

Ahead, the tunnel splits in three ways:

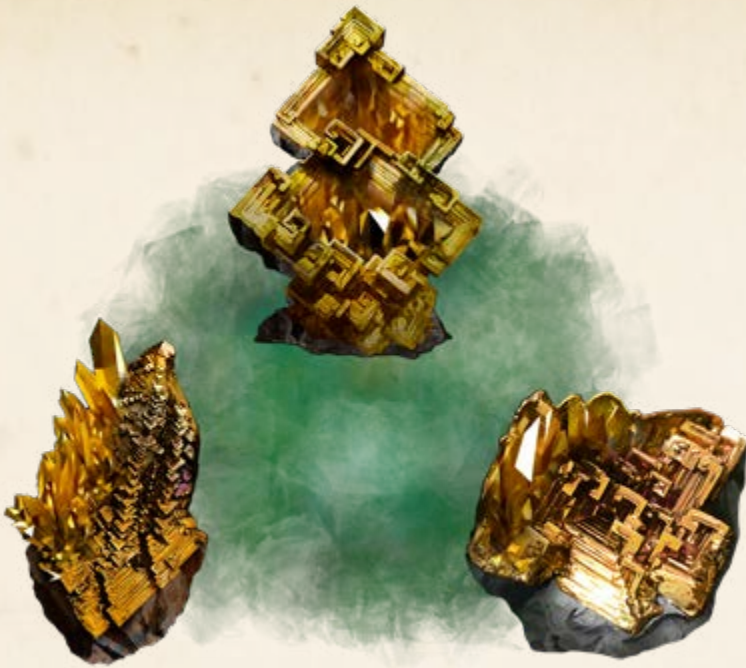
- Straight ahead, the Central Tunnel is wide and seems welcoming, with the quiet voices of three distracted Kemet guards coming from inside.
- To your left, the narrow, newly-dug Left Tunnel calls to you. There are mining tools scattered around, and the shiny glow of tameranium stones can be seen in the weak light.
- To your right, the long, narrow Right Tunnel goes into the darkness. A Kemet scout with mining tools hides in the shadows, but when he sees you looking at him, he runs further into the tunnel.

Will your team divide into pairs, or should all four of you stay together?

If you decide to split your forces, you must determine which duo will accompany Sara and choose TWO paths from the options below. However, follow one path to its conclusion before starting the other.

If you choose to stick together, select just one path:

- A) The Central Tunnel: The main path into the cave. You can use this chance to eliminate the guards who are unaware of you. [6]
- B) The Left Tunnel: A risky but promising way. You could reach the enemy’s tameranium source and get some of the valuable crystal. [5]
- C) The Right Tunnel: Chase the Kemet, who’s running away, before he warns others. Questioning him could give you essential information. [7]
- D) (Fast Action Mode) Trust Sara’s judgment and follow her. [19]



5 As you enter the Left Tunnel, your foot touches a nearly invisible wire trap. Suddenly, the quiet sound of falling rocks amplifies into a deafening roar. The tunnel's ceiling starts to fall, threatening to bury you or at the very least obstruct your way back.

Each hero makes a \odot TEST (d20+ Hero Card + NPC Card). (14+: success | 13-: failure).

+3 if you are Garion, Myr, or Tsuyoko - you are an expert in avoiding traps like this.

Success (14+): The rockslide surprises you, but you react quickly, jumping forward to avoid the falling rocks.

Failure (13-): The loud noise of falling rocks fills the tunnel. Despite your desperate run, a huge rock hits your head. **Take 9 DMG.**

As the dust clouds dissipate, the exit is buried beneath a mountain of rubble - there's no turning back now. [8]

6 In the Central Tunnel, you spot three Kemet guards. You hear them talking about you and the Resistance. "They've earned our respect," one says quietly, "These people are fighting a war they've already lost. Even though they oppose the Gullog's perfection, the Resistance faces the impossible bravely." The other guard answers, "Yes, it's impressive. Some people think they're foolish, but I respect those who stand up for their beliefs — even if they're wrong. And unlike us, they didn't grow up with the prophecy to guide them."

A) Honor their respect and meet them in fair combat without using surprise attacks. [10]

B) There's no room for respect in war; make a surprise attack. [11]

7 The Kemet is disappearing into the dark, forcing you to make a quick decision:

A) Pull out your weapon and aim at the fleeing figure. You can't let him get away! [13]

B) Start running after the Kemet. Catching him for questioning is your top priority [14]

8 Continuing through the dark tunnel, you see the tameranium deposit from earlier. Among the abandoned mining tools, you spot a room with a magic portal shimmering in the corner of a room.

A) Take the tools to extract a piece of tameranium from the wall. Its potential uses are intriguing. [9]

B) This might be a trap. Avoid the shiny ores and step through the portal, prepared for what's coming next. [18]

9 Picking up the tools, you brace yourself for possible danger. Surprisingly, no threats come your way. Exerting all your strength, you strike the rock wall, causing the crystal to crack and drop a big piece of tameranium. Though your makeshift tool is no longer usable, the gleaming mineral piece you've acquired seems like a worthwhile trade. With your new treasure in hand, you focus on the alluring portal. **Gain 1 Loot Card (choose the type).** [18]

10 Leaving the safety of the shadows, you step forward to face the guards. Their faces show a brief surprise that quickly turns into determination. Announcing your intention for a fair fight, they pull out their weapons. "My name is Rondas, and these are Nemul and Verkas," one guard says, "It will indeed be an honor to fight with the heroes of the resistance."

His comrade adds, "May Gullog witness our victory today. I'd rather taste success now than wait for a reward at the banquet day." You notice their lack of experience, but their posture shows evident bravery.

Each hero gains 1 \square or flips 2 Skill Tokens. Honor-bound heroes can do both (Rokaru, Sir Erick, Taram, or M'Bollo). Consider there are 3 guards and go to [12].

11 **Honor-bound heroes in your group (Rokaru, Sir Erick, Taram, or M'Bollo, if any) lose 1 \square and gain 1 Distracted Token.**

You silently kill one guard. Despite their lack of experience, the remaining guards stand their ground fearlessly. Consider there are 2 guards and go to [12].



12 Fighting the Guards

Follow the Steps:

1 - For every two heroes in your group, one Kemet guard falls before a counter-attack is possible.

2 - For each remaining Kemet, a hero takes 10 DMG from their counter-attack.

3 - Repeat this process until all guards are defeated.

Example: If 2 heroes face 3 guards - one guard dies, leaving 2 alive: Two heroes take 10 DMG. Then, another guard dies, so one hero takes 10 DMG. Finally, the last guard is defeated.

After defeating the guards, you move further into the tunnel, which eventually merges with the path on your right. [14]

13


Depending on their skills, heroes can either shoot with their ranged weapon or improvise an attack, throwing a stone to knock down the escaping scout.

Each hero makes a Basic Attack against DEF 11. Add your item attack bonus and +1 to roll when making basic attacks.

+3 to roll if you have Ranged Basic Attack - it's your field of expertise.

-3 to roll if you have Melee Basic Attack - you improvise, throwing a rock.


If at least two heroes hit: The scout falls before he can get away. Searching his body, you find a glowing blue gem in a small bag. Its bright light fills the area, and you can feel the fading life energy from the gem as it turns from bright to dull gray. **A hero starts the quest with +15 temporary HP (add +15 to HP, but it does not change the max HP, so when it is lost, the max HP stays the same).**

If one or no hero hits: Despite your combined effort to take down the scout, he dodges all attacks and disappears around a corner. You try to chase but lose his trail in the twisting tunnels. **Put  (Slot 5) if it's empty.**

Continue through the tunnel until it eventually leads you to the central hall. [17]

14

Your focus shifts to the Kemet scout's movement. Your group rushes towards him together, surrounding and intimidating him to surrender.

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

(20+: success | 19-: failure).

+4 if you are Katar, Morlogh, Sedrik, or Vanarus - Their fearsome presence works very well here!

If at least 1 hero succeeds (20+): Go to [15].

If all heroes fail (19-): Go to [16].




15

"You may capture me, but Gullog is on his way," the scared scout speaks. "Today's events will shape the future of the war." Suddenly, his eyes darken, and he mutters, "... no, I know you can see us. I didn't say anything about the architect, ... I tried to capture... Gullhhhh...". The scout shakes and soon stops moving. He clearly poisoned himself.

Searching his body, you find a glowing blue gem in a small bag. Its bright light fills the area, and you can feel the fading life energy from the gem as it turns from bright to dull gray. **A hero starts the quest with +15 temporary HP (add +15 to HP, but it does not change the max HP, so when it is lost, the max HP stays the same).**

You continue your journey through the tunnels, eventually reaching a central hall. [17]


16

Failing to corner the Kemet scout leads to his escape. With no other option, you move forward quickly, ready for any guards he might alert. The tunnel eventually connects to a central hallway. **Put  (Slot 5).** [17]

17

A beautifully sculpted staircase appears before you. As you go down, a loud roar echoes through the cavern. A cold breeze brushes against you, and a spectral, bright-eyed dwarf floats, quickly crossing the hallway before disappearing into the stone wall. The sight makes you feel uneasy as you hurry down the stairs!

If the team has split up and you haven't played with the other group yet, return to [4] and follow their pathway. Otherwise, keep reading.


If the Kemet scout didn't die (you didn't pick the gem that gives you +15 HP to start), put  (Slot 5) if it's empty.

Go to page 102 and set up Quest 43: "Dwarven Kingdom."

18

You take the portal. After a flash of light, you find yourself in a newly dug tunnel, apparently made to help transport ores. You're not alone.



If the team has split up and you haven't played with the other group yet, return to [1] and follow their path. Otherwise, keep reading.

If the Kemet scout didn't die (you didn't pick the gem that gives you +15 HP to start), put  (slot 5).

IMPORTANT: When placing the heroes, position all heroes that came from the portal on the portal tile instead of the stairs.

Go to page 102 and set up Quest 43: "Dwarven Kingdom."

19

Bravely, you continue through the main tunnel, eventually running into a Kemet patrol. However, during the confusion of the fight, a scout from another tunnel manages to run away. **Put  (Slot 5), and each hero gains 1  and takes 8 DMG.**

Your journey takes you deeper, descending a big staircase cut from the very rock itself and finding your way through a complicated maze of hallways. Suddenly, a loud roar echoes throughout the area, its strong power causing the ground to shake beneath your feet! A cold wind touches your skin, briefly making you feel less confident.

From the darkness, a spectral dwarf floats, his eyes shining with a strange light. As quickly as he appears, the ghost moves across the hallway, going through solid rock. Feeling uneasy but not deterred, you continue down the winding staircase.

Go to page 102 and set up Quest 43: "Dwarven Kingdom."



43 - Dwarven Kingdom

You need to traverse the halls of an extinct dwarven kingdom with **Sara** to dismantle a Kemet operation. Among all the dangers, the most important ones to avoid are the **Ghosts** of fallen dwarfs and the **Chimera's Rage**, all while avoiding being on top of the falling pieces of a **Collapsing Bridge**.

Primary Objective

- Sara is alive and in [1] of the Lever; AND
 - All villains (except the Chimera) are dead = Read [43.3].

If you lose

- Read [Defeat] - page 105.

Extra Challenge

- Chimera loses all its +70 HP Tokens and has only 1 HP when you win the Quest.

Special Rules

Platforms (Room Tiles, Living Wall Tiles)

- Living Walls don't block movement or vision (*heroes and villains can step on them*).
- Squares outside of Room Tiles or Living Walls are considered **Abyss**. They block movement but not vision (*you can cross the corner of an Abyss square*).

Sara (Sara or Lady Figure - HP 50 / DEF 6)

- Sara counts as a hero (*Villains can attack her and heroes may apply effects on her*).
 - Place Sara in [1] of any hero.
 - She takes no turns and deals no reaction DMG.

R MOVE 4 Sara.

ADVANTAGE: **R** MOVE 5 Sara. Villains in [1] of her don't retaliate (but still taking its turn Unprovoked).

- This may incite Reactions (as if she were on her Move Action).
- During **Event 1**, you can choose to do this before or after **Collapsing Bridge**.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Sara** in [1] of a hero she was following.
- Place **Ghost Dwarf (05-R)**, and **Dwarfs (45-O)** and **(46-B)**.
 - (**Kemet Hunt**): **Berserker (★★39-R)**.
- *Then, after reading the Special Rules, read [43.1] - page 104.*

R If all villains are dead, read [43.2] (*to continue the quest*).

EVENT 1

GUARD 3: Place **Ghost Dwarfs (05-O)** and **(06-B)**, and **Dwarf (46-B)**.

- (**Kemet Hunt**): **Necromancer (★★★12-G)** and **Necromancer (★★★★11-R)**.

GUARD 3: Place **Archers (35-R)** and **(36-G)**, and **Berserker (39-O)**.

- Place **Ardilog - Boss (B)**.
- Remove the **Barricade**.

R After Sara moves, both Room Tiles will collapse. Apply **Collapsing Bridge** rules when removing them.

Collapsing Bridge

R Resolve the following, in order:

1. Remove all Living Walls with a **Weakened** Token (heroes choose the order).
 - Place combatants (*heroes, villains and Sara*) that were on it on the closest free Living Wall square, each of them take 15 DMG.
2. Put a Weakened Token on each Living Wall tile with a hero (*they will collapse at the end of the next round*).
 - **Do not** place the token if **Sara** is on the tile (*she can foresee the doomed parts of the bridge and avoid them*).

Wings and Ghosts

- The Boss and Ghost Dwarfs can fly; thus, they ignore **Platforms** and **Collapsing Bridge** rules.
- They can move through barriers and obstacles but can't end on squares occupied by them.

If Sara is in [1] of the Lever and all villains (except the Chimera) are dead, you win the quest and read [43.3].



Ardilog, the Chimera

(Chimera or any Huge Figure)

B 210 Hit Points 8 Defense 5 Movement 8 Reaction

- All DMG against the Boss is **R-DMG**; it can't be killed.
- Whenever a +70 token is removed from it, all heroes HEAL 10 and gain 2 [1].

Chimera's Rage (Primary Attack)

1 squares 1 enemy
 30 DMG Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.

(This attack has no effects)

Unprovoked / Crit: +5 DMG.

Special Passive

Trigger: This [X] hits a hero on a Living Wall with a **Weakened** Token.

Effect: Apply the effects of **Collapsing Bridge** on that tile.

Favorite Target: The hero with highest HP within reach.

! Rule Reminder: Villains 3x3 count as ONE target, and their Reactions have a reach of [1].

Villain Kits

- 2 Ghost Dwarfs (05, 06)
- 2 Necromancers (11, 12)
- 2 Archers (35, 36)
- 1 Berserker (39)

- 2 Dwarfs (45, 46)
- 1 Boss (Chimera or any Huge Figure)

Barriers

- 1 Barricades 3x1
- 3 Living Walls 5x1
- 8 Living Walls 4x1
- 4 Living Walls 3x1

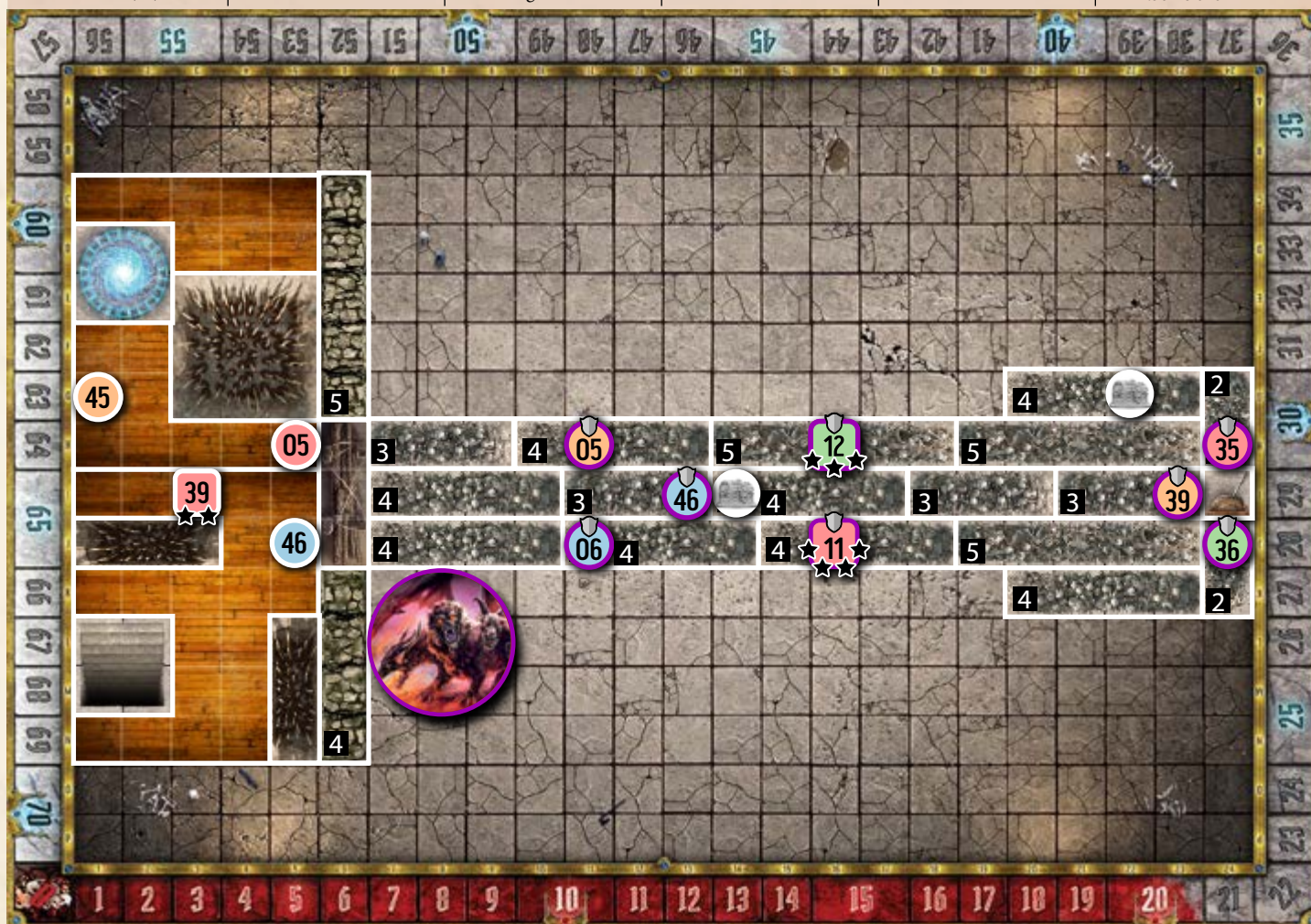
- 2 Living Walls 2x1
- 1 Wall 5x1
- 1 Wall 4x1

Terrains

- 1 Portal
- 1 Spikes 3x3
- 2 Spikes 3x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Lady or Sara Figure
- 1 Lever
- 2 Rooms 6x6





Map Labels: — Initial Setup — Event 1

Quest Chapter 43

Dwarven Kingdom

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
<p>■ (Slot 5)</p>	<p>The Kemet scout saw you and escaped to alert his companions; they are now prepared to defend the place. Each villain gains 1 Protected and 1 Empowered Token.</p>
<p>Lighthouse is Guarding the Sea (fact)</p>	<p>The Lighthouse forced the Kemet to double their work to reach the mines. Each villain gains 1 Weakened Token.</p>
<p>Vandanamalika Down! (fact)</p>	<p>One of your biggest achievements against the Kemet makes Sara relinquish part of her fear of using her powers — her hope on you is strong. You gain ADVANTAGE for this quest.</p>
<p>Dwarven Heirloom (fact)</p>	<p>Huradrin's legendary sword resonate with the powers in this place. One hero gains 3 , ignoring max mana pool (borrow a , if needed).</p>
<p>Relic lost; the outbreak is a mystery (fact)</p>	<p>The Kemet gifted an ancient relic to the dwarfs of the serpent clan, in exchange for their loyalty in the war. Place one Preserved Token on Dwarfs (45-O) and (46-B).</p>

Quest 43: "Dwarven Kingdom" starts NOW (take the first turn!)

2 Quietly, you move through the darkness, overhearing a large group of Kemet. They're deeply involved in a discussion about the mysterious fugitive—the architect of the Arena of Future, who has managed to resist their attempts to control his mind and extract the secret locations.

The Kemet caution each other, "He's hiding somewhere in the depths of the mountain. Beware the curses of this place and, above all, avoid the lever across the bridge. It can seal off this section from the rest of the kingdom's halls."

Suddenly, the peace is broken as a Kemet screams: "Intruders! They must not escape!" You've been discovered!

In a panic, you run away from the group; your running sounds are drowned by a loud noise from the deep. The mountain shakes violently; a nearby wall breaks down, creating a dust cloud that fills the air.

Sara, her voice filled with fear, shouts, "There's no way back, and we can't fight whatever is hiding in these depths! Our only chance is to keep moving and escape the death chasing us. Get me to the lever over the bridge; it could be our saving grace, keeping us away from the Kemet and whatever monster they've woken up!"

IF YOU HAVE...

APPLY CONSEQUENCE(S):

Relic lost; the outbreak is a mystery (fact)

Another serpent-clan dwarf is imbued with unknown magic. **Place one Preserved Token on the Dwarf (46-B).**

Resume the quest (start EVENT 1)

3 (Read this only if you won this quest)

As if a massive drain was opened at the deep bottom, a strong wind blows through the area, pulling loose rocks from their places. A particularly big one falls onto the Chimera, pushing it into the abyss with a pained roar.

When you reach the bridge's end, you meet a man with glasses holding a lever on the wall. As you come close, he greets you, his voice full of worry. "I'm relieved to see familiar faces. I am Lancoty, the imperial architect. I was working on the Arena of Future at Fisherman's Wharf when the Kemet attacked." [4]

4 You realize that this is the architect for whom the Kemet have been looking. Hurt but brave, he begins his story:

"The Kemet caught me before I could hide in the Arena's secret shelter. Meanwhile, the Emperor and many heroes managed to escape through a concealed passage I had created. They're likely trapped underground, with limited supplies, as the enemy has set up their base directly above. Their time is quickly running out."

Looking around, he continues, "The floor plans are safely hidden in the Imperial Palace. This strange mark on my chest prevents their mind-reading, but they have other... painful ways to extract the information. Luckily, Tamera's blessing helped me escape, but we must act now."

Interrupting your conversation, Gullog's threatening voice echoes through the cave: "Interesting. We've found a way to destroy both the Emperor and this 'Resistance' that somehow escapes my visions. How pathetic you are!"

Suddenly, you realize you have been tricked — they heard everything! A Kemet group appears from the darkness, surrounding you. "Capture the architect and the woman. Kill the others," he orders.

As they close in, Lancoty whispers urgently: "The lever here is the dwarves' last defense against invaders, and I've bypassed its security. Lift it to flood this place or push it down to collapse the cave. They can't catch me. Our sacrifice could save Tanares."

A) Pull the lever upward, flooding the cave. Maybe you can survive, but the same might be true for Gullog and the Kemet. [5]

B) Push the lever downward, causing a collapse. This action likely means your end, but it should take Gullog with you. Trust Sedura and the remaining heroes with the war's fate. [6]





5 In a quick decision, you run to the lever and pull it up before Gullog can react! As you do so, Sara looks at you. “*Don’t fear what will happen,*” she says intensely, “*I am ready to sacrifice everything to stop this nightmare.*” Immediately, a surge of water bursts from every small hole around you, the force causing the floor to collapse under you. You try to hold your breath against the strong current, but eventually, darkness covers your sight as you lose consciousness. **Mark Flooded Tunnels (fact).** [8]

6 Reacting fast, you run to the lever and push it down before Gullog can respond! Sara looks at you, her voice steady despite the chaos: “*Don’t be scared; this is the only way. I am ready to give my life to stop this horror.*” The cave shakes in response, the ceiling and floor falling at the same time. You’re falling through the air, then there’s a sudden, strong impact against a stone block, and everything turns into darkness. **Mark Collapsed Tunnels (fact).** [8]

7 Exhausted and wounded, your vision blurs as a man helps you and Sara to move away from the dangerous stone bridge. You find safety in a hidden alcove in the cave wall. The man, visibly afraid, watches his surroundings while anxiously holding onto a lever.

After an uncertain time, the man introduces himself as Lancoty, the imperial architect who created the Arena of Future, telling his brave escape from the Kemet’s grasp in Fisherman’s Wharf. [4]

8 CONCLUSION - VICTORY



Wharfugee bulletin

**DISASTER HAPPENS: COASTSUMMITS COLLAPSES!
HEROES OF THE RESISTANCE ARE MISSING!**

Those familiar faces we’ve relied upon in our time of need are now facing their own crisis. In a surprising event during a secret mission deep in the mountain heart of Arheimar, tragedy struck. The rough tunnels and caves, believed to be the only access to the abandoned dwarven fortress, have collapsed. The brave heroes of Wharfugee, who’ve worked hard to turn our town into a safe place, are sadly reported missing.

As the news has spread, volunteers and search groups have started to work throughout the region, desperately digging and carefully exploring nearby caves in a frantic search for signs of life. Each shovel full of rock and dirt echoes the community’s collective hope and fear. If you, our loyal readers, know anything about other ways into these threatening dwarven tunnels, we ask you to reach out. Our town, our heroes, need your help. Together, we can light the path to their rescue. Every clue, every bit of knowledge, could make a difference.

Follow the “Next Adventures” instructions.

DEFEAT

Skip this if you won the quest.

A mysterious figure appears at the end of the bridge. With a dwarven tool, he takes shots to distract your enemies. “*Hurry up!*” He says. You manage to carry each other’s exhausted bodies away from danger, wondering who this savior might be. **Go to [7].**

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Spies.
- If you won, read [001] - page 4. If you lost, read [002].

The heroes that played this quest cannot be used on the next quest.



Adventure X Parliament of the Seas

1 Zalir summons you into the relaxing confines of his shop. “I’ve got some news,” he starts, voice full of excitement but also quiet. “Kemet agents are causing trouble in the waters in the Central Seas. They’ve managed to steal the most potent secret weapons from the Parliament of the Seas pirates. If those get to Gullog, well, let’s just say we really don’t want that to happen.”


He unveils some papers, revealing the Central Seas Map. “The pirates have set up a defensive circle around the Fire Islands, but I think Kemets have a plan to break through. Your task? Get the five captains to help before the tide turns against us. Don’t worry too much; my team’s got your back. They’re stationed in Galley’s Town. Just be alert and cautious; it’s quite a tough place!”

After this briefing, you rush to the Ironhand Outpost and use a portal to Galley’s Town. Upon your arrival, something instantly catches your attention. In the noisy town’s square, a man, beaten and bruised, is tied to a post and attacked by the crowd. Whenever he is close to death, a cleric casts a healing spell, and the punishment continues. From the mass of people, a desperate young woman implores you, “You’re clearly not from here. Please, I beg you to intervene. You seem strong, fully armed. They’re going to execute my father. He swore never to harm a soul again.”

An observer interrupts harshly, “This beast butchered an entire family for a handful of coins. Over eight lives lost! He deserves far worse than mere execution.”

- A) Help the man. Although he committed terrible crimes, he deserves a fair trial. [2]
- B) Stand aside. There are no excuses for such atrocity. This punishment is fair. [3]
- C) Grant him a quick death. His crimes were monstrous, but torturing him feels equally repugnant. [4]
- D) **(Fast Action Mode)** Keep your focus and continue with Zalir’s mission. [25]



2 Masterfully, you create a diversion. Pretending to attack the man, you cut the ropes, releasing him. He desperately escapes, crying out in appreciation: “I’ll dedicate my life to atone for my sins. You have my eternal gratitude for this second chance.” **A hero gains 1** . [5]

3 The sight is horrible, but it represents justice for these people. It also might discourage others from committing similar monstrous acts. In its own twisted way, it protects the innocents. **A hero gains 1 Empowered Token.** [5]

4 This man committed a serious crime, but torture goes against your sense of justice. With fierce determination, you step forward, dealing a swift and merciful blow. The man’s suffering ends. The crowd’s reaction is mixed; some cheer your decisive action, while others mourn the early end of their spectacle. **A hero gains 1 Protected Token.** [5]

5 Leaving the busy square behind, you head towards the noisy harbor where the Parliament’s ship is docked. A pirate named Larin welcomes



you with bright eyes and a charming smile. “Arr matey! I’m Larin. You must have been sent by Zalir. The captains are ready for your visit. But you need to be formal; this is the most prestigious and powerful ship of all seas. They say it can even shift from the material to the Penumbra Plane during its sail”. As she talks, she fixes up your clothes. “Our greeting ritual is essential; **REMEMBER it**. There are five steps - raise your left hand, curve your head, move your right hand behind you, say ‘Sea Lords,’ and then place your hands on your thighs.” [6]

6 Escorted by Larin, you step onto the luxurious ship’s wooden deck. You’ve never seen anything like this before; the walls are adorned with mysterious sea beast heads and an abundance of obsidian and pearls. You see five tough-looking pirate captains sitting around a table filled with food. “Honorable sea lords, I present to you the heroes of Wharfugee,” announces Larin. She then whispers to you, “Now, perform the greeting as I showed you.” [20]

7 The elegance of your performance reflects the respect you gain from the captains and the quality of the food offered to you. Check how well you performed the greeting protocol. **The sequence is 6, 9, 1, 7, and 2. For each correctly executed action (at the right time), a hero gains 1 Empowered Token.**

If Liana is on your team, only the player controlling her reads [22]. Otherwise (or if she is a Comrade), go to [8].

8 Captain Brakaan, a gloomfolk full of battle scars, addresses you assertively. “We’ve heard rumors about your mission. It’s about the weapon, right? And naturally, I know you want our help and we are inclined to do so. But before that, we must punish a witch accused of killing one of us. Once that’s taken care of, we can sit and discuss your proposal in detail. But first, what do you plan to offer us in return?”

A) Suggest that all the spoils retrieved from the defeated Kemet ships could be theirs. [9]

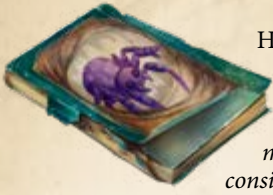
B) Propose the possibility of clearing their criminal records with Ironhand after the war. [10]

9 Captain Brakaan thinks about your offer, touching his rough chin. “You’re asking for a lot, but the word treasures always sounds good to us, especially some exotic Kemet treasures. Our weapon is ancient, made in the fires of the legendary Dorsian Forge, so this is the first item I want when you defeat the Kemet. Let’s seal this pact with a toast.” [11]

10 Captain Brakaan listens to your offer and breaks into a rude smile. “Your offer isn’t substantial, but it does have some charm. In this war, we must stand united. As we gloomfolk say - the only good Kemet is a dead one.” [11]

11 Following the agreement’s conclusion, the other Captains exchange whispers among themselves. Captain Dorro asks for a private meeting with you. In his room, despite his charming face, he looks worried and begins, “Something strange is happening, and nobody believes me. A Kemet captain captured me a few days ago. I can’t remember anything until a witch intervened, freeing me from my captor. However, she slaughtered many of my men before escorting me back to my ship and willingly surrendering herself. I saw her immense power; accepting being captured by us made no sense. We hold her prisoner now, and for saving my life, she asked to see you in return. As if she anticipated your arrival...”





He guides you to the ship's prison, revealing a blindfolded witch in chains, holding a child's book. As soon as you enter, she tosses the book your way and says, "Describe to me the cover or read the first page. Which do you consider more important, the outside or the inside?"

A) Describe the cover to her. [12]

B) Read the first page. [13]

12 You detail the image of a purple spider on the cover. In response, she says, "That is why a mirror is so important. It shows the outside and how it can attract or repel, most of the time in a very unfair way." [14]

13 You recite a short poem for her:

"I am a big spider.
I committed a sin.
I gave you a wish
For your soul and skin."

The witch then says: "A mirror can reveal your inside when you talk to it. Only in your solitary moments you can truly see your authentic self." [14]

14 "I am Ganona," the witch reveals, "I foresaw you would come. Those poor pirates had to be sacrificed to ensure our meeting. I know you seek the mighty weapon, but I propose a better offer: The Mirror of Darkness. It can aid you beyond your expectations, and all it demands is a mere drop of your blood."

Captain Dorro warns, "Be careful with these witches. They bring only evil and suffering. I'm only here to keep my promise because she saved me."

A) Decline her offer. The priority is to secure the mighty weapon from the Kemet. [15]


B) She seems formidable. If she speaks the truth, the mirror might help in the war. Give her a drop of your blood. [17]

C) **If Catharina is on your team:** You can use concentration to learn more information. Only the player controlling her **reads** [24]. Ignore if she is a Comrade.

15 Refusing the witch's offer, you leave the prison. Larin finds you on the lower deck and escorts you to your room, offering good seafood and the finest Central Sea Rum as you await the execution. After some time, you hear loud voices informing the execution is about to start. When it begins, you ascend to the ship's upper deck, noting its proximity to an enormous whirlpool.

Captain Brakaan decrees: "This witch killed seven of our crew. If you feel sorry for her, you can shoot to end her miserable life before the whirlpool catches her. She will spend her final hours fighting hard not to drown."

The witch screams: "You were supposed to come with me. She promised you would. AAHHH!" The pirates mercilessly cast her into the whirlpool.


If you DON'T have  **36** - "If Two heads are better...": Dorro admits, "My men died because of my lapse in judgment. I was stupid to be captured." Unnaturally overwhelmed by guilt, he throws himself into the whirlpool.

Each hero chooses what to do (more heroes doing the same task improves the chances of success):

- **Shoot the witch:** If you have a ranged hero, make a Primary Attack (flip the card). Melees can only make Basic Attack with -3 to roll (they improvise a weapon)

- Do not apply Passive Power and effects. She has DEF 6 and 10 HP.

- **Rescue Dorro (if he jumped):** You take a rope and leap into the water.

The hero makes a  **TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)**


+4 to heroes with wings - The ability to fly greatly helps in this situation.

+4 if you are Azriel or Liana - Their aquatic affinity grants significant aid!

Success (13+): You rescue Dorro.

Failure (12-): You fail to reach him but return safely to the ship.

If you kill the witch, each hero gains 1 .

If you save Dorro (any hero succeeds), the crew applauds you and rewards you with 1 .

If you don't save him, four pirates attempt the rescue. Three succumb to the deadly waters, but one returns with Dorro almost dead.

Go to [16].

16 Captain Brakaan steps forward, "The time has come. Our paths diverge here but worry not. Choose a ship of any captain for your assault, all equipped with an arcane cannon." He hands you an old map, "Here, the last known coordinates of the Kemet vessels." [21]

17 As your blood drops, a surge of purple energy comes from her hand, and suddenly, you're somewhere else. You feel the strange sensation of Penumbra again, but this time, accompanied by quick images of a giant spider. When your vision clears, you find yourself in a cavern, a quiet river flowing past numerous mirrors swarmed by spiders.

Ganona's voice echoes in the cavern, "I thank you for your trust. As promised, the Mirror of Darkness is yours. A mighty tool capable of unleashing a powerful monster on your enemies at your greatest need."

If you have a female hero: Ganona's gaze turns to you, "I have another offer. Would you like to become a Purple Witch? The great power will bless you, but it requires a sacrifice, a life offered to The Matron. She accepts only women, as only they possess the capacity of life creation."

A) In desperate times, hard choices must be made. Sacrifice an NPC. [18]

B) The power is tempting, but you cannot lose your humanity to have power. Refuse the offer. [19]

18 Choose an NPC from your Team. With a fast, ruthless fight, you end its life, its blood making the mirror a deeper red. **Remove this NPC from the game. Choose a female hero to pick up the mirror, except Catharina and Lizz. A tattoo of a purple spider appears on the hero's back.**


Ganona says, "Soon, you'll sense a transformation, a strong force awakening within you. But now, our greatest challenge awaits you to prove your worth: escaping this cave alive. Follow me."

Go to page 110 and set up Quest 50: "Pact."

19 Disappointed, Ganona says, "Pathetic, so weak, incapable of making the hard choices. How can you even dream of defeating the Kemet? I will follow you to see how far you can go."

You cross the pitch-black, daunting cavern for what feels like an eternity before a vast tunnel emerges. A massive spider-like creature advances menacingly towards you.

Ganona laughs, “I forgot to mention. The Mirror of Darkness belongs to her. Can you survive her wrath? If not, your spilled blood will serve me well.”

She starts a teleportation spell, but you have time for one quick hit before she disappears. **One hero can roll a Primary Attack (flip it) against DEF 16 (add your item bonus). If it hits, the witch dies, and the hero gains 1** .

Go to page 110 and set up Quest 50: “Pact.”

20 **Mark (or memorize) the number of your actions in the sequence you will perform them (total of five actions).**

1. Move your right hand behind you
2. Place your hands on your thighs
3. Raise the right hand
4. Say “Sea Lords”
5. Raise your head
6. Raise your left hand
7. Say “Masters of the Sea”
8. Move your left hand behind you
9. Curve your head

Go to [7].

21 **Choose One Ship.**

Ship 1: Flying Dragon (Captain Maryne) instills ferocity. **All heroes gain 1 Empowered Token.**

Ship 2: Ghost Crown (Captain Black Soul) weaves protection: **All heroes gain 1 Protected Token.**

Ship 3: Immortal Hydra (Captain Liana, or her first mate, if she is one of the heroes) imbues determination: **All heroes start with 1 Skill Token charged.**


Ship 4: Bellara’s Grace (Captain Brakaan) inspires heroism: **All heroes flip an attack card.**

Ship 5: Hypnotic Unicorn (Captain Dorro) promotes harmony. **Each hero starts with one different bonus of the four above.**


Once aboard, you navigate to the provided coordinates. A Kemet vessel emerges from the distance as you prepare to be boarded.

Go to page 114 and set up Quest 53: “Battleship.”

22 Your shipmate requests a private conversation. “I know you want to keep your Sea Lord status secret, so we will keep pretending we don’t know you. Keeping the crew happy is challenging; they need you.”

If you have  **36 - If Two Heads are Better..., go to [23]. Otherwise, continue reading.**

“We still plan to kill the Hydra. As you know, the Kemet stole part of the arcane weapons. We must retrieve them; they could prove highly effective in our fight against the monster. Convince the others to prioritize the weapon retrieval.” [8]

23 “We’ve confirmed that the Hydra is dead. We were concerned about it regenerating, but that doesn’t seem to be the case. As you know, the Kemet stole part of the arcane weapons. We must retrieve them; it could help us defend against the invaders and the Empire after the war. Nothing makes me happier than exploding some Kemets. Convince the others to prioritize the weapon retrieval.” **Gain 1** .

If you searched for Captain Dorro (and could not be present in the Journey Phase after playing the Quest If two heads are better...): Captain Dorro knows what you did and made some of his resources available to us. **Gain +1 Strategists.**

Go to [8].

24 As a Purple Witch, you know Ganona is one of the three witches of the Purple Lodge, alongside you and Ketrillina. She likes to inspire guilt in the victims to manipulate them.

You leave the room and activate your soul connection with your matriarch. Soon after, you see a spider approaching you and hear a frightening voice in your head.

“One of my children is calling me, as I expected. I have a mission for you. Convince your companions to give their blood to Ganona. The decision must come from them, not you, as any pact should be. You must be subtle, but I order you to bring them here.”

Return to [14] and, unless you are playing solo, let the other players choose A or B after you talk to them. Solo players are free to choose.

25 Choosing to ignore the fuss, you keep searching for the pirates. You move away from the noisy crowd and meet Larin, a trusted contact of Zalir. She teaches you how to greet pirates properly, helping you to make a good impression on the Sea Lords, a group of the most powerful pirate captains. **Two heroes gain 1 Empowered Token.**

Your dialogue with Captain Brakaan goes excellent; you manage to get his help. Another Captain leads you to an imprisoned witch caught for slaying pirates. However, she saved his life. The witch tries to offer you the Mirror of Darkness, but you firmly decline. After her execution, they give you the location to find the Kemet vessels. Though they refuse to accompany you, they generously offer Captain Brakaan’s ship for your use. **Each hero flips any Attack Card.**

Navigating to the battlefield, you head towards the upcoming fight and prepare yourselves for the inevitable boarding.

Go to page 114 and set up Quest 53 “Battleship.”



50 - Pact

The mighty Arachne is advancing like a rolling stone through the webbed floors of her underground tunnels, and you are on her path of destruction — RUN!

Primary Objective

- Bellara is never in [4] of a **Portal** square, AND
 - All heroes are alive and on the **Portal** at the same time = Read [50.2]

If you lose

- Read [Defeat] - page 112.

Extra Challenge

- Bellara's **Trampling** kills at least 3 villains.

Special Rules

Bellara's Trampling (Bellara or any Huge Figure)

- **Bellara** is not a combatant. She cannot be targeted by attacks or effects and takes no turns.

R **Bellara** MOVES 20 (ignore swamp) toward the Portal Tile, stopping only if one of the next squares in her path is blocked. Meanwhile, count the number of squares she moves.

- Any figure in her way will block her movement (hero, villain, or chest).
 - When any of these stops **Bellara**, all heroes and villains in [2] of her are PUSHED 4 and take 30 DMG, minus 2 per square she moved.
- If this kills a villain, put its figure on a Hero Card. (This tracks the accomplishment of the Extra Challenge.)
- If a **Chest** stops **Bellara's** movement, remove it from the grid (you can no longer grab it).

Webbed Floor

- Heroes (and Companions) cannot spend a Prime Action to gain an extra Move Action.

On the Run

- If there are no combatants in [1] of a hero when its turn begins (before any skill is used):

This hero's Move Stat increases to 7 (only this turn).

ADVANTAGE: This hero's Move Stat increases to 8 and it is **Hastened** (only this turn).

- (If this hero has a Companion, its Move Stat is increased too.)

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Basilisk (38-G)**, **Zombie (69-O)**, **Elemental (80-B)**, and **Bellara**.
 - (**Kemet Hunt ★★**): Instead of placing **Basilisk (38-G)**, place **Berserker (★★76-G)**.
- **GUARD 3:** Place **Cultist (43-R)**, **Zombie (70-G)**, and **Ogre (87-O)**.
 - (**Kemet Hunt ★★★★★**): Instead of placing **Cultist (43-R)**, place **Necromancer (★★★★★85-R)**.
- **GUARD 3:** Place **Cultist (44-B)** and **Elemental (79-R)**.
 - (**Kemet Hunt ★★★**): Instead of placing **Cultist (44-B)**, place **Necromancer (★★★86-B)**.
- Then, after reading the Special Rules, read [50.1] - page 112.

As soon as the Primary Objective is completely fulfilled, you win the quest and read [50.2].



Villain Kits

- 1 Basilisk (38)
- 2 Cultists (43, 44)
- 2 Zombies (69, 70)

Barriers

- 1 Berserker (76)
- 2 Elementals (79, 80)
- 2 Necromancers (85, 86)
- 1 Ogre (87)

Barriers

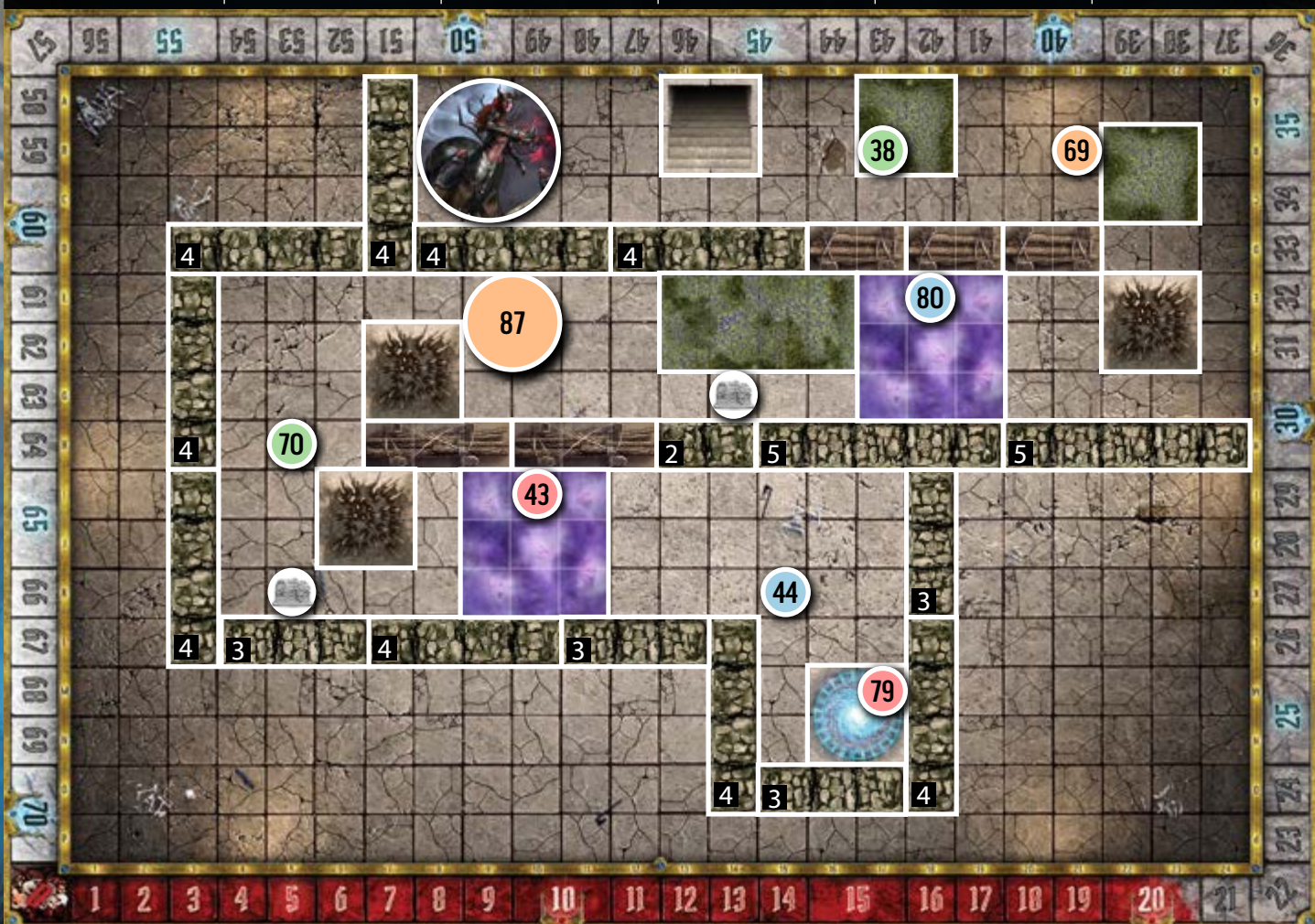
- 2 Barricades 3x1
- 3 Barricades 2x1
- 2 Walls 5x1
- 9 Walls 4x1
- 4 Walls 3x1
- 1 Wall 2x1

Terrains

- 2 Corrupted Zones
- 1 Portal
- 1 Swamp 4x2
- 2 Swamp 2x2

Miscellaneous

- 3 Spikes 2x2
- 1 Stairs
- 1 Bellara Figure
- 2 Chests
- 2 Quest Items



Map Labels: ■ Initial Setup

Quest Chapter 50

Pact

1 Check the table below for conditions and their corresponding effects:

IF YOU HAVE...	THEN DO THE FOLLOWING:
Flooded Tunnels (fact)	The flood impacting the dwarven kingdom has also influenced much of Undertanares. The webs in the tunnel are not as sticky. You gain ADVANTAGE for this quest.
Lighthouse is Guarding the Sea (fact) OR Boneheart and its Army Sunk (fact)	Your actions have hindered Bellara's plans, which assumed a Kemet win in the Oceanic War. As a result, her preparations are in chaos. Remove all Spike Tiles from the map.
Super-portal opened (fact)	The Vandanamalika may favor the Kemet, but for unknown reasons, it significantly hinders Bellara. Remove both 3x3 Corrupted Zones Tiles. Place 2 Empowered Tokens on each Cultist (43-R) and (44-B).
Lighthouse down, Central Sea lost (fact)	The Kemet's victory in the Oceanic War was part of Bellara's plans; now she is entirely focused on you. Place Bellara within [2] of the hero carrying the Quest Items; that hero takes 10 DMG and gains 3 Bleeding Tokens.

Quest 50: "Pact" starts NOW (take the first turn!)

2 (Read this only if you won this quest).

In desperation, you reach the tunnel's end, which opens up an escape route. Along your path, you see numerous bodies and mirrors of all shapes and sizes, leading you to think that many women have come here seeking a pact with Bellara. The horror behind you is too much to glance back at, but the creature's screams and the vibrations from its attacks leave you in a cold sweat. **If you have You made a Pact with the Arachne (fact), keep reading, otherwise go to [3].**

Even from outside, you can hear Bellara's sinister voice: "Well done, my children! Fly away from here and continue performing your duties. Serve my will and be rewarded; otherwise, become just another corpse in my lair." [3].

3 CONCLUSION - VICTORY

You can hardly believe that you've escaped from that terrifying place alive.

While you didn't retrieve the pirates' weapon, you've found the hide-out of a powerful entity that seems to be influencing the course of the war from the shadows.

- **If Catharina is on your team:** Ganona's voice resonates in your mind. "Cat, you are still a member of the Witch Lodge! You, me, and Ketrillina have crucial work ahead. The Kemet must be utterly destroyed. Our Matron is quite pleased with your companions' power; they might stand a chance against Gullog, who serves a far more threatening entity. Besides, it was entertaining watching you sprint through the tunnels. For someone who was once Ella Malrok, your current form is relatively modest; mine is much more attractive and graceful."
- **If Lizz is on your team:** During your escape, you discovered the mirror tied to your pact. With the correct ritual, you could revert to your original form. But you still need your current power for the war, so your dream of removing this curse will have to wait a bit longer.

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 disrupting the assembly of the enemy's most important weapon of war. **Mark Colossal Weapon (fact).**

Follow the "Next Adventures" instructions

NEXT ADVENTURES

- Your next Adventure cannot be played by this team. You must use the Missing Heroes.
- Gain +1 Strategists and +1 Warriors.
- Add Cimim, the Mimic (hero) to your Character Deck.
- If you won, read [001] - page 4. If you lost, read [002].







53 - Battleship

With the help of the Pirates, the heroes sail across the sea to the routes of the Kemet ships. To do this, you must steal a Kemet flag to get undercover near the boat with the Colossal Weapon Piece.

Primary Objective

- Steal all **Weapon Parts** AND sink all ships = **Read** [53.4].

If you lose

- Read** [Defeat] - page 117.

Extra Challenge

- Cannons** kill all Captains.


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.

Weapon Parts (Quest Items)

R + **Remove it**: The interacting hero steals this piece and charges 2 Skill Tokens.

ADVANTAGE: **R** + **Remove it**: The interacting hero steals this piece and gains 2 .


Ships and their Captains (Necromancers and Boss)

- Each **Room Tile** is a ship. Each ship has a **Kemet Captain** (*Necromancer or Boss*) that may never move or be moved outside their starting Room Tile (*even if they'd have no target to reach*).
- When a **Captain dies**, its **ship sinks**. Remove its Room Tile and all **Planks** and other Tiles that occupy one of its squares. All combatants on a removed tile take 8 DMG and must be transferred to their closest free square on a ship.
 - If a Weapon Part sinks with a ship, you lose the quest.**

Cannons (Red and Blue Orbs)

- R** You must **MOVE** both Orbs, according to the following:
- Red Orb**: **MOVE** to the **row** (*letter coordinate*) with the highest number of heroes. Then, **all heroes and villains** in this row take 12 DMG.
 - Blue Orb**: **MOVE** to the **column** (*numeric coordinate*) with the highest number of heroes. Then, **all heroes and villains** in that column take 12 DMG.
 - Orbs must never leave **Wall** squares. Decide ties.

