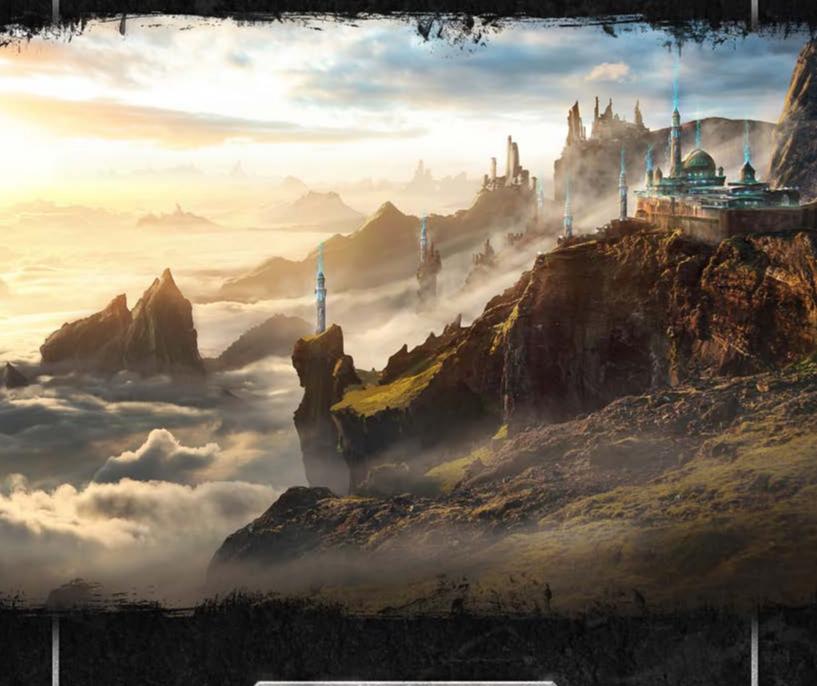
TNA FULL CAMPAIGN

BOOK 3

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





Weeks V-VI

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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!

Puzzle Solutions

Books, Weeks and Adventures

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

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

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

Воок 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.



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.

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







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;
 - o It gets affected in any way by any attack, skill, passive power, or effect;
 - Another villain in the same Guard Group becomes active.



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







Chest, Barrel, Orbs

These are elements of the scenario.

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





NPCs and Prisoners

characters.

 Used during the Quest to represent special









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



(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).

(Follow these instructions only if you've <u>lost</u> 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.
- Check here if you get some Tool Token or other elements necessary for the Quest.

QUEST	ITEMS ACQUIRED
57, 59, 60, 62, 65	A hero starts with the Tome Token.
58, 67, 77	A hero starts with the Hook Token.
63	Attach all Tool Tokens (Hook, Key, Tome, and Torch), each on a different hero.
72	Choose to play with Azymor, Kelorth, or Vyrak and get its components in the Dragon Collection. Read page 76 - Place Lava Tiles on the places indicated on the map.

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
57	Never enter a Tile.
58	All villains die to Caged Beast DMG.
59	Never miss an attack (see Tome of Light).
60	The Boss is never in [2] of a hero.
62	Necromantic Statues kill all villains.
63	Multi-Elemental Constructs are never the target of attacks (only effects and skills).
64	lce + Lava Alchemy always affects at least one villain; Altar + Portal Alchemy always affects at least one hero.
65	All Fate Cards must have been discarded before you interact with each Lever AND when the quest ends.
67	When attacking, villains never trigger their Passives (or Special Passive), and heroes always apply their Passive.
68	Huradrin never takes DMG from villains' attacks, effects, or Reactions.
69	You have 70 XP AND 9 Allied Forces on the War Machine when you win the quest.
70	At every round, at least one villain Dark Surges and still is unable to reach and attack any hero.
71	All villains take Lava DMG during the turn they die.
72	Kill Zarumag within 2 Rounds.
73	Infiltrators have at least 50 HP when you win the quest.
74	Play with Brute, Shooter, Controller, and Tactician.
75	All heroes and Prisoners have at least 40 HP when you win the quest.
76	The Boss dies before its first turn starts.
77	Villains only take DMG from Companions or Pegasus Meteor Attack on the turn they die.
78	All Initial Placement villains die on the same Round; repeat this for Event 1 villains.
79	Do not apply skill effects against the Boss.
80	Never complete a Cycle.
81	Never take DMG from Ironhands.
82	Finish the quest without any turns in which only one villain dies (every turn, either no villain must die, or two or more must die).



Adventure EE Fangs and Fury

For this Adventure, you cannot recruit the NPCs "Yviah, the Frost Giant Queen," "Trygve, the Werebear," and "Vharzog, Tsvetan Orc"

You find Zalir and Sedura at the Ironhand Outpost. Zalir, with a gleam in his eye, exclaims:

"Hey, heroes! I have some good news. Do you remember the regions where the Kemets built their Pylons? It seems they suppressed the locals and caused a fuss in the region to ensure their plans. Do you know where this is going? Yes! Both regions are threatened by the Kemets; this is a golden opportunity for us to make them join our side of this war."

Sedura approaches you with a stern yet surprisingly friendly demeanor and says, "Our forces haven't managed to reclaim those locations yet, but we have a strategy. Potential allies exist out there, even among those the Empire has foolishly overlooked. The northern barbarians and the southern Orcs have plenty of reasons to align with us. I need you to journey to one of these important regions and rally its inhabitants to join our cause."

- A) Head for the frozen north and meet the furious barbarians. [2]
- B) Head south and try to appease the vicious orcs. [29]
- C) (Fast Action Mode) You leave it up to Sedura to decide where you should go. [47]

You take a portal to the modest and sparsely-populated town of Blossom; unfortunately, the local contact doesn't show up. With zero clues, you decide to:

- A) Hire a local guide who can safely take you to the region you are looking for. *Spend any 2 Loots*. Go to [3].
- **B**) Gather some information from the local people and proceed at your own risk. [19]

You hire a native warrior, who knows the surroundings and the local rumors. Her name is Svalanka. She says you will follow a long trail to the Great Valley, where you'll find the largest concentration of wildlings in Twin Heads Forest.

"We Kolbjörnians live with the cold, the savagery of barbarians, and the threat of Giants; but this is nothing compared to the Kemet. They decimated our warriors and our hopes. I believe you will find good allies in the barbarian tribes. Prepare yourselves; a storm is approaching!"

Each hero makes a [≪] TEST (d20+ Hero Card + NPC Card).

(13+: success | 12-: failure)

+3 to roll if the hero's art has heavy clothes or armor (hero). - A good time to be wearing the right clothes.

SPECIAL: You may choose to give this bonus to another player (lending your clothes for warmth)

+3 if you are Juliet or Oguemir - You are used to dealing with cold weather.

If a hero succeeds (13+): That hero barely manages to stay warm. If a hero fails (12-): The hero takes 4 DMG.

Go to [25].

Irritated, you proceed very slowly and draw considerable attention.

Put ■ (Slot 1). Go to [37].

When you tell him that it would be better if he abandons much of his luggage and entourage, he is clearly annoyed, claiming that you are breaking the agreed-upon deal.

Each hero makes a TEST (d20+ Hero Card + NPC Card). (21+: success | 20-: failure)

+4 if you are Katar - He has the prestige of a true warrior among the orcs!

+4 If you have **☆** Fire Pits - His actions echoed among the orc people!

At least 1 hero succeeds (21+): He grudgingly accepts, dismissing most of his entourage back to Feargus. He shares high-quality supplies with you, and you continue on foot. Each hero HEALS 4.

All heroes fail (20-): He yells that you're going back on your word and declares that your insolence will be known. Then he orders his caravan to turn around and leave you alone in the desert. He carries off some of your supplies, leaving you destitute. Each hero takes 4 DMG. Remove from the game the NPC Vharzog, Tsvetan Orc.

Go to [37].



6 Under various protests and curses, you give up following him, leaving Vharzog and his entourage behind.

- A) Go alone towards the Kemet concentration, and hope that your deeds will reach the ears of the Orcs, and facilitate an alliance. [37]
- **B)** Return and seek help in the wild Orcs villages under the Red Mother's laws. Only if you don't have a Hook Token. [39]

You descend the icy mountains, passing several chasms and precipices, until you reach a plateau that seems safe. When you hear a guttural roar, a huge and ferocious bear appears to attack you. The location favors the bear, not you.

- A) Fighting the giant, rabid bear seems like the best option here. [8]
- B) Quickly climb back up from where you came from. [20]
- C) Use the medallion you received. Only if you have the Bear Medallion. [21]

A fierce battle happens between you and the large, angry bear near an icy canyon.

Each hero makes a [★] TEST (d20+ Hero Card + NPC Card). (22+: success | 21-: failure)

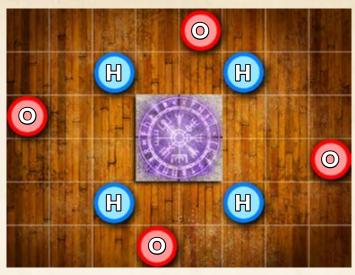
- +2 If you are a Bruiser or a Tank (hero) Someone has to be in front to deal with the bear.
- +3 if the hero has flames in the Hero Card art (hero) It seems that the bear does not like flames and is always focused on you.

At least 1 hero succeeds (22+): Go to [10]. All heroes fail (21-): Go to [9].

The bear viciously strikes you. *Distribute 10 DMG among the heroes.* The noise of combat provokes an avalanche. [12]

One of you lures him while the other coordinatedly strikes him with all their might, all at the same time, knocking him to the ground. *Two heroes gain 1* . Go to [21].

You accept the challenge, exciting the Orcs who respond with wild screams. You descend the mountain to a plain, where they play their primary sport, the Urug-Tuk, which consists of two teams, where the attackers need to push the defenders to the center, while the defender's can't walk but can hit the attackers with wooden staffs.





Urug-Tuk , the Orc sport Step 1

Place on the Board Tile as shown on the image:

- The 4 hero figures.
- 4 figures to represent each of the orc champions (orc or sentinel figures).

Step 2

Each hero takes a turn (1 action). Choose one of the following:

- A) MOVE 1 your figure, then PUSH 2 an orc champion in [1] of you.
- B) MOVE 2 your figure, then PUSH 1 an orc champion in [1] of you.

If all orcs were pushed to the Altar Tile, the heroes win. If there is a orc outside the Altar Tile, go to Step 3.

Step 3

After each hero takes its turn, the orcs attack them.

- Each Orc deals 2 R-DMG to ALL heroes in [2] of it.
- After applying the DMG, go back to Step 2.

Heroes win when the four Orcs are placed in the Altar Tile. After you win, go to [28].



12 A huge stone hits the bear's head, causing him to fall downwards. *Put* ■ (*Slot 5*). The gigantic avalanche sweeps you away, rolling you over and over and over until you all lose consciousness. Slowly you regain your senses and dig your way out of the snow. To your surprise, not only are you alive, but you are standing in front of a stone and ice palace of gigantic proportions. Crashes can still be heard near you, indicating that a new avalanche may come.

A) Enter the gigantic structure quickly. [13]

B) Investigate the surroundings at the risk of remaining outside for a longer time. [14]

As you enter, you hear a thunderous voice, more like thunder overhead, saying, "WHO DARES?" Lightning bolts shoot from everywhere to strike you. Each hero rolls a d20 against his own DEF. On a hit, the hero takes 5 DMG. Go to [15].

You notice that the rumblings are not from avalanches. They are from lightning bolts striking nearby. You see scriptures carved into the portals; they appear to be religious texts of the giant species, mentioning the Nature Spirits. You enter slowly and amicably so as not to be mistaken for enemies.

Each hero makes a TEST (d20+ Hero Card + NPC Card). (21+: success | 20-: failure)

+2 if the art on your Hero Card looks big and strong (hero). - Giants deal best with big people.

At least 1 hero succeeds (21+): Go to [15]. All heroes fail (20-): Go to [13].

15 You advance into the colossal cold structure when you observe a stone throne and a giant blue-skinned woman sitting on it, looking down at you. One of her hands seems to be holding some magical sparks. She tells you:

"I am impressed by your courage, or maybe foolishness, in coming here, little ones. I am Yviah, the queen of ice and storms, leader of the Giants of Kolbjörn. WHAT DO YOU WANT HERE?"

A) Say that you have come in search of allies against the Kemet, and perhaps the giants can also contribute. [16]

B) Say that you arrived by accident when you were attacked by a white bear while searching for barbarian allies against the Kemets. [17]

16 She says, "I can offer you help, but I need your word that the Empire will recognize me as the absolute ruler of this region."

A) Agree and say she can count on your word, but first, help you find and free the barbarians. [18]

B) Without compromising your word, asking only that she helps point the way to the barbarians, you will leave in peace. [26]

17 She says, "So it was you who killed Trygve, the leader of the barbarians? HA, HA, HA! Well, you have just earned my respect." Two Heroes gain 1 🗇 each. [16]

18 "Well," she says. "I can not only point you in the direction of the place you seek, but I can also bestow upon a spark of my power in exchange for a sacrifice. See if you are willing to pay such a price."

If you pay 5 5 Loot Cards, or remove from the game one Week 5 NPC or a Level II Item Card, you receive an enhancement to your weapons of +3 DMG for the duration of the Quest.

If you accept, keep reading. Otherwise, go to [26].

You position your weapons in the center of the hall. Lightning strikes the weapons from a ceiling opening, energizing them. In addition, Yviah says she will create a storm to distract your opponents.

"Get out of here. NOW!" she says. Put I (Slot 6). Go to [26].

You do not gather helpful information, forcing you to go alone in the northernmost direction. The journey is arduous and cold, passing through uninhabited places. *Each hero takes 4 DMG*. Eventually, you reach an even plain where you are able to walk faster. However, you notice a CRACK below your feet as the surface of a frozen lake shatters under your weight.



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

+4 if the hero is Oguemir (hero). - As a native of the region, he knows what to do in these moments.

+4 if the Hero Card art has wings or something that makes it possible to fly (hero). - Why fall if you can fly?

If a hero succeeds (13+): *The hero manages to move to the safe shore before the ice breaks completely.*

If a hero fails (12-): The hero sinks into the freezing water under the ice, but manages to grab onto the plates and crawl out of there to the safe shore. **Take 5 DMG or flip your Armor Card.**

Go to [7].

8 • Tanares Adventures

Before the giant bear can reach you, you throw down ropes and start climbing, each helping the other. The bear furiously claws the mountainside, trying to climb after you.

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

+4 if you are Oguemir - *As a native of the region, he knows what to do in these moments.*

+4 if the hero's art has Wings (hero). - Why fall if you can fly?

3 or more heroes succeed (13+): Go to [21]. 2 or more heroes fail (12-): Go to [11].

21 Slowly, the bear ends his rage, reducing its size and shape, and turns into a man. As he stands before you, he extends his hand and says, "I am Trygve, leader of the barbarians and protector of these lands."

If you have the Bear Medallion, keep reading. Otherwise, go to [22].

You give him the medallion. He smiles, saying, "Ah yes, I lost it during a fight with the beautiful Svalanka. Ha, ha! Thank you for giving it back to me." He hands you a vial and tells you to drink it when you are in danger.

A hero gains 1 Protected Token. Go to [22].

You say that you are representing the Ironhand and came here to ask for the help of the barbarian peoples to defeat the Kemets of the region. The chieftain's eyes narrow with suspicion; after all, the Empire has never truly cared about them.

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

+4 If you have the Bear Medallion - The inhabitants of the region respect the bear totem!

At least 1 hero succeeds (20+): Go to [23]. All heroes fail (19-): Go to [26].

He asks you to accompany him to his camp. You arrive at a place full of tents, animals, women and children, and a few men. He says that these are the ones who are still alive and free from all parts of northern Kolbjörn, Stravian, and even Ben'net. These are survivors of the Kemet attacks. You decide to tell him:

A) Better not to involve them any further in this, and you will continue on your own to find the Kemets, only needing a direction. [26]

B) The help of all those who are left will be necessary, for only together is it possible to defeat the Kemet and free the prisoners. [24]

Trygve says he will send some men to help you when the time comes. He must solve some problems there to keep the tribe safe. Put (Slot 4). [26]

25 Svalanka finds a cave where you can take shelter until the storm passes. She gives you a medallion and says, "We believe in spiritual animal totems that protect and strengthen our body and soul. This is the Bear Medallion to protect you in this dangerous land."

After a while, you arrive in the valley, and she points you in the direction to continue alone and meet the barbarian chieftain named Trygve. She bids you farewell and wishes you good luck. [7]

A direction to the northwest is pointed out, and you leave imagining that your actions can change the course of events so you can fulfill your promise to Sedura. On the way, you cross a vast tundra until you come to a frozen forest. If Oguemir is on the team, go to [27]. Otherwise, keep reading.

Ahead, you hear heavy feral breathing, encountering an injured Yeti. You approach it cautiously and try to tend to its wounds. After a few moments, the beast seems to recover and follows the strongest of you. [27]

27 Crossing the Twin Heads Forest, you spot a ruined stone building filled with Kemets and caged beasts. You also see barbarians charging toward the camp, giving you the perfect opportunity to approach and join the battle. The hero Oguemir, or the hero with the highest , gets the Hook Token.

Go to page 12 and set up Quest 58: "Freedom."

After your show of bravery and might, you manage to push the Orcs into the circle, winning the test, to the sound of screams and howls. The Red Mother tends to your injuries and paints you with your own blood. *Each hero gains 2 Empowered Tokens*. And she says you have earned the respect of the Orc. They will join you in battle against the Kemet by nightfall. Then she tells you to head toward Stormgrounds and look for the stone path. *Grab the Tome Token. Put* (Slot 3). Go to [37].

You take an Ironhand vessel and cross the Central Sea to the Tsvetan province, looking for some orc leaders. You receive word that Kemets have been spotted in the unstable lands known as the Stormgrounds.

A) Go to Feargus, the capital of Tsvetan, to talk to Vharzog, the ruling orc politician. [30]

B) Go to the orc villages, and try to find the Red Mother, their spiritual leader. [39]

In the city, all you see is chaos and commotion. The Ironhand have difficulty maintaining order as many orcs declare their support for the Kemet. In confusion, you make your way to Vharzog's palace, which enjoys many luxuries and pleasures for the chosen few, unlike the misery outside. If you have Lava Axe , keep reading; otherwise, go to [35]. Grab the Torch Token.

He is pleased to see you and tells you that the Lava Axe is now very well-kept in the hands of the orcs. What do you choose?

- A) A feast with the best food and drink that Tanares can offer. [31]
- B) Rest in luxurious quarters with the best company. [32]
- C) You demand a reward in gold, in recognition. [33]
- D) Nothing, because you have urgent matters requiring his attention. [34]

31 You are taken to the large dining room, where a vast banquet has been set up with excessive food. *Each hero HEALS 3.* [35]



32 (...)

Each hero rolls a d20.

If your result is between 6-20, gain 1 Empowered Token. Go to [35].

He thinks it's fair, so he opens a big chest full of gold and takes a handful. Then, he looks at you and thinks better. He puts back all but one and gives it to you. *Gain 1* . [35]

He is impressed by your display of virtue, and you can hear the murmurs of some members of Vharzog's court. *You gain 1* . [35]

From his fancy throne, Vharzog listens. You ask for his support in leading the Orcs and joining forces against the Kemets. He tells you that he can cooperate, but he needs your help to raise his popularity with the orcs and to demand his participation in this mission and your protection. Will you accept?

A) Yes. He can come along, even though it may jeopardize the mission. Exchange an NPC equipped by a Hero for the NPC Vharzog, Tsvetan Orc. [36]

B) No. He cannot come along, for you will not participate in this

farce. You will find the orcs on our own. [39]

Campaign Book III - 9

He is happy with your response and asks to prepare for the journey. On the palace's balcony, you and Vharzog greet the people of Feargus, presenting yourselves as heroes who will fight the Kemet and free the orcs. Part of the population applauds you, while others throw stones at you. You walk part of the way on foot while Vharzog is carried in a luxurious litter, full of trunks and members of his court, which attracts attention, slowing you down.

A) Continue in this manner, following Vharzog's terms. [4]

B) Propose to Vharzog to leave some of his luxuries here, as they are impractical for the mission. [5]

C) Give up escorting Vharzog, leave him there, and go on alone. [6]

You spend hours traversing the arid and hot terrain. *Each hero with* 2 *or lower takes 5 DMG.* You finally reach the dangerous region known as Stormgrounds, when, as you advance, the earth trembles, gushing boiling water everywhere.

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

+4 if you are Katar - You are used to this environment.

+4 if you have the Tome Token - Your new allies have given you tips on handling the place.

+4 if you flip your Armor Card. - The powers of your equipment can help protect you.

If a hero succeeds (13+): You manage to dodge in time, avoiding injury. If a hero fails (12-): You cannot dodge in time and sustain burns from the boiling water. Take 5 DMG and gain 2 Weakened Tokens.

Go to [38].

You sneak between the hills and observe a place at the foot of the mountain, where the Kemet are holding several orc prisoners. Among them, you spot a gigantic Kemet, with a bone axe implanted in place of one of his arms and many orcs working while they take slashes.

Go to page 16 and set up Quest 67: "Altruism"

39 You know that orcs are divided into tribes, with the four largest dominating the others. You head to Tsvetan Twinspikes, so you can find the Red Mother. As you advance through the hot, rocky territory filled with caves, you are approached by a group of orcs.

An Orc takes the lead and points her weapon at you, saying: "I am Shaarog, guardian of this sacred ground. Non orcs are forbidden to advance."

You say you have come in peace, seeking an alliance with the orcs against the Kemets of the region, and would like to meet with the Red Mother. *Grab the Hook Token*.

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

(18+: success | 17-: failure)

+4 f you are Katar - You have the prestige of a true warrior among the orcs!

+4 If you have ★ 27 - Fire Pits - Your actions echoed among the orc people!

At least 1 hero succeeds (18+): Shaarog is clearly annoyed and barely contains her hostility, seemingly waiting for an excuse to attack.

All heroes fail (17-): Shaarog is annoyed by your attitude and orders the Orcs to attack. Distribute 20 DMG among the heroes. You may flip any number of Armor Cards to decrease DMG by 5 for each one flipped.

Go to [40].

You defeat the orcs. A horn is blown from a cave on top, echoing through the mountain, and you see many orcs entering the caves. You follow them and see a multitude of orcs, separated into four groups holding the banners of their respective tribes, waiting for the Red Mother, the old orc healer who stands in the center.

If you have 🕸 4 - Lava Axe, keep reading. Otherwise, go to [46].

As a gesture of gratitude, she throws feathers at your feet and tells you that the Lava Axe is now safe in the hands of the orcs. The orcs have put their rivalries aside and returned to their old ways. She offers you a gift that you must choose, focusing on it:

A) Leather from a rodent. [41]

B) Skull of a vulture. [42]

C) Bottle with stinky liquid. [43]

D) Prey of a beast. [44]

E) If Katar is on your team: Go to [45].



You focus on the survivability of a rodent. Only once, choose a hero to pay 1 do gain 1 Protected Token. Go to [46].

4 You focus on where you intend to go. Pay 1 to get an advantage over your enemies, putting (Slot 2). Go to [46].

43 She tells you to ingest it, but its smell and taste are terrible.

Each hero makes a [≪] TEST (d20+ Hero Card + NPC Card). (13+: success | 12-: failure)

If a hero succeeds (13+): The hero HEALS 5. If a hero fails (12-): Nothing happens.

Go to [46].

44 She asks each one to pierce your hand with the fang. *If so, take 2* DMG to gain 2 Empowered Tokens.

Go to [46].

45 Red Mother says, "I knew you would return to save your people. The Spirits have always whispered that you would someday be our leader. We must defeat the Kemet at any cost. Please use the Lava Axe while you're here in Tsvetan."

During the Quest "Altruism," Katar can use the Lava Axe. He can choose 3 of his attacks to double the DMG when making them (including any modifiers applied to the DMG).

Go to [46].

46 You put on the friendliest demeanour, as you will die for sure if the orcs attack you. Then, you tell about the Kemet threat in the region, offering to free the imprisoned orcs and, in return, to count on their support. The orcs are agitated to hear the Red Mother. She looks at you and says:



"We can ally only with worthy warriors. Prove your strength by defeating the champions of the 4 tribes in an ancient Orc Challenge. This is our way."

A) Yes, you are willing to prove our worth. [11]

B) You cannot risk your lives or waste time here, so you will go on alone. [37]

C) Go to Feargus and seek help from Vharzog in the Tsvetan capital. Only if you don't have a Torch Token. [30]

4/ You take a portal to Blossom Town and begin an arduous, cold journey northbound, where, among other perils, you face a huge bear that, in an intense fight triggers an avalanche. Each hero takes 4 DMG, then freely distribute 10 DMG among heroes.

When you dig your way out of the snow, you come across a frozen palace. Upon entering, you are attacked by a giant queen. A hero takes 5 DMG. You tell her that you are looking for allies to fight the Kemet. She replies she will help as long as the Empire recognizes her as the supreme sovereign of that region. You don't commit, but the giantess gives you directions to the barbarian lands.

During the journey, you come across an injured Yeti and tend to its





When the Kemet threatens to take control of Kolbjörn's jungle, you find the perfect opportunity to release **Caged Beasts** into the wild — but not before they run over the Kemet.

Primary Objective

• Kill all villains = Read [58.4].

If you lose

• Read [Defeat] - page 14.

Extra Challenge

No Tribesmen sacrifice themselves.



🥌 Special Rules 🧆



The Beast

- Grab the card of **The Beast** (*Oguemir's Companion*) and put it near the Hero Card with the Hook Token.
- The Beast follows all of the usual rules for Companions:
 - O It takes a Move and/or a Prime Action at the end of the turn of the hero with the Hook.
 - o It shares HP with that hero.

Yeti's Rage (XP Token) (maximum: 5)

The Beast is invested in releasing its caged friends. Its spirit is uplifted as certain events happen in the fight.

- Put the XP Token on "zero" (HP Track), to represent the Yeti's Rage.
- Whenever a villain dies on Spikes, increase Rage by 1.
- Whenever a villain dies in [1] of at least one Orc, increase Rage by 1 (once per villain).
 - o (I.e., if a villain dies on Spikes **and** in [1] of three Orc, increase it by 2).

Unleashed (The Beast)

The Beast cannot fatigue when its spirit is uplifted, so it can act several times in a Round.

- At the end of **ANY** hero's turn, that hero may **pay 1 XP to**:
 - o MOVE 3 the Beast. Then, controlled by that hero, it makes a Basic or Primary Attack (once per turn).
 - If this attack hits, the hero with the Hook gains 1

Caged Beasts (Small Doors)

Other beasts are caged behind small doors. Opening them will release a stampede on the Kemet.

+ Remove this Small Door: Increase Rage by 2 (XP Token), all villains on the grid MOVE 2 and take 5 DMG.

ADVANTAGE: + Remove this Small Door: Increase Rage by 3 (XP Token), all villains on the grid MOVE 3 and take 5 DMG.

Tribesmen (Orc or Soldier Figures)

Following the custom of their tough Kolbjörn ancestors, the people that live here are willing to sacrifice their lives to take that of their enemies.

- Tribesmen are not combatants. They cannot be targeted and takes
- Combatants can move through Tribesmen (but not end on their square).
- If a villain starts its turn in [1] of a **Tribesman** (before any skill is used), the Tribesman sacrifices itself: Remove it from the grid, and **Fatigue** that villain (this villain takes no actions in its turn).
- R Each Tribesman RUNS 6 to its closest not-Guard villain. Then, if they're adjacent, that villain takes 10 DMG.



- INITIAL SETUP -----

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place the **Beast** in [2] of the hero with the **Hook**.
- Place the **Tribesmen** (T).
- Place Archers (73-O) and (74-G), Berserker (75-R) and Warrior (98-G).
 - o (Kemet Hunt): Warrior (★★97-R).
- Then, after reading the Special Rules, read [58.1] page 14.

As soon as all villains are dead, read [58.2] (to continue the quest).

_ EVENT 1 __

- Remove all Tribesmen (they are saved) and the Big Red Door.
- Place Event 1 Tribesmen (T).

GUARD 3: Place Berserker (76-B), Necromancers (85-O) and (86-B), and Warrior (97-O).

o (Kemet Hunt): Archer (★★★73-R).

As soon as all villains are dead, read [58.3] (to continue the quest).

EVENT 2 —

- If the **Gray Door** is still on the grid, remove it **without** applying Caged Beasts effects (too tired to participate in the fight, they simply flee).
- Remove all **Tribesmen** (they are saved) and the **Big Yellow Door**.
- Place Event 2 Tribesmen (T).

GUARD 3: Place Archer (74-G), Necromancer (85-R), Warrior (97-R), and Zilmak - Boss (B).

o (Kemet Hunt): Berserker (★★★★76-G).

As soon as all villains are dead, you win the quest and read [58.4].

Zilmak, the Kemet Hunter 280 R (Warlord figure) Hit Points Defense Movement Reaction 1 squares 1 enemy **Beast-tamer Whip** (Primary Attack) ¥ 22 DMG+effect Miss: 8 R-DMG Benefit: +3 to Attack Roll and Blessed.

Effect: ● This ¥ RUNS to The Beast, and deals 3 DMG to it for each square moved this way.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **¥** is not on a Spikes Tile when it is declared an attack target.

Effect: The attacker takes 5 DMG, and this ¥ is Shielded 5.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Archers (73, 74)
- 2 Berserkers (75, 76) • 2 Necromancers (85, 86)
- 2 Warriors (97, 98)
- 1 Boss (Warlord)

Barriers

- 2 Big Doors
- 4 Single Doors
- 4 Walls 5x1
- 5 Walls 4x1
- 3 Walls 3x1 • 2 Walls 2x1

Terrains

- 1 Altar
- 2 Spikes 4x2
- 2 Spikes 3x3
- 2 Spikes 3x1
- 4 Spikes 2x2
- 2 Spiked 2x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 2 Orc or Soldier Figures
- 1 XP Token



Quest Chapter 58 Freedom

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(S):
☆ 26. Ancient Glacier	You killed many of the Kemet forces on the north when you dealt with Dillsgar. Some of them were turned into weaker, reanimated corpses later. <i>Replace Warrior</i> (98-G) with Zombie (70-G)
(slot 5)	The barbarians seem unmotivated and frightened. On the first \mathbb{R} of this quest, the orcs do not RUN or deal any DMG.
(slot 6)	The Giant Queen Yviah creates a raging storm to deal with the enemy archers. <i>Place 2 Weakened and 2 Distracted token on each of Archers</i> (73-O) <i>and</i> (74-G),
Cities are Safer, for now (fact)	Without the continuous undead attacks, the villages mustered some defenses, making the Kemet army pay the price for invading their lands. Each villain takes 5 DMG and gains 1 Bleeding Token.
Allies in the Forests (fact) OR Oguemir (hero) is on your Team.	The Yeti trusts you; your connection runs deeper. <i>Gain ADVANTAGE for this quest</i> .
Kemets enslaving on the west coast (fact)	Some tribesmen were mystically brainwashed by the Kemet; they now fight on their side. Put a red colored ring on one of the Orcs; it is considered an Orc (13-R) instead of a Tribesman.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Hook Token.

Quest 58: "Freedom" starts NOW (take the first turn!)

More barbarians emerge and unleash their beasts. In the distance, you hear sounds of battle, indicating that the natives are fighting enemy reinforcements.



	IF YOU HAVE	APPLY CONSEQUENCE(S):
	(slot 4)	With the reinforcements of the barbarians, you are more confident. Each hero must choose: A) Gain 2 Empowered Tokens; B) Gain 2 Protected Tokens; or C) Gain 1 .
	Boneheart and its Army Sunk (fact)	With the loss of so many undead, the Kemet were forced to assign most of their necromancers away from the front lines. Swap the Necromancer (85-0) with Spy (63-0) and Necromancer (86-B) with Archer (74-B)

Resume the Quest (start EVENT 1!)

In the last room, you find a Kemet beast-hunter whipping the creatures. As soon as he sees you, he says: "Excellent! We not only have many powerful beasts to use, but also some minds that need pruning. I am Zilmak, but you will soon call me 'master." He puts a skull-shaped helmet on and unsheathes his sword.

Resume the Quest (start EVENT 2!)

4 (Read this only if you won this quest)

After Zilmak's defeat, several barbarians storm and ransack the ruins, freeing the beasts and celebrating with their companions after setting the place ablaze. You are surrounded by them in festivity and celebrate your alliance with a war cry.

• If you placed a ■ on slot 6, add the NPC Card "Yviah, Noble Giantess" to your Character Deck. Otherwise, add the NPC Card "Trygve, the Werebear." Go to [5].

5 CONCLUSION - VICTORY

Wharfugee bulletin

(EX-)BARBARIANS SHAKE HANDS WITH THE EMPIRE IN THE NORTH!

Heroes of Wharfugee made a long trip to the icy north to help a barbarian village against Kemet incursion. With freedom returned to the barbarian peoples (no longer barbarians, now that they've officially joined and recognized the Empire), the offices in the Capital have granted them license to expand toward and settle near a magic center in Stravian, point of interest of the Kemet where, a few weeks ago, witnesses saw them beginning to raise a monument.

THE KEMET CONQUER A STRATEGIC POINT IN THE SOUTH!

Meanwhile, a barbarian settlement in Ubel was pillaged by the Kemet, who seem to be spreading to conquer minor settlements outside the reach of the imperial forces. This is sure to boost the enemy forces in extraordinary ways...

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 attain the goodwill of outer communities, which either kneel before the Kemet or are conquered by them. Mark Barbarian peoples remain hostile (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The time has come for Huradrin to use his full powers, as you've learned enough about the penumbra and the worrying tale of the Arena of Future's architect presses the matter of rescuing the people stranded in Fisherman's Wharf: **Gain Adventure Card II**.
- Gain +1 Strategists and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].





Help a tribe of orcs fends off a Kemet assault.

Primary Objective

• Kill all villains = Read [67.4].

If you lose

• Read [Defeat] - page 18.

Extra Challenge

 Remove all Orcs by the Special Rule Orcs (making them end in [1] of a Barrel).

🥌 Special Rules 👁

Endangered Villagers (Time Token)

There is no time to lose while the supplies are being destroyed and the villagers are being attacked. More Orcs saved translates into more time to help other parts of the village.

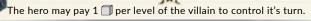
Place the Time Token on "7" (HP Track). If it drops to zero, you lose the quest.

R A hero takes 12 DMG. Then, for each Orc on the grid, **reduce Time** by 1.

Orcs (Orc or Sentinel Figure)

The villagers do their part in the fight, feeding off the mana you release near them to punish enemies and retrieve their supplies.

- Orcs are not combatants. They cannot be targeted and take no turns.
- Whenever a hero in [1] of an Orc finishes resolving a skill (including Comrade skills), that Orc RUNS 6 (as much as possible), toward the villain with the lowest HP. Then:
- After that, if the Orc ended in [1] of a Barrel, remove the Orc and the Barrel, and **increase Time** by 1.



ADVANTAGE: The hero and all other combatants in [1] of it take 5 DMG per level of the villain. Then it may control that villain's turn.

Supplies (Barrel Figure)

Whatever you take for yourself is not going to the villagers.

♥ + Remove it: Gain 4 **□**.

Rope Trick (Hero with Hook Token)

Keep villains away from the barrels and the villagers, and put the supplies in the Orcs' path.

• Whenever the hero with the **Hook** hits a villain that is in [2] of a Barrel, MOVE 2 the villain and the Barrel.



- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Archer (35-O), Spies (63-R) and (64-B), and Reaper (92-G).
 (Kemet Hunt): Vampire (★★65-R) and Vampire (★★66-B).
- Place Barrels and Orcs (O).
- Then, after reading the Special Rules, read [67.1] page 18.

R: If all villains are dead, remove all Orcs and Barrels. For each Orc and/or Barrel removed this way, **reduce Time** by 1. Then, **read [67.2]** (to continue the quest).

____ EVENT 1 ____

GUARD 3: Place Archers (35-R) and (36-G), Spy (64-G), and Reaper (91-B).

• Place Barrels and Orcs (O).

R: If all villains are dead, remove all Orcs and Barrels. For each Orc and/or Barrel removed this way, **reduce Time** by 1. Then, **read [67.3]** (to continue the quest).

_ EVENT 2 __

GUARD 3: Place Archer (36-B), Spy (63-O), Reaper (89-R), and the Fenmo - Boss (B).

- o (Kemet Hunt): Vampire (★★★★65-O).
- Place Barrels and Orcs (O).

As soon as all villains are dead, you win the quest and read [67.4].



Fenmo, the Giant Kemet (Ogre Figure)

210 Hit Points

Defense

8 Movement Reaction

Huge Torch (Primary Attack)

2 squares * 25 DMG+effect

1 enemy Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: The **¥** farthest from this **¥** is PULLED 8 to it.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: A hero that is not in [2] of a Barrel hits this ∡.