Harpoon Shooter (Hook Token)

 (once per turn) + **unflip a charged Skill Token** OR pay 5 HP: **MOVE** 3 the Hook Token (*it can't enter Planks*). Then, the Hook deals 10 DMG to all heroes and villains in one of its orthogonal straight lines (*players' choice*).

Events

INITIAL SETUP

- This quest doesn't have Stairs**. Place heroes in [1] of the **Hook Token**. Each may reassign 2 Skill Tokens.
- Place **Berserker (40-B)**, **Warrior (68-G)**, and **Necromancer (85-R)**.
- Then, after reading the Special Rules, read** [53.1] - page 116.

R If the **Weapon Part** was collected and all villains are dead, **read** [53.2] (*to continue the quest*).

EVENT 1

- Place **Archer (36-G)**, **Warrior (67-R)**, and **Necromancer (86-B)**.
 - (**Kemet Hunt**): **Spy (★★64-G)**.
- R** If the **Weapon Part** was collected and all villains are dead, **read** [53.3] (*to continue the quest*).



Black Soul, the Distrustful (Warlord Figure) **B** **180** **8** **5** **8**
 Hit Points Defense Movement Reaction

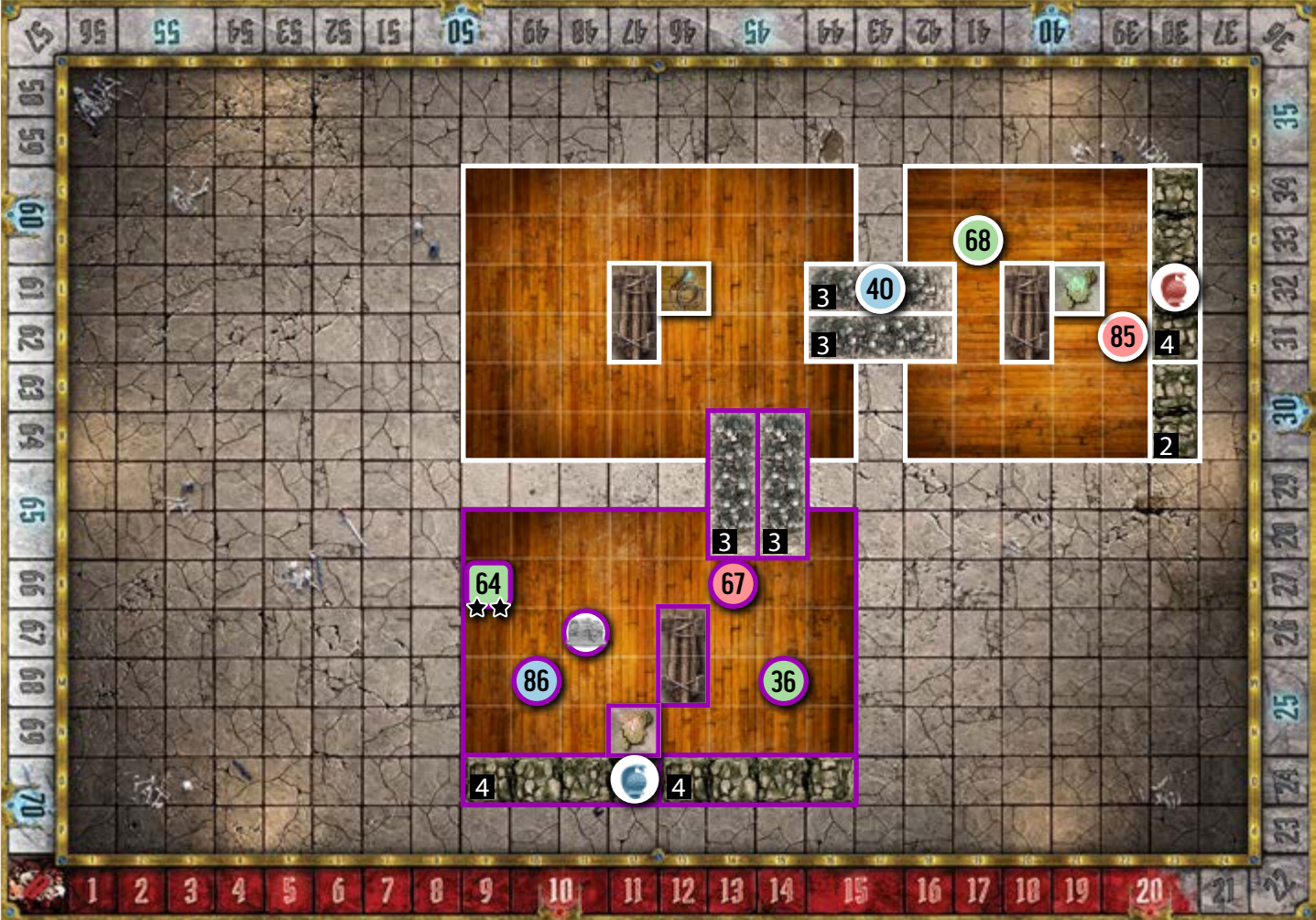
I've killed it (Primary Attack) **8** squares **1** enemy
 18 DMG+effects Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: 1 Each Orb deals 12 DMG to all heroes and villains on the same row or column as them.
 2 FLEE 3 (If this didn't move this turn)
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: This hits a hero while another **Captain** (Necromancer) is on the grid.
Effect: The target takes +5 DMG and is **MOVED** 5 in direction of the Necromancer.

Favorite Target: The hero with lowest HP within reach.

- | | | | | | |
|--|--|--|------------------------|--|--|
| <p>Villain Kits</p> <ul style="list-style-type: none"> • 1 Archer (36) • 1 Berserker (40) • 1 Spy (64) | <ul style="list-style-type: none"> • 2 Warriors (67, 68) • 2 Necromancers (85, 86) • 1 Boss (Warlord) | <p>Barriers</p> <ul style="list-style-type: none"> • 3 Barricades 2x1 • 4 Living Walls 3x1 • 3 Walls 4x1 • 1 Wall 2x1 | <p>Terrains</p> | <p>Miscellaneous</p> <ul style="list-style-type: none"> • 2 Chests • 2 Orb Figures • 3 Quest Items | <ul style="list-style-type: none"> • 2 Rooms 8x6 • 1 Room 6x6 • 1 Tool (Hook) |
|--|--|--|------------------------|--|--|



Map Labels: — Initial Setup — Event 1

Quest Chapter 53

Battleship

1 Aboard the mighty pirate ship, you are boarded by a Kemet vessel; there's little time for you to defeat them and steal their flag; thankfully, you can count on a powerful harpoon.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	The skull reacts to the mystical energies contained in the weapon parts, feeding you with dark energies. You gain ADVANTAGE for this quest.
Lighthouse is Guarding the Sea (fact)	You have tactical advantage on naval combat. <i>Before you start the quest, use "Harpoon Shooter" once, as if you had interacted with it.</i>
Vandanamalika Down! (fact)	With most of their ships being used to transport tameranium, the Kemet are forced to use unprepared ships to patrol the seas. <i>Do not place the Red Orb on initial placement (still place the one from Event 2)</i>
Kolbjörn plans: unimpeded (fact)	The Kemet plans are still in motion and you have no grasp of them. <i>Each hero gains 1 Distracted Token.</i>

Quest 53: "Battleship" starts NOW (take the first turn!)

Event 1 - Map



2 The opportunity you had been waiting for comes when another Kemet ship anchors with yours, just as you snatch the first piece they were transporting. Curiously, some of the Kemet do not seem surprised by your actions...

Resume the Quest (start EVENT 1!)

3 Black Soul, one of the five Pirate Lords, is on one of the last Kemet ships approaching!

"Surprised? I'm not like that Brakaan fool, who thinks he's still has some honor to preserve. I covet the throne of the Parliament of the Seas and all the wealth the Kemet have promised me. Ha, Ha, Ha."

EVENT 2

- Place all tiles as indicated on the map.
 - Keep all other components that was already on the map on their same position.
- Place: **Berserker (40-B)**, **Necromancer (86-G)**, **Warrior (67-R)** and the **Black Soul - Boss (B)**

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Lighthouse down, Central Sea Lost (fact)	Captain Black Soul was leading the naval war on the Central Sea and he was greatly rewarded by his conquests. Now he is eager to climb even higher on the Kemet hierarchy. The Boss starts with +30 HP and 2 Empowered Tokens.

As soon as all ships sink, you win the quest and read [4].
Resume the Quest (start EVENT 2!)

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

After defeating the Kemet, you take the treacherous pirate to Brakaan and his companions so they can choose his fate. In possession of the three pieces, you celebrate your mission's success and thank the Pirate Lords for their assistance.

- If you promised to surrender the spoils of the mission to Brakaan, go to [5].
- If you pledged to expunge the Pirate Lords' criminal record, go to [6]

5 As agreed, the pirates rampage onto the enemy ships and loot all they can. A tad of regret overcomes you as the Pirate Lords laugh upon what are probably important findings, including treasures and magic artifacts. Nevertheless, it's too late to go back on your words, now, so you suffer the impact of your decision in silence.

You must discard two of your Loot Cards at the end of this Quest. [7]

6 You extend your hand to Brakaan in appreciation for his help and promise to testify on their behalf before Captain Sedura. Excited, he says you have just gained an ally. He also makes a tempting offer, there's an open seat in the council of the Parliament of the Seas, and one of you can fill it under Brakaan's nomination. **Add the NPC Card "Captain Brakaan" (Week 5) to your Character Deck.** [7]

7 Captain Maryne approaches you. *"Thank you again for this. Since you might consider becoming part of the Parliament of the Seas, I must be honest with you. Each of our ships possesses a powerful magical ability. For example, Brakaan's ship can alternate between the Penumbra and the material plane, bypassing many obstacles. This was granted by a sea monster, a kraken, which we believe to be some kind of god."*

She looks sad, *"Unfortunately, we need to make offerings to him using gold, at least 100,000 gp on the anniversary of our pact with it. If we fail, the ships lose their powers, and our lives are tied to it, and we will perish as well. Of course, the creature does not use any gold, but I feel it wants to be remembered somehow. So, think twice before accepting."*

She leaves with an elegant smile on her delicate face. She shouts from a distance, *"I am sure Black Soul will be released soon, as he is another captain who shares the burden of gathering the gold!"* [8]

8 CONCLUSION - VICTORY

- Zalir and Sedura analyze the collected pieces and figure that they are an enhancement to the secret Kemet weapon.



Wharfugee bulletin

THE PARLIAMENT OF SEAS BECOME ALLIES

In the opposite direction of what's been commonly observed by groups with numerous members wanted by the Empire, the faction known as the "Parliament of Seas" is currently in the process of working out a deal with the Ironhand; most of their pirates will serve sentence for minor crimes by serving the Empire in the Kemet War, says an official source in the Ironhand. One of the few groups that traditionally operated in the west coast, this substantial help may be a game changer in the war.

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 disrupting the assembly of the enemy's most important weapon of war. **Mark Colossal Weapon (fact).**

Follow the "Next Adventures" instructions

NEXT ADVENTURES

- Your next Adventure cannot be played by this team. You must use the Missing Heroes.
- Gain +1 Diplomats and +1 Warriors.
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure Y

Mixed Realities

1 Huradrin and Zalir invite you to a secret meeting.

Huradrin looks at you seriously, “By my beard, it’s time to be takin’ actions stout ‘n strong! Legends talk o’ a relic, ancient it be, with the might to increase the Penumbra Flow. They call it the Key of the Dark Planes. Word on the anvil is that the Kemet lot are searchin’ around for it.”

Zalir quickly responds with excitement but concern, “Now, before we rush into this, let’s be clear. This isn’t just another mission. None of our Relic Hunters who tried to find this artifact has returned... Rumor has it there’s a guardian, a tricky one who loves messing with adventurers’ heads. On the good side, think about the tales we’ll share afterward!”


Huradrin, rubbing his brow with a rough hand, barks out, “Aye, we’re in trouble, lad! This artifact, it could well be the turnin’ point in this terrible war, might even give a boost to me own powers o’er the Penumbra Plane. But if that Gullog gets his hands on it... I fear to think. I’ll be conjurin’ up some protective spells for us. Give me a mere four hours, and we’ll be ready.”

You quickly run to the library to learn more about this sinister artifact and its enigmatic guardian. But finding the correct information in a library can be challenging. Rigilia, the tower secretary, welcomes you and whispers softly, “Bonjour, mes héros. Are you short on time? Your search could take you to two sections. ‘Planar Dangers’ offers a broad but easy-to-understand view, while ‘Investigation’s Reports’ provides specific and detailed insights but could be hard to follow.”

A) Search in the Planar Perils section. It is better to have some information than go unprepared. [2]

B) Examine the Inquisition’s Reports; quality is better than quantity. [3]

C) (Fast Action Mode) Ignore the information and return to follow Huradrin’s lead. [29]

2 Each hero makes an  TEST (d20+ Hero Card + NPC Card). (17+: success | 16-: failure)

+3 if you are *Avelum, Gaknak, Kelanyah, or Zund* - You are used to finding information in books.

If at least 1 hero succeeds (17+): You find the information. Read the text below.

If all heroes fail (16-): You did not find clues about the entity or the artifact. [4]

Planar Perils - Volume 8

Entity: Saci, an extraplanar creature.

It cannot enter the material plane and is primarily focused on eradicating penumbral creatures, blaming them for destroying its homeworld.

Appearance: It looks like a gray elf, with mist and lightning replacing its legs.

Method of Operation: Its primary tactic involves trickery, making its enemies kill each other.

Last Sighting: Ruins of Malland, in a place where planes merge.

One hero gains 1 *Protected Token*. [4]

3 Each hero makes an  TEST (d20+ Hero Card + NPC Card). (20+: success | 19-: failure)

+3 if you are *Avelum, Gaknak, Kelanyah, or Zund* - You are used to finding information in books.

If at least 1 hero succeeds (20+): You find the information. Read the text below.

If all heroes fail (19-): You did not find clues about the entity or the artifact. [4]

Reports of Sir Lavora

“My dear Lady Ellen,

Our expedition to the unknown has ended disastrously. We were searching for the key when our minds became clouded with



strange thoughts. I can't remember the details, but my comrades turned against me, calling me an aberration and trying to kill me. Defending myself was the only choice; tragically, they fell by my hand. The sight of my dead friends was horrible, but I felt an inexplicable sense of pleasure. A portal leading to the Great Cathedral was in proximity, and I... I committed an unthinkable atrocity. All the Cardinals, Taram and Gideoni included, died by my hand. I implore you to believe I was not in control."

Reports from High Cardinal Taram

"This Knight's mind is pure chaos, affected by an unknown spell. His understanding of reality is twisted, and if we had delayed treatment, his condition would be irreversible. By Tamera's grace, he should recover after a month of treatment."

Two heroes gain 1 Empowered Token. If Taram is on your team, go to [28]. Otherwise, go to [4].

4 After your return from the library, you join Huradrin and Zalir in the quest for the artifact and portals. Guided by Huradrin's strong magic, you explore Malland and reach the corrupted site. Near some ruins, you see a hidden cave with a warning: **Turn back; do not trespass the darkness.**

Huradrin's voice echoes in the frozen air, "Zalir and I'll be holdin' the fort out here, keepin' a sharp eye for any dangers, while ye venture in for that cursed Key of Dark Planes. There's a strong surge o' tainted energy around here, and it's affectin' me senses more as ye get closer. Keep yer eyes open and yer ears alert, lad."



You step into the dungeon. The quiet inside is creepy, with no signs of the threats you expected to face. Deeper inside, you notice a golden key, glowing with beautiful purple light, placed next to two cryptic messages.


"A blend between two planes, a vision that escapes sight, danger follows those who bring forbidden knowledge to light."

"Do not trust in its lies; the eye is sagacious."

Your hand reaches out to take the artifact, and a sudden chill runs down your spine. The light radiating from the object intensifies to a blinding brightness. **A hero gains the Key Token.**

Once your vision clears, you find yourself in a mysterious place but strangely familiar. It's as if the material plane has merged with the nightmares of the Penumbra.

Place a  on a position of the HP Track equal to 10 + all heroes' .

This  represents the Team Purity, which can decrease or increase by the choices you make.

• Lordwrath, Ravel, and Baolmu add +2 each, as they can deal with corruption effectively.

As you search for Huradrin and Zalir, a gravely injured Ironhand Officer stumbles toward you, groaning with each step. At the same time, a scary voice whispers in your head: "Kill it; end this creature's life now before it backstabs you."

A) Approach the Ironhand to evaluate his condition. [5]


B) Listen to the voice and kill the creature from far away. [8]

5 When you get close enough, you see some tiny tentacles in his legs and start to question whether that creature was ever an Ironhand. **Reduce the Team Purity by 1.** Before you can take any action, he jumps toward you unarmed. The mysterious voice whispers again: "Kill it now before it is too late."

A) Kill it before it can make anything. [6]

B) Try to immobilize him. [7]

6 Blood spreads across the floor, and you realize the truth. You were tricked into thinking he was a beast, but he was actually a harmless Ironhand. The voice in your head laughs. "The evil and the good are merely fabrications of this plane. A comforting shield for your conscience. In the end, you do what you have to do." **Reduce the Team Purity by 6.** [9]

7 You manage to restrain the Ironhand, and he keeps screaming in pain. The grotesque shape is merely an illusion. You treat his wounds. **Increase the Team Purity by 5. If a Healer is on your team, it gains 1 .**

Through his pain, the Ironhand manages to say, "Thank you. I was attacked by a creature pretending to be one of my comrades. I managed to hurt it badly in the leg, but I was defeated."

Helping the Ironhand officer makes you feel the corrupted energy decrease. **One hero gains 2 Empowered Tokens.** [9]

8 As your weapon pierces the Ironhand, an agonizing cry cuts through the air just before he dies. You feel a chilling regret in your heart. The voice you heard earlier laughs at your despair. "The evil and the good are merely fabrications of this plane. A comforting shield for your conscience. In the end, you do what you have to do." **Reduce the Team Purity by 8.** [9]

9 Leaving the Ironhand behind, you continue your journey, seeking Huradrin and Zalir. As you approach the artifact's initial resting place, an unexpected abyss opens before you. The voice breathes into your mind again, "Too deep for you, this abyss is. Be careful not to fall. Yet, can you trust your eyes?"

A) Attempt to jump across the abyss. [22]

B) Ignore the abyss, thinking it's not real. [10]



10 You walk confidently across the illusionary abyss and feel solid ground beneath you. However, Zalir's voice comes from the depths of it. "Hey, help me! I am trapped. The Relic Hunters gave me this ring; it could be our salvation - and Kemet's downfall."

- A) Look down to help Zalir and get the ring. [23]
- B) Keep your gaze focused ahead. [11]

11 From the abyss' depths, a familiar voice resonates - Huradrin. "You know of my secret power over the Penumbra. I finally found a way to communicate with you. Please, follow my instructions to leave this place, turn left, and look down."

- A) Follow his instructions. [23]
- B) Keep walking. [12]

12 Sara's voice enters your head. "Perfect, you passed the test. Now you can see a future to be avoided. Pay attention to the details and consider the weaknesses to exploit when the time comes."

Sedura's voice also reaches your ears from the depths. "I, Sedura, choose you, Gullog, to be my husband. I promise to stay true to you in good and bad times, in health and sickness, to love and respect you until we find Tamera."

- A) Look down to study the scene. [23]
- B) Ignore this and keep walking. [24]

13 You check on Zalir, and he responds with a groan. As he walks, you notice a severe injury on his leg. The voice speaks again: "This isn't what it looks like. Slay this creature now! Will you trust me this time?"

- A) Put an end to the supposed Zalir. [16]
- B) Assist Zalir since he appears to be in pain. [17]

14 Huradrin looks at you and responds, "By me beard, are ye losin' yer minds already? We split up, searchin' high and low for ye. He's not here." At that moment, the supposed Zalir begins to vomit and convulse before falling unconscious. **Reduce the Team Purity by 4.** Suddenly, his body becomes a monstrous creature. It crawls towards Huradrin and attempts to surprise him. The voice speaks again: "Kill this creature, don't let it harm your dear friend."

- A) Kill the creature before it surprises Huradrin. [18]
- B) Ignore the creature; it's just an illusion. [19]

15 You march forward, searching for a portal to flee quickly. A petrifying silence consumes you until the voice breaks it, "Turn around and see what you've done to Huradrin." You see a horrifying sight: Huradrin has fallen to the ground, his leg severely wounded.

Standing next to him is another Huradrin, holding a dagger. The one with the dagger walks towards you and says: "By me ancestors, didn't ye catch me words? This creature appeared outta thin air and attacked at me! Keep yer guard up; there might be more lurkin' 'round here." Suddenly, the injured Huradrin stands up and runs towards the other, "Wait, it's me, the real one." The voice whispers, laughing, "Will he attack the real Huradrin or save you from an ambush?"

- A) Attack the Huradrin with the dagger. [20]
- B) Attack the injured Huradrin. [21]

16 You stab your weapon into what looks like Zalir. It turns out not to be him but a eldritch creature. It screams loudly and then fades away. **Increase your Team Purity by 4.**

Huradrin, watching the scene, says, "By the forges, I've ne'er laid eyes on such a creature before! Zalir and I, we thought it best to part ways, to track ye down faster." [25]

17 You try to assist Zalir, but as you get closer, he suddenly changes into a monstrous creature, vomiting a green liquid on you. The hero with the Key takes 10 DMG and must place all its Skill Tokens in Skills Level 1. For this quest, it cannot change them. **Reduce the Team Purity by 8.**

Huradrin, watching the event, says worried, "I hadn't noticed this creature; Zalir and I decided to split up earlier to find you more quickly." [25]

18 With speed, you stab the creature before it can reach Huradrin. It makes an unsettling groan and disintegrates. **Increase the Team Purity by 3.** Huradrin, watching the situation, says: "By the forges, I've ne'er laid eyes on such a creature before! Zalir and I, we thought it best to part ways, to track ye down faster." [25]

19 The aberration you dismissed as an illusion proves to be real as Huradrin falls to the ground after being bitten. **Reduce the Team Purity by 4.** You manage to slay the creature before it can cause more damage. [25]

20 You assault the Huradrin holding the dagger, but a magic barrier protects him. "Why did you attack me? Are you already losing your mind?"

Unfortunately, you attacked the wrong Huradrin. Looking at the surroundings, you note that the other one is gone. Suddenly, a horrifying creature jumps, ambushing you. **Reduce the Team Purity by 5. The hero with the Key takes 20 DMG.**

After a quick fight, you defeat the aberration. Huradrin looks at you with worry, "By the forges, I've ne'er laid eyes on such a creature before! Zalir and I, we thought it best to part ways, to track ye down faster." [25]

21 You strike the injured Huradrin, noticing that the wound on his legs is in the same place where the Ironhand attacked his comrade. It cannot be a coincidence. Fortunately, this Huradrin turns out to be a monstrous creature in disguise, now screaming in an infernal tone as it fades away. **Increase the Team Purity by 5.** [25]

22 You leap to cross the abyss, but it turns out to be a foolish decision as monstrous tentacles emerge from it, attacking you.

Each hero makes a  TEST (d20+ Hero Card + NPC Card).
(8+: success | 7-: failure)

+3 if you are Ravel or Baolmu - Those familiar with the Penumbra would navigate it better.

If all heroes succeed (8+): You evade the tentacles successfully.

If at least one hero fails (7-): The tentacles pull you to the abyss. **All heroes that failed take 6 DMG. Reduce the Team Purity by 4 (only a single time, even if there are multiple failures.)**

Even though your leap was high, you couldn't traverse the abyss. When you fear falling into the darkness, you feel solid ground beneath. The abyss was an illusion. Running, you escape the tentacles. [24].

23 As you gaze into the abyss, the abyss also gazes back at you. You see a frightening purple eye fixed in your direction. You hear the voice in your head, "Ha ha, I cannot believe you fell for that!" Suddenly, tentacles start emerging from the depths. You flee before they can reach you but suffer from the evil energy pulsating from the place. **Each hero takes 5 DMG. Reduce the Team Purity by 8.** [24]

24 Once you reach the opposite side of the abyss, an unnatural peace settles over you. **Increase the Team Purity by 3.** As you continue, you can't shake the feeling of being followed. You see Huradrin and Zalir rushing towards you.

Huradrin says, “By the stones, there ye are! Saw a purple burst a bit ago, and when I went to investigate, ye were gone! So, ye have the artifact, do ye? Fine work, lad! Time to get to the portals and seal this blasted rift. On me heels!”

As you proceed to the Portals, you note Zalir is silent; he appears pale and trembles slightly, indicating sickness.

- A) Check with Zalir if he’s feeling all right. [13]
- B) Ask Huradrin if he can help Zalir with some healing aid. [14]
- C) Ignore Zalir’s condition and continue towards the Portal. Zalir can handle this now. [15]

25 If *Team Purity* is 20 or more, go to [26].
Otherwise, go to [27].

26 Huradrin senses something wrong. He takes the artifact from you and notices its evident corruption. “Let me be takin’ that off yer hands,” he says, reaching out. “I’ve had me fair share o’ dealings with cursed trinkets like this.” **Discard the Key Token.**

Soon, you reach a location with four portals. “This place is creatin’ an intense Penumbra Rift. I’ll be closin’ it to remove its influence on the material plane.”

Huradrin starts his magic, and the artifact’s light grows brighter, catching the attention of all creatures nearby. The mysterious voice cries, “**COME, MY CHILDREN! STOP THEM FROM DESTROYING MY TREASURE. ELIMINATE THEM NOW!**”

Go to page 122 and set up for Quest 51: “Portal Defense.”

27 The artifact in your hand starts to shake dangerously. Huradrin notices this and insists, “Drop it! No...” Before he can finish his warning, the artifact emits a blinding light. Once your vision clears, you find yourself in the Penumbra. The enigmatic voice says, “Come to me. Return what is rightfully mine.” As creatures rise from the ground,

surrounding you, the artifact shakes once again, producing a safe path of darkness around you. Now, you must navigate your way out of this frightening place.

Go to page 126 and set up quest 56: “Darkness.”

28 You remember the day you met the knight clearly. You learned a valuable lesson after a deep discussion with other Cardinals, particularly Jocasta and Erithad. They noted that when monsters from that domain are injured, the wounds persist in the same places, no matter if they change shape. So if you injure an arm, it will remain hurt in any form. This information could prove invaluable when navigating these unholy grounds. [4]

29 You decide not to search in the library and wait for the spell’s completion. You go to the place Huradrin detected with his spell and enter a haunting dungeon. Soon, you find a golden key with immense corrupted energy, and the world around you becomes confusing. **A hero gains the Key Token.**

You encounter an abyss that hadn’t been there before. Assuming it to be an illusion, you bravely cross it, yet feel a strange urge to gaze into its depths. To your horror, it seems to gaze back, and from it, sinister tentacles lunge towards you, forcing you into a hasty retreat. **Each hero takes 5 DMG.**

As you continue towards the Portal, a quick look back reveals two identical Huradrins: one lies on the ground with a bad wound in the leg, and the other holds a dagger. You instinctively attack the one with the weapon, only to find out he is the real Huradrin. The one lying on the ground changes into a fearsome creature from the Penumbra. Even though you manage to defeat it, the battle is tough. **The hero with the Key Token takes 20 DMG.**

The artifact in your grasp begins to shudder, pulling you to the creature’s lair, where its followers await.

Go to page 126 and set up quest 56: “Darkness.”



51 - Portal Defense

Protect the area around an ancient portal to the penumbral plane, that Huradrin is trying to stabilize.

Primary Objective

- Kill the Saci (Boss) = Read [51.2].

If you lose

- Read [Defeat] - page 124.

Extra Challenge

- No villain ever reaches the Portal.

Special Rules

The March of the Wicked

Villains are continually drawn to the recently-reopened portal, and get extraordinarily mad when you block their advance.

- The **Move Stat** of villains is 8. They never **FLEE** or **Dark Surge**.
- As usual, villains move **before** attacking, but:
 - They must end their Move Action as close as possible to the Portal (even if it's impossible to reach it due to the path being completely blocked).
 - If a villain can't spend all of its 8 movement points, it is **Empowered 10** that turn.
 - The movement is made before checking its Favorite Target. It will **NOT** move trying to reach a target, but instead will try to reach the portal.
- Their moving priorities are as usual (i.e., they take the safest of the shortest paths to the closest possible square to the Portal).

Tower Defense (Portal Tile)







- Place the **Tome Token** on "4" (HP Track). **If it drops to 0, you lose the quest.**
- Whenever a villain ends its turn on a Portal Tile, **reduce the Tome** by 1. Then, transfer that villain to the Mission Tile of its color.

! Rule Reminder: Whenever a new component must be placed on a square that is occupied, you must first transfer the figure that occupies it to its closest free square.

Defensive Measures

These abandoned temples are riddled with materials you can use to enhance your defenses — that is, when the opposing hordes give you a break.

- Whenever a villain dies, **one hero** anywhere may **grab ONE** of the following off-board Tiles and place it in [2] of it (on squares not occupied by other Tiles):


DEFENSIVE MEASURE TILE	TO PLACE	MAX.
 Altar 2x2	Gain 1 	4
 Corrupted Zone 3x3	(none)	2
 Spikes 2x2	(none)	4
 Planar Rift 2x2	Pay 2 HP	4
 Ruins 2x2	Pay 4 HP	4


Enemy Waves

- Put the **XP Token** on "zero" (HP Track).

R Apply the following, **in order**:

- 1- **Increase XP** by 1, then:

 A hero reactivates one of its Items.

ADVANTAGE: Each hero gains 1 .

- 2- Place new villains on the board, according to the table below.

- If **two villains of the same color** are already on the board, instead of placing a third villain of that color, **reduce the Tome** by 2.

NEW XP VALUE	VILLAINS PLACED (ON MISSION TILES OF THEIR COLOR)
1	Cultist (43-R) and Harpy (56-G).
2	Necromancer (57-O) and Aberration (72-B).
3	Harpy (55-R) and the Saci - Boss (B).
4	Archer (36-G) and Cultist (44-B); remove the XP Token.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Archer (35-O)**, **Elementals (47-R)** and **(48-B)**, and **Necromancer (58-G)**.
 - (Kemet Hunt): **Spider (★★ 28-B)**, **Spider (★★★ 27-O)**, and **Sniper (★★★★ 26-G)**.
- Then, after reading the *Special Rules*, read [51.1] - page 124.

As soon as the **Saci (Boss)** dies, you win the quest and read [51.2]

Saci, the Gale <i>(Warlord figure)</i>	B	280 Hit Points	8 Defense	8 Movement	8 Reaction
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Rusty Anchor <i>(Primary Attack)</i>	8 squares	1 enemy
	★ 26 DMG+effect	Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effect: For each **Defensive Measures** Tile in [2] of the target, it takes +5 DMG.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: This is not on a **Defensive Measures** Tile.
Effect: This is **Shielded 10**.

Favorite Target: The hero with most within reach.

Villain Kits

- 1 Sniper (26)
- 2 Spiders (27, 28)
- 2 Archers (35, 36)
- 2 Cultists (43, 44)
- 2 Elementals (47, 48)

- 2 Harpies (55, 56)
- 2 Necromancers (57, 58)
- 1 Aberration (72)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 5 Walls 5x1
- 8 Walls 4x1
- 1 Wall 3x1
- 1 Wall 2x1

Terrains

- 4 Altars
- 2 Corrupted Zones
- 4 Mission Tiles
- 2 Planar Rifts

- 1 Portal
- 4 Ruins 2x2
- 4 Spikes 2x2
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Tool (Tome)
- 1 XP Token



Map Labels: ■ Initial Setup

Quest Chapter 51

Portal Defense

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Team Purity <input type="checkbox"/> 35+	The artifact's illusions couldn't corrupt you, which greatly reduced the burden of performing the portal stabilization ritual. Increase the Tome Token by 1.
Lighthouse is Guarding the Sea (fact)	You have experience in protecting important strategic points, allowing you to quickly assert the situation. Apply the Defensive Measures Feature once, as if you had killed a villain.
Vandanamalika Down! (fact)	Destroying the Kemet pylon caused ripples in the Tanarean Magic Field; many portals started to exhale mana in their vicinity. You gain ADVANTAGE for this quest.
Tameranium and foresight for the Kemet (fact)	The Kemet made an offer for Saci as they knew your paths would cross. The Elemental (47-R) starts at J-9 (instead of J-5), and the Elemental (48-B) starts at G-9 (instead of F-6).

Quest 51: "Portal Defense" starts NOW (take the first turn!)

2 (Read this only if you won this quest)

Your last strike against Saci makes all creatures disappear — they were just illusions. As Saci rises, you brace for more attacks, but instead, he starts to laugh and applauds you. "Well done, I am impressed! Let me tell you my story!"

"I arrived in Tanares after some evil entities, the Ungods, destroyed my entire plane. Few people know, but the Penumbra Plane is much more than this surface. There are six other layers of dead planes below it, created from planes that the Ungods destroyed after total corruption. I came from one of that those to get my revenge against all penumbral creatures and those Ungods.

I am very pleased you could succeed in my trial and resist the insanity. Creatures with lesser minds usually succumb to fear and despair, increasing the power of the Penumbra and the Ungods. Sadly as it may be, they also deserve to die for the greater good. But for now, you have to destroy the Kemet. The old druid is about to ruin my traps here, but it is useless; I have many others waiting for other trials! He has no idea how much the enemy wants him dead."



As he disappears in a dark mist, you hear, "Perhaps you will see me again!"

As Huradrin completes his spell, a blinding purple light emanates from the key, obliterating all the portals. The key then falls to the ground, broken. Huradrin grumbles, "That extraplanar beastie might think it's got the better o' us, but now I can track it through the Penumbra. In a twist of fate, the monster might just be the muscle we need to take down them Penumbra monsters and give the Kemet a good shakin'. But there's a dark side to it; it'll go after the 'lesser minds,' killin' many a good soul along the way. What's our next move, friend?" **Note your decision for the future.**

A) Ask Huradrin to track the creature and stop it from harming more innocent people.

B) Allow it to continue its work in the Penumbra Plane.

Go to [3].

3 CONCLUSION - VICTORY

Your journeys to the Penumbra Plane shall be safer now, and you confirmed the Penumbra is much more complex than you imagined. Also, Huradrin is wanted by the enemy, so you must protect him.

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 better prepare for one of your most important missions in the war. **Mark Traps in the penumbra (fact).**

Follow the "Next Adventures" instructions

NEXT ADVENTURES

- If Orthus is on your Team: During this night, you hear Saci's voice again. "You are a unique warlock. If you ever wish to change your patron and make a pact with me, I will gladly accept. To have a demonstration, let me touch your Cerberus."

During the next quest you play with Orthus (before starting week 6), whenever the Cerberus deals DMG to a villain, you can also place a Condition Token of your choice on it.

- Your next Adventure cannot be played by this team. You must use the Missing Heroes.

- Gain +2 Spies.

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



56 - Darkness

You are trying to find your way through the dangerous Penumbra Plane. **Darkness** can make your journey safer, while **Straying Away** from it may prove harmful.

Primary Objective

- Kill all villains = **Read** [56.5].

If you lose

- **Read** [Defeat] - page 128.

Extra Challenge

- All villains die on Mission Tiles.

Special Rules

Penumbra Corruption (Corrupted Zone)

The artifact you carry can absorb the mana released by teammates to perform powerful skills in the penumbra.

- When a hero uses a skill (including Comrade skills), put **one** of the spent on the **Corrupted Zone**.
- Heroes may remove 3 of these to use any of its Level 3 Skills (even with no Skill Tokens assigned, or with a charged one). For each spent this way, its original owner takes 3 DMG.
 - After removing these , put them **outside** pools (heroes may earn them again).

Key to the Darkness (Mission Tiles, Key Token)

You are treading in the dangerous, mysterious Penumbra Plane. The artifact you carry is keeping the heroes safe with his powers of Darkness.

- Each of the four Mission Tiles represents the **Darkness**.
- Whenever a villain dies on a Mission Tile that has the same color as that villain, each hero gains 1 extra .
- **Start of the turn of the hero with the Key Token:** You may reposition **two** Mission Tiles (one at a time).
 - Mission Tiles cannot occupy squares with other tiles.
 - The side of at least one of the squares of all Mission Tiles must completely touch the side of at least one square of another Mission Tile. (i.e., Mission Tiles can never be apart or touch only the corner of another Mission Tile, diagonally.)

Straying Away

R Each hero outside of **Darkness** (Mission Tiles) takes 10 DMG.

ADVANTAGE: **R** Each hero outside of **Darkness** (Mission Tiles) takes 5 DMG. Then, all heroes inside of **Darkness** must place one from their mana pool on the **Corrupted Zone** (if possible).

Catalyst Orbs (Blue and Red Orbs)

Hand icon + **Remove it:** apply an effect, according to the color of the Orb:

- **Blue:** All heroes in **Darkness** (Mission Tiles) HEAL 10.
- **Red:** All villains in **Darkness** (Mission Tiles) take 15 DMG.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Elemental** (47-O), and **Fiends** (49-R) and (50-B).
 - (Kemet Hunt): **Ghoul** (★★53-R) and **Ghoul** (★★★54-B).
- **Then, after reading the Special Rules,** read [56.1] - page 128.

R If all villains are dead, read [56.2] (to continue the quest)



EVENT 1

GUARD 3: Place **Fiend (50-G)**, and **Ghouls (53-R)** and **(54-G)**.

R If one Orb was removed and all villains are dead, read [56.4] (to continue the quest).

EVENT 2

GUARD 3: Place **Elementals (47-R)** and **(48-B)**, and **Fiend (49-O)**.

R If one Orb was removed and all villains are dead, read [56.4] (to continue the quest).

EVENT 3

- Remove both **Living Walls**.

GUARD 3: Place **Elemental (48-G)**, **Ghouls (53-O)** and **(54-B)**, and **Saci - Boss (B)**.

- (Kemet Hunt): **Necromancer (★★★★58-B)**.

If all villains are dead, you win the quest and read [56.5]

Saci, the Gale <i>(Warlord Figure)</i>	B	210 Hit Points	8 Defense	5 Movement	8 Reaction
Surge of Corruption (Primary Attack)	8 squares	1 enemy	26 DMG+effects Miss: 12 R-DMG		
Benefit: +3 to Attack Roll and Blessed .					
Effects: 1 Target takes -2 DMG for each on its Mana Pool .					
2 FLEE 3 (If this didn't move this turn)					
Unprovoked/Crit: +5 DMG.					
Special Passive					
Trigger: This is not in Darkness and it hits a hero.					
Power: Target takes +10 DMG and loses 2 .					
Favorite Target: The hero with lowest HP within reach.					

Villain Kits

- 2 Elementals (47, 48)
- 2 Fiends (49, 50)
- 2 Ghouls (53, 54)
- 1 Necromancer (58)
- 1 Boss (Warlord)

Barriers

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

- 8 Walls 4x1
- 2 Walls 3x1

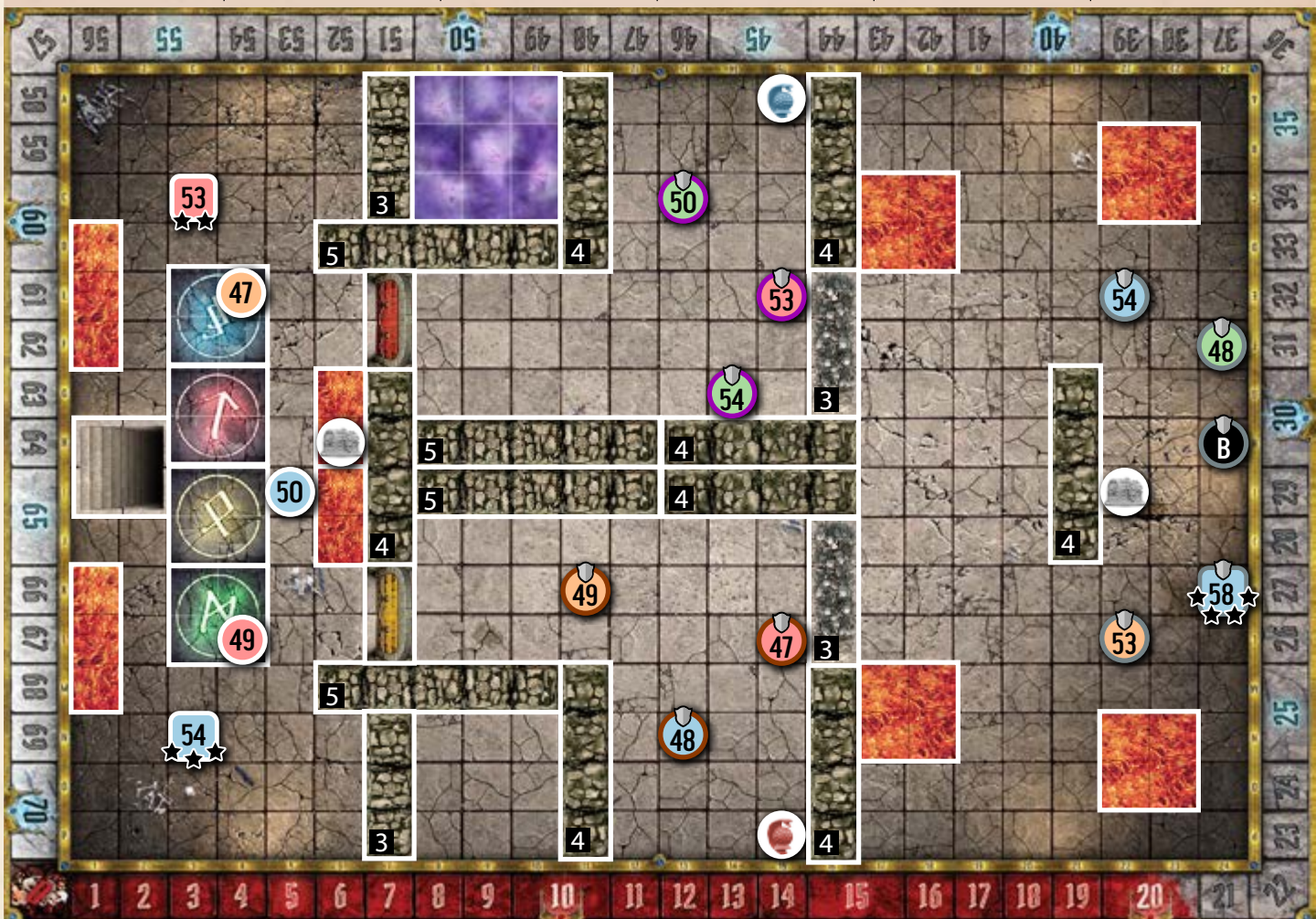
Terrains

- 1 Corrupted Zone
- 2 Lava 3x1
- 4 Lava 2x2

- 2 Lava 2x1
- 4 Mission Tiles
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Orb Figures



Map Labels: Initial Setup Event 1 Event 2 Event 3

Quest Chapter 56

Darkness

1 Check the table below.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
10 (or less) Team Purity <input type="checkbox"/>	The higher your corruption, the more power it can bestow on you. You gain ADVANTAGE for this quest.
Secrets of the Kemet Past and Future (fact)	The ancient Kemet knowledge hints at many secrets of the penumbra that you could use to manipulate the artifact. Place one condition token of your choice on each combatant (hero or villain).
The Lich's Skull (fact)	The skull feeds on the dark energies of the planes and grants you their power. Each hero may place up to two <input type="checkbox"/> from outside their pool on the Corrupted Zone Tile (see Penumbral Corruption Feature).
Tameranium and foresight for the Kemet (fact)	Knowing Saci would be your enemy, the Kemets made a deal with him, and now he has control over more powerful Devils. Swap Fiend (49-R) with Fiend (81-R), and Fiend (50-B) with Fiend (82-B).
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero gains the Key Token.

Quest 56: "Darkness" starts NOW (take the first turn!)

2 Mysterious Voice: "Good job, my friends, you're doing great; this is so much fun! Maybe you could be my helpers or my entertainers... so, as a reward for making it this far, I'll assist you. If you would choose to regain your strength or weaken your enemies, what would it be?"

- A) Regain strength. [7]
- B) Weaken the enemies. [8]

3 You withstand Saci's temptations and destroy the artifact in a burst of purple light that sends you back to the real world — but you can still see Saci's figure, and his words still ring in your ears. "HOW DARE YOU, BASTARDS! I won't forgive your boldness. Someday I will return, and it will be your doom. Until then I shall relish in the thought of your fear of that day's inevitability." Saci curses you and vanishes in the dark. [9]

4 The Penumbral Plane turns a deeper shade of purple; your artifact starts to shake. You see the name 'Saci' scratched on the walls. "If not by the key, you were already under my command. But I confess, it is much more fun this way! Now that you found me, let's see if you can be good puppets." The shadows on the floor stir and rise, turning into hostile creatures.

Resume the Quest (start EVENT 3!)

5 (Read this only if you won this quest)

Your final attack on Saci makes all creatures disappear — they were only illusions. Before you can celebrate, Saci stands up. "It was just a test to see if you were strong enough. When you were corrupted, I thought your minds were weak, but seeing your determination to use the key as guidance and the ferocity in your eyes during the fight, I have changed my mind. Now give me the key!"

- A) Destroy the artifact. [3]
- B) Surrender it to him. [6]

6 Despite everything, you feel the best move might be to give the artifact to Saci, as you need to escape this place. "You offer it to me freely? How disappointing. I was looking forward to your unwavering protection; until I killed you all of course. Instead, one of you must die to clear your path to the others." **Choose one NPC and remove this card from the game.**

"Now you can return and continue your little children's game against the Kemet. But they are only pawns of forces you cannot even imagine. I wish you luck, at least better luck than this poor soul chosen to sacrifice itself" [9]

7 The mysterious voice speaks in your head, "Oh, so you're hurt? Let's see if you can survive with these wounds." More creatures are in the room. **Remove the Yellow Door.**

Resume the Quest (start EVENT 2!)

8 The mysterious voice speaks in your head, "So you want this to end quickly? Let's see if you can survive without this advantage." More creatures are in the room. **Remove the Red Door.**

Resume the Quest (start EVENT 1!)

9 CONCLUSION - VICTORY

You are back to Malland, at the exact place where you disappeared when you entered the cave. Huradrin looks at you surprised and asks, "Ah, there ye be! It only took ye a mere five seconds inside, did it? Found anything of note?"

- Your future missions in the penumbra shall be a bit safer — or at least devoid of nasty surprises.

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 better prepare for one of your most important missions in the war.

Mark Traps in the penumbra (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Your next Adventure cannot be played by this team. You must use the Missing Heroes.
- Gain +1 Spies.
- If you won, read [001] - page 4. If you lost, read [002].



Adventure 7 Under Thaisan Fields



1 “Unstable”

You and Sara are exploring the underground tunnels created by the Coastsummits’ collapse. She had a strange premonition and wants to look into the Penumbra for answers.

Tunnels are still collapsing all around you, and you barely escaped the latest one, which blocked your way back. You find yourselves in a hall, with the corpse of a dead dwarven bard at its center. Upon inspection, you discover that the cause of death was a potent acid. Searching its belongings, you find a roughly sketched map:

Place the XP Token at position 0 of the HP Track, which tracks the amount of time you spent in these unstable caverns. Go to [1.1]

1.1 Increase the XP Token by 1. Three doorways lead out of this hall. The first one leads north through a dark corridor from where the dwarf seems to have come. The second leads south through a steep climb. The centermost doorway leads into pitch-black darkness, and Sara claims to feel Penumbra influence emanating from there.

- A) Go north. [2]
- B) Go through the central doorway. [3]
- C) Go south. [4]
- D) (Fast Action Mode) Let Sara decide the way. [15]



2 “Webs”

Increase the XP Token by 1. If it's not your first time here, go to [2.3]. Otherwise, keep reading.

As you follow the tunnel, you notice the floor grows stickier with every step. It leads you to a great hall covered in cobwebs, from which giant spiders hang on the ceiling, their menacing eyes watching your every move. They approach cautiously to inspect you.

- A) *Run for the exit opposite to you.* [2.1]
- B) *Return from where you came. Go back to your previous hall ([1.1] or [5]).*
- C) *Draw your weapons and brace for combat.* [2.2]

2.1 Just as you rush forward, the spiders instinctively attack you. **Two heroes gain 1 Bleeding Token.**

- A) If coming from [1.1], go to [5].
- B) If coming from [5], go to [1.1].

2.2 *If you have Gaknak or any hero with fire on its art, you can set the spider webs ablaze. In this case, go to [2.4]; otherwise, keep reading.*

The spiders aggressively crawl towards you, followed by a monstrously large one that easily stands out among them. In the fight, you manage to kill some of them, suffering minor injuries. **Each hero takes 3 DMG and gains 1 ☐. Go to [2.3].**

2.3 *If you set fire to the webs, go to [2.7]. Otherwise, keep reading.*

The hall is nearly empty, with most of the spiders dead or gone. You know the spider's webs and their eggs are valuable materials, which skilled artisans can use to create various magical products. However, collecting them could take a while.

- A) Collect the spider eggs. [2.5]
- B) Collect the spider webs. [2.6]
- C) Collect nothing and carry on. [2.8]

2.4 You set fire to the cobwebs. They easily catch on fire. The entire hall is soon filled with flames, forcing you to seek shelter. After the fire dies, you see the corpses of various burnt spiders lying on the ground. [2.7]

2.5 *If you have the Torch Token (already collected the eggs), go back to [2.3]. Otherwise, keep reading.*

You carefully collect the extremely fragile spider eggs. It's a very time-consuming process. **Grab the Torch Token and increase the XP Token by 1.**

- A) Collect the spider webs. [2.6]
- B) Carry on exploring. [2.8]

2.6 *If you already have the Hook Token (already collected the webs), go back to [2.3]. Otherwise, keep reading.*

You struggle to collect the viscid spider webs. **One of the heroes gets the Hook Token. Increase the XP Token by 1.**

- A) Collect the spider eggs. [2.5]
- B) Carry on exploring. [2.8]

2.7 You continue exploring the cave as nothing is left of interest in the charred hall.

- A) Head south. [1.1]
- B) Head east. [5]

2.8 The hall has two doorways: one leading south to the hall with the dead dwarf, the other leading east with walls that seem to be only partially complete. You:

- A) Head south. [1.1]
- B) Head east. [5]

3 “No Bright”

Increase the XP Token by 1. The hallway descends, growing darker as you move forward until you reach a hall containing a great cistern filled with pitch-black liquid. Your light sources grow dimmer, and Sara says this effect is tied to the Penumbra. She can perform a ritual, but it would be better to have a magical focus.

- A) Attempt Sara's ritual first, without the focus. [3.1]
- B) Keep exploring. [3.2]

3.1 *If you already have the Tome Token (orb) or the ☐ (Crystal), go to [3.2]. Otherwise, keep reading.*

Sara tries to attune herself to the Penumbral Plane but fails without a magical focus. She asks you to find a suitable one. [3.4].

3.2 Sara can use the object you found for the ritual to transport you to the Penumbra. **You won't be able to go back the way you came.**

- A) Ask her to perform the ritual. [3.3]
- B) Keep exploring. [3.4]

3.3 Sara enters a state of deep concentration; her eyes roll up until her pupils are no longer visible. The cistern then overflows, filling the hall with black liquid. You are submerged as though underwater, yet you can still breathe. You are suddenly thrust to the ground, finding yourself completely dry. **Discard the Tome Token or the ☐. Go to [14].**

3.4 The hall branches into four corridors, one for each cardinal point. The northern one leads to a partially constructed corridor, the western one to the room containing the dead dwarf, the southern one to a corridor containing a small stream of water, and the eastern one to a winding, curved corridor. You head:

- A) North. [5]
- B) West. [1.1]
- C) South. [4.1]
- D) East. [6]



4 “Big fall”


Increase the XP Token by 1. The corridor leads to a great hall, divided in two by a great abyss, with only a narrow path for you to take. You can hear water running down below:

- A) Attempt to cross the narrow path. [4.2]
- B) Return from where you came. **Go back to the previous hall** ([1.1] or [7]).

4.1 **Increase the XP Token by 1.** You reach a dead end. Although you notice two passageways above, you cannot climb to reach them as the walls are slippery. The only way out is from where you came. [3]

4.2 The path is narrow and covered in moss, only adding to the danger of the crossing. **If you have the Hook Token (spider webs), you may discard it (to cross safely) and go to [4.3]. Otherwise, keep reading.**

Each hero makes a  **TEST (d20+ Hero Card + NPC Card).**
(16+: success | 15-: failure).

+1 to all rolls per  **that you have - Agility and balance help you in this task.**

+5 for each Hero, Companion, and NPC with wings, chains, or sashes in their art. - They can help you hold on better.

Success (16+): Go to [4.3].

Failure (15-): Go to [4.4].

4.3 You overcome the treacherous crossing with a concerted effort from all of you.

- A) If you came from [1] or [1.1], go to [7].
- B) If you came from [7], go to [1.1].

4.4 After painstakingly inching to the middle of the path, you slip and plummet into the abyss below. **Each hero that doesn't have a winged Companion or wings in their art takes 5 DMG.**

You end at the bottom of a small stone passway. Although you can still see the two passageways above, you cannot climb to reach them as the walls are slippery. The only way out is through the northeastern passage. [3]

5 “All dead”

Increase the XP Token by 1. You enter a hall with majestic yet ruined wall engravings. Various dead dwarves and formerly animated undead corpses lie on the ground. The place seems to be the site of a recent battle. A closer look reveals a recent landslide, maybe because of the Coastsummit's collapse.

- A) Search the place. [5.1]
- B) Keep exploring. [5.2]

5.1 **If it's not your first time here, go to [5.5]. Otherwise, keep reading.**

Though you find no survivors, you discover a nearly caved-in passage leading to an old warehouse. Inside, you find a chest covered by rubble and some herbs growing from the remains of the undead, which Sara recognizes as the rare “Herb of the Dead.” However, uncovering the chest or collecting the herbs will take time.

- A) Remove the chest from the rubble. [5.3]
- B) Carefully collect the herb of the dead. [5.4]
- C) Keep exploring. [5.2]

5.2 The hall has three exits: one to the west, with a sign saying “go no further” in Dwarvish; one to the south, where you can feel mild humidity; and one to the east, with walls made of solid, unworked rock. You decide to go:

- A) West. [2].
- B) South. [3].
- C) East. [8].

5.3 **Increase the XP Token by 1.** Your prolonged efforts bear fruit as you succeed in removing the rubble and retrieving the chest. **Gain 1 random Loot card.**

- A) Keep exploring. [5.2]
- B) Carefully collect the herbs of the dead. [5.4]

5.4 **If you already have the Key Token (already collected herbs), go to [5.5]. Otherwise, keep reading.**

Increase the XP Token by 1. It takes a while, but you carefully collect some herbs from the fallen undead. **Grab the Key Token (herbs).**

- A) Keep exploring. [5.2]
- B) If you have already extracted the chest from the rubble. Go to [5.5].
- C) If you didn't open the chest: Try removing the chest from the rubble. [5.3]

5.5 The warehouse is empty.

- A) Keep exploring. [5.2]
- B) If you didn't collect the herbs: Carefully collect the herb of the dead. [5.4]
- C) If you didn't open the chest: Try removing the chest from the rubble. [5.3]



6 “Maze”

If it's not your first time here, go to [6.4]. Otherwise, keep reading.

Increase the XP Token by 1. You enter a curved corridor with nearly perfectly smooth walls, except for a few furrows spaced at near-exact intervals. As you travel through the corridor, it intersects with another one; then, as you go on, you see more and more tunnels forming a maze.

A) Go back to where you came from. Return to your previous hall ([3], [7], [8], [9] or [10]).

B) Enter the maze. **Go to [6.1].**

6.1 You enter the labyrinth, and it's near identically rounded corridors confuse your senses.

If the sum of \odot of all the Team's heroes and NPCs is 20 or higher, go to [6.2]. Otherwise, go to [6.3].

6.2 Despite the confusing corridors, subtle hints in the corridors can help you orient yourself.

A) Follow the path with the most humidity. [3]

B) Proceed to the tunnel leading to an upper floor. [7]

C) Head toward the path with the sturdiest rocks. [8]

D) Move in the direction of the cooler breeze. [9]

E) Follow the tunnel that leads to a deeper area. [10]

6.3 You get lost in the tunnels and walk for a while but eventually manage to find your way out. Increase the XP Token by 1 and roll a d20.

Result: - Consequence:

• 1-4: **Go to [10].**

• 5-8: **Go to [9].**

• 9-12: **Go to [8].**

• 13-16: **Go to [7].**

• 17-20: **Go to [3].**

6.4 You're about to head back to the maze.

A) Enter it. [6.2].

B) Return to the previous hall. [6]

7 “Pick up later”

Increase the XP Token by 1. You enter a natural formation where the stalagmite tips seem to have been cut off at the waist's height. The room has two more exits; further down, you see a carved dragon's head. You feel its eyes watching you.

A) Head north. [6]

B) Head east. [9]

C) Head west. [4.1]

D) Inspect the statue. [7.1]

7.1 As you approach the statue, you notice that the stalagmites facing it are charred, and an orb made from dark glass is located inside its mouth, drawing Sara's attention: “Holy smoke! I have never seen such a well-crafted obsidian orb. It would be an amazing magical focus for my visions!” Sara steps closer to the statue, and her eyes turn white. “Get away from this orb. It's too dangerous for me. I don't have the mental agility required; I don't think anyone does.”

A) Choose a hero who is most likely to succeed in taking the orb. [7.2]

B) Listen to Sara's warning and explore elsewhere. [7.7]

7.2 *If you already have the Tome Token (orb), go to [7.7]. Otherwise, keep reading.*

The chosen hero prepares to pick up the orb; the instant they touch it, the dragon statue's mouth quickly snaps shut.

The chosen hero makes a \odot TEST (d20+ Hero Card + NPC Card). (15+: success | 14-: failure)

+2 if you are a Tactician - Coordination and agility will be essential.

+3 if there are no items in the hero's hands on its art (i.e., both hands-free) - Having your hands free makes it easier to react with them.

+15 if you discard the Hook Token (spider webs). - You use the web to pull the orb from a safe distance.

Success (15+): Go to [7.3].

Failure (14-): Go to [7.4].

7.3 The hero pulls the orb from the closing stone jaws. **Gain the Tome Token (orb).** The dragon's eyes glow, and the entire hall quakes as its mouth opens once more, revealing a bright light coming from inside it.

A) Run for cover as quickly and far away as you can. [7.5]

B) Put the orb back. [7.6]

7.4 The statue's mouth closes upon the hero's hand. The others quickly move to help free their companion from the stone dragon's jaws, with the orb remaining firmly within the statue's mouth.

The hero takes 5 DMG and gains 1 Weakened Token. Go to [7.7].

7.5 You stand back as far as possible and use what little is left of a stalagmite as cover, just as the dragon's head breathes flames across the room. **Each hero takes 4 DMG. Go to [7.7].**

7.6 The hero who took the orb puts it back in its place, the dragon's mouth reacting to this by quickly closing shut. **Discard the Tome Token (orb). Go to [7.7].**

7.7 The statue's mouth remains closed, and its eyes are watchful of you.

A) Head north. [6].


B) Head east. [9].

C) Head west. [4].

D) Inspect the statue again. [7.1]



8 “Stone circle”


Increase the XP Token by 1. If you already took the  (Crystal), go to [8.7]. Otherwise, keep reading.


You enter a large hall with walls made of solid rock, and in the middle of it, you see three giant, poorly sculptured humanoid-shaped statues holding hands. In their midst is a large crystal floating between them. Sara tells you that the crystal would be a perfect magical focus.



- A) Approach the statues and inspect the crystal. [8.1]
- B) Keep exploring. [8.7]


8.1 *If you have the (Crystal), go to [8.2]. Otherwise, keep reading.*

The crystal changes color depending on the lighting. As you approach, the statues reveal themselves to be earth elementals. They shout, sounding like an avalanche: “Do not interfere. We’ve been in a 200-year-old dispute for this prize, and any interference will invite our full wrath.”

- A) Take the crystal. [8.3]
- B) Ask to join the dispute. If the sum of the Team’s  is 10 or higher, go to [8.4]. Otherwise, go to [8.5].
- C) Keep exploring. [8.7]

8.2 You approach the statues, which up close reveal themselves to be earth elementals, and are compelled by the elemental gem to move away. At this point, the crystal, which changes color depending on the lighting, falls at the group’s feet. As you whisk the crystal off, the elementals’ voices boom with fury: “You’ll pay for this,” as they merge with the surrounding walls. *Choose a hero to gain the Tome Token. Put  (Slot 3). Go to [8.6].*

8.3 The hall starts to shake when one of you takes the crystal. In response, three giant statues attack you. After a tough battle, you defeat them. *Gain the  (Crystal). Each hero takes 8 DMG and gains 1 .* Go to [8.6].

8.4 The elementals are surprised but accept the proposal. They explain that the dispute consists of a game of riddles, but unfortunately, they haven’t been able to think of one for the last 200 years. You tell a riddle to the elementals, who cannot solve it after a long time. They give up and disappear into the ground, leaving you with the crystal and proving the low intelligence of the elementals. *Increase the XP Token by 1. Gains the .* Go to [8.6].

8.5 The elementals ignore the proposal. Go back to [8.1] and make another choice.

8.6 You now stand in an empty hall surrounded by solid walls. [8.7]

8.7 The hall branches into three paths: one to the west with partially finished walls, one to the east that smells of mold, and one to the south with a curved tunnel.

- A) Head west. [5]
- B) Head east. [12]
- C) Head south. [6]

9 “???”

Increase the XP Token by 1. You enter a hall full of stalagmites and stalactites. There are two other exits.

- A) Follow the curved corridor to the north. [6]
- B) Follow the corridor to the east, from where a light icy wind blows. [11]
- C) Follow the corridor to the west, where stalagmites have their tip sawed off. [7]
- D) Search the place. [9.1]

9.1 After searching the place, you find nothing of interest. *Increase the XP Token by 1. Go to [9].*

10 “Certain death”

Increase the XP Token by 1. If you have dealt with the worm, go to [10.1]. Otherwise, keep reading.

The tangle of tunnels leads you down to a vast excavated hall. In the center, you see a massive creature you thought existed only in legend: a gigantic worm. It is curled up on itself and appears to be sleeping.

- A) Return to the maze. [6].
- B) Sneak into the creature’s lair and search it. [10.2]

10.1 The vast, empty hall offers a single way out. [6]

10.2 Once you enter the room, the creature wakes up, turning its massive grinder of a maw towards you. It seems to hesitate, only observing you from a distance. You then:

- A) If you have the Key Token (herbs): use it to distract the worm. [10.3]
- B) Attack the creature first. [10.4]
- C) Slowly back away, returning to the maze. [6]

10.3 You throw the herb on the ground near the creature, to which it promptly responds by hewing a massive tunnel where the herb landed, disappearing into it. *Discard the Key Token. Go to [10.1].*

10.4 You attack the creature. Despite its size, it writhes in pain, spilling rocks and raising a huge dust cloud as it disappears into the ground through a vast tunnel that would mean certain death if you fell into it. *Each hero takes 3 DMG. Mark Wounded Worm (Fact). Go to [10.1].*



11 “Cold”


Increase the XP Token by 1. If it is not your first time here, go to [11.6]. Otherwise, keep reading.

You come to a small, icy hall with an ancient dwarven tomb in the southern part. Its stone door appears to have fallen, allowing you to see that inside it is a large room lined with dozens of finely carved stone coffins. In the background, sitting on a stone throne is a skeleton wearing ancient rusted armor and holding something in its right hand.

- A) Examine the tomb closely. [11.1]
- B) Explore elsewhere. [11.8]

11.1 You enter the tomb and notice that plants have sprouted from some coffins, which Sara recognizes as “grass of the dead,” a rare herb. As you approach the skeleton sitting on the throne, you notice that he holds a necklace with a green pendant in his right hand. Suddenly, you hear its voice, “*Get rid of the trash, and I will reward you!*” Then, some coffins open around you, from which ghouls come out.

- A) Face the ghouls. [11.2]
- B) Try to grab the jewel from the skeleton’s hand. [11.3]


11.2 As you prepare to fight, even more ghouls come out of the coffins, and you bravely manage to take them all down. **Put**  (Slot 2). **Each hero takes 4 DMG and flips a Primary Attack Card.**

You hear a voice from the throne: “*Excellent! Come, come closer! For your services, I will reward you.*” As you approach, the voice continues, “*Thank you for removing the garbage left by the gray ones. Take my heart, and get your reward.*”

- A) Take the green jewel from the skeleton’s hand. [11.4]
- B) Pull the skeleton’s heart. [11.5]

11.3 **Choose a hero to approach the skeleton.** You quickly grab the necklace from its hand. The moment that you do, a sinister laugh echoes through the tomb, and more cracks appear across the walls, forcing you to flee the tomb. The necklace’s pendant shatters as you leave, and the place collapses behind you, sealing the entrance. Each hero gains 1 **Distracted Token**. **Go to [11.6].**

11.4 You take the jewel from the skeleton’s hand and leave the tomb. The necklace’s pendant shatters as you leave, and the place collapses behind you, sealing the entrance. [11.6].

11.5 One of you slips their hand inside the skeleton’s armor; a few moments later, they find a rough reddish stone, and the voice speaks, “*May the gem of the elements serve you better than it did me. Now I can finally find peace.*” Then the icy aura vanishes. **Put**  (Slot 1).

- A) Carefully collect the herbs of the dead. [11.7]
- B) Keep exploring. [11.8]

11.6 You find yourselves in a hall in front of the closed entrance of an ancient dwarven tomb. Your only option is to continue exploring elsewhere. [11.8].

11.7 **If you already have the Key Token (herbs), go to [11.8]. Otherwise, keep reading.**

Increase the XP Token by 1. It takes a while, but you carefully collect some herbs from the fallen undead. **Gain the Key Token (herb).** Now all that is left for you to do is to continue exploring the underground. [11.8]

11.8 There are two exits from the hall; one to the north that smells musty and one to the west.

- A) Go north. [12]
- B) Go west. [9]



12 “Danger Unstable”

Increase the XP Token by 1. You enter a room whose structure seems fragile and full of mushrooms. There is a corridor to the northeast of the room; next, you see a fallen and injured dwarf unconscious. The room contains “Screaming Mushrooms,” named so because their screams can collapse a whole tunnel. There are two more passages in this room, one to the south, which emanates a smell of rot and death, and one to the northwest, with solid rock walls.

- A) Run past the mushrooms, saving the dwarf and taking the northeast exit to a path of no return. [12.1]
- B) Go south, where the air reeks of death. [11]
- C) Follow the northwest passage, which has walls made of solid rock. [8]


12.1 You run toward the dwarf; you trigger a mushroom, which immediately begins to scream, followed by several others. In the blink of an eye, deafening screams fill the entire place, and the fragile ceiling of the room begins to crumble, and the walls begin to crack. [13]

13 The dwarf has a nasty head wound. Gradually, he recovers and wakes up. At first, he is surprised to see you, but after recovering, he tells you his name is Bobur, and four other dwarf bards were accompanying him: Zazur, Patur, Lulur, and Xabur. From his description, you can recognize Zazur as the dead dwarf who made the map. Unfortunately, it is impossible to return because of the ceiling's collapse, yet you can still try to find the other dwarves by going ahead.

Go to page 136 and set up Quest 47: “Echoes.”

14 Every light source you carry seems to have lost its luster. As smoke takes physical form around you, your surroundings transform into what appears to be a dungeon, and from the movement in the shadows, you feel you are not alone. Then, demons and elementals reveal themselves, staring menacingly at you.

Go to page 140 and set up Quest 49: “Gazing into the Abyss.”

15 You follow a dark path and come across a vast lake. Sara says the room is connected with the Penumbra but fails to manipulate it. You find a maze-like complex of tunnels and get lost for a long time. When you find an exit, you see a dwarven tomb hall. Sitting on a stone throne is a skeleton holding a green jewel. When you move to snatch it, several ghouls appear from the coffins, attacking you, but you kill them. **Put**  (Slot 2). **Each hero takes 4 DMG and flips an attack card.**

You run north with the jewel, but the skeleton's curse turns it into ash. Further ahead, you find a dwarf bard in danger and carry him from a collapsing ceiling. He says he's looking for three other bards, his friends. You go ahead to find them. **Put the XP Token on 25.**

Go to page 136 and set up Quest 47: “Echoes.”



47 - Echoes

You had learned that, with the power of sound and echoes, you can pinpoint tunnels that are obstructed or that may connect the disappeared heroes with the surface. The area is, however, still unstable due to the recent Coastsummits collapse, so tread carefully!

Primary Objective

- Rescue the two Prisoners AND kill all villains = Read [47.4]

If you lose

- Read [Defeat] - page 138.


Extra Challenge


- **Landslide** never deals DMG to a hero, AND it kills at least one villain before each **Event** start and the quest ends.

Special Rules

Bards (Prisoners)

These landslide victims people were buried and became lost underground when Coastsummits collapsed.

 **Rescue** the Prisoner, place its figure on the Hero Card that has other Prisoners on it.


ADVANTAGE:  **Rescue** the Prisoner, place its figure on the Hero Card that has other Prisoners on it. Then, discard the **Fate Card** on the Hero Card and apply **Echoes** as if the hero with Prisoners started its turn.

Echoes (Fate Cards)

The bards' power is amplified in these tunnels.

- At the start of the quest, assemble a face-up pile with **Fate Cards I, II, III, and IV**.

Whenever the hero with the Prisoner(s) starts its turn, choose any one Fate Card in the pile and put it on its Hero Card. Then, apply that Fate Card's effect:

- **I - Harmony** - For each rescued Prisoner, a hero gains 1 
- **II - Tempo** - For each rescued Prisoner, all heroes MOVE 1.
- **III - Pitch** - For each rescued Prisoner, a villain takes 5 DMG.
- **IV - Dynamics** - For each rescued Prisoner, HEAL 5 a hero.

Landslide

The area is unstable. Now and then, it will succumb to all the fighting and interference.

R Discard the **Fate Card** on the Hero Card and check its number:

- **Odd (I or III):** All heroes and villains on **odd** numeric coordinates take 9 DMG.
- **Even (II or IV):** All heroes and villains on **even** numeric coordinates take 9 DMG.
 - Then, if the four **Fate Cards** have been discarded, reconstitute the face-up pile.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Ghouls (53-O)** and **(54-G)**, and **Elementals (47-R)** and **(48-B)**
- **Then, after reading the Special Rules, read [47.1] - page 138.**

R If all villains are dead and the Prisoner was rescued, **read [47.2] (to continue the quest).**

EVENT 1

- Place the heroes on the Altar.
- Place **Fiend (49-R)**, **Elementals (47-O)** and **(48-B)**, and **Ghoul (53-R)**.
 - (**Kemet Hunt**): **Spy (★★64-B)**.

R If all villains are dead and the Prisoner was rescued, **read [47.3] (to continue the quest).**

EVENT 2

- Place the heroes on the Portal.
- Place **Fiend (49-O)** and **(50-B)**, **Elemental (47-R)**, and **Khokoro - Boss (B)**.
 - (**Kemet Hunt**): **Warrior (★★★67-R)** and **Warrior (★★★★68-B)**.

As soon as all villains are dead, you win the quest and read [47.4].



Khokoro <i>(Spider Figure)</i>	B	140 Hit Points	8 Defense	5 Movement	8 Reaction
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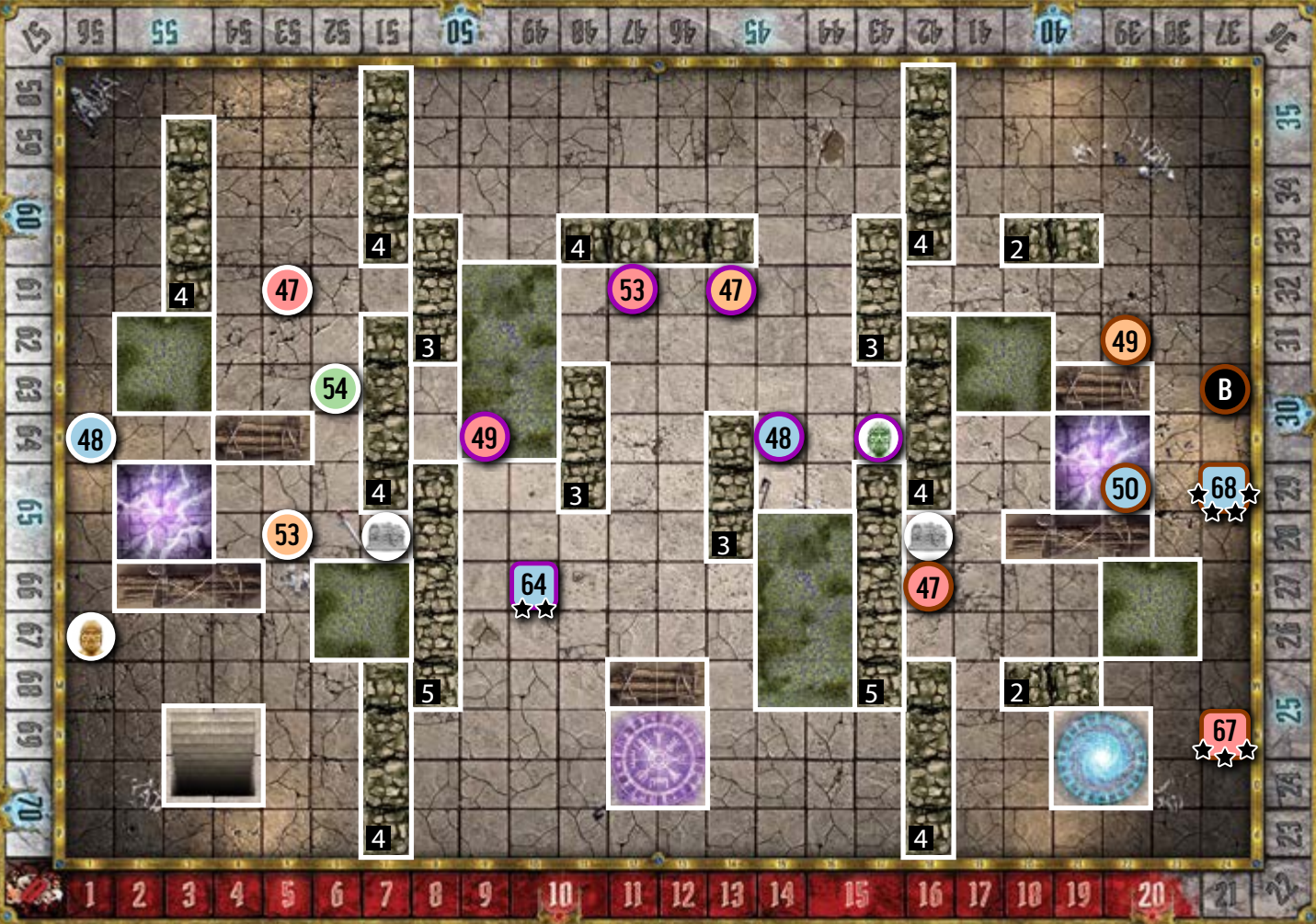
Acid Spit <i>(Primary Attack)</i>	8 squares	1 enemy
	12 DMG+effects	Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ① If Fate Card I or III is a Hero Card, HEAL 5 all villains.
 ② If Fate Card II or IV is on a Hero Card, ECHO 10.
 ③ FLEE 3 (If this ⚡ didn't move this turn).
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: This ⚡ hits a target that is in [2] of the hero with the Prisoner(s).
Effect: All other combatants in [3] of this ⚡ take 15 DMG.

Favorite Target: The hero with most ☐ within reach.

- | | | | | | |
|--|--|--|--|--|---|
| Villain Kits
• 2 Elementals (47, 48)
• 2 Fiends (49, 50)
• 2 Ghouls (53, 54)
• 1 Spy (64) | • 2 Warriors (67, 68)
• 1 Boss (Spider) | • 2 Walls 5x1
• 8 Walls 4x1
• 4 Walls 3x1
• 2 Walls 2x1 | Terrains
• 1 Altar
• 2 Planar Rifts
• 1 Portal | • 1 Stairs
• 2 Swamp 4x2
• 4 Swamp 2x2 | Miscellaneous
• 2 Chests
• 4 Fate Cards (I - IV)
• 2 Prisoner Figures |
|--|--|--|--|--|---|



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

Quest Chapter 47

Echoes

1 After going underground for a while, you find tracks that Bobur recognizes as being those of his companions, but creatures stand in your way.

Place a Prisoner figure (Bobur) on one of the Hero Cards.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1)	The gem you are carrying has great effect on disrupting the elements. <i>Each Elemental (47-R and 48-B) gains 2 Distracted AND 2 Weakened Tokens.</i>
■ (slot 2)	You've dealt with the ghouls, but there seems to be no end to the undead in these cursed chambers. <i>Swap Ghoul (53-O) for Zombie (69-O) and Ghoul (54-G) for Zombie (70-G).</i>
■ (slot 3)	The elements are enraged with you. <i>Each Elemental (47-R and 48-B) gains 3 Empowered Tokens.</i>
Collapsed Tunnels (fact)	Collapsing the Dwarven Kingdom causes more instability than if you'd partially flooded UnderTanares. <i>Draw a Fate Card at random and apply Landslide effect. Then, discard that card.</i>
The Glory of the Empire (fact)	The bards are inspired by the tales about you, the heroes who rescued them. <i>You gain ADVANTAGE for this quest.</i>
Fostering a Dragon (fact)	This little guy has keen draconic senses; he steers you away from the most perilous of these echoing tunnels. <i>Each hero gains 1 Protected Token and may MOVE 2 before the quest begins.</i>
Colossal opposition (fact)	The Kemet's frequent use of the titan to attack imperial cities results in tremors that affect fragile sections of UnderTanares, such as the one where you stand. <i>Each hero takes 2 DMG.</i>
(One-Shot Game Mode)	(Ignore this in Campaign Mode): <i>A hero starts the quest with a Prisoner on its Hero Card.</i>

Quest 47: "Echoes" starts NOW (take the first turn!)

2 You manage to rescue Bobur's first companion, Patur. They embrace tightly. Patur tells you that Xabur is further ahead; and that more enemies are on their way. Bobur also tells Patur that Zazur was dead, but says that there is no time to lose because they don't want the same fate to befall Xabur. You continue your journey and spot more creatures — and another dwarf in need of rescue.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Fostering a Dragon (fact)	Your draconic helper is still sniffing the heck out of these tunnels. <i>Each hero gains 1 Protected Token and may MOVE 2 before the Event begins.</i>
Colossal opposition (fact)	Some parts of the ceiling insist on collapsing on your head. <i>Each hero takes 3 DMG.</i>

Resume the Quest (start EVENT 1!)

3 Although the group of dwarfs is reunited again, there is no time for hugs: other creatures are coming.

You realize that the floor is brittle and gooey — you've stepped on eggs, which are now oozing some sort of acid.

It's pointless to try to avoid the eggs: their mother, a bizarre insect monster, has already emerged from a large hole ahead. You'd rather melt in acid than flee through the only way out of here you see — that very same hole through which Khokoro came.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
XP Token 8-	Khokoro was not aware of your presence in its lair. Place four Distracted Tokens on the Boss.
XP Token 24+	Khokoro had plenty of time to click its tongs in preparation for your encounter. Place two Preserved and two Empowered Tokens on the Boss.
Fostering a Dragon (fact)	Your draconic helper is still doing its best to aid you. Each hero gains 1 Protected Token, and may MOVE 2 before the Event begin.
Colossal opposition (fact)	The situation seems to be getting worse — you need to leave these tunnels soon. Each hero takes 4 DMG.

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

The dwarf band is glad to reunite, even though they're missing two members. You hand them Zazur's map and offer to continue looking for Lulur with them, but the dwarfs proudly rest the palm of their hands on your belly (they meant for the chest), to stop you.

"Ye've just come from yonder path, and ye don't have the same talent for underground wanderin' as us dwarves. Continue yer journey and find yerself a way out; we'll be right on yer heels once we find Lulur. As for Zazur, his name will be sung in our halls for ages. No song ever written will match the courage we'll sing in his honor."

*"Even after death (Zazur showed the path!)
From beyond the grave (any perils he could brave!)
Represented by heroic hands (he continued to save his friends!)..."*

The dwarfs leave you behind. For a long while, their song echoes.

If Jade is on your team, you sing in honor of the dwarf:

*"In depths below, where shadows lurk,
Zazur the dwarf did mighty work.
With hammer high and spirit grand,
He faced the dark that plagued the land.
For every dwarf in underground,
In Zazur's courage, hope they found."*

Showing this respect, the dwarves mobilize more people to join your efforts. **Gain an extra +1 Warriors.**

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 the secrets that hide in the deep. **Mark Endless Darkness (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Despite your malnourishment and exhaustion, you're optimistic about the chambers found ahead.
- **If you have Flooded Tunnels (fact), gain Adventure Card BB.**
- **If you have Collapsed Tunnels (fact), gain Adventure Card CC.**
- **Your next Adventure cannot be played by this team. You must use other heroes in Wharfugee.**
- **Gain +1 Diplomats and +1 Spies.**
- **If you won, read [001] - page 4. If you lost, read [002].**



49 - Gazing into the Abyss

Tread through a penumbral trance to learn about the past -- and future -- of some allies and enemies...

Primary Objective

- Kill all villains (including the Boss) = Read [49.6].

If you lose

- Read [Defeat] - page 145.


Extra Challenge

- Never get hit while you are in [2] of Sara.


Special Rules

Sara's Trance (Sara or Lady Figure)

- Sara is not a combatant. She cannot be target and takes no turns.

 (with Sara): MOVE 2 Sara.

Ominous Divination

- Whenever a villain dies in [2] of Sara, choose one hero to gain 2 extra .


Visions of Death

- When a hero is hit in [2] of Sara, it takes +12 DMG.

R Heroes NOT in [2] of Sara take 12 DMG.

Nodes of Prophecy (Quest Items)

 + Remove it: The interacting hero gains 2 .

ADVANTAGE:  + Remove it: The interacting hero HEALS 20.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Sara (S).
- Place Elemental (47-O), and Fiends (49-R) and (50-G).
 - (Kemet Hunt): Warrior (★★ 67-R), Warrior (★★★ 68-B), and Berserker (★★★★ 40-B).
- Then, after reading the Special Rules, read [49.1] - page 142.

R If all enemies are dead, read [49.2] (to continue the quest).



Villain Kits

- 2 Berserkers (39, 40)
- 2 Dwarfs (45, 46)
- 2 Elementals (47, 48)
- 2 Fiends (49, 50)
- 4 Reapers (59, 60, 61)

- 2 Warriors (67, 68)
- 5 Boss (Augur, Chimera, Gullog, Lich, Undead Knight)

Barriers

- 4 Walls 5x1
- 6 Walls 4x1
- 2 Walls 3x1
- 2 Walls 2x1

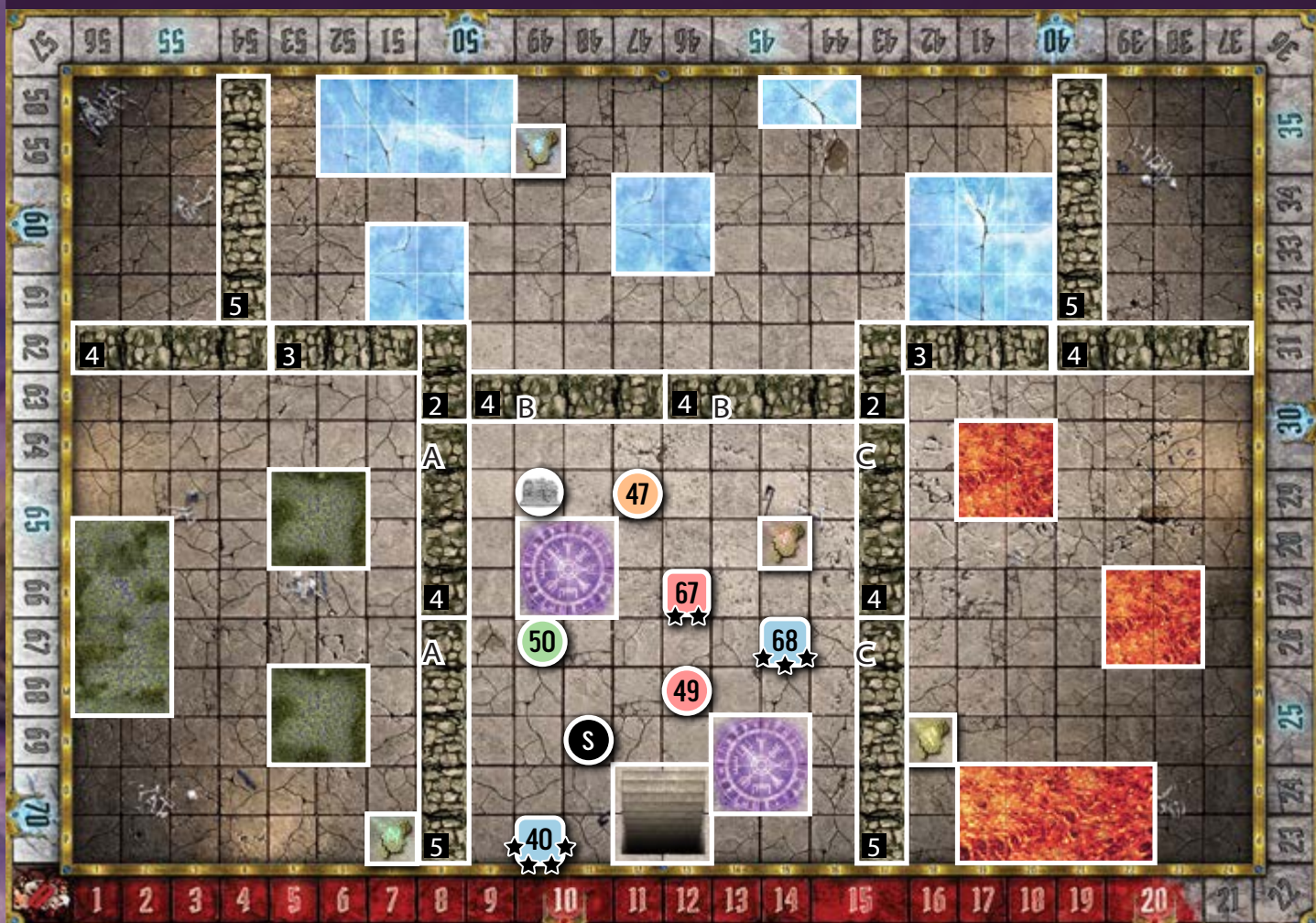
Terrains

- 2 Altars
- 1 Ice 4x2
- 1 Ice 3x3
- 2 Ices 2x2
- 1 Ice 2x1

- 1 Lava 4x2
- 2 Lava 2x2
- 1 Mission Tile
- 1 Swamp 4x2
- 2 Swamp 2x2
- 1 Stairs

Miscellaneous




- 2 Chest
- 1 Farmer Figure
- 1 Lady Figure
- 4 Quest Item



Map Labels: ■ Initial Setup

Quest Chapter 49 Gazing into the Abyss

1 As you plunge into the Penumbral mists, countless images flash before you, as if disconnected pieces from the past await you to assemble a complex puzzle. But along with the images, creatures appear, also!

IF YOU HAVE...	APPLY CONSEQUENCE(S):
8 XP or less	Your quick arrival helps Sara have extra time to prepare, empowering her trance. <i>Each hero gains 1  or 2 Empowered Tokens.</i>
23 XP or more	Your delay makes Sara lose some focus; she needs help from your mana. <i>Each hero loses 1 .</i>
Secrets of the Kemet Past and Future (fact)	Knowing ancient Kemet secrets helps Sara's divination. <i>MOVE 4 Sara before the quest begins.</i>
Kemet Prophecies (fact)	The Kemet Prophecies greatly expand Sara's power here. Seeing many more possibilities, she can help you avoid defeat. <i>Place 1 Preserved Token on each hero.</i>
Prophecy ignorance (fact)	Without knowledge of the ancient prophecies, Sara doubts her own powers; this strengthens the enemies on her trance. <i>Place 1 Preserved Token on both Fiends (49-R) and (50-G).</i>
The Eldritch Orb (fact)	The Nodes of Prophecy seem to react with the elemental energies of this orb, turning their power into life force. <i>You gain ADVANTAGE for this quest.</i>
 (slot 1)	The gem you are carrying has great effect on disrupting the elements. <i>Place two Distracted and two Weakened Tokens on the Elemental (48-O).</i>
 (slot 3)	The elements are enraged with you. <i>Place three Empowered Tokens on the Elemental (48-O).</i>

Remove all  from the slots.

Quest 49: "Gazing into the Abyss" starts NOW (take the first turn!)

2 The whole structure begins to crumble; the images swirl, but three of them are very clear:

- The huge shadow of a Chimera looming over Huradrin;
- A priest or king atop a pyramid, sacrificing a slave to an unknown god;
- A boy talking to a floating creature with tentacles.

A) If you wish to enter the penumbral construct threatening Huradrin (**Madness Path**), go to [3].

B) If you wish to investigate the penumbral construct of the pyramid (**Insanity Path**), go to [4].

C) If you wish to investigate the penumbral construct of the eldritch being (**Despair Path**), go to [5].

3

- Place **Event 1** components in the room with Lava Tiles, as in the map below.
 - Keep the **Chest** and **Quest Items** that were already on the board.
- Place Heroes on the **Mission Tile**, and **Sara** in [1] of it.

Special Rules

Huradrin's Future (*Huradrin or Farmer Figure*)

- Place Huradrin in [2] of Sara.
- Huradrin is not a combatant, does not deal or take DMG or effects and cannot be targeted.
- Whenever Sara is moved, Huradrin **RUNS** to the nearest square in [2] of Sara.

Huradrin's Demise

- R** Heroes in [2] of **Huradrin** take 10 DMG.
 - Reminder: **Visions of Death** Feature is still in effect.

Resume the Quest (start EVENT 1!)

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Huradrin is in the dark (fact)	Huradrin's mind is closed on his past; this makes his future bleak. <i>Each hero gains 2 Weakened and 2 Distracted Tokens.</i>

EVENT 1







- Place **Dwarfs (45-O)** and **(46-B)**, and **Elemental (48-G)**.

R If all enemies are dead, start **Event 2!**

EVENT 2

- Remove the Walls marked in the map with a "C".
- Place **Dwarfs (45-R)** and **(46-G)**, **Fiend (49-O)**, and the **Chimera - Boss (Chimera)**.

As soon as all villains are dead, you win the quest and read [6].

Chimera <i>(Chimera or any 3x3 Figure)</i>	B	180 Hit Points	8 Defense	6 Movement	8 Reaction
Three-Headed Attack	 1 square	 1 enemy			
	 16 DMG+effect	Miss: 8 R-DMG			
Effects:  Deal 6 DMG to all other Heroes in [2] of this  .					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This  hits a target that has no other hero in [1] of it.					
Effect: Deal + 6 DMG.					
Favorite Target: The hero with highest HP within reach.					





4 Place **Event 1** components in the room with Ice Tiles, as in the map below.

EVENT 1

- Keep the **Chest** and **Quest** Items that were already on the board.
- Place Heroes on the **Mission Tile**, and **Sara** in [1] of it.
- Place **Berserker (40-G) Reapers (59-R)**, and **(60-O)**, and the **Boss (B) (Gullog)**.

R (before **Army of Darkness**): If **Gullog** has 1 HP and all other villains are dead, start **Event 2**!

Special Rules

Darkness Army

- R** A hero takes 4 DMG for each living villain (including **Boss**).
 - *Reminder: Visions of Death Feature is still in effect.*

Gullog <i>(Gullog Figure)</i>	B	110	7	6	8
		Hit Points	Defense	Movement	Reaction
Blade of the Kemet	✂ 1 square	🎯 1 enemy			
	★ 13 DMG+effect	Miss: 8 R-DMG			
Effects: 🗡 HEAL 13 the 🗡 with lowest HP [except itself].					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This 🗡 hits a target that is in [2] of another villain.					
Effect: That 🗡 RUNS to the target and deals 12 DMG to it.					
Favorite Target: The hero with most 🗡 within reach.					

Resume the Quest (start EVENT 1!)

EVENT 2

- Remove the Walls marked in the map with a "B".
- Place **Berserker (39-R)**, **Fiend (49-O)**, and the **Knight of the Undead - Boss (Knight)**.

As soon as all villains are dead, you win the quest and read [6].

Knight of the Undead <i>(Knight of the Undead of any 2x2 Figure)</i>	B	110 Hit Points	7 Defense	6 Movement	8 Reaction
Sword of the Death Guardian	✂ 1 square	👁 1 enemy			
	★ 12 DMG+effect	Miss: 8 R-DMG			
Effect: HEAL 12 Gullug.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This ♣ hits a target that is in [2] of another villain.					
Effect: HEAL 12 Gullug.					
Favorite Target: The farthest hero within reach.					

5 Place **Event 1** components in the room with Swamp Tiles, as in the map below.

EVENT 1

- Keep the **Chest** and **Quest Items** that were already on the board.
- Place Heroes on the **Mission Tile**, and **Sara** in [1] of it.
- Place **Fiend (50-B)** Reapers (59-R), and (60-O), and (61-B), and the **Lich - Boss (Lich)**.

Special Rules

Visions of Madness

- Start of each villain's turn: Sara **RUNS 2** to this villain.

Lich <i>(Lich or Warlord Figure)</i>	B	120 Hit Points	9 Defense	6 Movement	8 Reaction
Necromantic Grasp	✂ 1 square	👁 1 enemy			
	★ 14 DMG+effect	Miss: 8 R-DMG			
Effect: ① PULL 7 the target.					
② Target gains two Weakened 3 Tokens. Target takes +10 DMG.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: This ♣ is in [2] of Sara and hits a target.					
Effect: Target takes +10 DMG.					
Favorite Target: The hero with lowest HP within reach.					

R If all enemies are dead, start **Event 2!**

Resume the Quest (start EVENT 1!)

EVENT 2

- Remove the Walls marked in the map with a "A".
- Place: **Elemental (48-B)**, **Fiend (49-R)**, **Reaper (61-B)**, and the **Augur - Boss (Augur)**.

As soon as all villains are dead, you win the quest and read [6].



Augur (Augur or any 3x3 Figure)	B	180 Hit Points	9 Defense	6 Movement	8 Reaction
Nightmare Surge	✂ 1 square	👁 1 enemy			
	★ 20 DMG+effect	Miss: 8 R-DMG			
Effect: 🕒 Each hero in [2] of Sara loses 2 🗑.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: An attack hits this 🗑 while it is in [2] of Sara.					
Effect: This attack deals no DMG to this 🗑.					
Favorite Target: The hero with highest HP within reach.					

6 CONCLUSION - VICTORY

(Read this only if you won this quest)

When the last enemy falls, Sara puts one hand on her head and seems to make a great effort. Everything goes up in smoke; you suddenly feel as if floating, and, when the ground touches your feet, the smoke dissipates. You realize you are out of the Penumbra, but still trapped underground. In any case, Sara has learned important information and hopes you can find an exit to the surface so you can use it in the Kemet War.

If you chose the Madness Path (Chimera), read this: Sara learns that the Chimera is an extraplanar being brought to Coastsummits by a penumbral entity interested in clearing a path to the tameranium — crucial for the Kemet to win the war. Huradrin was not responsible for Arheimar's downfall. **Gain +1 Diplomats.**

If you chose the Insanity Path (Kalistessenâmun), read this: Sara learns that the Lich is actually a slave of the Kemet! Born in Darkall, this former Kepesh human wishes his soul to be released from Kemet control — it may be safe to help him, if such an opportunity presents itself, since you have such a clear common enemy... **Gain +1 Spies.**

If you chose the Despair Path (Gullog), read this: Sara learns that Gullog was actually born in Darkall as a human, not Kemet! The extraplanar being you faced may well be a master of puppets, pulling Gullog (and the entire Kemet army)'s strings all along, for a reason you still don't understand... **Gain +1 Warriors.**

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 the secrets that hide in the deep. **Mark Endless Darkness (fact).**

Follow the "Next Adventures" instructions.



NEXT ADVENTURES

- Despite your malnourishment and exhaustion, you're optimistic about the chambers found ahead.
- If you have **Flooded Tunnels (fact)**, gain **Adventure Card BB**.
- If you have **Collapsed Tunnels (fact)**, gain **Adventure Card CC**.
- If you have ☆ 9 - *Third Eye* OR ☆ 20 - *Synoikismos*, mark **Secret Rituals (fact)**.
- Your next Adventure cannot be played by this team. You must use other heroes in Wharfugee.
- Gain +1 Diplomats and +1 Spies.
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure AA

Dwarven Legacy

1 Over the next few days, you and Sara navigate the dark tunnels of the ancient dwarven kingdoms. The silence is broken only by the sound of your footsteps. You see ruined forges, depleted tameranium mines, and many remains of majestic structures.

In an old temple, you find a tome beneath a dwarven skeleton. Sara picks it up and studies it for a few hours. *“So the legends are real. The ancient forge still somehow exists within this maze. Look at this page.”*

Dorsian Forge: I believe Dorsi created this forge single-handedly. This place symbolized our power and influence over the world for centuries, as the best weapons could only be created there.

The temperature it can reach is impressively high, even by the greatest wizards’ standards. Maybe the fire came from Tanares Core or some lava plane, but the fact is: only there is it possible to combine tameranium and baaronite into a green gem called moonstone.

The forge’s main anvil, named the *“Heart of Arheirmar,”* is said to have been imbued with old draconic magic, making it virtually indestructible. I could not confirm this information.

But all the Dorsi symbolism serves as a model for Dwarven society and its values, marking each dwarf’s role. Each clan takes the name of a part of Dorsi’s Chimera body.

- **Lion’s Head = Warriors / Leadership**
 - Connection: Rurik and his sons Randrum and Ragnor
- **Goat’s Head = Engineering / Crafts**
 - Connection: King Ukhumlim Stronghope
- **Dragon’s Head = Wisdom/Religion**
 - Connection: Huradrin
- **Serpent’s Tail = Doom / Involution**
 - Connection: Duergar’s brothers, Drogolin and Skrabolin Hardskin

Go to [2].



2 After searching for days, you find yourselves standing at the entrance of the grand, ancient dwarven halls. Guided by Sara’s visions, you head for the legendary Dorsian Forge. Exhausted from walking, you set up camp in a large hall where you felt adequately protected.

In the middle of the night, you feel an unnatural chill over your body as the wind howls around you. A spectral fog approaches as you quickly equip your weapons and armors. Oddly, you hear distant voices, *“I am sure these are the heroes,”* the other responds, *“But they are not all dwarves; how can you even think they will be up to the test?”* Suddenly, a ghostly figure manifests before you, introducing himself as Orgnaek Proudbeard, a guardian spirit of the dwarven elders.

“Greetings, brave adventurers. I am Orgnaek Proudbeard, a guardian spirit of these walls. I know you seek to find the Dorsian Forge, but to prove your virtues to Dorsi, sacrifices must be made. Our ancient tradition recognizes three core virtues that make a dwarf truly honorable: the lion’s courage, the dragon’s wisdom, and the goat’s resilience. Be warned though, resist the serpent’s treacherous and selfish traits.”

He points to a tunnel. *“You have two paths. Behind the golden door awaits the trials of our ancestors. Overcome them, embody the virtues of Dorsi, and receive the ancestral blessings. You may choose to follow the dark tunnel and reach the Dorsian Forge faster, but remember, the serpent always tempts its prey with easy promises.”*

- A) Honor the ancient traditions and accept the ghost’s offer. You approach the ornate door to face the trials. [4]
- B) Timing is essential; respectfully decline the ghost’s invitation. Take the path through the dark tunnel. [3]
- C) **(Fast Action Mode)** You decide to rely on your intuition, moving forward without a specific direction. [27].

3 You hear some voices laughing. *“I told you, Proudbeard, humans were never worthy. Let the serpent deal with them.”* Following the spirit’s



instructions, you eventually find a strange wall adorned with some runes and a riddle.

**Flat and sturdy, heavy and grand,
On me, the hammer meets demand.
Metal is shaped, by heat and blow,
In a blacksmith's hands, I steal the show.**

Answer and go to [21].

4 You enter the golden door, preparing for the trial to embody the virtues of a true dwarf. Place the XP Token at position 0 on the HP Track (representing the virtue points earned during the trials). If Rurik is in your team, start with the XP Token at 3 instead.



“Are ye set to prove yerselves?” rumbles the dwarf spirit. “Ahead, ye’ll see three stout stone doors. Go through the first, bracin’ yerselves for the challenges within, just as any true-blooded dwarf would.” Walking carefully, you step through the Lion Head Door. A grand hall unfolds before you, lined with eight impressive stone statues of dwarven warriors.

The dwarf spirit’s voice echoes again, *“Keep the ancient dwarf virtues close to heart, and attack the four that bear the mark of dishonor, preservin’ the true-hearted ones.”*

Each hero must choose a different statue to attack and remember its letter. [10]

5 After destroying the four statues, the spirit points to a second door, adorned with a goat’s head. Walking through, you traverse a narrow corridor leading to a heated chamber, resembling a small forge. Piles of metal fragments lie around, and at the room’s center are a heavy anvil and a hammer. Orgnaek’s spirit reappears: *“Find the two right pieces o’ metal,”* the dwarf spirit instructs with a deep resonance, *“and use the age-old anvil to forge ‘em into keys for the door that lies ahead. And be quick about it; the fires of the forge are blisterin’ hot!”*


Choose two heroes to SEARCH for suitable metals (remember them), and assign the other two heroes to FORGE the keys. [7]


6 After crafting the two keys, you find they slide perfectly into the door’s slots. Once unlocked, you walk down a corridor, its walls covered with dwarven inscriptions and runes. Ghostly dwarven warriors pass you by, their voices whispering old tales. The corridor widens into a large room, dominated by an imposing door. [9]

7 Heroes SEARCHING for suitable metals:

Each hero makes a  TEST ($d20 + \text{Hero Card} + \text{NPC Card}$).
(12+: success | 11-: failure)

+3 if you are Rurik or M'Bollo – You are used to distinguishing different metals.

+2 if your  is 3 or more – Your knowledge makes it easier for you to select materials.


If the two heroes succeed (12+): You quickly find the best metals to make the keys. **Increase the XP Token by 2. Put  (Slot 7).**

One or more heroes fail (11-): You took a long time to find suitable metals. **All four heroes take 6 DMG.**

Heroes FORGING for suitable metals:

Each hero makes a  TEST ($d20 + \text{Hero Card} + \text{NPC Card}$).
(13+: success | 12-: failure)

+4 if you are Rurik – Dwarves of the Lion clan are forging experts!

If the two heroes succeed (13+): You quickly forge the keys. **Increase the XP Token by 2. Put  (Slot 8).**

One or more heroes fail (12-): The forging process is slow. **All four heroes take 8 DMG.**

Go to [6].

8 After evaluating your performance, Orgnaek addresses you, “Your courage is admirable, but you have failed to fully comprehend the virtues of a true dwarf. As a token of my appreciation, the life energy will flow. Now, the only path available to you is the dark tunnels of the serpent. Be careful”. HEAL 10 a hero. [19]



9 You stand before the Dragon's Door; its three holes and cryptic inscriptions catch your eye. Orgnaek steps forward and translates the writing: “To open the door, place an arm on each hole.” As you do so, sharp arrows pierce your flesh, provoking intense pain whenever you move. His voice echoes a chilling challenge: “Answer the riddles true. Show yer wisdom, or let the blood flow.”