Effect: After the triggering hero attack resolves, all heroes in [2] of this **x** take 15 DMG and are PUSHED 2.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Archers (35, 36)
- 2 Spies (63, 64)
- 2 Vampires (65, 66)
- 3 Reapers (89, 91, 92) 1 Boss (Ogre)

Barriers

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

Terrains

- 1 Altars
- 1 Corrupted Zone
- 1 Spikes 4x2
- 1 Spikes 3x1

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

Miscellaneous

- 3 Barrels
- 2 Chests
- 2 Rooms (Armory, Camp)
- 2 Soldier Figures
- 1 Time Token



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 67 Altruism

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(s):
(slot 1)	Vharzog's entourage attracts a lot of attention from Kemet scouts; they prepared to deal with you. Each villain gains 1 Empowered and 1 Protected Token.
(slot 2)	The vulture's eyes revealed the position of Kemet spies. <i>Each Spy gains 2 Distracted Tokens</i> .
Red Mother has the Lava Axe (fact)	The orcs are inspired by the Lava Axe being in the sacred hands of the Red Mother. <i>Gain ADVANTAGE for this quest</i> .
Cities are Safer, for now (fact)	Without the continuous undead attacks, the villages had time to store supplies and prepare defenses. Increase the XP Token by 1.
The Undead Plague is Contained (fact)	The Kemet have much weaker undead bodies at their disposal. <i>Replace Reaper (92-G) with Reaper (18-G).</i>
Orcs rebelling against Ironhand (fact)	Many orcs died in the struggles against the Ironhand. Remove the Orc from square B-21 (this does not increase the Time Token).
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Hook Token.

Quest 67: "Altruism" starts NOW (take the first turn!)

As you free the Orcs and salvage the supplies, others seem to emerge and join forces against the Kemet, battling outside.

IF YOU HAVE	APPLY CONSEQUENCE(s):
The Undead Plague is Contained (fact)	The Kemet leaders are keeping the powerful undead as their personal guards; common troops are greatly weakened. Replace Reaper (91-B) with Reaper (17-B).

Resume the quest (start EVENT 1!)



As the Kemet forces crumble before you and the mighty orcs, the giant Kemet called Fenmo appears; with his "axe-arm", he strikes a wall of rocks in a display of unbelievable strength.

IF YOU HAVE	Apply consequence(s):
☆ 27. Fire Pits	Fenmo knows what you did at the pylons in the Fire Pits; he is shaken by your presence here. Move the Boss to squares B-4/C-5 and it gains 3 Distracted tokens.
■ (slot 3)	As night falls, you hear the shouts and drums of orc warriors outside, attacking the Kemet with spears and arrows. Each villain takes 8 DMG (including the Boss).

Resume the quest (Start EVENT 2!)

4 (Read this only if you won this quest)

The giant Kemet finally falls before you; his allies are demoralized. The orcs take over the camp, executing all Kemet survivors and recovering their supplies. They invite you to a feast to celebrate the victory and seal a deal. [5]

5 CONCLUSION - VICTORY

Whar

Wharfugee bulletin

EMPIRE AND (EX-)BARBARIANS SHAKE HANDS IN THE SOUTH!

Heroes of Wharfugee made a long trip to the fiery south to help an orc village defeat the Kemet, who seem to be spreading to conquer minor settlements that they thought were outside the reach of the imperial forces. With freedom returned to the barbarian peoples (no longer barbarians, now that they've officially joined and recognized the Empire), the offices in the Capital have granted them license to expand toward and settle near a magic center in Ubel, point of interest of the Kemet where, a few weeks ago, witnesses saw them beginning to raise a monument.

THE KEMET CONQUER STRATEGIC POINT IN THE NORTH!

A barbarian settlement in Stravian has been recently conquered and pillaged; notorious for their use of enhanced wild beasts, this is sure to boost the enemy forces in extraordinary ways...

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 attain the goodwill of outer communities, which either kneel before the Kemet or are conquered by them. Mark Barbarian peoples remain hostile (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The time has come for Huradrin to use his full powers, as you've learned enough about the penumbra and the worrying tale of the Arena of Future's architect presses the matter of rescuing the people stranded in Fisherman's Wharf: Gain Adventure Card II.
- Gain +1 Diplomats and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].

Adventure FF North Sea

Sedura calls you to her office: "We had reports about some changes in the climate on the North Sea. Also, we spotted some Kemet activity there, and we believe these to be related. I need you to investigate this and solve the situation. Artibeus, our contact in the area, will assist you."

You take a portal and follow the directions to reach Artibeus' hut. No one seems to be home, but the door is unlocked, and you go inside to check it out, finding six exotic pets there that come to play with you as soon as you enter. A few moments later, Artibeus arrives at home, greeting you with a smile: "Oh, good. They seem to like you. This is the best way to tell you are trustable. Tell me, which one did you prefer?" Choose the pet you most enjoy and memorize it. Go to [2].



Then Artibeus says: "Now, let's go find those Kemet bastards. Ah, did I tell you I was once a prisoner in the Phantom Fortress? If not for Sedura, I would still be there. Or perhaps not. I could have become a bat and escaped. No, I think I tried that. Oh, yes, the Kemets! Let's use my fishing boat to sail unnoticed by the Kemet patrols. This fog will help us. At least, I think it will help."

You enter the boat and set sail quickly. The visibility is minimal due to the fog, and the sea is rough. Artibeus says happily: "Ah, look at those stones. They create wards to protect the place, but they must be in the correct order to work, and these ones are in their full power. Can you feel the protection? I have no trick to remembering their order, but you should look at them closely." Look at the stones and memorize their positions. Go to [3].

You continue the expedition. Suddenly, an unnatural storm starts, and you have a hard time controlling your boat. Concerned, Artibeus says: "This storm must be happening because of Rigus Island, and it will probably expand to the mainland. But the Kemet ship is heading in the other direction. Both are very dangerous. I don't know which to pick. Oh, where should we go?"

A) Keep to the original plan and follow the Kemet warship. [4]

B) Investigate the island to learn about the storm. [5]

C) (Fast Action Mode) Stick to your plan, and move on quickly. [22]

Artibeus answers, "Oh, good choice! The storm is dangerous, but the Kemet are much more of a threat. I will use my power to protect this boat. Not to worry though, if the boat sinks, I can turn myself into a fish. Or a sea lion. Or a dolphin."

Artibeus casts a spell and concentrates on it. It seems to protect the boat from the storm. After a few hours of sailing, you notice a smaller Kemet vessel anchored, but the storm does not allow you to see it clearly.

A) Sail around the ship, hoping to use the storm as cover. [6]

B) Sneak to approach, board, and attack the ship. [7]

Artibeus answers, "Oh, you read my thoughts! The Kemet are dangerous, but nature can be even more so. Did you hear about the Malrokian Curse? Oh, of course, you did. So you agree that nature is... Never mind, let's go there. I will protect our boat."

Artibeus casts a spell and concentrates on it. It seems to protect the boat from the storm. You continue sailing for hours and feel the storm becoming stronger and stronger. If not for the spell, the boat would be already in pieces. Finally, you reach an island and, strangely, the storm is not affecting it.

Artibeus warns, "Don't celebrate yet. The storm continues. But this area has a sanctuary with powerful weather protections. We have two approaches to getting to the heart of the island. Pass through the drakes or the Guardian. Oh, yes, the Guardian is a giant Kraken, and it could be sleeping, so we will have no problem. But if it awakens... Are you feeling lucky?"

A) Pass through the Drakes' territory. Go to [8].

B) Push your luck and pass through the Guardian. Go to [9].

You change course by going around the Kemet vessel. As you sail away, you see a group of strange sea creatures. Their focus seems to be the Kemet Vessel, and you feel like they are about to charge against the Kemets

Artibeus: "These are dangerous sea predators. You must be frightened. Oh, I see you are not. But you should be. I've lost count of how many fishers and sailors were killed by them. Even children. This is an excellent opportunity to take them out. The seas will become safer. Are you heroes? Will you be heroes now?".

A) Attack the creatures. You cannot allow these monsters to take more lives. [12]

B) The enemy of my enemy is my friend. Let them attack the Kemets, as both will be weakened after the combat. [13]





Aided by the storm, you approach the Kemet ship stealthily. While you wait for the right moment to surprise them, you see many bizarre undead going in another direction, as if they are preparing to attack something. This is the perfect opportunity. You board and find only a few undead there with their necromancer captain, and a brutal combat begins.

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

(13+: success | 12-: failure)

Success (13+): You kill the foes so quickly that they don't have time to react.

Failure (12-): You kill the foes but take a few blows. Take 8 DMG.

After the combat, you begin to destroy the ship but see at a long distance some spells being cast. These must be the ones attacked by the undead. You also notice the bodies of these strange undeads, like a zombie centaur with a fin.

A) Study their bodies. It could be dangerous, but you can learn important information. [16]

B) Leave them alone and use fire to make sure they are destroyed for good. [18]

You follow the directions Artibeus gives to you. After a while of challenging sailing full of rocks near the island, you arrive at a place that looks like a valley and quickly draw the attention of some drakes. You see a pack of five drakes, one of each type, approaching you in an attack formation.

Artibeus says, "Oh, we are on the drake part of the island, and it is full of... drakes... These creatures hunt in packs made of one of each color. The alpha usually is the green one. Oh, we are also a pack of five...

Well, never mind. You can attack the alpha to

scare the others. Or try to pacify them by hurting the weaker member and extend your arm in front of your face."

A) Attack the green drake with full strength. [14]B) Try to pacify them. [15]

You follow the directions Artibeus gives to you. He is apprehensive: "I don't know what could happen. He should be sleeping. If he is not, please find a nymph druid named Thalia and tell her I love her. I have a scroll with a painting of her at home from when she fought the very first battle of the Arena of Fate."

Roll a d20.

If it is even, it is sleeping. Go to [10]. If it is odd... oh boy... Go to [11].

The sea is much rougher near the creature, but it seems not to react. You pass through it with no problems and even find some destroyed boats. Mana power flows strong in this region.

Each hero flips 1 Skill Token.

Artibeus speaks, "Ah, I knew it. As I told you from the start, we could pass serenely through it. Now, let's hurry to the heart of this island, while it still beats..." [17]



11 You reach the region near the Guardian. At first, nothing special happens, but when you are almost getting to the island, an immense tentacle slashes your way. Artibeus makes a barrier consuming all his power, including some of your mana, to avoid the attack.

The monster attacks again, and this time, it breaks the barrier and damages all heroes. *Each hero takes 12 DMG and loses 1* .

Artibeus commands, "Go to the island and fix the problem. Then, break my stone to return to my home." You flee, and Artibeus keep fighting the monster. Eventually, Artibeus returns significantly injured, saying, "Oh, I think it retreated. Good. Now I can become a champion of the Arena". He smiles, but you can see the pain in his eyes. You administer first aid.

Each hero makes an TEST (d20+ Hero Card + NPC Card). (21+: success | 20-: failure)

+3 if you are a Healer - You are used to healing wounds.

At least 1 hero succeeds (21+): You make the first aid successfully. **All heroes fail (20-):** The druid is still in pain, and needs mana to heal himself and keep following you. **Each heroes loses 2** \square .

Go to [17].



12 You attack the creatures with all your might.

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

Success (14+): You defeat the creature before it even could react.

Failure (13-): You beat the creature, but it deals some damage to you.

Take 6 DMG.

Artibeus looks at you happily and says, "Oh, you have no idea what you did this day. You will be remembered here for ages. For months, for years! Now the sea is a safer place thanks to you. I am very proud to be working with you." [19]

You wait for a while and see some bizarre undead fighting against the creatures. From a safe distance, you are able to make some ranged attacks to kill them.

Each ranged hero can choose to attack the undead or the sea creatures.

Undead: DEF 7 Sea creature: DEF 10

For each hit, a hero gains: Undead: 1 Empowered Token.

Sea Creatures: 1 and 1 Empowered Token.

Go to [19].

Hefore they can start their attack, you attack the green drake as hard as possible. The others don't react and seem very confused.

Each hero makes a [≪] TEST (d20+ Hero Card + NPC Card).

(15+: success | 14-: failure)

3 or more heroes succeed (15+): You defeat the green drake before it could even react.

2 or more heroes fail (14-): You beat the green drake, but it makes a breath of poison. Each hero takes 6 DMG.

Artibeus says, "That was quick. But, to be honest, I helped you using some spells to make the others confused. So don't try this at home if I am not nearby. I also sensed an interesting thing. I will heal a little the green drake. The red one wants to be the alpha, so they can have their fun while we continue our journey. Ah, soon, the spell will be over, and they will return to attack us. But now... They will fight over their leadership. The oppressor reign of the green drake is over, ha ha." [17]

You follow the instructions, attacking the blue drake and extending your hand toward the green one. The creature stops before you, staring at the most physically strong. Using only body language, you need to pass confidence.

Each hero makes a TEST (d20+ Hero Card + NPC Card). (19+: success | 18-: failure)

At least 1 hero succeeds (19+): The drake pack retreats, and you can pass.

All heroes fail (18-): The leader attacks by surprise, and the other drakes enter the fray. You emerge victorious after a brutal fight, but with some injuries. Each hero takes 8 DMG.

Artibeus says, "Wow! Now, we can go. That was tense right? If I was not here, the situation could have been much worse. I would like to cast a healing spell on you, but I can only heal animals and magic beasts. Sorry. Unless... Are any of you a magic beast? No?" [17]

16 You take time to study the undead bodies and make many valuable notes that later can be used to contain the undead plague.

Each hero makes an TEST (d20+ Hero Card + NPC Card). (19+: success | 18-: failure)

- +3 if you are Count Blake, Nakral, Scara, Uster Undead are no mystery for you.
- +3 if you are a Healer You are used to examining bodies.

At least 1 hero succeeds (19+): You discover crucial information necessary to develop a cure for the undead disease. Mark The Undead Plague is Contained (fact) (if you don't have it).

All heroes fail (18-): You did not find helpful information. The hero with the worst result touched a contaminated place and takes 8 DMG.

Go to [19].

You continue to walk and arrive at a strange place, beautiful like a paradise. Artibeus notices the stones, which emit some glow: "The stones are not correct. We need to fix them. Do you remember the order of those stones we saw before? I am not sure. I could try to remember, but it will take some time."

Take one \square of each color and place them in the same order that you saw the stones when sailing with Artibeus.

Go to [20].

These undead are abominations, and it is not worth studying them. You set fire to the ship and let it burn. You notice that the undead seem to burn quickly, so they must be vulnerable to the fire. After making sure the ship is completely destroyed, you return to your boat. [19]

19 Guided by Artibeus, you sail for about two hours, and eventually, you get out of the storm. You see an island, and a bizarre Kemet ship made only of bones. You approach it, and for the first time, Artibeus screams, "They messed with the protection stones. I can feel and taste something disturbing to the environment. Quickly! We must go there and restore it."

You rush to the island and feel dark magic all over the place. It is not hard to find the stones, as they emit a rather bright.

Take one \square of each color and try to place them in the same order you saw the stones before (without looking at the image).

Go to [21].

Check the correct answer by looking at the image and compare with your cubes. REMEMBER if you solved it correctly.

After you manipulate the stone, some strange things begin to happen. The air becomes hot, then cold, then hot again. Artibeus says: "And here we start a new Malrokian Curse... Oh, just kidding. It is something related to the protection wards. I will concentrate here and solve the problem. Prepare to defend yourselves, as some of those corrupted creatures are approaching."

Go to page 24 and set up Quest 57: "Breath of Life."

Check the correct answer by looking at the image and compare with your cubes. REMEMBER if you solved it correctly.

Since there are Kemets on the island, you have to locate and eliminate them to make sure the stones are safe. You continue your search and find yourself in a mausoleum filled with strange statues. You notice some Kemets guarding these statues, backed up by undead creatures. To add urgency, you see their ship starting to move, not far from where you are.

Go to page 28 and set up Quest 62: "Sorroweaving."

Artibeus departs. After a few hours of following the Kemet battleship, you notice another enemy vessel anchored. You swim across the icy sea to sneak by. Beginning to feel the effects of the intense cold, a hero sneezes, drawing a sentinel's attention; however, the sentinel is quickly neutralized after a brutal fight. Each hero takes 6 DMG.

On the island, there is a central mausoleum; a bizarre Kemet vessel, made of bones and bodily remains, is anchored nearby, close to a series of stone blocks similar to those shown by Artibeus, but these are out of order. You try to rearrange them, you can't quite remember the correct order.

You enter the mausoleum and come across Kemets who seem to be protecting a strange statue; the undead boat starts to move by itself and hurl body parts at you.

Go to page 28 and set up Quest 62: "Sorroweaving."







The profound penumbral interferences during the Kemet War have created a special point of instability at a sacred druidic spot, around which monsters are converging and a chaotic climate rages. Cleanse the fountain of life and get rid of its greatest threat.

Primary Objective

• Kill The Harvester (Boss) = Read [57.4].

If you lose

• Read [Defeat] - page 26.

Extra Challenge

• Remove, AT MOST, two Purifying Fonts.



🧆 Special Rules 🥗



Chaotic Climate (Torch Token)

The convergence between the druidic fountain of life and the penumbral plane enhances terrain effects. The situation gets worse as time goes by, or when the bodies of the slain desecrate the soil.

- Place the **Torch Token** on "1" (HP Track) (see *Purifying Fonts*).
 - O Whenever a villain dies, increase the Torch by 1.

R Increase the Torch by 1.

- One of two effects is always active, based on the value of the Torch:
 - Odd number (Forest Fire): Lava deal 8 DMG (instead of 4).
 - o Even number (Flood): Combatants cannot enter Swamp.
 - Combatants already on Swamp cannot move in any way (even by forced movement or Dark Surge). If villains in this situation cannot reach a target, they do nothing and Fatigue.

Purifying Fonts (*Altar Tile*)



+ Remove the Altar Tile: You HEAL 15 and may increase or reduce the Torch by 2.

ADVANTAGE: *+Remove the Altar Tile: You HEAL 20 and may increase or reduce the Torch by 2 or 3.

Storm (Torch Token)

From time to time the chaotic climate overwhelms you.

• Whenever the Torch ends in a multiple of 3 (i.e., 3, 6, 9, 12, 15...), all heroes must MOVE 2 toward coordinate 24 and take 15 DMG.

Druidic Tome (Hero with the Tome Token)

The hero most attuned to Nature in the region can use the instability created by the chaotic climate to quash and repeal the most vulnerable parts of the battlefield.

- Whenever the hero with the Tome Token hits its first strike of its turn, it may MOVE 2 a Lava or Swamp Tile in [3] of it.
 - o That Tile can end under a combatant, but it must never enter a square with another Tile.



- INITIAL SETUP —

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Harpy (55-0), Elemental (80-G), and Specter (93-R).
- Then, after reading the Special Rules, read [57.1] page 26.
- **R** If all villains are dead, **read** [57.2] (to continue the quest).

____ EVENT 1 _____

- Place the **Altar**.
- GUARD 3: Place Aberration (71-0), Harpy (56-G), and Specter (94-B).
 - (Kemet Hunt): Archer ($\star \star 35$ -R) and Archer ($\star \star \star 36$ -B).
- R If all villains are dead, read [57.3] (to continue the quest).

_____ EVENT 2 _____

- Place the Altars.
- GUARD 3: Place Aberration (72-B), Elemental (79-R), Specter (94-G), and The Harvester - Boss (B).
 - o (Kemet Hunt): Berserker (★★★★75-R).

As soon The Harvester (Boss) is dead, you win the quest and read [57.4]



The Harvester (Reaper Figure)

280

Defense

Movement Reaction

R

For the Lost (Primary Attack)

1 enemy * 28 DMG + effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • If the target is not on Swamp or Lava, it takes +10 DMG.

② FLEE 3 [If this **∡** didn't move this turn].

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: When this **¥** is hit, it is not on a Swamp or Lava Tile.

Effect: All DMG against this **≥** is reduced by 5 and redirected to its closest other (if possible).

Favorite Target: The hero with most \square within reach.

Villain Kits

- Archers (35, 36)
- 2 Harpies (55, 56)
- 2 Aberrations (71, 72)
- 1 Berserker (75)
- 2 Elementals (79, 80)
- 2 Specters (93, 94)
- 1 Boss (Reaper)

Barriers

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

Terrains

- 4 Altars
- 2 Lava 4x2
- 2 Lava 3x3
- 2 Lava 3x1 • 4 Lava 2x2
- 2 Lava 2x1
- 1 Stairs
- 2 Swamp 4x2 • 4 Swamp 2x2
- 2 Chests
 - 2 Tools (Tome, Torch)

Miscellaneous

60 5 8 8 8 80 35 67 10 12 13 16 10

Quest Chapter 57 Breath of Life

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(S):
If you solved the Stones Puzzle	You reactivate the site's wardings, with flawless intuition. Each hero gains 1 Empowered Token and may charge a Skill Token.
Allies in the Forests (fact)	The mystical forest of the druids can sense your intentions; they see you as a friend of nature. <i>Gain ADVANTAGE for this quest</i> .
Cities are Safer, for now (fact)	With fewer worries with which to deal, the druids tended to the elements of the island, and the Kemet mystics could not enslave them. Swap the Elemental (80-G) for a Necromancer (58-G).
Lighthouse is Guarding the Sea (fact)	The Lighthouse messes with the Kemet fleet routes: they arrive late. Some of the druids escaped before the Kemet could kill and transform them. Swap the Specter (93-R) for a Necromancer (59-R).
Traps in the Penumbra (fact)	The penumbral influence in Tanares keeps getting stronger. Increase the Torch Token value by 1 .
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Tome Token.

Quest 57: "Breath of Life" starts NOW (take the first turn!)

The wind carries a sinister laugh. It seems you have caught the enemy's attention. Before you can react to this, more corrupted beings appear.

Resume the quest (start EVENT 1!)

The figure that emerges from the shadows seems to be made of twigs, leaves and animal remains, and its voice is more like a lament that echoes inside your heart. "Your war has gone too far...I will never allow this natural sanctuary to be desecrated by your irresponsibility, that there is no forgiveness...your bodies will serve as food for the deepest roots...I am the Harvester, nature's vengeance"



	IF YOU HAVE	APPLY CONSEQUENCE(S):
	Traps in the penumbra (fact)	The penumbral beings are strengthened and ready to hunt you down. Even when they're out of their plane! Boss gains 2 Empowered and 2 Preserved tokens.
	Cities are Safer, for now (fact)	The Kemet sent their best mystics to try and bind the elementals. <i>Swap the</i> Elemental (79-R) <i>for a</i> Necromancer (57-G).

Resume the quest (Start EVENT 2!)

4 (Read this only if you won this quest)

You finally bring the sinister creature down; soon, all lights shine bright again, showing that the Penumbra's influence over the place is no more. [5]

5 CONCLUSION - VICTORY

 Artibeus thanks you profusely and offers to return with you to Wharfugee. Add NPC Card "Artibeus, the Druid" (Week 6) to your Character Deck.

Wharfugee bulletin

THE SECRET CEMETERY

Lone Man's Island, in the extreme north, for a few hours changed its name to Heavily Accompanied Man's Island — the site, as has been recently discovered, was a graveyard that our ancestors used at a time when the climate was softer. The Kemet were recently seen in the area, attempting to boost their army with super-ancient frozen corpses — if they succeeded, perhaps we should update the name in our maps to "No Man's Island."

ELEMENTAL EXPLOSION

The number of elemental-related phenomena has recently exploded in Tanares, especially on the west coast. Sages and researchers attribute it to the lunar perigee: "Think of Tanares as if it were water, and other planes of existence as if they were air. The penumbral plane is like a barrel that contains the water and protects it from the surrounding air. The approximation of the moon from the surface of Tanares is like slowly diving a melon into the barrel of water: some water will spill out and come in contact with other planes." In the next edition, we'll quote another sage, 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 prevent the Kemet from boosting their forces and to cleanse an important vortex of penumbral contact; the consequences for the climate and the war may be dire, especially in the long term. Mark Twisted Nature (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- The time has come for Huradrin to use his full powers, as you've learned enough about the penumbra and the worrying tale of the Arena of Future's architect presses the matter of rescuing the people stranded in Fisherman's Wharf: Gain Adventure Card II.
- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].





Sail to an undead-riddled island to dismantle the Kemet necromancers' operation.

Primary Objective

• Kill the Frozen Soul (Boss); AND o All heroes onboard the Undead Boat = Read [62.4].

If you lose

• Read [Defeat] - page 30.

Extra Challenge

• Kill at least one villain with each of the Necromantic Statues.



👁 Special Rules 🥗



Necromantic Statues (*Prisoner*)

Kemet necromancers have placed these totems to enhance their communication with the undead.



ADVANTAGE: + Remove this Statue: Each villain with 15 HP or less in [1] of this Statue dies.

Undead Serf (NO HP / 6 DEF / 5 BA / / +5 to ROLL)

Barely did they know that you can use the Statues to convert the undead to your command, too.

- You can use only one of each type of the following figures: Zombie, Reaper, Specter, and Ghoul (max. 4 different figures at a time, colorless bases).
- These figures are considered Companions of the hero with the Tome Token (i.e., follow all standard rules: each has a Move and a *Prime Action at the end of its turns and shares HP with it).*

Dark Sacrifice (*Undead Serfs - Zombie, Reaper, Specter OR Ghoul*) The necromantic energies that sustain the serfs can heal and be diverted toward the undead boat.

+ Remove the Undead Serf: HEAL 8 the interacting hero and MOVE 1 the Undead Boat, in ANY direction.

Undead Boat (Ruins Tile)

Your escape from the Kemet-dominated island is through a special boat made of undead body parts that can be shot over walls.

R MOVE 2 the Ruins Tile, toward coordinate 24. Then:

- Remove all **Necromantic Statues** (*Prisoners*) that share a column with these Ruins.
- All heroes and villains in these columns take 10 DMG. o Companions don't take this DMG, nor do combatants on the Boat.

If the Boat needs to move is already on coordinate 24 at the end of Round, you lose the Quest.



= INITIAL SETUP =

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Spies (29-O) and (30-B), Necromancer (58-G), and Warrior
 - o (Kemet Hunt): Archer (★★★73-0).
- Then, after reading the Special Rules, read [62.1] page 30.
- R If all villains are dead, read [62.2] (to continue the quest).



_ EVENT 1 _

• Remove the Yellow Big Door.

GUARD 3: Place Necromancer (57-R), Berserker (40-G), and Warrior (68-B).

○ (Kemet Hunt): Necromancer (★★ 58-B) and Archer (★★★★ 73-R).

R If all villains are dead, **read** [**62.3**] (to continue the quest).

_____ EVENT 2 ___

• Remove the Red Big Door.

GUARD 3: Place Spies (29-R) and (30-G), Berserker (39-O), Necromancer (57-0), and Frozen Soul - Boss (B).

If the Frozen Soul (Boss) is dead and all heroes are on the Ruins Tile, you win the quest and read [62.4].

If all Statues have been removed from the grid and the Frozen Soul (Boss) still lives, you lose the quest.

Frozen Soul 8 18A (Costruct Figure) Hit Points Defense Movement Reaction

- Only **Necromantic Statues** can drop this **X** HP to zero (i.e., kill it).
- When this \(\bigsim \) dies, remove all Barricades.

1 enemy 🏹 8 squares **Long Live the Undead!** (Primary Attack) * 30 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • HEAL 30 the villain with lowest HP.

② FLEE 3 [If this **∡** didn't move this turn].

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **x** is villain with lowest HP when its attack hits.

Effect: Deal +10 DMG.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Spies (29, 30)
- 2 Berserkers (39, 40)
- 2 Necromancers (57, 58)
- 2 Warriors (67,68)
- 1 Archer (73)
- 1 Boss (Costruct)

Barriers

- 2 Big Doors
- 2 Barricades 3x1
- 5 Walls 5x1
- 5 Walls 4x1
- 3 Walls 3x1 • 1 Wall 2x1

Terrains

- 1 Ruins 4x2
- 1 Stairs

Miscellaneous

- 1 Chest
- 1 Ghoul Figure
- 2 Prisoner Figures
- 1 Reaper Figure
- 1 Room (Cemetery)
- 1 Specter Figure
- 1 Zombie Figure



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 62 Sorroweaving

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(S):
If you solved the Stones Puzzle	You reactivate the site's wardings, with flawless intuition. Each hero gains 1 Empowered Token and may charge a Skill Token.
Boneheart and its Army Sunk (fact)	The loss of their primary undead army forced the Kemet to perform hasty rituals that you can better exploit. <i>Gain ADVANTAGE for this quest.</i>
The Undead Plague is Contained (fact)	Without the virulent plague, Gullog invested in creating of more necromantic statues to raise more undead. Place one extra Prisoner on square N-6; it follows the usual rules for Necromantic Statues.
Lighthouse down, Central Sea lost (fact)	The Kemet undead vessel arrived earlier, as it did not have to avoid the Lighthouse. Move the Undead Boat (Ruins Tile) two squares toward coordinate 24.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Tome Token.

Quest 62: "Sorroweaving" starts NOW (take the first turn!)

After defeating the Kemet guards, the necromancer statue before you collapses; the large stone doors closed in front of it fall and shatter to the ground, revealing another wave of Kemet forces!

Resume the Quest (start EVENT 1!)

30 • Tanares Adventures

Once more the statues collapse, along with the stone door in front of you. In the room ahead, you see a Kemet wearing a black cloak, protected by a small retinue of guards. You believe that is no ordinary Kemet necromancer.



THE SECRET CEMETERY

Lone Man's Island, in the extreme north, almost had to change its name to Heavily Accompanied Man's Island — the site, as recently discovered, was a graveyard that our ancestors used at a time when the climate was softer. The Kemet recently attempted to boost their army with super-ancient frozen corpses, but the heroes of Wharfugee intervened in time.

ELEMENTAL EXPLOSION

The number of elemental-related phenomena has recently exploded in Tanares, especially on the west coast. Sages and researchers attribute it to the lunar perigee: "Think of Tanares as if it were water, and other planes of existence as if they were air. The penumbral plane is like a barrel that contains the water and protects it from the surrounding air. The approximation of the moon from the surface of Tanares is like slowly diving a melon into the barrel of water: some water will spill out and come in contact with other planes." In the next edition, we'll quote another sage, 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 prevent the Kemet from boosting their forces and to cleanse an important vortex of penumbral contact; the consequences for the climate and the war may be dire, especially in the long term. Mark Twisted Nature (fact).

Follow the "Next Adventures" instructions.



Adventure GG Emotionless

There are more rumors of people's disappearances unrelated to the Kemets' actions, leading some people to blame the Empire. Zalir calls you to his weapon shop for a discussion.

"Thidexius, the great Imperial Mage, has gone insane with the Emperor missing. You know, we always thought the Third Eye was up to some sneaky business, and they are, but guess what! It's been our own Empire behind the scenes all along, making people disappear! Thidexius is being careless with magic, and he's not thinking it through. This is causing some severe surges in the Penumbra. I hate to say it, but I think he's accidentally hurting a lot of innocent people. My little birdies – err, I mean, informants – have reported some really ominous plan he's brewing. We need to find him quickly, and our best shot might be to go through the Penumbra."

He continues, "Now, a little word to the wise: the Penumbra is susceptible to what we do here. So, if we make big magic waves on this side, expect a tsunami on that side!"

You agree to investigate and leave, seeking more information.

- A) Because it is the High Imperial Wizard, you report to Sedura. [2]
- B) The Penumbra is a dangerous place. Huradrin could give you some advice. [3]
- C) (Fast Action Mode) Ask Zalir to lead the way. [31]

You meet with Sedura. The Captain shudders at the sound of Thidexius' name before regaining control of her emotions.

Sedura says, "Ever since I took over as Captain of the Ironhand, I have had reservations about the psychosurgery process led by Thidexius. He is selfish, ambitious, and pragmatic; for him, the ends always justify the means. It is essential to investigate this matter and stop him from harming people." [4]

You meet with Huradrin and inform him of Zalir's report.

Huradrin says, "Aye, ye be lookin' for the wizard, then? Ye'll find 'im deep within the Penumbra. Follow the traces o' his doin's, but don't let them trap ye. Those tracks might lead ye to places darker than the deepest mines. At times, what's real and what ye feel will play tricks on ye, so brace yerself. Here, take this potion; it'll be a guidin' light if ye find yerself strayed from the path. May the stones be with ye." [4]

When you return to Zalir, he greets you with a smile. "Alright, my friend, brace yourself for a thrilling journey! You're about to dive into the Penumbral Plane in the most bizarre and unique way possible! And from there, you'll hunt down the rascal causing all this chaos. Now, Sara, Huradrin, and I would be over the moon to go with you; however, duty calls! We're on deck to bolster the mystical barriers around the city. With everyone jittery about a potential Kemet comeback — especially after our smashing success in foiling their Wharfugee destruction plans — we've got our hands full."

With confident steps, he guides you to a portal. "I will use an ancient ritual that allows you to connect with the nightmarish essence of the Penumbral Plane. You will be able to see the faint echoes of emotions as if they were reality in front of you. Focus on what you want to investigate, and your mind will jump to the emanations you are looking for. It's like dreaming, except that you are awakened and can get hurt!" he says, smiling but hiding some tension. "But don't worry, at least it will be a fun ride!" And, in true Zalir style, instead of a regular jump, he deftly tweaks the portal to catapult you straight into the Penumbral Plane, as close to the heart of the disturbances as he can.

"Remember, you must see through people's traumatic emotions to find Thidexius."

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

+4 if you are Baolmu or Ravel - They are experts at moving in the Penumbral plane.

If a hero succeeds (12+): You land smoothly without suffering consequences due to the planar transition.

If a hero fails (11-): You fall to the ground with no complications, but the planar transition twists with your insides, making you vomit. Take 4 DMG.

Go to [5].

You pull yourself together and spot a rocky region covered with strange misty undergrowth, brightness flickering in the darkness. Just as you remember Zalir's advice, a fire breaks out around you. Several people burn in the fire, screaming for help. Start with 3 Team XP, representing the level of your emotions. Put the XP Token on slot 3 and choose:

- **A)** Try to save the burning people. [6]
- B) Ignore the burning people and jump out of the fire, protecting yourself. [7]
- C) Seek a way around the fire and the burning people. [8]

b As you approach to save the people, they try to drag you into the fire along with them.

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

+3 if the hero's art has a sword, axe, or spear - Equipment can help keep people away.



You gain momentum and leap through the fire.

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

+3 if you are Baolmu or Ravel - They are experts at moving in the Penumbral plane.

If a hero succeeds (12+): You try to jump through the fire without looking at the people, landing unharmed on the other side. Gain 1 XP.

If a hero fails (11-): As you jump into the fire, your fear of getting burned causes the heat's intensity to increase, burning you until you cross over to the other side. Take 4 DMG and gain 2 XP.

Go to [9].

You try to look and focus on a spot beyond the fire and people.

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

+3 to roll if the hero's art has bright eyes - Your powerful eyes help you to visualize and focus through fire.

If a hero succeeds (13+): You find a bright spot far away, close your eyes, and head towards it, ignoring everything around you. Lose 1 XP.

If a hero fails (12-): Trying to divert your attention elsewhere, you can't concentrate and end up watching the people suffer. Gain 1 XP.

Go to [9].

The fire, heat, and people disappear, an image taking their place. It depicts a hall filled with Imperial mages as they perform a torturous magical ritual on someone. In the background of the hall, there is a red-robed wizard possibly authorizing the process. Outside, you see flames everywhere.

You feel the horror and suffering of that person. His emotions manifest

in energy bursts and leave his body and the Material Plane towards the Penumbra. This is the result of the infamous psychosurgery ritual!

- A) Find the place in the image, preventing further psychosurgeries. [10]
- B) Follow the emotions' energies through the Penumbra in the hope of reversing the process. [17]

You focus on the mages' actions and teleport to the outskirts of the Imperial Capital, spotting Torigg's Magic Tower in the Dweomer district. In the streets, people hold lit candles in protest against the mages. You enter the tower and observe mages discussing a new psychosurgery process and its immediate implementation as an alternative against the Kemets. You watch them chatting away until they catch you eavesdropping and fling powerful spells at you.

- A) Try to flee the fight with the mages. [11]
- B) Confront those mages for more clues. [12]

Did the mages detect you, or was it merely a projection of your emotions? You try to focus so that you can teleport away before it is too late.

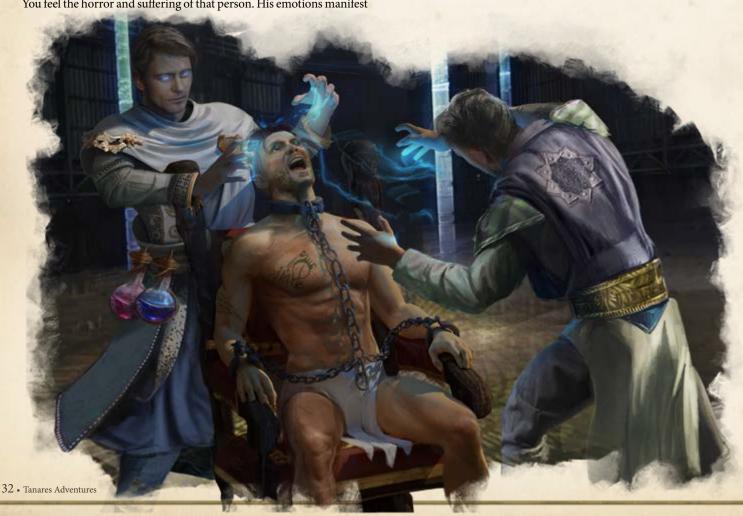
Each hero makes an \square TEST (d20+ Hero Card + NPC Card). (12+: *success* | 11-: *failure*)

+2 to roll if the hero has **Q** 3 or more - A quick reaction can be a great help.