Choose three heroes, each to put an arm in one of the holes: left, central, and right. Remember your choices.



A) **Left Hole:** I have two heads but only one body. The longer I stand still, the more I have moved.

B) **Central Hole:** I devour birds and trees. I destroy kings and cities. I chew on iron and steel. I crush even the toughest bauronite or tameranium to dust!

C) **Right Hole:** On a table that can only hold bronze, silver, and gold coins, all but two coins are silver. All but two coins are bronze, and all but two coins are gold. How many coins are on the table?

Answer the three riddles and remember the words. [14]

10 The Dishonorable Statues are A, D, E, and F (statues with snakes). For each hero, check the effect it experiences:

A) If you chose a dishonorable statue, the eyes of the statue glow red and collapse. **Increase the XP Token by 1 for each selected dishonorable statue.**

B) If you chose a honorable statue, a blue glow appears in the statue's eyes; it counterattacks. **Take 10 DMG.**

Go to [5].

11 After you walk through the Dragon's Door, Orgnaek appears before you again. If your XP Token position is 7 or lower, go to [8]. If it is 8 or higher, go to [12].

12 Orgnaek greets you with a smile, Orgnaek nods in recognition, “By me forbears, ye've shown yerselves true to the heart 'n spirit of a dwarf. The ghosts of our ancestors now see ye as family.” His eyes become serious, “Now, how 'bout you perform a feat worthy of the tales? Two of our captains are chained up by a blasted duergar in some haunted place. I assume ye've got the courage and might to set 'em free. In turn, we'll stand with ye against those Kemet scoundrels.”

As you ready yourselves for the clash, he raises a cautioning hand, “But mind, there's a toll to be paid. While ye're rescuing, that duergar will be lockin' down the Dorsian Forge tight. I know how precious that place is to ye. Let the dragon's head guide your choice, and make it a wise one.”

A) Help the imprisoned dwarves. You are a hero, after all. [13]

B) Go to Dorsian Forge. This could change the tide of battle. [16]

13 In recognition of your noble choice to aid the dwarves, Orgnaek blesses your party. **Two heroes HEAL 12.** [15]

14 The correct answers to the riddles are A - Hourglass, B - Time, and C - Three Coins (one of each).

For each correct answer, increase the XP Token by 1. For each incorrect response, the hero with the arm on the hole with the riddle takes 10 DMG. [11]

15 “Before we go, one of ye needs to be wearin’ the Dorsi Amulet. It’s the only thing that’ll let ye resist the cursed land ahead. But mind ye, the one holdin’ the amulet better have a mind sturdy as bedrock to resist its magic surge. Many brave dwarfs have been overwhelmed by its power. As a token for someone we deem part o’ our clan, I’ll lead ye to the relic. But choose wisely who’ll bear it.” [17]

16 Orgnaek says: “By me ghostly beard, I’m impressed by yer spirit in facin’ these trials and upholdin’ our dwarven ways. Ye seek the Dorsian Forge, do ye? Then off with ye, and take me blessin’. And don’t ye forget, lad: the runes at the entrance, they bear the names o’ the Chimera’s heads.” [19]

17 The ghost leads you to a beautiful dwarven chest. When you pick up the amulet, a pulse of energy affects your mind.

The chosen hero makes an  **TEST (d20+ Hero Card + NPC Card). (15+: success | 14-: failure)**

+3 if you are a Controller - *Your expertise ensures a well-trained mind!*

+4 if you are Ascaran, Vanarus, or Zafara - *Your extraplanar mind possesses extra protection.*

Success (15+): The necklace is imbued with potent mental energy, but you manage to withstand and master it, mitigating its force. **Grab the Torch Token to indicate the possession of the necklace.** [18]

Failure (14-): You realize the necklace’s power is too strong for you to handle, causing a psychic shock. **You take 8 DMG and gain 2 Weakened Tokens. Then, a hero who hasn’t tried to control the necklace yet can take it and make the test.**

If all heroes have failed to control the necklace or you decide not to try: Orgnaek says, “Aye, it sorrows me to say, lad, but despite all yer hard work, ye can’t finish this task on your own. Without proper protection, those evil spirits would tear your very essence apart. But don’t lose hope! Seek out the Dorsian Forge. And don’t ye forget – the inscriptions on them entrance runes bear the names of the Chimera’s heads.” With his instructions, you easily find and open the secret door. **Two heroes HEAL 5.** [19]

18 With the necklace on, the spirit guides you towards the water-filled chambers. “These two captains can assist us in casting the spell to release the spirits of the dwarven lords trapped in the stones. Their names are Randrum and Ragnor. You must bring them back alive!”

If Rurik is on your Team: These are your lost sons. In desperation, you have a strange surge of power. **Gain 5 Empowered Tokens.**

Orgnaek warns you, “Skrabolin Hardskin is a formidable enemy, treacherous as the serpent. The one wearing the necklace should avoid direct combat against him at any cost. Here, after descending this staircase, we will reach the cursed area.”

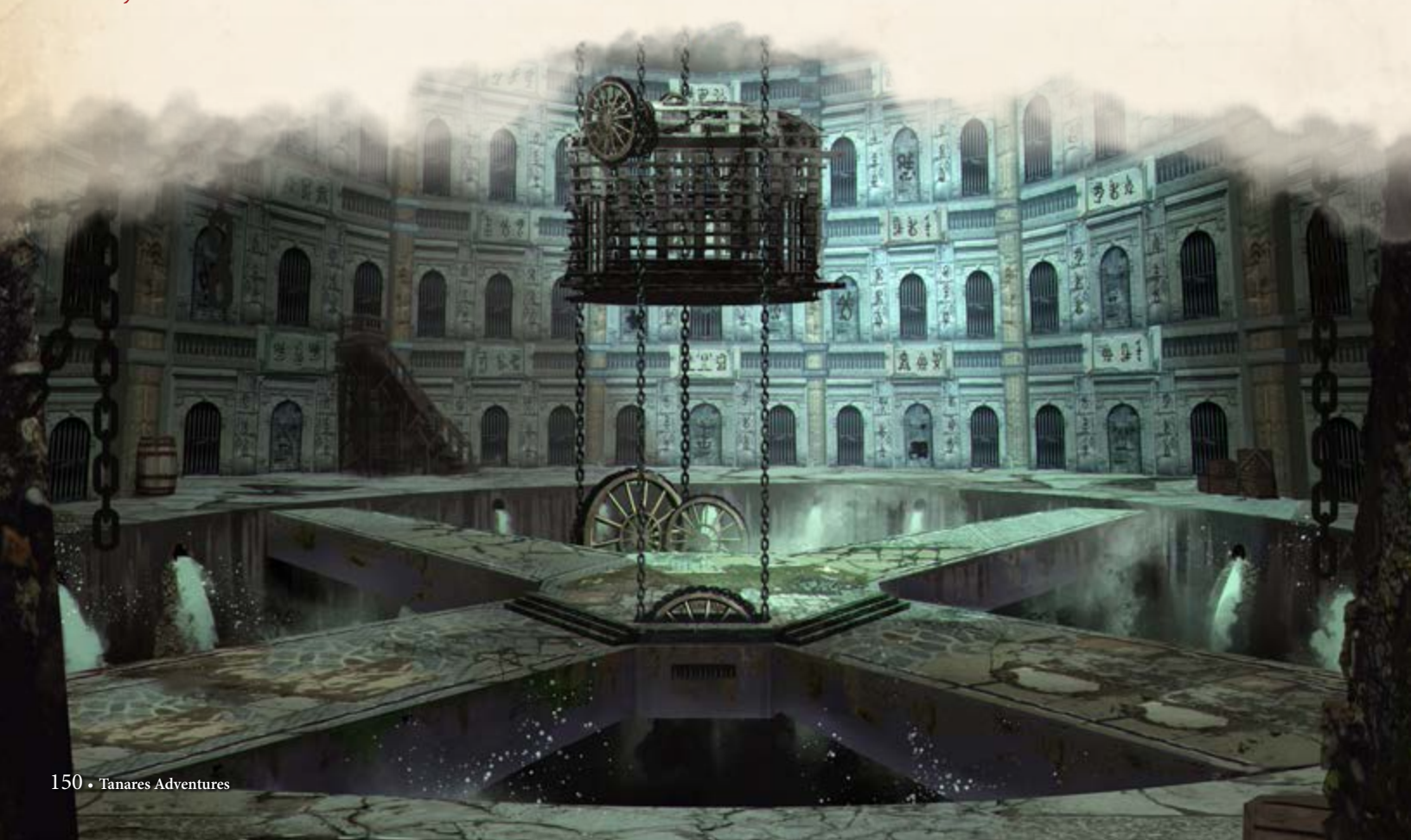
Go to page 156 and set up Quest 48: “Stone Spirits.”

19 After passing the secret door, you journey for half an hour and arrive in a vast underground chamber, amazed by the huge dwarven forge system. You see a central building and twelve massive cauldrons inside a complicated connected system.

Only four of them are operational, while the others appear to be deactivated. As you approach the cauldrons, you hear a distant echo of someone climbing stairs below.


A) Investigate the main building for a broader perspective. Gaining a complete view of the complex forge system might be the smart move. [20]

B) Examine the active cauldrons and the markings beside them to determine recent users of the forge. [22]



20 You rush to the structure, reaching the core of the central building. You find yourself in what appears to be a massive control room filled with levers, cranks, and notes. The walls are covered with complex schematics and runes, full of numbers. It looks like they are instructions, but some parts of the room are damaged, and some diagrams are indecipherable.

You try to decipher the runes and schemes.

Each hero makes an  **TEST** (*d20+ Hero Card + NPC Card*).
(21+: success | 20-: failure)

+4 if you are Rurik - *Who better to decipher than a dwarf?*

+3 if you are Avelum, Kelanyah, or Gaknak - *You are used to reading inscriptions.*

At least 1 hero succeeds (21+): Go to [23].

All heroes fail (20-): Go to [24].

21 The correct answer is anvil.

If you mistake, the door activates a trap. Each hero takes 6 DMG.


The secret door opens before you, revealing a dark tunnel. [19]

22 You notice shiny green stones, Ironhand equipment, and notes. Quickly, you gather some papers to examine.

"The goal is to produce at least five Moonstones each day. Order your mindless soldiers to be careful; these legendary stones are the fusion of tameranium and bauronite and can deal enormous damage if not used correctly."

"Each day you don't reach the goal, one different snake will bite you and inject its venom, increasing your pain. On the seventh, a fate much worse than death waits for you, dear Ironhand Officer!"


You take some green stones and find specific instructions on using them. You have two choices: Keep the stones and bring them to Wharfugee, or follow the instructions to improve your weapons temporarily. Remember your choice and go to [26].

23 Successfully deciphering the preserved portion of the runes, you learn that all the forges are interconnected and can form a single, much more powerful forge! Even though you are worried about being discovered, you decide to manipulate some levers. **Put**  (Slot 1). [25]

24 Despite your inability to decode the runes or the schematics, you notice that all the forges seem connected, but you don't know exactly how it works. [25]

25 Suddenly, a deafening noise of scalding steam erupts from the structure. Four pedestals, loaded with bright orange materials, ascend from the ground. Carefully, you halt your approach toward the heart of the boilers to observe what's happening. Two vast trapdoors open between the boilers, and a dwarf emerges from the heat, his evil bright orange eyes looking at you as he wields his axe. *"Finally, some entertainment after so much time spent with these rocks and worthless creatures."*

Go to page 152 and set up Quest 46: "Dorsian Forge."

26 **If you kept the stones:** You put them in your bag and feel the pulsing energy they emit. **Put**  (Slot 2).

If you used them to improve your weapons: The instructions were confusing, and you could not fully attach them. This slight integration has already improved your weapons. **Each hero gains 2 Empowered Tokens.**

Go to [25].

27 You follow the path to the forge and finally find a secret door with some runes and inscriptions. Trying to solve it, you trigger a concealed trap and the heroes are poisoned. Two heroes take 10 DMG.

Following the path, you reach a vast underground chamber, amazed by an enormous dwarven forge system, with four of them in operation. Investigating the place, you find undeniable evidence of Ironhands working on it, an Officer held captive by a duergar.

Suddenly, you hear intense noise, and two massive trapdoors open between the boilers. From the overwhelming heat and steam, a duergar emerges from the heat and glares at you threateningly.

Go to page 152 and set up Quest 46: "Dorsian Forge."



46 - Dorsian Forge

After finding a legendary forging complex, craft special dwarven items to defeat Drogolin, the Hardskin.

Primary Objective

- Build a **Dwarven Tool** AND kill **Drogolin (Boss)** = [46.2].

If you lose

- Read [Defeat] - page 154.

Extra Challenge

- **Before** grabbing your first Tool Token, remove one +70 Token from the Boss.

Special Rules

Tool Tokens (Tome, Torch, Key, and Hook)

Combine them to build a powerful **Dwarven Tool**. When this happens, protectors are called to the forge.

Hand icon (with a Tool Token): Grab it and put it on your Hero Card.

- As soon as a hero grabs the **Hook Token**, start **Event 1**.
- As soon as a hero grabs the **Tome Token**, start **Event 2**.
- As soon as a hero grabs the **Key Token**, start **Event 3**.
- As soon as a hero grabs the **Torch Token**, start **Event 4**.

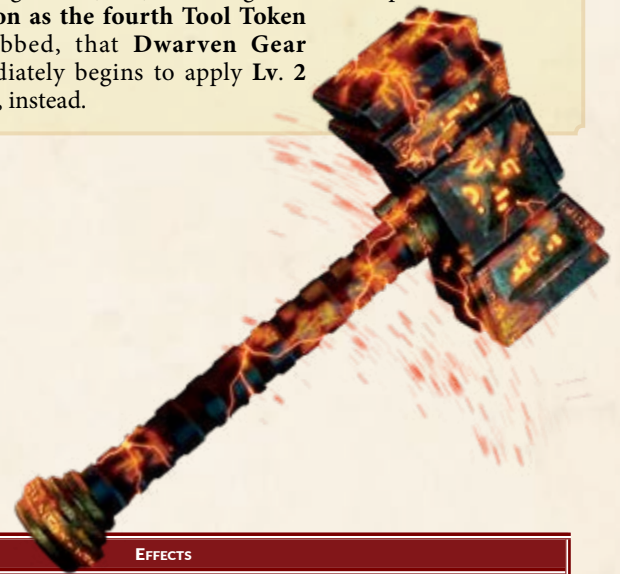
Overheating

R If the Boss is the only villain alive, it deals 15 DMG to each hero.

ADVANTAGE: R If the Boss is the only villain alive, it HEALS 20 and deals 20 DMG to its closest hero.

Building the Dwarven Tools

- As soon as the second Tool Token has been grabbed, put both grabbed Tokens on the Altar Tile.
 - Then, a **Dwarven Tool** is built and immediately applies the following effects (Lv. 1), according to the Tokens placed on the Altar.
 - As soon as the fourth Tool Token is grabbed, that **Dwarven Gear** immediately begins to apply Lv. 2 effects, instead.



DWARVEN TOOLS = TOKENS ON THE ALTAR (1ST/2ND GRABBED)	EFFECTS
Iron Sentinel = + OR +	If you build it, place a Prisoner in [1] of a hero (<i>it is not considered a combatant</i>). Hand icon : MOVE 6 the Prisoner. • Lv. 1: All heroes in [1] of the Prisoner are Shielded 3 . • Lv. 2: All heroes in [2] of the Prisoner are Shielded 5 .
Chromatic Orb = + OR +	If you build it, place an Orb on a Hero Card of your choice. Hand icon (with an ally) + You have the Orb : Transfer it to the Hero Card of a hero in [1] of you. • Lv. 1: Villains' Passive Powers don't trigger when attacking the hero with the Orb. • Lv. 2: Villains don't apply effects (<i>including Passive Powers</i>) when attacking the hero with the Orb.
Lava Hammer = + OR +	If you build it, in addition to their usual Effects, hero attacks gain the following effect: • Lv. 1: MOVE 1 the first target hit; it takes +3 Lava DMG this turn. • Lv. 2: MOVE 1 the first target hit; it takes +5 Lava DMG this turn.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Drogolin - Boss (B)**
- *Then, after reading the Special Rules, read [46.1] - page 154.*

EVENT 1

- Place **Dwarf (45-R)** and **Reaper (60-O)**.

EVENT 2

- Place **Fiend (49-O)** and **Reaper (62-G)**.

EVENT 3

- Place **Fiend (50-B)** and **Reaper (59-R)**.

EVENT 4

- Place **Dwarf (46-G)** and **Reaper (61-B)**.

Drogolin, the Hardskin
(Warlord Figure)

B

280

Hit Points

8

Defense

5

Movement

8

Reaction

Drop it Like it's Hot (Primary Attack)

✂ 1 squares

👁 1 enemy

★ 15 DMG+effects

Miss: 10 R-DMG

Benefit: +6 to Attack Roll and **Blessed**.

Note: This Boss has **+6 to Attack Roll** (instead of the usual +3).

Effects: ① PUSH 5 the target.

② Choose two heroes. Each takes 0 DMG, plus 5 for each Kemet Hunt level.

Unprovoked/Crit: +15 DMG.

Note: This Boss has **+15 DMG on Unprovoked/Crit** (instead of the usual +5).

Special Passive

Trigger: This ❌ is **Fatigued** and the **Dwarven Tool** is **NOT** Lv. 2.

Effect: This ❌ has **Shielded 10** against all attacks.

Favorite Target: The hero with highest HP within reach.

! Rule Reminder: If a combatant must be placed on an occupied square, move the figure that was first on that square, to its closest free square.

Villain Kits

- 2 Dwarfs (45, 46)
- 2 Fiends (49, 50)
- 4 Reapers (59, 60, 61, 62)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 4 Barricades 2x1
- 2 Walls 5x1
- 7 Walls 4x1

- 1 Wall 3x1
- 1 Wall 2x1

Terrains

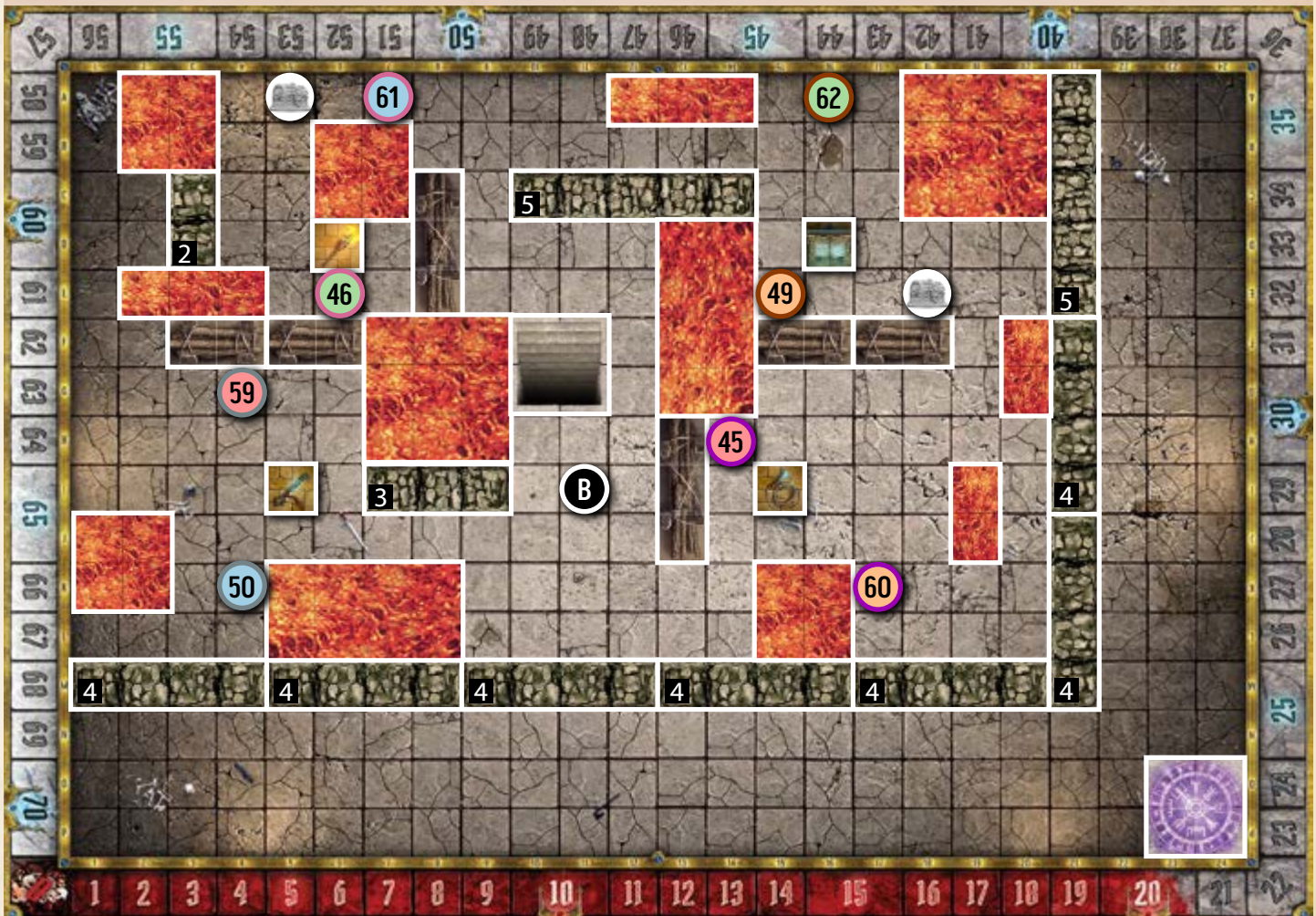
- 1 Altar
- 2 Lava 4x2

- 2 Lava 3x3
- 2 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Orb Figure

- 1 Prisoner Figure
- 4 Tools (Key, Hook, Torch, Tome)



Map Labels: — Initial Setup — Event 1 — Event 2 — Event 3 — Event 4

Quest Chapter 46

Dorsian Forge

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 7)	Using the right ingredients and forge, you improvise a new recipe that magically improves two of the Team's items. Put an Empowered Token on two items. Discard that Token to use its item's Active Power without flipping the card.
■ (slot 1)	After deciphering the dwarven runes in the control room and learning about how the Dorsian Forge works, you advance part of the assembly process. Move 3 lava tiles in the initial setup, as follows: 2x2 Lava from J-2 to K-4, 2x1 Lava from I-19 to K-17, and 2x1 Lava from F-20 to K-18.
Dwarven Heirloom (fact)	The dwarven relic enables one of you to protect the others against the cursed flames of the serpent clan. You gain ADVANTAGE for this quest.
Fostering a Dragon (fact)	The confluence of power happening here seems to resonate with your little friend's draconic heritage. One hero can use the dragon's breath as a Prime Action ONCE in this quest. It targets combatants in a 3x3 area and deals 20 DMG on hit (no R-DMG).

Quest 46: "Dorsian Forge" starts NOW (take the first turn!)

2 (Read this only if you won this quest)

You have a golden opportunity to reassemble the legendary Dorsian Forge, but its parts are fragile and won't handle much manipulation.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1)	In the interior of the central building you see some inscriptions on the walls, that explains in a simplified way how the Dorsian Forge works. Gain +4 moves in the Puzzle. (Don't remove this ■ from the Track.)
■ (slot 7)	You keep some fragments of the rare tameranium, bauronite, and moonstones, to trade when you're back at the surface. Gain two Loot Cards of your choice. (Don't remove this ■ from the Track.)
■ (slot 8)	You understand the forge's working logic and can better manipulate the levers and cranks, without locking up the systems. Gain +4 moves in the Puzzle.



Dorsian Forge Puzzle

- **Objective:** The goal is to form a rectangle (a polygon with four sides) by joining all the tiles within a maximum of 26 moves.
- **Setup:** Remove everything from the main board, leaving only the Lava Tiles.
- **Moving tiles (spend one move to):** For each move, you can slide a lava tile up, down, left, or right (orthogonally) over ANY NUMBER of squares in a single direction. The tile must stop when it reaches the edge of the board or when it encounters another tile blocking its path.

To keep track of the moves, you can place any token on the HP Track on slot 26, reducing 1 for each movement. Remember, it is considered only ONE move when you move the tile **any number of squares in a single direction.**

If you exceed the maximum number of moves (26), the forge activates its protection measures and cannot be used for the next ten years.

If you solve the puzzle, mark **Dorsian Forge: rebuilt (fact).**

With the forge now restored (and fully functional if you solved the puzzle), you search through its complexities and discover a crucial document. It reveals two key facts: firstly, this is the only known forge in all of Tanares capable of crafting major artifacts. It does so by merging tameranium and bauronite to create moonstone. Secondly, its most recent creation is the War Machine, a revolutionary weapon possessing secret abilities beyond mere destruction.

Just as you're about to leave, a distressing scream halts your path. A gravely injured Ironhand officer is struggling towards you, pleading, "Can you help me? They've kept me prisoner for some time, forcing my soldiers to forge equipment for a group called Kemet. Never heard of them."

After you brief him on the current circumstances, he seems surprised but quickly regains his composure. "This forge can make the Empire much stronger. I'll stay with my soldiers and guard the forge with my remaining men. Once you reach the surface, inform Captain Dillsgar, sorry, Captain Sedura, about this location."

Go to [3].

3 As you search the place, you come across another Ironhand officer in chains. The officer seems glad to see you. He says: "Thank you! Do you know about the Kemet invasion, already?" You look at each other and then at the pitiful man, as if answering 'obviously'.

"Oh... I see. Guess I've been down here for too long, now. But I bet I know something you don't: that the Emperor wanted to build a super portal in Fisherman's Wharf and invade the Kemet continent before they could get to us." Go to [4].

4 CONCLUSION - VICTORY

As you depart the forge, a ray of hope sparks within you. If Sedura can use the forge's power properly, this could be the turning point in the war.

If you have ■ (slot 2), gain one Loot Card of your choice. If you have **Dorsian Forge: rebuilt (fact)**, gain a random Level III Item of a type of your choice (heavy armor, light armor, melee weapon, or ranged weapon).

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 recover — or even rebuild — some of the most important achievements of the legendary dwarven age. **Mark Irrecoverable Dwarven Glory (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Despite your malnourishment and exhaustion, you're optimistic about the chambers found ahead.
- If you have **Flooded Tunnels (fact)**, gain **Adventure Card BB**.
- If you have **Collapsed Tunnels (fact)**, gain **Adventure Card CC**.
- Your next Adventure cannot be played by this team. You must use other heroes in Wharfugee.
- Gain +1 Diplomats and +1 Warriors.
- If you won, read [001] - page 4. If you lost, read [002].



48 – Stone Spirits

After the arduous ordeal through the ruins of Arheimar, you must free two dwarf captains from the cruel Skrabolin Hardskin.

Primary Objective

- Kill all villains = Read [48.4].

If you lose

- Read [Defeat] - page 158.

Extra Challenge

- Do not use the Water Drain Mechanism (move Ice only via the Ghost's effect).

Special Rules

Submerged Caves (Ice Tiles)

- Heroes and villains cannot enter **Ice Tiles**, by any means.
- When moved, **Ice Tiles** cannot enter squares occupied by figures or tiles.
 - After the **Ice** ends a move, it deals 8 DMG to all heroes in [1] of it.

Orgnaek Ghost (G) (Ghost Dwarf or Sentinel figure, Torch Token)

This spirit roams the long-abandoned castle since an unknown curse befell upon the dwarfs.

- **Ghost** is not a combatant. It cannot be target and takes no turns.
- **At the end of all turns of the hero with the Torch**, the **Ghost** RUNS to it, moving through ANY square (including walls, ice, or villains).
 - If it ends on an occupied square, move it again, to its closest free square.
- Whenever the Ghost moves through a square (or the corner of a square) occupied by a hero or villain, that combatant takes 10 DMG.
 - For each combatant that receives this DMG, you may MOVE 1 an **Ice Tile** anywhere on the grid.

Dwarven Downfall

The curse is still strong in these tunnels...

R A hero takes 10 DMG.

ADVANTAGE: R HEAL 10 the villain with lowest HP.

Water Drain Mechanism (Lever)

You can use this to manipulate the water flooding the Submerged Caves.

👉 (once per turn) + Pay 4 HP: MOVE 1 an **Ice Tile** anywhere on the grid.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Orgnaek (G)**.
- Place **Basilisks (37-R)** and **(38-B)** and **Necromancer (57-O)**.
- **Then, after reading the Special Rules, read [48.1] - page 158.**

R If all villains are dead, read [48.2] (to continue the quest).

EVENT 1

🛡️ GUARD 3: Place **Necromancer (58-B)**, **Construct (41-O)**, and **Basilisk (38-G)**.

- (Kemet Hunt): **Zombie (★★ 69-R)**.

R If all villains are dead, read [48.3] (to continue the quest).

EVENT 2

🛡️ GUARD 3: Place **Necromancer (57-R)**, **Construct (42-B)**, and **Skrabolin – Boss (B)**.

- (Kemet Hunt): **Necromancer (★★★ 58-B)** and **Zombie (★★★★ 69-O)**.

As soon as all villains are dead, you win the quest and read [48.4]



Skrabolin Hardskin
(Dwarf Figure) **B** **210** **8** **5** **8**
Hit Points Defense Movement Reaction

Cursed Daggers (Primary Attack) 1 squares 1 enemy
★ 20 DMG + effects Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effects: ① PUSH 2 all Dwarfs in [2] of this .
② If the target has the **Torch Token**, it gains two **Bleeding** Tokens.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: Target hit is in [2] of a Dwarf.
Effect: Deal +8 DMG. Then, all Dwarfs in [2] of this gain two **Bleeding** Tokens.

Favorite Target: The hero with lowest HP within reach.

Villain Kits

- 2 Basilisks (37, 38)
- 2 Constructs (41, 42)
- 2 Necromancers (57, 58)

- 1 Zombie (69)
- 1 Boss (Warlord)

Barriers

- 2 Walls 5x1
- 6 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

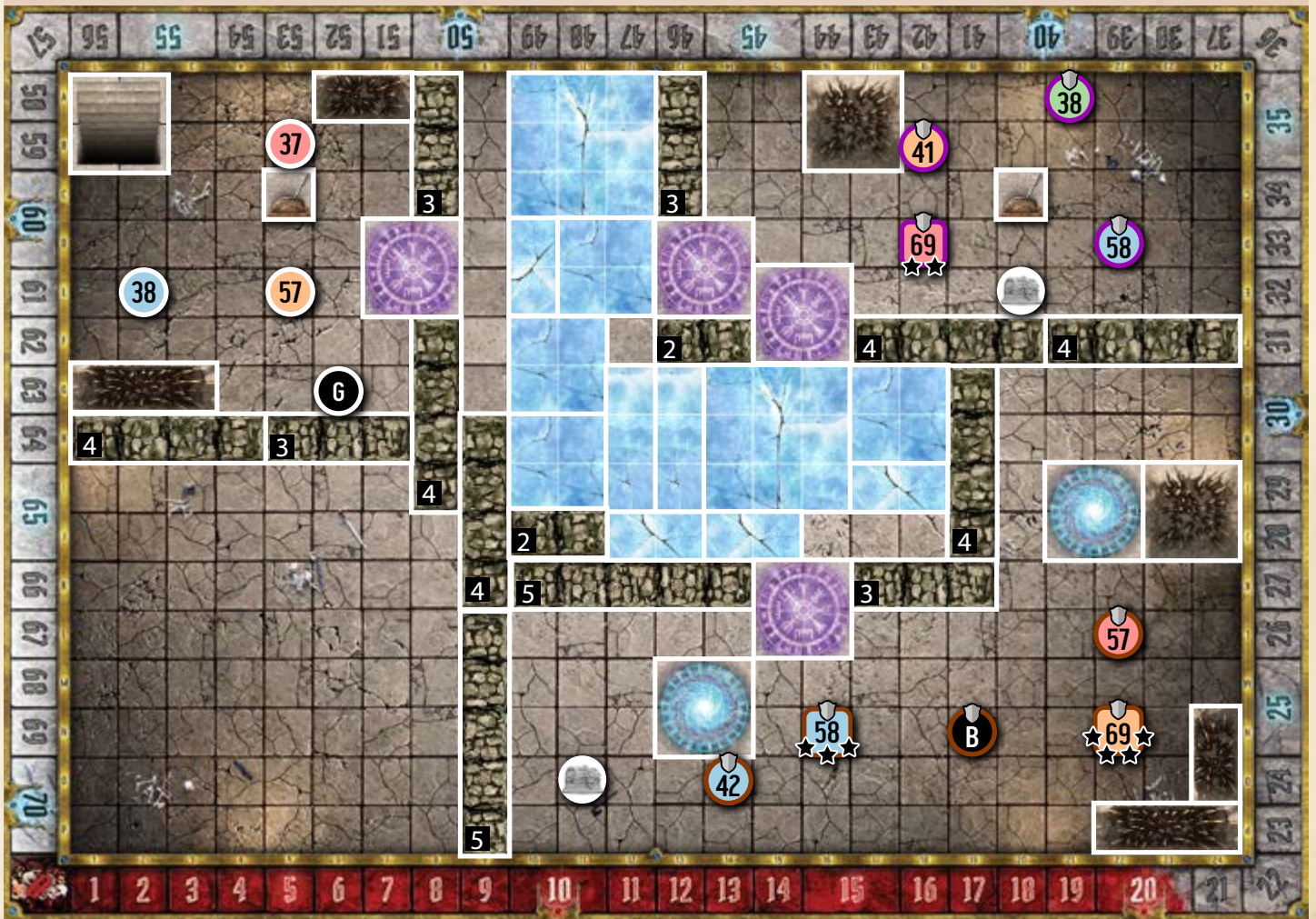
Terrains

- 4 Altars
- 2 Ices 3x3
- 2 Ices 3x1
- 4 Ices 2x2
- 4 Ices 2x1

- 2 Portals
- 2 Spikes 3x1
- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Dwarf Figures
- 1 Ghost Dwarf or Sentinel Figure
- 2 Levers



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 48

Stone Spirits

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
☆ 33 - Trip(ing) to the Past or 42 - Extraplanar Journey	You managed to master the necklace; its power gives you greater influence over the Dwarf Ghost. Before starting the quest, MOVE 5 the Ghost, applying the DMG described on Orgnaek Ghost Feature.
Flooded Tunnels (fact)	The water drain's safety mechanisms were activated by the huge underground flood. Before you begin the quest, MOVE 1 an Ice Tile anywhere on the grid.
Dwarven Heirloom (fact)	The proof of the dwarfs' great history is with you, a protection from the serpent clan's curse. Their only choice is to use its power to aid their own. You gain ADVANTAGE for this quest.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Torch Token.

Quest 48: "Stone Spirits" starts NOW (take the first turn!)

2 When the last enemy falls, Orgnaek says, "Good job, heroes, I feel that the two young dwarfs are making their way through this flooded hall."

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Flooded Tunnels (fact)	The drain activates again, against the excessive water flux. MOVE 1 an Ice Tile anywhere on the grid.

Resume the quest (Start EVENT 1)

3 You enter the hall and see the two dwarfs trapped by a duergar. Upon seeing the heroes, the duergar stabs them both, with a sadistic smile.

Family Meeting

Dwarfs: Rurik's Sons (Dwarf Figures)

- Place two Dwarf figures in any square in [1] of the Boss, each with a **Bleeding Token** underneath it.
 - Rurik's Sons are not combatants and take no damage from Ghost.
- If Rurik is on your team, he is considered a Dwarf.
- The Ghost is not considered a Dwarf.

Treating the wounded (Rurik's Sons)

- If the **Ghost** moves through a square occupied by a **Dwarf**, remove one **Bleeding Token** from it. 🗡️ (with a Dwarf, once per turn) + **Pay 4 HP: Remove 1 Bleeding Token from this Dwarf.** Then, **MOVE it 2.** (a hero can interact with only one Dwarf per turn).
- DISPEL** can also remove these tokens.

The Curse Intensifies

R The hero with the **Torch** takes 5 DMG per **Bleeding Token** on itself and on each **Dwarf** (reminder: the Feature **Dwarven Downfall** is still in effect.)

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	The Skull's unholy powers can turn the cursed magic of Duergar against him. Move the two Bleeding Tokens from "Rurik's Sons" to the Boss.

Resume the quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you've won this quest)

- After defeating Skrabolin and saving the two dwarf captains, you head to the sacred stones, where they perform the chants and break the curse that imprisoned the spirits of the ancient dwarf lords. The ghost Orgnaek approaches you and says, "Our promise shall be fulfilled. When the time comes, the Stone Spirits will come to your aid against the Kemet. You have my word. May Dorsi guide your path until we meet again."
- If Rurik is on the team:** You smile broadly and give each one of them a big fatherly hug! Randrum immediately agrees to follow you to Wharfugee to help with the war to honor your clan, but Ragnor is not too enthusiastic, "I am not a coward, and I will find my way to confront the Kemet. Maybe you will see me in Wharfugee, and I'll join you, but only if I want. Until then, farewell." **Add NPC Card "Randrum, Rurik's first-born" (Week 5) to your Character Deck.**

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 recover — or even rebuild — some of the most important achievements of the legendary dwarven age. **Mark Irrecoverable Dwarven Glory (fact).**

Follow the "Next Adventures" instructions

NEXT ADVENTURES

- Despite your malnourishment and exhaustion, you're optimistic about the chambers found ahead.
- If you have **Flooded Tunnels (fact)**, gain **Adventure Card BB.**
- If you have **Collapsed Tunnels (fact)**, gain **Adventure Card CC.**
- Your next Adventure cannot be played by this team. You must use other heroes in Wharfugee.
- Gain +1 Diplomats and +1 Spies.
- If you won, read [001] - page 4. If you lost, read [002].



Adventure BB

Under the Mystical Desert

If you have the **Fact Collapsed Tunnels**, the path ahead is blocked. Discard this Adventure Card and choose another one. You're still in the same Journey Phase.

1 After a few days, the flooded tunnels already seem familiar. Still, you desperately continue the search for a way to the surface.

After focusing for a while, Sara says, "I followed each waterway. They branch even more than you might imagine, but I haven't found any way up. I've seen many tunnels and openings, but most are flooded. While it would be unwise to go down any further, I believe it's our only choice..." Then Sara lowers her head and points to a vast rustic tunnel that descends into the darkness.

You continue through the tunnel until you reach a massive door with some locks and a crank in the center. You notice webs, several holes in the walls, and some dwarf corpses curled up and stuck to the ceiling by webs. When you try to open the door, it makes a big creaking noise; it is locked.

Suddenly, countless grotesque spiders emerge from the holes, crawling towards you! Sara focuses on how to open the door, so you decide to:

- A) Join Sara in trying to force the door open. [2]
- B) Split up: some of you join Sara in trying to unlock the door while the others fight off the spiders. [3]
- C) Have everyone fight the spiders off while Sara tries to find a way to open the door. [4]
- D) **(Fast Action Mode)** Let Sara lead and join her in opening the door. [10]

2 You all come together and focus on opening the door with brute force!

Each hero makes a **TEST** ($d20 + \text{Hero Card} + \text{NPC Card}$). (15+: success | 14-: failure)

+2 to Brute's roll (hero) - They know how to push hard!

+3 If you have an attack card with **MOVE** as an effect or benefit - now's the time to **MOVE**!

2 or more heroes succeed (15+): You manage to open the door before being caught by the spiders.

1 or less heroes succeed (14-): You take a while to open the door and are hit by some spiders. Each hero takes 4 DMG.

Go to [5]

3 As you deliver death to many of these hideous beasts, the spiders only seem to grow in number. The situation becomes desperate. It all depends on the wit of the heroes opening the door.

Heroes on the door
Each hero makes a **TEST** ($d20 + \text{Hero Card} + \text{NPC Card}$). (15+: success | 14-: failure)

+2 to Bruiser and Tank's roll (hero) - They are experts in fighting on the defensive!

+3 If you have an attack card with **temporary effects** - A fast fight requires immediate results!


2 or more heroes succeed (15+): You open the door before being caught by the spiders.

1 or less heroes succeed (14-): You take a while to open the door and are hit by some spiders. Both heroes on the door take 4 DMG.

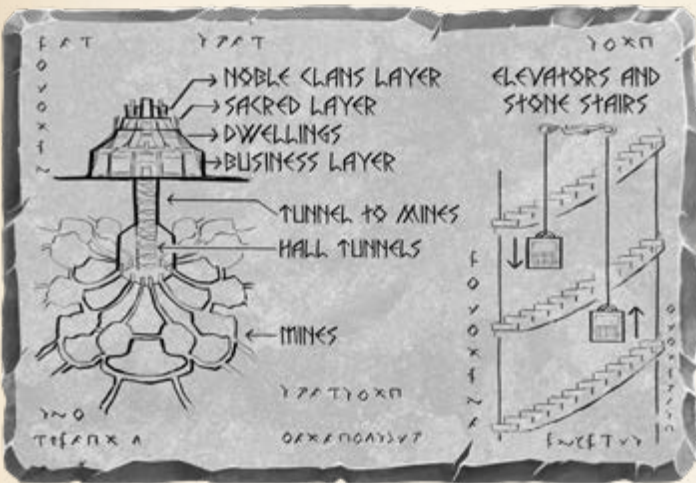
The others (fighting the spiders) take 10 DMG and gain 1 .

Go to [5].



4 Focusing your forces against the spiders initially seemed reasonable, but they only grew in number. You fight to exhaustion until the last spider is killed. After that, you manage to open the door and follow the tunnel. *Each hero takes 10 DMG and gains 1* . Go to [5].

5 With Sara's help, you manage to open the enormous door, resembling a floodgate. You hear a loud rush of water, causing you to start running until you realize that the corridors and chambers beyond the door, although ancient and cracked, are part of a gigantic and complex system of locks. The rushing sound gives way to reveal a huge wave coming towards you. You quickly enter the first chamber that you find and lock it by activating a crank that closes the entrance hatch so you don't get swallowed! [6]



6 You think you are safe until you realize that the chamber's exit door is locked, and the room is filling up with water quickly, spouting from several cracks!

You see a system with three small water chambers interconnected. Just below and already submerged, you find three cranks that seem to be a part of this chamber system. Sara concentrates on deciphering the mechanism.


You need to act fast – otherwise, everyone will drown!



Flooded Chamber Puzzle

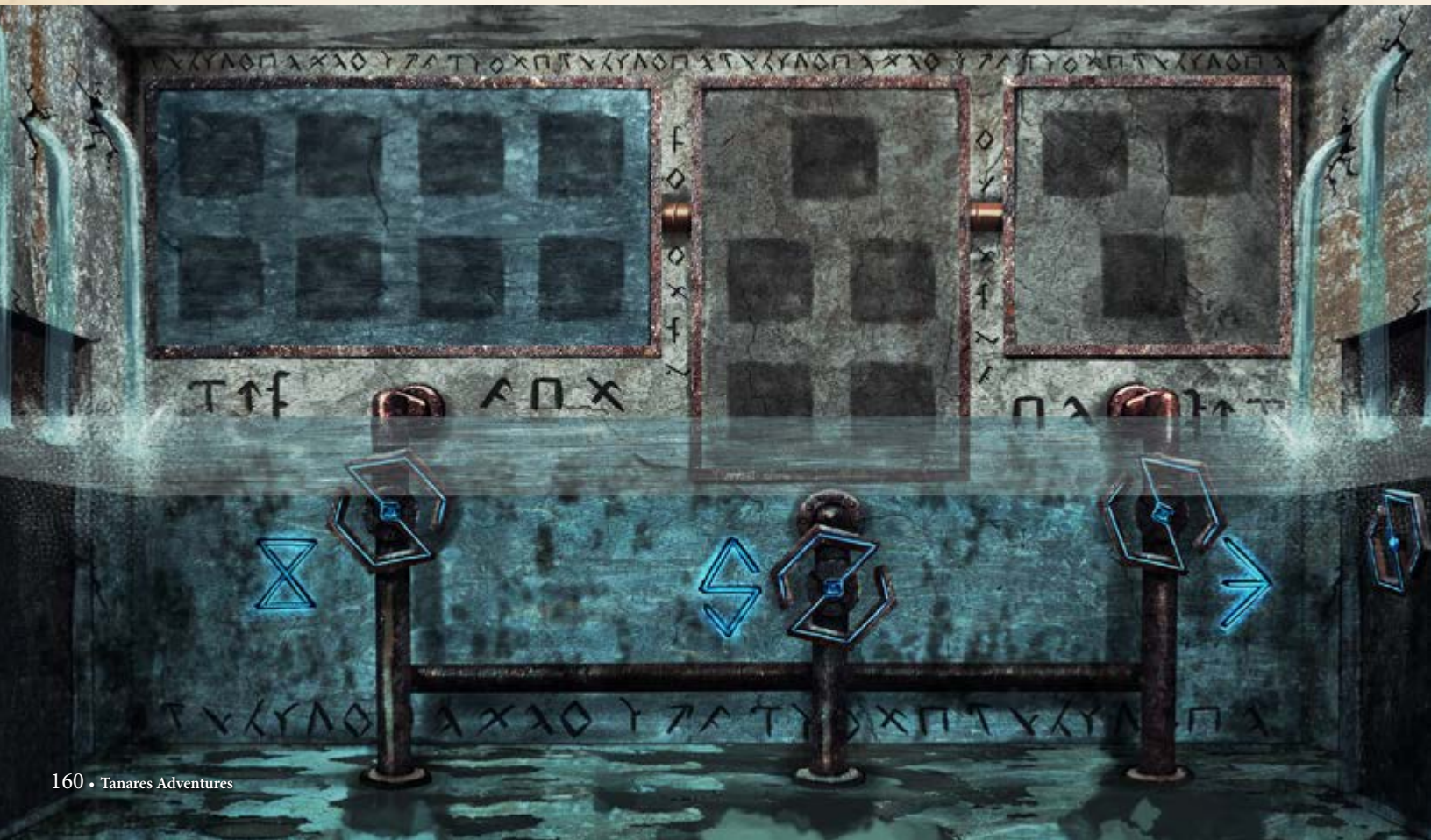
You focus on deciphering the system's logic. Sara says, "Quickly, dive in and turn the cranks! They must be in the correct order to split the water between the chambers so that the water is level with the pipe mark in the left and center chambers. Go – I'll look for some other clue here!"

Rules:

- There are three chambers: the one on the left with 8 liters (full), the central one with 5 liters (empty), and the one on the right with 3 liters (empty).
- Each movement of the crank transports as much water as possible from one chamber to another until the other chamber is filled.
- You can use 8 , starting on the left tank, filled with water, to mark your movements.

Objective:

- *Manage the left and central chamber so they have 4 liters of water each, in up to 10 crank movements. If you solve the Flooded Chamber Puzzle with 10 or less moves, go to [7].*
- *Otherwise, go to [8].*





7 You dive in and turn the submerged cranks, finding the correct sequence to balance the water levels and opening the front hatch. Put **1** (Slot 1). Go to [9].

8 You dive but can't find the correct sequence and start to drown. *Each hero takes 5 DMG.* Luckily, Sara finds the correct order and guides you to open the compartments before it's too late, and you manage to escape! [9]

9 Your escape from the flooded room leads you to a vast hall where several other tunnels connect. A map carved in a stone slab on the wall shows an immense staircase with an ancient system of elevators and counterweights, which, you reason, must lead to the surface of this fortress. When you think you're finally safe, giant water jets emerge from the tunnels. You are sure that the only exit is the stairs!

Go to page 162 and set up Quest 55: "Sand Castle"

10 You force your way in but don't close the doors fast enough; some spiders bite you. *Each hero takes 4 DMG.*

You realize that you are in a complex system of floodgates; you hear an increasing sound of water running; it begins to fill your room. You need to activate levers to open the floodgate system, but some are already submerged; you dive, and you manage to escape with Sara's help. *Each hero takes 3 DMG.*

After leaving the flooded room, you discover, with the help of a map found on a wall, that you are in a complex system of stairs, elevators, and counterweights.

Go to page 162 and set up Quest 55: "Sand Castle"



55 - Sand Castle

After being trapped underground for a week, you've found one of the possible exits to the complex tunnels of the dwarfs of yore: two castle gates that, when opened, bring forth **Rising Water** from the depths. With no other option, you are now **Running and Jumping** toward the surface, feeling the effects of **Gravity** — be careful not to suffer a nasty fall!

Primary Objective

- Kill all villains = **Read** [55.7].

If you lose

- **Read** [Defeat] - page 165.

Extra Challenge

- **Gravity** kills at least 5 enemies (track it with the XP Token).

Special Rules

Running and Jumping

All heroes' Move Stat is 6.


All heroes' Move Stat is 7. And first hero to take its turn on each round is **Hastened**.

Gravity (heroes who have wings in their art may ignore this rule)

Unavoidable for heroes — but the villains here can fly!

- **End of all turns:** MOVE all **heroes** in a straight orthogonal line toward coordinate 1, beginning with the hero on the lowest coordinate.
 - This movement ends when the hero meets a blocked or square (including by a combatant).
 - If a villain blocked the movement, for each square **Gravity** moved the hero this turn, the villain takes 5 DMG (if it dies, consider that the hero killed it).
 - If the villain dies, MOVE 6 the hero that killed it, then apply again the effects of **Gravity** on the hero.

Rising Water

- Put a  on coordinate 3 of the grid.

R All **heroes** on a coordinate whose number is **equal** or **lower** than this cube take 10 DMG. Then, advance the marker by 3 coordinates (up to 24).

Events

INITIAL SETUP



- This quest doesn't have **Stairs**. Place the heroes on the squares marked with an "H" on the map. Each may reassign 2 Skill Tokens.
 - Place **Gargoyles** (51-R) and (52-B).
 - (Kemet Hunt): **Harpy** (★★ 56-G), **Reaper** (★★★ 91-B), and **Reaper** (★★★★ 90-O).
 - **GUARD 3:** Place **Fiends** (49-O) and (50-G), and **Harpy** (55-R).
 - *Then, after reading the Special Rules, read [55.1] - page 164.*
- R** If all enemies are dead, read [55.2] (to continue the quest).

EVENT 1

- Place the **Imperial Demon - Boss** (B) and the **Orbs**.
- Remove the **Living Wall**.

Demonic Orbs (HP 50 / DEF 5)

Placed with the purpose of protecting the Boss.

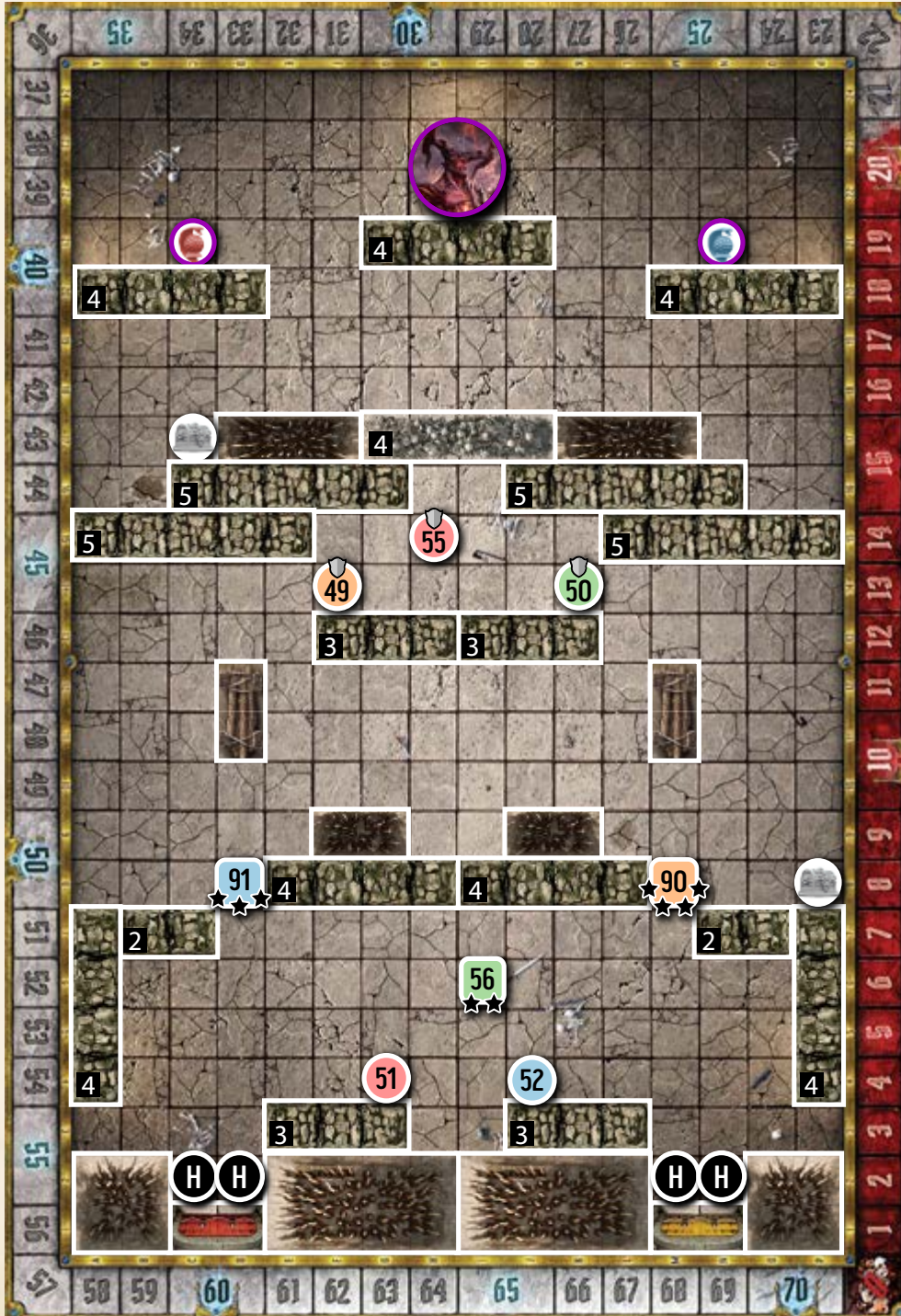
- Orbs count as a villains for all rules. They can be targeted and receive effects, including forced movement. When destroyed, heroes gain  as usual.
- They **DON'T** take turns, nor can they attack or deal Reaction DMG.
- The Boss cannot be killed: only destroying the **Orbs** causes the Boss to be removed (removing grants no .

R If both **Orbs** are destroyed, read [55.3] (to continue the quest).

Gravity example



Imperial Demon <i>(Imperial Demon or any Large Figure)</i>	B	8	5	8
	Hit Points	Defense	Movement	Reaction
Hellfire (Primary Attack)	8 squares	1 enemy		
	20 DMG+effect	Miss: 10 R-DMG		
Benefit: +3 to Attack Roll and Blessed .				
Effect: Heroes within [3] of an Orb take 7 DMG.				
Unprovoked/Crit: +5 DMG.				
Special Passive				
Trigger: This is in [3] of an Orb when it hits a hero.				
Effect: HEAL 15 that Orb .				
Favorite Target: The farthest hero within reach.				



Villain Kits

- 2 Aberrations (71, 72)
- 2 Fiends (49, 50)
- 2 Gargoyles (51, 52)
- 1 Harpy (55)
- 1 Harpy (56)
- 2 Reapers (90, 91)
- 1 Boss (Imperial Demon)

Barriers

- 2 Barricades 2x1
- 2 Big Doors
- 1 Living Walls 4x1
- 4 Walls 5x1
- 7 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 2 Spikes 4x2
- 2 Spikes 3x1
- 2 Spikes 2x2
- 2 Spikes 2x1

Miscellaneous

- 2 Chests
- 2 Orb Kits

Map Labels:

- Initial Setup
- Event 1

Quest Chapter 55

Sand Castle

1 Massive jets of water pour into the room, all around. You are sure that the only exit are the stairs to the top!

IF YOU HAVE...	APPLY CONSEQUENCE(S):
■ (slot 1)	The correct use of the water drain mechanism lowered the water to safer levels – for now. Raising Water □ starts at coordinate 1 instead of 3.
Dorsian Forge: rebuilt (fact)	The blessing of the Stone Spirits is with you, reducing the earth's magnetic pull on you. You gain ADVANTAGE for this quest.
Dwarven Secrets (fact)	Your knowledge of dwarven secrets allows you to deactivate some of the local defenses. Remove all Spikes Tiles.
Dwarven Heirloom (fact)	The sword glows as you enter the ancient dwarven castle; its power grows stronger as you enter the halls. Each hero gains 1 □ or 2 Empowered Tokens.
Irrecoverable Dwarven Glory (fact)	The dwarven ancestors that protected this ancient halls now wail in despair; you can feel the anguish on the very walls of the halls you walk into. Each hero gains 1 Distracted Token and loses 1 □.

Quest 55: "Sand Castle" starts NOW (take the first turn!)

2 You hear a guttural roar from the top of the structure, causing the walls to shake and dust to fall into your eyes. A grotesque voice, with a heavy, unfamiliar accent, speaks, "After a long time, I have visitors...I have taken possession of this structure, for Bauron, my father, has closed the doors of his abode to me forever...therefore...you will remain here with me forever, alive or DEAD!"

You find two heavy cranks; after turning them, two floodgates open: the one above your heads allows you to continue, and another drains part of the water. **Remove the Wall 1 on square G-17 and reduce the ■'s coordinate by 2. Resume the Quest (start EVENT 1!)**

3 As soon as you destroy the orbs, a flash of darkness spreads across the place. When you manage to regain your vision, you notice something wrong: you are now in the inverted version of the castle, in the Penumbra Plane!

You find an ancient panel, carved in stone, with a dwaven numerical mechanism, which seems to be the last step to open the floodgates for you to get out. **Go to [4]**

4 The only number you can change is the second from top. Find the two digits that make the sequence correct.

When you're done, go to [6] to check if your solution is correct.

5 After changing the sequence, the water "rises" again, but now everything is in reverse. The enemies reappear, now in their most abhorrent forms!



EVENT 2

Rising Water

- If you've solved the numeric puzzle, put the ■ on coordinate 21; otherwise, put the ■ on coordinate 18.

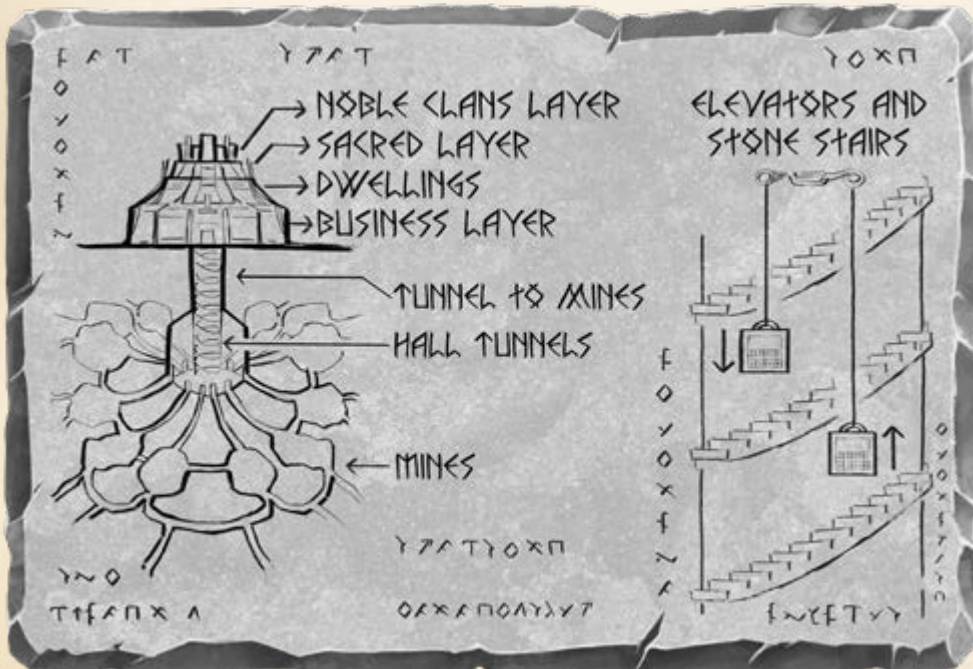
R All heroes in coordinates of number equal or higher than the ■ take 10 DMG. Then reduce the ■'s coordinate by 3.

Inverted World

- Gravity and Rising Water** are inverted in the Penumbra Plane. From now on, apply the following, instead:

Gravity

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	As the demon pulls you into the penumbral plane, the skull's power activates to drain some of the demons' life force. Reduce the Boss's HP by 15, and HEAL 15 one hero.



- Heroes now "fall" toward **coordinate 24** (all other rules remain)
- Place the following villains. They are in Guard 3 (purple):
- Aberration (71-R)**, on square 11-E.
- Aberration (72-B)**, on square 11-L.
- Demon's True Form - Boss (Imperial Demon)**, on squares 11-H / 10-I.

If all villains are dead, you win the quest and go to [7].

Resume the quest (start EVENT 2!)

Demon's True Form <i>(Imperial Demon or any Large Figure)</i>		140 Hit Points	8 Defense	10 Movement	8 Reaction
Penumbral Fire		☞ 8 squares	☞ 1 enemy		
		☼ 20 DMG+effect	Miss: 8 R-DMG		
Benefit: +3 to Attack Roll and Blessed .					
Effect: ☉ RUN 3 to the closest hero, then deal 7 DMG to all heroes in [2] of the Imperial Demon.					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: At the start of this ☹'s turn, there's a hero in [2] of the Imperial Demon.					
Effect: All heroes in [2] of the Imperial Demon take 7 DMG.					
Favorite Target: The hero with highest HP within reach.					

6 Correct answer: **number 87** (solution tip: turn the image upside down — you're in the inverted version of the castle, remember?). Go to [5]

7 CONCLUSION - VICTORY

(Read this only if you won this quest)

You feel the heat of the sun and the white sand beneath your feet. The freedom you sought for days while struggling in the caverns below is finally yours. You've never felt so glad to see the sky. Knowing what happened before, and that Gullog learned about Wharfugee, you rush back as quickly as possible.

If you survived, it's possible that they also did, and the city might be at risk.

With no time to lose, you start to look for any settlement so you can determine where you are and how to get back to Wharfugee. You learn that you are near a perimeter the Ironhand had set to protect the ruins of Arcana on Mystical Province. They guide you to the nearest portal, and you return home.

- **The heroes that won this quest are no longer missing! They can participate in your next Journey Phase.**

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 need to spend more time underground, and it takes a heavy toll on your bodies and ability to take action in the war. **The heroes that participated in this quest return to the surface! However, they cannot play the next Journey Phase. Mark The Revenants (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Strategists and +1 Warriors.
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure CC

Under Turtlepoint Peninsula

*If you have the Fact **Flooded Tunnels**, there's too much water in flooding the path ahead; it's not safe to continue. Discard this Adventure Card and choose another one. You're still in the same Journey Phase.*

1 You and Sara have been lost in the tunnels for almost a week now. Your hope of ever finding an exit dwindles each day.

While the self-destruction mechanism made the tunnels of the former kingdom of Arheimar dangerous and unstable, it also created new access to Undertanares, a deep web of underground passages connecting the entire continent.

You stopped to rest in a cave, but after a while, it started to collapse, forcing you to flee into a tunnel filled with huge spiderwebs. On your path, you see dozens of spiders crawling on the walls and the ceiling.

- A) Attack the spiders before they attack you. [2]
- B) Try to pass through the tunnel without disturbing them. [3]
- C) Set fire to the webs. [4]
- D) (Fast Action Mode) Let Sara take the lead. [18]

2 You ready your weapons and attack the spiders before they can attack you

Each hero chooses one Attack (Basic, Primary, or Special). Flip or spend its card (if appropriate), as if you were on the board.

Then each hero rolls an attack against DEF 5. Add up all Attack DMG and/or R-DMG dealt.

- o Ignore Passive Powers. You may use items' active powers (if you do, flip them to put them on cooldown).

TOTAL DAMAGE	CONSEQUENCE
54-	The spiders jump at you before you can eliminate them all! Two heroes that used the attack with less range take 10 DMG and gain 2 Weakened Tokens each. Then each hero gains 1 .
55+	You quickly eliminate the spiders before they can react. Each hero gains 1 .

Go to [5].

3 You carefully cross the tunnel, trying not to disturb the spiders. Their myriad of eyes gaze as you walk past them, but strangely they don't attack you. **Put** (Slot 1). **Go to [5].**

4 You light the webs on fire from a safe distance, making the spiders quickly run in all directions. Some of them attack you. **One hero takes 5 DMG and gains 1 Weakened Token. Then each hero gains 1** .



The fire fills the tunnel with smoke, making breathing hard. With no other options left, you're forced to rush through the flames to avoid suffocating. **Each hero takes 4 DMG and gains 1 Distracted Token.** [5]

5 You reach the end of the tunnel and find a collapsed wall. Behind it, you can see a corridor with a different construction style. You can feel ancient magic lingering in this place.

You pass through an opened stone doorway. The door suddenly closes and locks itself behind you. [6]

6 In the room, you see an altar with a golden mirror and a stone statue of a medusa. In one corner is a chest carved with motifs of women dancing with spiders, and in the opposite corner is a barrel carved with mystical inscriptions.

- A) Take a closer look at the stone statue. [7]
- B) Check the mirror on the altar (*only if you didn't choose this yet*). [8]
- C) Try to open the chest (*only if you didn't choose this yet*). [9]
- D) See what is inside the barrel (*only if you didn't choose this yet*). [10]

7 You look closer at the statue. It's a medusa with an expression of anguish; in her hands, she holds the broken pieces of a mirror. As you touch the statue, the mirror pieces shine faintly, and the statue turns sideways, revealing a passage behind it.

- A) Take a step back and continue to explore the room. **Go back to [6].**
- B) Enter the passage. [17]

8 The mirror looks ancient but is still perfectly polished, as you can see clearly on its surface. An inscription of an ancient prayer is written on the side of the mirror:

"We devote to thee, oh Queen, our own reflections, our own souls so that we might hold the purple hood and bathe in your power. You who ask so little of us but provide so much, we kneel in your presence, our eternal Queen."

- A) Speak the prayer. [11]
- B) Break the mirror. [12]
- C) Ignore it and examine the other things in the room. [6]

9 **Choose one hero to try to open the chest, then go to [13].**

10 Inside the barrel, you find several purple robes and jeweled accessories designed for women.

- A) Choose a female hero to wear a robe and some jewelry (*only if your Team has a female hero*). [16]
- B) Leave them and examine the other things in the room. **Go back to [6].**

11 As you speak the prayer, you feel a chill. In the mirror, your reflection momentarily becomes twisted. Then you feel a strange power filling you, as if recognizing your adoration.

Each hero gains 2 . Put (Slot 5) and go back to [6].

12 As you break the mirror, you hear a distant female scream that echoes through the room.

If Lizz is on your Team, she gains 2 .

If Catharina is on your Team, she gains 2 Weakened Tokens.

Put (Slot 6) and go back to [6].

13 **If the chosen hero is female, go to [14].**

If the chosen hero is male, go to [15].

14 As you touch the chest, the figures carved on it seem to move and dance. It opens, and you find a scroll and a magic stone inside. The stone loses its magic on contact. **The hero who opened the chest gains 2 .**

Go back to [6].

15 You try to open the chest, but the spiders carved on it come to life and attack you! **The hero who tried to open the chest takes 5 DMG.**

You lose your grip on the chest while fending off the spiders. It hits the ground with a loud "thud," and then it ages quickly as the magic that kept it intact for centuries dissipates. In front of you now lies a pile of dust.

Go back to [6].

16 **The female hero who wore the robe and jewels (on the card's art) gains 2 Empowered Tokens.**

Place a on that hero's Armor Card. It can be used as normal, but keep this cube there to mark which hero is wearing the purple robe and jewels.

Go back to [6].

17 The passage leads to stairs going farther down. From below, you hear the faint sound of water. As you enter the gallery, the statue moves back behind you, closing the entrance. You see no way to open it again, leaving you with no other option. You must go ahead.

At the bottom of the stairs, you reach a small room. In one corner is a barrel with mystical inscriptions; in the other, a scroll lies on a small stone stand. Close to the wall, you see a pedestal with a glowing red orb carved from the cavern stone.

Part of the ceiling has collapsed, and water is pouring into the room quickly. The corpses on the ground begin to move as you proceed inside.

Go to page 168 and set up Quest 54: "The Beach."

18 You set fire to the web; some frightened spiders attack you. **One hero takes 5 DMG and gains 1 Weakened Token. Then each hero gains 1 .** Soon the entire tunnel fills with smoke and begins to choke everyone. **Each hero takes 4 DMG and gains 1 Distracted Token.**

At the end of the tunnel, you find a door that leads to a carved path. When you cross its threshold, the door locks behind you. On the other side, you see a large statue of Medusa holding a golden mirror. As you approach it, you find a secret passage.

The passage leads down a staircase to a small room. Once again, the door shuts behind you. Inside the room, you find a barrel, a scroll, and a pedestal with a glowing red orb. And... some undead. Part of the ceiling has collapsed, and water pours into the room quickly.

Go to page 168 and set up Quest 54: "The Beach."



54 - The Beach

After being trapped underground for a week, you've found one of the possible exits to the complex tunnels of the dwarfs of yore. Exploring the caverns and chambers with Sara may safely take you to the beach on the surface, but the **High Tide** makes this a risky adventure...

Primary Objective

- Find the Exit! = Read [54.30].

If you lose

- Read [Defeat] - page 175.

Extra Challenge

- Grab the four Tool Tokens (*Hook, Tome, Key, and Torch*), AND the Time Token is above zero when you win the quest.

Special Rules

High Tide (Time Token)

- Put the **Time Token** on "10" (HP Track). **You DO NOT lose the quest when it drops to zero.**

R Reduce Time by 3. Then, if Time is **above zero**, one hero takes 10 DMG, **OR**, if Time is **at zero**, all heroes take 10 DMG.

Sara (Sara or Lady Figure)

- Sara is not a combatant. She cannot take turns, be attacked, or receive effects.

R MOVE 5 Sara. Then, each villain in [1] of her takes 10 DMG.

- Whenever this DMG kills a villain, increase Time by 2.

ADVANTAGE: R MOVE 5 Sara. Then, each combatant in [1] of her takes 15 DMG.

- Whenever this DMG kills a combatant (even heroes), increase Time by 2.

- During Sara's movement, heroes can use skills (as if it were an **A** turn).

Exploring

- New parts of the map will be revealed as you crawl through the dungeon.
- **Orb** and **Prisoner** figures may conceal **Secret Passages**: these are locked and can't be destroyed.
- **Doors** are locked and can't be destroyed.
- Interacting with different Doors takes you to different sections of the **Support Entries** — Follow its instructions and pay attention to the number of the Sections.

Events

INITIAL SETUP

Room A

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Sara (S).
- Place **Skeleton (23-O)**, and **Ghouls (53-R)** and **(54-G)**.
 - (**Kemet Hunt**): **Warrior (★★67-R)**, **Warrior (★★★68-G)**, and **Archer (★★★★36-B)**.
- **Then, after reading the Special Rules, read [54.1] - page 170.**

Hand: Barrel - Read [54.3] (to continue the quest).

Hand: Red Orb - Read [54.4] (to continue the quest).

Hand: Quest Item - Read [54.5] (to continue the quest).



Villain Kits

- 2 Skeletons (23, 24)
- 1 Archer (36)
- 2 Spiders (27, 28)
- 2 Constructs (41, 42)
- 2 Ghouls (53, 54)
- 2 Warriors (67, 68)
- 1 Boss (Bellara)

Barriers

- 2 Big Doors
- 3 Single Doors (Gray, Purple, Yellow)
- 5 Walls 5x1
- 8 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

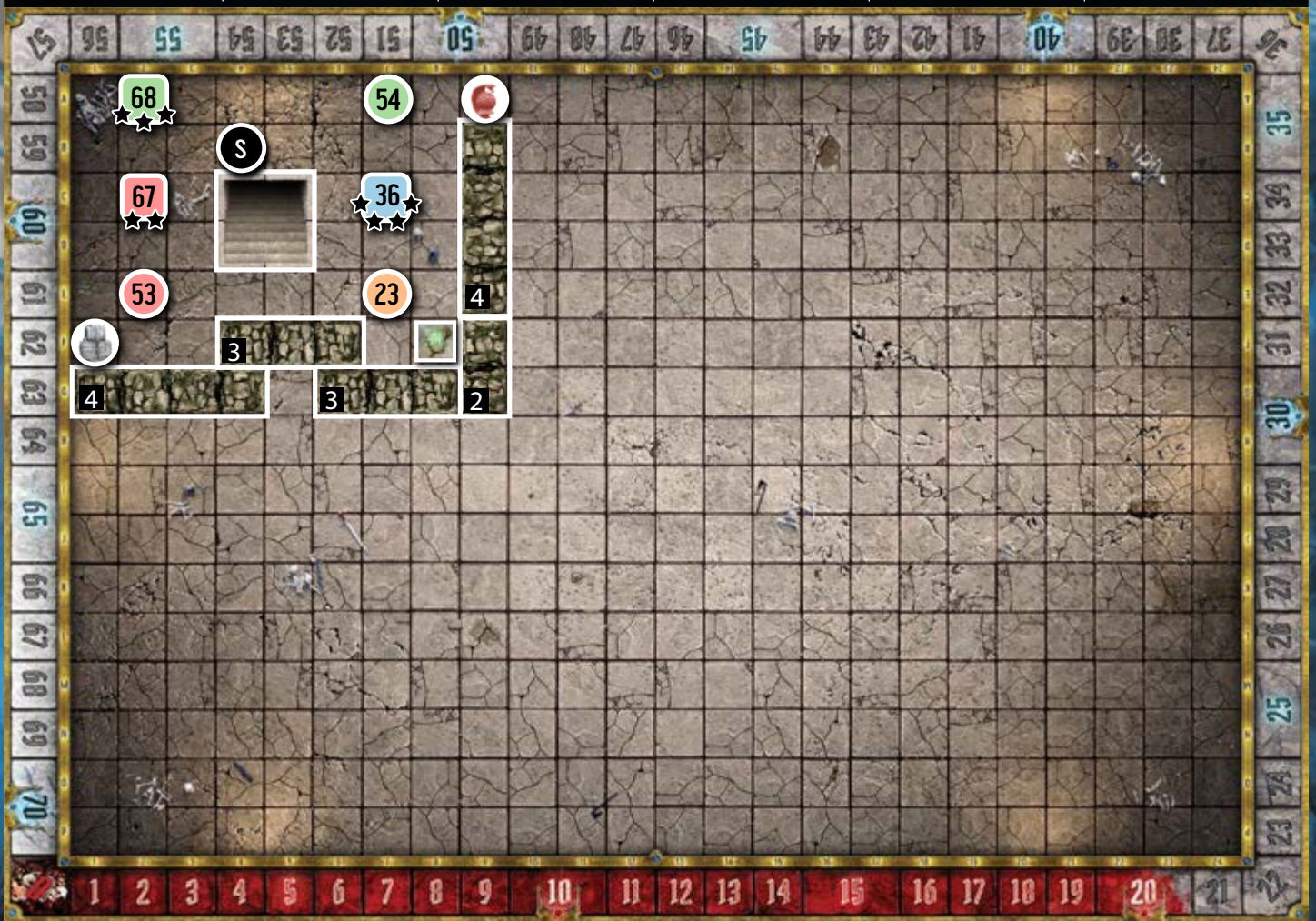
- 1 Altar
- 1 Ices 2x2
- 1 Portal
- 1 Spikes 4x2

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

Miscellaneous

- 3 Barrel
- 3 Chest
- 1 Farmer Figure
- 1 Lady Figure
- 1 Orb Figure

- 3 Prisoner Figures
- 1 Quest Item
- 1 Time Token
- 4 Tools




Map Labels: ■ Initial Setup

Quest Chapter 54


The Beach

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	The skull is a powerful artifact that channels dark energies; Sara can tap its power in this situation. You gain ADVANTAGE for this quest.
Endless Darkness (fact)	Lost in the dark, death seems almost inevitable in the flooding tunnels. Reduce Time by 2.


Keep all  on slots 1, 5, or 6.

Quest 54: "The Beach" starts NOW (take the first turn!)

2 **Gain one  Loot Card.** As soon as the gem is removed from the statue's mouth, it comes to life! Replace the **Prisoner** with a **Construct (41-O)**. You pocket the gem and resume the fight (**return to [25]**).

3 **Barrel - Room A**

You find some enchanted magical stones inside it.

Each hero gains 1 . **Remove the Barrel, then resume the quest.**

4 **Red Orb - Room A**

You need some time to study this artifact, and it can't be done in the middle of a distracting fight.

If all villains are dead, **read [24]**.

Otherwise, you may interact with this orb again when all villains are dead. **Resume the quest.**

5 **Quest Item - Room A**

You open the scroll, which seems to have been written recently. Inside, you find a message that says

The way of the doors is faster, but leaves no room for return or regret. Be careful, for the high tide and the cave-in may strip you of options. For the wise: powerful mystical artifacts lie in the secret rooms ahead.

The interacting hero gains the **Quest Item**, then **resume the quest.**


6 **Gray Door - Room B**

You need some time to work on this door, and it can't be done in the middle of a distracting fight.

If all villains are dead and the interacting hero has the **Key Token**, **spend the Key to read [25]**. Otherwise, return to [24]. You may interact with this door again.

7 **Barrel - Room B**

You open the Barrel and find a mystical artifact at the bottom: a golden necklace encrusted with gemstones.

If the interacting hero is female and heroes have  on slot 5: You grab the necklace. **Place a Quest Item on the interacting hero's card, remove the Barrel, then return to [24]**

If not: As you grab the necklace, you activate a mystical trap. The Barrel explodes!

All combatants in [1] of the Barrel take 8 DMG. Remove the Barrel. The interacting hero gains a Quest Item. Put it on its Hero Card, then return to [24]


8 **Chest - Room B**

You find a chest. It has the chest's standard effects. It also contains a key inside. **Place the Key Token on the interacting hero's card.**

Return to [24]






9 **Chest - Corridor**

You open this chest and find a key inside. **Place the Key Token on the interacting hero's card.**

If the interacting hero has a  on its **Armor Card**: **Go to [25]**.

If not: As you grab the key, the chest reveals itself to be a **Mimic!** It is a villain with the following stats

- The chest does not count as a normal chest, and its figure is used to represent this enemy.
- Return to [25].** (for your convenience, use the *Mimic Stats* of entry 22.)

Mimic	30 Hit Points	4 Defense	5 Movement	8 Reaction
Iron Bite	 1 square	 1 enemy		
	 15 DMG+effect	Miss: 8 R-DMG		
Effect:  Its attacks always hit. Use the grey villain token to track its HP.				
Unprovoked / Crit.: +5 DMG				
Special: While the Mimic is alive, heroes cannot use Portals or Interact with anything.				
Favorite Target: The hero with most  within reach.				

10 **Portal - Corridor**

You find a portal, but you don't know its destination. However, you know it's better not to separate in the middle of a fight, nor to have a villain follow you into the unknown.

If all villains are dead, **read [26]**.

Otherwise, return to [25]. You may interact with the Portal Tile again.

11 Orange Prisoner - Corridor

The statue opens its mouth. The interior displays a shiny gem. You feel compelled to take it.

- A) Take it and go to [2].
- B) Leave it alone and return to [25].

12 Purple Door - Corridor

You find a door, but it is mystically sealed. You need a key to open it. If all villains are dead and the interacting hero has the Key Token, **spend the Key to read [27]**.

Otherwise, return to [25]. You may interact with this door again.

13 Big Red Door - Corridor

- Put a 4x1 Wall on squares 15-G to 15-J.
- The Door reveals itself to be a **Mimic!** It is a villain with the following stats:
- Return to [25].** (for your convenience, use the Mimic Stats of entry 22.)

Mimic	30	4	5	8
	Hit Points	Defense	Movement	Reaction
Iron Bite	✂ 1 square	🎯 1 enemy		
	★ 15 DMG+effect	Miss: 8 R-DMG		
Effect: 🟡 Its attacks always hit. Use the grey villain token to track its HP. Unprovoked / Crit.: +5 DMG				
Special: While the Mimic is alive, heroes cannot use Portals or Interact with anything.				
Favorite Target: The hero with most <input type="checkbox"/> within reach.				

14 Farmer - Corridor

You find a dying man. He has been poisoned and has a huge puncture on his chest as if pierced by a giant claw. He hands you an object and says, "Save yourselves! Be careful with the..."

Remove the Farmer. The interacting hero gains a Mystical Artifact. Place the Hook Token on its Hero Card.

- Return to [25].

15 Barrel - Room C

You find a fist-sized gemstone and some old potions in the Barrel. One of the potions seems well preserved and safe to use.

The interacting hero gains a Mystical Artifact. Place the Torch Token on its Hero Card. HEAL 15 a hero, then remove the Barrel.

- Return to [26].

16 Green Prisoner - Room C

As you touch the statue, it starts to move menacingly.

The statue becomes a **Construct (42-G)** (swap the statue figure with the Construct one)! As it stirs, a spiderweb detaches from the ceiling, revealing a crack from which a giant spider emerges. **Place a Spider (27-R) on square L8.**

- Return to [26].

17 Altar Tile - Room C

This altar seems connected with the portal you used. You feel that with some concentration, you can make it work and return you to the previous corridor, but you can't do so in the middle of a fight.

If all villains are dead, go to [25] but place heroes on the Portal Tile (or as close to it as possible). Then remove the Portal Tile, as it was already weak, and you've drained it.

Do not put tiles and figures you had already removed from the Corridor.

Otherwise, if there are living villains in the Room, return to [26]. You may interact with this Altar Tile again.

18 Purple Prisoner - Room D

The statue is holding a key in its raised, outstretched hand. The interacting hero gains a Key Token. You need some time to further study this statue, and it can't be done in the middle of a distracting fight.

If all villains are dead, you may investigate the statue further, in which case, **read [28]** Otherwise, return to [27]. You may interact with this Prisoner again.

19 Yellow Door - Room D

If all villains are dead **and the interacting hero has the Key Token, spend the Key to read [29]**.

Otherwise, return to [27]. You may interact with this door again.

20 Yellow Big Door - Room E

There is no keyhole in this door. It feels like you need to push it, but great force must be applied. It can't be done in the middle of a fight.

If all villains are dead, **YOU DO NOT NEED TO SPEND A KEY to open this door. Go to [29]**. Otherwise, return to [28]. You may interact with this door again.

21 Chest - Room E


You find a Golden Chest engraved with symbols of water. The interacting hero gains a Key Token (if it doesn't have one already). Remove the chest and choose **one**:

- A) **Gain the chest as per standard chest rules.**
- B) Use its magic to contain the tide. **Increase the Time Token by 2.**
- Return to [28].

22 Barrel - Room E






You find an ancient tome with a cover that resembles black dragon scales.

- The interacting hero receives a Mystical Artifact. Put the Tome Token on its card.

If the interacting hero has a  on its Armor Card: **Go to [28]**.

If not: As you grab the book, the Barrel itself starts to move and attack you!

- The Barrel reveals itself to be a **Mimic!** It is a villain with the following stats:
- Return to [28]**.

Mimic	30 Hit Points	4 Defense	5 Movement	8 Reaction
Iron Bite	 1 square	 1 enemy		
	 15 DMG+effect	Miss: 8 R-DMG		
Effect:  Its attacks always hit. Use the gray villain token to track its HP.				
Unprovoked / Crit.: +5 DMG				
Special: While the Mimic is alive, heroes cannot use Portals or Interact with anything.				
Favorite Target: The hero with most  within reach.				

23 Chest - Room F

- The Chest reveals itself to be a Mimic! It is a villain with the following stats:
- This chest does not grant any of the standard effects of a chest.
- Use the chest figure to represent this villain.
- Return to [29]**. (for your convenience, use the Mimic Stats of entry 22.)




24 Room B

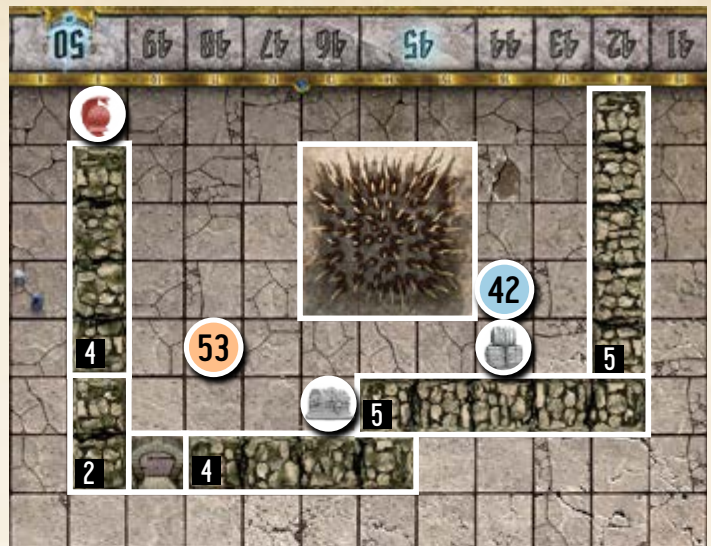
You enter a room with a huge spiked pit in the center. You can see a stone statue of a woman coming to life, and one ghoul rising from a sarcophagus close to a chest.

Behind the moving statue, you can see a barrel inscribed with images of many women dancing in the middle of flames.

Place tiles and figures as shown on the map below.

- Place **Construct (42-B)** and **Ghoul (53-O)**
- All heroes lose their Fatigue Cubes.
 - The hero taking the current turn does not Fatigue and may take a new turn this Round.
 - Do not start a new Round. This Round ends only when all combatants become Fatigued.
- Place heroes and Sara on free squares and as close as possible to the Red Orb in Room B.
 - The Red Orb blocks the way. You cannot move or interact with it.

-  **Gray door:** Read [6]
-  **Barrel:** Read [7]
-  **Chest:** Read [8]

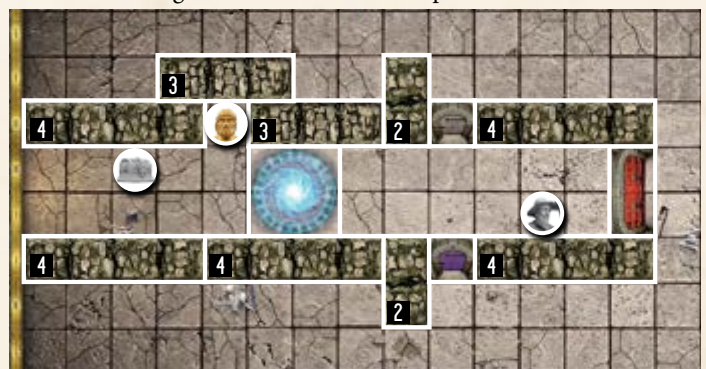








Resume the quest.

25 Corridor

You find a long, narrow corridor. You can see a wounded man on the ground and many things to investigate.

Place tiles and figures as shown on the map below.



- All heroes lose their Fatigue Cubes
 - The hero taking the current turn does not Fatigue and may take a new turn this Round.
 - Do not start a new Round. This Round ends only when all combatants become Fatigued.
- Place heroes on free squares closest to the Gray Door in the Corridor.
 - The Gray Door is blocked and can no longer be opened.
-  **Chest** - Read [9]
-  **Portal** - Read [10]
-  **Orange Prisoner** - Read [11]
-  **Purple Door** - Read [12]
-  **Big Red Door** - Read [13]
-  **Farmer** - Read [14]

Resume the quest.

26 Room C

As you activate the portal a massive amount of water from the high tide spills into the penumbra reducing the overall level of the water, which had been threatening to reach your knees. Then you are all teleported to what seems to be a secret room. **Increase the Time Token by 4.**

Place tiles and figures as shown on the map below:



- All heroes lose their Fatigue Cubes.
 - The hero taking the current turn does not Fatigue and may take a new turn this Round.
 - Do not start a new Round. This Round ends only when all combatants become Fatigued.
- Place heroes on Room C's Altar Tile.
- The Portal was already fragile and collapses as its power fades; you can no longer use it.

- ☞ **Barrel** - Read [15]
- ☞ **Green Prisoner** - Read [16]
- ☞ **Altar** - Read [17]

Resume the quest.

27 Room D

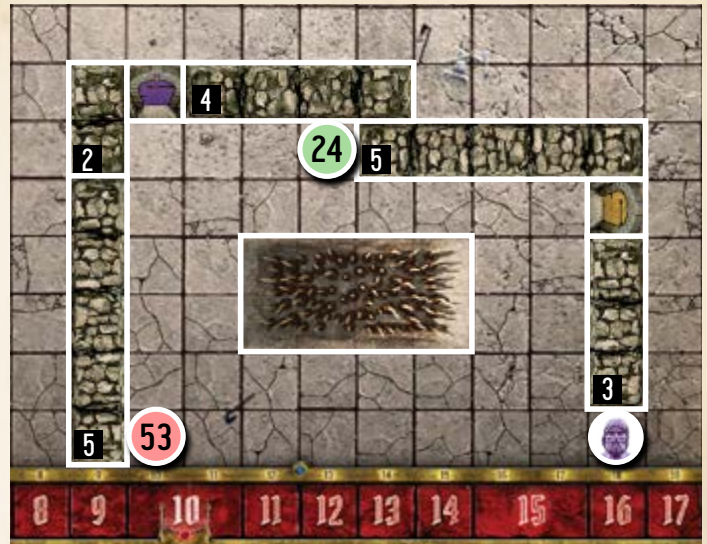
This room seems like a mortuary. At the end of the room, you can see a big statue of a hooded woman with one of her arms stretched out and holding something metallic.

Two corpses start to rise as you walk inside.

Place tiles and figures as shown on the map below.

- Place: **Ghoul (53-R)** and **Skeleton (24-G)**
- All heroes lose their Fatigue Cubes.
 - The hero taking the current turn does not Fatigue and may take a new turn this Round.
 - Do not start a new Round. This Round ends only when all combatants become Fatigued.
- Place heroes on free squares closest to the Purple Door in Room D.
- The Purple Door becomes stuck and can no longer be opened.

- ☞ **Purple Prisoner** - Read [18]
- ☞ **Yellow Door** - Read [19]

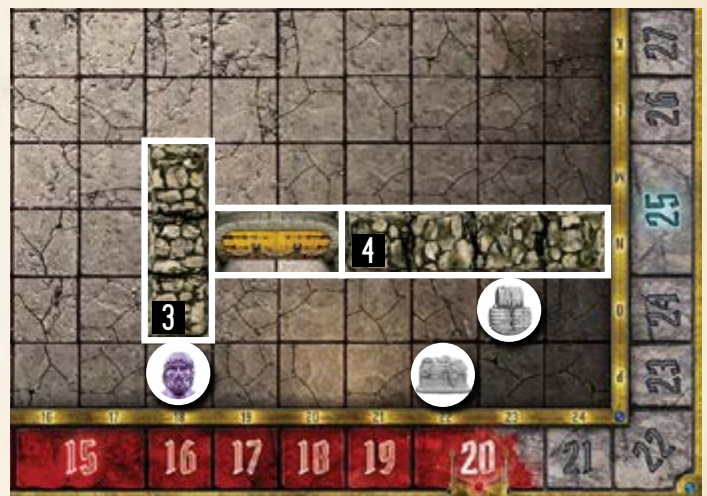


Resume the quest.

28 Room E

As you investigate this old knight armor, it falls apart, revealing a dark secret passage in the wall behind it and opening an outlet through which water flows, giving you more time for exploration. **Increase the Time Token by 4.**

Place tiles and figures as shown on the map below:



- All heroes lose their Fatigue Cubes.
 - The hero taking the current turn does not Fatigue and may take a new turn this Round.
 - Do not start a new Round. This Round ends only when all combatants become Fatigued.
- Place heroes on free squares closest to the Purple Prisoner in Room E
- The flowing water moved the armor and pressed it firmly against the tight opening through which you came, obstructing the passage. You can no longer move through the Purple Prisoner.

- ☞ **Yellow Big Door** - Read [20]
- ☞ **Chest** - Read [21]
- ☞ **Barrel** - Read [22]

Resume the quest.

29 Room F

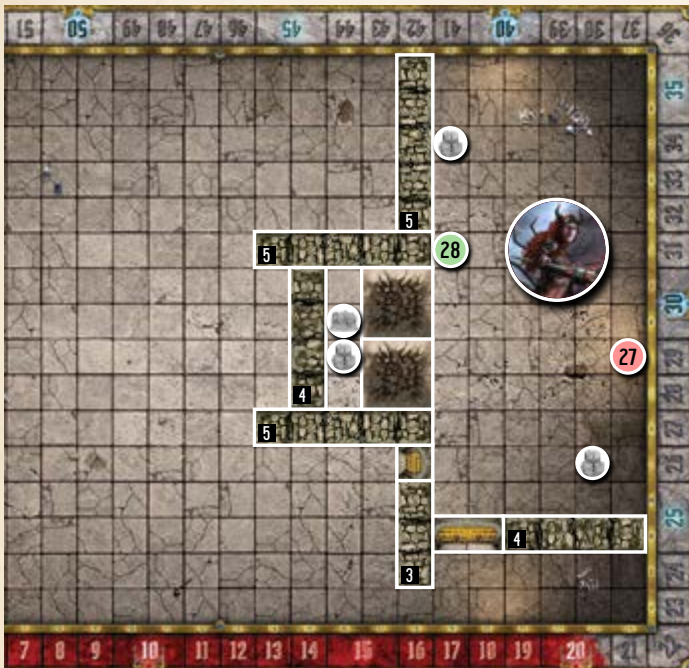
You hear a strong suction sound that almost drowns out the countless clicks of thin paws moving across dirt and stone. The water level seems to drop. **Increase the Time Token by 4.**

- Remove all Barrels and Chests from all the other Rooms.

When your eyes become accustomed to the darkness, you realize that the situation is much worse than it sounds, as you see a huge spider, but where its head should be instead grows the torso of a beautiful, yet sinister, woman. There is no way you can defeat such a powerful creature!

Sara places her hands on her head, as if in great pain, and whispers, "I had a vision: the barrels hold magic crystals! Throw one of them at her, I'll explode it, that should cover our escape!"

- Place tiles and figures as shown on the map below.
 - Place **Spiders (27-R)** and **(28-G)**, and the **Bellara - Boss (Bellara)**



IF YOU HAVE... APPLY CONSEQUENCE(S):

- (slot 1)** The spiders that crossed your path earlier were under Arachne's control; she prepared for your arrival. **Transfer Spider (28-G) from square F-19 to K-19 and Spider (27-R) from square I-24 to M-21. Place one Protected Token on each Spider and on the Boss.**
- (slot 5)** You offered a prayer to Arachne, and she blessed you. Now she wants you to repay the favor. **Each hero loses 3 . For each a hero can't lose, it takes 5 DMG.**
- (slot 6)** You broke the sacred mirror of this ancient temple, temporarily weakening the Arachne. **Place two Distracted Tokens and two Weakened Tokens on the Boss.**
- on a hero's Armor Card** For a moment, Arachne is surprised to see "one of hers" fighting on the other side. **If the hero with this on its Armor takes the first turn, its attacks will not provoke Retaliation that turn.**
- Lighthouse is Guarding the Sea (fact)** The Lighthouse's destruction was part of Bellara's plans; your interference caused her to focus on correcting her schemes — she's less prepared to deal with you. **Move the two Spike Tiles on Bellara's room to C-21/D-22 and C-23/D-23, and place two Distracted Tokens on Bellara.**

Remove all from the HP track and from any hero's Armor Card.

- All heroes lose their Fatigue Cubes.
 - The hero taking the current turn does not Fatigue and may take a new turn this Round.
 - Do not start a new Round. This Round ends only when all combatants become Fatigued.

- Place heroes on free squares closest to the Yellow Door in Room F.
- Both Yellow doors become locked and can no longer be opened.

Before you resume the quest, heroes may discard their Mystical Artifacts to apply the following effects:

- Quest Item:** HEAL 10 all heroes.
- Hook:** MOVE 3 any one Barrel.
- Torch:** Each hero gains 2 **Protected Tokens**.
- Tome:** Each hero gains 2 .
 - Each item may be used only once, and **immediately** after you resume the quest. Unused Artifacts will have **no effect or use in the future**.

Chest - Read [23]

Explosive Barrel (Barrel)

MOVE 2 the Barrel, in a straight line.

After Sara applies her effect, each Barrel that is in [1] of both Sara and Bellara (at the same time) explodes. Remove any Barrel that explodes and put it on top of the Boss Card.

- To win the quest, you must place the 3 Barrels on the Boss Card.

When you put the third Barrel on the Boss Card, Bellara becomes stunned, allowing you to flee to the surface, win the quest, and read [30].

Resume the quest! (Reminder: you must discard all Mystical Artifacts NOW; see above.

Bellara, the Arachne <i>(Bellara or any 3x3 figure)</i>	B	-	9	6	12
		Hit Points	Defense	Movement	Reaction
Web of Death	1 square	1 enemy	35 DMG+effect Miss: 8 R-DMG		
Benefit: +3 to Attack Roll and Blessed .					
Effect: PUSH 2 the Barrel closest to this					
Unprovoked / Crit.: +5 DMG					
Special Passive					
Trigger: There are no Spiders on the grid when this hits a hero.					
Effect: Place a [27-R] Spider in [1] of this and outside Terrains, if possible.					
Favorite Target: The hero with highest HP within reach.					

30 CONCLUSION - VICTORY

(Read this only if you won this quest)

With the powerful explosions from the barrels, you manage to stun the Arachne. The last explosion opens a tunnel that seems like your only hope for escape. You run into the tunnel, which has a high slope; some parts of it feel almost like a climb. As you finally see some light, you find yourselves in an ample underground hall that looks like a temple. The seawater comes inside, forming a saltwater pond encircled by statues of Merfolks. At the center of the pond, a giant statue can be seen leaving the water as the tide is at its lowest point. It is female merfolk holding an open oyster clam. Inside, you can see a set of pearls shining brightly.

Finding nothing else in the place, you leave, emerging from the cave on the side of a beach. You feel the heat of the sun and the white sand below your feet. The freedom you sought for days while struggling in the caverns below is finally yours. You've never felt so glad to see the sky. Knowing what happened before and that Gullog learned about Wharfugee, you rush back as quickly as possible. If you survived, they also likely did, and the city might be at risk. With no time to lose, you start to look for any settlement so you can determine where you are and how to get back to Wharfugee. You learn that you are near the Ironhand Fortress in Turtlepoint Peninsula and decide to head there. You take a series of portals and return home.

- *The heroes that won this quest are no longer missing! They can participate in your next Journey Phase. Follow the "Next Adventures" instructions.*

Mimic	30 Hit Points	4 Defense	5 Movement	8 Reaction
Iron Bite	✂ 1 square	👁 1 enemy		
	★ 15 DMG+effect	Miss: 8 R-DMG		
Effect: 🟡 Its attacks always hit. Use the grey villain token to track its HP. Unprovoked / Crit.: +5 DMG				
Special: While the Mimic is alive, heroes cannot use Portals or Interact with anything.				
Favorite Target: The hero with most 🟡 within reach.				

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you need to spend more time underground, and it takes a heavy toll on your bodies and ability to take action in the war. **The heroes that participated in this quest return to the surface! However, they cannot play the next Journey Phase. Mark The Revenants (fact).**

Follow the "Next Adventures" instructions.

IF YOU HAVE...

APPLY CONSEQUENCE(S):

Dwarven treasures remain lost (fact)

You didn't find the dwarven treasures, and, at some point, you gave up on carrying the little you found to focus on fleeing. **This quest awards 2 fewer Loot Cards.**

NEXT ADVENTURES

- Gain +1 Strategists and +1 Warriors.
- *If you won, read [001] - page 4. If you lost, read [002].*



Adventure 00

Department of Mysteries

1 A messenger wakes you up. “*Sedura urgently summons you to the Outpost; she says it is a vital mission.*” Upon rushing there, you find Sedura is already waiting for you at the entrance. “*Glad you came so quickly. I’ve found evidence that the Imperial Department of Mysteries wizards went rogue and are involved in subversive activities. If our spies are correct, their hideout is inside the big Tiger statue near the Capital. Time is crucial, as they can discover we are after them anytime. Avoid any distractions.*”

As you gear up, she adds, “*They’ve recently been acting strangely, full of secrets unrelated to the war. I got some vague information about a hidden vault and passwords using colored potions or blood on pictures, but it makes no sense to me. They also gave me these two magic stones, somewhat related to it. Please go to the Capital and investigate this matter; I have a bad feeling about it. Ah, don’t forget to take both stones!*”

Securing the stones, you take a portal and arrive at the great Capital, but with no time to admire its magnificence. You go straight to the Tiger statue outside the city, but when arriving near there, you are greeted with a terrible sight. You observe desperate commoners fleeing from wizards. You only have time to react.

A) Save the commoners, and have the wizards interrogated about their hideout. [2]

B) Stick to the mission, remembering Sedura’s warning about time. [3]

C) (Fast Action Mode) No time to spare; head to the hideout. [32]

2 Following a brief chase, the wizards corner the commoners. “*Now, you see it was pointless? Surrender and follow us peacefully; you will receive the appropriate punishment.*”

One of the wizards looks at you, “*Did you really think my Arcane Eyes would fail to detect you? Go away; this is an Imperial matter. Do not interfere.*” Before he concludes, a frightened commoner woman begs you for help, “*Please, don’t leave me here, they will...Aaagghh!*” Your next sight is her body in flames.

A) Engage the wizards in conversation, hoping to learn more before a rash action. [4]

B) Confront the wizards; they must pay for their crime. [5]

3 Ignoring the chase, you head to the Tiger Statue, as this is the most effective action to stop these attacks. Approaching the statue, you see two paths to reach it. One option is a small, damaged bridge with precarious sections, seemingly the result of some arcane explosion. Alternatively, there’s a longer but much safer road leading to the base of the Tiger Statue.

A) Risk the quickest path; time is precious. [6]

B) Choose the longer, safe route to avoid unnecessary risks. [7]

4 You try a diplomatic approach. “*You don’t understand; they are a danger to themselves without even realizing it. What do you want here?*”

A) Deceive the wizards, hoping to uncover their agenda. [8]

B) Intimidate the wizards, demanding they justify their actions. [9]

5 Witnessing this murder, you grab your weapons and charge at the wizards. The older one quickly casts a Fireball and throws it in your direction. You must rely on your reflexes.

Each hero makes a  TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)

+3 if you are a **Tactician** - You are used to evade spells.

+3 you have a **spell on your hero card’s art** - Familiarity with the spell can help you avoid it.

If a hero succeeds (13+): Nothing happens.


If a hero fails (12-): You take 8 DMG.

When the wizard realizes his Fireball hasn’t stopped you, he uses the commoners as human shields. “*Turn back; this is your final warning!*”

A) Rush the wizards, aiming for a quick defeat. [10]

B) Eliminate the wizards carefully, trying to avoid hurting the commoners but paying a high-efficiency price. [11]

6 You carefully cross the bridge, dodging the scattered debris. Halfway across, you hear cracking sounds; the bridge starts to collapse, so you run as fast as possible to avoid falling.

Each hero makes a  TEST (d20+ Hero Card + NPC Card). (14+: success | 13-: failure)



+2 if you have the **Movement Stat 6** - *Being used to running is very useful in this challenge.*

+4 if you have **wings on your hero card's art** - *Wings guarantee your safety if you fall.*

If the hero succeeds (14+): You reach the other side without problems.

If the hero fails (13-): You struggle to reach the other side, hurting yourself. **Take 4 DMG and gain 1 Bleeding Token.**


At the end of the bridge, you find an unguarded entrance to the complex. You hear a great commotion inside, some arguments, and even screams.