If a hero succeeds (12+): As the mages shoot their spells in your direction, you try to focus your thoughts elsewhere, ignoring the threat. Lose 1 XP.

If a hero fails (11-): You try to focus on getting out of there, but can't flee in time to escape their spells. Gain 1 Distracted Token and 1 XP.

Go to [13].



You concentrate on defense and counterattacking the mages so that you can gain information from them.

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

+2 to roll if you have an attack card with MOVE in its benefit or effect - Extra battle movement can be beneficial in this combat.

If a hero succeeds (13+): As the mages conjure spells, you avoid them and attack. They receive your blows, then disappear. They say this is a waste of their time, as they need to recruit the Elementalists and utilize their potential as soon as possible. **Gain 1 and 1 XP**.

If a hero fails (12-): You try to defend yourself and counterattack the mages all at once, but they evade your blows. They hit you with their spells. Gain 1 Weakened Token and 2 XP.

Go to [13].

You are transported again to the Phantom Fortress, an Ironhand prison far away from the Imperial Capital, where important prisoners are taken to suffer the psychosurgery. Inside the arcane dome, you see rituals performed on children. The experiments obtain new and impressive results as they are observed by a red-robed wizard, judging the processes.

- A) Try to save the children from psychosurgeries. [14]
- B) Eavesdrop on the conversations to gain intel. [15]
- C) Flee before it's too late. [16]

The children's emotions affect you directly, so you try to save them.

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

(11+: success | 10-: failure)

+4 to roll if you have an attack card with a Slowed effect - Slowing down your movements can help stop them.

If a hero succeeds (11+): With enormous mental effort, you manage to break the connection between the children and the ritual, avoiding its psychosurgery and confusing the mage. You gain 1 and 1 XP.

If a hero fails (10-): The children's emotions affect you to the point of temporary numbness. Gain 1 Distracted Token. Increase the XP Token by 2 on the HP track.

Go to [29].

The words seem indistinguishable to you, requiring a lot of concentration to understand.

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

+4 If you are Anariel, Kelanyah, or Niary- Your elven ears are of great help.

If a hero succeeds (12+): You can understand a few words discussing the new psychosurgery process: it will take place in all children and will be much more efficient than the previous one. Gain 1 Empowered Token and 1 XP.

If a hero fails (11-): All the children's emotions hit you, leaving you powerless and paralyzed for a moment. Gain 1 Weakened Token and 2 XP. Go to [29].



You force yourself to put the situation aside and focus on venturing ahead.

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

+4 to Ravel's and Baolmu's rolls - They are experts at moving in the Penumbral plane.

If a hero succeeds (12+): You manage to focus your thoughts elsewhere, ignoring that scene. Lose 1 XP.

If a hero fails (11-): You try to concentrate on getting out of there, but the children's emotions echo inside you, making you suffer along with them. Gain 1 Distracted Token and 1 XP.

Go to [29].

You witness a fantastic phenomenon: the detachment of a sentient being's emotions, projected in the form of energy into the Penumbra. There are many of them. They seem to be following a trail.

A) Try to capture one of these projected emotions. [18]

B) Follow the course that most of them are heading. [19]

You approach those beautiful, colorful flames of flickering energy and gradually feel those emotions projected intensify within you. They present as a flash in your head, stimulating your own emotions almost uncontrollably.

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

+4 if you are Baolmu or Ravel - Their madwalker minds are harder to be affected.

If a hero succeeds (13+): You get to hold one of them in your hands, amazed at the feeling of intimately knowing the emotional fullness of a sentient being to the point of being able to control it—with proper preparation. Gain 1 Empowered Token and 1 XP.

If a hero fails (12-): Your own emotions mix with the projected ones, making you suffer intensely from all his pains and traumas. It overwhelms you, and you flee. Gain 1 Weakened Token and 2 XP.

The energy-emotions released in the Penumbra seem like flickering flames that walk in a vacuum and slowly join the others, following a course like a river—but on the way, Penumbral monsters devour the emotions, making them grow in size. Seeing you, they attack.

A) Focus on defense and try to escape them, going toward the emotions.[20]

B) Attack them, opening the way towards the emotions. [21]

The creatures advance on you as their mouths gape grotesquely, trying to swallow you whole. If the slot marked on the XP track is equal to or greater than your DEF, keep reading. Otherwise, go to [22].

You take 10 DMG. Inside the creature's belly, you continue to struggle with its tentacles when suddenly, it vomits you away and quickly flees, disappearing. Gain 1 XP. Go to [22].

21 You charge at the creature and strike. Make an Attack roll against the value slot marked on the XP Track. If the result is equal or greater, read on. Otherwise, go to [22].

You knock down the creature, which seems to reduce its size after your blow. It vomits up the emotions it had ingested and quickly flees. *Lose 1 XP a hero gains 1* . Go to [22].

22 Suddenly, a colossal vortex forms in front of you from the wandering emotions, swallowing everything.

A) Try to resist being swallowed. [23]

B) Surrender and throw yourself into the vortex.[24]

C) Focus on escaping. [25]



You try to hold on to something solid or even stick weapons in the ground, but the force of the vortex seems to increase as if it absorbs your emotions.

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

+2 if the hero has a sword, spear, or dagger on its card's art - Pinning it to the ground can be a great help.

If a hero succeeds (11+): You manage to resist at the expense of all your physical and mental effort. Gain 1 and 1 XP.

If a hero fails (10-): Unable to avoid it, you are violently drawn into the vortex. Gain 1 Weakened Token and 2 XP.

Go to [26].

When the effect gains strength, you simply throw yourself into it, seeking not to injure yourself.

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

+3 is the hero has a clear smile on its card's art - Sometimes, the best way to face the fear is to smile.

If a hero succeeds (11+): You manage to overcome your fear and survival instinct and throw yourself into the vortex's heart. Gain 1 and 1 XP.

If a hero fails (10-): You end up spinning endlessly, and your fear only adds to the feeling. Gain 1 Weakened Token and 2 XP.

Go to [26].

25 You try to distract yourself as your body is swallowed up.

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

(13+: *success* | 12-: *failure*)

+2 if you are a Controller - Controllers are used to maintaining the focus even in dangerous situations.

If a hero succeeds (13+): You keep your eyes closed and loosen your body, feeling and hearing nothing else. Gain 1 Protected Token and 1 XP.

If a hero fails (12-): You struggle to keep your concentration, but the vortex makes you panic, swallowing you. Gain 1 Weakened Token and 2 XP.

Go to [26].

In an instant, everything goes dark. A flame lights the darkness and slowly moves away to a village you recognize as Eb'boria. Thidexius, the Imperial Mage, leads an attack against it. Before you can do anything, you hear a thousand laughs and several voices speaking at the same time:

"This is where your journey ends. This is where stray emotions meet. This is where nightmares come to life. And from here, you will never leave."

A grotesque hostile creature forms before you.

The creature can be more or less powerful according to the team's focus on controlling the emotions.

Each hero must make an attack roll (with no attack bonus) against DEF equal to the XP value. If it exceeds the value, lose 2 XP.

- The team has 3 rounds to kill the monster.
- Natural 20 is always a success, and natural 1 is always a miss.
- On a miss, the hero takes 5 DMG.
- Heroes may spend 1 1 to gain +3 on their roll.

If the XP Token reaches zero when the third round ends, go to [27]. Otherwise, go to [28].

The creature crumbles under your blows, melting and evaporating before your eyes. A portal opens, revealing a path to the Eb'boria community. Without a second thought, you go through. Upon arriving, you feel slight discomfort as you transition back to the Material Plane. Soon, you perceive chaos as villagers who can control fire confront Imperial Mages performing a mass psychosurgery ritual. They chant magical words of command, which you try to memorize.

The hero with the highest agains the Tome Token.



Thidexius sees you and shouts: "You fools! You must be Sedura's minions. But you should focus on the war, not internal affairs. If you want to stop us, you will meet the same fate as them! You shall not stand in the way of our glorious Emperor's plans!"

Go to page 42 and set up Quest 60: "Psycho"

The Penumbral Amalgam of Emotions seems to have grown in power and size as it absorbs your emotions, drawing you into it. You find yourself in complete darkness, floating in space. In the distance, you see lights of lost emotions. With no alternatives, you move while focusing on them, but when your concentration is shaken, you are stricken with intense pain. The most focused among you take the lead, and images of monsters projected from your minds appear.

The hero with the highest agains the Tome Token.

Go to page 38 and set up Quest 59: "Illusions"



You find yourselves in a prison cell with some levers and inscriptions on the wall. Before you can reach them, you hear voices: "This process may affect the refined cognitive capacities of the subject. We need to test and refine the method to make sure it keeps at least enough levels to be functional in society. Let's first try some complex associations to assess their refined capacities. Afterward, we can test the more basic ones."

"When the sun rises over the mountains, eagles fly to hunt the snakes lurking on the ground."



Position all four levers to one of the three levels: up, middle, or down. Remember their positions and go to [30].

You must position all levers in the correct positions. The correct lever positions are, in reverse order from snake to sun: down, up, middle, up. The order is reversed to prevent you from inadvertently seeing the correct answer while solving the puzzle.

For each correct answer, a hero gains 1 Empowered Token. For each wrong one, a hero gains 1 Weakened Token. [26]

31 You go to Sedura, who tells she has her suspicions about the mage and encourages your investigation. *Each hero gains 1 Protected Token*.

Zalir takes you to a portal and an emergency journey through the penumbra begins. When you land in the penumbra you see people on fire; it engulfs you when you try to help them. *Each hero takes 8 DMG*.

The fire is suddenly put out, replaced by echoes of someone's memory of suffering psychosurgery; the agony is so great that, concentrating on the place, the Penumbra distorts itself to take you there; you make the mages responsible retreat. *Each hero gains 1*

The shadows then lead you to a similar experience, where now you see what looks like a child having its mind probed in an imperial facility; this time you're not fast enough to help. *Each hero gains a Distracted Token*.

Pushed once again through the penumbra, you encounter the archmage, who transforms into a penumbral amalgam and proves too strong to be defeated. *The hero with the highest agains the Tome Token.*

Go to page 38 and set up Quest 59: "Illusions."





Drawn into the Penumbral Amalgam of Emotions, you must deal with your own fears in order to get out of this Penumbral dimension.

Primary Objective

• Collect all **Beacons AND** kill the Boss = **Read** [59.3]

If you lose

• Read [Defeat] - page 41.

Extra Challenge

• All villains die on a Mission Tile.



Penumbral Mists (all squares outside Mission and Altar Tiles)

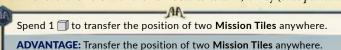
Unfathomable dangers and maddening energies hide in the darkest voids in the penumbra.

- Penumbral Mists are all squares outside Altar and Mission Tiles.
- For each square of **Penumbral Mists** a hero enters, it takes 3 DMG.
 - If an Altar or Mission Tile is removed from underneath a hero, that hero takes 3 DMG, too.
 - O Crossing just the corner of a Penumbral Mist deals no DMG.

Tome of Light (Tome Token, Mission Tiles)

The Tome fabricates concrete illusions in the penumbra. Use his powers to better tread through the mists.

• Whenever the hero with the **Tome** starts its turn, it may (*once per turn*):



After it, each combatant above the transfered tiles takes 3 DMG.

- They can be placed in [1] of the hero with the Tome or in [1] of another Mission Tile.
- O You can put them on squares occupied by combatants, but not by other Tiles.
- All strikes against a villain that is on a Mission Tile gain +5 to Attack Roll.
- If a villain dies on a Mission Tile, the hero with the **Tome** gains one additional .

Shadows (Villains not Fatigued)

The penumbra is casting a cloak of protection on villains that stay put; while in it, they can't be moved or dealt lethal damage, and they step out of the dark only when they feel it's safe. When targeted by super-precise attacks, they can be rushed into action and give you a fair fight for a few moments.

- While not fatigued, villains (except the Boss) are **Shadows**.
 - o When fatigued, villains are not Shadows anymore.
 - o (I.e., all villains are Shadows when a round begin, and no villains are Shadows when it ends)

Damage. All damage against Shadows becomes **R-DMG** and they cannot die (*i.e.*, *their HP can't drop below 1*).

Forced movement. Shadows are immune to **all** effects that would make them leave their square.

Swap. Whenever you strike a Shadow and it doesn't provoke a Retaliation, that Shadow swaps places with its farthest hero anywhere after the attack resolves.

Provoked turns. Besides the usual requirements, a Shadow Retaliates only when the natural roll **plus** modifiers against it equals **18 or more**.

Beacons (Quest item)

+ Remove this Item: the interacting hero deals 10 R-DMG to a non-Guard villain and gains 1 ...



: INITIAL SETUP =

- Place the heroes on the Mission Tiles. Each may reassign 2 Skill Tokens.
- Place Fiend (49-0), Ghoul (53-R), and Zombie (70-B).
 - o (Kemet Hunt ★★): Instead of placing Ghoul (53-R), place Berserker (75-R).
 - (Kemet Hunt ★★★): Instead of placing Fiend (49-O), place Necromancer (85-O).
 - o (Kemet Hunt ★★★★): Instead of placing Zombie (70-B), place Necromancer (86-B).
- **GUARD 3:** Place **Ghoul** (54-G) and **Aberration** (71-O).
- GUARD 3: Place Zombie (69-R) and Aberration (72-B).
- Then, after reading the Special Rules, read [59.1] page 40.
- **R** If all villains are dead and the **Beacons** are collected, **read** [59.2] (to continue the quest).



Villain Kits

- 1 Fiend (49)
- 2 Ghouls (53, 54)
- 2 Zombies (69, 70)2 Aberrations (71, 72)
- 1 Berserker (75)
- 2 Necromancers (85, 86)
- 4 Boss (Sentinels)

Barriers

- 5 Walls 5x1
- 7 Walls 4x1
- 1 Wall 3x1
- 2 Walls 2x1

Terrains

2 Altars 4 Mission Tiles

Miscellaneous

- 2 Chests
- 4 Fate Cards (I IV)
- 2 Quest Items



Map Labels: Initial Setup Event 1

🗪 Quest Chapter 59 🥗 Illusions

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(s):
☆ 56. Darkness	You have learned to better move through the Penumbra, and control its routes. <i>Transfer the position of two Quest Tiles using the same rules as Tome of Light feature</i> (as if the hero with tome started its turn).
The Eldritch Orb (fact)	The eldritch orb's presence corrupts the Tome of Light, giving you the power to twist the penumbral energies to tread through the mists. <i>Gain ADVANTAGE for this quest</i> .
The Golden Orb of Greed (fact)	This orb shows its true powers in this mental realm; it creates a powerful, mind-crushing wave of energy. Deal 10 DMG to all combatants (villains and heroes)!.
Falling at the last dark hurdle (fact)	You find the Penumbra still difficult to comprehend or navigate through. <i>Remove both Altars from the grid.</i>
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Tome Token.

Quest 59: "Illusions" starts NOW (take the first turn!)

When all the projections you have created disappear, the scenery around you transforms and four figures appear, mirroring the appearance of the person responsible for all your fears: yourself!

IF YOU HAVE	APPLY CONSEQUENCE(S):
The Glory of the Empire (fact)	The conviction of the Master of Deception was shaken by your actions. He questions if his faction's way is the right way. Remove 1 of the Sentinel figures, and place 3 Distracted Tokens on the Boss (the removed figure can still be placed back by Mirrororrim's Tricks Feature).

_ EVENT 1 <u>__</u>

- Place Event 1 Beacons. Then, place Heroes in [1] of a Beacon.
- Transfer one Mission Tile from anywhere on the grid to a square in [1] of the hero with the Tome. You mustn't put it on squares with other Tiles.
- Place four Sentinels, each with a different base color (Mirrororrim - Boss - Red / Green / Blue / Orange).

Mirrororrim's Tricks

The Master of Deception uses multiple images to further conceal his

- The four Sentinel figures are Mirrororrim and share the same HP. They are never Shadows. Instead, they are Mirror Images (see below).
- No attack may ever strike the same Sentinel more than once.
- They NEVER attack Unprovoked.

R: A hero takes 10 DMG for each Sentinel figure on the grid. Then, place all removed Sentinel figures on a free square, as close as possible to their initial position (see the map).

Mirror Images (multiple Sentinels)

You must make a super-precise attack (or the good old trial and error) to narrow down the images and treat the Boss like any other (i.e., killable) villain.

• Just like Shadows, Mirror Images are immune to forced movement

and lethal DMG.

- o Ignore Mirror Images' immunities and the need to roll 18+ while there is only one Sentinel on the grid.
- Whenever you strike a Sentinel on your turn, check the result of the natural roll plus modifiers:

FINAL ROLL:	APPLY THE FOLLOWING:
17-	 The Boss takes no DMG and does not Retaliate. The attacker takes 10 DMG. The targeted figure swaps places with its farthest hero anywhere. Then, if there's another Sentinel on the grid, remove the targeted figure.
18+	 Remove all Sentinels from the grid, except the targeted one. The Boss Retaliates, and its Favorite Target is based on the color of this remaining Sentinel.



Favorite Target: The same as it's color ring.

R As soon all Beacon collected AND kill the Boss = Read [3].

Resume the Quest (start EVENT 1!)

(Read this only if you won this quest)

When the last copy is defeated, it crumbles. You continue to walk toward the light, recovering not only the lost emotion but also glimpsing some images. Thidexius talks to the Emperor while holding some scrolls and a potion.

"My Glorious Emperor, we are close to mastering an improved method for creating the perfect soldiers using our process. This ritual allows us to implant some commands that sever individuals' connections to their own emotions, which we can then manipulate as we wish. Later, their emotions can be restored with another command. Can you imagine the benefits? We would create perfect spies, perfect soldiers who would perform the tasks for us and even remember what they did. There are many other creative applications that I can't currently think of, but which would guarantee the Empire's glory for centuries. We must perform more research."

Sitting on his throne, the Emperor speaks with a sinister voice, "Start the research immediately. I expect results soon. I will teach you how to reverse the effects of the psychosurgery. This involves a powerful spell that gathers all fragmented memories and emotions spread through the Penumbra in a single place. Then, a powerful ritual can guide individuals safely to the Penumbra to recover them. So, you can use the same subject to conduct multiple tests. However, I wouldn't recommend using this process more than three times on a single individual."

Mark Psychosurgery reversion (fact). Go to [4].

4 CONCLUSION - VICTORY

- You discover that the souls expunged in the psychosurgery ritual are emitted into the Penumbra in the form of vibrations and energy that feed penumbral monsters.
- The negative energy and sins lost in the Penumbra attract creatures that feed on them.
- The possibility somehow recovering these souls and returning them to their owners could be the "cure" (or reversion) for the psychosurgery.

V

Wharfugee bulletin

ELEMENTALIST VILLAGE ATTACKED!

Most of you, readers, know Zanac, the mighty hero whose furious flames became renowned in the Arena of Fate; what few of you know is that the famous hero comes from a village of fire elementalists, where mostly everyone has some ability to spontaneously produce and control fire. Now imagine an army of these people under mind control — that's exactly what we may soon witness in this war, as the village has been recently attacked. The identity of the victims and location of the village will remain undisclosed, at the request of the Empire and survivors — that is, those who remain in control of their minds.

NEXT ADVENTURES

• The time has come for Huradrin to use his full powers, as you've learned enough about the penumbra and the worrying tale of the Arena of Future's architect presses the matter of rescuing the people stranded in Fisherman's Wharf: Gain Adventure Card II.

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- Gain +1 Spies and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].





A team of psychosurgeons is attacking the secluded village of Eb'boria. Much like in the ritual performed on Ironhand soldiers, they want to strip off their free will and assemble a small army — and an extremely dangerous one, for all Eb'borians can produce fire out of thin air.

Primary Objective

• Kill the **Thidexius** (Boss) = **Read** [60.2].

If you lose

• Read [Defeat] - page 44.

Extra Challenge

• Kill **Thidexius** (*Boss*) before its card receives its third **Quest Item**.



Wizard's Haze (Boss)

The leader of the psychosurgeons is protected and boosted by a bundle of spells. His priority is finishing the ritual that will bend the prisoners to his will.

- The Boss is **Shielded 15**. This is reduced by 5 for each **Quest Item** on its card (*see below*).
- The Boss attacks before moving.
 - O When the Boss **Dark Surges**, instead of doubling its Move Stat, double the **reach** of its attack (to 16).
- After the Boss's attack resolves, it moves toward its closest Prisoner (taking the shortest possible path possible, even if he need to take DMG to do it).

Prisoners (*Prisoners*)

The villagers are in a trance, as the psychosurgery ritual is almost complete. They'll use their powers to weaken the Boss if you wake them up, but if the psychosurgeon gets to them first, he will turn their powers against your party.

- Whenever the Boss ends its movement in [1] of a Prisoner, remove that Prisoner and all heroes on the grid take 15 DMG.
- + there is no villain (except Boss) in [8] of the Prisoner: Remove the Prisoner and put a Quest Item on the Boss's Card.

Quest Tip: If you interact with Prisoners before the Boss gets to them, you weaken the Boss's shield. If the Boss gets to a Prisoner before you interact with them, you are harmed and the Boss's shield remains strong (and the fight, harder).

Tome of Mind Bending (Hero with the Tome Token)

The hero with the Tome can take advantage of all the haze in this atmosphere of manipulable desires.

• Whenever the hero with the Tome attacks and provokes a villain's Retaliation (except **Boss**):

The hero may **pay** 1 \square per level of the villain to control it's turn.

ADVANTAGE: The hero and all other combatants in [1] of it take 5 DMG per level of the villain. Then it may control that villain's turn.

- A controlled villain moves and attacks as you please. It considers that other villains are its enemies (or heroes), and heroes are its allies (or villains).
- o Its movement doesn't incite Reactions, and its attack doesn't trigger its Passive, nor can it provoke a Retaliation. Then, the controlled villain Fatigues, as usual.



- INITIAL SETUP -

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place the Prisoner.
- Place Cultist (44-G), Aberration (71-O), Elemental (79-R), and Thidexius - Boss (B).
 - o (Kemet Hunt ★★): Instead of placing Cultist (44-G), place Necromancer (86-G).
- GUARD 3: Place Ghoul (54-B) and Elemental (80-G).
 - o (Kemet Hunt ★★★): Instead of placing Ghoul (54-B), place Berserker (76-B).
- GUARD 3: Place Cultist (43-0) and Ghoul (53-R).
 - o (Kemet Hunt ★★★★): Instead of placing Cultist (43-0), place Necromancer (85-0).
- Then, after reading the Special Rules, read [60.1] page 44.

As soon as the Prisoner gets removed, read [60.2] (to continue the quest).

_ EVENT 1 _

By deactivating the magical apparatus that Thidexius had prepared, you not only weaken his protections but also gain the assistance of those on the verge of losing their minds and free will.

• Place the Prisoner.

As soon as the Prisoner gets removed, start EVENT 2.

____ EVENT 2 _____

The ritual grows weaker and weaker, as do the protective spells of Thidexius, who, in despair, screams: "We will have to take certain casualties if we want to win this war. Turn back now, or join them in my psycho surgery. This is my last warning!"

• Place the **Prisoner**.

As soon as the Thidexius (Boss) dies, you win the Quest and read [60.2].

Thidexius, Imperial Wizard 280 R (Warlord Figure) Defense Movement Reaction See Wizard's Haze.

Fate Distortion (Primary Attack)

🟹 8 squares 1 enemy * 23 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • HEAL 15 the villain with lowest HP.

2 PUSH 3 the target. Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This ¥ is Unprovoked when it hits a target.

Effect: The Unprovoked bonus is +10 DMG instead of 5. This ¥ RUNS 3, to its closest

Favorite Target: The hero with most \square within reach.

Villain Kits

- 2 Cultists (43,44)
- 2 Ghouls (53,54)
- 1 Aberration (71)
- 1 Berserker (76)
- 2 Elementals (79,80)
- 2 Necromancers (85, 86)
- 1 Boss (Lady)
- **Barriers**
 - 2 Barricades 3x1
 - 4 Barricades 2x1
 - 2 Walls 5x1
 - 4 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 4 Altars
- 4 Lava 2x2
- 2 Lava 2x1
- 4 Portals
- 1 Stairs

Miscellaneous

- 2 Chests
- 3 Prisoner Figures
- 3 Quest Items



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 60 Psycho

Check the table below.

IF YOU HAVE	Apply consequence(s):
If you DO NOT have: ☆ 51. Portal Defense	Without safer penumbral routes, the network of portals became unstable in many places, especially after the Kemet began the construction of their pylons. Remove the Portal Tile on squares L-1 /M-2.
The Golden Orb of Greed (fact)	With the Golden Orb, people are freed more easily. The first Prisoner you interact with must have no villains in [2] of it (instead of [8]).
The Glory of the Empire (fact)	The conviction of the members of this dark faction of the Empire is shaken by your actions. They have begun to question if their way is the right way. <i>Place</i> 1 Distracted and 1 Weakened Token on Cultists (44-G), Cultist (43-O), and on the Boss.
The Eldritch Orb (fact)	The strange extraplanar orb resonates with the Tome of Mind Bending, feeding it with energy — in exchange for the life force of everyone close by. <i>Gain ADVANTAGE for this quest</i> .
Kemets enslaving on the west coast (fact)	The Kemet's advanced enslavement makes the psychosurgeons afraid of becoming targets. To protect the place, they decided to swap some of their undead for elite archers. Swap the Ghoul (53-R) for an Archer (73-R).
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Tome Token.

Quest 60: "Psycho" starts NOW (take the first turn!)

(Read this only if you won this quest)

Thidexius falls to the ground; all creatures summoned by his spells disappear when his ritual's effects end. He says, "These Elementalists are spread throughout Tanares and could have served us against the Kemet. But now, our opportunity to control them completely has been lost..."

A villager approaches you, "Thank you for saving us from this monster. Some of us have already died because of his insane desire to control us, but people will now have their revenge. We will burn this wizard to ashes and keep his remains here as a symbol to honor those we have lost. This is our tradition."

For the first time, fear appears on Thidexius' face. 'Protect me, and I can provide you valuable information, such as the process to reverse the psychosurgery." However, it is difficult to calm the angry people who lost their loved ones.

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

(16+: success | 15-: failure)

+5 if you are Zanac - you were a member of this village.

If at least one hero succeeds (16+): You can explain to the villagers all the benefits of letting him live. If he dies now, he won't face justice for his crimes, and he

won't be able to provide information that could rectify the harm he has caused. Mark Psychosurgery reversion (fact).

If all heroes fail (15-): Before you can react, the combined flames reduce him to ashes.

Go to [3].

3 CONCLUSION - VICTORY

- You discover a secret imperial agenda to tag all children who show resistance to the psychosurgery ritual, so they can succumb to an enhanced ritual in adulthood.
- With the Emperor's disappearance, Thidexius and the Imperial Mages have accelerated the psychosurgery process, focusing on Elementalists their great spellcasting powers make them a better "soldier" than a commoner.
- You discover that the emotions and the soul extirpated by the psychosurgery ritual are sent into the Penumbra in the form of negative energy, feeding the monsters in that place.



Wharfugee bulletin

ELEMENTALIST VILLAGE ATTACKED!

Most of you, readers, know Zanac, the mighty hero whose furious flames became renowned in the Arena of Fate; what few of you know is that the famous hero comes from a village of fire elementalists, where mostly everyone has some ability to spontaneously produce and control fire. Now imagine an army of these people under mind control — that's exactly what our Wharfugee heroes recently prevented. At the request of the Empire and the survivors of the attack, the site of the operation will remain — understandably — undisclosed.

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 preventing the Kemet and/or the imperial wizards of the occult from carrying out their experiments and missions related to psychosurgeries and mind control; you don't know who may be an ally or enemy; who is on your side or not, voluntarily or otherwise, and it's unclear how this may have boost-

ed the power in the enemy army.

Mark Brainwashed and brain
dead (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

• The time has come for Huradrin to use his full powers, as you've learned enough about the penumbra and the worrying tale of the Arena of Future's architect presses the matter of rescuing the people stranded in Fisherman's Wharf: Gain Adventure Card II.

- Gain +1 Diplomats and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].

Adventure HH Zarumag Menace

1 Sara approaches you with curiosity, "A special guest is looking for you. It is a strange golem that believes itself to be a dwarf. My question is: what drink would he like? Oil?" After some minutes preparing yourselves, you find Ingot sitting at a table. "The crafts outside the tower have a very low quality. If I dared to create something like this, it would bring shame to the legacy of dwarven craftsmanship of my master. But this is not my purpose here. Talessa is unconscious, and the Dragon Spirit's emissary wants to see you. Could you follow me to the Dragon Tower?"

Ingot takes you to a draconic portal, and you arrive at the tower quickly. An elf is already there, waiting for you. "Here you are, introductions later! We're facing a dangerous situation, and the Dragon Spirits have summoned you; we must go there immediately." As you descend into the same dungeon you already visited, the elf says, "Talessa has fallen into a coma for a sinister reason. This couldn't have come at a worse time. Zarumag's rebirth must be stopped immediately, but we need Talessa. Your dragon ally was here but left to confront Zarumag without any defensive measures, including the talisman. We fear he's marching to his own doom. However, I have faith in the Dragon Spirits; they will show the way."

Upon entering the chamber, you see only three dragon spirits, not the four you saw previously. The Red Dragon spirit begins to speak, "Welcome once more, brave mortals. The fourth among us is no more; she sacrificed her essence to allow your time travel last time. Now, we need you to save Talessa. It requires sending you to the future from which she came—a world devastated by the Penumbral Plane. You will be sent to a time just before she was transported to the past. Confusing? I comprehend, but your goal is simple: to ensure she can return to her past. Ensure her safe passage; if she perishes there, the repercussions on the timeline will be severe and unpredictable."

You see four stones levitating: red, white, blue, and golden. "Each of you should take a stone to infuse you with draconic power. Your form and abilities will correspond to the chosen stone. I, Athyrrarth, wish you good luck on your journey."

Each hero must select a stone. Red (physical power), White (resistance), Blue (agility), and Golden (magic power). [2]

A mist surrounds you. When it finally dissipates, you find yourself in a place that seems like a laboratory. A frail and scarred green dragon regards you. To your surprise, each of you now exhibits draconic features—scales, pointed teeth, elongated tails, and sharp claws—all while maintaining a humanoid form.

The dragon addresses you, "You're finally here, soldiers!" He coughs loudly before continuing, "Your task is to escort our prime creation to a specific location where she will be sent to a crucial mission. She embodies the finest traits of all draconic lineages but retains a human face and heart. Beware; the dragon hunters will attempt to block you. But first, help me set up the ritual to wake her."

Assign each hero to do a task. REMEMBER the choices, then go to [17]:

- A) Carry the barrels with alchemical liquids to a tank;
- B) Transfer dozens of small herbs and stones to a place next to Talessa;
- C) Extract the poisonous plants and place their roots in the magic circle;
- **D)** Empower the runes to protect the ritual.

The dragon, staring at Talessa, speaks, "Now I will stabilize the spells to awaken her. While we wait, let me tell you about yourselves. Your species were created ages ago by the Draconic Council to be our soldiers in the war against the Ungods. We could

not create more until recently, but it required great sacrifices. The soldiers are mere tools for most dragons, but I see it differently. I see hope."

"Our led guided our world to doom." With despair in his eyes, he continues, "We were defeated, and the Ungods dominated this world. Now, Talessa is our only hope. She is one of the three sisters created by the Ungods from the essence of the most powerful dragons as a final insult to the gods. One is Melantha, derived from the great Athyrrarth. Another is Talessa from Isendden, and the last is Zimmess, born from the remains of Zarumag." He looks at Talessa, "We managed to capture Talessa and cleanse her of corruption, infusing her with the essence of our fallen champions. We need her to return to the past and save the world from the Ungods. While we wait, look at our library; some of our collected knowledge might benefit you."

You see in the library four books with different topics.

- A) The Dragon Anatomy [4]
- B) The Detailed Penumbral Plane [5]
- C) The Three Hunters of the Ungods [6]
- D) The Truth of the Malrokian Curse [7]

The Dragon Anatomy

Dragon Wings and Flight:

Dragon wings are built for flying. They have strong bones and big muscles that help them push against the air. The bones inside are not empty; they can sustain the massive structure due to draconic magic energy, producing unnatural strength to allow flight even with the huge size of a dragon.



The large wings help it catch a great amount of air, so the dragon can lift its heavy body and fly.

Fire-breathing Mechanism:

Inside a dragon's throat, there's a special part that can produce a breath. When the dragon starts its breath, this gland releases certain chemicals, which, combined with a specific draconic magic present within them, create a different breath based on the dragon's color and type. Their magic is also present in the mouth, so they don't get hurt by their own breath.

Dragon Scales:

Dragon scales are like strong armor. Each scale is made of thick layers that can protect the dragon. These scales cover one another, making it hard for anything to hurt them. Their unique composition also provides flexibility, ensuring dragons can move with agility. The scales can shine and look beautiful, but they are also solid. [8]

The Detailed Penumbral Plane

"Most scholars believe that the Penumbral Plane is just the twisted mirror of the material plane. It is correct in a way, but this is just the surface. Other layers are below the surface, composed of planes entirely dominated by the Ungods. There are six planes in total:"

ETERNAL CATHEDRAL (FIRST LAYER)

An almost endless labyrinthic gothic cathedral shrouded in shadows, its crumbling altars and broken statues haunted by the flicker of mystical candles. It is home to Cultists of the Shadow Wing, and Penumbral Creatures of Fear and Pain.

CAVERNS OF MAGMA GIANTS (SECOND LAYER)

A labyrinth of colossal stone tunnels, chambers filled with rivers and lakes of molten lava, and passages to the ruins of ancient cities and fortresses built by giants. It is the lair of aberrations spawned out of Anger and Gluttony.

CRYSTAL FOREST (THIRD LAYER)

Glittering crystalline flora fills a network of narrow tunnels and cavernous expanses while webs stretch across every corner. It is home to Bellara and her Arachnes and is filled with creatures of grudge and pride.

THE ENDLESS CITY (FOURTH LAYER)

A sprawling, ruined city of continental size, its narrow streets and alleys interlaced with swampy, foul-smelling sewage areas. Many witches, hags, and penumbral creatures of lust and disgust, as well as the nasty penumbral rats, dominate this layer.

THE CLOCK LEVEL (FIFTH LAYER)

An endless array of bronze gears, mechanisms, and shifting walls forms a clockwork maze, passages opening and closing at fixed hours or by specific manipulations of levers and mechanisms. This is where the Kikokus, an insectoid species that is able to infest machines, make their lair, along with beings spawned out of sloth and sadness.

INVERTED ARCHIVES (SIXTH LAYER)

The most profound and ancient layer. A vast, inverted-gravity archive of books, scrolls, and enigmatic artifacts. Rooms connect via one-way, teleporting metallic mirrors that conceal their destinations. It is dominated by a being called The Dark Collector, served by creatures of greed and envy.

Some believe that we are already the seventh layer, and now the Ungods are trying to dominate another plane. [8]



The Three Hunters of the Ungods.

"When the Ungods merged Tanares completely with the Penumbral Plane, they shifted their focus to other planes. Our world is condemned, coming under their dominion and governed by Prince D'Craxis, son of C'Thraxis, the Lady of Sins, and one of the four Ungods. This monster commands three powerful lieutenants who seek to exterminate any resistance from us, each leading a horde of aberrations."

Lady Melantha: She is astute, swift, and can track any dragon. This Talessa's sister has powers comparable to the eldest of dragons but maintains a human face and the desires of mortals. Her heart, however, is tainted by the Ungods' malice. In combat, she excels at quick strikes in vulnerable areas. One must remain ever vigilant around her and must possess exceptional endurance to resist her attacks.

Zimmess: Another of Talessa's sister, she has a mind of an aberration paired with a human heart. She is the most chaotic of the three, entirely unpredictable with a thought process all her own, but sadistic as any of the Ungods' servant. She delights in corrupting her foes with dark magic. Only defensive spells can safeguard one from her potent curses.

The Dragon Slayer: He is their chosen champion against the Draconic Council, having already claimed the lives of hundreds of dragons. Once a hero from a bygone era, he was summoned here by Ungod magic. He possesses a unique capability that makes his attacks lethal to dragons. The only option when facing him is to evade his attacks. Through our research, we have learned his original name:

The Truth of the Malrokian Curse.

"The lesser races have always believed that the gods, Tamera and Bauron, cast a curse upon the world to prevent wars. Their sacred scriptures declare, 'Massive bloodshed shall be punished with natural catastrophes.'

The Draconic Council always understood this to be a misconception. However, the source of this belief is that the Cult of Shadow Wing has been manipulating the church.

The truth is that Tamera and Bauron were in active combat against the Ungods. As the Penumbral Plane grows stronger from negative emotions, the Ungods' power also increases. The catastrophes of wars are merely a manifestation of the Ungods' might, provoking widespread devastation to both the material plane and the gods. When many souls perish in agony, the Penumbral Plane prospers, thereby empowering the Ungods and giving rise to what ancient peoples called the Malrokian Curse.