- A) Investigate the scream quickly. [12]
- B) Proceed cautiously and stealthily. [13]

7 You opt for the safer route. It is a long way, with a beautiful landscape you cannot enjoy because of your haste. Eventually, you reach the Tiger Statue and notice a wizard standing next to a dead woman, a bloodied dagger clutched in his hand.

- A) Use the wizard's distraction to strike. [14]
- B) Inquire about the wizard's actions. [15]

8 You inform the wizard that you're there to aid in capturing the commoners and solving any issues they need assistance with.

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

+3 if you are **Myr or Zund** - *Having strong relations with the Empire, you know how to make them believe you.*

+3 if your **hero card's art has a smile** - *Good liars always have a smile on their faces.*

3 or more heroes succeed (12+): Go to [16].

2 or more heroes fail (11-): Go to [17].

9 You accuse them of being traitors to the Empire, threatening to put an end to their wicked plans. The older wizard quickly casts a Fireball and throws it in your direction. You must rely on your reflexes.

Each hero makes a  **TEST (d20+ Hero Card + NPC Card).**
(13+: success | 12-: failure)

+3 if you are a **Tactician** - *You are used to evade spells.*

+3 you have a **spell on your hero card's art** - *Familiarity with the spell can help you avoid it.*

If a hero succeeds (13+): Nothing happens.

If a hero fails (12-): **You take 8 DMG.**

As the battle begins, you note that the three wizards are formidable with their spells combined. If you quickly eliminate one of them, the others will easily fall after.

- A) Use a Special Attack to eliminate it. [10]
- B) Continue the combat, saving your best moves for the dangers ahead. [11]

10 **One hero uses one of its Special Attacks.** You annihilate the wizard, and the others attempt to fight back, but you have little difficulty defeating both without their complete formation. [19]

11 You carefully fight off the wizards, making sure the commoners are safe. But they are formidable, and their combined spells cost you a great deal. **Each hero takes 5 DMG.**

Eventually, your perfect blows penetrate the wizard's defenses, and one of them is knocked unconscious. The others attempt to fight back, but you have a little difficulty defeating both without their complete formation. [19]

12 When you enter the passage inside the Tiger Statue, you walk through a narrow tunnel, hearing some fight between wizards. "I will not allow you to harm my wife. I will resist with everything I can!" The other voice responds, "Don't be unwise. You know how dangerous she is; we must eliminate them all."

As you arrive at the scene, you see a wizard holding a barrier to protect a woman. Another wizard is preparing to cast a powerful spell. As the girl sees you, she begs, "I implore you, help my husband; he's a good man. Even if I die, he must live!"

- A) As tempting as it is to intervene, you have an essential mission to perform. Stay away from wizard business. [31]
- B) Do the right thing and defend the girl. [23]



13 When you enter the passage inside the Tiger Statue, you walk stealthily through a narrow tunnel, hearing some fight between wizards. *"I will not allow you to do it with my wife. I will resist with everything I can!"*. The other voice responds, *"Don't be unwise. You know how dangerous she is, and we need to eliminate them all."*

Your focus is not to be detected and compromise your mission, so you keep at a slow pace. When you arrive at the scene, you see a terrified woman and a dead man beside her. Another wizard looks at her and says, *"Now it is your turn; you know I have no pleasure in this, but I cannot let **something** as dangerous as you move freely around."*

A) Take this moment to pass through them stealthily, remaining undetected along your path. [31]

B) Stay in the shadows, observing the unfolding drama before moving. [22]

C) Intervene, rushing to protect the lone woman. [23]

14 You quickly knock the wizard unconscious. As he falls, you see tears on his face and matching rings on his and the woman's fingers – they are clearly married. You feel guilty for attacking someone who was not a threat. **Each hero gains 1 Distracted Token.**

Your attention is then drawn to the leather suitcase with a strange symbol. You feel a terrible aura pulsing from it, but it will require time to investigate.

A) Inspect the leather case; this may be the reason for this terrible scene before you. [24]

B) It begs for investigation, but ultimately, it is a distraction that can compromise your mission. Ignore and rush to the statue. [25]

15 You try to get the wizard's attention, but he's lost in his sadness. His voice sounds tired and sad, *"Without you, Josephine, I have no reason to live. Strangers, please just kill me and end my suffering. Take this cursed suitcase."* He continues looking at the woman, crying, and doesn't answer your questions.

Your attention is then drawn to the leather suitcase with a strange symbol. You feel a terrible aura pulsing from it, but it will require time to investigate.


A) Take the suitcase to a safer place and inspect it; this may be the reason for this terrible scene before you. [24]

B) It begs for investigation, but ultimately, it is a distraction that can compromise your mission. Ignore and rush to the statue. [25]

16 The wizard, seemingly convinced by your intentions, says, *"It was about time I had some reinforcements. The situation is dire, the experiment had problems, and now we have many dangerous people here. We must test how to revert it or just kill everyone. As you know, this is a secret matter of the Empire and should not be revealed to anyone, even the Ironhand Captain."* [19]

17 They don't seem to believe you. One of them says, *"We are the wizards of the Empire, the most intelligent humans ever. Do you think this cheap trick will fool us?"* The older wizard quickly casts a Fireball and throws it in your direction. You must rely on your reflexes.



Each hero makes a  TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)

+3 if you are a Tactician - You are used to evade spells.

+3 you have a spell on your hero card's art - Familiarity with the spell can help you avoid it.

If a hero succeeds (13+): Nothing happens.

If a hero fails (12-): You take 8 DMG.

As the battle begins, you note that the three wizards are formidable with their spells combined. If you quickly eliminate one of them, the others will easily fall after.

A) Use a Special Attack to eliminate it. [10]

B) Continue the combat, saving your best moves for the dangers ahead. [11]

18 The blank papers disintegrate in your fingers. With no further useful information, you drop the suitcase and continue your search. [31]

19 One of the commoners looks quite agitated and frightened. "I am never going to return to that place! You have no idea what they did to us." Suddenly, you see his body changing into a monster. Its shape reminds of a lycanthrope but is related to penumbral creatures.

It roars angrily, with something unnatural in its eyes. It seems enraged and preparing to attack. If you don't defeat it quickly, it can deal some heavy damage, as its attacks seem formidable.

A) Try to restrain the creature to spare its life. [30]

B) Kill the creature before it hurts more people. [29]

20 If you took 10 DMG or placed your finger on the lady's face or on the gram, go to [28]. Otherwise, go to [18].

21 If you selected the pink/yellow potion (based on the flowers in the carriage), go to [28]. Otherwise, go to [18].

22 Choosing not to get involved, you watch the wizard battle. The one protecting the woman creates a magic barrier, but the flames from the other wizard slowly destroy it. In his desperation, the protective wizard tries to cast a lightning spell but misses his target. The retaliation is decisive; three magic missiles hit him and push his almost lifeless body a distance. Gasping, he says, "I am sorry, Josephine, we could not be together my wife; I... I am sorry for all experiments they did to you."

She starts to cry loud, but you note something different. The sadness turns to anger, and she looks at the wizard, saying, "You took everything from me. Now, even your death will not be enough!" Her body changes into a monster. Its shape reminds of a lycanthrope but also that of the penumbral creatures. You also note a suitcase with strange energy pulsing from it next to her husband's body.

The creature roars angrily and starts to attack the wizard in brutal combat.

A) Take the suitcase to a safer place and inspect it; this may be the reason for this terrible scene before you. [26]

B) It begs for investigation, but ultimately, it is a distraction that can compromise your mission. Ignore and sneakily pass the scene. [31]

23 Following your heroic instincts, you rush at the wizard threatening the couple. The wizard casts a flame spell, burning everyone. Each hero takes 5 DMG. But your counterattack is decisive; the opponent is quickly defeated.

The woman, thankful but worried, says, "Thank you! We owe you, well, everything. However, danger is coming, and we must leave at once if we

want to survive these monstrous wizards. Please, take this case. I wish we had time to explain, but our lives are in danger."

Despite your many questions, their fear stops them from answering. The man starts to create a spell to teleport, and you take a last look at their faces. His expression is somewhat odd as if he is doing something wrong.

A) Take the suitcase to a safer place and inspect it; this may be the reason for this terrible scene before you. [24]

B) It begs for investigation, but ultimately, it is a distraction that can compromise your mission. Ignore and sneakily pass the scene. [31]

24 You take the suitcase and go deeper into the Tiger Statue, ensuring the wizards do not spot you. Strangely, there is no sign of guards or even monsters.

In a small chamber, you think it is a safe place to investigate the suitcase, as it could reveal useful information about the Department of Mysteries. [26]

25 You ignore the suitcase and go deeper into Tiger Statue, ensuring the wizards do not spot you. Strangely, there are no signs of guards or even monsters.

In a small chamber, you see some signs of combat, with blood and destroyed parts, but this is just a distraction. You need to find out what is happening with the Department of Mysteries. [31]





26 As you open the suitcase, it reveals two compartments. One contains a pair of exquisite paintings, and the other holds five unique bottles. The suitcase also contains several blank papers.

Behind the painting depicting a vibrant field, a heartfelt message reads:

“Josephine, my beloved. The world has shown me sights and whispers that sicken my soul. I dream of our humble farm life. It’s where we first crossed paths, where you opened my eyes to my true identity and revealed the hidden truths of the colorful fields and forests. Soon, I’ll return to your side with the hope of never parting again.”

A second message is concealed behind the painting of a loving couple:

*“This was the pinnacle of my joy,
When my love tenderly touched my face,
And asked me to share in his life’s voyage,
In the most enchanting place.
We harvested grain with a simple tool,
And I met his lips with grace.”*

A small note reads, “Josephine, if you ever need to read the documents, please use the correct potion we used to create or put a finger with blood in any place of the love letter of our tour when I was a knight, long before I entered the magic school.”

A) Try the potion. Select a potion from 1 to 5 and try to apply the liquid to the papers. **Remember the potion number.** [21]



B) Try the Blood way. **Take 1 DMG and select a place to put your finger in the knight scene, or take 10 DMG and put blood everywhere, guaranteeing you succeed.** [20]

27 You rush outside, searching for Chyzarly to find answers. Using your sharp tracking instincts, after an hour of searching, you finally find the wizard.

“Sedrik? This day is becoming more and more interesting. If you all are his companions, you understand me better than anyone. I used subjects to create the perfect form of lycanthropy. Instead of animals, the individuals acquire features of different penumbral creatures. Imagine what we could do if we boosted our Soldiers with this power; we could gain an advantage during the war.”

“Unfortunately, you cannot walk away with this information, as I still need time to prepare the final version. But you can make an excellent subject for phase 2, in particular you, Sedrik. We tried to turn into a werewolf, you and your wife. Unfortunately, we lost her, but look what you become.” Soon, you are surrounded by monsters.

A sudden fury takes you. **Sedrik gains 6 Empowered Tokens and the Torch. Another hero gains the Tome** (both tokens represent the magic stones Sedura gave you).

Go to page 186 and set up Quest 61: “Shooting for the Moon.”

28 The blank papers change, revealing some interesting information.



To my lord Thidexius


I developed a new form of spell similar to those used for lycanthropy. But this time, instead of using animals to base the modifications on the body, I used penumbral creatures.

The spell was challenging to create, but as you know, nothing is a problem for my supreme intelligence. Many subjects died before I succeeded, but it was not a problem since nobody will ever know who abducted the commoners from the farms.


Now, we have complete success. The subjects can turn into horrific monsters and be enraged. Just unleash them upon our enemies and witness a show of destruction. They attack without fear or hesitation. Lastly, I have developed a unique formula for myself, so I can become much more powerful and maintain control.

I know you have no idea of these experiments, but after seeing my old experiment, Sedrik, in the Arena, I understood that my work with lycanthropy could improve our power in the Empire even more.

Mind over body
Chyzarly

Other papers show some other works of the Department of Mysteries, but you have no time to see the details. You also see some other schemes to enter the Imperial Vault. **Put**  (Slot 3).

If Sedrik is on your team, go to [27]. Otherwise, go to [31].

29 A hero gains 1  and takes 5 DMG. The other commoners are terrified, watching the scene. As you try to calm them down, you see a powerful wizard approaching, laughing as he says, "It seems like you learned the truth the hard way. These subjects were tested to create the perfect form of lycanthropy. Instead of animals, the individuals acquire features of different penumbral creatures. Imagine what we could do if we boosted our Soldiers with this power; we could gain an advantage during the war."


"Unfortunately, you cannot walk away with this information, as I still need time to prepare. But you can make an excellent subject for phase 2. Fewer people have the privilege to serve directly the great Chyzarly, perhaps the most intelligent wizard of our era." Soon, you are surrounded by monsters.

A hero gains the Torch and another the Tome (both tokens represent the magic stones Sedura gave you).

Go to page 186 and set up Quest 61: "Shooting for the Moon."

30 You try to restrain the creature, but its strength is greater than you anticipated. There seems to be an internal conflict within it as if the human part is struggling to regain control, but the monstrous side dominates. **Two heroes take 6 DMG.** [29]

31 As you continue on your path, you come across a secret passage that is surprisingly easy to find. You enter it and see a tunnel full of claw marks and blood. As you reach its ending, you see an imposing golden door, slightly opened. Something is off since the Imperial Vault's door should never be open like this, but with no other option, you continue the investigation. But reaching the place is challenging as there are numerous arcane traps.

Each hero makes an  TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)

+3 if you are Garion or Myr - Break a vault? It is a piece of cake for you.

+3 if you are a Controller - Controllers have familiarity with these magic devices.

If a hero succeeds (13+): Nothing happens.

If a hero fails (12-): You take 5 DMG.

With great care, you enter the structure and come across a staircase, also showing signs of recent activity. You swiftly ascend to the sixth floor, from where you can venture deeper into the vault.

Go to page 182 and set up Quest 66: "Imperial Vault."

32 You decide to take the shortest path, crossing a dangerous bridge. The bridge collapses, but you manage to reach the other side, arriving right in front of your destination.

Entering the Tiger Statue, you traverse a narrow tunnel. From within, you hear screams. A wizard from the Imperial Department of Mysteries appears to be protecting his wife from another wizard. The attacker alleges that the woman is extremely dangerous.

As your mission requires you to avoid any distractions, you silently pass by them, overhearing something related to experiments and lycanthropy involving Penumbral Creatures rather than animals.

Further ahead, you find a strange secret passage, too easy to uncover. Despite your suspicion about its obviousness, you proceed. However, potent arcane traps are triggered. **Three heroes take 10 DMG.** Then, another odd fact, the door to access the vault is open. You enter it and ascend a long staircase to the sixth floor. The place suffers frequent tremors and seems about to collapse.

Go to page 182 and set up Quest 66: "Imperial Vault."



66 - Imperial Vault

A blast on Cragplateaus Bridge revealed a complex interior in the statue of the Imperial Tiger. Explore the lower floors to unveil its secrets and gather password clues to open the vault and drain the vitality of the secrets' protector.

Primary Objective

- Kill the **Ancient Protector** (Boss) = Read [66.4]

If you lose

- Read [Defeat] - page 185.

Extra Challenge

- Remove all **Password Clues** before Time drops to "2".

Special Rules

Abyss and Floors

Room Tiles are floors of the building. Each of them is numbered in the map. You start on the 6th floor (the floor of the highest number), and must make your way to the bottom before the floor where you stand collapses. When the 6th floor collapses, the 5th floor will become the room of the highest number.

- Squares outside of Room Tiles or Barricade Tiles are considered **Abyss**. They block movement but not vision (*you can cross the corner of an Abyss square*).

Dislodged Staircases (Barricades)

One day, these staircases on wheels connected the various floors, but they are now obstructed, broken, and stuck in weird angles.

- Any combatant (hero or villain) may move through Barricades.
- If a combatant ends its turn on a Barricade connected to a Room Tile, place the combatant on the closest free square of the lowest floor (Room Tile) connected to that Barricade. It takes 6 DMG.

Manipulation

Releasing excessive force allows heroes to move the Dislodged Staircases.

- Whenever a hero uses a skill, **each** spent allows it to perform **1 action** on a **Barricade anywhere on the grid**.

ACTION	EFFECT (BARRICADES MAY NEVER OCCUPY A SQUARE WITH ANOTHER TILE — INCLUDING ROOMS).
Slide	MOVE it 1, in any direction
Rotate	Rotate the Barricade 90° (one of its squares must remain in the same place).

Collapsing Floors

Your trespassing into the top floor of an already fragile building may result in a rather abrupt way of exploring the lower floors...

- Put the **Time Token** on "6" (HP Track). **If it drops to zero, you lose the Quest.**

R Reduce Time by 1. Then, remove from the grid the Room Tile of **highest number** (see their numbers in the map).

- Remove everything that occupied a square in this removed Room.
- Combatants removed this way take 20 DMG and are transferred to any free square of the Room Tile that now became the **highest floor number**. (*Villains that die this way award as usual.*)
- **If the last room tile is removed, heroes lose the quest.**

Password Clues (Quest Items)

+ Remove the Quest Item: a villain in [8] of you takes 7 DMG.

ADVANTAGE: + Remove the Quest Item: you gain 2 .

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Put the **Tome Token** on "3" and the **Torch Token** on "2" (HP Track).
- Place **Sentinel (22-G)** and **Construct (41-O)**.
 - (Kemet Hunt ★★): Instead of placing **Sentinel (22-G)**, place **Warrior (98-G)**.
- 🛡️ **GUARD 3:** Place **Sentinel (21-B)** and **Reaper (89-R)**.
 - (Kemet Hunt ★★★): Instead of placing **Reaper (89-R)**, place **Warrior (97-R)**.
 - (Kemet Hunt ★★★★): Instead of placing **Sentinel (21-B)**, place **Berserker (76-B)**.
- 🛡️ **GUARD 3:** Place **Sentinel (19-R)**, **Reaper (90-O)** and the **Ancient Protector - Boss (B)**.
- 🛡️ **GUARD 3:** Place **Construct (42-B)** and **Reaper (92-G)**.

- *Then, after reading the Special Rules, read [66.1] - page 184.*

When the Time reaches the Tome Token, read [66.2] (to continue the quest).

EVENT 1

GUARD 3: Place **Sentinels (20-O)** and **(22-G)**.

- If you ran out of figures or colored rings, don't place that villain. Instead, each hero takes 15 DMG.

When the Time reaches the Torch Token, read [66.3] (to continue the quest).

EVENT 2

GUARD 3: Place **Reaper (91-B)** and **Construct (41-R)**.

- If you ran out of figures or colored rings, don't place that villain. Instead, each hero takes 15 DMG.

As soon as the Ancient Protector (Boss) dies, you win the quest and read [66.4]

Ancient Protector <i>(Golem Figure)</i>	B	280 Hit Points	8 Defense	7 Movement	8 Reaction
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For the Lost (Primary Attack)	✂ 1 squares	👁 1 enemy
	★ 25 DMG+effect	Miss: 10 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effect: 🗡 PULL 3 another hero, the closest to this 🗡.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: This 🗡 hits a hero that is not in [1] of another hero.
Effect: All heroes in [8] of this 🗡 take 10 DMG and gain 1 🗡.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 4 Sentinels (19, 20, 21, 22)
- 2 Constructs (41, 42)
- 1 Berserker (76)

- 4 Reapers (89, 90, 91, 92)
- 2 Warriors (97, 98)
- 1 Boss (Golem)

Barriers

- 2 Barricades 3x1
- 3 Barricades 2x1
- 2 Walls 5x1

- 5 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 1 Portal
- 1 Stair

Miscellaneous

- 2 Chests

- 4 Quest Item
- 2 Rooms 8x6
- 4 Rooms 6x6
- 1 Time Token
- 2 Tools (Tome, Torch)



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 66

Imperial Vault

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Lighthouse is Guarding the Sea (fact)	To reach this territory, the Kemet required much more effort in the presence of the Lighthouse. Place 1 Distracted Token in all villains.
☐ (slot 3)	By entering the correct password, the structure disarmed part of its defensive mechanisms and is, instead, ready to support you. You gain ADVANTAGE for this quest.
Relic Hunters (fact)	Your expertise on dangerous adventures and treasure finding gives you an edge here. Before starting the quest, apply the Manipulation Feature three times, as if you had used 3 ☐.
Fostering a Dragon (fact)	The power confluence in this place seems to resonate with the whelping's draconic heritage. One hero can use the dragon's breath as a Prime Action ONCE in this quest. It targets combatants in a 3x3 area and deals 20 DMG on hit (no R-DMG).
The Bridge is lost (fact)	The loss of the bridge facilitated the Kemet movement and the relocation of troops. Swap the Sentinel (19-R) for a Spy (95-R).

Quest 66: "Imperial Vault" starts NOW (take the first turn!)

2 The loud alarm echoes around you. The Kemet, determined in their task, don't want you to leave with the proof you've found. Inside the shaking building, additional help is summoned in the hope of delaying you long enough for the building to collapse. Looking down, you see the shine of armor on two advancing sentinels.

Resume the Quest (start EVENT 1!)

3 The floor under you is shaking, intimidating all of you. Amid the tremors, you spot your only escape route: a glowing portal hidden in the lower part of the building. However, two large, terrifying monsters are blocking your path to this gateway.

Resume the Quest (start EVENT 2!)

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

The lifeless body of the Ancient Protector lies spread on the rubble-filled ground. With swift movements, you jump through the portal, narrowly evading falling rocks.

Arriving in a room seemingly untouched by the chaos, your attention is immediately drawn to a robust, iron vault door adorned with complicated inscriptions.

"To your thoughts, pay attention, Listen.

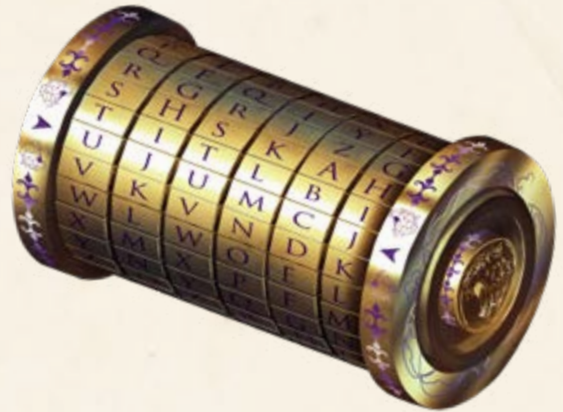
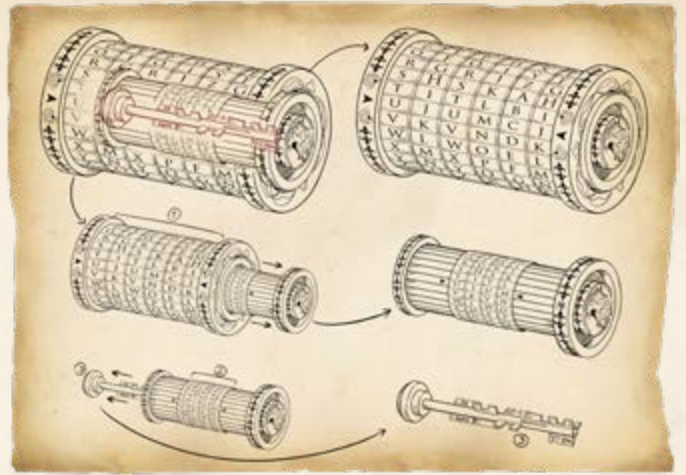
Decorated with shiny Tinsel,

In the quiet parts of your mind, Inlets,

Find the matching pairs, and Enlist.

To open the vault,

put the correct word on the Cryptex."



You see a beautiful cryptex next to the vault and take it. **Choose a word to put on the Cryptex. The time you have to think depends on the amount of Quest items you collected (2 minutes per Quest Item):**

Special: If Garion or Myr is on your team: **Gain 2 extra minutes.**

After you choose the word, REMEMBER it and go to [8].

5 CONCLUSION - VICTORY

You report your battles and discoveries to Sedura. She says, "I had no idea the wizards would go so far. It is tempting to gain advantages in the war, but we cannot lose our humanity in the process, or there will be nothing left, even if the Kemet are defeated. The Ironhand will take care of the remaining wizards, and they will be arrested and given a fair trial. Thank you, heroes."



Wharfugee bulletin

IMPERIAL BUILDING COLLAPSES

In the aftermath of the "Cragplateaus Bridge Battle," a building associated with the Empire has been recently destroyed, not one thousand miles away from here. The Ironhand has denied comment, and not much concrete information can be obtained with the locals, most of whom seem to be conspiracy theorists and gossip fanatics — they claim a large vault was in the facility, and that it is associated with the "Imperial Arcane High Office" from the "Department of Mysteries."

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 shed light into the darkest imperial corners that deal with the occult and may sooner or later get in your way. **Mark Shallow digging into the Empire (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- **If Garion is on your Team:** The vault is almost empty, but you manage to find some treasures unnoticed. **Gain 3** 🟡. *It can be used only to buy items for you.*
- **Gain +1 Diplomats and +1 Warriors.**
- *If you won, read [001] - page 4. If you lost, read [002].*

6 With a satisfying click, the cryptex opens. From inside, you pull out a key. It fits perfectly into the vault's keyhole, unlocking it. As you open it, you see a large chamber, but it's almost empty. Most of the contents appear to have been stolen.

However, you find some useful items: **Gain 1** 🟡, **one random item Level 2** (choose one of the four types), and **+1 Strategists** (as many documents will be valuable to Zalir).

Also, investigating the crime scene, you find some clues that lead to a name: Chyzarly, the wizard responsible for the Department of Mysteries. [5]

7 Your attempt fails, and the Cryptex somehow destroys itself. The vault door, unfortunately, stays locked. In a desperate attempt, you try the impossible: to destroy it by force.

Each hero makes a 🗡️ **TEST** (d20+ Hero Card + NPC Card). (23+: success | 22-: failure)

If a hero succeeds (23+): You destroy the door. **Go to [9].**

If a hero fails (22-): *Keep reading.*

Feeling a wave of energy from the portal, you anticipate the arrival of new foes. You leave quickly, taking the destroyed Cryptex with you. [5]

8 The answer is **silent**. If your guesses were right, go to [6]. Otherwise, go to [7].

9 With an incredible blow, you demolish the door. All the other heroes are shocked by the scene. You see a large chamber, but it's almost empty. Most of the contents appear to have been stolen.

However, you find some useful items: **Gain 1** 🟡, **one random item Level 2** (choose one of the four types), and **+1 Strategists** (as many documents will be valuable to Zalir).

Also, investigating the crime scene, you find some clues that lead to a name: Chyzarly, the wizard responsible for the Department of Mysteries. [5]



61 - Shooting for the Moon

During the previous Lunar Perigee, Sedura suspects this may involve a secret order of imperial wizards who gather in a nearby tower, so she asks you to tag along and investigate. But mysterious forces have unleashed monsters to keep you from shedding (moon)light on their secrets...

Primary Objective

- Kill all villains = Read [61.4].

If you lose

- Read [Defeat] - page 188.

Extra Challenge

- 9 villains die during a Special Attack (increase the XP Token to track it).

Special Rules

Curse of the Lunar Perigee

Lunar valley is under the effects of the moon's approximation. Those more familiar with the battlegrounds can hide from the moon in particular shadows that avoid the curse.

- Villains outside Mission Tiles have the following conditions, based on their momentary HP:
 - Even HP: **Toughened 6**.
 - Odd HP: **Vulnerable 6** and **Empowered 10**.

R Two heroes take 12 DMG.

Moonbell Ritual (Hero with the Tome Token)

- Whenever a villain dies during an attack of the hero with the **Tome**, that hero can pay 5 HP to regain a spent Special Attack, then **transfer the Tome** to its closest hero.
 - (If that hero is a Comrade, it must recover the Special Attack "Lesser Impulse" even if it was spent by the Kemet Hunt).

Howling of the Desperate (Hero with the Torch Token)

While the hero carrying the **Torch** has 35 HP or less, all villains in [2] of it are **Vulnerable 5**.

ADVANTAGE: While the hero carrying the **Torch** has 40 HP or less, all villains in [2] of it are **Vulnerable 8**.

R The **Torch** must be transferred to its farthest hero.

Confluence of Power

- While the **Torch** and **Tome** are both with the same hero, and it has 35 or less HP, that hero is **Empowered 10**.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Aberration (71-R)**, **Golem (83-O)**, and **Vampire (66-B)**.
 - (Kemet Hunt): **Vampire (★★65-R)**.
- Then, after reading the Special Rules, read [61.1] - page 188.

R If all enemies are dead, read [61.2] (to continue the quest).

EVENT 1

- Remove the Doors.
- **GUARD 3:** Place **Vampire (65-R)** and **(66-G)**, **Aberration (71-O)** and **(72-B)**.
 - (Kemet Hunt): **Berserker (★★★40-B)**.

R If all enemies are dead, read [61.3] (to continue the quest).

EVENT 2

- **GUARD 3:** Place **Vampire (65-O)**, **Aberration (72-G)**, **Golem (84-B)**, and the **Imperial Archmage - Boss (B)**.
 - (Kemet Hunt): **Vampire (★★★★66-G)**.

As soon as all villains are dead, you win the quest and read [61.4]



Imperial Archmage <i>(Warlord Figure)</i>	B	210 Hit Points	8 Defense	5 Movement	8 Reaction
---	----------	--------------------------	---------------------	----------------------	----------------------

Bloodmoon <i>(Primary Attack)</i>	✂ 1 squares	👁 1 enemy
	★ 18 DMG+effect	Miss: 12 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effect: 📍 If this ⚔ current HP is even, all villains HEAL 9 (including this one); instead, if it's current HP is odd, the target takes +9 DMG.
Unprovoked/Crit: +5 DMG.

Special Passive
Trigger: An attack that is not Special declares this ⚔ a target.
Effect: The attacker takes 15 R-DMG.

Favorite Target: The hero with lowest HP within reach.

Villain Kits

- 1 Berserker (40)
- 2 Vampires (65, 66)
- 2 Aberrations (71, 72)
- 2 Golems (83, 84)
- 1 Boss (Warlord)

Barriers

- 1 Big Door (Yellow)
- 1 Single Door (Yellow)
- 2 Walls 5x1

- 4 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 4 Mission Tiles
- 2 Planar Rifts
- 3 Portals
- 2 Spikes 3x1

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

Miscellaneous

- 2 Chests



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

Quest Chapter 61

Shooting for the Moon

1 Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
The Eldritch Orb (fact)	The orb mysterious extraplanar powers seems to enhance the twisting dark energies of the necklace. You gain ADVANTAGE for this quest.
Fostering a Dragon (fact)	The power confluence in this place seems to resonate with the whelping's draconic heritage. One hero can use the dragon's breath as a Prime Action ONCE in this quest. It targets combatants in a 3x3 area and deals 20 DMG on hit (no R-DMG).
Dark Church, Kemet monsters (fact)	The Church of Ipade greatly enhanced their monster creation rituals; they now sell them to the highest bidder. Place 2 Empowered and 1 Preserved Token on the Aberration (71-R).
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Tome and another with the Torch.

Quest 61: "Shooting for the Moon" starts NOW (take the first turn!)

2 The ground shakes under your feet as the last enemy falls. You grab a moment's rest, enjoying the short break. But peace in a war-filled land doesn't last long. A loud BOOM breaks the silence. Next to you, two small houses explode into flames. As the dust and smoke slowly clear, a new group of monsters appears, ready to attack you.

Resume the Quest (start EVENT 1!)

3 Amid the noise of battle, a voice cuts through the turmoil. The angry sound comes from Chyzarly. "Have you tasted enough of my power? Now taste the power of alchemy!"

He drinks a potion and transforms into a terrifying monster of pure strength and nightmares. "I must confess, I was eager to try my powers, and now I have the perfect opportunity. In the end, you will be nothing more than sacrificed subjects!"

Resume the Quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

Looking around after the battle, you see a field full of dead creatures. Among them, you find the body of Chyzarly. As you search it for any helpful information, you find a book of magic spells and a potion hanging from his belt.

Based on the information in the book, he wanted to create an army of super soldiers and defeat the Kemet to later dominate the Empire. It's also clear that this potion will grant some powers to whoever drinks it, but it carries risk due to unpredictable results.

A) Choose a hero who is not a Brute to drink the potion. [5]

B) Do not drink, instead take the potion to the sages to analyze [6]

5 As you drink the potion, you don't feel well. Soon after, you collapse to the ground. The next memory you have is of being in

Wharfugee, with some healers taking care of you.

From now, the hero that drank the potion can use the Skill Pad of Brutes (including for Stats) instead of its own. Ignore if there are no Brute Skill Pads available (if both are in use).

6 You report your battles and findings to Sedura. She says, "I had no idea the wizards would go so far. It is tempting to gain advantages in the war, but we cannot lose our humanity in this process, or there will be nothing left, even if the Kemet are defeated. The Ironhand will take care of the remaining wizards, and they will be arrested and put on a fair trial. Thank you, heroes."



Wharfugee bulletin

MYSTIFYING DEATH OF AN IMPERIAL ARCHMAGE

Amplifying the tension left by war, the highly respected Imperial Archmage Chyzarly has unexpectedly died. The confusing circumstances seem to involve other imperial members. The Ironhand officials maintain their silence, leaving the details unclear. Locals, hooked on conspiracy theories and keen to share gossip, keep the chatter alive - tales of a "heroic" murder tied to a secret mission and supposed connections to the hidden "Department of Mysteries" are shared in quiet voices.

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 shed light into the darkest imperial corners that deal with the occult and may sooner or later get in your way. **Mark Shallow digging into the Empire (fact).**

Follow the "Next Adventures" instructions

NEXT ADVENTURES

If Sedrik is on your Team: You delve deeply into Chyzarly's book and uncover important information about your past. Among the notes, you read:

"Sedrik and his wife turned to werewolves. They don't remember anything, but the fury is in their veins. They can kill in short time enemies with no fear, even if they are severely harmed. On the contrary, the more you hurt them, the angrier they become."

"The female werewolf escaped our headquarters. It will be extremely difficult to find her, as she has gained the ability to transform into a human. Many wizards have attempted several Scry spells, but none have been successful."

Reading these texts, you feel a sensation long forgotten. Hope. Now, it seems worth it to win the war and search for your wife.

For the next quest, consider your HP to be less than 10 for any attacks, passive powers, or skills that require an HP number to trigger effects.

• Gain +1 Diplomats and +1 Warriors.

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



Adventure RB

Stargazing



1 If this is your first Relic Sidequest, read the chapter “Puzzles” (Rulebook) before proceeding.


Sara, with a serious look, shares a secret with you. “Zalir gave me an ancient manuscript,” she says, showing you the pages. In the middle, there’s a beautifully detailed illustration of an astrolabe. “This was forged by the Taii’Maku as a gesture of goodwill to the mystic seers of Kemet. The book says that only those with premonitory powers can use it.”

She looks both excited and apprehensive. “Zalir believed in my ability and wanted me to put it to the test. We must journey to this special place!”

Together, you journey to a land marked by three hills, where you discover ancient buildings and structures. The ruins whisper tales of the Taii’Maku I’llu but carry a distinct touch of elvish architectural touch.

As you explore, Sara suddenly changes. Her hair turns bright red. Quickly, she takes the astrolabe from you. With clear intent, she looks through its lens at the ruins. Suddenly, a wall illuminates, revealing a star map. One stone moves, showing a Taii’Maku lock mechanism, like what Zalir showed you before.

Do 6 lockpick puzzles. - page 190/191.

For each success: A hero gains 1  or 1 **Empowered Token**.

For each failure: The mechanism protection trigger jolting magical lightning through the Taii’Maku lockpick tools. The situation would be much worse if it wasn’t for U’Tibam’s devices’ safety protections. A hero takes 5 DMG. [2]

2 The ancient walls move, changing the shape of the structures. You hear noises from far away; this spectacle hasn’t gone unnoticed.

Sara seems lost in her visions and gives you the astrolabe. With a voice tinged with fear, she instructs, “Calibrate the astrolabe. Align its patterns with the stars. The mechanism is tied to them.” She looks at the bright sky. “Don’t worry about daylight,” she assures, guiding the astrolabe to your eye.

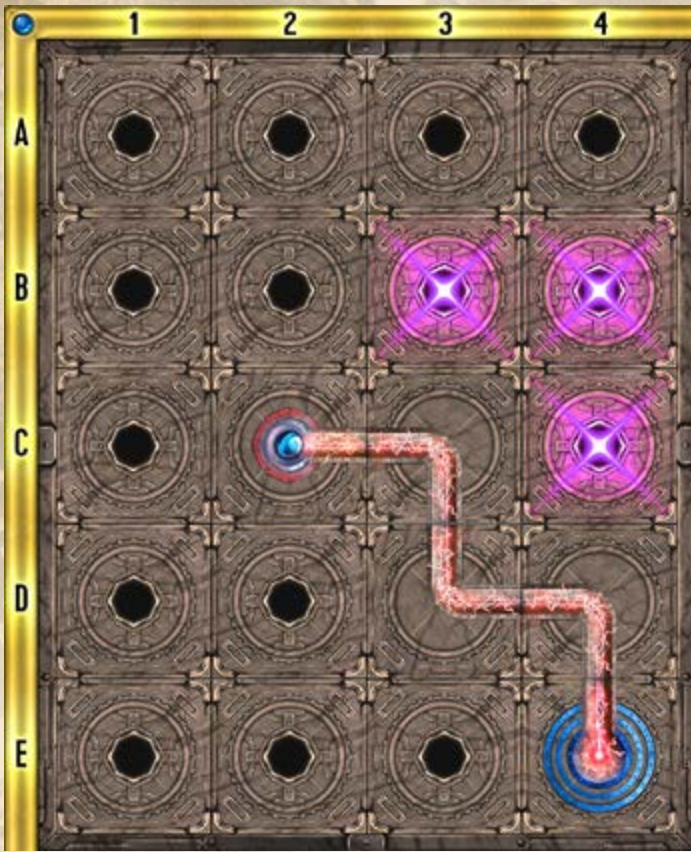
Suddenly, you see stars in the sky. Sara speaks with a clear voice, “Follow my lead. My visions will guide our path. We need to be quick.”






Go to page 192 and set up Quest 31: “Astrolabe.”



07

Answer: E

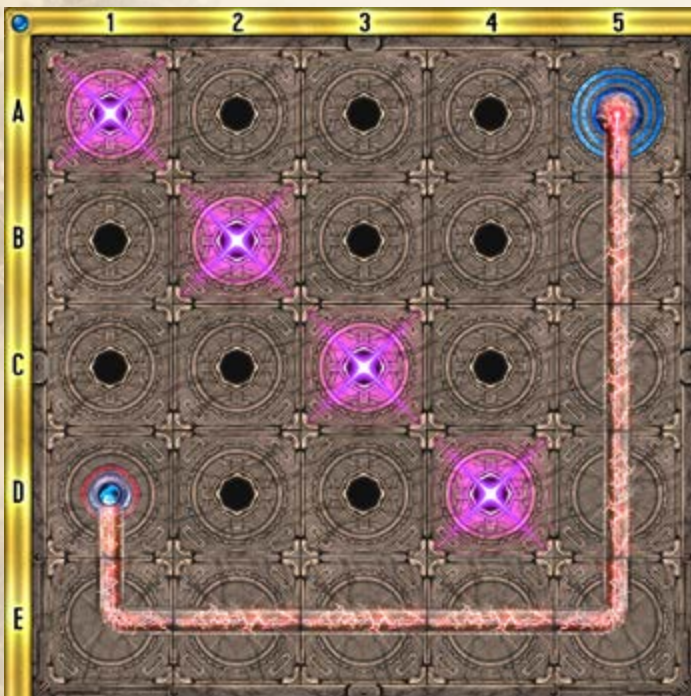


ELEMENT	RULES REMINDER
	<p>BALL (Initial Position)</p> <ul style="list-style-type: none"> Set in motion after all PINS are inserted. It rolls through the PATH.
	<p>PATH of the BALL</p> <ul style="list-style-type: none"> Does not obstructs vision. You cannot insert a PIN here.
	<p>BALL'S GOAL</p> <ul style="list-style-type: none"> This is considered part of the BALL'S PATH.
	<p>MAGNET</p> <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>).
	<p>HOLE</p> <ul style="list-style-type: none"> Square where you can insert a PIN.

Check the answers on page 219.

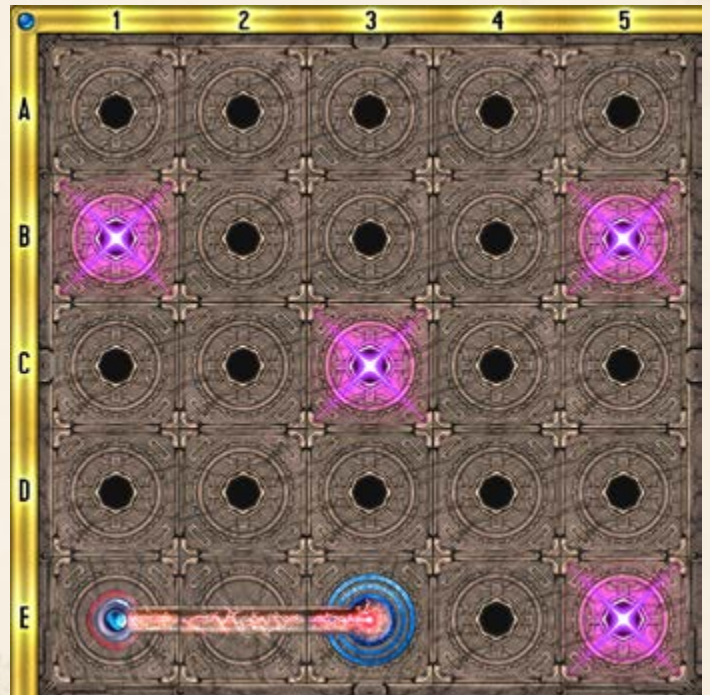
08

Answer: C



09

Answer: H



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).

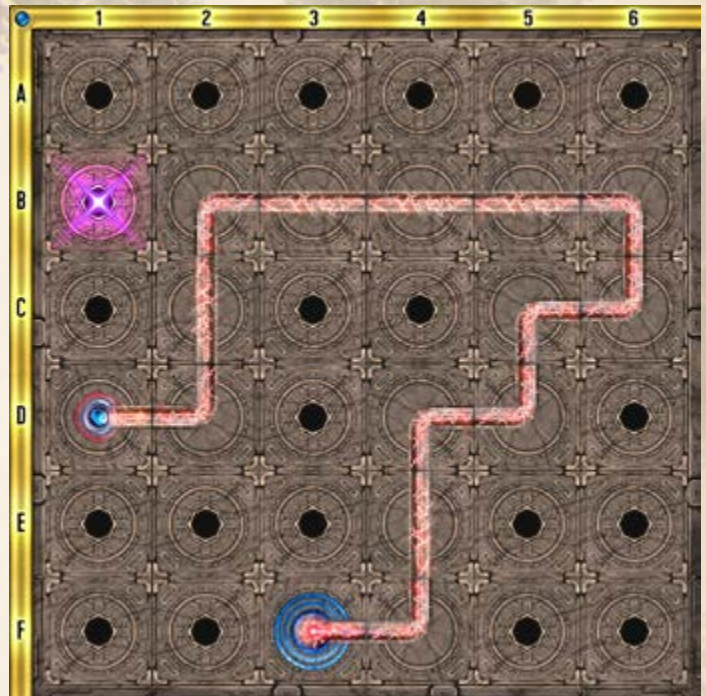
- Eliminate all Magnets on the same row **and** column and not in [1] (adjacent squares).
 - Requires vision (Ball and PINS block vision).

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).

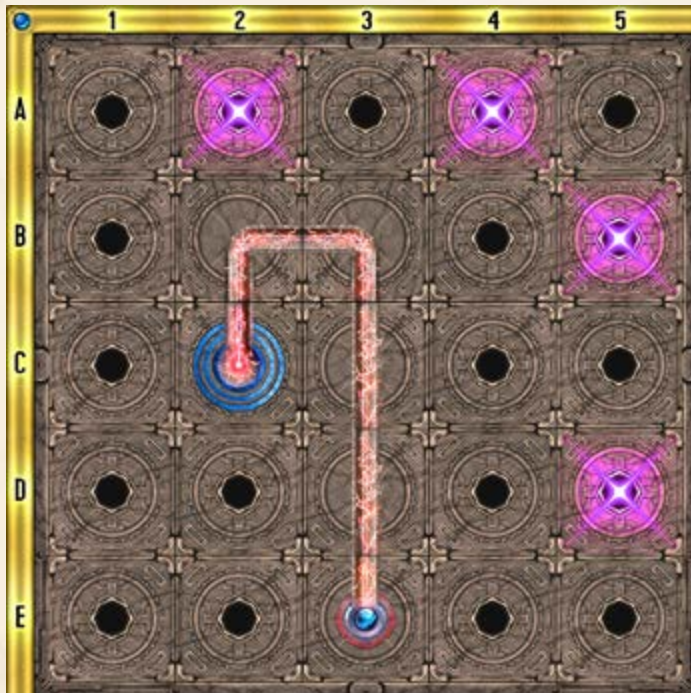
11

Answer: L



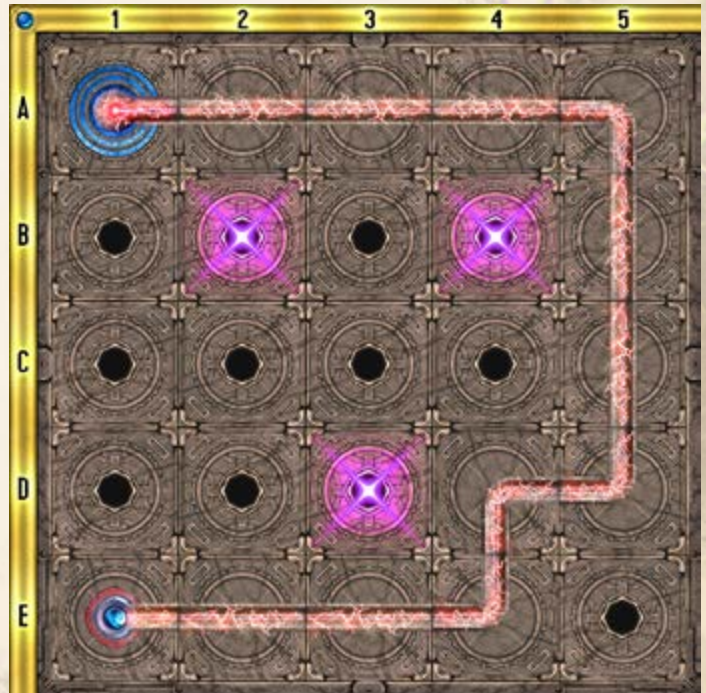
10

Answer: J



12

Answer: A



31 - The Astrolabe

Traverse a sacred site of the Kemet and reproduce the ancient ways with which the ancients induced their first prophecies.

Primary Objective

- Collect at least three Quest Items in **Event 2**; AND
 - Kill all villains = **Read [31.4]**.

If you lose

- **Read [Defeat]** - page 194.

Extra Challenge

- Remove all 4 Quest Items in each **Event**.

Special Rules

Three Hilltops (Room Tiles)

The Kemet of yore climbed hills near the Oracle Plains to observe different parts of the sky. On top of each hill, they built sliding walls to reflect the position of the stars.

- Squares outside of Room Tiles are considered Abyss: they block movement but not vision, and combatants may cross their corners.
- Before the quest begins, assemble only the first Hilltop on the main board.

The Astrolabe (Tome Token)

An ancient Kemet tool that reads the future through patterns in the sky. It knows you are a stranger and uses part of its magic to fight back.

- Choose any hero to begin with the Astrolabe and put the Tome Token on its Hero Card.
 - If the carrier of the Astrolabe dies, it continues on its Card.

The hero carrying the Astrolabe is **Exposed 3** (once per turn).

ADVANTAGE: The hero carrying the Astrolabe is **Hastened**.

Hand (with a hero carrying the Astrolabe, you or a hero in [1]): Transfer your **Astrolabe** to a hero in [1] of you, **OR** transfer to your Card the **Astrolabe** carried by a hero (*dead or alive*) in [1] of you (**once per turn**).

R The carrier of the Astrolabe takes 7 DMG.

Stargazing (Quest Items)

There are special spots (one for each major cardinal point) where you can use **the Astrolabe** to move the surrounding walls that the ancients built to reflect the position of the stars.

R If the carrier of the Astrolabe is on the same square of a **Quest Item**, remove that Item and check the direction of its arrow in the map:

- **Horizontal arrow** (*left or right*): **ALL Walls must SLIDE*** in that arrow's direction.
- **Vertical arrow** (*up or down*): **ALL Living Walls must SLIDE*** in that arrow's direction.
 - You choose the order in which the Tiles will slide.

*SLIDE = Move it until it stops. It stops only when a figure, another Tile, or the edge of the Hilltop occupies the next square in its path.

◦ If a combatant stops the slide, it takes 20 DMG.

ATTENTION! Walls are different from **Living Walls**, and each Quest Item points to one single direction (e.g., "left").

Wrecking Wall (Walls and Living Walls)

At great personal cost and effort, a Hero can demolish a whole barrier to create shortcuts.

Hand (with Wall or Living Wall) + Pay 25 HP: Remove it.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Zombies (69-R)** and **(70-G)**.
- **GUARD 3:** Place **Sentinels (19-R)** and **(21-B)**.
 - (**Kemet Hunt**): **Berserker (★★04-B)**.
- **Then, after reading the Special Rules, read [31.1] - page 194.**

R If all enemies are dead, **read [31.2]** (*to continue the quest*).

EVENT 1

- Remove all Tiles from the first Hilltop.
- Place **Event 1** Tiles on the Room Tiles of the second Hilltop.
- Place the heroes on the Stairs.
- **GUARD 3:** Place **Sentinel (21-B)** and **Zombie (70-G)**.
 - (**Kemet Hunt**): **Vampire (★★★65-O)**.
- **GUARD 3:** Place **Spy (29-R)** and **Zombie (69-O)**.

R If all enemies are dead, **read [31.3]** (*to continue the quest*).

EVENT 2

- Remove all Tiles from the second Hilltop.
- Place **Event 2** Tiles on the Room Tiles of the third Hilltop.
- Place the heroes on the Stairs.
- Place **The Earth Bender - Boss (B)**.
 - (Kemet Hunt): Necromancer (★★★★86-G).

GUARD 3: Place **Sentinel (21-B)**.

GUARD 3: Place **Spy (29-O)**.

GUARD 3: Place **Zombie (70-B)**.

If all enemies are dead and you have collected at least three Quest Items in the last Hilltop (Event 2), you win the quest and read [31.4]

The Earth Bender (Golem Figure)

B

140
Hit Points

7
Defense

5
Movement

8
Reaction

Wrecking Ball (Primary Attack)

8 squares

1 enemy

16 DMG+effects

Miss: 8 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.

Effects: 1 Heroes choose one **Wall** or **Living Wall** in [1] of the target to remove. If a Tile was removed this way, the target takes +5 DMG.

2 FLEE 3 (If this ⚡ didn't move this turn).

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: A hero hits this ⚡.

Effect: This ⚡ Retaliates (even if it is Fatigued).

Favorite Target: The hero with lowest HP within reach.

Villain Kits

- 1 Berserker (04)
- 2 Sentinels (19, 21)
- 1 Spy (29)
- 1 Vampire (65)

- 2 Zombies (69, 70)
- 1 Necromancer (86)
- 1 Boss (Golem)

Barriers

- 3 Living Walls 5x1
- 3 Living Walls 4x1
- 2 Living Walls 3x1
- 1 Living Walls 2x1

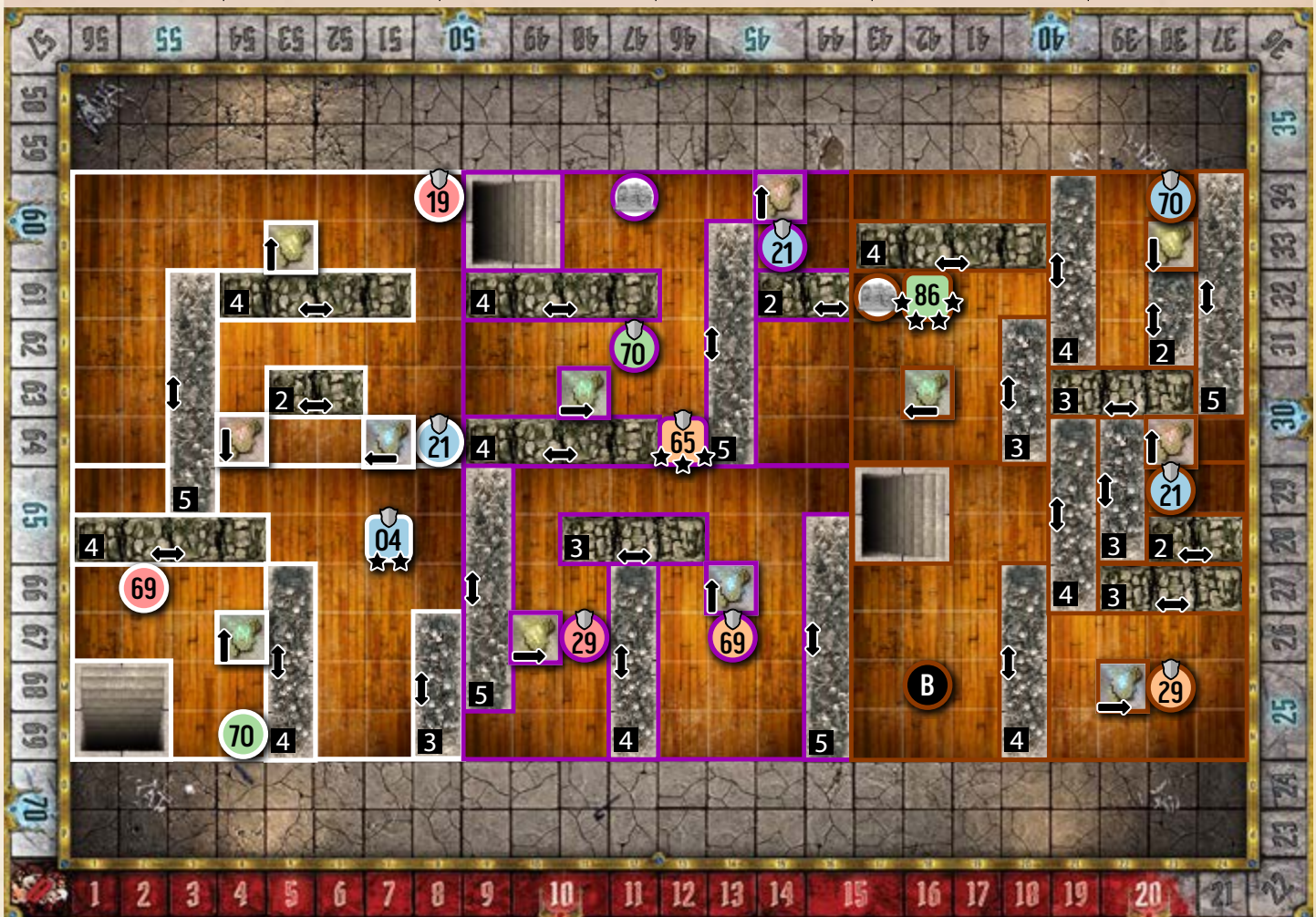
- 2 Walls 4x1
- 2 Walls 3x1
- 1 Wall 2x1

Terrains

- 1 Stairs

Miscellaneous

- 4 Quest Items
- 2 Rooms 8x6
- 1 Tool (Tome)



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

Quest Chapter 31 The Astrolabe

1 Sara shouts the position you should go to, but the ruin's walls are blocking your way. As you try to move around, you see some undead and what seems like mercenary soldiers scouting the ruins.

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Secrets of the Kemet Past and Future (fact)	With greater knowledge about the Kemet you manage to use the astrolabe to its full potential. You gain ADVANTAGE for this quest.
Boneheart and its Army Sunk (fact)	The Kemet are taking drastic measures to increase their number of undead troops; besides, sea currents are bringing some of them to Seashores islands, such as this ones. Swap the Sentinel (19-R) for Walker (31-R) and the Sentinel (21-B) for Walker (32-B).

Quest 31: "The Astrolabe" starts NOW (take the first turn)

2 After you have done the first calibration of the astrolabe, Sara shouts you to find the second spot on the next hilltop. You see more undead lurking inside the ruins and the shadow of someone hiding.

Resume the Quest (start EVENT 1!)

3 You did the second calibration, and Sara pointed you to the third hilltop. You can see a golem with a small glowing gem encrusted on its chest. It appears to be of the same construction as the structures but has glowing runes of Kemet origin!

IF YOU HAVE...	APPLY CONSEQUENCE(S):
Vandanamalika Down! (fact)	With all their efforts focused on rebuilding the destroyed pylon, fewer troops were available in this mission. Remove Spy (29-O).
Shortfall ignorance (fact)	The Kemet recovered secrets that you will never have the opportunity to learn; they are now employing them to strengthen their mystical creations. The Boss starts with +40 HP.

More enemies come your way. **Resume the Quest (start EVENT 2!)**



4 CONCLUSION - VICTORY

(Read this only if you won this quest)

As you finally defeat the last enemy, the gem on the golem falls to the ground. Suddenly, all the mechanisms shut down, and the walls stop moving.

Sara's eyes roll up. "I am seeing an ancient prophecy, one the Kemet saw in this very place in the past!" She begins to recite: "The Eternal Storm has separated your people, but you shall reunite and become one, with a Vandanamalika to be built and then destroyed in Reginheraht."

"So that's how the Kemet vanished from this continent: a great exodus through a super portal that no longer exists."

"For centuries, you shall live in Darkall, waiting for the one destined to lead you back to this promised land. Your leader will foresee the future and end your deficiencies and misery in your darkest hour; his orders must be strictly followed."

"With each generation, the people shall elect a representative for the honorable task of climbing the forbidden mountain. The one who returns with the divine fang necklace within three days shall lead you to the promised land. You'll build an army and a fleet. The end of the Eternal Storm will come at just the right time, confirming that your leader is the one and must be followed to the letter, regardless of how strange his orders may be..."

"From then on, your people shall be called 'Kemet,' which in the Kepesh language means 'reborn from ashes.' Learn their traditions and become proficient in necromancy so you can wage war without bloodshed. Your primary goal is preserving the Tanarean Magic Field."

"You'll face strong opposition in the promised land; their army is vast and obedient, but in the final hour, their army shall become yours; their minds will be yours to control. And when the war ends, submit all who are not Kemet to the ritual your leader will teach. Their sorrow and hatred will be gone with their free will; their harmful emotions and vibrations shall no longer hurt the separation between the material and penumbral plane, and all the Kemet will, one day, celebrate their victory with a toast in the promised land."

After that, Sara turns pale and loses consciousness. Having learned so much, you get the shiny gem and head back to Wharfugee carrying Sara, who is too weak even to walk.

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 learn what the Kemet of yore prophesied and expect in this war from their observation of the stars. **Mark Prophecy ignorance (fact).**

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

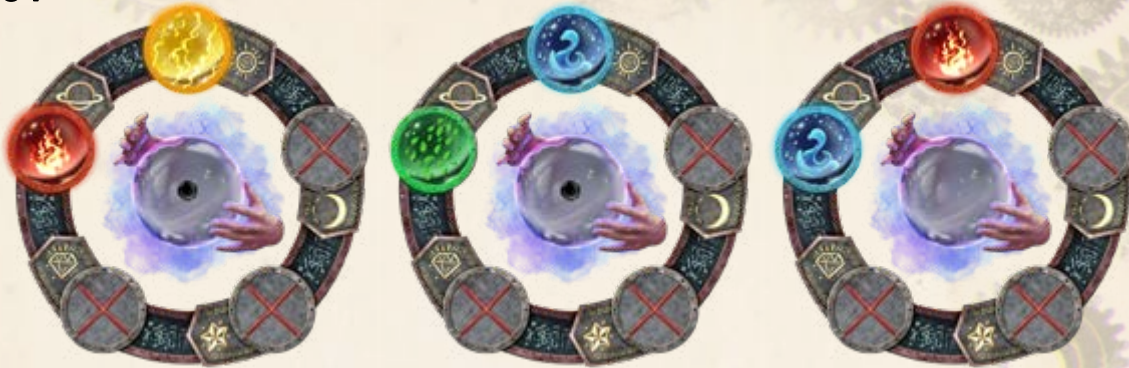
- Gain +1 Diplomats and +1 Strategists.
- Make 3 Elemental Puzzles on the next page (see rules on Rulebook, Appendix G). If you answer all of them correctly, gain 2 loot cards extra of your choice.
- If you lost this quest, read [001].
If you won, read [002].



Elemental Puzzles

01

Answer: B



02

Answer: E



03

Answer: D



Check the answers on page 219.



Adventure RC

The Lost Halls

1 If this is your first Relic Sidequest, read the chapter “Puzzles” (Rulebook) before proceeding.

The winding tunnels of the ancient dwarven kingdom guide you like a map of relics from long ago. Time flies as you walk through these dark tunnels until you finally arrive at a large set of hallways. These hallways, meticulously carved into the rock, have beautiful designs that showcase the valor and skill of the dwarves.

Standing in what looks like the main hall, a sense of desolation washes over you. It appears the place was looted a long time ago, with all its treasures gone and only some old papers left behind.

You notice a broken wall. Next to the debris, you see tools that might have been used to destroy it. Behind this broken area is a unique door with an artistic blend of Taii'maku engineering and dwarven aesthetics. It seems like the thieves couldn't get past this door. Close by, there's a skeleton holding a scroll with words that are almost gone:

Remember this, my son, if by any chance I die today in battle before I can teach you to open the secret vault.

*After you open it, the defensive mechanisms will be deactivated for **one minute**.*


*You **NEED** to get a disk of ice and place it onto the Blue Orb and a disk of fire onto the Red Orb.*

This will deactivate the traps. If you take too long, all the defensive mechanisms will activate. Please be careful.

Oh, don't get the disks too close to fire or ice; they will change elements!

The mechanism at the door seems similar to the one that can be opened by U'Tibam tools. Seeing that you pull you Taii'Maku lockpick kit and start to pick the lock.

Do 6 lockpick puzzles - page 198.

For each success: A hero gains 1  or 1 **Empowered Token**.

For each failure: The mechanism protection trigger jolting magical lightning through the Taii'Maku lockpick tools. The situation would be much worse if it wasn't for U'Tibam's devices' safety protections. **A hero takes 5 DMG.**

Go to [2]



2 The door opens loudly, showing a vast stone hall resembling an ancient stone maze, seemingly alive with hidden dangers. On a specific part, you see some shining runes on the floor. Sara briefly analyses and reflects, “Sara briefly analyzes and reflects, “There is an ancient energy here, almost like a protective force. Be careful with your steps; it says you have exactly eleven steps to cross the larger area.”



The Trap Floor

Start in the orange rune on the left small corridor to start (on the image, the upper one).

You have EXACTLY eleven steps to reach the blue runes on the small corridor on the opposite side.

Each hero must choose a path, noting the directions you choose with arrows. You can move either orthogonally or diagonally.

After all players take notes of their movements, go to [5] and check the answers.

3 After crossing the runes, you walk through many corridors until you find an open golden door. Even with special tools, it's evident that the vault's defenses are now on high alert.

Sara looks worried and stops at the door. “I feel danger in there, something I shouldn't confront. I shall remain here and read the old papers to help you. Be very careful inside. “I would never forgive myself if something were to happen to you.”

Go to page 200 and set up Quest 52: “The Map.”

4 If the hero has not taken exactly eleven steps, it takes 20 DMG.

If the hero has taken exactly eleven steps, it takes 2 DMG for each step in a wrong rune.

If a hero takes the correct path, the Blessing of the Dwarves falls upon it. The hero gains 1 Empowered Token. [3]

5 The correct sequence the heroes should follow is this. To avoid inadvertently reading the answer, start from the fourth direction (meaning, ignore the first three, and the first move you should make is indicated by the fourth arrow).

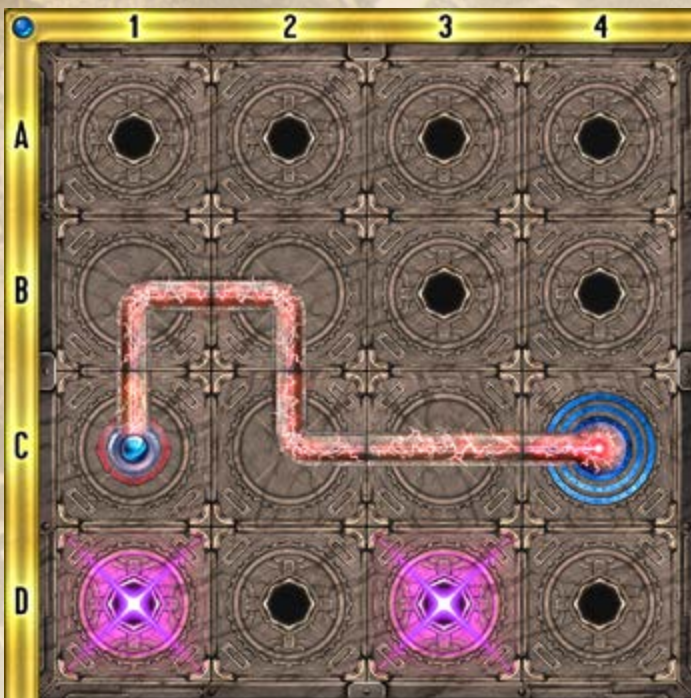







Go to [4].



13

Answer: F

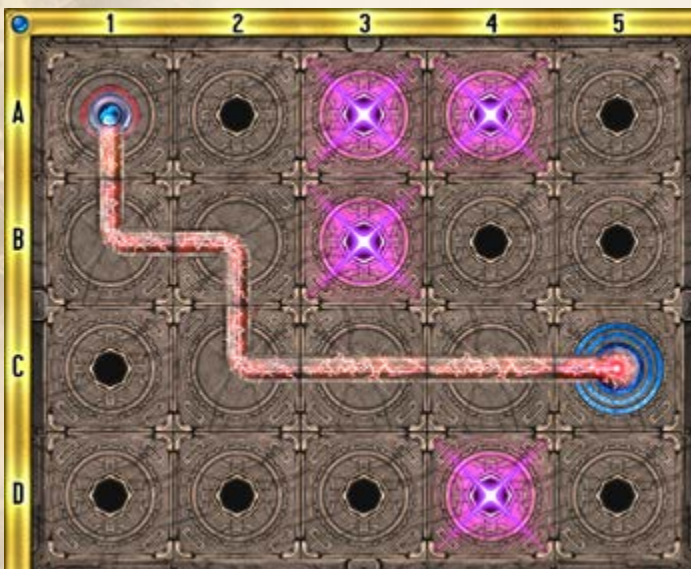


ELEMENT	RULES REMINDER
	BALL (Initial Position) <ul style="list-style-type: none"> Set in motion after all PINS are inserted. It rolls through the PATH.
	PATH of the BALL <ul style="list-style-type: none"> Does not obstructs vision. You cannot insert a PIN here.
	BALL'S GOAL <ul style="list-style-type: 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 (can insert PINS).
	HOLE <ul style="list-style-type: none"> Square where you can insert a PIN.

Check the answers on page 219.

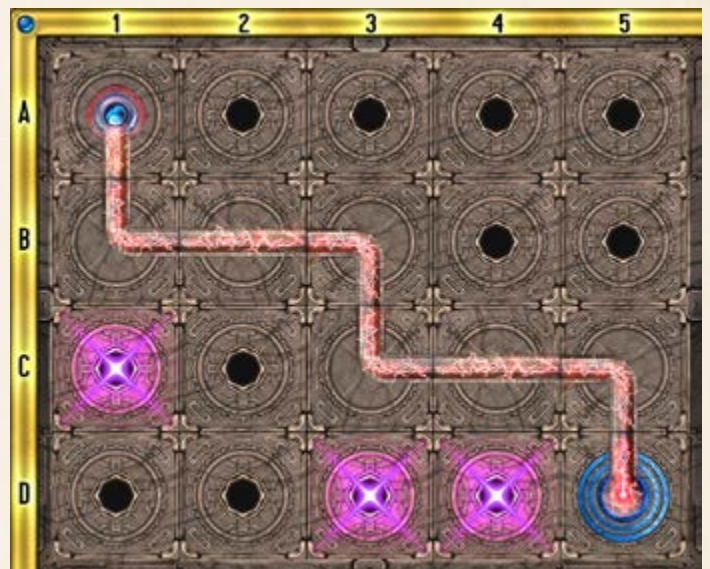
14

Answer: K



15

Answer: D



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).



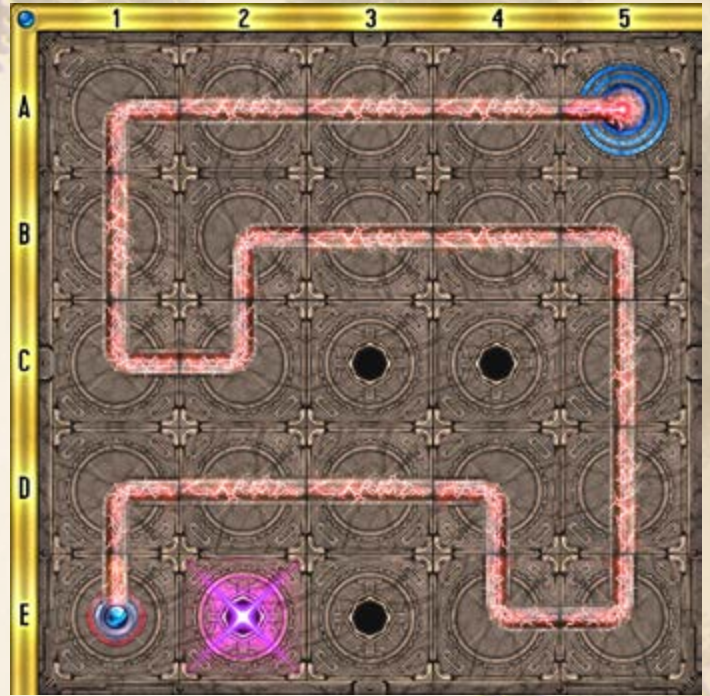
Portal

Insertion: Third (after the Watch Tower).

- Teleport Ball, Magnets and Pins in [1] (when inserted and continuously).
 - Teleported pieces go to opposite adjacent Hole or Path.
 - Only if the hole exists and is free. It has priority over other effects.
 - Pieces teleported to a Path block the Ball.

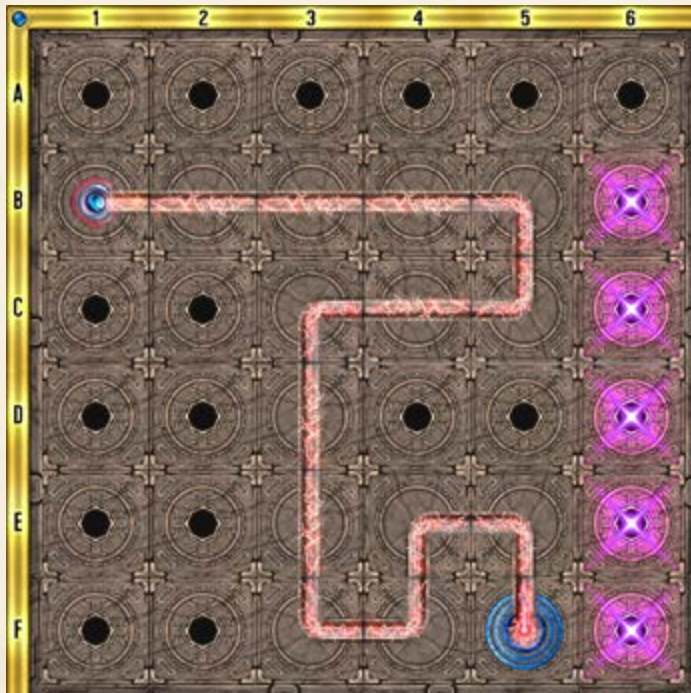
17

Answer: B



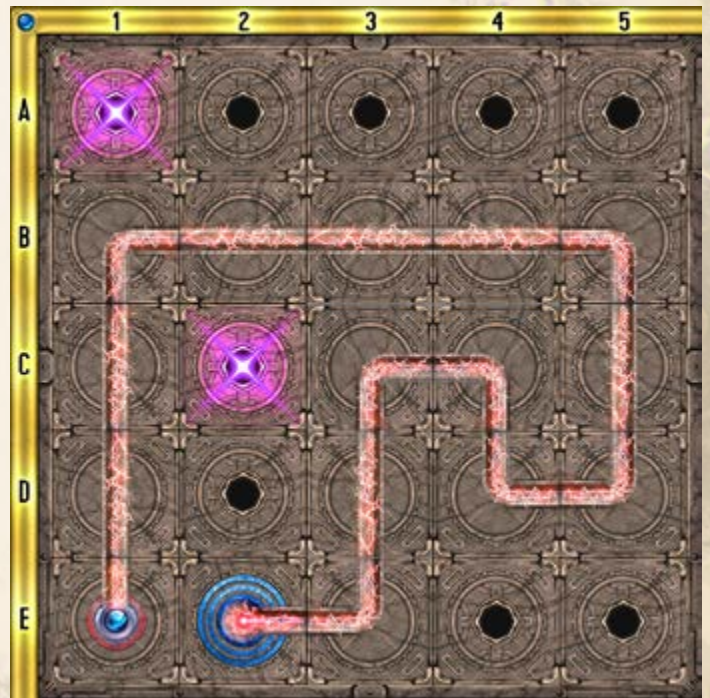
16

Answer: I



18

Answer: G



52 - The Map

Shoot two Disks across an ancient dwarven hall so that they end next to its orbs of protection. Carefully plan all moves, as that must be done quickly.

Primary Objective

- The **Greedy Poltergeist** (Boss) dies with the **Time Token** above zero = **Read** [52.3]

If you lose

- **Read** [Defeat] - page 202.

Extra Challenge

- Win the quest with the **Time Token** on slot 5 or higher.

Special Rules

Disks (Tome and Torch Tokens)

You must take these heavy but slippery objects across the treasure room until they meet the two arcane Orbs of protection.

- **Disks** are **Obstacles** (i.e., you cannot step on their square; they don't block vision). When they move, they follow the rules as if they were combatants.
- Both **Disks** can be in two states: **Burning** (active side) or **Frozen** (inactive side).
 - The **Tome** starts **Frozen** (opaque side), and the **Torch** starts **Burning** (bright side).
 - Flip to the bright side when a Token is **Burning** and flip to the opaque side when the Token is **Frozen**.

Hand (Once per turn per disk): Choose **one** effect:

- **HANDLE** — **MOVE** the **Disk** as much as you want and through any square (except **Ruins**). During all this move, it must always remain in [1] of the interacting hero.
- **SHOOT** — **MOVE** the **Disk** in a single straight line (diagonal or orthogonal). It stops only when it enters **Ruins** or when its next square is occupied.

If that obstacle was a combatant, it takes 20 DMG.

ADVANTAGE: Each combatant in [1] of the Disk takes 15 DMG

- If an obstacle (i.e., not **Ruins**) stops it, **reduce Time** by 1. Then:

Field Terrain (Lava, Ice, Spikes Tiles & Ruin Tiles)

The **Disks** suffer various effects on different surfaces; most often, you'll need to spend extra time handling or dusting them.

- Whenever a **Disk** enters a **Terrain Tile**, apply the following (once per turn per terrain type):
 - **Lava:** The Disk is **Burning** (active). **Reduce Time** by 1.
 - **Ice:** The Disk is **Frozen** (inactive). It slides through Ice as if it were a combatant forced by enemy effect. If the Disk would take Ice DMG, **reduce Time** by 1 instead.
 - **Ruins:** **Stop** the Disk. While on **Ruins**, only **SHOOT** can move it (and it will stop again if the next square it enters is **Ruins**, also).
 - **Spikes:** **Reduce Time** by 1.

Orbs of Fire and Ice (Orbs)

- If a **Burning Disk** (active side) ends its movement in [1] of the **Red Orb**, remove that Orb.
- If a **Frozen Disk** (inactive side) ends its movement in [1] of the **Blue Orb**, remove that Orb.

Time is of the Essence

The room knows you are intruders that do not belong to the dwarven clan and will react if you don't neutralize its defenses in time.

- Put the **Time Token** on "24" (HP Track). **If it drops to zero, you lose the quest.**

R Reduce Time by 1.

Events

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Construct** (42-B), **Gargoyle** (51-R), and the **Greedy Poltergeist - Boss** (B).
- **GUARD 3:** Place **Construct** (41-R), **Gargoyle** (52-G), and **Vampire** (65-O).
 - (**Kemet Hunt** ★★): Instead of placing **Construct** (41-R), place **Berserker** (75-R).
- **GUARD 3:** Place **Vampire** (66-G).
- **Then, after reading the Special Rules, read** [52.1] - page 202.

R If both Orbs were removed, **read** [52.2] (to continue the quest).

EVENT 1

- Place **Reapers (60-O)** and **(61-B)**.
- (Kemet Hunt ★★★)**: Instead of placing **Reaper (60-O)**, place **Necromancer (85-O)**.
 - (Kemet Hunt ★★★★★)**: Instead of placing **Reaper (61-B)**, place **Necromancer (86-B)**.

As soon as the **Greedy Poltergeist (Boss)** dies, you win the quest and read [52.3].

STATE \ TOKEN	TOME	TORCH
Burning = Active Side		
Frozen = Inactive Side		

Greedy Poltergeist
(Ghost Dwarf or Specter Figure) **B** **140** **9** **8** **8**
Hit Points Defense Movement Reaction

- If there's an **Orb** on the grid, this **☒** cannot die or lose HP.

Greedzky (Primary Attack) 2 squares 1 enemy
★ 14 DMG+effect **Miss: 10 R-DMG**

Benefit: +3 to Attack Roll and **Blessed**.

Effect: **●** PUSH 4 the target.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **☒** hits a target that is in [2] of a **Disk**.

Effect: **SHOOT** the Disk, toward the farthest hero it can reach. Ignore this effect if there are no reachable heroes in a straight line.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Construct (41, 42)
- 2 Gargoyle (51, 52)
- 2 Reapers (60, 61)
- 2 Vampires (65, 66)
- 1 Berserker (75)
- 2 Necromancers (85, 86)

- 1 Boss (Ghost Dwarf or Specter)

Barriers

- 2 Barricades 3x1
- 3 Barricades 2x1

- 4 Walls 5x1
- 8 Walls 4x1
- 3 Walls 3x1
- 2 Walls 2x1

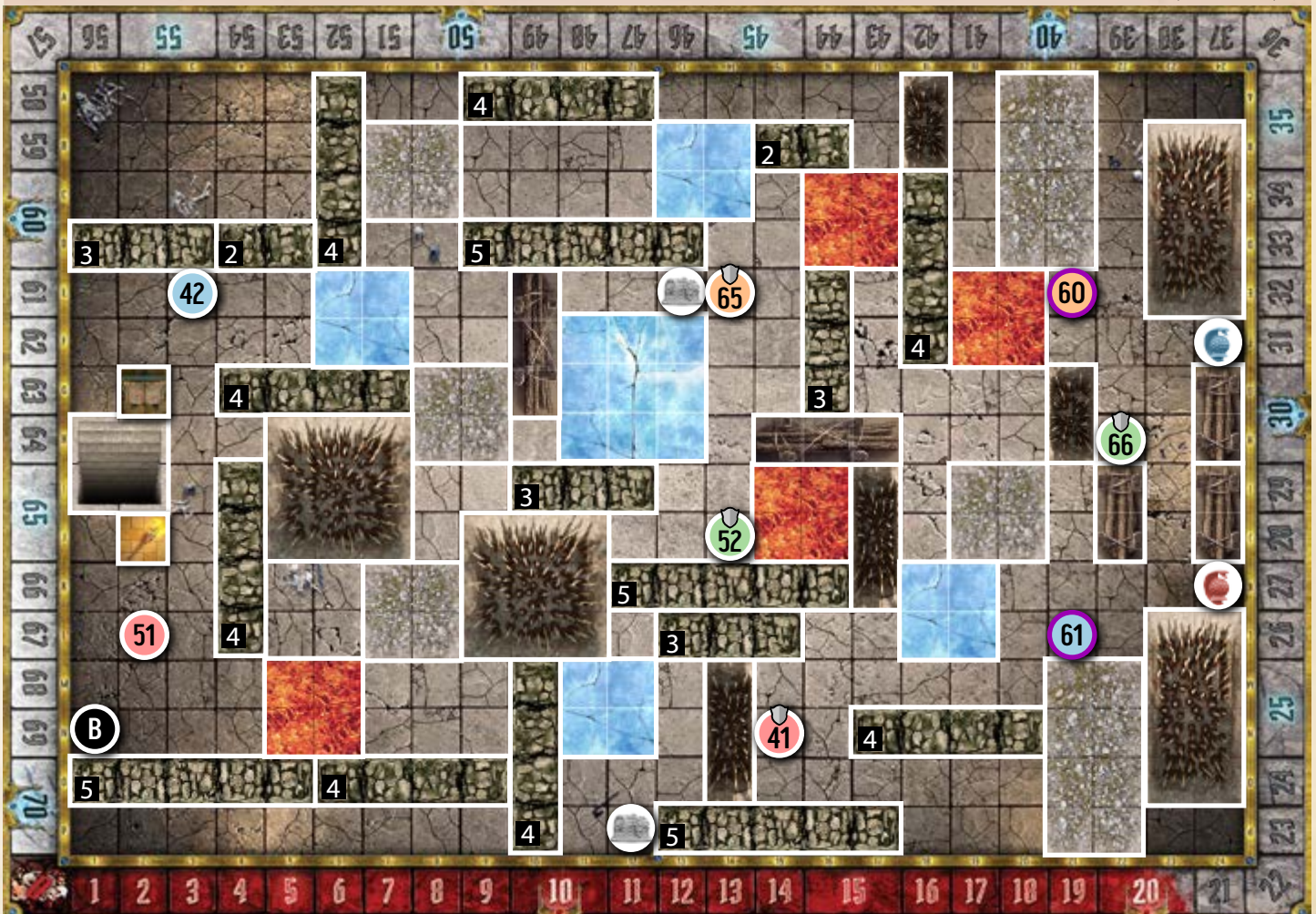
Terrains

- 1 Ice 3x3
- 4 Ices 2x2
- 4 Lava 2x2
- 2 Ruins 4x2
- 4 Ruins 2x2
- 2 Spikes 4x2

- 2 Spikes 3x3
- 2 Spikes 3x1
- 2 Spikes 2x1
- 1 Stairs

Miscellaneous

- 1 Tool (Tome)
- 1 XP Token
- 2 Chests
- 2 Orb Figures
- 1 Time Token
- 1 Tools (Tome, Torch)



Map Labels: Initial Setup Event 1

Quest Chapter 52

The Map

1 You quickly enter the place as the door closes by itself.

Some stone constructs and statues start moving in your direction. From a wall emerges a powerful ghostly dwarf being, clad in kingly garments and with a crown holding a brightly glowing small gem.

The room trembles with his shout, “You will take none of our treasures!”

Check the table below:

IF YOU HAVE...	APPLY CONSEQUENCE(S):
No failure on the 6 puzzles to open the door.	Not triggering the Taii'Maku lock traps reduced the elemental energy input of the defensive mechanism. You gain ADVANTAGE for this quest.
Flooded Tunnels (fact)	The torrential flux of water from the flood passed through this caverns carrying away the debris. Remove the Ruin Tiles from A-20/D-21 and M-21/P22.
Dwarven Heirloom (fact)	The dwarven relic has ancient magic that wards against evil while it is inside the dwarven halls. Each hero gains 1 Protected Token, and the Boss gains 3 Weakened Tokens.
Fostering a Dragon (fact)	The confluence of power happening here seems to resonate with your little friend's draconic heritage. One hero can use the dragon's breath as a Prime Action ONCE in this quest. It targets combatants in a 3x3 area and deals 20 DMG on hit (no R-DMG).
Shortfall ignorance (fact)	The Kemet deals with the serpent clan dwarfs advanced quickly, and they tried to enter this ancient hall. They failed, but the defensive mechanisms are in high alert. Reduce the Time Token by 2.

Quest 52: “The Map” starts NOW (take the first turn!)

2 The orbs recede into the ground as each disk is placed correctly upon them. The defensive mechanisms start to turn off, and all the constructs seem to slow down.

The dwarven ghost screams madly, “You will not leave this place alive, you cursed robbers! Thieves! Criminals!”

Channeling all his powers, the ghost seems to possess the defensive mechanisms, reactivating them to eliminate you all.

Resume the Quest (start EVENT 1!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

After you defeat the ghost, the mechanisms finally stop for good. The ectoplasmic body slowly disappears, leaving only the small bright glowing gem behind. You stow it as Zalir will sure be interested in this artifact.

Deeper into the vault, you find ancient dwarven pieces of art. You see the weapon and armor racks, but they are empty. Probably, the dwarfs took them to fight during the war before the last Malrokian Curse.

On the ceiling, you find a carving of a gigantic map of the underground caverns of the entire dwarven empire. You take note of them as it may help you find a way out.

You get as much treasure as you can carry before leaving. **Instead of gaining 3 Loot cards for winning in this quest, gain 5** 🟡.

Other loot cards gained for this quest, such as from Extra Challenge, follow the standard rules.

Follow the “Next Adventures” instructions.

DEFEAT

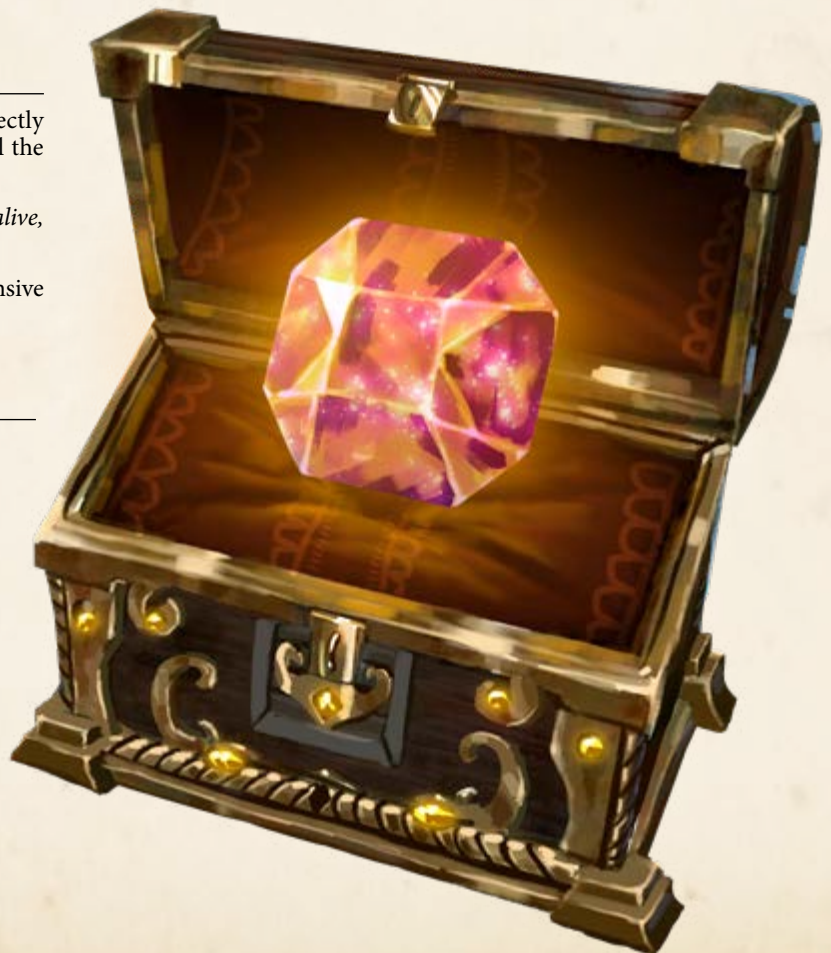
Skip this if you won the quest.

Sara manages to open the door and help you get out of the vault. Wounded and weakened, you are forced to flee from the vault vicinity to avoid the anger of the ghostly dwarf king. Sadly you will never have the opportunity to learn what great treasures the dwarf could be holding. **Mark Dwarven treasures remain lost (fact).**

Follow the “Next Adventures” instructions.

NEXT ADVENTURES

- If you have ✨ on at least 2 of the following Quests: **The Sword, Violin, Astrolabe, mark Relic Hunters (fact).**
- **Gain +1 Spies and +1 Strategists.**
- **Make 3 Elemental Puzzles on the next page (see rules on Rulebook, Appendix G). If you answer all of them correctly, gain 2 loot cards extra of your choice.**
- **If you won, read [001] - page 4. If you lost, read [002].**



04

Answer: F



05

Answer: A



06

Answer: C



Check the answers on page 219.



Interlude Week 3

Gullog's Prophecy

1 Lost in the large caves of Undertanars, your memories are unclear after the disastrous confrontation with Gullog. The triggering of the dwarven device caused immense devastation, and now you're lost in the darkness.


In the subterranean depths, your senses gradually adjust to the environment as you awaken from your stupor. You take a torch from your bag and light it up, illuminating a portion of the cavern. You notice something. In a dark corner, someone is hiding behind the debris and stone.

As you prepare to defend yourselves, you hear a shout from the shadows. "Don't attack! I have no intention of any violence. Are you allies of the Kemets?" Sara intervenes, "Are you mad? How can we ally with those monsters?"

The figure cautiously emerges from the shadows, unarmed, showing signs that it does not intend to hurt you. To your surprise, it's a Kemet wearing heavy armor. "Are you fighting against Gullog?" he asks. After coughing, he says, "The Kemet elite soldiers are hunting me. I have crucial information about Gullog and the motives behind his actions. But I am exhausted and cannot resist for long. Can you help me?"

He looks fatigued and thirsty. You offer him a flask of water. He grabs it and desperately drinks. "I have been running away from the Kemets for a week because they uncovered my plans to stop Gullog." He stops and eats some of your rations. "My name is Bauis. I was once an important military commander and collaborated with a secret faction of my race, opposing Gullog's methods. Now I was accused of treason and conspiracy for uncovering forbidden truths. Allow me to share what I've discovered about the rise of the oppressive rule guided by Gullog. The tale begins years earlier, as Gullog mobilized his Kemet Lords to remove Baraelmer from power."

Get the four Kemet Lord figures (excluding Baraelmer) and their cards (Cildroly, Solnertha, Yrizard, and Zisenuh). You will use them to play the next two quests.

- Equip each of them with two random Level 2 Items (one weapon and one armor of a compatible type) and two Level 2 Attack Cards (in addition to each of these heroes' attacks).
- Grab the Skill Pad of their equivalent combat role. Each of them starts with 5  on their mana pool.
- No NPC is recruited for these Quests.

Go to [2].



2 Cildroly, Solnertha, Zisenuh, and Yrizard are all meeting to locate Gullog in the Plains of the Dead. This place, located in Darkall, is where demons often fight against the Kemets and their undead soldiers. A few days ago, they all received a letter telling them to come to this place.

In this letter, I inform you of the upcoming dangers. You are destined to stop a massive disaster if you accept my words – and protect our lands from Agfaodx, the awakened volcano. Even more threatening, I sense infernal energy growing in Darkall because a colossal portal will soon release many demons.


But don't worry; I also foresee a future where we prevent this tragedy. Listen to me; in precisely two days, arrive in the city of Irqs.

This city is critical to stop the danger. The way there won't be comfortable, and you need to keep the city safe from fire. Look for ancient pillars along the way; they are the remains of the Ungods' powers and the real source of this imminent danger. Destroy every single pillar you encounter!

The message resonated deeply with each of them in its own way, possibly as an exciting challenge, a divine mission, or some other compelling reason. Regardless, they all answered this call. [3]

3 Zisenuh heeded the call and, during his journey, defeated many demons. As his massive blade entered deep into a gargantuan fiend's chest, he noticed a silhouette reaching for him from behind. Turning around with a look of disdain, he recognized the figure: an old woman. "You too, old hag? I presumed only the mightiest were summoned."

Solnertha warned, "Believe me, mighty Zisenuh, I can stop you if necessary, but it's not the time; destiny decrees otherwise."

In anger, Zisenuh threw his sword at Solnertha, trying to intimidate her. But bones rose from the ground, creating a barrier that deflected the weapon. Frustrated, Zisenuh had to walk over to collect his sword. **Solnertha loses 1 , and Zisenuh gets two Distracted Tokens.**

"Such recklessness," Solnertha observed. "Time is essential. We must assemble at the designated location. More demons approach." [4]

4 Standing on a hill, Cildroly was readying his bow to shoot two demons far away. The silence was broken by a hawk's cry as Cildroly's arrow was unleashed. But before they could hit, a Kemet assassin emerged from the hawk's shadow, killing one of the demons while Cildroly's arrow hit the other.

Yrizard, looking toward the hill, said, "Looks like you killed your prey, though not as stylishly as I would have, of course. Did you also receive the letter?"

Cildroly nodded, descending the hill, and Yrizard said, acting bored, "Are you always this tedious?" Cildroly, clearly annoyed, answers, "Less chatter, more demon slaying." [5]

5 After a long journey, they all approached the designated meeting point. Suddenly, the ground trembled, confirming the truth of the letters they had received. A large red pillar emerged from the ground, guarded by demonic sentinels.

Go to page 206 and set up Quest A: "The Beginning of the End."

You will now see the events through the perspective of the Kemet.



Quest A - The Beginning of the End

The Kemet people face imminent peril. The dormant Darkal volcano, which has slumbered for an extended period, now threatens to unleash cataclysmic chaos in mere days. A mysterious letter has alerted you to this upcoming disaster. Placing your trust in its words, you are compelled to reach the city of Irgs and avert this catastrophe.

Primary Objective

- Kill all villains.

If you lose

- Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

- Always attack with mob or focus.

Special Rules

Countdown to Apocalypse


A calamity of monumental proportions is imminent; failing to adhere to the prophecy puts the entire Kemet species at risk of annihilation.

- At the start of the quest, place the **Time Token** in 70.

R Reduce the Time by 2, +2 for each Pillar on the board.

Ancient Era Pillars (P / Pillars or Barrels) (HP 8 / DEF 10)

Remnants from a bygone era, crafted by the Ungods to facilitate interdimensional cross. Pillars only succumb to brute force; no influence alters their existence.

- Pillars can only take DMG from attacks; no effects can change its current HP.
- R-DMG can destroy Pillars.
- When destroyed, Pillars grant  as usual.

Tremors Preceding Cataclysm

The inception of volcanic upheaval complicates combat; seismic tremors across uneven terrain impede accurate strikes.

- If a hero declares an attack while inside or in [1] of a Terrain Tile, it is **Distracted 3** for this turn.

INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place **Elementals (79-R)** and **(80-B)**, **Fiends (81-R)** and **(82-G)**.
- **The quest starts NOW (take the first turn!)**

R If all villains are dead, go to [1] - page 208.


EVENT 1

A fresh wave of creatures surges from extradimensional portals, including a formidable penumbral Ogre.




- Place **Elementals (79-O)** and **(80-G)**, **Fiends (81-O)** and **(82-B)** and **Ogre (87-R)**.
 - (Kemet Hunt): **Spy (★★ 64-B)**, **Archer (★★★ 36-G)** and **Warrior (★★★★ 67-R)**.

Enigmatic's Gift

An ancestral prophecy designates that the possessor of this talent shall become the eminent leader of the dark elves.

- If you start your turn in [1] of Gullog, roll a die, the first roll on the turn you would make; instead, use the result of this roll. You may pay 3 HP to reroll this die (once per turn).
- : MOVE 2 Gullog.

When you kill all villains, you win the quest:

- **Decrease the Time Token by 10 if you've accomplished the Extra Challenge (lore).**
- **Receive the s from the last killed villain. Then, each hero must spend their s and HEAL 4 for each  they spent.**
- **Remove all unopened chests. For each chest removed this way, HEAL 20 a hero.**
- **Take note of the current Time Token value and each hero's final HP amount. Then, go to [2] - page 208.**



Villain Kits

- 2 Elementals (79, 80)
- 2 Fiends (81,82)
- 1 Ogre (87)

- 1 Spy (64)
- 1 Archer (36)
- 1 Warrior (67)

Barriers

- 1 Big Door (yellow)
- 2 Barricades 4x2
- 4 Barricades 2x1
- 1 Small Door (yellow)
- 5 Walls 4x1

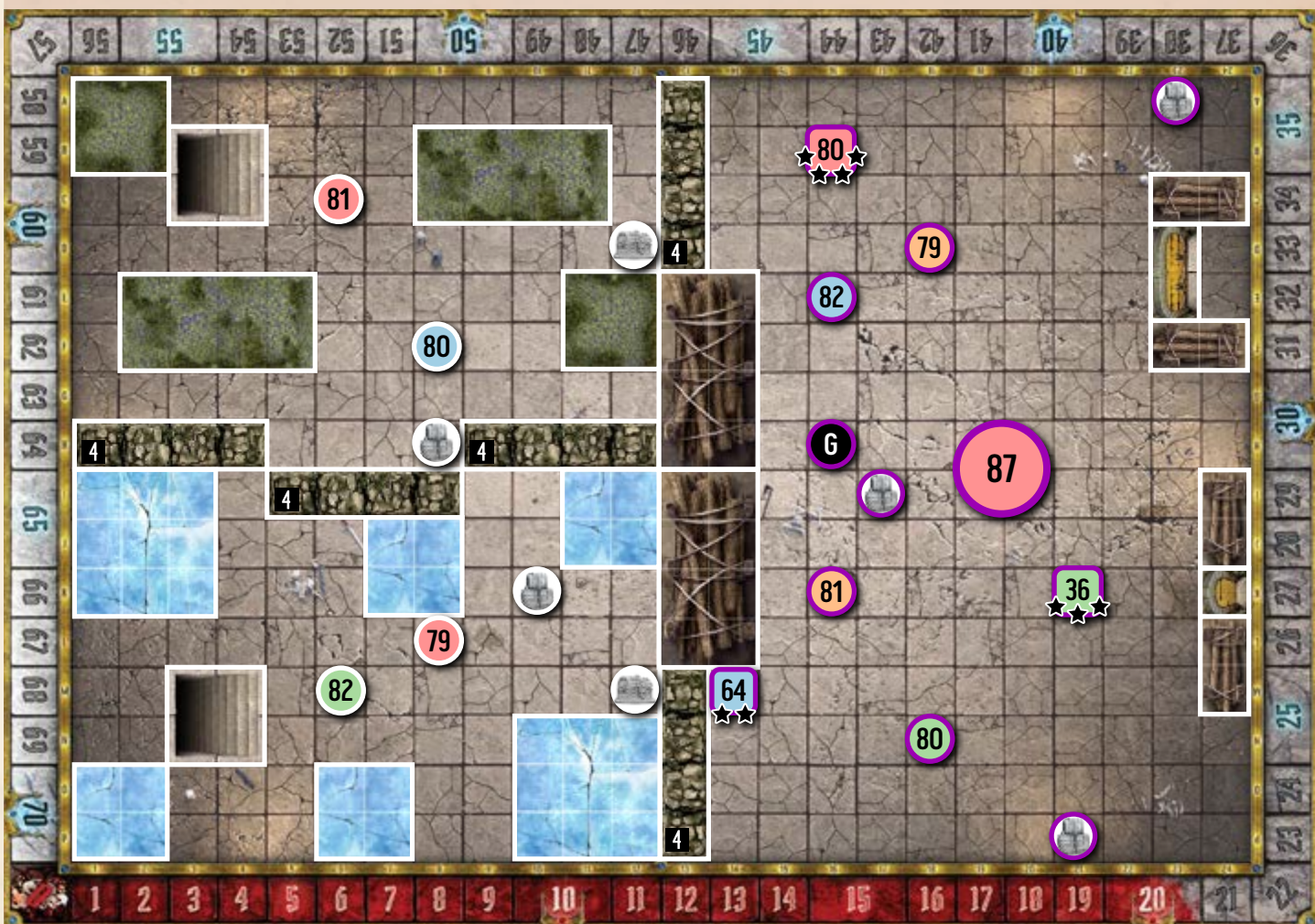
Terrains

- 1 Ice 3x3
- 4 Ice 2x2
- 2 Lava 4x2
- 2 Lava 3x3
- 2 Lava 3x1

- 4 Lava 2x2
- 2 Lava 2x1
- 2 Stairs
- 2 Swamp 4x2
- 2 Swamp 2x2

Miscellaneous

- 3 Barrels
- 2 Chests
- 1 Gullug Figure
- 1 Time Token



Map Labels: Initial Setup Event 1

Quest Chapter Interlude I

The Beginning of the End

1 As you enter the city, its gates open for you.

Remove both Barricades 4x2 from the grid.

At the heart of the city, you notice a young Kemet surrounded by four Penumbral creatures. Though he appears weak, the young Kemet emanates an aura of courage, carrying a mystical serenity.

The creatures jump towards him, but Cildroly and Solnertha quickly attack and take down two of them. At the same time, Zisenuh and Yrizard run to help, but they are too far away. The creatures get closer to the young Kemet, but he evades every single attack, displaying skills that rival even the most battle-experienced warriors.

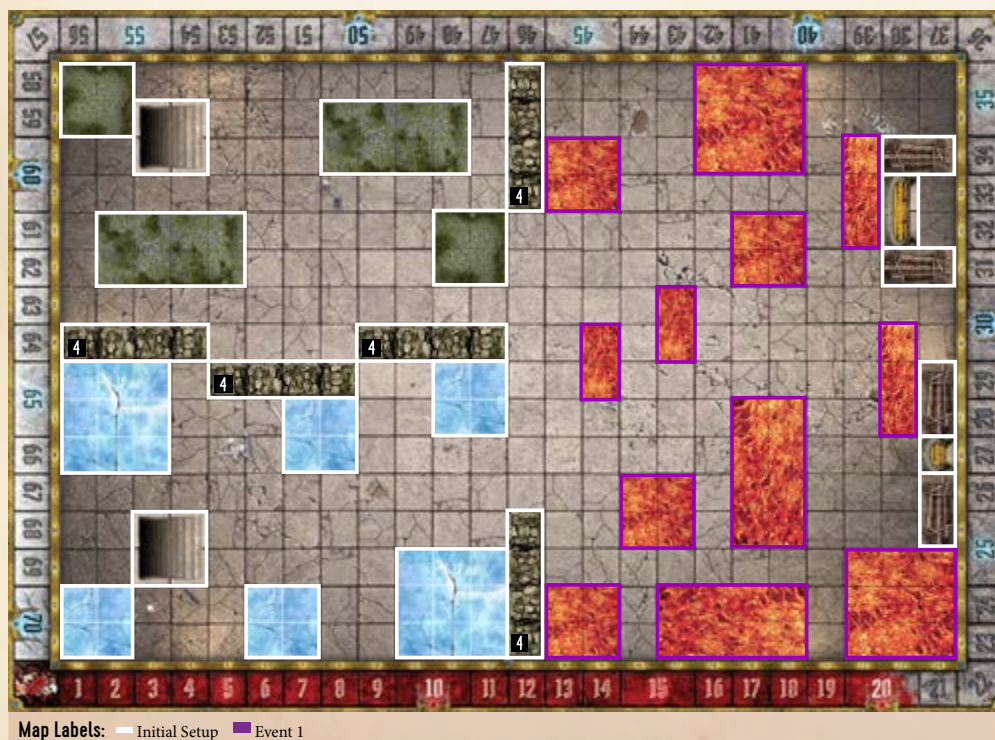
The young man begins walking towards you, ignoring the creatures. Enraged by his indifference, the creatures attack him again, but he quickly pulls out a bright, fiery sword and strikes them without even looking. Both creatures fall dead on the ground behind him.