The gods had already been defeated by this time. We suspect that both Tamera and Bauron have been rendered mortal and now wander these lands. This is a degrading punishment, a way for the Ungods to exhibit them as trophies." [8]

We "She is awakened! You should move. I cannot teleport you, as they would easily detect your destination. But follow this path, and you should get to our secret Portal to the correct place. This world is lost, but we believe she can make things right, so protect her with your lives." [9]



You leave the dragon's secret hideout with Talessa. The scene that unfolds before you is shocking. You find yourself in the Penumbral Plane, a locale reminiscent of the Imperial Capital. A twisted energy permeates the air, and the structures have morphed into bizarre forms. The Arena of Fate now boasts statues of the Four Ungods, each more grotesque than the last.

The sight before you is truly nightmarish. *Each hero gains 1 Distracted Token*, unless you have read The Detailed Penumbral Plane book, as you already expected this scene.

Talessa says, "They infused me with some memories. We must make our way to the old Imperial Palace, but my intuition keeps telling me we will encounter resistance."

You proceed cautiously and stealthily to avoid attracting the attention of any aberrations, eventually arriving at the palace. Numerous monsters guard the place, and a powerful protective barrier surrounds it. Your best chance is to use the back entrance, which is less heavily guarded.

Assign each hero to do a task. REMEMBER the choices, then go to [10]:

- A) Create a diversion at the main gates.
- B) Disable the protective energy barrier.
- **C)** Eliminate the aberrations guarding the back entrance.
- D) Infiltrate the walls and swiftly open the back gate.

Main Gates: You do your best to attract as much attention as possible, drawing numerous aberrations to you. They lash out with fierce attacks. The diversion works, but not without a cost. The hero takes 6 DMG, unless it owns the White Stone (resilience), which enables it to resist the onslaught.

Energy Barrier: You assist Talessa in channeling her magic into the barrier. Helping Talessa control her power is challenging as her magic energy surges through you. The hero takes 6 DMG unless it owns the Golden Stone (magic power), which allows it to redirect Talessa's mystical energies.

Aberration Guards: The sounds of combat echo from the back entrance. You engage fiercely with the aberrations, but these creatures are tough adversaries. The hero gains 1 but takes 12 DMG, unless it can also be Red Store (aboried except)

Infiltration: Using the plane's natural darkness as cover, you climb the palace walls stealthily. The task proves more challenging than anticipated. The hero loses 1 🗇 unless it owns the Blue Stone (magical power).

Your teamwork prove effective. The guards at the main gate call for reinforcements, drawing attention to the other side of the palace. This provides enough time for one of you to climb the wall and figure out how to open the gate.

As Talessa dispels the barrier, a quick but brutal battle ensues at the back gate. Eventually, the infiltrated hero unlocks it, allowing the group to reunite with Talessa and to enter the palace. [11]

11 You navigate the corridors and grand chambers, the only sounds being the distant echoes of your footsteps and the occasional thunder of the shifting plane. The walls seem to breathe with an ominous energy, showing the corrupted nature of this realm.

Relying on Talessa's infused memories, you eventually locate the heart of the palace: the Portal Room. The door bears symbols, some appearing familiar from ancient texts and tales. However, they are sealed tight. Talessa whispers incantations, and with a resonant thud, the doors swing open, revealing the Portal.

"I remember now," Talessa begins, "This portal leads to Fisherman's Wharf, where lie the remains of a greater portal, the Vandanamalika. I have these two gems," she reveals, holding two green stones, "and combined with my magic, they can open a breach to the past."

Stepping through the portal, you find yourselves at the devastated ruins of Fisherman's Wharf. Signs of a cataclysmic event are everywhere, and lost souls wander aimlessly, their mournful cries filling the air.

If you have read 'The Truth of the Malrokian Curse' book before, you know that Tamera and Bauron did not punish these souls but were victims of the Ungods. Guided by this knowledge, you release these lost spirits, sending them to their deserved rest. Their gratitude fills you with hope. *Each hero gains 1 Empowered Token.* [12]

12 As you explore the ruins, searching for an entrance to the ruins of the Arena of Future and the remains of the Vandanamalika, you find a lone woman wandering. Her robe, once undoubtedly a garment of grandeur, is now a ragged piece of white cloth. Yet, her breathtaking blue eyes pierce the gloom, carrying kindness.



Talessa whispers, "I wasn't expecting to find a human here."

The woman's voice is gentle, echoing in the desolate place. "I have been waiting for you. The threads of fate have woven this moment, and now you stand at the crossroads of destiny. Call me Tamera."

As you draw near, you hesitantly extend your hand. When you touch Tamera's hand, a profound surge of holy energy surrounds you. It's a sensation of pure love and hope unlike anything you've ever experienced.

Smiling at you, she intones, "I sense a noble heart within you, my child. Pursue your task with determination and tireless faith. My blessing will comfort your beautiful soul when the time is right."

With newfound hope, you nod. She starts to walk away but then pauses and turns back, saying, "Remember, even small sources of light can end the darkness. Trust in yourselves. Farewell." As she departs, she leaves you with a bittersweet sense of peaceful sorrow. **Take note: you encontered Tamera.** [13]

After searching the ruins for a few more minutes, you find an opening to get into the Arena of Fate. You enter it, finding the place strangely calm, with no sign of monsters or any trouble. You advance quickly to find the remains of the Vandanamalika, and Talessa begins to insert the gems into the old mystical circles.

Suddenly, you hear a shout, "I am impressed that dragon soldiers were so smart. But we will not allow your plans to develop any further. My little sister is too dangerous to be left alive." When you turn around, you see a winged woman with long white hair, wearing armor that combines metallic iron with details in deep crimson.

Before you can answer, you see a grotesque creature of pure night-mare before you; instead of legs, he has a mass of spiked tentacles, and stretching out from his torso he has four elongated arms, ending in sharp claws, with a pair of large wings at his back. He looks at the woman, "You did well, Melantha." Turning to you, he says, "Your quest is folly; no matter where you run to, we will always be able to find you, Talessa. It is time for your purification: to turn you into a penumbral creature."

But before you could answer, you hear an imposing voice from your back. "Let me handle this myself, my prince." You see a strong man emanating dark purple energy and holding a blade etched in blood. At his side is a blond woman with purple armor and a large pair of wings that carry eyes that stare at you with malice. You are surrounded; this was a trap.

Melantha says, "Now that Zimmess is here, let's see who among us can kill more of them. The winner gets Talessa."

Talessa looks at you, worried. "The Dragon Slayer can kill if his blade barely touches you, and Zimmess wields sinister magic. I can't activate the portal with Prince D'Craxis suppressing the energies here. Land a mighty blow to break his concentration so we can flee!"

The Prince and his three hunters prepare to attack (D'Craxis, Melantha, Zimmess, and Corrupted Renkyr). If you read **The Three Hunters of the Ungods book**, each hero may charge 1 Skill Token, as you can better prepare yourself, knowing who your enemies are.

Assign one hero to fight each of them (D'Craxis, Melantha, Zimmess, and Corrupted Renkyr). REMEMBER the choices, then go to [14]:

14 Corrupted Renkyr attacks with brutal ferocity. His blade, which inflicts immense damage, is nearly impossible to block or parry, leaving dodging as the only viable option. You manage to keep him at bay, but the situation remains dire. The assigned hero takes 12 DMG unless it owns the Blue Stone (agility).

Zimmess casts potent curses against you, and countering her hexes without significant magic becomes impossible. The assigned hero gains 4 Weakened Tokens unless it owns the Golden Stone (magic power) or if you are Renkyr. If you've read The Dragon Anatomy book, the hero gains 1 , as the knowledge aids greatly in the battle against such a draconic foe.

Melantha, a devious and vicious fighter, constantly seeks out weaknesses in her foes' defenses, delighting in their torment. The assigned hero suffers 5 DMG and gains 2 Bleeding Tokens unless it owns the White Stone (resistance) or if you are Renkyr. If you've read The Dragon Anatomy book, the hero gains 1 ☐ for the advantage it provides against such creatures.

D'Craxis' prowess is unparalleled; he battles you fiercely while simultaneously blocking Talessa's magical efforts. To penetrate his defenses, the chosen hero loses 3 🗇 unless they own the Red Stone (Physical Prowess).

Go to [15].

Confronted by four formidable foes, the battle intensifies. Renkyr's blade scars the ground as one hero evades his attacks. Another hero counters the sinister incantations of Zimmess, which drain its strength. Melantha, with her swift and malevolent style, eagerly spills blood, exploiting every vulnerability. The formidable D'Craxis demonstrates his might by engaging a hero and inhibiting Talessa's magical abilities.

In this dire situation, you have unexpected help: Bauron appears and breaks the Prince's concentration. Talessa channels her full power to open a portal. She succeeds, but the portal's stability wavers. As you jump through, various layers of the Penumbral Plane flash by.

Suddenly, an unfamiliar desert scene unfolds before you. Bodies adorned with jewels lie motionless on the sand; they have shapes of humanoid elephants and humanoid tigers. This place is unlike any you've encountered. Talessa remarks, "This appears to be a new plane the Ungods are targeting. Our paths diverge here; I must return to Tanares' distant past to establish the Draconic Council. Meanwhile, you must return to your era. My deepest gratitude for your aid, and I trust my future self will value your courage." [16]

The consequences would have been ominous if the Ungods intercepted me. Regrettably, D'Craxis and his lieutenants have followed you into this timeline. We must remain vigilant, but even more urgent issues demand our attention. Today, you can stop the grim future you witnessed—the resurgence and ultimate corruption of Zarumag."

Talessa gives you the talisman and teleports you to the Wasteland. You quickly locate the unholy site where Zarumag stands. With determination, you rush to the area, arriving just as your Dragon Ally comes into view.

Go to page 50 and set up Quest 72: "Zarumag."

Theck the tasks according to each hero's assignment.

- A Barrels: The load is heavy, and the work is tiresome. Lose 1 , except if you own the Red Stone (physical power).
- B Herbs: This task is a tedious one and takes a long time. Lose 1 , except if you own the Blue Stone (agility).
- C Poisonous Plants: The plants are so deadly that even approaching them is dangerous. Take 6 DMG, except if you own the White Stone (resistance).
- D Runes: The magical power required to start the ritual drains you. Lose 1 🗇, except if you own the Golden Stone (magic power).

Go to [3].



Zarumag was magically captured and brought to an Avatar Dragon Arena. Destroy him in his lair once and for all.

Primary Objective

• Kill **Zarumag = Read** [72.2].

If you lose

• Read [Defeat] - page 52.

Extra Challenge

• Evil Shadow is dead when you win the quest.

🥌 Special Rules 🌤

Two Dragons (Allied Dragon 🐧 and Zarumag 🧑)

- The Dragons take no turns and deal 8 DMG on Reactions.
- They are immune to all Terrains. They can move through Barriers and Obstacles, but cannot end on them.
 - o They are always **Hastened**, and can never be **Slowed**.

Leaving the Lair. ONLY Allied Dragon can leave its Lair.

Team Benefit. ONLY HEROES may apply their **Allied Dragon Team** Benefit (*once per turn*).

Heroes are Minions. For all effects and benefits of your Allied Dragon .

Skills. At the end of round, heroes can use "* turn" skills during Allied Dragon of actions, and "* turn" skills during Zarumag of actions.

(1) Allied Dragon applies its Lair Action. Then, it MOVES 8 and makes a Boss V Boss Primary Attack (its attacks does not flip or Cycle).

R (2) Apply Zarumag 5 Lair Action.

R (3) If there's a hero in Zarumag Lair, Zarumag RUNS to its closest hero inside its Lair and makes Fierceful Shadows Attack (Boss V Boss Attack) against it. Then, all heroes in Zarumag Lair are teleported, each to an Altar Tile of its choice (if this teleports the Allied Dragon , only one of its squares must be on an Altar).

• Otherwise (i.e., there's no hero in its Lair), it makes its **Midfield Attack**, targeting the two heroes with lowest HP.

Dragon Hunting

• If even after **Dark Surge**, a villain would reach no valid target, it doesn't move, instead it Fatigues, and your **Allied Dragon** takes 35 DMG (ignore vision).

Blast Charge

- Put the **XP Token** at "0" (*Allied Dragon* Ultimate Blast Tracker).
- Gain +1 XP whenever:
 - o A villain dies.
 - O A hero spends its **Prime Action** declaring an attack that targets **Zarumag** (once per turn).
 - Your Allied Dragon Blast Charge Trigger is met (consider as if villains were "enemy heroes").
- Whenever XP increases to the Ultimate Blast position ("4"), return it to "0" (if more XP has been earned, continue to increase it). Then, Zarumag takes 35 DMG.

Quest Tip: You meet a Blast Charge's Trigger when you kill an enemy under specific conditions. Therefore, doing so will increase XP by at least 2: +1 because a villain has died, and +1 because it died under the condition described in the Trigger.

Reincarnation

(4) Place back all villains killed this round, on any square of the Mission Tiles that match their colors.

o If the **Evil Shadow** is dead, place it on a free square, in [1] of the **central 2x2 Spikes Tile** (*i.e.*, *don't put it ON Spikes*, *or in the Lair*)

Draconic Portals

- Ignore Altar rules. Instead, they are Portals.
 - Altars only teleport to other Altars. Portals only teleport to other Portals.



INITIAL SETUP :

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Allied Dragon 🐧, Zarumag 🦜, and Evil Shadow (E).
- Place Elementals (79-O) and (80-G), and Golems (83-R) and (84-B).
 - o (Kemet Hunt ★★): Skeleton (24-G) on square J-9.
 - o (Kemet Hunt ★★★): Instead of placing Skeleton (24-G), place Zombie (70-G).
 - o (**Kemet Hunt** ★★★★): Instead of placing **Zombie** (70-G), place **Specter** (94-G).
- See Allied Dragon 💦 Boss Feature.
- Then, after reading the Special Rules, read [72.1] page 52.

As soon as Zarumag 🏂 dies, you win the quest and read [72.2].

You can use the board from the Board Game Scenarios 2



Villain Kits

- 1 Skeleton (24)
- 2 Elementals (79, 80)
- 1 Zombie (70)
- 2 Golem (83, 84)
- 1 Specter (94)
- Boss V Boss Zarumag

1

- 2 Walls 5x1
- 8 Walls 4x1 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 3 Altars
- 4 Mission Tiles
- 3 Portals2 Ruins 4x2
- 2 Spikes 3x1
- 1 Spikes 2x2
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Warlord Figure
- 1 XP Token



Map Labels: Initial Setup

Quest Chapter 72 Zarumag

As you come closer, you are surprised to find someone: Dillsgar. He and a group of cultists channel magic into a circle drawn in blood, within which the shadowy form of Zarumag is visible. As you approach, Dillsgar enters the circle and declares, "Well, we meet again. But this time, it won't end well for you!"

The cultists sacrifice themselves, and as their blood spills from the daggers, Dillsgar's form becomes as shadowy as Zarumag's. A voice, blending Dillsgar's and a draconic roar, proclaims, "As you see, I have taken control of Zarumag. I will defeat you and your pitiful dragon! The Shadow Wing shall conquer your world!" From the cultists' bodies, elemental creatures emerge.

Consult the following table:

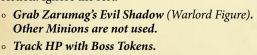
IF YOU HAVE	Apply consequence(s):
Fostering a Dragon (fact)	The confluence of power happening here seems to resonate with your little friend's draconic heritage. One hero can use the dragon's breath as a Prime Action ONCE in this quest. It targets combatants in a 3x3 area and deals 20 DMG on hit (no R-DMG).
The Eldritch Orb (fact)	The Eldritch Orb is attuned to the elements and can empower your dragon ally. Increase the XP Token by 2 .
Dillsgar acts free; the Ironhand is corrupt (fact)	With Dillsgar free, the Shadow Wing could significantly advance their plans. Swap Elemental (47-0) for a Captain (77-0) and Elemental (48-G) for a Fiend (82-G) (this completely replaces them, including at the R).
Imperial Traitor (fact)	Knowing more about Dillsgar's plans, you are ready to disrupt the Shadow Wing's operation for good. Each hero gains 1 Preserved Token and 1 Empowered Token.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): Choose to play with Vyrak, Kelorth, or Azymor, and get its components in the Dragon Collection box. Then keep reading.

This quest emulates the Boss v Boss Game Mode experience, with some differences. Follow only the rules of Tanares Adventures.

In the quest, your Dragon will be referenced with a Blue Boss symbol. It is a hero for all purposes:

Zarumag is the dragon villain. In the quest, it is referenced with a Red Dragon symbol:

• Check their Boss v Boss Pad only for Stats, Boss Perks, and Lair Action. Ignore the rest.



2 CONCLUSION - VICTORY

(Read this only if you won this quest)

Zarumag's form dissipates, merging into Dillsgar's body; they seem to have fused into one entity. After this fusion, Dillsgar reverts to his corporeal form, though his eyes remain orbs of pure shadow.

Your dragon ally approaches the nearly dead Dillsgar. You prevent the dragon from delivering a lethal blow, believing it could release Zarumag's energy again. Dillsgar might still hold value for Sedura and potentially divulge details about his cult.

You and your dragon ally return to the Draconic Tower to find Talessa awaiting you at its peak. "Congratulations, Heroes!" Talessa exclaims. "Defeating that aberration was more significant than you realize. We can begin the Draconic Ritual, which will support your people in their stand against the Kemets. The threat from Prince D'Craxis and his followers still looms, but we must wait for their next move. I'll summon you once I have more information."

You return to Wharfugee, confident that today's victory was crucial in the war effort. Mark The Draconic Ritual is Complete (fact).



Wharfugee bulletin

DILLSGAR IN CUSTODY!

The infamous former Captain of the Ironhand, who is also the current leader of the Cult of the Shadow Wing, is receiving medical attention at an undisclosed Ironhand facility. Heroes of Wharfugee captured the second-most-wanted man, after Gullog, in a dangerous operation. With the loss of this leader, the mysterious Cult may be severely weakened.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to carry each other's exhausted bodies away from danger, but you've lost the opportunity to perform the Draconic ritual and, with it, make a positive impact in the war. Talessa is disappointed and flies away, never to return. Mark Draconic Ritual is not performed (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].



Adventure II Penumbral Secrets

After arriving at his hut, Huradrin comes to you in a hurry, "By Dorsi's beard! It's clear as day that the blasted ritual strips the Ironhand soldiers of their own souls, makin' 'em puppets to their officers. Aye, I learned from Sedura that they're shackled to a single province and can't set foot outside without a secret command – one only the Emperor himself knows."

Pausing, he starts to cast a protective spell and whispers, "The Emperor ain't dead, nay. He's lurking beneath the Arena of Future, down in Fisherman's Wharf. I plan to breach his thoughts via the Penumbral Plane to learn that secret command. Then, Sedura will summon all the soldiers in Tanares to lay siege on the city. 'Tis our golden shot to take back the Wharf! I will take some time to finish!"

After you agree, he starts to cast spells and prepare some defensive measures. In the meantime, you have some time to study and learn helpful information.

- A) Focus on the Order 99. [2]
- B) Focus on the Penumbra related to the dream. [3]

 $\overline{\mathbf{2}}_{\text{You read this report from an officer.}}$

"We were traveling to Tsvetan, ready to fight the rebellious orcs. We did not have enough soldiers to intimidate the orcs and avoid a war. At night, the Emperor himself appeared in my camp. He only spoke a few words. 'You are behind schedule. I expect Tsvetan to be conquered by this week and orcs pacified so we can move to other places.' We panicked, but he remained calm and confident."



"I explained the situation in detail, and he replied. 'Execute Order 99.' Then, he said something that I could not understand. On the following day, the number of soldiers tripled. I am sure the Empire will conquer all of Tanares soon enough; nothing can match this mighty power." [4]

You open the strange notes from Huradrin about the Penumbral Plane, written surprisingly in common.

"Many wizards and scholarly individuals believe the Penumbral Plane is only made up of its surface and six planar dungeons below. However, there is another place I discovered. I call it the Borderlands. It is a place where the connection between the creatures' minds and hearts is stronger, perhaps the place where they intersect."

"I had some penumbral experiences in my youth and discovered secrets about some dwarves from other clans, but I nearly died in the last of them. Creatures, born from my own feelings, suddenly appeared, trying to get me to join them; some even attacked me. I thought it was just a dream, but to my surprise, my body had the injuries they dealt me when I woke up." [4]

4 Suddenly, Huradrin speaks as he casts the spell, "We be ready; the preparations are done. By the stones, I will take you there."

With no time to react, you are surrounded by a green mist, and when it dissipates, you find yourselves in a distorted forest. Twisted trees, heavy dampness, and a strange green fog surround you. You recognize a place similar to Huradrin's hut you saw in the past, but the tree is full of spikes.

Huradrin says, "We stand now on the Borderlands of the Penumbral Plane, an unstable place where feeling' can come to life and affect your mind. Mind yer feelings here; they've a way of takin' shape and playin' tricks on yer very sanity."

Each hero places one of their \square from outside its Mana Pool on the HP Track position equal to $10 + \square$.

- Ravel and Baolmu have +3 on this, as Madwalkers can resist the Penumbral influences better.
- This represents the hero's sanity, which can be compromised in the Penumbral Plane. You will not die if it reaches zero, but it will be difficult to deal with the Kemet if your mind is twisted by madness.

While Huradrin is still closing the portal, huge tentacles, looking like carnivorous plants, unexpectedly rise from the bushes, reaching for him.

- A) Save Huradrin and escape from this unnecessary fight. [6]
- **B**) Quickly destroy the plants. [7]
- C) Warn Huradrin while trying to intimidate the plants with torches. [8]
- D) (Fast Action Mode) Rescue Huradrin and let him lead the way! [21]

5 As you proceed, bizarre silhouettes and grunts fill your surroundings. An overpowering terror grips you as the shapes morph into an aberration with tentacles and one glowing eye. It unleashes a mental assault, leaving you frozen with fear. Then, you hear Huradrin's voice, "Steady on, kin! Remember who ye are; heroes forged in battle, able to face any terror! Keep yer wits about ye; Tanares is countin' on our bravery!"

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

+3 if you are a Controller - You are trained to resist mental attacks.

Success (13+) You conquer your fears. Nothing happens.

Failure (12-) You lose 3 Sanity Points.

When all heroes finish their tests, keep reading.

After the creature's assault, it disappears, allowing you to continue the journey until you reach a clearing. [11]

b As you attempt to flee, the plants launch an attack at you.

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

+3 if you are Thalia or Niary - You are used to dealing with plants.

+3 if you are a Tactician - You are trained to evade traps quickly.

Success (13+): You dodge the attacks. Nothing happens.

Failure (12-): Gain 1 Bleeding Token and lose 1 Sanity Point.

Once you escape the plants, you manage to save Huradrin just in time, dashing through the dense woods. You realize that the high-stress situation and the terror caused by the carnivorous plants amplify your fear of the Penumbral Plane. Huradrin says sadly, "Hold firm to yer feelings, kin! Impulsive actions might draw more o' penumbral beasts. We could have used a shortcut to the Arena of Future, but now it's too risky to return. Let's move on." Each hero loses 3 Sanity Points. [5]

You strike the plants, which, in retaliation, attack Huradrin. *Put* (*Slot 1*). After being hit, the plants focus their attacks on you. They're not particularly strong, but the mist disrupts your attacks, and their spiky tentacles greatly threaten anyone within their reach.

Each hero makes a Basic Attack (HP 1 / DEF 12). There are three plants. After all the heroes attack, each living plant deals 8 DMG to one melee hero. Then, the plants cease their attacks.

+4 to roll if your hero's art has fire on it (even with other colors).

Each hero loses 1 Sanity Point. Each defeated plant withers and releases a strong-smelling dark smoke. Huradrin advises, "Mind yer feelings and control your emotions to avoid attractin' more penumbral monsters. I will use 'tis roots to cast a spell to improve yer mind." [9]

You alert Huradrin about the hostile plants. He remains serene and motionless, apparently already aware of their presence. You attempt to light the torch, but the damp conditions render it impossible. The druid calmly advises, "Steady there! The plants won't harm us unless provoked. Aye, their roots can be torches, but best not to engage with 'em. And be wary; there be other dangerous creatures lurking about." [9]

Huradrin whispers, "Aye, I know a dangerous shortcut that could save us time. The dense woods can be frightenin', but this path should take us to the Arena of Future in half the time."

A) Take the risky shortcut. The sooner you get there, the more time you'll have for mind-reading. [10]



1U You hasten your pace, reaching the heart of the woods and pushing through thorny bushes. *Each hero takes 5 DMG*. You find a clearing near the Arena of Future. [11]

In the clearing, you meet four small, smelly creatures covered in tribal paint and robes. They approach you, drooling. Huradrin assures you they are harmless. Suddenly, one jumps and hits the least intelligent hero (the one with the lowest) with a small rock. Another rushes toward the least charismatic hero (the hero with the lowest) and spits in its face. *These two heroes gain 1 Distracted Token*. The other two creatures prepare to mock the other two heroes.

A) You've had enough of the insults. Attack the creatures. [12]

B) Allow them to insult the remaining heroes while you keep quiet and observe their actions. [13]

C) Flee to avoid conflict with these creatures, running towards the Arena of Future. [14]



12 Your anger gets the better of you, instantly ending the lives of the creatures. Huradrin tries to warn you, "Nay! Hold fast to yer temper..." but his words get cut off as the spirits of the defeated creatures join together into a huge monster, its essence fueled by rage.

It charges towards you with fiery eyes and four deadly claws, attacking without hesitation.



Penumbral Anger - HP 4/DEF 11.

The creature makes an attack against the hero with the most HP.

- +3 to roll if its target is a Brute or Bruiser.
- Hit: The hero loses 3 Sanity Points and takes 8 DMG.
- Miss: Nothing happens

Then, the four heroes use a Basic Attack (consider the item bonuses).

- -3 to the hero's roll if it is a Brute or Bruiser.
- +3 to the hero's roll if it is a Healer or Tank.
- Hit: The creature takes 1 DMG.
- Miss: Nothing happens.

Then, if the creature is still alive, repeat the process (it attacks, then the heroes attack) until it dies.

After brutal combat, you finally overcome the monster. [17]

Having triumphed over your inner rage, Huradrin praises you, "Ye've kept yer emotions in check and steered clear o' the grips of rage. I be mighty proud o' ye."

Remove all Distracted Tokens from heroes, and each hero regains 1 Sanity Point. [17]

Choosing to avoid the fight, you run towards the Arena. The creatures' laughter, cruel and haunting, follows you through the entire path. Somehow, you lose some spirit. *Each hero loses 1* and 2 *Sanity Points.* [17]

Huradrin declares, "Aye, we've arrived at the very spot we expected." The unique energy of the Penumbra manifests itself, and you see more visions straight from the Emperor's mind.

Abruptly, you find yourselves caught in a strange void – a defense mechanism of the Emperor's mind.

Go to page 58 and set up Quest 68: "Order 99."

16



Solnertha Challenge: Heroes' Shadows OBJECTIVE:

· Survive three rounds of Shadow Attacks.



RULES:

- There are FOUR shadows; each one is a copy of a hero.
- All heroes start attacking. Then, all remaining Shadows attack.
- After THREE rounds, the combat ends.
- · Each hero can choose to:
 - Make a Basic Attack on ANY Shadow (DEF 8). Use the attack and item bonuses to roll.
 - Dodge: Test (1d20+Hero+NPC card), success: 12+: You dodge when the Shadow attacks you.
- Whenever a Shadow is hit, its copied hero takes all the DMG.
- After two hits on the same Shadow, it is destroyed and gives 2
 Empowered Tokens to the hero it copied.
- Shadows always attack their copied hero (they hit automatically).

 The hero takes 4 DMG and loses 3 Sanity Points.
- Track using , placing them in the shadows (hit) and hourglasses (rounds).



Once the shadows have disappeared, Huradrin begins to speak: "By the beard of my ancestors, this be grim situation. The Kemets, they've forged themselves a monstrous war engine capable of breaching the strongest of strongholds. And it ain't just its brute force ye should be

wary of – this behemoth can cross the Penumbra, lettin' it strike anywhere quickly. It'd be a mighty advantage in our final assault on the city if we take it from them."

He pauses, looking worried. "But here's the twist: if we make a move against this machine, the Kemets will surely discover our plans, putting the Emperor's command word out of our reach. The crossroads be here, and the choice be yours. Do we claim this formidable device for ourselves or bolster our troops for that final charge?"

A) Get the Order 99. You need as many soldiers as you can get for the attack on the city. [15]

B) Ask Huradrin to open a portal for a surprise attack on the Kemets to steal their War Machine. [18]

17 You sprint towards the Arena of Future and reach its proximities. Huradrin suddenly halts your progress. "We be close. Can ye feel it? I can feel immense energy coming from the Emperor's mind." You start to see some images forming from a mist.

First, you see the Emperor and his four siblings. He is killing each of them to absorb their powers. The last one is a queen. You see him speaking with sorrow. "Arcana is beyond salvation, as a new power is necessary to make the people safe, making sure there is no war. For me to rule a new world for hundreds of years, the old world order had to end."

Then, another vision appears. This time the Emperor is talking to Dillsgar, the former Ironhand Captain. "Work with the Kemet to build the legendary Vandanamalika, the super portal. I will be in the Arena of the Future, preparing to assault their continent just after the new Captain Sedura invades Fisherman's Wharf. No one knows you cannot die, so take advantage of this."

Finally, you see another shocking scene. In a chamber, the Emperor stands with several officers. A spy steps forward to report, "My lord, the whispers regarding Queen Tyreen's sightings near the Wastelands are indeed accurate. We employed illusion-breaking spells, yet the individual remained unchanged. Either the person behind this plan is a highly skilled archmage, or it genuinely is Queen Tyreen. As instructed, I cross-referenced your blood with a strand of her hair using magic, and the results indicate a family connection."

Taking a drink from his wine glass, the Emperor replies coldly, "It appears you all know too much. For the Empire's sake, you must all die." Without warning, he transforms into a gargantuan demon and, wielding his blazing mace with terrifying force, swiftly dispatches everyone present.

He then looks at the dead bodies scattered on the ground and declares, "Now, I need to expedite the construction of the Arena. The next phase of the plan shall begin soon!"

If Myr is on your team, go to [20]. Otherwise, go to [19].

Huradrin takes some time to gather information from Solnertha about the War Machine and instructs you on its basic workings. "This situation is a present from Dorsi," he declares. "The Kemet have yet to activate the device as they await orders from another general. I can create a portal, allowin' us to strike before they be ready."

Stepping through the portal, you appear in front of the intimidating machine. Some Ironhand Soldiers, visibly injured, are held nearby. You free them quickly, but your actions do not go unnoticed. The Kemets are alerted to your presence and launch an attack.

Go to page 62 and set up Quest 69: "War Machine."



After the revelations, you see Huradrin's face pale. "Hold, by the anvils of old! I sense a mighty Kemet ward in these depths. There's a force of great significance near."

He closes his eyes in concentration. "Aye, 'tis the very essence of Solnertha, the Lord Necromancer herself. We must act fast, lads! Break down her mental barriers. There's much we need to uncover from this."

As Huradrin attempts to delve deeper into her mind, an unexpected event happens. A shadow of each hero appears before you, blocking your way. They draw their weapons and walk toward you. [16]

The Emperor examines a document with some paintings of Myr. "Not bad at all; she is ruthless, intelligent, fast, and very efficient at killing. Losing her would be a shame; we need to make her obey us. She is part of the Hajal Assassins guild, but she cares about them. That is the weakness we need to exploit. Use this information for persuasion when we capture her. She will arrive at any time, trying to kill me." [19]

Unseen plants hurt you before you can react. *Each hero gains 1 Bleeding Token*. Your fears give rise to a penumbral beast. Huradrin's calming voice encourages you to maintain control. With his guidance, you manage to repel the penumbral creature.

You keep going, reaching a small clearing filled with small creatures. They throw insults at you. Retaliating with your blades, you split them in two, giving rise to an embodied form of Anger that attacks you. The fight is tough, but you emerge victorious. *Each hero takes 10 DMG*.

At last, you arrive at the Arena of the Future in the Penumbral Plane, moving steadily towards the mental presence of the Emperor.

Go to page 58 and set up Quest 68: "Order 99."







Take shortcuts through the penumbra to find the mind of the missing Emperor. Then, eliminate his powerful mental defenses to extract his Order 99.

Primary Objective

Kill all villains; AND
 Huradrin must enter the Portal on Event 2 = Read [68.4].

If you lose

• Read [Defeat] - page 61.

Extra Challenge

• On Event 2, Huradrin enters the Portal with 50 HP or more.



Penumbral Tiles

- Lava deals 8 DMG (instead of 4).
- Whenever a hero spends to use a skill (including Comrade skills), you must put one of these on a Living Wall in [8] of it (no limit of per Wall).

Huradrin (*Huradrin or Farmer figure*) (70 HP) (XP Token / DEF 7)

- He cannot take turns, deal Reaction DMG, or receive heroes' effects (from skills, attacks, items, etc).
- He is considered a hero for Favorite Target and Passive Powers of villains.
- R Huradrin's Wrath (apply in order):

1. Heroes in [1] of Huradrin gain 1 🗍.

ADVANTAGE: 1. Heroes in [1] of Huradrin gain 1 \square and one Empowered 3 Token.

- 2. Huradrin may remove 1 🗇 from a **Living Wall** anywhere, as many times as he wants. For each 🗇 removed this way, choose between:
 - MOVE 1 that wall (orthogonally, to free squares); OR
 - Swap places between Huradrin and a hero in [8] of him; OR
 - HEAL 3 (Huradrin).
 - After removing these , put them **outside** pools (*Heroes may earn them again*).
- 3. Huradrin **must** RUN 5, as much as possible, to get as close as possible to the Portal.
 - Huradrin's RUN may incite villain Reactions (as if he were a hero on its Move Action).



INITIAL SETUP —

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Huradrin (H).
- Place Elementals (79-R) and (80-B), and Fiend (82-B).
 (Kemet Hunt): Spy (★★★96-G).
- Then, after reading the Special Rules, read [68.1] page 60.
- If Huradrin is on the Portal Tile and all villains are dead, read [68.2] (to continue the quest).

__ EVENT 1 _____

- Place all heroes on the blue Mission Tile.
- Reposition Huradrin (H) and the Portal.
- Place Cultists (43-0) and (44-B), and Fiend (82-G).
 (Kemet Hunt): Spy (★★95-R).
- If Huradrin is on the Portal Tile and all villains are dead, read [68.3] (to continue the quest).

- Place all heroes on the green Mission Tile.
- Reposition Huradrin (H), the Portal, and all Barricades.
- Place Cultist (44-G), Elemental (79-O), Fiend (81-R), and the Imperial Demon Boss (B).
 - o (Kemet Hunt): Spy (★★★ 96-B).

Keyword Extraction

- R If Huradrin is on the Portal Tile, deal 70 DMG to the Boss and remove Huradrin from the grid.
 - o Huradrin and Huradrin's Wrath are no longer active.

As soon as all villains are dead, if Huradrin was removed from the grid for ending the Round on the Portal, you win the quest and read [68.4]



Imperial Demon (Imperial Demon or any Large Figure)

12 Defense Movement Reaction

This ≚ is immune to all Terrains. It can move through Barriers and Obstacles, but cannot end on them.

Stalking (Primary Attack)

1 enemy

* 26 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • ECHO 16. 2 PUSH 4 the target. Unprovoked/Crit: +5 DMG.

Special Passive:

Trigger: This **¥** hits an attack.

Effect: Each hero in [2] of a Living Wall (including Huradrin) takes 10 DMG.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Cultists (43, 44)
- 2 Elementals (79, 80) • 2 Fiends (81, 82)
- 2 Spies (95, 96)
- 1 Boss (Imperial Demon)

Barriers

- 1 Barricades 3x1
- 2 Barricades 2x2
- 4 Barricades 2x1 • 1 Living Walls 5x1
- 4 Living Walls 4x1
- 4 Living Walls 3x1
- 2 Living Walls 2x1 4 Walls 5x1
- 3 Walls 4x1

Terrains

- 2 Lava 4x2
- 2 Lava 3x3
- 2 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1

• 2 Mission Tiles (Blue, Green)

• 1 Portal

• 1 Stairs

Miscellaneous

- 2 Chests
- 1 Farmer Figure



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 68 Order 99

IF YOU HAVE	Apply consequence(s):
■ (slot 1)	Huradrin was wounded by the Penumbral Plants and is not yet fully recovered. <i>Huradrin starts the quest with</i> 60 HP.
Huradrin's Redemption (fact)	Huradrin's finally overcome his past; he's ready to show how a dwarf fights. <i>Gain ADVANTAGE for this quest.</i>
Ironhand Exposed (fact)	Exposing the Ironhand's dirtiest corners revealed secrets that may help you tear down some of the blocks protecting the Emperor's mind. A hero may place 1 on a Living Wall in [8].
The Lich's Skull (fact)	In the penumbra, this relic can tap into dark energies and convert them into necrotic energy. Each hero gains two Empowered Tokens and an additional initial HP equal to 10 minus its Sanity (the slot of the of its color on the HP Track).
Psychosurgery reversion (fact)	Knowing the fate of the loose emotions in the pen- umbra allows you to better understand how memories work in this plane. Each hero starts with additional initial HP equal to their _ Stat (Hero+NPC Card).
Falling at the last dark hurdle (fact)	You feel ill after leaving the penumbra. <i>Each hero gains</i> 2 <i>Weakened Tokens</i> .

See the table below:

Check each hero's final sanity (the \square of their color on the HP Track) and apply the cumulative effects on that hero.

Sanity Points (value)	EFFECT:
10+	Unfazed: Your mind is sharp as ever. You suffer no negative effect from your trip to the Penumbra.
4-9	Disturbed: Lose 1 🗍 .
1-3	Dazed: On your first turn of the quest, your Move Stat is 0 and you can't Sidestep.
0-2	Broken Mind: Choose an unspent Special Attack. In this quest, it begins spent.

After that, remove all from the HP Track (outside Mana Pools).

Quest 68: "Order 99" starts NOW (take the first turn!)

Stepping through the portal, you find yourself in a chamber filled with molten lava pits, the air heavy with danger. Huradrin warns, "His mind's wary, it senses a disturbance! Advance with caution, we need to delve deeper and find out the blasted command!"

ľ	IF YOU HAVE	APPLY CONSEQUENCE(S):
	Ironhand Exposed (fact)	More of the memory barriers are exposed to you. A hero may place $1 \square$ on a Living Wall in [8].

Resume the quest (start EVENT 1!)

Passing through another portal, you emerge in a large hall filled with lava pits and barricades. At the center, a man is chained down by four sturdy chains. Huradrin points out the dangerous nature of your mission, emphasizing the complexity of the Emperor's mind. Among many confusing thoughts, Huradrin discerns an image of the Emperor himself, stripped of his enigmatic mask.

Taking a brave step forward, Huradrin speaks a few words

in a strange language. The room shakes in response, with lightning appearing in the hall's corners. Shadows form into real creatures. As they materialize, the captive man in the middle of the hall turns into a terrifying giant demon, his chains breaking with his newfound strength, accompanied by a loud roar. "By Dorsi, this must be the Emperor's mind's defense!" Huradrin exclaims. "Act fast, stop it in its tracks, while I extract that keyword!"

IF YOU HAVE	APPLY CONSEQUENCE(s):
The Glory of the Empire (fact)	The Emperor's subconscious can feel your loyalty, and what you have done for the Empire. His mental protections seem to lower before you. The Boss starts with -30 HP and 4 Weakened Tokens.
Ironhand Exposed (fact)	Yet, a last layer is revealed by the imperial secrets you've uncovered. A hero may place 1 🗇 on a Living Wall in [8].

Resume the quest (Start EVENT 2!)

4 (Read this only if you won this quest)

Amid the chaos, Huradrin proudly announces that he has discovered the secret keyword. "I will reach Sedura and pass this word as fast as possible to mobilize the troops towards Outumn. This can give us a real chance to free Fisherman's Wharf from the Kemet." [5]



5 CONCLUSION - VICTORY



Wharfugee bulletin

DOES THE EMPEROR STILL LIVE?

Numerous senior officers of the Ironhand confirm experiencing a shared dream in which the Emperor, currently rumored to be hiding in Wharfugee, issues a legendary "Order 99" to his troops, signaling a march toward Outumn Province. The fact that these dreams happened simultaneously, along with the keyword, strongly suggests that the Emperor is alive — although some officers curiously report the Emperor appearing as a dwarf druid surrounded by a variety of animals.

• Mark The Full Force of the Ironhand (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 send Order 99 through the penumbra to lift the territorial restriction of Ironhand soldiers; in addition, is stranded (fact).

NEXT ADVENTURES

- Gain +1 Spies and +1 Warriors.
- If Avelum is on your team: By delving into the Emperor's mind and catching glimpses of the Lords of Arcana, your connection with magic is strengthened, enabling you to locate Queen Tyreen. Add NPC Card 'Queen of the Mystical Kingdom (Week 6)' NPC card to your Character Deck.
- If Kelanyah or Zund is on your team: When you entered the Emperor's mind, you were able to absorb some of his secret techniques. From now on, at the start of all Journey Phases, Kelanyah and Zund can replace one of their Special Attacks with the Emperor's attack, 'Waves of Justice' (ignore if you don't have the Emperor's hero cards)
- If you won, read [001] page 4. If you lost, read [002].





The Kemets are carrying their powerful weapon, destroying everything in their path. You must ambush them and fight for possession of this War Machine.

Primary Objective

• Kill all villains = Read [69.4].

If you lose

• Read [Defeat] - page 65.

Extra Challenge

• Grab the 2 Chests and end with at least 20 Ironhand Moral (XP Token).

🧆 Special Rules 🧆

Ironhand Moral (XP Token)

- Put the **XP Token** on "**0**" (*HP Track*).
- Whenever a hero uses a **skill** (or a comrade use a 🗇 once per turn), increase **XP** by 2.

War Machine

- The 2x2 Ruins, Swamp, and Rift Tiles represent the three War Rooms inside the Machine.
- **Resolve the following, in order**: 1- Allied Forces, 2- Evil Forces, 3- Battle, and 4- Fire!

(1) Allied Forces

- Increase XP by 5. Then, you may spend XP to place and/or move Allied Forces on the War Machine (each can be done multiple times):
 - Pay 10 XP: Place one Allied Force Figure (Sentinel, Soldier, or Sniper) on a War Machine Room without Reapers.
 - Maximum of 3 figures of the same type (Sentinels, Snipers, Soldiers).
 - Maximum of 4 total Allied Forces per Room.
 - o Pay 2 XP: Move one Allied Figure from a Room to another.
 - You must pay 6 additional XP per Reaper on the destination Room to execute this move. If you do, remove all Reapers from there.

- (2) Evil Forces (skip this step if there are 4 Reapers on the War Machine)
- Draw a random Fate Card (from I to III). Then, place a Reaper on...
 - o ...Ruins (Fate Card I)
 - o ...Swamp (Fate Card II)
 - o ...Planar Rift (Fate Card III)
 - If that Room has 1 Allied Force, remove its figure after the Reaper is placed.
 - If that Room has 2 or more **Allied Forces**, remove one of them, and this Reaper is not placed.
- (3) Battle (skip this step if there is a villain Guard)

For each Reaper on the War Rooms, a hero takes 13 DMG.

ADVANTAGE: For each Reaper on the War Rooms, a different hero loses 2 (from the one with most, to the one with least).

- o If there are multiple Reapers, you may choose different heroes (or the same).
- Then, each Room applies the following:
 - Ruins: Increase XP by 3 per Allied Force here, plus 3 for each Sentinel here.
 - O Swamp: Two heroes gain 1 ☐ per Allied Force here, plus 1 ☐ for each Soldier here.
 - o **Planar Rift**: A villain takes 10 DMG per Allied Force here, plus 10 for each **Sniper** here.

(4) Fire!

• If there are Allied Forces on at least two different Tiles, you may remove one **Living Wall** from the grid.

The Double Doors (Red and Yellow)

• They are locked and can't take DMG.



_ INITIAL SETUP ___

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Archer (74-G), and Warriors (97-R) and (98-B).
 (Kemet Hunt): Berserker (★★75-R).
- Then, after reading the Special Rules, read [69.1] page 64.
- **R** If all villains are dead, **read** [69.2] (to continue the quest).

_ EVENT 1 _

- Place 1 Reaper on each Room.
- GUARD 3: Place Archer (73-R), Spy (96-B), and Warrior (97-O). o (Kemet Hunt): Berserker (★★★ 75-0).
- Immediately apply the Step 2 of the War Machine (Evil Forces) once.
- **R** If all villains are dead, **read** [**69.3**] (to continue the quest).

_ EVENT 2 _

- Place 1 Reaper on each Room.
- GUARD 3: Place Berserker (75-0), Spies (95-R) and (96-G), and Solnertha - Boss (B).
 - o (Kemet Hunt): Archer (★★★★74-G).
- Immediately apply the Step 2 of the War Machine (Evil Forces) once.
- R If all villains are dead, you win the quest and read [69.4]

Solnertha, Necromancer Lord R (Necromancer Figure) Hit Points Defense Movement Reaction

Dark Staff (Primary Attack)

1 enemy ∅ 8 squares * 26 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • Target takes 26 DMG, minus the current XP value.

- 2 Place a Reaper on a War Room (player's choice).
- FLEE 3 (If this

 didn't move this turn).

Unprovoked/Crit: +5 DMG.

Special Passive:

Trigger: This **¥** hits a hero that is NOT the one with highest HP. **Effect:** Reduce XP by 12 (this applies before this **X** Attack Effect).

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Archers (73, 74)
- 1 Berserker (75)
- 2 Spies (95, 96)
- 2 Warriors (97, 98)
- 1 Boss (Necromancer)
- **Barriers**
- 2 Big Doors
- 2 Living Walls 5x1
- 5 Living Walls 4x1 • 4 Living Walls 3x1
- 2 Walls 5x1
- 2 Walls 4x1
- 2 Walls 2x1
- Terrains
- 3 Altars • 2 Lava 4x2
- 2 Lava 3x1
- 1 Planar Rift
- 4 Portals
- 2 Ruins 4x2
- 1 Ruins 2x2
- 2 Stairs
- 1 Swamp 2x2

Miscellaneous

- 2 Chests
- 3 Fate Cards (I III)
- 4 Reaper Figures
- 3 Sentinel Figures
- 3 Sniper Figures
- 3 Soldier Figures
- 1 XP Token



Quest Chapter 69 War Machine

You find yourself on the border of a small village near Wharfugee, staring at a terrifying scene: a gargantuan, fire-spewing machine causing chaos, leaving a path of destruction and dead bodies behind. The Resistance's beloved hometown will be reduced to ashes if this continues unchecked.

You quickly mobilize the group of Ironhand soldiers you just freed, laying out a plan — they will take over the dangerous machine while you deal with the Kemet forces guarding it.

IF YOU HAVE	Apply consequence(s):
Dwarven Secrets (fact)	Knowing the dwarfs' mystical runes allows you to activate powerful mystical wards on the War Machine and slow down invaders. <i>Gain ADVANTAGE for this quest.</i>
The Glory of the Empire (fact)	The Ironhand Army's morale is boosted by your victory on Cragplateaus Bridge. <i>Increase XP by 6</i> .
Lighthouse is Guarding the Sea (fact)	With sea routes safe for traveling, more Ironhand offi- cers arrive for this important operation. <i>Place one Allied</i> Force (Sentinel, Soldier, or Sniper Figure) in one of the War Machine's Rooms.
She is a Good Giant Golem (fact)	U'Tibam brought his creation to the fight before your arrival; the Kemet troops are still in disarray. Move 1 each villain, and place 1 Distracted Tokens on each of them.
Colossal Weapon (fact)	The Kemet attached a massive mystical cannon to the War Machine. They're now firing it at you! Choose a hero and roll a die; that hero takes DMG equal to the rolled number.
Dorsian Forge: rebuilt (fact)	At the ancient forge, you wrought a mystical cannon that you can now shoot at the Kemet. Choose one villain and roll a die; that villain takes DMG equal to the rolled number. If you have \$\frac{1}{2}\$ 53 - Battleship: add +5 DMG to that.

Check each hero's final sanity (the \square of their color on the HP Track) and apply the cumulative effects on that hero.

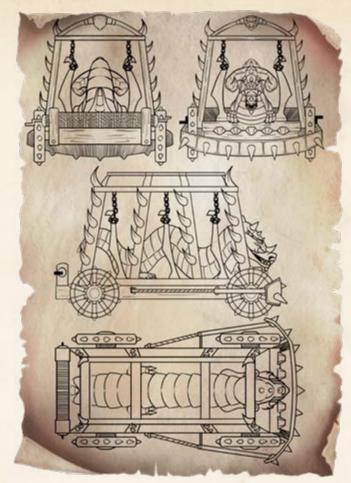
After that, remove all from the HP Track (outside Mana Pools).

Sanity Points (value)	EFFECT:
10+	Unfazed: Your mind is sharp as ever. You receive no negative effect from your trip to the Penumbra.
6-9	Disturbed: Lose 1 🗇 .
3-5	Dazed: On your first turn of the quest, your Move Stat is 0 and you can't Sidestep.
0-2	Broken Mind: Choose an unspent Special Attack; it becomes spent for this quest.

Quest 71: "War Machine" starts NOW (take the first turn!)

After a tough fight, you defeat the first wave of Kemet soldiers. However, your relief doesn't last long. With the War Machine under your control, things get more intense as more enemy soldiers attack you!

IF YOU HAVE	APPLY CONSEQUENCE(s):
Dorsian Forge: rebuilt (fact)	Another shot of your cannon enhancement is ready! Choose one villain and roll a die; that villain takes DMG equal to the rolled number. If you have \$\pm\$ 53. Battleship: add +5 DMG to that.
Colossal Weapon (fact)	They keep firing their mystical cannon at you! Choose a hero and roll a die; that hero takes DMG equal to the rolled number.



Resume the quest (start EVENT 1!)

Beven after defeating the second wave of Kemet warriors, the relentless enemy persists, their commander now leading the new reinforcements. The stakes have never been higher. To your surprise, the person behind all this is Solnertha, whose smile upon seeing you is as unnerving as it is familiar. "Lucky for you to have escaped the Penumbra… definitely thanks to that annoying dwarf druid. But it was pointless; in the end, your dead bodies will be useful for moving our War Machine!"

IF YOU HAVE	APPLY CONSEQUENCE(S):
She is a Good Giant Golem (fact)	Solnertha was fighting the golem earlier. <i>Reduce the</i> Boss starting HP by 30!
Dorsian Forge: rebuilt (fact)	The cannon you built is proving worthy of your effort. Choose one villain and roll a die; that villain takes DMG equal to the rolled number. If you have \$\frac{1}{2}\$ 53. Battleship: add +5 DMG to that.
Colossal Weapon (fact)	Another massive blast comes your way! Choose a hero and roll a die; that hero takes DMG equal to the rolled number.

Resume the quest (Start EVENT 2!)

4 (Read this only if you won this quest)

A shocked Solnertha opens a portal, quickly escaping to the Penumbra, exclaiming, "I just cannot believe it! How could you defeat us?"

The Ironhand's expert tacticians deduce that the War Machine, though damaged, can be restored and used against the Kemet — a potential element of surprise as you get closer to what might be a winning end to this war. An Ironhand sage comes towards you, "This weapon has tremendous firepower, but if by chance you find the Dorsian Forge and some colossal secondary weapon, even Bauron himself could not stop us!" [5]

5 CONCLUSION - VICTORY



Wharfugee bulletin

FIRST OPERATION IN FISHERMAN'S WHARF TERRITORY ENDS IN SUCCESS FOR THE RESISTANCE

Our heroes have successfully broken through the Kemet defenses and dismantled a secret war weapon using magic shortcuts through the Penumbral Plane. The Kemet would use it to attack Wharfugee. On the one hand, this brave act by the heroes of Wharfugee represents a big step forward for the Resistance, getting closer to freeing the city from the Kemet. On the other hand, people start to wonder if they have discovered Wharfugee and may be attacked soon.

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 send Order 99 through the Penumbra to lift the territorial restriction of Ironhand soldiers; in addition, it seems that the Kemet have finished building an important weapon of war that could wreak havoc in the continent. Mark The Ironhand is stranded (fact).

NEXT ADVENTURES

- Gain +2 Warriors.
- If M'Bollo is on your team: You approach the sage and speak, "A correction, respected Sage. Upon close inspection, I've noticed certain anomalies in this armament's design. By employing some principles of Taii'Maku engineering and with the advanced facilities of U'Tibam, these issues can be effectively addressed."

"The arcane energy flow within the core bauronite reactor can be optimized. Furthermore, examining the cross-sectional design of the multilayered energy distributor in relation to the arcane dissipators on the armament's base reveals several enhancement opportunities. These changes could increase its durability and reduce repair costs."

You use fewer resources for War Machine repairs. Gain 2 Iron Loot Cards.

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







Adventure 11 🌑 Save Wharfugee!

Sara rushes towards you, desperation carved on her face. "I've had a terrible vision," she stammers, "Our city Wharfugee burns, under attack by Gullog and his army. I also feel the presence of a spy from Kemet within our walls. We must quickly find Sedura, Huradrin, and Zalir to strengthen our defenses." She anxiously wrings her hands. "Oh, and my crystal ball, it's missing. Please, if you find it..."

Sara's sense of urgency is infectious, as she is in dire need of alerting Sedura, Huradrin, and Zalir immediately.

- A) (Fast Action Mode) Trust Sara's intuition to lead you to the others. [10]
- B) Take control of the situation and alert the team yourself. Keep reading.



Check the 4 character images below. Then, find them on both previous pages.

- Each player has 2 minutes to locate them and the crystal ball.
- When a player finds one, the next one does not need to find it again.

After you finish, memorize which characters were found (and if you find the crystal ball). Then, go to [2].



If you found the FOUR characters, you managed to apprehend the

- If you located everyone, you managed to apprehend the Kemet spy before he could create chaos. Huradrin, Sedura, and Zalir, now alerted, join Sara to prepare a solid defense.
- If you did not locate the Kemet Spy, he managed to sabotage parts of the city.
- · If any of Sedura, Zalir, or Huradrin were not found, their later operations suffer from a lack of efficiency. Memorize who was not found.
- If you found Sara's crystal ball: All heroes gain 1 Protected Token.

Go to [3].

With the Ironhands now alert to the potential Kemet onslaught, they increase their patrols along the city walls. You spend your remaining hours coordinating city citizens, mitigating potential casualties, and strategically po-

sitioning your assets. Sara reappears, her earlier agitation replaced with an odd calm.

"Gullog and his troops are getting ready," she begins. "We have a brief opportunity to prevent this attack." She draws a deep breath. "An alternative path exists. I can perform a ritual that will allow us to enter Gullog's subconscious and convince him to stop the assault. However, if it fails, the consequences could be disastrous as we will not be here to protect the city."

- A) Try the ritual. It's risky, but the chance to minimize the city's damage is worth it. [4]
- B) Maintain a defensive stance. A failure to persuade him could lead to even more destruction in Wharfugee. [6]

Quickly, you rush to the Tavern. Once inside, you go down to the basement and find an unusual circle marked with five spiders. A strange evil energy fills the air, and you see a mist overrunning the place. "I should invoke the power of the Matron, but we have no time to waste," Sara declares. "This could be our most extraordinary adventure yet."

The circle with spider markings starts to glow purple and you can see some arachnid shapes in the smoke. A strong corrupted energy passes through your body before you are engulfed in darkness. You feel your physical form dissolving, and start to float in the air. Suddenly,



you find yourself in a strange land, each of you taking the form of Kemet generals.

Each hero chooses a Kemet general to become, excluding Baraelmer. [5]

5 In a remote village, you see Baraelmer engaged in a tense conversation with a village elder: "Twice in succession, your village has failed to fulfill its tax obligations," Baraelmer's voice echoes with authority. "By agreement, three-quarters of what you produce belongs to us. It seems you've forgotten that number, but we will make you remember today. We will take away a quarter of your people. I take no pleasure in this task, but justice demands it." He instructs his generals, "Target their warriors and elders. Spare the workers when possible."

The Elder begs through tears, "Mercy, sir. Many of us were sick this month. We promise this will never happen again." Baraelmer interrupts him, stating, "This is a lie; our spies did not report anything unusual. Start the attack!"

Each hero makes a [≪] TEST (d20+ Hero Card). IGNORE NPCs.

Baraelmer honors the hero with the highest result, "Today, you did the best. You should be proud, your skills in battle were unmatched." **The hero gains 1 Empowered Token.**

A young boy stands out to Baraelmer in the middle of the chaos. Despite the danger, the boy had managed to kill many soldiers and avoid capture. As soldiers pull away a woman and the boy, the boy yells, "Leave my mother alone! If you lay one finger on her, you will all pay."

Baraelmer studies the boy with a look of respect. "Rest assured, boy, I am not a monster. Your mother shall be judged fairly for raising a killer. But you... you have shown a bravery that I rarely see. That deserves a reward, not punishment."



heads, "Be careful! Gullog is fighting back. I don't know what dangers his mind might unleash upon us. Stay alert."

Just as quickly, you find yourselves in a room where Sara and Gullog are waiting. Kemet soldiers and undead creatures suddenly appear, moving towards you.

Go to page 72 and set up Quest 70 - "Gullog's Dream."



0 You assemble the people, preparing them for the imminent attack. Suddenly, the loud sounds of war reach you from afar, and alarm bells ring from the city walls. Kemet's soldiers have started their assault! Before you can mobilize your troops, flaming arrows fly across the sky and hit important parts of the city. The fire spreads quickly, making the Ironhands, who are fighting at the wall to protect the city, unavailable. You have to make a tough choice: which building will you save?

A) Choose the armory. Good weapons are critical to equip the Ironhands for the upcoming final assault. [7]

B) Save the Mill. The food supplies are stored there. If you don't protect their food, many soldiers could starve, reducing their efficiency. [8]

Arriving at the armory, you find part of it succumbing to the relentless flames, but it's not too late to save the equipment.

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

+3 if a hero has water/ice on its art - It is the best resource to combat the fire now!

-3 if you did not find the Kemet Spy - The infiltrated Kemet Spy had prepared dry straw to intensify the fire.

3 or more heroes succeed (12+): Your hard work pays off, and you manage to extinguish the fire, saving the Ironhands' weapons. Each hero gains 1 Empowered Token.

2 or more heroes fail (11-): Despite your brave efforts, the fire keeps burning, destroying the building and leaving you with burns. **Distribute** 15 DMG among the heroes.

Go to [9].

When you get to the mill, you find the roof on fire. Despite the danger, villagers stand watching, shocked by the disaster. You can encourage them to act and fight the fire before it destroys the entire building.

Each hero makes a TEST (d20+ Hero Card + NPC Card). (21+: success | 20-: failure)

+3 if a hero has water/ice on its art - It is the best resource to combat

the fire now!

-3 if you did not find the Kemet Spy - The infiltrated Kemet Spy had prepared dry straw to intensify the fire.

At least 1 hero succeeds (21+): One of you takes the lead and quickly coordinates the peasants to get the fire under control, preventing the loss of valuable food. Each hero gains 1 Protected Token.

All heroes fail (20-): Despite your best efforts, the fire proves too intense, devouring the building and leaving your party with burns. Distribute 15 DMG among the heroes.

Go to [9].

Sedura finds you amidst all this chaos. "This is it, my friends. The enemy is inside our city walls. You must go to Tiger Square and stop them. I will make a speech to inspire the people and guard the east side. I am counting on you."

As a bard's spell amplifies her voice, Sedura begins her speech.

"Comrades, the pivotal moment is upon us. We face an enemy not only at our gates, but within our very walls. This city, our home, burns under the cruelty of the invaders."

"I stand resolute, ready to guard the city with my life, but it is a duty I cannot shoulder alone. Wharfugee needs your courage, your strength, your loyalty. We must face the Kemet head-on, halt their cruel advance, and defend our homes, our loved ones, our lives. I call upon you to step forward and hold the line against the darkness. To battle, my friends. For our home, for Wharfugee!"

You return to Tiger Square and see an elite Kemet team burning more houses and structures. You must stop them and protect the city's buildings. Thanks to Sedura's planning, magic water is available to help you fight the fire.

Go to page 78 and set up Quest 71: "Wharfugee on Fire."

You only find Zalir and Sedura, and her troops are put on high alert. Sara tells you about a plan to invade Gullog's mind, but you decide to stay and defend Wharfugee in the heat of battle. After two hours of strategic planning and assisting villagers, the intimidating sounds of war surround you. Before you can react, a rain of flaming arrows falls on the city, setting buildings on fire. You decide to protect the mill. Leading a group of villagers, you manage to save the stored food after a serious effort. But, you sustain some burns in the process. *Distribute 15 DMG among the heroes.* Then, Sedura comes to you with serious news: Kemet's arsonists are inside the city. With a resolute mind, you step forward to save Wharfugee.

Go to page 78 and set up Quest 71: "Wharfugee on Fire."







You are inside Gullog's mind in the Penumbral Plane, revisiting moments from his past to unveil his secrets. You need to protect Gullog from the strong projections in his mind, because, as in all dreams, if he dies, he'll wake up.

Primary Objective

• Kill all villains; AND o Gullog is alive = Read [70.4].

If you lose

• Read [Defeat] - page 77.

Extra Challenge

• Recover all of Gullog's **Repressed Memories** (Quest Items).



Special Rules



Mental Resistance (Time Token)

Gullog is resisting the invasion against his mind; you can't trespass for much longer.

Put the Time Token on "12" (HP Track). If it drops to 0, you lose the quest.

Reduce **Time** by 1. Then, Gullog takes 12 DMG, or a hero takes 18 DMG

ADVANTAGE: Reduce **Time** by 1. Then, a hero takes 10 DMG.

Sara's Vision (Sara or Lady Figure)

Sara is the leader of the incursion, but she needs to be entirely focused on navigating through Gullog's mind. She can only move the people in the Dream and remove "blocks" to retrieve Gullog's Repressed Memories.

- Sara is not a combatant. She cannot be targeted and takes no turns.
- R Sara has two actions. Each may be spent in any of the following (you may choose the same option twice):
- a. MOVE 6 Sara (she can use Portals, consuming 1 of this move).
- b. Remove 1 Living Wall and then reposition it on free squares (both anywhere).
- c. MOVE 3 any one combatant (including a Boss, or Gullog).
- After these actions, Sara may recover a Repressed Memory (keep reading).

Traumatic Blocks (Living Walls) and Repressed Memories (Quest Items) Sara must remove the former to recover the latter.

R If Sara is in [1] of a Quest Item and that Item is not in [1] of a Living Wall, remove that Quest Item and increase Time by 2. (This is the recovery of one of Gullog's Repressed Memories.)

Gullog (Gullog Figure) (65 HP / 8 DEF / 8 RA)

Gullog is fighting not only your incursion into his mind: he's just as concerned about the villains in his nightmares.

- Gullog takes no turns, but counts as a hero (including for effects and villains' Favorite Targets).
- He can incite and make **Reactions** as usual.
- R MOVE 5 Gullog. Then, he deals 10 DMG to a villain in [1] of him.

Ethereal Nightmares

The monsters that appear in Gullog's Nightmares have no resolve or will. They won't go out of their way to reach a distant figure (such as when a Traumatic Block traps them).

• Only Bosses can Dark Surge. If a regular villain can't reach a hero, it just moves 5 squares toward its closest hero and Fatigue.



- INITIAL SETUP -

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Sara (S) and Gullog (G).
- Place Spy (96-B), and Warriors (97-R) and (98-G).
 - o (Kemet Hunt): Spy ($\star\star$ 95-0), Specter ($\star\star\star$ 94-B), and Berserker (★★★★ 75-0).
- Then, after reading the Special Rules, read [70.1] page 74.
- R If all villains are dead and all Quest Items are recovered, read [70.2] (to continue the quest).





Villain Kits

- 1 Berserk (75)1 Specter (94)2 Spies (95, 96)
- 2 Warriors (97, 98)
- 2 Boss (Augur, Undead Knight)

Barriers

- 4 Barricades 2x1
- 2 Big Doors
- 3 Living Walls 3x12 Living Walls 2x1
- 5 Walls 5x1
- 9 Walls 4x11 Wall 3x1

Terrains

- 1 Altar • 3 Portais
- 1 Stairs

Miscellaneous

- 2 Chests 1 Gullog Figure 3 Quest Items
- 1 Sara or Lady Figure
- 1 Time Token



Quest Chapter 70 Gullog's Dream

In a misty place, you watch Gullog engaged in an unreal escape from nightmares personified by the Kemet. Sara says, "Look at those bright points floating in the air. They are fragments of memory I need to collect."

IF YOU HAVE	Apply consequence(s):			
NOT found the Kemet Spy	You are concerned about the sabotage that has taken place. Each hero gains 1 Distracted Token.			
You made a Pact with the Arachne (fact)	The Arachne's desires align with yours at this moment, so she is willing to share a sliver of her power with you. Each hero gains 1 [], and Sara may take ONE action before the quest begins (see Sara's Vision).			
Secret Rituals (fact)	Learning about the dark mystical arts made it easier to breach Gullog's mind. Increase Time by 2, then remove the Quest Item from 9-G and the Living Wall from H-9/J-9 (consider it recovered, for the Extra Challenge)			
Secrets of the Kemet Past and Future (fact)	The prophecies give you an insight on Gullog's thinking, assisting you into dealing with his mental defenses. Gain ADVANTAGE for this quest.			
Shallow digging into the Empire (fact)	Seeing the importance of the psychosurgeries on Gullog's plans and its similarities with the Empire's own strategies is a disturbing new revelation to you. Each hero loses 1 and gains 1 Distracted Token.			

Quest 70: "Gullog's Dream" starts NOW (take the first turn!)

The scenes shift as if in a dream. Now, you and your companions are wearing purple robes, acting like cultists performing a forbidden ritual. Your hands hurt from the cuts made during the ceremony, and in front of you stands a Kemet who looks strikingly like Gullog. But it isn't him - the real Gullog, a frightened child, is sprinting towards an enormous creature: the Augur, a monstrous thing covered in sharp tentacles and topped with a single, terrifying eye. With each step, the child changes, growing into an adult. Sara whispers the name "Augur," and a chilly feeling spreads through you.

One of your group members speaks, "The time is now. Our blood will help the Soul Transfer."

Suddenly, two of the Augur's tentacles stab into the bodies of the now-adult Gullog and the Kemet. A ghostly aura surrounds them, and the Augur's eye releases an overwhelming pulse of power. A bright flash blinds you, and when it fades, only the Kemet remains, wearing a necklace made from one of the Augur's own spikes.

When the Kemet opens his eyes, they reveal a profound change. "You must offer your lives for this man to rise again, reborn as my devoted servant, the Knight of the Undead. Together, we have a world to save, under the guidance of your master, Golgöggoth." He points towards the Augur.

As soon as it speaks the name, the creature seems to notice you. Its fiery eye focuses on you, and you're thrown back into the nebulous room. The atmosphere has changed: Gullog's tormenting memories, including one of the Knight of the Undead, have returned.

- Remove all Barricades, Doors, and Living Walls from the Grid.
- Combatants and Chests keep the same position.
- Reposition Sara (S) and Gullog (G), as in the map.
- Place: Berserker (75-R), Warriors (97-O) and (98-B), and the Knight of Undead Boss (B).



Knight of the Undead (Knight of the Undead or a 2x2 Figure)

B

Hit Points Defense

5

R Movement Reaction

Mind-Guardian Blade

1 square 1 enemy *25 DMG+effect | Miss: 8 R-DMG

Effects: • The target takes 10 less DMG if it is in [1] of a Living Wall.

Unprovoked / Crit.: +5 DMG

Special Passive

Trigger: This **X** hits a target that is **not** in [1] of **Gullog**. Effect: The target and Gullog take 10 DMG each.

Favorite Target: The hero with highest HP within reach.

Waking up

Gullog is more resistant to your incursion. This makes him weaker in the Dream.

• At the end of the round, MOVE 4 Gullog (instead of 5).

IF YOU HAVE... **APPLY CONSEQUENCE(S):**

Psychosurgery reversion (fact)

Your knowledge about mind-twisting magic allows you to better face this powerful mental manifestation. Place a Fatigue Cube on Knight of the Undead — it will not act this Round!

R If Gullog is on the Portal Tile, remove both from the grid and read [3].

Resume the quest (start EVENT 1!)

You expect Gullog to awaken when he reaches the portal. He doesn't, but at least his nightmares are no longer disturbing your mind.



Instead, you find yourself trapped in Gullog's mind, at the mercy of an invisible, superior force. The image of the Augur and its followers materializes before you, ready to battle.

- Remove Gullog from the grid. (He is no longer part of the quest. Ignore Special Rules that involve him.)
- Remove the **Knight of the Undead** from the grid. This awards no The knight has already done his job of protecting the important parts of Gullog's mind.
- Combatants and Chests keep the same position.
- Remove all Wall Tiles (marked with a "Y" in the map), Doors, Living Walls, and Quest Items from the grid.
- Place Berserker (75-O), Spies (95-R) and (96-G), and the Manifestation of Augur - Boss (B).



Manifestation of Augur
(Augur or any 3x3 Figure)

B
210
7
5
8
Reaction

Indelible Sight

✓2 squares

★28 DMG+effect Miss: 8 R-DMG

Effect: • ECHO 10.

Unprovoked / Crit.: +5 DMG

Special Passive I

Trigger: This **x**'s turn begins.

Effect: Remove from the grid the Living Wall closest to this .

Special Passive II

Trigger: This **x** has no **Living Wall** in [1] of it when it hits its attack.

Effect: Reduce Time by 2.

Favorite Target: The farthest hero within reach.

As Augur's manifestation appears, the orb emits dark twisting energies that form tentacle shapes. You feel this orb empowers Gullog's mind. The orb must be a trap — the creature must have intended for you to obtain it! Reduce Time by 1 and place 2 Preserved and 2 Empowered Tokens on the Boss.

When all villains are dead, you win the quest and read [4].

Resume the Quest (start EVENT 2!)

4 (Read this only if you won this quest)

You stand on a burning street in Wharfugee, with Sara sitting on Gullog's shoulders, her hands holding his head. Is this reality, or another level of the dream?

Gullog wakes with a start, throwing Sara to the ground. It should be her end, but instead of striking her, Gullog hesitates. He kneels beside her, covering her in an unexpected embrace. "Mother...is that really you?"

Sara comforts him. "It's okay, my son. I do have something important to ask you. Stop this violence and return to Fisherman's Wharf. Many people are suffering... is this what you intended?"

He gets up with sorrow in his eyes. "I never wanted this... I did it for you...I... arrrggh!" After a moment, he calls a retreat for his troops.

And then, you find yourself suddenly waking up in the basement of the tavern; all spider symbols and mist are gone. Outside, parts of the city are still on fire, but the Kemet are gone. [5]



5 CONCLUSION - VICTORY

- Sara needs time to understand the revelation. She suspects that Gullog, and by extension, the entire Kemet species, might be manipulated by a far greater power. The dark shadow of the Augur still sticks to you like a tentacle embrace.
- Meanwhile, Sedura makes a victory speech, "I am grateful for each of you. Today you show the courage, the power, and the resolution that lead us to victory. We defeated the Kemet united as one. We all bear scars, but wounds shall be healed, and houses shall be rebuilt. Soon, we will show the Kemet that we are Tanareans; we will not bow to an evil force. You all should be proud of yourselves."
- In a hushed conversation with you, Sedura says, "Now we need to speed up the war strategy to retake Fisherman's Wharf. Our location has now been revealed, so we can expect the Kemet might soon launch a stronger attack on Wharfugee. I will call an emergency meeting very soon."

Wharfugee bulletin

EXTRAORDINARY EDITION

Most of you might not know the person behind the news you read on our town's billboard. We regret to report that Ananab, our beloved historian and "journalist," was seriously injured during the recent attack. He promises to resume these editions once he has recovered. As for the events of that tragic day, we need no reminders. We know who to mourn, who to thank, and who to aid in this challenging time. Let's stand together and emerge stronger than ever.

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 properly help Wharfugee — the city suffers a great deal before other heroes and imperial reinforcements make the Kemet retreat. *Mark* Wharfugee is wrecked (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].





Kemet arsonists have finally discovered the location of Wharfugee and invaded it while you were out of town! All your Structures are now on fire: which will you save first?

Primary Objective

Save all City Structures; AND
 Kill the Arsonist Leader (B) = Read [71.3]

If you lose

• Read [Defeat] - page 80.

Extra Challenge

• Remove all Lava Tiles from the grid.



Water Barrels (Barrel Figure)

(do not remove the Barrel): the interacting hero gains a Quest Item. Each hero can't carry more than one.

Douse the Fire (Lava Tile)



ADVANTAGE: + Discard a Quest Item: Remove this Lava Tile from the grid. The interacting hero gains one Empowered Token.

Saving the Structures (Room Tiles, current-level City Structure Cards)

- Each City Structure is represented by a Room Tile.
- When the last Lava Tile is removed from a Room Tile, that City Structure is saved. Immediately discard its card and multiply the following effects per Structure's Level:

REPRESENTED CITY STRUCTURE (PLACE STRUCTURE'S CARD NEXT)	WHEN SAVED, APPLY THE EFFECT: (AS MANY TIMES AS THE STRUCTURE'S LEVEL)
"Laboratory" = Natural Lab	One hero HEALS 3.
"Blank/Empty" = Tavern	A hero gains 1 🗍 (multiple heroes can gain).
"Prison" = Ironhand Outpost	One villain takes 5 DMG.
"Armory" = Weapon Shop	One hero gains one Empowered Token.

City Fire

The more fire you see, the more you suffer, partly because you need to go through flames to help people, and partly due to the desperation of seeing Wharfugee burning.

R Each hero takes 1 DMG per number of Lava Tiles **on the grid** (*i.e.*, *including those outside Room Tiles*).

Marksmen (Kemet Hunt Level ★★ or +)

Gullog has positioned snipers in strategic spots. Their instructions are to fire spells and arrows at those who look more capable of helping the Resistance; if you've earned some reputation among the enemy troops, they will fire at YOU.