"In foresight, there is no fear," intones the enigmatic figure. *"Your arrival is expected."* As his words fade, Solnertha's staff clatters to the ground, and she falls to her knees. With tears in her eyes, the necromancer declares, *"The prophecy is true! Before us is our savior; this is a moment of unprecedented importance."*

Zisenuh is surprised and says, *"Wait, was this weak youth who summoned me? If so I desired, I could easily dismantle him."* Yrizard steps in, looking serious, and says, *"Choose your words carefully. He's our salvation and the future lord of our people! Any threat against him will be met with my blade's edge."*

She holds a knife close to Zisenuh. He is not intimidated but rather is somewhat uncomfortable with being physically close to this beautiful woman. He merely murmurs, *"Understood."* Cildroly observes quietly, considering which opponent might be next to encounter her arrows.

The ground quakes beneath them; the apocalypse is imminent. Fiery fissures split the land. Place the Lava Tiles as shown on the map.



The enigmatic Kemet warns, *"We need to act fast. The great catastrophe is coming."*

Resume the Quest (start EVENT 1!)

2 As the last of the creatures fall, Solnertha begins a rite to close the rifts, and with firm resolve, she drains the lingering life force of the defeated foes, invoking ancient necromantic arts.

"These weak creatures stood no chance against my blade," Zisenuh boasts to Yrizard, who remains indifferent, her gaze focused on Gullog.

"My lord, are you unharmed?" Yrizard's voice combines warmth with deep reverence as she addresses the enigmatic Kemet, Gullog.

"Your concern warms me, but such weaklings could hardly cause me trouble," Gullog responds, drawing near and wiping away a smear of blood from her face, a remnant of the skirmish. A soft rose hue tints her cheeks.

Turning to Zisenuh, Gullog observes, *"You, however, seem to be accumulating injuries."*

"Concern yourself not, small one. My necrotic rejuvenation shall tend to it," Zisenuh counters, briefly revealing a wound slowly healing itself.

Elsewhere, Cildroly looks attentively into one of the vast lava pits that have emerged. The sight is unnerving; a titanic eye stares back, disappearing upon the Kemet's first blink.

"We must proceed. It seems our task has merely begun. We must seek and obliterate the root of this pandemonium, or this demon wave will never end," Gullog proclaims, gesturing for the others to follow as he advances toward the city's core.

Proceeding into the city, you behold the havoc unleashed by demons and penumbral entities. A silhouette stands amidst the city's central square: one of the esteemed Kemet's commanders, a general under Baelmer named Lytixyr.

"I hadn't expected you to get this far. My emissaries have been watching you since you approached the city. Still, I thought my servants would be enough to eliminate you all," he speaks as he turns himself to confront you, showing that half his face is taken by demonic corruption while his hands hold a relic.

His uncorrupted side sheds a tear, pleading, *"AID ME! This entity has trapped me. End my torment before it is too late!... Silence, insolent mortal! Your dominion over this body is forfeit. Soon, the earthly realm shall be corrupted, and as pact-bound, I shall ascend to rule this plane."*

Demons and penumbral beings close in, bracing for conflict. Before the combat begins, Gullog says, *"The essence lies in the relic he holds. Breaking it will stop this upheaval. Yet, be careful. He draws strength from the captured villagers trapped in their homes. Their suffering empowers him. We must release them to stop this cataclysm."*

Your wounds from the previous quest remain. Put your HP Tokens in the slots you noted at the end of that quest, then HEAL 15 Zisenuh.

Each of you starts this quest with all your Items charged and 5 .

Go to page 210 and set up Quest B: "The End of the Beginning."

3 As the final strike lands, Lytixyr crumbles, the relic in his grasp dropping beside him.

“A mere handful of guards could have beaten this one,” Cildroly observes, his look settled upon the fallen foe’s face.

“Your prowess exceeded my initial estimations. Were it not for this weak mortal shell, you’d be no match for me!” Lytixyr retorts, blood spilling from his lips.

“Your words are many for one so soundly destroyed,” Solnertha interjects, drawing closer. *“However, you underestimate my arcane knowledge. This relic is familiar to others I’ve encountered before.”*

“Can you extract it?” the uncorrupted half of Lytixyr pleads.

“Yes, but it will demand a price. Your hand shall be its cost,” ethereal hands, flowing in a ghostly green, rise from the earth, binding him. Solnertha’s staff, glowing with an emerald luminescence, descends upon Lytixyr’s tainted hand, causing it to turn black and fall onto the ground.


Lytixyr screams in agony, but the ritual proves effective; the demonic corruption is dispelled. The cataclysmic tremors decrease, and the volcanic fury diminishes, leaving only muted rumbles.

Zisenuh approaches Yrizard, patting her head affectionately, *“Well fought, little one. You wielded your blade with the might of a man.”* She merely steps away, offering no response.

Gullog gestures, *“Enough; the remaining denizens await our aid before the molten tide swallows them.”*

A chilling whisper pierces the air, *“You shall not escape.”* The abrupt sound shocks you as the relic bursts to life, and the discarded hand turns into a blade of demonic energy, hurtling toward Gullog. Yet, he calmly evades and draws a dagger, throwing it into Lytixyr’s skull. As his life fades, the demonic blade reverts to its lifeless form, falling again to the ground. *“This was predestined. He was ever the traitor, a marionette of the Ungods. His doom was foreseen; it ends here. Our duty remains; we have pressing matters to attend to.”*

Consult the Time Token and apply the following based on your efficiency:

- **If your score is 50 or more:** You manage to rescue all the people and gain enough extra time to catch your breath. **Each hero gains 1** .
- **If your score falls between 50 and 35:** You successfully saved all the villagers moments before the encroaching lava reaches the city.
- **If your score ranges from 35 to 20:** With great effort, you manage to save everyone, although you sustain some burning from the encroaching flames. **Each of you sustains 5 DMG.**
- **If your score is lower than 20:** Time limitations prevent you from rescuing all the villagers; you only manage to save those you can. On top of your injuries, the people remain beyond your reach. **Each hero takes 5 DMG; in the upcoming event, all villains start with one Protected Token, as the majority of the populace is on their side.**

Go to [4].

4 After aiding the western city folk, you ascend to the town’s elevated park, a sanctuary untouched by the tides of lava. Together with Baraelmer and his generals, the denizens of the city’s east are guided to safety.

“Where is Lytixyr?” Baraelmer demands.

A villager interjects, *“He met his end by the shorter one’s hand,”* pointing shakily at Gullog.

“Life is not taken without reason. However, by slaying one of my respected generals, you have invoked our ancient laws and must stand trial,” Baraelmer decrees.

Gullog remains patient amidst the tense silence, only to be broken by Yrizard’s fervent defense, *“Why must we be judged? Your ‘esteemed general’ was just a puppet to demons and Ungods.”*

The Kemet populace is divided, some lauding your heroics, others decrying your actions and urging Baraelmer to imprison Gullog.

Baraelmer speaks, *“Your justifications matter not. You’ve slain one of our kin, and the reason you speak of must be proven. You must face our ancestral laws and stand to be judged. Generals, seize him!”*

Gullog’s voice rises, *“I am the Prophesied Seer, Gullog, destined to lead our people since ancient times. My foresight guided our actions and saved both this city and its denizens. By our ancient rites, I challenge you, Baraelmer, for the right to lead our people!”*

Baraelmer’s surprise is evident, but he readies himself, *“If you believe you can best me and my generals, then challenge accepted.”*

Cildroly, with a smirk, adds, *“Finally, a test worthy of my skills.”*

Resume the Quest (start EVENT 1!)

5 CONCLUSION - VICTORY

(Read this only if you won this quest)

As the dust of battle settles, Baraelmer’s blade falters, signaling the end of the combat. He bows before Gullog in a gesture of defeat.

“You have bested me and my generals; your prowess is undeniable,” Baraelmer admits, drawing a dagger from its sheath. Cildroly and Solnertha instantly fix their vigilant eyes upon him, ready for any treachery, while Yrizard dashes forward. But Gullog, with a commanding gesture, stops her, *“Let him have his say.”*

“By our age-old traditions, you are now the rightful leader of our people. As for me, I bear a mark of shame for having lost my generals due to my own faults. My only path to atonement is to join them in the afterlife.”

As Baraelmer prepares to plunge the dagger into himself, a swift kick from Gullog sends the weapon spinning away. *“There are traditions we uphold and those we must cast aside.”*

Gullog looks at the crowd, saying, *“I am Gullog, the Saviour, foretold to lead the Kemet through the prophecies our ancestors have handed down for millennia.”*

He turns to Baraelmer, *“Did you not once declare that no life should be taken without reason? What cause do you have to claim your own? You still have your duty to our people; you shall serve as one of my generals.”* His usually patient face reveals a glint of disdain as he observes Baraelmer and the cheering Kemet crowd—an emotion that Baraelmer quickly catches.

Gullog, hiding his disgust and raising his blade high, proclaims, *“From this day forth, we set forth on our quest to the promised land. We shall mobilize an army unprecedented in might. Our destination is Tanares, where all shall bow to our dominion. Challenges will arise, but I foresee a brilliant destiny ahead. This moment marks the dawn of our adventure into Tanares!”* [6]

6 Thus ends the Kemet tale, which tells the events leading up to the invasion. As Bauis concludes his narrative, you cross the shadowed pathways of the Undertanares, now enlightened about Gullog’s ascension and the invasion of Tanares.

Week 4 has started! Begin its first Journey phase: Phase 13.

Remember to use other heroes and select one of these Adventures: X, Y, or DD.

Quest B - The End of the Beginning

The cataclysm is not a mere natural occurrence, as you initially believed. In truth, there's a mastermind orchestrating it all, and this mastermind happens to have taken the body of one of the most powerful members of the Kemet realm. Your mission is twofold: infiltrate the town, rescue the villager and safeguard as many lives as possible, while contending with Lytixyr and his servants.

Primary Objective

- Reduce Baraelmer to 1 HP and kill all other villains.

If you lose

- Try again (*recommended: reduce Kemet Hunt level by 1*).

Extra Challenge

- Always attack with mob or focus.

Special Rules

Rescuing the People


Time is of the essence, for the longer you spend, the closer the volcanic lava draws, endangering the populace further and making your survival more challenging.

- At the start of the quest, place the Time Token on the slot noted at the end of the last quest.

R Reduce the Time by 2 plus the number of Doors on the grid.


Trapped Families (Doors / HP 12 / DF 10)

Lytixyr and its penumbral creatures trap certain families within their homes. You must force open their doors to ensure their safe escape from the cataclysm.

- Doors can only take DMG from attacks; no effects (including from Skills and Items) can change its current HP.
- R-DMG can destroy Doors.
- When destroyed, Doors grant  as usual

Enigmatic's Gift

An ancestral prophecy designates that the possessor of this talent shall become the eminent leader of the Kemet.

- If you start your turn in [1] of Gullog, roll a die, the first roll on the turn you would make; instead, use the result of this roll. You may pay 3 HP to reroll this die (once per turn).
- : MOVE 2 Gullog.

Tremors Preceding Cataclysm

The inception of volcanic upheaval complicates combat; seismic tremors across uneven terrain impede accurate strikes.

- If a hero declares an attack while inside or in [1] of a Terrain Tile, you are **Distracted 3** for this turn.

Battle Exhaustion

As the battle rages on without respite, you become more susceptible to distractions.

- If a hero start its turn in [1] of a villain, this hero is **Cursed** during its turn.

INITIAL SETUP

- Place the heroes in [2] of Gullog. Each may reassign 2 Skill Tokens.
- Place **Elementals (79-R)** and **(80-B)**, **Fiends (81-R)** and **(82-G)**, and **Lytixyr (B)**.
 - (Kemet Hunt): **Spy (★★ 64-B)**, **Archer (★★★ 36-G)** and **Warrior (★★★★ 67-R)**.
- **The quest starts NOW (take the first turn!)**

R If all villains are dead, remove any remaining Doors from the grid. For every Door removed in this way, reduce the Time Token by 2. **Then, go to [3] - page 209.**

EVENT 1

Baraelmer challenges you, pitting you against him and his most formidable generals. Are you adequately prepared to face this trial?

- Place **Archer (74-G)**, **Spy (95-O)**, **Berserker (76-B)**, **Necromancer (85-R)**, and **Baraelmer (BA)**.
- Remove both **Living Walls**.

Leader of the People

Baraelmer is a staunch protector of his generals and people; he will thwart any attempts to eliminate his generals if he can.

- If a villain is targeted in [5] of Baraelmer, Baraelmer swap places with the villain and become the attack's target. The villain HEAL 15 if it happens.
- Reminder: All DMG done to Baraelmer is converted to R-DMG, so it cannot be reduced below 1 HP (see Baraelmer stats).

• **When you let Baraelmer with 1 HP and kill all other villains, you win the quest. Go to [5] - page 209.**

Lytixyr, the Traitor (Warrior Figure) **B** **280** **10** **5** **8**
 Hit Points Defense Movement Reaction

• Until all other villains are dead, all DMG against Lytixyr is R-DMG, and he cannot die.

Protective Corruption (Primary Attack) ✂ 1 square ⚔ 1 enemy
 ✨ 20 DMG+effect Miss: 12 R-DMG

Benefit: +3 to Attack Roll and **Blessed**.
Effect: ⚫ The villain with lowest HP gains two **Protected** Tokens.
Unprovoked / Crit: +5 DMG.

Special Passive
Trigger: This ⚫ starts its turn in [4] of Gullog.
Effect: Lytixyr gains two **Protected** Tokens.

Favorite Target: The hero with highest HP within reach.

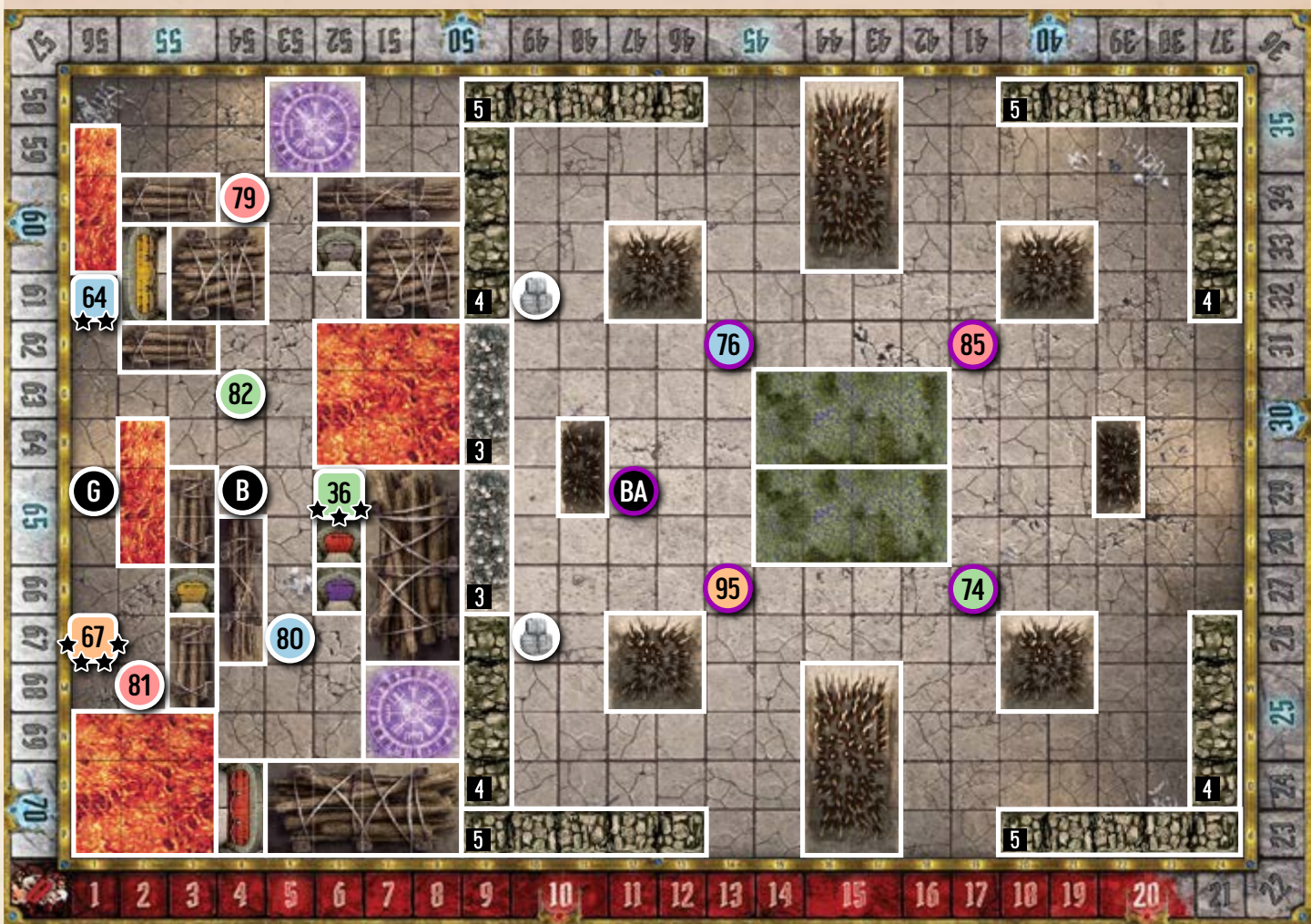
Baraelmer, Kemet Leader (Baraelmer Figure) **B** **350** **12** **5** **8**
 Hit Points Defense Movement Reaction

• All DMG against **Baraelmer** is R-DMG, and he cannot die.
 • At the start of Baraelmer's turn, randomly get one of its Attack Cards. Baraelmer will then use this attack against his **Favorite Target** in the most effective manner possible.
 • Special attacks can be used only once.

Special Passive
Trigger: If the target is in [5] of Gullog.
Effect: PUSH 4 Gullog and HEAL 15 the villain with lowest HP.

Favorite Target: The hero with lowest HP within reach.

- | | | | | | |
|--|---|---|--|---|---|
| <p>Villain Kits</p> <ul style="list-style-type: none"> • 1 Archer (36, 74) • 1 Spy (64, 95) • 1 Warrior (67) • 1 Berserker (76) | <ul style="list-style-type: none"> • 2 Elementals (79, 80) • 2 Fiends (81,82) • 1 Necromancer (85) • 1 Boss (Warrior) • Baraelmer Hero Kit | <p>Barriers</p> <ul style="list-style-type: none"> • 2 Big Door • 2 Barricades 4x2 • 2 Barricades 3x1 • 2 Barricades 2x2 | <ul style="list-style-type: none"> • 4 Barricades 2x1 • 2 Living Walls 3x1 • 4 Small Door • 4 Walls 5x1 • 4 Walls 4x1 | <p>Terrains</p> <ul style="list-style-type: none"> • 2 Altars • 2 Lava 3x3 • 2 Lava 3x1 • 2 Spike 4x2 • 4 Spike 2x2 • 2 Spike 2x1 • 2 Swamp 4x2 | <p>Miscellaneous</p> <ul style="list-style-type: none"> • 2 Chests • 1 Gullog Figure • 1 Time Token |
|--|---|---|--|---|---|



Map Labels: — Initial Setup — Event 1

Interlude Week 4

The Awakening of Mazu

Select the new heroes used to play the adventures during this week.

1 As the city of Wharfugee celebrates the return of the heroes, you can finally rest. Your forces combined will improve Wharfugee's chances in the war. But tonight, all you want is to retire to Sara's inn for a soft bed and a hot meal.

At night, you hear an angelic voice in your mind, "Come quickly to the place of Tamera; the mortals are about to unleash a dangerous power over the material plane." You quickly prepare yourselves and rush to Wharfugee's Church.

Upon arriving, you see a strange holy light emanating from the church's altar. Razun, the local cleric, immediately points to you, "My High Cardinal, they should be the ones foretold in our revelation." Now, studying the scene, you see many important cardinals there, including the High Cardinal Gideoni. At the center, a figure of an angel is standing there, full of holy light.

The High Cardinal, kneeling with tears shining in his eyes, approaches the celestial being. "Majestic being of Tamera, why do you visit us? Has our recent war offended the spirits of Tamera and Bauron? Are these the heroes whom you've summoned, even though they have little understanding of our plane?"

Each hero makes an TEST (d20+ Hero Card + NPC Card). (19+: success | 18-: failure)

+3 if you are Taram, Sir Erick, or M'Bollo - You studied Tamera's teachings.

At least 1 hero succeeds (19+): You display a good knowledge of angels and planes. For a moment, the embarrassed face of Gideoni was more satisfying than seeing an angel. **A hero gains 1 .** [2]

All heroes fail (18-): Go to [2].

2 You hear a calm but firm voice echoing from the angel. "Hold your theatrics, Cardinal. Your time will come. My message is urgent. Wharfugee must rally its finest minds and bravest souls like these in front of you. A dire challenge awaits with severe consequences if you don't interfere."

As you approach the angel, he looks at you with an enigmatic expression, "The Kemets, guided by the eye from beyond, plan to summon Mazu to Tanares. Some creatures should be forgotten when the Gods banished them. This dragon spirit is an ancient force of paradox and entropy, which can disrupt the magic field and even fragment the timeline."

Sensing that people are having difficulty comprehending, the angel pauses, "The reason for the danger isn't relevant now, but your actions to stop it are important. The Kemets intend to use a fallen silver dragon as a vessel, expecting to summon a powerful ally in the war. But if they succeed, they will unleash a being they don't understand, much less control. Your mission is to stop their ritual at Yama Bunkatsu's peak."

You feel the holy energy diminishing, "Beware, a fragment of Mazu lingers there. I cannot cross the planes, so I cannot interfere directly. I can only guide you and show the way in your mind. I leave the destiny of the material plane in your hands. Save it before it is too late." [3]

3 Using the Imperial portal grid, you reach the foot of the mountain and begin to climb Yama Bunkatsu, resisting the harsh cold. After hours, you find the eastern cavern, just as shown by the angel. When you enter, you have a strange feeling of crossing the material plane, as the air and energy around you feel different.

As you explore the cave, walls depict the birth of dragons by the sun and moon gods, the banishment of Mazu by the dragons, and the creation of the first mortals by angels, who are shown imbuing their souls with parts of Tamera and Bauron.

As you walk deeper, the cave begins to tremble, filling with surges of chaotic energy. A vast chamber looms ahead, filled with the hum of necromantic chants in the Kemet language.

Suddenly, a voice thunders, "WHO DARES SUMMON ME? I AM THE PARADOX, THE DESTROYER OF DESTINIES! NO ONE CAN BIND ME!" A massive silver dragon, serpentine and decaying but radiating immense power, dominates the chamber. The Kemets, trying to control it, are obliterated by a blast of chaotic energy from the dragon.

The dragon's erratic flight, as it hits the cavern walls and ceiling, causes chamber sections to crumble. You try attacking it, but it is useless, as no mortal magic or weapon seems to be able to harm such an entity. However, the ritual seems incomplete because the creature is still absorbing energy.

The only apparent solution is to disrupt the ritual. Magic is still resonating from a chamber, indicating that more Kemet ritualists must be hiding there. You rush to the hall, only to find yourself teleported to a tower featuring Yama architecture. The only clue you find is a set of pressure plates inscribed with glowing runes.

As you approach the runes, the bodies of fallen creatures begin to rise, with smoke emanating from their forms. The Kemets have prepared necromantic magic to stop intruders.

Go to page 214 and set up Quest C: "The Awakening of Mazu."

4

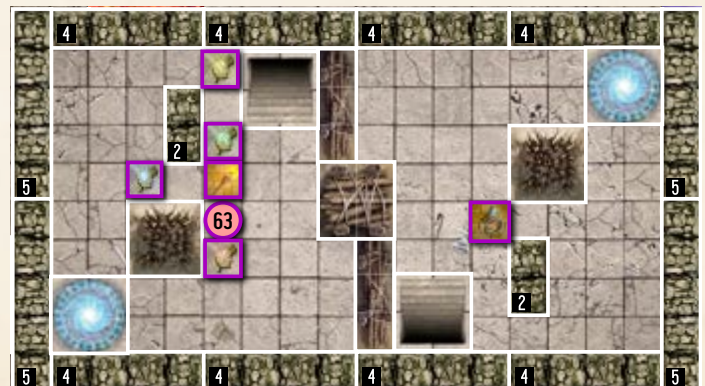
EVENT 1

When you press the pressure plates simultaneously, they flash with a bright light. At first, you feel relieved to have succeeded in your task. However, your relief turns to shock when the floor beneath you crumbles, sending you to a lower level of the tower.

These walls are adorned with detailed portrayals of the world, home to many creatures. Among these images, one shows the sun and moon shaping three distinct beings: the orcs from the fiery lava, the Taii'Makus from cooled obsidian, and the humans from the ashes in the winds.

However, your time for contemplation is brief as the ceiling continues to fall upon you. You see four more pressure plates with runes, alongside a mystical defensive mechanism guarded by a figure moving in the shadows.

- Place the **Quest Items**, the **Torch** and **Hook Tokens**, and **Spy (63-R)**.
- Return to page 214 - **EVENT 1**.



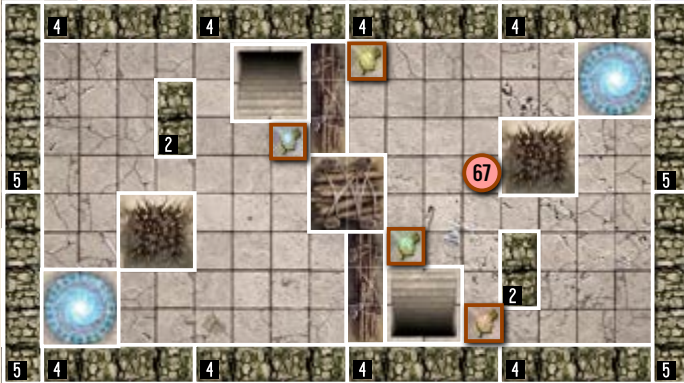
EVENT 2

After pressing the plates, this tower's floor succumbs, and you fall to the level below.

Here, the walls show two distinct images: a halfling maiden with gem-like eyes and ethereal wings, arriving from another realm and breeding earth-born creatures that seem to be halflings. The second image portrays a stone-dwarven figure with moonstone eyes, emerging from a portal and shaping the Dwarves from stones.

You see four more pressure plates with runes and another guardian hiding in the darkness.

- Place the **Quest Items** and **Warrior (67-R)**.
- Return to page 214 - **EVENT 2**.



EVENT 3

Another press on the plates sends you down to a different floor. One wall depicts a gnomish form radiating the essence of knowledge, holding scrolls and books as symbols of boundless wisdom as she turns light into the shapes of gnomes.

Another portrays the image of four deity-like creatures guiding elves from another realm to Tanares, escaping from a frozen, ruined world. Finally, the last images depict various species—such as centaurs, gnolls, and goblins—being drawn through portals from other planes, invited by the sun and moon to share the world.

In the corners of the rooms, you see four more pressure plates with runes and another guardian hiding in the darkness.

- Place the **Quest Items**, the **Torch** and **Hook Tokens**, and **Warrior (68-B)**.
- Return to page 214 - **EVENT 3**.



You fall again to a final chamber, where the last of the Kemet ritualists are focused on their incantations, channeling them into a familiar artifact. Seizing the moment, you quickly eliminate them and break the artifact. It erupts in a surge of wild magic, from which you narrowly protect yourself. The Kemet necromantic powers finally cease, and the reanimated corpses become inactive.

The Silver Dragon falls from the air; the energy flows away from its body. You hear a familiar voice: the angel from Wharfugee. *“You are in the borderlands of a timeline. Here, there is no past or future, only the essence. I am grateful, mortals; you prevented Mazu from reaching Tanares bound in the Silver Dragon’s body. Think of this entity as a corrector of wrong timelines. So the time can continue to flow safely. Take your time to enjoy the images; you shall return to Tanares soon enough.”*

The engravings portray a chaotic world, with nations in a vast conflict. A human kingdom under siege stands overwhelmed. In a subsequent tableau, 12 elderly wizards are negotiating with the eldritch beings, the same responsible for the elves’ world downfall.

The carvings show the wizards opening a portal and being transformed into monstrosities similar to Penumbral creatures. From this portal, five titanic grotesque entities, leading hordes of twisted minions, unleash havoc upon the world. Fighting against them, you see figures from the previous walls, such as the Sun and the Moon, the dragons, and the mythical figures, such as the halfling maiden, the stone dwarf, and the gnome woman, united against the invaders.

The final carvings depict four mortals, but fissures in the walls have destroyed most of them. Only three names remain legible: *“Isendden,” “Orthus,”* and *“Avelum.”* The rest is sadly lost to the destruction of the chamber.

As you finish admiring the walls, you are surprised to see the Silver Dragon alive. Before you can react, he speaks imposingly, *“Fear not, mortals; I am not Mazu. He is not in my body, but his immense energy revived me. I am still bound to this place, but when you need me, I can manifest in your world to help you. Consider this a sign of appreciation.”*

You see a blinding flash and, upon opening your eyes, find yourself in the warmth of Sara’s tavern room., hearing the celebrations for the heroes’ return, at the exact moment before you would have heard the angel’s voice. However, instead of hearing his voice this time, you hear Sara’s voice, *“Dear ones, I brought mead and some food. Tonight, everything is on the house!”*

Add “Silver Dragon Manifestation” (Week 6) NPC Card to your Character Deck.

Week 5 has started! Begin its first Journey phase: Phase 17.





Quest C - The Awakening of Mazu

An angel's call urges heroes to stop the Kemets from using a Silver Dragon remains to host Mazu, an entity that can change the very history of Tanares. Your mission: stop the ritual before Mazu recovers his true power and becomes unstoppable.

Primary Objective

- To be revealed in the Quest Chapter.

If you lose

- Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

- There are no villains alive when you win the quest.

Special Rules

Silver Breath

The Silver Dragon seeks to ensnare you in a slow, tormenting demise, intermittently releasing breaths. You have a fleeting moment to evade being crushed against the collapsing ceiling.

R MOVE 5 the Silver Dragon clockwise. Then, all combatants orthogonally aligned (no range limit and walls don't block it) with the Dragon take 10 DMG and must be repositioned in the stair tile of the other room or as close as possible.

- **You lose the quest if the Silver Dragon returns to its original position after encircling the grid.**

Empowering the Ritual

The ritual is still underway strengthening the Dragon. The unstable mystical powers on the halls may speed up Mazu recovery.

- If a villain would Dark Surge, instead MOVE 1 the Silver Dragon clockwise.
- Whenever a hero uses a Portal Tile, MOVE 1 the Silver Dragon clockwise.

Weakening the Ritual

Just as the untamed mystical forces can augment the Kemet ritual, slaying the Silver Dragon's spawns can undermine it, as they are infused with sparks of its power.

- If you kill a villain, MOVE 2 the Silver Dragon anti-clockwise.

Magic Overflow (3x3 Terrains)

During the ritual, moments may arise where Mazu powers flash with its true might empowering the Kemet ritual.

- Whenever the Silver Dragon completely occupies a terrain tile (this may happen during movement), remove the tile. All villains on the grid regain full HP, and **all previously dead villains** (including of previous events) are **revived** inside or as near as possible of the quest items of the same color.

Pressure Plates (Quest Items)

These were the spots being used by the Kemets to perform the ritual, now to stop it the four runes must be activated simultaneously!

- When the round ends, a new Event starts if the four heroes (not Companions) are positioned on the same squares as the Quest Items.
 - This feature only occurs after the Silver Breath feature has been fully resolved. This may cause the Dragon to move heroes out of their positions, preventing the start of a new event.

! IMPORTANT:

Before activating the new EVENT, the dragon's power (trait Silver Breath) may teleport the heroes. Be careful to consider this and plan accordingly.

INITIAL SETUP

- Place two heroes in each Stairs Tile. Each hero may reassign two Skill Tokens.
- Place Ninja (59-O) and (62-B), and Tengu (91-G) and (92-B).
- **Then, take the first turn!**

R If all heroes are inside the four Quest Items, go to [4] - page 212.

EVENT 1

Ancient Mechanism (Hook and Torch)

These defensive mechanisms prevent invasions.

- **With the Hook Token:** Swap the Hook and Torch positions.
- **R** All combatants in the same room as the Torch Token take 5 DMG.

R If all heroes are inside the four Quest Items, go to [5] - page 213.

EVENT 2

R If all heroes are inside the four Quest Items, go to [6] - page 213.

EVENT 3

Ancient Mechanism (Hook and Torch)

These defensive mechanisms prevent invasions.

- **With the Hook Token:** Swap the Hook and Torch positions.
- **R** All combatants in the same room as the Torch Token take 5 DMG.

R If all heroes are inside the four Quest Items, you win the quest. Go to [7] - page 213.



Villain Kits

- 2 Ninjas (59, 62)
- 2 Spies (63, 64)
- 2 Warriors (67, 68)
- 2 Tengus (91, 92)

Barriers

- 2 Barricades 3x1
- 1 Barricade 2x2
- 4 Walls 5x1
- 8 Walls 4x1
- 2 Walls 2x1

Terrains

- 1 Corrupted Zone
- 1 Ice 3x3
- 1 Lava 3x3
- 2 Portals

- 1 Spike 3x3
- 2 Spike 2x2
- 2 Stairs

Miscellaneous

- 2 Chests
- 2 Tool Tokens (Torch, Hook)
- 4 Quest Items
- 1 Silver Dragon Figure



Map Labels: — Initial Setup

Week 3

(Read this after ending the WEEK 3 World Phase)

1 In the haunted silence of Wharfugee's streets, people share tales of the missing heroes. Their absence has hollowed the city's heart. Every gaze bears the weight of fear that the Ironhands, the Empire's symbol of oppression, would control Wharfugee. To many, Sedura's cold behavior and pragmatic ways are clear signs of the arrogance and disdain the Empire constantly shows the common folk.

You know that Sedura is on a quest to find new adventurers to become the elite operatives of Wharfugee, to complete tasks once undertaken by the heroes. Among the many allies whom the heroes had befriended, your group struck her as the most promising. After being chosen, she calls you to her office.

"You," her cold voice echoes, *"came from varied pasts, each with its own tale. But it's not past deeds or spoken tales that brought you here. It's the undying spirit within, a flame that won't wane. The people of Wharfugee are scared, waiting for a beacon. You must be that light... one I cannot be. I will present you to the people, and their hope shall be regained."*

At the city's heart, she introduces your group as Tanares' new hope. Her words are powerful, but her tired eyes betray her. *"Though the Heroes of Wharfugee are absent, their spirit lives within us. Their legacy won't be extinguished. These are the adventurers who'll shoulder their duties, combating the Kemets to defend Tanares."* Turning to your group, she concludes, *"You might not be the heroes we once had, but you're the hope Wharfugee trusts now!"*

With her proclamation, your journey begins, challenging not just your body, but also your soul amidst pervasive doubts. Instead of applause or booing, you have the crowd's indifference. [2]

2 Two days on, with the heroes absent, the citizens' spirits dwindled, and uncertainty permeated the air. You decide to search for the advisors and eventually locate Huradrin leaning against the stone of a building. *"By Dorsi's beard,"* he rumbles, looking sadly at the streets, *"it's been days, Zalir. What if we nêr lay eyes on 'em again?"*

Zalir responds. *"Huradrin, you often let your pessimism overtake your judgment. Remember, after the rain, there's always a rainbow. We'll find them, okay?"*

Huradrin sighs, *"Aye, it's just... the thought of losin' family again gnaws at me. This place, it's become home."* Zalir's eyes hold a distant, painful glint, hidden behind his faint smile. *"I haven't slept well even before all this, my friend. The images of the victims of the Kemets haunt me every time I close my eyes. I want to keep everyone's hopes up, but sometimes it's hard. This war demands more from us than we think,"* he murmurs.

A young girl pulls on Zalir's cloak, interrupting them. *"I can't find my*

parents," her voice trembles. Zalir kneels, conjuring a radiant butterfly. *"Fear not; together, we'll find them."* Huradrin watches as a glimmer of hope returns to Zalir's eyes.

You decide to give them their space during this mournful time. [3]

3 You go to the Ironhand Outpost, seeking Sedura's guidance for your first mission. Upon arrival, you see her approaching in a corridor, but there are loud voices from a nearby chamber. *"She's incapable. Without the heroes, we need someone who truly knows Wharfugee's heart."*

Sedura's grip tightens on her sword. Meeting your eyes, she confides, *"I'd love to imprison these plotters, but it would divide the army.."* After a pause, she continues, *"Once, I was an adventurer, a hero, just like you. I've battled monsters, dueled in arenas, even slain dragons... but now, I'm buried in army politics."*

As she enters the room, Major Toren, with evident arrogance, speaks. *"I challenge you, Sedura. You are just incompetent and will leave the command today."* She replies with conviction, *"So be it. Step up and prove you are better. If anyone else agrees, join the fight."*

As blades dance and clash in a makeshift arena, Sedura's exceptional skills are evident. She resists officers and adventurers, one after the other. Even exhausted, she beats them all, proving her worth. At this moment, she is Sedura, the Hero of the Wastelands, not the Captain of the Ironhands.

Inspired by her actions, you return to prepare yourselves. You now understand what is needed to restore the people's hope. Only successful missions will prove that you are worthy heroes. [4]

4 The following day, as you walk through the city, the spirit of Wharfugee begins to glow anew. Bolstered by Zalir's determined hope, Huradrin rallies search parties of scouts and rangers. You notice his clanmates gathering around him, eager to follow his lead. *"Search every nook and cranny, turn every stone, and cast torchlight into the darkest o' caverns,"* Huradrin bellows.

Watching the dwarves move, you sense an air of gratitude among them. However, it was Huradrin who captured your attention the most. Every order he gives to his kin seems filled with silent contemplation, and you catch him wondering aloud about what his father might have done in his place.

Your observation is interrupted as Zalir, playing with the orphaned girl, smiles at you. *"Seeing her laugh gives me hope: not for myself, but for those who depend on my spirit, like her. Her parents put her in the last wagon during an undead invasion of their town. Now, she has become my beacon of light in the darkness of this war. I am ready to assist you in your missions, new heroes. We must prevent others from losing their families."*

Sedura approaches and asserts, *"The heroes might be gone, but their spirit lives on in us. We fight for them, and we will defeat the Kemet!"* With renewed hope, Wharfugee endures another week of war.

You realize that your journeys thus far weigh in your experience as a hero, and you feel more skilled in combat. *From now, heroes may use their Legendary Skill Card. Also, 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:

P	The Kemet spot Ironhand scouts observing Desdemona from afar and reinforce their presence on the coast of Ubel. They concluded their activity with crystals and in the domains of chaos (that could jeopardize their powers of foresight). Mark Tameranium and foresight for the Kemet (fact).
Q	The Kemet has summoned a colossal Titan, and the army already secured the monster to be used efficiently in the war. Mark Colossal Opposition (fact).
R	It is too late to investigate how the Kemet are magically brainwashing and enslaving Wharfers. You cannot take effective actions to free them. Mark Kemet enslaving on the west coast (fact).
S	Since it becomes clear that you must head to the site in the present, it seems pointless to dwell in the past; Huradrin stops his investigations. Mark Huradrin is in the dark (fact).
T	Talessa is disappointed with your lack of consideration and flies away, never to return. Mark Draconic Ritual is not performed (fact).
U	It's too late to destroy the place where the Kemet mass-produce undead soldiers; you lost a good opportunity to weaken them severely. Mark Falling at the last dark hurdle (fact).
V	It's too late to help the Ironhand maintain control of Cragplateaus Bridge; the Kemet advance and force an imperial retreat. Mark The Bridge is lost (fact).

Cough! Cough! Ptchoo! Through blurred vision, you see a dark figure. It had been performing mouth-to-mouth resuscitation. A lit torch comes near your face, warming it up and illuminating Sara's bright red hair. She says nothing. Exhausted, she lets the torch fall on the humid floor and lies down, arms and legs stretched. After a few resting, long breaths, she says softly:

"The good news, we're alive. In an ancient dwarven hall, for centuries untouched, it seems. The bad news, we're deep underground, with no escape in sight." Sara sheds a tear and faints.

MISSING HEROES

Your team is lost in the underground after the collapse of the Dwarven Kingdom. Heroes who did the "Dwarven Kingdom" quest are considered the "missing heroes." Missing heroes can only become part of Adventures that state: Only missing heroes can play it. They can only be played in specific Journey Phases, indicated on the card (alternating missing and other heroes),

- **Phase 13: other heroes;**
- **Phase 14: missing heroes;**
- **Phase 15: other heroes;**
- **Phase 16: missing heroes.**

City Phases and World Phases are played as usual. The heroes gain resources and items and change NPCs as usual. This is for the sake of simplicity.

If you prefer a more realistic approach, you can use the "Totally Lost mode." (not recommended because of the complexity).

Totally Lost Mode: Separate all Hero, NPC, and Item cards from the Missing Heroes. Keep them separated in your save game from any other hero. The Missing Heroes cannot gain new items or change NPCs. Any loot card they gain must be kept separated and cannot be used on City Phases. This ends if/when they find a way back from the underground.

Discard all Adventure Cards you have. They cannot be played.

Even with the heroes missing, the war continues, and new dangers rise in the Central Sea, Capital, and Penumbra. With no other option, new heroes must be recruited to aid. **Gain Adventure Cards X, Y, and DD.**

Some paths lie ahead for the missing heroes. **Gain Adventure Cards Z, AA, and RC.**

RC is a Relic Quest. (WARNING: Relic Quests involve intricate puzzles and are more complex than regular quests.)

If you have the Kemet Lords heroes (Baraelmer, Zisenuh, Solnertha, Yrizard, and Cildroly): DO NOT START WEEK 4 YET! Go to page 204 - Interlude Week 3.

Otherwise, Week 4 has started! Begin a new Journey Phase. Remember to use other heroes and select one of these Adventures: X, Y, or DD.

Week 4

(Read this after ending the WEEK 4 World Phase)

1 As the sun sets on Wharfugee's streets, joy and relief fill the crowd. "The heroes have returned!" they exclaim; the fires of hope reignite in their hearts. You, exhausted from your long journey underground, arrive in the city with Sara and your newfound Kemet ally, Bauis.

Huradrin hurriedly leaves his lab to greet you and embraces Sara. "I thought I'd lost ye! Are ye hurt?"

The gathering crowd looks on in wonder at your return, but their warmth turns to suspicion when they spot Bauis. Sara, sensing this, speaks, "He's our ally! He opposes Gullog and this invasion just as much as we do and he came to help us!" The townsfolk remain suspicious of the Kemet, but they seem willing to trust both you and Sara.

"An ally, you say?" Sedura steps forward, her usual cold behavior absent as she regards you with the affectionate smile of an old friend.

Bauis nods. "Some among my people disagree with Gullog's actions and this entire invasion. We don't believe the prophecies and oppose sacrificing our people in this senseless war. I am aware of a threat to your city, and I can help." His eyes settle on Sedura, seeking her trust.

She addresses Bauis, "All of you should rest tonight. Come to my office first thing in the morning." [2]

2 In the morning, after a well-deserved rest, you convene with Huradrin, Sara, Zalir, and Sedura in her office, bringing Bauis with you.

Bauis shares his knowledge of why the Kemet haven't attacked Wharfugee yet. "They are preparing a potent necromantic spell to be used in a cataclysmic siege weapon. This was a tool they honed during their war with the Kepesh ages ago. Once completed, the spell can obliterate an entire city in mere minutes with a surge of necrotic energy, though its preparation takes weeks. I believe it's nearing completion, and I know where it is." Upon hearing Zalir confirm this based on ancient histories of such a spell, anxiety permeates the room.

"We and our kin stand ready to do what's needed to protect our home!" declares Huradrin, glancing at Sedura. She quickly summons Major Simpson, "Major, dispatch orders to all officers. We must assemble all available troops and devise a strategy to counter this threat." [3]

3 With Bauis' knowledge of the Kemet's plans and their location, you quickly ready your operation. The Ironhand army marches in formation, flanked by Sedura and the dwarves of Huradrin's clan.

Meanwhile, you lead a stealth unit including Zalir, Sara, and Huradrin. Approaching the weapon's location presents significant challenges. The area, a series of caverns nestled in Willow Mountain not far from Wharfugee, is swarmed with hundreds of Kemet. From this vantage point, one could glimpse Wharfugee on the horizon, an ideal location to unleash the Kemet's devastating spell.

The initial task is climbing the steep mountain walls, guarded by undead, likely summoned by the Kemet. This route gives you the advantage of surprise, while the main army takes the longer route.

Upon spotting a Kemet patrol, Zalir casts his magic, rendering the ground treacherously slick and sending the enemies descending into the valley below. A deep confidence radiates from Zalir. "Hey, leave these patrol guys to me! Ahead, everyone! I assume they've never experienced mountain-sliding! Time for a surprise they won't forget soon!"

As you advance, you eliminate Kemet scouts and patrols to prevent any alarms, eventually reaching a vast chasm. On the other side, Sedura and her troops remain concealed, awaiting the signal. Huradrin says with resolve, "Aye, forge ahead the path, Stonemaster Dorsi!" He conjures roots and vines and begins crafting a bridge that Ironhands cross with haste. A spirited group of dwarves, cheering Huradrin's name, take the forefront.

Suddenly, the Kemet, finally noticing your invasion, begin their counterattack, but Wharfugee's defenders prove formidable. Arrows fly, magic flashes paint the sky, and blades clash with fury. Your remarkable combat skills allow you to defeat Kemet necromancers, deflect the archer's arrows, and parry the warrior's blades, altering the course of each skirmish. Your actions are a true testament to your reputation as the Heroes of Wharfugee.

Beside you, Sedura emerges as a champion, her battlefield presence exceptional. She quickly shouts commands to the troops from the frontlines while her lightning-fast strikes quickly dispatch many enemies. This is Sedura's true face: a formidable warrior.

The mission's goal is near: a vast magical circle, at its heart, stands a towering structure pulsating with sinister energy aimed directly at Wharfugee. With Bauis' aid, you identify its vulnerabilities, leading to its spectacular destruction in a blast of necromantic energy. [4]

4 Your victorious return is met with festivities. Bauis, previously seen with distrust, now stands as an ally. While the Kemet threat lingers, your bravery reignites Wharfugee's hope.

Sara approaches you, "Forgive me. Somehow, this threat was not revealed to me. But this week, we must gather allies and resources for the final confrontation. I also feel that the Kemet may try another approach to invade our city now that their plan has failed, but I trust you can overcome anything."



You realize that your journeys thus far weigh in your experience as a hero, and you feel more skilled in combat. *Heroes may use their Legendary Skill Card. Also, 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:

X	Spies along Outumn's coast report that the Kemet have stopped unloading giant weapon parts; you can no longer intercept them. Mark Colossal Weapon (fact).
Y	It's now too late to uncover some secrets in the Penumbra to make it safer for you. Mark Traps in the penumbra (fact).
Z	You cannot unveil the secrets that hide in the deep of UnderTanares. Mark Endless Darkness (fact).
AA	You cannot recover — or even rebuild — some of the most significant achievements of the legendary dwarven age. Mark Irrecoverable Dwarven Glory (fact).
DD	But you've lost the opportunity to shed light on the sinister operations of the wizards from the Department of Mysteries. They may get in your way sooner or later. Mark Shallow digging into the Empire (fact).
RC	You've lost the opportunity to learn what great treasures the dwarf could be holding. Mark Dwarven treasures remain lost (fact).

Discard all Adventure Cards you have. They cannot be played. Then, check your Calendar:

- **If you played Adventure DD:** You can dig deeper into the Imperial Wizards and their schemes. The Department of Mysteries was not the only one responsible for the disappearance of people. **Gain Adventure Card GG.**
- **If you played Adventure X:** After gaining the support of the pirates, Sedura must acquire the alliance of the barbarians from the north and south; they could be a powerful aid to attack the Kemet. **Gain Adventure Card EE.**
- **If you played Adventure Y:** Captain Maryne reported that the waters are strange in the north, with unnatural vortexes of Penumbra energy. **Gain Adventure Card FF.**
- **If you played Adventure T AND were successful:** Now it is time to finish Zarumag once and for all. **Gain Adventure Card HH.**
- **If you played Adventure BB or CC:** You found a strange object Zalir is interested in. **Gain Adventure Card RD.**
- Sara is having some premonitions but needs time to comprehend it. **Gain Adventure Card JJ (but you must play it only on Phase 20).**

Check if you have won at least **THREE** of the following quests: ☆ 15. *Sword* | ☆ 33. *Trip(ping) to the Past* | ☆ 42. *Extrplanar Journey* | ☆ 51. *Portal Defense* | ☆ 52. *The Map*. If you have, read the text box called "Huradrin's Redemption" (*otherwise, ignore it*).

Huradrin's Redemption

Huradrin has gathered sufficient knowledge about the truth of his father's death and his kingdom's demise; an enormous weight is lifted from his shoulders as you help alleviate his soul-consuming guilt.

Honoring the passing of his loved ones, his heart swells with a feeling that words cannot describe. **Mark Huradrin's Redemption (fact).**

If you have the Silver Dragon: DO NOT START WEEK 5 YET! Go to page 212 - Interlude Week 4. Otherwise, Week 5 has started! Begin a new Journey Phase.

Puzzle Solutions

Elemental

- A - R, G, R
- B - Y, G
- C - Y, G, G
- D - R, W, B
- E - G, Y, R
- F - G, G, G



Every answer starts with this slot and follows clockwise to the next.

Lockpick

- [A] Trap Pin 2C, Watch Tower Pin 2B
 - You remember that the Trap can also destroy the Ball.
- [B] Trap Pin 3E, Watch Tower Pin 2E, Portal Pin 3C
 - The Portal has priority over other effects (such as the destruction of the Ball). The next square in the Ball's path is the one that takes it toward its destination, and you can insert PINs in places where previously there was a Magnet. You cannot put the Watch Tower next to the Portal because it obstructs the Ball's path.
- [C] Trap Pin 3B, Watch Tower Pin 4A
- [D] Trap Pin 1D, Watch Tower Pin 3A, Portal Pin 3D
- [E] Trap Pin 3A, Watch Tower Pin 4A
 - The Ball blocks the Watch Tower's vision, and the Ball is destroyed if it rolls within [1] of a Magnet.

[F] Trap Pin 4A, Watch Tower Pin 3A, Portal Pin 2D

- The Portal PIN does not teleport elements of the puzzle (such as the Ball) if there is no vacant square opposite to it (in this case, since the Portal is on edge, only the Magnet on the corner was teleported — the Watch Tower had destroyed the one to the right of the Portal).

[G] Trap Pin 2A, Watch Tower Pin 4E or 5E, Portal Pin 2D

- The Portal can teleport more than one element of the puzzle at the same time, and elements of the puzzle can be teleported into squares occupied by the path of the Ball.

[H] Trap Pin 4C, Watch Tower Pin 5B

- A PIN can be inserted where a removed Magnet stood, and a PIN can block the Watch Tower's vision.

[I] Trap Pin 5A, Watch Tower Pin 6A, Portal Pin 2C

- The Portal PIN can also teleport the Ball.

[J] Trap Pin 5A, Watch Tower Pin 2D

[K] Trap Pin 5A, Watch Tower Pin 1D or 3D, Portal Pin 2D

- The Portal can also teleport PINs, and it is inserted after the Watch Tower.

[L] Trap PIN 1F, Watch Tower PIN 1E or Trap PIN 6F, Watch Tower PIN 1E or 1F

- You can only insert the Watch Tower after the Trap. A PIN does not need to remove a Magnet, and the Watch Tower can destroy only Magnets that are [2] or more away.



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