- INITIAL SETUP -

- *This quest doesn't have Stairs*. Place the heroes on the central Portal Tile. Each may reassign 2 Skill Tokens.
- GUARD 3: Place Necromancer (85-R) and Warrior (97-O).
- GUARD 3: Place Archer (74-G) and Warrior (98-B).
- GUARD 3: Place Necromancer (86-B) and Spy (95-O).
- GUARD 3: Place Archer (73-R) and Spy (96-G).
- Then, after reading the Special Rules, read [71.1] page 80.

As soon as the last villain breaks its Guard, read [71.2] (*Note:* there may be villains alive, just not in Guards).

_ EVENT 1 ____

• Place the Arsonist Leader - Boss (B).

As soon as there is no more Lava on the four Room Tiles and all villains (*including the Boss*) are dead, you win the quest and read [71.3].



Arsonist Leader 180 A (Warlord Figure) Hit Points Defense Movement Reaction

Compounded Heat (Primary Attack)

8 squares

• 1 enemy

* 26 DMG+effects Miss: 8 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • Target takes +1 DMG for each Lava Tile on the grid (reminder: this applies after the Special Passive).

② FLEE 3 (If this **▲** didn't move this turn).

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **¥** hits a target that is on a Room Tile.

Effect: Put a Lava Tile that had been removed the grid underneath or as close as possible to the target [on squares without Terrains/Walls/Barricades].

Favorite Target: The farthest hero within reach.

- 2 Archers (73, 74)
- 2 Necromancers (85, 86)
- 2 Spies (95, 96)
- 2 Warrior (97, 98)
- 1 Boss (Warrior)
- 2 Barricade 3x1
- 4 Walls 5x1 • 8 Walls 4x1
- 2 Walls 2x1
- 2 Lava 4x2
- 2 Lava 3x3 • 2 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1
- 3 Portals
- Miscellaneous
- 3 Barrels
- 2 Chests
- 4 Quest Items • 4 Rooms 6x6

• 4 Current Level Structure Cards



Map Labels: Initial Setup Event 1

🔷 Quest Chapter 71 🧆 Wharfugee on Fire

Fire and chaos are quickly spreading through the city's main areas. Act fast to prevent the city from turning into ashes.

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(S):			
NOT found the Kemet Spy	The Kemet spy sabotaged the city's defensive measures. Remove the Portal from H-12/I-13 and the Barrel from I-21.			
Dwarven Heirloom (fact)	Huradrin used his father's sword to carve mystical runes of protection in his laboratory. <i>Deal 10 DMG and place two Weakened and two Bleeding Tokens on both the Necromancer (85-R) and the Warrior (97-O).</i>			
Cities are Safer, for now (fact)	Wharfugee is better prepared to deal with this situation after you've handled the undead surge. Remove 1 Lava Tile of your choice from the grid.			
Super-portal opened (fact)	The Kemet reach Wharfugee with a great tactical advantage. Distribute 6 Preserved, 6 Empowered, and 6 Protected Tokens as you wish among villains. No villain can receive more than two Tokens.			

Quest 71: "Wharfugee on Fire" starts NOW (take the first turn!)

The fire is almost under control, but you spot the leader of the arsonists emerging from a building, seemingly searching for something.

Check the table below.

IF YOU HAVE	APPLY CONSEQUENCE(S):
Found the Kemet Spy	Sara has alerted everyone about the Kemet spy; the Ironhand starts the preparations earlier. <i>Place the Boss with -25 HP</i> .

Resume the quest (start EVENT 1!)

J (Read this only if you won this quest)

You've secured Tiger Square. Now, what happened on Sedura's front?

Get your Structure Cards. Each one represents the Assets:

Test (D20 + sum of the levels of your 4 structures)

+2 if you found Zalir.

+2 if you found Sedura.

+2 if you found Huradrin.

+2 if you found the Crystal Ball.

39+: Perfect Defense. Your inspiring leadership boosted the troops. Gain one random NPC week 6. [4]

28-38: Good Defense. You did your job. [4]

27-: Poor Defense. You almost died, but some people sacrificed themselves to keep you safe. [5]

4 Sedura's front held strong; the Kemet couldn't move forward on the eastern front after a tough battle. Sedura returns triumphant, accompanied by Zalir, Sara, and Huradrin. [6]

5 Sedura's front struggled. Keeping the Kemet at bay on the eastern front was an arduous battle, and many brave men fell.

Remove from your Character Deck one random NPC from the highest week you have (that is not being used by a hero on this quest). [6]

b conclusion - victory

- Sedura makes a victory speech, "I am grateful for each of you. Today you show the courage, the power, and the resolution that lead us to victory. We defeated the Kemet united as one. We all bear scars, but wounds shall be healed, and houses shall be rebuilt. Soon, we will show the Kemet that we are Tanareans; we will not bow to an evil force. You all should be proud of yourselves."
- In a hushed conversation with you, Sedura says, "Now we need to speed up the war strategy to retake Fisherman's Wharf. Our location has now been revealed, so we can expect the Kemet might soon launch a stronger attack on Wharfugee. I will call an emergency meeting very soon."

Wharfugee bulletin

EXTRAORDINARY EDITION

Most of you might not know the person behind the news you read on our town's billboard. We regret to report that Ananab, our beloved historian and "journalist," was seriously injured during the recent attack. He promises to resume these editions once he has recovered. As for the events of that tragic day, we need no reminders. We know who to mourn, who to thank, and who to aid in this challenging time. Let's stand together and emerge stronger than ever.

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 properly help Wharfugee — the city suffers a great deal before other heroes and imperial reinforcements make the Kemet retreat. Mark Wharfugee is wrecked (fact).

Follow the "Next Adventures" instructions.



- Gain +2 Diplomats.
- If you won, read [001] page 4. If you lost, read



Adventure KK Moon Cave

You meet with Zalir and Huradrin at the Natural Lab, where Zalir eagerly demonstrates what he has learned about Tameranium and Bauronite. "Ah, my dear friends!" Zalir beams with optimism, "Our progress fills me with hope! A mighty secret council has been assisting me. They've been invaluable in supporting our war efforts and have revealed much for us. Now, they seek my assistance. How can I say no?"

Huradrin looks suspiciously at Zalir and strokes his beard. "These kin ye speak of, are they worthy of trust?" Zalir answers excitedly, "Absolutely! They are very trustworthy, even more than that! I'd say I trust them even more than I trust myself. Please don't be concerned! I can't reveal their names due to their beliefs about fate, history, and destiny. However, I can assure you they have the knowledge we've been searching for and will help us during the siege of Wharfugee."

Zalir continues, "They want us to find Moonstone, a rare and mystical crystal born from the union of Bauronite and Tameranium! Here, this map they gave me shows the way to it. According to them, a newly-forged tunnel leads to the heart where this shining crystal awaits."

If you have Taram, Orthus, Avelum, or Khloet on your team, go to [42]. If not, keep reading.

Following Zalir's directions, you find yourself at the base of a big mountain with a tunnel entrance. The descent is treacherous and steep. You start to go down carefully, but find that the stone floor is slippery. *If you have Wounded Worm (fact)*, go to [2]; *otherwise*, go to [3].

You arrive at a part of the tunnel covered in thick green slime. The bad smell is overwhelming, and it appears to be the blood of some grotesque creature, one that must have been immense to bleed so profusely. The climb was already challenging, but this slime makes it almost impossible. Even the rope you're using becomes slippery with the substance. One member of your party slips and, in a chain reaction, everyone else soon finds themselves falling to the ground, landing with a harsh impact. *Each hero takes 3 DMG.* Go to [3].

You arrive at a massive natural cave. At a distance, you can see a pillar emanating an intense green glow, which you recognize as coming from the Moonstone. You see two paths leading to it, a forest of gigantic mushrooms with a mist of yellow and green smoke and a large dark lake with a tiny village on a small island.

- A) Go through the dark lake. [4]
- B) Go through the mushroom forest. [5]
- C) (Fast Action Mode) Ignore everything and go through the forest. [42]

4 You improvise a boat using some big and sturdy mushrooms. During the sailing, you see some movement in the water. Looking down, you see a school of piranhas.

- A) Row to the opposite shore as fast as possible. [6]
- B) Stand still and wait for the school to go away. [7]





As you approach the forest of mushrooms, you see that they are rather different from those you see on the surface. Some are as large as trees, others are as wide as houses, and some even have a bioluminescent glow. After some time wandering through the forest, you notice a giant lizard, about the size of a goat. It seems startled by your presence and runs into the middle of a large clearing of small colorful mushrooms. It steps on some of the mushrooms, and beautiful clumps of colored smoke appear in the air.

The lizard stops its movement and remains motionless as if petrified. Something strange seems to have come over it. You then:

- A) Pass through the clearing taking extreme care not to step on mushrooms, as this is the fastest way to get to **Moonstone**. [8]
- B) Go around and try to find another way through the mushroom forest, which may take a while but may not be worth risking the clearing. [9]

You row as fast as possible. As you do, the water bubbles up, revealing a shoal of probably thousands of them. You find rowing extremely exhausting, possibly because the piranhas are devouring your oars and mushroom 'boat'. You try harder and harder to make it to the other side, which you finally do. You manage to save yourselves but are left exhausted by the effort. Put (Slot 1). If there is already on slot 1, each hero gains 1 Weakened Token instead. Go to [10].

You stand still until you notice that the piranhas are no longer moving and start rowing again, but only for a few seconds as they stir again in the water. Then you stop until they calm down, and then you paddle again. You repeat this process over and over until you reach the other side of the shore. Go to [10].

You move with extreme care through the mushrooms.

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

(10+: success | 9-: failure)

- +3 if the hero or the NPC is an elf good eyesight is important.
- +3 if the hero has any attack with MOVE on its Benefit good movement can help.

All heroes succeed (10+): Go to [11]. At least 1 hero fail (9-): Go to [12].

You turn around, and the mushroom forest proves to be a real labyrinth. You find yourself forcing your way through some tight passages. Put (Slot 1). If there is already on slot 1, each hero gains 1 Weakened Token instead. Go to [13].

Across the bank, you see a small village to your right, which is very strange in this place that is supposed to be uninhabited. In front of you is a stony field, from which emanate the grunts of unknown creatures. To your left is a stream where you can see an area on the other side taken over by a greenish mist. You decide to follow the path through:

- A) Village, to find out who inhabits the place and maybe get some help. [17]
- B) Stony field, to find out what these grunts are. [16]
- C) By the creek and the area taken by the green mist, which appears to be unoccupied and won't hinder you. [15]

You manage to avoid all the mushrooms. Each hero may flip a Skill Token. Go to [13].

You are very careful, but touching one of the mushrooms immediately releases a cloud of spores that spreads and knocks you all down. You fall into a deep sleep, unsure for how long, and curious, you wake up mysteriously rested. *If there is* (*Slot 1*), *remove it.* When you awaken, you realize that the mushrooms no longer release spores, enabling you to leave the clearing. [13]

You finish crossing the mushroom forest and see three possible paths you can take to reach your destination. The path to the right takes you across a small river and into a stony field. The way ahead takes you through an area of greenish mist. The left one takes you through a place full of wells with a black, viscous, bubbling liquid that gives off a light yellow smoke. Choose the:

- A) Small river and the stony field. [16]
- B) Area with greenish haze. [15]
- C) Area filled with pits of black, viscous liquid.[14]

You walk through the area of the wells and notice that they exude a strong smell of sulfur. After walking around this area, you see a humanoid skeleton in one of the wells, leaning on what seems to be a small island and hugging a trunk. It appears that he died trying to protect his chest. You decide to:

- A) Try to get the chest. Its contents must be worth the risk. [18]
- B) Continue on your way, for whatever is in the chest is not worth more than your lives and your mission. [19]

You enter the place covered by the greenish mist. Since it could be poisonous, you decide to use damp cloths on your face to protect your lungs. After some time walking around the area, you notice that the place is full of slimes that, realizing your presence, start heading in your direction. You decide to:

- A) Run as fast as possible to get to the other side and avoid the slimes. [20]
- B) Attack the slimes and eliminate them one by one so they don't become a problem. [21]

You make your way through the stony countryside. After some time walking, you spot an unusual scene, a goblin herding dozens of large lizards. When the lizards notice your presence, they panic and start running around. The goblin tries to calm them down but finds himself in a dangerous situation in the middle of them, completely out of control. Seeing such a scene, you decide to:

- A) Help the goblin calm the lizards. Go to [22].
- B) Help the goblin get out of the mess. Go to [23].
- C) Find another way. After all, this is not your problem. Go to [24].

Tou approach the village and meet its goblin inhabitants, who seem surprised and curious by your presence. You try to communicate, but they do not speak any language you know. Despite the communication difficulties, they are very hospitable and offer you a kind of soup made with mushrooms, lizards, and piranhas. Although it doesn't sound very nice, a hot meal would be good for your tired bodies.

- A) Accept their kindness, have some soup, and rest. [25]
- B) Refuse the meal and continue on their way. It may be poisoned, and they are goblins. [32]

The pit is so large that you cannot reach the chest. Also, the liquid is too viscous and dense to swim or balance over. With a stick, you try to move the chest, but its weight won't allow it, so you try to bind it with a rope and pull it out. You succeed in lassoing it and pulling with all your strength. The viscosity of the liquid makes this task extremely arduous. After much effort, you finally get and open it. You are exhausted from the effort and difficulty breathing this sulfur-filled air. Gain 1 . Put (Slot 1). If there is already on slot 1, each hero gains 1 Weakened Token instead. Go to [27].





You decide to move on, and it seems to have been a good decision, as the smell of sulfur is difficult for you to breathe, making the walk much more difficult. As you are coming to the end of the area covered by the pits of slimy material, you see ahead of you a strong splash of water, making the sound of a wave hitting rocks. Soon afterward, the wind blows from the direction of the splash, causing you to feel a sense of relief all over your body. Put (Slot 2). If there is on slot 1, remove it. Go to [27].

You run as fast as you can, passing the slimes that attack you and eventually hitting you. Their attacks are not very strong but leave you with a burning sensation. The pain and the running make you very tired. As you leave the fog area, the slimes stop following you. Just ahead, you see powerful splashes of water, making the sound of a wave crashing on rocks. Put (Slot 2). Then, put (Slot 1). If there is already on slot 1, each hero gains 1 Weakened Token instead (if it is not possible, each hero takes 3 DMG instead). Go to [28].

You begin to fight the slimes and realize that a long fight with them will only hurt you because of their acidic bodies. The best tactic seems to be to end the battle quickly. *Each hero gains 1* and must flip their highest level Primary Attack. After defeating the slimes, you continue on your way out of the fog area. You see a very strong splashing of water ahead, sounding like a wave hitting rocks. [28]

22 You walk among the lizards imitating the goblin's gestures to calm them down.

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

- -2 to rolls of heroes with horns, antlers, or wings in their Card being scary won't help you here
- +3 if you are a Commander leadership is perceived by these creatures
- **+2 if you are Elarine or Thalia** Mind control or beast affinity can be the difference in this task

3 or more heroes succeed (10+): Go to [29]. 2 or more heroes fail (9-): Go to [30].

You pass quickly through the lizards, being scratched by them on the way, and grab the goblin, who accepts your help because he sees that the lizards are getting increasingly suspicious as the heroes move. *Each hero takes 3 DMG and may flip a Skill Token.* Go to [31].

You leave the confusion aside and look for an alternative route. After a while, you finally manage to cross the stony field. **Go to [32].**

You accept the hospitality and taste the soup, which tastes much better than it looks. You relax and warm up, regaining strength, and then continue toward the crystal. Each hero removes 1 Weakened Token. If no hero has a Weakened Token, but there is (Slot 1), remove it. If there is no on slot 1 already, then each hero may charge a Skill Token. Go to [32].

26 Choosing to ignore the spirit's plea and extract the Moonstone, you feel the ground rumble as an age-old defense mechanism springs to life. The cavern floor crumbles beneath you, dropping your party into an expansive hall. Ancient magic fills the air, revealing the bound spirits of wizards who once experimented with Moonstone crystals. They and their golem guardians are ready to protect their precious resources.

Go to page 92 and set up Quest 82: "Council of Four."

You reach the end of the area filled with viscous black liquid wells and see ahead a field filled with geysers of boiling water. Go to [33].

You see something unique in front of you. To your left is a field filled with boiling water geysers, and to your right is a place where the water from the geysers seems to condense on the ceiling, making it look like an area of constant rain. You go:

A) The geyser fields. [32]

B) The area with constant rain. [33]

Although they try to hit you with their tails, you manage to calm the lizards down. The goblin apologizes for the fright, thanks you for your help, and asks what you are doing underground. Mentioning the crystal prompts the goblin to offer his help. He insists the lizards are great climbers and could assist the whole group in ascending the pillar. He also wishes to accompany you.

If you accept, put ■ (Slot 3) and go to [28]. Otherwise, just go to [28].

You try to calm the animals, but your presence only frightens them. One of the lizards hits the goblin. As a last resort, you forcefully attack a wall, causing the lizards to run out of the open passage. Amidst the confusion, you see the goblin clinging to one of the lizards, cursing you, leaving you only the option to continue. *Each hero must flip their Weapon*. Go to [28].

The goblin politely thanks you for your help and tells you that he needs to return to his reptilian herd, for he knows a way to calm them down using a spore bomb of a sleeping mushroom explaining that to use it, he could not be among the lizards. Still, since you saved him, he thanks you, returns to his herd, and wishes you good luck in your journey. Go to [28].

32 You see a series of geysers spouting scalding water in front of you. *If there is* (Slot 2), go to [34]; otherwise, keep reading. There doesn't seem to be a safe way through it, but they do seem to follow a pattern that allows them to pass safely.

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

(22+: *success* | 21-: *failure*)

- +5 if you are Azriel or Vilani Elementalists understand nature and its effects.
- **+2 to rolls if the hero's art has glowing eyes** Magically bestowed superior vision is a good asset.

At least 1 hero succeeds (22+): You time it perfectly, avoiding the jets of boiling water.

All heroes fail (21-): You mistime it and get hit by boiling water. *Each hero takes 10 DMG*, *unless you flip your Armor*.

After crossing the geyser field, the heroes arrive at the pillar where the crystal is. **Go to** [35].

33 You continue straight ahead and realize that the constant "rain" has caused the ground to become covered with lichen and moss, making the whole place very slippery. Crossing this path is either a matter of luck by moving quickly or a matter of balance by proceeding carefully and slowly.

- A) You pass quickly, relying on luck. [36]
- B) You walk slowly, trying to balance yourselves. [37]

After the big gush of water, the geysers have calmed down. Taking advantage of this time, you make your way through most of the area, and when the geysers start getting active again, you are out of the geyser field and in front of the Moonstone pillar. Go to [35].

Tooking close, you realize how large the pillar is. It is steep and forms a plateau where the crystal is. You feel discomfort as you approach it, and on its sides, there are thin veins of what you recognize as Tameranium and Bauronite. At the foot of the pillar are several skeletons of different animals. If there is ■ (Slot 3), go to [38]; otherwise, keep reading.

Due to the discomfort, the climb that should be simple is tiring. Put (Slot 1). If there is already on slot 1, each hero gains 1 Weakened Token instead (if it is not possible, each hero takes 3 DMG instead). Go to [39].

36 You pass quickly, but the uneven, slippery ground complicates everything. Using its Token as currency, each hero must toss heads or tails. If heads, nothing happens. If tails, everyone must perform the following test to avoid a fall.

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

(13+: success | 12-: failure)

- +3 to roll if you have an NPC that produces ≪ a helping hand, especially a strong one, can help
- +3 if the hero has wings wings will help you not to fall

If a hero succeeds (13+): You fall hard to the ground. The hero takes 5 DMG.

If a hero fails (12-): That hero managed to avoid the fall. Nothing happens.

Go to [35].



37 You pass slowly, balancing yourselves as best you can. A few tumbles occur, but none are violent enough to harm you. The length of the passage, the attention, and the effort to keep your balance were difficult and tiring. Put ■ (Slot 1). If there is already ■ on slot 1, each hero gains 1 Weakened Token instead (if it is not possible, each hero takes 3 DMG instead). Go to [35].

The goblin and his lizards prove very useful, as they help you all up without hassle. Go to [39].

As you climb higher, you feel more uneasy seeing Tameranium and Bauronite crystals on the ground. They converge at the center of the pillar to form the Moonstone. Upon closer inspection, you see a faint silhouette of a trapped spirit in agony. "Please, release me! I have suffered like this for hundreds of years..."

Before you can act, a draconic voice resonates throughout the room. "Heroes, although I am far away, magic allows me to observe the progress of your quest. This spirit you see belonged to a thief who once attempted to steal the Moonstone. To free him and any other trapped spirits, you must consume the Moonstone's power. However, I know another location where you can obtain Moonstone: activating one of the Kemet Pylons you previously destroyed and the Kemets were trying to rebuild. Activating it will generate enough fusion between Tameranium and Bauronite for our needs. However, doing so will benefit the Kemet's plans. I am merely a guardian; the choice rests with you mortals."

- A) Use the Moonstone's power to free the suffering spirits and then reactivate the Pylon. [40]
- B) Ignore the spirit's plea, and collect the Moonstone, unwilling to risk the Kemets gaining further power. [26]

Following the resonance of the draconic voice, you feel compelled to act. "To free the spirits," the voice instructs, "concentrate your magic energy at the intersection of the tameranium and bauronite. Their fusion, aided by your force of will, will break the seal binding these souls."

After doing as directed, a brilliant burst of light emanates from the Moonstone, and you see the spirit's silhouette dissipating into the ether.

"Now, for the next phase," the voice continues, "Gather the Tameranium shards around. Their inherent magical properties can be harnessed to open a portal. Focus on the memory of where you once destroyed a Kemet Pylon. The vivid memory combined with the power of Tameranium will bridge the distance. Bring more Tameranium with you, because you will need it to flee from the Kemets once the Pylon is reactivated."

You do as instructed, and soon, a vortex of energy forms before you. The portal pulses with power, calling you to step through. [41]

41 The sensation of teleportation is both disorienting and exhilarating. The world around you blurs, and you feel like an immense force is pulling you. After what seems like both an eternity and an instant, the sensation stops, and you find yourselves standing at the familiar remains of the Kemet Pylon.

The destruction from your previous encounter is evident, but now there's a new energy in the air. The fusion of Tameranium has altered the very essence of this place, and the Pylon now pulses with a latent power, waiting to be harnessed.

The memory of the draconic voice echoes in your mind. The Moonstone awaits, but the Pylon's reactivation will not go unnoticed. You must act quickly and decisively.

Go to page 88 and set up Quest 76: "Pylons."

Only players controlling Taram, Orthus, Khloet, or Avelum (members of the Council of Four) can read:

You instantly recognize who Zalir refers to: the Council of Four, a secret group of which you're a member, serving under the guidance of

Isendden, the Gold Dragon. As a hidden member, you've been subtly influencing events from the shadows to shift the course of destiny in Tanares' favor.

You know that Orthus is an Avelum from a future timeline, whom Isendden sent back from a destroyed Tanares. He has brought vital knowledge from this potential future—a future you're determined to prevent.

Your major strategy is to gather essential elements similar to this, so if necessary, Isendden can sacrifice himself to allow you to journey back and seize another opportunity to save Tanares. The acquisition of the Moonstone crystals is critical for this plan to work.

Heeding Zalir's words, you journey forth, soon finding yourself at the base of a towering mountain marked by a vast, round tunnel entrance. The descent is treacherous and steep. You begin your careful descent, grappling with the challenge as the stone beneath proves deceptively slippery. *If you have Wounded Worm (fact)*, go to [2]; *otherwise*, go to [3].

You arrive at a huge natural cave that slopes downward; an intense glow from a pillar at its bottom indicates the presence of the Moon Stone, but you must traverse various dangers and challenges to get to it. The first is a strange, and tiring to cross, mushroom forest. *Each hero gains 1 Weakened Token*.

The second is an area with pits filled to the brim with a black, viscous liquid that strongly smells of sulfur. In one of the pits, you come across a man who'd rather die than let a chest go — its skeleton is still hugging the treasure that you pull with a rope, after a considerable effort. Earn 1 . Each hero gains 1 Weakened Token.

In the third area, geysers of boiling water. You cross the field after taking some explosive, and rather surprising, squirts. You finally reach the pillar — something around you makes you ill, but you manage to climb it and remove the Stone, opening a hole to a chamber with even more stones. With endless riches potentially within your grasp, you activate an ancient trap that protects the place. *Each hero takes 8 DMG*.

Go to page 92 and set up Quest 82: "Council of Four."







Return to the site where the Kemet were building a Monument and energize it with Crystal Shards to finish the job.

Primary Objective

• Put all 4 Quest Items on different Altar Tiles, AND o Kill all Specters = Read [76.3]

If you lose

• Read [Defeat] - page 90.

Extra Challenge

• Kill all villains before you win the quest.



🥌 Special Rules 🤏



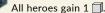
Crystal Shards (Quest Items)

The monument needs to be energized with tameranium shards, a rare crystal that attracts the shadows of those recently slain nearby.

- O Some villains carry Quest Items on their cards (see Initial Setup
- O Whenever the carrier of a Quest Item is hit (hero or villain), it takes +6 DMG and drops the Quest Item (put it in [1] of that).
- (with a Quest Item not on an Altar or Combatant): put it on the interacting hero's Card (max. 1 per hero).

The Monument (Altar Tiles)

- (hero with a Quest Item): If the Altar has no Quest Items on it, put the interacting hero's Quest Item on the Altar. Then:
 - O Afterward, you may not interact with that Quest Item again.



ADVANTAGE: All villains on the grid take 8 DMG (except Guards).

Monumental Influence (Lava Tile and Ice Tile)

The Kemet had chosen this site due to its enhanced magical properties it gets even stronger as the monument's construction nears completion.

- R Apply the following, **in order**:
- 1. Each combatant on Lava takes 10 DMG. Each villain killed this way grants 2 additional to a hero of your choice.
- 2. Each hero gains 1 per villain on Ice Tiles.
- 3. The hero with lowest HP must pay 3 \$\overline{1}\$ or take 20 DMG.



- INITIAL SETUP —

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place Cultist (43-R), Golem (84-B), and Specter (94-G).
 - o (Kemet Hunt): Warrior (★★98-B), Warrior (★★★97-R), and Specter (★★★★ 93-0).
 - o Put a Quest Item on the card of the Specter (94-G).
- Then, after reading the Special Rules, read [76.1] page 90.
- R If all villains are dead, read [76.2] (to continue the quest).

- Place the Dhonosas Boss (B).
- GUARD 3: Place Cultist (44-G), Golem (83-O), and Specter (93-R).
- GUARD 3: Place Cultist (43-0), Golem (84-G), and Specter (94-B).
 - o Put a Quest Item on the cards of the Boss, Specter (93-R), and Specter (94-B).

As soon as the four Altars have a Quest Item and all Specters are dead, you win the quest and read [76.3].



Dhonosas, Soulborn Guardian (Warlord Figure)

Hit Points

Defense Movement Reaction

This ¥ takes no DMG. It dies as soon as all **Quest Items** are on Altar Tiles (this awards , as it's usual when a villain dies).

Interdimensional Bolt (Primary Attack)

🟹 8 squares

🀠 1 enemy

* 22 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: ● If the target carries a Quest Item, transfer it to this ¥ card.

■ Then, if this
is carrying at least one Quest Item, the target takes 10 DMG

Then, if this
is carrying at least one Quest Item, the target takes 10 DMG

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is carrying at least one Quest Item, the target takes 10 DMG

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Then, if this
is carrying at least one Quest Item, the target takes 10 DMG

Then, if this
is carrying at least one Quest Item, the target takes 10 DMG

Then, if th (do not multiply by the number of Quest Items this **x** carries).

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **x** starts its turn (before it takes any action).

Effect: It RUNS 7 to the closest Quest Item, not on an Altar. If it ends in [1] of this Quest Item, put it on this \(\bigs \) Boss Card (This \(\bigs \) can carry more than one Quest Item).

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Cultists (43, 44)
- 2 Golems (83, 84)
- 2 Specters (93, 94)
- 2 Warriors (97, 98)
- 1 Boss (Warlord)

Barriers

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

Terrains

- 4 Altars
- 2 Ices 4x2
- 2 Ices 3x3
- 1 Ice 3x1
- 4 Ices 2x2
- 2 Ices 2x1
- 2 Lava 4x2
- 2 Lava 3x3
- 1 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1
- 2 Portals • 1 Spikes 3x1
- 1 Stairs

Miscellaneous

- 2 Chests
- 4 Quest Items



Quest Chapter 76 Pylons

Suddenly, a mysterious figure emerges from the shadows. His stern gaze sweeps over the group, recognizing you. "You," pointing his long, thin finger at you, "are the heroes of Wharfugee, are you not? I have been guarding this place after your deeds here, and I am thankful for what you have done."

One of your party steps forward. "Yes, we are the ones who destroyed the Pylon. But now we need to reactivate it. You'll have to trust our reasons. It's crucial."

Dhonosas narrows his eyes, taking a defensive stance. "Why should I believe you? For all I know, you could be corrupted, deceiving, or even mad to consider reactivating such a dangerous artifact. No sane being would wish to awaken the Kemet Pylon's power."

Dhonosas starts to summon creatures as magical protection is activated to block your advance.

Remove any on the HP Track.

-					
IF YOU HAVE	APPLY CONSEQUENCE(S):				
You made a Pact with the Arachne (fact)	Your course of action seems to please the Spider Queen; from a distance, she blesses your quest. Each hero may pay 5 HP to place a 🗐 on its Mana Pool. It may be used as 3 🗐 , but must be spent together. You can't recover it, and it doesn't count toward your Max.				
Secrets of the Kemet Past and Future (fact)	Your knowledge makes you arrive better prepared. You get hold of a crystal shard before the guardians notice your presence. Instead of the Specter (94-G), a hero starts with the Quest Item.				
The Lich's Skull (fact)	The Skull allows you to convert the mystical monument's mana into a wave of death energy that you can use against foes. Gain ADVANTAGE for this quest.				
☆ 26. Ancient Glacier	You arrive on the freezing northlands of Stravian's Ancient Glaciers, where you once destroyed a Kemet Pylon. Place Ice Tiles on the places indicated on the map.				
☆ 27. Fire Pits	You arrive on the burning Ubellian Fire Pits, where you once destroyed a Kemet Pylon. Place Lava Tiles on the places indicated on the map.				
(One-Shot Game Mode)	(Ignore this in Campaign Mode): Choose one of the two lines above to apply: \$\frac{1}{2} 26- Ancient Glacier or \$\frac{1}{2} 27- Fire Pits.				

Quest 76: Pylons starts NOW (take the first turn!)

2 Dhonosas joins the fight, as his minions are failing to stop you. But he conjures an invulnerability magic field that seems connected to the crystals carried by the minions. Taking these crystals can not only help you repair the Pylon but also weaken the arcanist.

Resume the quest (start EVENT 1!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

The monument — and its crystals are reactivated! Dhonosas reacts: "Fools! If the Kemets get hold of this active Pylon, we may all be doomed. I have failed in my task, it falls upon you, henceforth, the responsibility of protecting Tanares..."

He falls to the ground, unconscious. You approach the Pylon to reactivate it. Just as the draconic voice instructed, its first flash of light condenses the Bauronite and Tameranium into the form of Moonstone! You take it, but before you can destroy the Pylon, you see the Kemets arrive.

With no time to spare, you grab the last batch of Tameranium you have and focus on Wharfugee, teleporting to the city with Dhonosas. You are safe and have the Moonstone, but now the Kemets possess their Pylon. You won't have much time before they open the Vandanamalika.



Wharfugee bulletin

THE WORLD REACTS TO THE ATTACK AGAINST WHARFUGEE

All those who have been touched by the heroes of the Resistance are now giving back. Supplies, construction materials, food, and even people are coming to help the city — even though we're losing more residents than gaining. We've also been told that the head of the Evolutionist Church has reached out. The Ironhand urges everyone not to make rash, hot-headed excursions to Fisherman's Wharf — if you want to fight the Kemet, reach out to an official to volunteer. On another note, Ananab is feeling better by the day and shall soon be writing these news again.

• Gain Adventure Cards LL and MM (you may have them, already).

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 building a portal of your own, which would represent massive logistical impact in the attempt to reclaim Fisherman's Wharf. Mark Portal-less (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Spies +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].







Extract unstable moonstone deposits underground while circumventing local curses against intruders.

Primary Objective

• Kill the **Tameranium Golem** (*Boss*) **AND** collect at least 2 Mission Tiles = **Read** [82.4]

If you lose

• Read [Defeat] - page 94.

Extra Challenge

• Collect 4 Mission Tiles before killing the Boss.



Ancient Fading Portals (Portal Tiles)

• Portals can be used to teleport only once per turn.

Occult Curse (all villains)

 All DMG on villains is R-DMG. Only Exorcism and Mineral Extraction can kill them.

Exorcism (Portal Tile — Interaction)

Use the Ancient Portals to eject monsters back into the penumbral plane.

*: Kill all Specters or Boss that have 1 HP and are on this Portal Tile.

Mineral Extraction (Mission Tile — Interaction)

The local protection spell gives life to the crystal deposits in the walls of tunnels! Take the bodies of the animated Golems to magically-enhanced places in order to extract the crystals in them.

- *: Kill all Golems that have 1 HP and are on this Mission Tile.
 - o If this kills a Golem, remove this **Mission Tile** and put it on the Hero Card of the closest hero that is not carrying one already.

Crystal Power (Attacks of heroes with Mission Tiles)

 All attacks of heroes, with Mission Tiles on their Hero Card, gain the additional effect:

Deal +4 DMG and MOVE 1 the target (both once per turn).

ADVANTAGE: MOVE 2 the target and you gain 1 (both once per turn).

Resonating Explosion

Crystals that don't visit the penumbral plane for a while become unstable and explode.

- At the end of **each hero's** turn, if it is carrying a **Mission Tile**, and that hero did not teleport through a portal that turn:
 - o ALL Heroes carrying a Mission Tile take 14 DMG.

Ghost Curse

• Whenever an Event starts, remove all Specters from the grid. Then, for each one removed this way, all heroes take 15 DMG.



INITIAL SETUP _

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Specter (93-O), Golem (84-G) and the Tameranium Golem Boss (B).
 - o (Kemet Hunt): Specter (★★94-G).
- Then, after reading the Special Rules, read [82.1] page 94.

As soon as the Golem (84-G) dies, read [82.2] (to continue the quest).

____ EVENT 1 ___

- Apply Ghost Curse.
- Place all in [1] of the Stairs: Golem (83-O), Specter (94-B).
 (Kemet Hunt): Specter (★★★93-R).

As soon as the Golem (83-0) dies, read [82.3] (to continue the quest).

____ EVENT 2 _____

- Apply Ghost Curse.
- Place all in [1] of the Stairs: Golem (83-R) and (84-B) and Specter (93-R).
 - o (Kemet Hunt): Specter (★★★★94-G).

If the Tameranium Golem (Boss) is dead, as soon as you have collected 2 Mission Tiles you win the quest and read [82.4].



Tameranium Golem (Ogre Figure)

350

15 Hit Points Defense Movement Reaction

Quiver Resonance (Primary Attack)

∅ 8 squares

1 enemy

* 25 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: ● FLEE 3 (If this **X** didn't move this turn, this applies before Effect 2).

2 PULL 7 the target.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: Whenever a hero hits this **¥** with an attack (from any source).

Effect: The attacking hero takes 15 DMG.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Golems (83, 84)
- 2 Specters (93, 94) 1 Boss (Ogre)

Barriers

- 2 Barricades 3x1
- 3 Barricades 2x1
- 8 Walls 4x1

Terrains

- 4 Mission Tiles
- 4 Portals
- 2 Spikes 4x2
- 2 Spikes 3x3
- 2 Spikes 3x1
- 4 Spikes 2x2

• 2 Spikes 2x1

• 1 Stairs

Miscellaneous

• 2 Chests



Map Labels: **Initial Setup**

Quest Chapter 82 Council of Four

The tunnel leads to a large and majestic chamber that seems to have been magically created. Having never seen a natural formation quite like this one, you conclude that it must be the powerful effect of the fusion between Bauronite and Tameranium.

The jaw-dropping moment is interrupted when stone constructs sprout from the ground, spontaneously creating small portals that release tormented ethereal souls. You find yourselves surrounded; you must deactivate the magical protections in order to deal with the creatures and escape. Remove any on the HP Track.

Check the table below:

IF YOU HAVE	Apply consequence(s):
Giant Slayer (fact)	Your experience killing giants is helpful against Golems. One hero may MOVE 4 and make a Primary Attack against Golem before the quest begins. This provokes no Retaliation.
The Lich's Skull (fact)	You feel the skull protecting you from this place's curse. Ghost Curse deals only 7 DMG instead of 15 when a new Event begins.
The Eldritch Orb (fact)	The orb allows you to drain the tameranium energies and convert them in mana that you can use. Gain ADVANTAGE for this quest .
Barbarian peoples remain hostile (fact)	The barbarians fled the war to remote regions; some died in this cursed place. Place a Reaper (61-B) and Reaper (60-O) in [1] of the Boss.

Quest 82: "Council of Four" starts NOW (take the first turn!)

When you banish the spirits to their plane of origin, an explosion of negative energy is released, so you need to destroy the spirits before dealing with the Golems. Place each hero on a different Portal Tile.

IF YOU HAVE	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	The Skull wards against the curse's power. Ghost Curse deals only 7 DMG instead of 15.

Resume the Quest (start EVENT 1!)



You are exhausted, and the battle seems to have no end. The more Golems you defeat, the more spirits and other Golems arise. Before it's too late, you must focus on destroying the giant Golem and collecting the stones you came for, or your spirits may become forever bound to this place. Place each hero on a different 2x2 Spike Tile. The BOSS takes 70 R-DMG.

IF YOU HAVE	APPLY CONSEQUENCE(s):
The Lich's Skull (fact)	The Skull wards against the curse's power. Ghost Curse deals only 7 DMG instead of 15.

Resume the Quest (start EVENT 2!)

4 (Read this only if you won this quest)

Finally, the giant Golem crumbles to pieces, revealing a core of Moonstone. Its destruction marks the obliteration of all souls trapped by the local curse, and it deactivates the other golems, allowing you to collect the crystals safely. With the Moonstone in your hands, you catch your breath, celebrate in relief, and then return to Zalir in Wharfugee. [5]

5 CONCLUSION - VICTORY

- Zalir is amazed by your achievements. He believes his supporters will be able to contribute significantly to your cause during the invasion of Fisherman's Wharf.
- Huradrin has another point of view: "Magnificent, is it? That such a... lifeless rock can wreak so much havoc and shame; that's what it's done to my kin. The Kemet, they've been lusting after this since they were just little elves, thousands o' years past. Mark me words: With great power, there's a big weight o' responsibility!"

Wharfugee bulletin

THE WORLD REACTS TO THE ATTACK AGAINST WHARFUGEE

All those who have been touched by the heroes of the Resistance are now giving back. Supplies, construction materials, food, and even people are coming to help the city — even though we're losing more residents than gaining. We've also been told that the head of the Evolutionist Church has reached out. The Ironhand urges everyone not to make rash, hot-headed excursions to Fisherman's Wharf — if you want to fight the Kemet, reach out to an official to volunteer. On another note, Ananab is feeling better by the day and shall soon be writing these news again.

- Mark Final Preparations (fact).
- Gain Adventure Cards LL and MM (you may have them, already).

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 building a portal of your own, which would represent massive logistical impact in the attempt to reclaim Fisherman's Wharf. *Mark* Portal-less (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Spies and +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].



Adventure LL Power of the Gods

Zalir presents you with a letter bearing the Evolutionist symbol. "The Church has finally decided to act," he informs. "They've contacted my operatives and await your arrival at Skybell's Cathedral. You must go right now; we cannot lose an opportunity like this." Following Zalir's instructions, you go to the Ironhand Outpost and take a portal to the greatest cathedral you've ever seen.

Inside the holy edifice, six high-ranking clergy members sit at an elegant dining table, awaiting your arrival.

As they see you, an old cleric speaks gently. "Come, my friends, join us in our thoughts. May Tamera bless our minds." As soon as you take a seat, a beautiful paladin woman in dark armor gets straight to the point. "I am Ellen Gideoni. I shall be blunt, as we have no time. We have a secret artifact here, the Planar Clock. It can channel a tremendous amount of holy energy that comes directly from Tamera. We plan to reanimate them and use the artifact to destroy all undead in a graveyard near Fisherman's Wharf. This action will fix the Soul Flux and stop the Kemet from making more undead."

"This is completely ridiculous. Will you use unholy energy to reanimate undead?" Cardinal Jocasta says, disapproving, "Our main task is to look after the citizens. We should use the clock to ask for Tamera's guidance, sneak into Fisherman's Wharf, and help people escape."

- A) Support Ellen's plan and use the undead destruction to have a critical edge in the war. [2]
- **B)** Agree with Jocasta's kind approach, ensuring the safety of the people at Fisherman's Wharf. [3]
- C) (Fast Action Mode) Let the Church leaders choose. [25]

You accompany Ellen, Vaclav, and Fordak into a hidden chamber housing an enigmatic clock pulsing with divine energy. Vaclav says, "This is something that makes me worry. This artifact indicates only one more cycle before the end; Bauron may be hinting at an

imminent disaster."

Ellen quickly interrupts. "This is not time to study the artifact; we must use it and stop the Kemet, so let's get to work. Bauron can see into your souls, so the hero who has defeated the highest number of enemies should carry the clock to ensure the ritual's success. Who should take it?"

Debate with your group and select one hero to take the clock and hold it during the ritual. *It gains 2 Empowered Tokens.* [4]

Jocasta smiles, "Thank you for your decision; countless lives will be saved if this plan succeeds. We need to use this planar clock to increase our divine spell power to get a revelation from Tamera in order to learn how to enter Fisherman's Wharf. What do you think, Erithad?"

The old cleric looks worried, "Unfortunately, there is a divine trial. The clock's activation requires confronting personal sins as part of a protective ward spell connected to the Penumbral Plane. And we, as Cardinals, are even forbidden from attempting it."

Jocasta thinks for a moment and asks you. "Who among you has defeated the most enemies? And who has suffered the most damage from our enemies?"

Debate with your group and select both heroes to answer her.

Memorize both heroes. The first (killed more) gains Bauron's Aid, and the second (less DMG) acquires Tamera's Aid. [7]

As the chosen hero takes up the clock, the cathedral trembles, and a chill passes through your spine. Ellen explains, "The activation requires both Tamera and Bauron's clerics, so we need the help of Jocasta. It's now up to you to persuade her, as she would not help me. She is pleasant with people, but I know deep down that she despises having to carefully choose her words."

- **A)** Argue diplomatically, justifying the necessity of extreme measures in desperate times. [16]
- B) Assertively emphasize the demands of her position, urging her to act. [17]



5 Depending on the number of totems placed correctly, heroes must shed their blood to keep the ritual alive.

Less than 7: Each hero takes 8 DMG. 8-9: Each hero takes 4 DMG.

10: No DMG.

Go to [6].

The artifact glows with a faint aura but fails to produce any real effects yet. Suddenly, the sound of footsteps interrupts the silence. Probably the scouts of the Kemet.

Ellen warns, "The Kemet may have noticed us. We must amplify the necromantic energy. We will ensure the ritual is performed correctly. Repel the Kemet and the undead they control. If we accumulate enough mana, we can use unholy power to summon the undead to help us."

Go to page 102 and set up Quest 74: "Overkill."

Erithad questions, "Are you prepared to confront your sins? Follow me and gaze at the paintings. I will cast a spell to connect you to the planar clock. You will find yourself in the Penumbra. Remember, you can either destroy your sins or live with them."

Guided by the cleric, you enter a strange chamber. Two imposing portraits of the gods Tamera and Bauron dominate the room. The spell takes effect as you gaze at them, and reality merges with the Penumbra. Everything turns black. When you regain your vision, you are on the Penumbral Plane, surrounded by seven monsters. [8]



Game of the Seven Sins

- Each monster has 2 HP (track each with a 🗇 above each art).
- Choose the turn order of heroes and monsters EXACTLY as you want (combatants have one turn per round).
 - There is no attack roll or retaliation (hits automatically).
- When a hero attacks a monster, it only deals 1 DMG (no effects).
- Whenever the monsters attack a hero, they deal 20 DMG.
- Heroes with a god's aid (based on your answers) can spend their turn to attack or use the god's power. Other heroes can only attack.
 - Tamera's Power: HEAL 50 a hero (or HEAL 60 if Taram is on your team)
 - Bauron's Power: A monster uses its turn to attack another (remove one of its target.)



9 A blinding light binds you momentarily.

Jocasta explains, "We've had a revelation. Our clerics can enter the city in disguise as prisoners from a small church in Outunmoor. Corrupt Ironhand officers, conspiring with the Kemet, will escort the prisoners to Wharf. Once inside, we can aid the citizens and create a diversion for Sedura's attack, maybe opening the gates."

Ellen Gideoni declares, "I will volunteer to replace one of them. When the time for the assault comes, I must be there to protect you all and support the Ironhand. You have my sword." "And my staff." "And my dagger." Jocasta and Fordak say in sequence.

Jocasta takes some schematics, "Let me see how to reach the church revealed to us. Ah, here it is. Please, follow me"

If Taram is on your team, go to [20]. Otherwise, go to [21].

Here are the totem answers. Consider columns as letters (from left - A to right - G) and rows as numbers (from top - 1 to bottom - 7): The locations are: 1A, 1D, 2E, 3A, 3G, 4C, 4E, 4G, 5G, 6A, 6F, 7E, 7G. Count the number of correct answers, then go to [5].

You start a friendly conversation with the leader, subtly requesting a private audience with a prisoner on an urgent personal matter. To sweeten the request, you offer gold. *Lose two*

The most imposing soldier replies, "Allow me to introduce myself. I am Ulfor, the officer responsible for the security of this church. I appreciate your generosity! I gladly accept the gold, blessed by the most respected souls of Tanares, our church leader, incapable of any acts of corruption, even bribery. But make haste; it wouldn't be good if you're seen here." He smiles.

A soldier escorts you to the cells, leaving you alone with the prisoners who are chained to the walls. [12]

The prisoners are surprised by your arrival, and before they can react, Fordak unlocks their chains and asks them to change clothes with the three clerics.

In a matter of moments, Fordak, Ellen, and Jocasta replace the prisoners. Just as the prisoners, now dressed as clerics, prepare to leave the cells, Ulfor reappears with three guards. "Lay down your weapons and surrender. The Kemet will undoubtedly reward me generously for delivering you to them!"

You quickly overpower him and his guards. Ulfor surrenders, leaving you with a tough decision: execute him to ensure the operation's success, or show mercy and spare Ulfor.

A) Execute him. His survival could endanger the entire operation, including the Cardinals. [13]

B) Killing a surrendered foe is cruel. Take the risk and detain Ulfor. [14]

Without hesitation, you deliver swift justice. The life fades from Ulfor's eyes before he fully understands his surrender was in vain. One hero gains 1 . [15]



14 Ulfor drops his weapon, signaling his men to do the same. As you lower your guard to capture them, he seizes the chance to flee, his shouts of "*Invaders!*" echoing throughout the halls. [15]

15 Ellen Gideoni's voice is barely heard over the rising noise, "You need to evacuate the prisoners before they discover what is happening. If the Kemet arrive, all will be lost."

Jocasta implores, "And protect the prisoners, as their lives now are in your hands. We don't know the reason for their importance for the Kemets, but you must find out when you escape."

You gather the prisoners and rush to the exit, heading to the portal near the church. Soldiers and officers chase after you, but they seem more interested in stopping the prisoners from escaping than confronting you directly.

Go to page 106 and set up Quest 75 "Moles."

1b Jocasta questions, "Do you truly believe such sacrilege can be justified? Would you accept this if it were the graves of your own family?"

You argue that in desperate times, traditional values can be pushed aside. But she stays firm, encouraging you to think about her alternative plan.

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

(22+: success | 21-: failure)

+3 if you are Sir Erick, Ascaran, or M'Bollo - She is more inclined to listen to the words of other serfs of Tamera

Taram succeeds automatically - Taram is the love of her life.

1 or more heroes succeed (22+): Go to [18].

If all heroes fail (21-): Jocasta insists you recite the Tamera Penitence and show her sincerity before she agrees to help. Pay 2 , or all heroes (players) must recite the Tamera Penitence in unison.

Tamera Penitence:

Great Lady of Peace, under your careful watch we stand, To thee, our gratitude; to thee, our praise!
Goddess of Light, absolve our transgressions,
Guide us to Evolution.
Lead us on the path of righteousness.
Bringer of Life, bestow upon us thy peace,
Keep us away from darkness and despair.
Tamera, to thy perfection, we praise!

Go to [18].



Jocasta relents, "Though your persistence is annoying, you have a point. Time is of the essence. What has been decided must stand. Find comfort in my blessings and ensure you remain within their protective reach." Each hero gains 1 Protected Token. [18]

With Jocasta finally agreeing, you accompany her, Ellen, and Vaclav through a portal towards Fisherman's Wharf. You emerge from a hidden portal near the city and make your way through neighboring farmlands to the graveyard, undetected.

The graveyard is creepily quiet, with no Kemet scouts or undead in sight, but such tranquility could shatter at any moment. You must act fast.

Vaclav instructs, "We have 13 totems, each to be planted on the ground where no bodies are buried. I'll cast a spell to detect the number of bodies buried in the ground, next to each tomb. You need to place the totems while we prepare the ritual."



Graveyard Game

Your task is to place eleven totems in areas where no bodies are buried.

Based on Vaclav's spell, you know how many bodies are adjacent to each stone tomb (including diagonally).

 Use the orange side to mark places where you believe there are bodies and the green side where you will place the totems.

Stones never have bodies underneath, but you cannot place totems there.

Go to [10] to check the answer, and memorize how many totems you placed in the correct places.

The leader watches you curiously and says: "Greetings, serf of Tamera. I am Lieutenant Ulfor, the prison leader, and these are my guards. This soldier will take you to them."

You follow the soldier, and he leaves you alone in the open cells. The prisoners are chained to the walls by their arms.

Ellen: "That easy? Something's wrong; don't let your guard down. Let's follow the plan." [12]

Jocasta and Ellen approach Taram. Ellen begins, "The time for indecision has passed, Taram. Our love for you is no secret, but it's been far too long since our seminary days for you to still be delaying," they state.

Jocasta's voice, leaking with honeyed words, pleads, "Taram, my love, isn't it clear? I've always been at your beck and call, seeking only your happiness. In my embrace, you will find the serene sanctuary of your dreams. If sin is the price for our unity, isn't it worth paying it for one eternally devoted to you?"

Ellen cuts through the sentimentality. "Enough with the sugared and false words, Jocasta. Taram, I am not here to baby you, nor am I here to speak empty pleasantries. I offer my help, my loyalty, and my sincerity. No sweet nothings, just the genuine companionship you need. Now make your decision."

- A) Your sweetness is a mirror of Tamera's beauty. Choose Jocasta [22]
- B) The plain truth is better than any sweet lie. Choose Ellen. [23]
- C) The sun and moon coexist in the heavens. Can we not do the same? Perhaps... the three of us? [24]





You all travel through several portals, eventually arriving at the church's entrance. You see Ironhand guards using some equipment from the Kemets. As the guards spot you, they demand to know your purpose. Time is against you, and you must think quickly to be convincing.

A) Claim you are church healers who need to inspect the prisoners' health. It's not entirely convincing, but it might do the trick. [19]

B) Attempt to bribe the guard into letting you see the prisoners. Offer 2 gold pieces for just a fifteen-minute conversation. You must have at least 2 gold pieces to take this option. [11]

Jocasta turns to Ellen with an arrogant smile. "Perhaps this will finally put an end to our disputes, Ellen. As for you, Taram, once the dust of war has settled, I will willingly forsake my position as Cardinal. As a pair, I believe we could be the most envied and blessed couple in all Tanares." [21]

Ellen smiles, a rare sight. "I must confess, I didn't expect this, but I am so glad. Bauron will surely bless a bond forged in honesty and mutual support. We may have to make many sacrifices in the name of the gods, but at the very least, we'll have each other once the war is over." [21]

Make a TEST (d20+ Hero Card). Ignore NPC.

(17+: success | 16-: failure)

You succeed (17+): Ellen and Jocasta exchange surprised glances before shared laughter fills the room. "Never in my wildest dreams did I imagine such a proposal, Taram, but we can give it a try." **Achievement Unlocked!**

You fail (16-): Both women stare at you, their faces hardened by shock and anger. "To think I ever loved a man capable of such insensitivity!" Ellen retorts, storming out of the room, Jocasta following closely, her sweet face completely shattered.

Go to [21].

During a passionate discussion, the group agrees on Jocasta's plan. You head to the planar clock, and to use it, you face your sins in a tough test. Tamera rewards you with a vision of an isolated church where corrupt Ironhands is holding people captive to be sent to Fisherman's Wharf.

The divine mission is to swap three prisoners with cardinals, who will then carry out Tamera's plan inside the city and help the people there. You teleport to the church and replace the prisoners, but you are detected, and the guards start the chase, prioritizing killing the prisoners. Each hero takes 10 DMG.

Go to page 106 and set up Quest 75 "Moles."





Raise all the dead buried at the cemetery outside Fisherman's Wharf and then kill them all, to ensure they remain six feet under when the crucial battle of the Kemet War begins.

Primary Objective

• Kill all villains, AND o Have at least two Undead Allies = Read [74.4]

If you lose

• Read [Defeat] - page 104.

Extra Challenge

• The XP Token is on "70" (HP Track) when you win the quest.



🥌 Special Rules 🥗



Necro-mana (XP Token)

The energy that heals wounds has the same signature as the energy that raises dead bodies; the energy that leaves a body you slay can contribute to this pool too.

- Put the XP Token on "0" (HP Track). Its maximum value is 70. This is your Necro-mana.
- Whenever a hero applies an effect (from attacks, skills, items, or passive powers) that would increase the value of an HP Token, you may, **instead**, increase the value of the XP Token by that amount.
 - O Chests and First Aid Tokens do NOT count for this.
- Whenever a villain dies, increase XP by 5.

Undead Allies

- Grab Skeleton (24-B), Walker (32-G), Ghoul (53-O), and Zombie (69-R)
 - o If you perform a Ritual of Reanimation (see ahead), these spawn as Undead Allies.
 - o They are not combatants. They cannot be targeted, deal no Reaction DMG, and takes no turns. They don't use colored rings.
 - O You can have a maximum of three Undead Allies at a time, and they must be of different types.

Ritual of Reanimation (Altar Tiles)

- + Remove this Altar: The interacting hero may apply one:
- Pay 17 XP: put an Undead Ally (Skeleton or Walker) in [1] of you.
- Pay 25 XP: put an Undead Ally (Ghoul or Zombie) in [1] of you.

Running Dead (Undead Allies)

R Each Undead Ally RUNS to its nearest villain and makes that Undead Ally's attack (as shown on its card, but do not apply Passive Power or Unprovoked bonus).

Death's Revenge (Specters and Reapers)

Necromancy in this scale takes its hefty toll, and some undead may escape your control.

R (Apply the following all at once, against a single hero): For each Specter and Reaper on the grid, the hero with the highest HP takes 12 DMG.

ADVANTAGE: R (Apply the following all at once, against a single hero): For each **Specter** and **Reaper** on the grid, the hero with most loses 2 loses 2



= INITIAL SETUP **=**

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Necromancers (85-O) and (86-G), and Reaper (92-G). o (Kemet Hunt): Warrior (★★ 97-R).
- Then, after reading the Special Rules, read [74.1] page 104.
- R If all villains are dead, **read** [74.2] (to continue the quest).

_ EVENT 1 _

- Remove the Big Red Door.
- GUARD 3: Place Specter (93-R), Necromancer (85-R), and Reapers (90-O) and (92-G).
 - o (Kemet Hunt): Warrior (★★★ 97-0).
- R If all villains are dead, **read** [74.3] (to continue the quest).

_ EVENT 2 ___

- Place Specters (93-O) and (94-B), Reapers (89-R) and (91-B), and the Shadow Wing Priestess - Boss (B).
 - o (Kemet Hunt): Warrior (★★★★97-R).

Necropotence

Reaper (89-R) AND/OR Reaper (91-B) is dead, place the dead Reaper(s) back on the board, in [1] of the Boss (this can place both Reapers back).

As soon as all villains are dead and you have at least two Undead Allies, you win the quest and read [74.4].

Shadow Wing Priestess [Vampire Figure] B 210 B 5 8 Hit Points Defense Movement Reaction

Rest in Pieces (Primary Attack)

Benefit: +3 to Attack Roll and Blessed.

Effects: ● If there's an Undead Ally in [2] of the target, remove that Undead Ally from the grid.

● FLEE 3 (If this

didn't move this turn).

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **X** hits a target that doesn't have an **Undead Ally** in [2] of it.

Effect: Deal +15 DMG and PUSH 3 the target.

Favorite Target:The hero with highest HP within reach.

Villain Kits

- 1 Skeleton (24)
- 1 Walker (32)
- 1 Ghoul (53)
- 1 Zombie (69)
- 2 Necromancers (85,86)

• 4 Reapers (89, 90, 91, 92)

- 2 Specters (93, 94)
- 1 Warrior (97)
- 1 Boss (Vampire)

Barriers

- 1 Big Door (Red)
- 2 Walls 5x1
- 6 Walls 4x1
- 2 Walls 2x1

Terrains

- 4 Altars
- 2 Spikes 4x2
- 2 Spikes 3x3 2 Spikes 3x1
- 4 Spikes 2x2
- 2 Spikes 2x1 • 1 Stairs

• 2

- Miscellaneous
 2 Chests
- 2 Rooms (Camp, Cemetery)
- 1 XP Token



Quest Chapter 74 Duest Chapter 74 Overkill

You advance through the graveyard, fighting some undead guardians. One of the Kemet necromancers yells: "Do you really believe you can outdo us in the necromancy arts? You are dealing with forces you can't comprehend."

You see a great concentration of spirits wandering, unable to return to the Soul Flux. In their wailing, you realize that some yearn for revenge against the Kemet, for vilifying their graves.

IF YOU HAVE	Apply consequence(s):
र्ष्ट्रि 41. Dark Lab	You see the lich leaving an ancient mausoleum in the graveyard, carrying a tome. He takes the opportunity to cast a powerful death spell before disappearing into the shadows. If you have A Satisfied Lich (fact): all villains take 10 DMG. Otherwise, all combatants (heroes and villains) take 10 DMG.
Secrets of the Kemet Past and Future (fact)	The Kemet secrets greatly improve your knowledge of necromancy. <i>Increase XP by 5</i> , or 8 if you have Uster on your team.
The Lich's Skull (fact)	The Skull drains your mana but allows you to keep complete control over the undead. <i>Gain ADVANTAGE for this quest.</i>
The Eldritch Orb (fact)	The orb holds a large amount of dark energy, and you can use part of it for your ritual. <i>Increase XP by 7</i> .
The Undead Plague is Contained (fact)	The enemy's undead army was greatly reduced, as their plague did not spread through the continent. <i>Remove Reaper</i> (92-G).
Twisted Nature (fact)	The souls of the dead are pouring into the penumbral plane, causing your ritual of reanimation to be much harder to execute. <i>Heroes must pay a total of 35 HP or lose all</i> .

Quest 74: "Overkill" starts NOW (take the first turn!)

The necromancers retreat into a huge mausoleum and lock its metal door. If none of your Hero+NPC Card pairs have a total of 7 or 7, choose a hero to take 5 DMG.

The heavy gate was not intended to prevent anyone from entering, but rather to seal something inside. A powerful resurrection ritual is taking place there.

"You have forced us to take extreme measures. Soon you'll behold a creature that even we cannot control — but which will surely be your end."

The ritual drains many souls, causing severe damage to the Soul Flux.

The Undead Plague is Contained (fact)

The Undead Plague (fact)

Contained (fact)

Plague is Contained (fact)

Plague is Contained (fact)

The Undead Plague is Formula (fact)

With the enemy's undead army reduced, the best Kemet necromancers are assigned to the front lines. Remove Reaper (29-G) and swap Necromancer (85-R) for Necromancer (57-R).

You defeat all the necromancers, but not in time to stop their ritual. Under your feet, a magic symbol is shattered, along with the block of stone beneath it, revealing a rotting sorceress, who laughs as she levitates out of her tomb-jail. She quickly takes control of the undead around, and even reanimates the bodies of the Kemet.

"Hum... I sense a powerful divine force nearby... the same that once imprisoned me here.... get out of my way, insects, for my revenge must be completed!"

If you are Taram, Uster, Sir Erick, or M'Bollo, you will be the Boss' first target (players can choose, if more than one of them is in the Team).

Resume the Quest (start EVENT 2!)

4 (Read this only if you won this quest)

The priestess explodes. The souls confined to her are freed and whirl in the sky outside, while an energy wave from the Church Leaders explodes all graves, transforming their corpses into pure energy.

Ellen and the others approach: "It's beautiful, isn't it? Thanks to the ritual, the Soul Flux is visible to our eyes. Thousands of souls can make their journey to the Beyond. This sight motivates us in continuing our sacred duty to those who are gone." [5]

5 CONCLUSION - VICTORY

Wharfugee bulletin

UNDEAD GENOCIDE

Witnesses worldwide report the obliteration of countless undead and consequent retreat of Kemet troops in several regions throughout the continent. The cleansing is rumored to be the result of a joint effort between the Evolutionist Church Leaders from Skybell and heroes of the Resistance from Wharfugee. High Cardinal Gideoni has issued the "holiest blessing" for the heroes; it's considered the highest honor an Evolutionist can receive. Mark Final Preparations (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 carry out a divine plan that could be greatly beneficial as you approach the most important battle of the Kemet War; the Soul Flux is not repaired, and the Kemets' necromancy is still very powerful. Mark Forsaken (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Spies and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].





Kemet scouts have captured Wharfers who had escaped their city. Before a Kemet stagecoach comes to take them back, replace them for who could pass off as their doubles.

Primary Objective

• Rescue all **Prisoners AND** kill the **Gary Landen** (Boss) = **Read** [75.4]

If you lose

• Read [Defeat] - page 108.

Extra Challenge

Knockout all villains.



🥌 Special Rules 🧆



Prisoners (Prisoner - HP 50 / MOV 5 / DEF 5)

They got hurt when the Kemet captured them. They prefer to escape than heal their wounds, but it takes its toll.

- Consider them combatants AND heroes, but they can't take turns or be revived.
 - O You can use skills and apply HEAL effects on them.
 - o They cannot deal Reaction DMG. They help heroes **Mob**.
- Each begins with one **Bleeding** Token.
- Whenever a villain hits a Prisoner, it gains one **Bleeding** Token.
- Bleeding Tokens applied on Prisoners can be removed only with Sacred Altars (see ahead).
 - o I.e., DISPEL cannot remove them.

R MOVE 6 each Prisoner. The last Prisoner you move gains one Bleeding Token.

o This MOVE applies **Bleeding** DMG. After moving, **DOESN'T** remove their Bleeding Token.



ADVANTAGE: R A Prisoner takes 12 DMG.

This doesn't incite villain Reactions.

If a Prisoner dies, you lose the Quest.

Sacred Altars (Altar Tiles)

+ Pay 15 HP + Remove this Altar: Remove all Bleeding Tokens from all Prisoners on this Altar.

Prisoner Defense

The villains have Prisoners as their only target because they don't want their sensitive information to come out. If you're hand-in-hand with them, you may swiftly get in the way and avoid them getting struck.

- Villains (including Boss) ignore heroes and target only Prisoners (follow their Favorite Target rules).
- Villains can move *through* heroes and Companions but not end on their squares.
- If a villain Dark Surges, it will target its closest Prisoner and increase its Move Stat to 12.
- If the targeted **Prisoner** is in [1] of a hero, that hero may, before the roll, swap squares with that Prisoner and become the target in its stead.

Knockout

You want to make it seem like there was a failed rescue attempt, but the more villains you kill, the more they will be suspicious.

• If a Basic Attack or Reaction DMG drops a villain's HP to 0, that villain is knocked-out (see the Extra Challenge). Heroes gain 1 (as it's usually when a villain dies).



_ INITIAL SETUP _

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place the 3 Prisoners.
- Place Snipers (25-O) and (26-B), Captain (77-O), and Golem
 - o (Kemet Hunt): Specter (★★★ 94-B).
- Then, after reading the Special Rules, read [75.1] page 108.
- R If all villains are dead, **read** [75.2] (to continue the quest).

• Remove the Barricade.

GUARD 3: Place Sniper (25-R), Captains (77-R) and (78-B), and **Golem** (84-B).

o (Kemet Hunt): Specter (★★★★94-G).

R If all villains are dead, read [75.3] (to continue the quest).

_ EVENT 2 _

• Remove the Living Wall.

GUARD 3: Place Snipers (25-R) and (26-B), Golem (83-O), and the Gary Landen - Boss (B).

o (Kemet Hunt): Specter (★★94-G).

Escape Rout

• Whenever a **Prisoner** enters the Portal, remove that Prisoner.

o If any **Prisoner** is removed this way, **DO NOT** place a **Bleeding** Token on a prisoner this round.

As soon as all Prisoners are removed and the Gary Landen (Boss) is dead, you win the quest and read [75.4].

Gary Landen	280	8	5	8
(Warlord Figure)	Hit Points	Defense	Movement	Reaction

Redeemer Ray (Primary Attack)

8 squares 1 enemy * 30 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: ● Deal 8 DMG to all heroes in [3] of this **¥** (including Prisoners).

● FLEE 3 (If this

didn't move this turn)

1. The state of the s

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: No hero is in [1] of the target this **x** hits.

Effect: PULL 3 all Prisoners.

Favorite Target: The hero with lowest HP within reach.

Villain Kits

- 2 Snipers (25, 26)
- 2 Captains (77, 78) • 2 Golems (83, 84)
- 1 Specter (94)
- 1 Boss (Warlord)

Barriers

- 1 Barricade 3x1
- 1 Living Walls 3x1
- 4 Walls 5x1
- 5 Walls 4x1 • 1 Wall 3x1
- 1 Wall 2x1
- **Terrains**
- 3 Altars
- 1 Portal
- 2 Spikes 4x2 • 2 Spikes 3x1
- 2 Spikes 2x1 • 1 Stairs
- 3 Swamp 2x2
- Miscellaneous
- 2 Chest
- 3 Prisoner Kits
- 1 Room (Prison)



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 75 Moles

Ironhand soldiers appear before you. You must carry out the mission under certain specific parameters so as to avoid raising suspicion on your moles.

IF YOU HAVE	APPLY CONSEQUENCE(S):
You made a Pact with the Arachne (fact)	The Arachne is displeased with your proximity to Tamera's ways. Each hero loses 1 🗍 and gains 1 Weakened Token.
The Glory of the Empire (fact)	The people have heard news of your great victory against the Kemet; they are inspired by your heroism. Prisoners start the quest with 60 HP instead of 50.
The Lich's Skull (fact)	The Skull allows you to use the fading life force of one individual to feed the others. Gain ADVANTAGE for this quest.
Dillsgar acts free; the Ironhand is corrupt (fact)	Free to operate as a slave trader, Garry is rich and powerful. Boss gains 2 Empowered Tokens and 2 Protected Tokens.
Shallow digging into the Empire (fact)	You have failed to identify some of the bad apples lurking in the imperial structure, so their roots grew deeper and stronger. Replace Sniper (26-B) for Captain (78-B)

Quest 75: "Moles" starts NOW (take the first turn!)



All entrances to the temple are barricaded; you must run and find a way out before the prisoners succumb. You force and break down the fortified door. If none of your Hero+NPC Card pairs have a total of $7 \checkmark$ or $7 \circlearrowleft$, choose a hero to take 5 DMG.

IF YOU HAVE	APPLY CONSEQUENCE(s):
Dillsgar acts free; the Ironhand is corrupt (fact)	Free to operate as a slave trader, Garry is even richer, and powerful enough to face anyone. Boss gains 2 Empowered Tokens and 2 Protected Tokens.

Resume the Quest (start EVENT 1)!

You force and break down the fortified door. If none of your Hero+NPC Card pairs have a total of 7 or 7 or , choose a hero to take 5 DMG.

Inside the temple, you meet the person responsible for the slave trade. He is counting the gold he just received for taking the three prisoners to Wharfugee, with a big smile on his face.

A soldier hands a bag of gold to a strange fellow: "Your payment, Garry." "Well, well… if I am to contain this little rebellion, I must charge even more for my services," Garry responds. His teeth are golden; his hands glow in holy and dark energy alike. You spot a trapdoor near him.

Resume the Quest (start EVENT 2)!

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

You handcuff Garry to take him to the authorities. He says he won't be locked up for long because he has powerful friends. You gag him so as not to hear any more of his threats. With everyone arrested and the operation dismantled, you leave the temple, hoping that the Church Leaders will make a difference in the final operation.

Wharfugee bulletin

THE WORLD REACTS TO THE ATTACK AGAINST WHARFUGEE

All those who have been touched by the heroes of the Resistance are now giving back. Supplies, construction materials, food, and even people are coming to help the city—even though we're losing more residents than gaining. We've also been told that the head of the Evolutionist Church has reached out. The Ironhand urges everyone not to make rash, hot-headed excursions to Fisherman's Wharf—if you want to fight the Kemet, reach out to an official to volunteer. On another note, Ananab is feeling better by the day and shall soon be writing these news again.

• Mark Final Preparations (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 carry out a divine plan that could be greatly beneficial as you approach the most important battle of the Kemet War; you won't have moles infiltrated in Fisherman's Wharf when you attempt to take it back. Mark Forsaken (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].

Adventure MM One For All

Sedura summons you to an emergency meeting on the Ironhand outpost. Upon arrival, you find Sedura and Huradrin discussing recent events. A group of heroes sent to gather information in Fisherman's Wharf were captured by the Kemet and must be rescued.

During the discussion, Sara enters the room, looking desperate.

"I had a vision of penumbral portals opening on a flying island! The portals got ever stronger, and its energies consumed all of Tanares!"

Huradrin calms her and explains that they are talking about the heroes captured by the Kemet. Worried, she says, "I could try to scry for their future later." She still looks clearly shaken.

Sedura tries to steer the discussion back to the lost heroes. "The Kemets could extract all our plans from them if they get captured. I sympathize with you, Sara, but your visions are not completely reliable, and we can't lose focus on the war right now to pursue some supposed world-ending event you saw."

If you have Falling at the Last Dark Hurdle (Fact), keep reading. Otherwise, go to [2].

- A) Ask Sara to use her powers to see more about the portals. [3]
- B) Ask Sara to focus her powers on helping the endangered heroes. [4]
- C) Tell Sara that she has already done enough and should rest. [5]
- **D)** (Fast Action Mode) Sedura is in charge, and the heroes must be rescued. You don't need to hear anymore. [31]

Huradrin looks at Sara "this could be another trap, like the one we faced trying to get to that Kemet dark laboratory." She seems hurt by his words, but you can see no malice in the dwarf eyes, only genuine worry. Return to [1] and read the options A, B, and C.

3 Sara seems happy that you are giving her credit. Still tired, she takes a deep breath, trying to compose herself and do her best.

In a trance, Sara says many disconnected sentences in various languages. Some of the phrases catch your attention: "a master and his puppet," "a soulless and emotionless future," and "only through chaos there will be order."

Suddenly, Sara emerges from her trance and falls as if she had been hit. The scene leaves everyone in the room confused and feeling that something terrible is going to happen or has already occurred. Each hero gains 1 Distracted Token.

Go to [7].

4 Sara looks at you in distress, but seeing your dependence on her, she takes a deep breath and tries to compose herself.

In a trance, Sara starts speaking, "I see darkness... I am trying to find them... wait... here they are! There are plants and flowers... a garden? I can see a hidden underground passage; they are stuck there, but a Kemet with a glowing light approaches! I hear the sound of Kemet horns... Wait for... an eye... he is coming... he is... Gullog..."

A flash of magic backlash suddenly emanates from Sara as a powerful shockwave throws you all into the room's walls. Each hero takes 5 DMG. Put [] (Slot 2).

Go to [7].

5 She thanks you for your consideration. "I want to do something more. You are the ones carrying all the weight. You all, Sedura, even you Huradrin, my friend. I feel useless, powerless."

She is still disturbed and clearly tired from whatever it is that she saw.

- A) Ask her to use her powers to see more about the lost heroes. [4]
- B) Ask her to use her powers to see more about the penumbral portals. [3]
- C) Insist that she should rest. You care for her well-being. [6]

6 She looks at you and eventually nods. You can see her tearful eyes as she thanks you and leaves. Huradrin follows her, clearly worried.

Sedura opens the map and begins talking again about the rescue of the heroes lost in Fisherman's Wharf. [11]

After Sara recovers, Sedura asks everyone to continue the meeting, as you don't have much time. She explains the necessity of quickly rescuing the heroes as their capture could allow the Kemet to learn about the plans to invade and retake Fisherman's Wharf.

Sara insists that you should focus on the portals on the flying island because they could doom the entire world if left unattended.



A) Go save the heroes. Sara's visions are not precise, and the Kemet will not wait. [8]

B) Convince Sedura to join Sara while you go after the heroes. [9]

C) Go to the flying island as Sara says, leaving the rescue to Sedura. [10]

Sedura is clearly satisfied with your decision, while Sara looks disappointed. "Being discredited is the price I often pay for my... unreliable powers."

Sedura gestures for Huradrin to take care of Sara and starts discussing the rescue mission details with you. [1] (Slot 3). Go to [11].

Trying to please both of them, you offer to do the rescue mission for Sedura if she agrees to help Sara go and check the supposed flying island.

At first, Sedura is unwilling to go, believing the whole vision was nonsense, but you argue that if they find nothing there, it will be a quick trip to help Sara feel better.

Huradrin agrees with you, so Sedura gives up and accepts your offer. She will leave with Sara and Huradrin to the island, and you will go with her plan to Fisherman's Wharf. (Slot 4). Go to [11].

Sara looks at you, grateful you are giving her so much credit. Sedura is clearly dissatisfied and protests against your decision, although Huradrin eventually convinces her that this could be as big as Sara believes it could be. (Slot 5). Go to [12].

Sedura details the plan of action and the route used by the heroes in the previous invasion, as she believes it is the best and fastest way to enter the palace.

With this, the heroes quickly head to Fisherman's Wharf and begin infiltrating into enemy territory. [13]

12 Huradrin explains that the only way to reach the flying island is by using a magic Chariot, pulled by a Pegasus, and that only the Valkyries know how to build one.

You use the Ironhand portal to get to a fort high in the snowy mountains of Falun. From there, you walk to the city of the Valkyries.

If you have Lana on your Team, go to [14]. Otherwise, go to [15].

Put the XP Token in slot 0 of the HP Track. It will represent the alert level of the patrols. Put the Time Token in slot 0 of the HP Track, it will represent the time you're taking to advance.

You arrive at the outskirts of Fisherman's Wharf, where you see the area is heavily patrolled by Kemet scouts and groups of undead. You see three possible routes:

- A) Take a longer route to find a path where you won't attract too much attention. [16]
- B) Create a diversion to distract the patrols while you pass by. [17]
- C) Sneak up and try to eliminate these patrols. Let's get rid of this obstacle for good. [18]

14 Lana tells you they can get the Chariot in her homeland from her sisters and that she already has a Pegasus that can take them.

You leave for the land of the Valkyries and are met there by Bryneiry, one of the Valkyrie Guardians. After a warm greeting to Lana, she provides you with the Chariot without any objection.

With the Pegasus hitched to the Chariot, you fly through the skies. After a trip at incredible speed, you approach the flying island, but powerful elemental blasts attack you before you arrive.

As you make a forced landing, you see elementals and aberrations approaching you. Some more appear through strange open portals. It becomes clear that Sara was right!

Go to page 118 and set up Quest 77: "Sacrifice."





15 You travel to the city of the Valkyries and are greeted by Bryneiry, the guardian of their people. A group of heavily armed women surrounds you as the guardian approaches to talk.

You explain the situation to her, asking what you can do for them to get a Pegasus and a Chariot. They look suspicious at first, but Bryneiry offers to have you pass the Valkyrie trials to prove your worth, as only those who pass are allowed to fly with a Pegasus.

- **A)** You don't have that much time. Pull your weapons and tell them to either help or face you in battle. [19]
- B) Accept and go through their trials. [20]

While you got out of harm's way by detouring, it took you much more time than expected because of the numerous stops you had to make to avoid patrols along the way.

Increase the Time Token by 3. Go to [22].

You look around, trying to find a way to divert the scouts. You find an old abandoned house nearby, and seeing that it is on the brink of collapse, you sneak in to further weaken its structure so that after you leave, it will not take long to fall and finally get the scouts' attention.

Increase the Time Token by 2 and increase the XP Token by 1. Go to [22].

You sneak up on the patrols and attack them by surprise. They seem tougher than you expected but still fall under your attacks. You advance before another patrol approaches.

Each hero takes 6 DMG and gains 1 . Increase the XP Token by 2. Go to [22].

You would expect them to be offended, but on the contrary, Bryneiry seems to approve of your choice. She and the other Valkyries take up their weapons to fight against you.

The battle is fierce, but you quickly prove your superiority. *Each hero takes 10 DMG and flips 2 Attack cards.*

After you defeat a couple of them and injure Bryneiry, she gestures to the other Valkyries to drop their weapons. Then she looks at you and says, "Your strength and ferocity are impressive. I know your cause is just, and you are worthy; there is no gain in continuing this fight."

She guides you to their city, where she gets you a Pegasus and a Chariot. With them, you fly through the skies, and after a trip at an incredible speed, you approach the flying island. But as you approach, you are attacked by powerful elemental blasts before you can arrive.

As you make a forced landing, you see elementals and aberrations approaching. When more appear through strange open portals, it becomes clear that Sara was right!

Go to page 118 and set up Quest 77: "Sacrifice."

The Valkyrie Guardian guides you to her city, where she leads you to a temple. There you are introduced to a priestess named Sigurda.

"I welcome you, outsiders. It seems that you are here to prove your worthiness. I will perform the rites, and then if your souls are deemed strong enough, you will send your champion to face our guardian in battle."

You participate in the rites, and the priestess asks who will be your champion. Choose a hero to face Bryneiry in combat, then go to [21].

The chosen champion meets the Valkyrie in the center of the temple, and a ritualistic battle begins.

The chosen hero rolls two d20. Reduce from that roll the hero's Defense Stat, then reduce from the remaining value the hero's

That hero takes DMG equal to the remaining amount (or 0 if it is negative).

After winning the battle, the priestess declares your champion worthy and instructs Bryneiry to go fetch the Pegasus and the Chariot for you.

After obtaining them, you fly through the skies. Approaching the flying island at an incredible speed, you are attacked by powerful elemental blasts before you can arrive.

As you make a forced landing, you see elementals and aberrations approaching you. As some more of them appear through strange open portals, it becomes clear that Sara was right!

Go to page 118 and set up Quest 77: "Sacrifice."

You approach the walls, getting inside by a secret route that Sedura showed you on the map. Inside the city, you find yourself close to the palace, in a region that was devastated and turned into an open field.

You realize that you will be discovered if you don't have a plan. Although the number of Kemet patrols is fewer in this region, they are consistent, and there are few places to hide.

You decide to:

- **A)** Attack a patrol, steal their clothing, and try to impersonate them by walking across the open field. [23]
- B) Turn around and try to pass through an area with more cover. [24]
- C) Move quickly through the open field using ranged attacks to eliminate possible patrols that appear. [25]

You wait and ambush a Kemet patrol. After a quick fight, you steal their clothes and armor. *Each hero takes 4 DMG*.

Increase the Time Token by 1 and increase the XP Token by 3. Go to [26].

24 Finding an alternative route inside the palace takes a long time, but you manage to sneak in.

Increase the Time Token by 3. Go to [26].

You ready yourselves, then run into the clearing. When you reach the other side, you encounter a patrol. You are forced to use everything you have against them to prevent them from calling for help.

Spend 2 ranged Special Attacks (that cause DMG to its target). If you can't, spend 4 Special attacks.

Increase the XP Token by 2 if you spent 2 ranged Special Attacks, or by 4 if you used four special attacks.

Go to [26].

You arrive at the palace wall, which appears to be heavily guarded, although damaged. The guards seem focused on searching inside instead of looking outside. Could this be a sign that the heroes you are searching for are still being sought?

- A) Climb the wall and silently knock down whoever is on top of it. [27]
- B) Look for a gap in the construction that can serve as a passage. [28]
- C) Wait for a patrol to cross the side gate and try to enter while its opens. [29]



You quickly attack the patrol at the wall, taking them down before they can make any noise and start climbing. You observe the situation and realize that the attention of the Kemets is turned inward. *Increase the Time Token by 1 and the XP Token by 2*. Go to [30].

You spend a long time looking around the wall for an entrance. Despite the time spent, the search pays off, for you find a small gap through which it is possible to pass.

Increase the Time Token by 3. Go to [30].

You wait until a patrol comes through the gate, and just as it is about to close, you advance inside. The patrol notices the movement, but after a quick fight, you manage to take them out before they can raise any alarms.

Each hero takes 5 DMG. Increase the Time Token by 1, and the XP Token by 3.

Go to [30].

You finally arrive at the palace, and the movement makes it clear that the Kemets seem to be searching for something in the gardens, so you quickly move toward them.

If the infiltrated heroes are alive, they must be in the secret hideout that Sedura told you about, a hidden room in the Palace gardens used to hide nobles in case of an invasion. You start looking for it.

As you look for a way to climb down to the garden's floor, you see a Kemet holding a strange, glowing, magical artifact that is getting dangerously close to the hidden door. The item suddenly changes color, and he finds the hideout!

You hear the alarm and watch the heroes jump out of the hideout. Chaos ensues as they flee through the garden, trying to reach the gates.

With no time to think, you know that you must help them find a way to flee.

Go to page 114 and set up Quest 73: "Garden Exfiltration."



31 Sedura details the plan of action and the route likely to be the best and fastest to the palace. Put (Slot 3).

You quickly head to Fisherman's Wharf and infiltrate enemy territory; the area is heavily patrolled by Kemet scouts and groups of undead.

You knock down an abandoned structure to create a distraction and advance unnoticed. Moving forward, the region has been devastated, but there are spots to hide. The patrols here are smaller but constant; you ambush one of them and steal their clothes to disguise. *Each hero takes 4 DMG*.

The guards near the palace walls are focused on finding the heroes you're here to rescue; they seem to have fled to the gardens. There, you see a Kemet holding a strange magic artifact that changes color to indicate he is getting closer to his target. An alarm suddenly sounds; you see the heroes fleeing, and chaos erupts; you realize you need to help them.

Put the XP Token on "6" and the Time Token on "4", go to page 114 and set up Quest 73: "Garden Exfiltration."





You've received news that rogue Heroes had attempted to infiltrate the Kemet-controlled Imperial Palace in Fisherman's Wharf, but they were spotted and are now hiding in the palace's gardens. Get on higher ground and shoot Kemet **Patrols** underneath so the **Infiltrators** can escape where they least expect it: the front gates...

Primary Objective

Kill the Volinorr (Boss) and all Patrols, AND
 All Infiltrators escape = Read [73.3].

If you lose

• Read [Defeat] - page 116.

Extra Challenge

• When you win the quest, the **Infiltrators** have at least 10 HP.

🥌 Special Rules 🧆

Infiltrators (Four Hero Figures) (60 HP)

- Choose four Hero Figures from the same Combat Roles as your Team's Heroes. They are the Infiltrators. They don't have their own turns.
- Put the Torch Token on "60" (HP Track). It tracks the Infiltrators' HP (they all share the same HP). If it drops to zero, you lose the quest.
- Infiltrators can take DMG from Spikes Tiles or Kemet Patrols.
- At the end of each hero's turn, that hero controls the Infiltrator
 of its Role:
 - o MOVE 5 the **Infiltrator**. Then, it deals 5 DMG to a **Patrol** in its Basic Attack's Range. If it did, apply an effect:
 - Brute or Shooter: Deal +4 DMG.
 - **Tactician** or **Controller**: A hero anywhere gains 1 🗇 or charges 1 Skill Token (*ignore vision*).
 - Tank or Bruiser: MOVE 1 a Patrol and an Infiltrator (both in vision, but anywhere).
 - Healer or Commander: HEAL 4 the Infiltrators, OR one hero anywhere (ignore vision).

Kemet Patrols (Sentinel Figures, bases of different colors)

- Patrols don't have turns. They can take DMG from Spikes Tiles and Infiltrators. Each begins with 35 HP (*use hexagonal HP Tokens*).
- When a **Patrol** dies, heroes gain (as when a villain dies).

R Each **Patrol** MOVES 5 to its farthest **Infiltrator** in [8]. If it ends in [1] of an **Infiltrator**, it deals 5 DMG to it (*reduce the Torch*).

Arcane Ballistas (Mission Tiles)

Only by these weapons can you attack or apply effects on the Infiltrators or Patrols, as thick, tall walls separate you.

- Mission Tiles block vision and cannot be stepped on (as if they were walls).
- Whenever a hero spends , place the spent on the nearest **Arcane Ballista**. While there, heroes may not earn these .
- **R** Each **Ballista** must fire against a **different Patrol** anywhere. Each deals 4 DMG per ☐ on it. Remove all ☐ from **Ballistas** and put them **outside** pools (*Heroes may earn them again*).
 - o If there are more **Ballistas** than **Patrols**, the last **Ballista**(s) players choose to fire lose their , and **don't** deal DMG.

Guarding the Gardens (Villains)

The gardens underneath protect the Kemet on higher ground. If these can't attack you, they will divert their attention to the Infiltrators below.

If there's at least one Patrol on the grid (in guard or not), villains who are not Patrols are Shielded 5.

ADVANTAGE: If there's at least one **Patrol** on the grid (in guard or not), villains who are not **Patrols** are **Toughened 3**.

• If even after Dark Surge, a villain can reach no hero, it doesn't move. Instead, the **Infiltrators** take 8 DMG. (*Reminder: villains never use Portals*)

Forced Teleportation (BOSS' Special Passive and Effect)

- When the Boss applies this effect (in its Special Passive or Attack), shuffle **Fate Cards I, II, III, and IV**. Draw one and apply:
 - o Fate Card I: Place the combatant in [1] of the Planar Rift Tile.
 - o Fate Card II: Place the combatant in [1] of the Ruins Tile.
 - o Fate Card III: Place the combatant in [1] of the Swamp Tile.
 - o Fate Card IV: Place the combatant in [1] of the Altar Tile.



INITIAL SETUP :

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place the **Infiltrators** in [1] of the Quest Item.
- Place Berserker (75-O), Captain (78-G), Necromancer (85-R), Spy (96-B), and the Volinorr - Boss (B).
- Place 4 Patrols (P).
- Then, after reading the Special Rules, read [73.1] page 116.

R If all Patrols are dead, **read** [73.2] (to continue the quest).

Volinorr, the Gold Hunter (Warlord Figure)



Hit Points

Defense Movement Reaction

- This **x** is **Shielded 15** while the Lever is on the grid.
- Note: This Boss has +6 to hit (instead of the usual +3).

Sniff and Spread (Primary Attack)

🖊 1 squares

1 enemy

* 25 DMG+effects Miss: 8 R-DMG

Benefit: +6 to Attack Roll and Blessed.

Effects: • For each **Kemet Hunt** level, deal 5 DMG to the two heroes with highest HP, ignoring vision and range (if your level is zero, this effect deals 0 DMG).

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: No other hero is in [1] of the target this **x** hits.

Effect: Deal +8 DMG. After the attack, the target suffers a Forced Teleportation.

Favorite Target: The hero with lowest HP within reach.

Villain Kits

- 1 Berserker (75)
- 1 Captain (78)
- 1 Necromancer (85)
- 1 Spy (96)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 2 Barricades 2x1
- 2 Big Doors
- 2 Single Doors (Gray, Purple)

• 5 Walls 5x1

- 5 Walls 4x1
- 3 Walls 3x1 • 2 Walls 2x1

Terrains

- 1 Altar
- 4 Mission Tiles
- 4 Portals
- 1 Planar Rift • 1 Ruins 2x2
- 2 Spikes 3x1
- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs • 1 Swamp 2x2

Miscellaneous

- 1 Lever
- 1 Quest Item
- 4 Sentinel Figures



Map Labels: Initial Setup Event 1

Quest Chapter 73 Carden Exfiltration

You give cover to the other heroes from elevated garden walkways; there's an opportunity to use Arcane Ballistas while they make a run for it. You have a feeling they discovered something important, for the Kemet are trying a bit too hard to get them.

IF YOU HAVE	APPLY CONSEQUENCE(S):
(slot 2)	Sara's vision didn't make sense at the time, but it was correct. Maybe Gullog is coming! You must find a way to extract everyone quickly. Each hero gains 1 Empowered and 1 Protected Token.
Brainwashed and brain dead (fact)	You didn't realize that the Kemet had brainwashed some of the civilians near the Palace; they alert the enemy about your presence. Increase XP by 4.
Relic Hunters (fact)	Your experience with dangerous sneaky missions is helpful in this situation. Each hero gains 1 Empowered or Protected Token (player's choice) and may MOVE 3 before the quest begins.
She is a Good Giant Golem (fact)	By Sedura's request, U'Tibam sent his Golem to cause a ruckus near Fisherman's Wharf during your infiltration so the patrols would not be as diligent. Gain ADVANTAGE for this quest .
XP Token: 4 to 6	The Kemet guards were aware of some suspicious activities and sent some undead troops to patrol your area. Place a Reaper (89-R) on square D-5.
XP Token: 7+	Your presence was noticed; the enemy sent troops to the walls to search for the invaders. Place an Archer (73-R) on square D-5.
Time Token: 4 to 6	You needed some time to get to the other heroes as you took some time to arrive at the palace. They fought the Kemet alone while you were running to them. Reduce XP by 5 .
Time Token: 7+	Taking so long to arrive caused you to be very far from the infiltrator heroes when they were found. They had to fend the Kemet for quite awhile before you reached them. Reduce XP by 10.

• Remove all Small Doors.

GUARD 3: Place 4 Patrols (P), as in the map.

Disabling the Protection Field (Lever)

- As soon as an **Infiltrator** is in [1] of the Lever, remove it.
 - This removes the Boss's **Shielded 15** Condition.

ESCAPE! (Big Doors)

• As soon as an **Infiltrator** is in [1] of a **Big Door**, remove it from the grid. It has escaped.

If all Infiltrators escaped AND the Boss and all Patrols are dead, you win the quest and read [3].

Resume the quest (start EVENT 1!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

The last infiltrator crosses the gate; you follow them as fast as you can.

The rescued heroes regret almost risking losing everything, but share intriguing information. "It seems the Kemet still haven't found the Emperor, or the Arena's floor plans — they are scouring the palace for it as we speak. They are even contemplating digging a tunnel through the rocky hill. There's also been mention of a certain enemy of the Kemet, Isendden — the Golden Hunter was apparently preparing to face him, should he come..."

Zalir leaves the room without a word. Sedura thanks everyone for their courage.

Ironhand Reports

TOP-SECRET - CAPTAIN'S EYES ONLY

Glorious Captain, Preparations for that thing are almost complete. It's become clear that the outcome you expect can be secured only with good preparation from our warriors; specialists must be ready and well-distributed across all areas of expertise. The best time to do the thing you want to do seems to be the night four days after the day of your order for me to write this report. I hope you'll forgive me if this was not

can come to you in person, if you so desire.

• Mark Final Preparations (fact).

made interception-proof, I did my best. And I

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 first battle of the war's last stages. Mark First Blood (the Resistance's) (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].

Quest 73: Garden Exfiltration starts NOW (take the first turn!)

The other heroes manage to advance, but with a dry thud the gate opens and Kemet reinforcements arrive. Along with them, an intimidating Kemet wearing golden armor appears. "You have reached the end of the line! Nobody gets past Volinorr, the Golden Hunter — just wait for the little surprise my sword has in store..." He strikes a statue. It disappears for an instant and then reappears elsewhere — broken in half.

IF YOU HAVE... APPLY CONSEQUENCE(s): You are burdened by the realization that you may have unfairly (slot 2) AND discredited Sara's vision. (slot 3) Each hero loses 1 🗍 and gains 1 Distracted Token. If Sara's visions are consistently becoming reality, you are worried about Sedura, who you (slot 2) AND have convinced to (slot 4) check the portals from Sara's other vision. Each hero gains 1 Distracted Token.





The opening of a "natural" vandanamalika, in confluence with the Lunar Perigee, is tearing the fabric of the Tanarean Magic Field. Shut down the openings to the penumbral plane that have erupted nearby.

Primary Objective

• Kill the **Penumbral Terror** (Boss) = **Read** [77.3]

If you lose

• Read [Defeat] - page 120.

Extra Challenge

Kill all other villains before the Penumbral Terror (Boss); AND
 Pegasus Meteor Attack kills all Fiend.



Pegasus Companion (Pegasus figure) [only if Lana is not being played].

- If Lana is not in play, grab the **Pegasus** Companion Card and figure, it becomes the companion of the hero with the Hook. Put its Companion Card next to that hero card.
 - O Follow all standard Companion rules: it takes a Prime and a Move Action at the end of that hero's turn and shares HP with that hero.

Flying Creatures

 All villains can move through Barricades (but not end on them), as well as heroes whose figures have wings and those Riding the Pegasus.

Riding the Pegasus (Pegasus)

- (with the Pegasus, if it's on the grid): Put the Pegasus Figure on your Hero Card. You gain:
 - Your Move Stat increases to 10. You are Hastened and may ignore Terrains.
 - O You can move through Barricades (you cannot end on them).
 - O At the start of any turn, you may place the Pegasus on a free square in [1] of you.
- While on a Hero Card, the Pegasus cannot act.

Closing the Penumbra (Mission Tiles)

You may close an opening to the penumbral plane when the monsters most connected with it are not in your way. However, to shut it down, you must overcharge it; other penumbral monsters take advantage of this opening to enter the field.

+ No villain of the same color of this Tile is alive + No Fiend of any color is alive: Flip this Mission Tile (to its Ice side), then:

Place one **Level 3 Fiend (81 or 82)** of the same color as the flipped **Mission Tile** on a free Portal square (*closest to this Mission Tile*).

ADVANTAGE: Place one **Level 2 Fiend (49 or 50)** of the same color as the flipped **Mission Tile** on a free Portal square (closest to this Mission Tile).

Extraplanar Hordes (Aberrations, Elementals)

Penumbral beings won't stop pouring while the entrance to their plane is open.

- Place Aberrations (71-R) and (72-G), and Elementals (79-O) and (80-B).
- R If any of these villains are dead and the Mission Tile of their same Favorite Target color hasn't been flipped to Ice, place them on the Mission Tile of their same color.

Pegasus Meteor Attack (Pegasus Companion)

R Deal 10 DMG to all enemies in [1] of the Pegasus (or in [1] of the hero on whose Card it is).



INITIAL SETUP —

- Place the heroes on the Portal. Each may reassign two Skill Tokens.
- Place the Pegasus figure in [2] of the hero with the **Hook**.
- Then, after reading the Special Rules, read [77.1] page 120.
- R If there is no Mission Tile on the board, read [77.2] (to continue the quest).

_ EVENT 1 _

- Place on any Portal square: Elemental (80-G) and the Penumbral Terror - Boss (B).
 - (Kemet Hunt): Warrior (★★97-R), Warrior (★★★98-B), Spy (★★★★95-O).

As soon as the Penumbral Terror (Boss) dies, you win the quest and Read [77.3].

Penumbral Terror
[Imperial Demon, or any Large Figure]

B
280
Hit Points
Defense
Movement
Reaction

• If this **x** is **not** on Portal or Lava/Spikes squares, it is **Shielded 8**.

Waves of Horror (Primary Attack)

₹ 8 squares ♦ 1 enemy ★ 35 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: ● PUSH 4 all heroes in [3] of the target.

② FLEE 3 [If this **▲** didn't move this turn].

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **¥** hits a target in [2] of the Pegasus (or in [2] of its rider.

Effect: The hero with the Hook takes 10 DMG.

Favorite Target: The farthest hero within reach.

Villain Kits

- 4 Fiends (49, 50, 81, 82)
- 2 Aberrations (71, 72)2 Elemental (79, 80)
- 1 Spy (95)
- 2 Warriors (97, 98)
- 1 Boss (Imperial Demon)

Barriers

- 2 Barricades 2x2
- 2 Barricades 3x1
- 4 Barricades 2x1
- 8 Walls 4x1

Terrains

- 4 Mission Tiles
- 4 Portals
- 4 Ruins 2x2
- 4 Spikes 2x2

Miscellaneous

• 2 Chests



Map Labels: Initial Setup Event 1

Quest Chapter 77 Sacrifice

The floating island is incredible, especially now in the Lunar Perigee—the moon is all you can see when you look up. Unfortunately, the Tanarean Magic Field must be as shattered as the moon above, bringing hostile creatures from the penumbra through spontaneously-opened portals.

IF YOU HAVE	APPLY CONSEQUENCE(S):
(slot 2)	Sara's vision didn't make much sense at the time, but you now realize there is some powerful being behind all this, and it must be stopped. One hero gains 1 Preserved Token.
(slot 5)	After seeing the penumbral portals you realize how important it was that you trusted Sara. And you know that she trusted in you. Two heroes gain 1 Preserved Token .
Vandanamalika Down! (fact)	Closing the Vandanamalika greatly reduced the impact on the Tanarean Magic Weave, causing lesser beings to be able to pass through its openings. 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).
Twisted Nature (fact)	Penumbral energies twist the portals; they connect with the plane of fire. Replace the four Portal Tiles for two 4x2 Lava Tiles — occupy all the same squares, and no others.

Quest 77: "Sacrifice" starts NOW (take the first turn!)

Your efforts are paying off, but a large, terrifying creature comes through the portal — you realize that, if the problem is not definitively solved, increasingly powerful creatures will continue to appear.

IF YOU HAVE	APPLY CONSEQUENCE(s):
Kemet Prophecies (fact)	The Kemet prophecies tell you about the Lunar Perigee; you're prepared for some of its dangers. Each hero gains 1 and 2 Protected Tokens.
Resume the quest (start EVENT 1!)	

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

You're tempted by the idea of using this place's super portal to fight the Kemet, but it's easy to understand how unsafe it would be, and there's no time to stabilize it before other powerful — perhaps too powerful — creatures pour out of it. With one last sigh, you destroy the three channeling points, permanently extinguishing the portal.

Ironhand Reports

TOP-SECRET - CAPTAIN'S EYES ONLY

Glorious Captain, Preparations for that thing are almost complete. It's become clear that the outcome you expect can be secured only with good preparation from our warriors; specialists must be ready and well-distributed across all areas of expertise. The best time to do the thing you want to do seems to be the night four days after the day of your order for me to write this report. I hope you'll forgive me if this was not made interception-proof, I did my best. And I can come to you in person, if you so desire.

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 first battle of the war's last stages. *Mark* First Blood (the Resistance's) (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].



Adventure NN Blood and Honor

For this Adventure, you cannot select the NPCs "Kyomoro, Chiyori Samurai" and "Ronin Kojiki."

Wharfugee is still counting its dead and pondering what the next steps are after the recent invasion by the Kemet and disastrous fire. The enemy knows the Resistance is regrouping. Any support could be vital in this stage of the Kemet war.

Although the Kemet invasion threatens all of Tanares, the citizens of Yama are still waiting for an announcement by its ruler, the holy Fumetsu Tenshikin, about the matter.

The death of Takada San, Yama's representative, comes as an insult and a threat to his compatriots; Yama has notified they're retreating from negotiations with the Empire.

You're invited to look at the crime scene, a building severely damaged by the fire. You try to talk to witnesses and investigate the crime and body details.

Each hero makes a ♥ TEST (d20+ Hero Card + NPC Card). (22+: success | 21-: failure)

+3 **if you are Rokaru or Tsuyoko** - Their insight is enhanced, for they come from Yama.

At least 1 hero succeeds (22+): Go to [2]. All heroes fail (21-): Go to [3].

A witness remembers that a foreign man was there, playing an unusual instrument. The stranger was also playing with a wheat straw, which was heavily chewed. You grab it. *Gain the Key Token.* [3]

The body is burned, but you learn that the cause of his death is a blade that slashed him with surgical precision before the fire got to him. [4]

4 In possession of the information, you and Zalir take a portal to a gathering of nobles in Umay Town, where Sedura has arranged a meeting with representatives of Yamanoma.

Miss Kizoko greets you: "It is an honor to meet such heroes of unmatched nobility; the Empire is certainly well-represented. We look forward to learning what happened to Takada San."

Choose one:

- (Fast Action Mode) This is a diplomatic issue, and Zalir is best to conduct the situation. [44]
- If you want to conduct it by yourself, keep reading.

Despite her kind words, you feel she is suspicious of you. You decide to tell her everything you know.

Each hero makes a ♥ TEST (d20+ Hero Card + NPC Card). (14+: success | 13-: failure)

+3 to all rolls if you have ★ Honorable Fever (Quest). - Your past actions improve your reputation in Yama.

3 or more heroes succeed (14+): Go to [5].

2 or more heroes fail (13-): Go to [6].

Miss Kizoko looks disappointed, but she takes her time to ponder the information and reveals her suspicions about Ronin Kojiki, who apparently has personal grudges against their Holy Sovereign, Fumetsu Tenshikin. She asks you to find him and discover what he knows. *If* you have a Key Token, keep reading. Otherwise, go to [7].

She also says: "Kojiki was once Tenshikin's most skilled samurai — until his wife was murdered. He held his liege accountable, renounced service to him, and wandered off as a mercenary. He carries a Biwa instrument and plays the same song repeatedly wherever he goes." A hero gains 1 Protected Token. Go to [7].

Looking disappointed with the poor information you've provided, Miss Kizoko asks you to follow her to Tengoku palace in Yamanoma, where you can talk to Kyomoro, samurai leader of one of the clans. Meanwhile, she'll reach out to her contacts, who may have more detailed information on the subject. [21]

Miss Kizoko is significantly invested in helping you. She asks you to wait while she confers with a friend. She returns with a broad smile: "He's been seen in the plains of Yabanhito!" she says. "It's a wild, vast region, and it's easy to lose someone's track there. But despite being a dangerous place, riddled with barbarians and outlaws, someone like this ronin would not go unnoticed."

Zalir offers to accompany Miss Kizoko back to Yamanoma, where she'll reach out to her contacts to obtain more precise information about the ronin's whereabouts.

- A) Separate from Zalir and Kizoko and try your luck directly at the plains of Yabanhito, to find Kojiki. [8]
- B) Follow them to Yamanoma's palace, where you may gather precise information about the man you seek. [21]



You wander the plains for hours, until you spot a sizable tent-like tavern frequented by nomads from the region. The barbarians and outlaws make no effort to be discreet, turning their heads as soon as you enter. It may be time to address the crowd.

A) (Bluff) Tell them you are looking for a friend called Kojiki — you believe he is in danger. [9]

B) (Intimidate) State that you're after an outlaw, Kojiki, and that someone there will take you to him. [16]

C) (Bribe) Declare that the delicacies served here are the best in Yama; you're willing to buy everyone a round if you can spend some time talking about a swordsman who's recently come to the region. [20]

If you have Diplomats 30 or more, go to [19]. Otherwise, keep reading.

One of the barbarians calls you a coward. "You don't bow before us, as is customary in our culture. Although we've never seen you around, you pretend to know one of us. Your audacity ought to be paid with gold or with your lives." Several of his friends stand up and unsheathe their swords.

A) Other lives may depend on it; the peaceful way seems the fastest way to untangle this problem. Pay the barbarians. [14]

B) Since they don't respect you, refuse to pay and prepare to fight them. [10]

10 One of the barbarians stands up and lets out a savage cry. Several others burst into the tent.

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

+3 if you are a Brute or Bruiser - who could be better in a brawl?

3 or more heroes succeed (14+): Go to [11]

2 or more heroes fail (13-): Go to [12].

11 You intuitively know what to do and avoid being surrounded by blocking entrances and dropping the tarp over aggressors. *Each hero that succeeded gains 1* . Go to [13].

The flying bottles and chairs corner you. You're forced to dissipate the crowd with an extraordinary display of power. *One hero flips its weapon.* [13]

Avoiding lethal blows that could jeopardize your local reputation, you defeat most aggressors; the rest of them eventually flee. You turn to the frightened tavern-keeper, who is hiding behind some boxes. [15]

The barbarians, weapons still in hand, stare at you, waiting for payment. Spend 1 Loot Card of your choice and go to [15]. If you can't, go to [10] instead.

The local tavern-keeper seems willing to talk. He says the man you seek looked drunk and mumbled about killing someone. He'd caused some sort of mess in the tavern, then said he'd head to the mountains northeast.

A) Take the risks to follow his trail. [40]

B) End the investigation and report to Miss Kizoko. [38]

16 You exchange tense glances while tightly gripping your weapons. You take a few steps forward and shout: "WHERE IS HE?"

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

+2 if you are Rokaru or Tsuyoko - their reputation in Yama brings reverential awe to the hearts of some locals.

3 or more heroes succeed (14+): Go to [17] 2 or more heroes fail (13-): Go to [18].

17 You intimidate most of the tavern; some visibly shake in their boots. One of them points to the tavern-keeper, saying he knows everything in the region. You thank him by removing your hands from your weapons. *Each hero gains 1* []. [15]

Realizing that the barbarians are a tough nut to crack, you brace for combat. [10]

You ask friendly questions about Kojiki's whereabouts. They say that Kojiki is a loner, but since they don't want any trouble, one of them points to the tavern-keeper, saying that he knows everything that goes on in these lands. You nod in appreciation. *Each hero gains 1* . [15]

The tavern-keeper suspiciously glares at you. He says that a certain Kojiki came by, tried various beverages and snacks, and then left without paying. Also, he broke tables and chairs in a brawl with the patrons. He asks if you'll pay for his damages.

A) Pay him in an attempt to earn his compliance and avoid conflict. [14]

B) This is not your debt. Refuse to pay. [10]



As you pass through the massive Okinakabe walls, you are struck by the stunning landscape and architecture. Kizoko says, "Our religion is founded on the wisdom of our sovereign and his Edicts. His power is derived from divine artifacts housed in the Kinshi fortress." At the palace, the samurai Kyomoro greets you with evident reluctance but invites you inside.

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

(14+: success | 13-: failure)

- +3 if you have the Key Token sharing the evidence obtained at the crime scene displays goodwill.
- +3 to all rolls if you have ★ Honorable Fever (quest) Kyomoro is more willing to talk to those with an honorable, known history.
- 3 or more heroes succeed (14+): Go to [22]. 2 or more heroes fail (13-): Go to [23].
- **22** Kyomoro recognizes you as envoys of the Tanarean Empire, offers you a gift on behalf of Yama, and leaves you free to talk. *Gain 1* . [26]
- The samurai is clearly irritated by your relationship with Miss Kizuko and orders her to attend to other business. He says that envoys of the Empire are untrustworthy and should be expelled from Yamanoma; you suspect he blames you for Takada San's death. [24]
- **24** "During the chaos and fire in Wharfugee, assassins took Takada's life," Zalir begins. "I suspect the Kemet's hand in this, trying to weaken the alliance between Yama and the Ironhand."

Kyomoro's face tightens. "Evidence?" he demands. When you present none, his eyes flash with anger. "You come with grave accusations and no proof. In Yamanoma, when one's words carry no weight, it is their integrity that must stand the test. Kerai-tachi, koi!"

As four samurai step into the room, Kyomoro elaborates his challenge: "Each of my samurai will attempt a strike to your head. If your heart is just and your cause righteous, you'll sense the danger and evade in time." He narrows his eyes. "Will you undergo this trial?"

- A) Yes. You are convinced that the truth will be asserted. [25]
- B) No, too much is at stake for you to risk your lives in this. [42]

25 You're blindfolded and brought to your knees and must dodge from this very disadvantageous position.



Hitokiri Test of Courage

A samurai attacks each hero once, rolling a d20 against its Defense.

Each hero **may spend 1 to 3** ☐ to calm down, enhance its focus and improve their chances of dodging the blow - **Gain +3 Defense** against this attack for each ☐ spent.

- If the attack hits, that hero takes 12 DMG.
- If the attack misses, that hero gains 1 **Empowered** Token.

After all rolls: The heroes that were hit have failed — they feel struck by the side of the blades.

If two or more heroes have failed, **Kyomoro** *rejects you*. **Go to [42]**. If three or more heroes succeeded, **Kyomoro** *accepts you*. *Each hero gains* 1 \square . **Go to [26]**.

- **26** Kyomoro seems comfortable to talk: "Yama suffers due to Tenshikin's silence. I suspect it is connected to the looting of Kinshi Fortress, where the sacred artifacts were kept. This is precisely why we had sent Takada San to you before the leaders of the three clans withdrew their initial intentions to ally with the Empire. Distrust grows stronger between us with each passing day and some dangerous alliances may rise..."
- **A**) Ask if he knows more about the murder, to proceed with your investigation. [27]
- B) Dig deeper into the 'dangerous alliances' he mentioned. [31]
- He comments that the murderer must be involved with the agents that stole Tenshikin's relics and sacred manuscripts, as it's a coordinated action to destabilize the nation. If you find the thieves, you'll likely find the murderer. He summons an entourage to escort you and Zalir to the fortress to investigate. [28]
- You make your way through the city until you get to the imposing Kinshi Fortress. As if it were a museum, you find in it a vast collection of artifacts, artworks, paintings, and engravings of all kinds. Zalir is delighted, for this must be the first time an outsider has entered this sacred place from Yama.



You investigate the scene. Scattered on the floor, you find a trail of small skull-shaped rocks.

Each hero makes a \heartsuit TEST (d20+ Hero Card + NPC Card). (23+: success | 22-: failure)

+2 if the hero is casting spells on its art - Spellcasters can be useful in *identifying magical proprieties in artifacts.*

At least 1 hero succeeds (23+): Go to [29]. All heroes fail (22-): Go to [30].

You realize these rocks seem too deliberately placed and deduce that they may be a magic trap. You nullify one of them and protect yourselves from incendiary explosions that set some parts of the building ablaze. *Two heroes gain 1 Protected Token.* [39]

You follow the trail to a corner where a pile of these rocks has gathered. They explode shortly after that, setting the place ablaze. You realize the thieves must have planted this magic trap. *Each hero gains 1 Distracted Token and takes 4 DMG*. [39]

The samurai hesitates and then guides you to another room in the palace, where you're surprised to find a Kemet with four arms. He introduces himself as Hasranur, the negotiator. Grinning sarcastically, he asks you about the murder of Takada San.

- A) Attack him with all your might. [32]
- B) The people of Yama clearly colluded with the Kemet. Leave the city. [33]
- C) Maybe it's better to listen more and act less. Face the risk and remain silent. [34]

32 Each hero must roll an attack against DEF 9. For each successful hit, Hasranur takes 5 DMG. REMEMBER the total.

Hasranur's blade lightens in a purple fire as he attacks one of you. The hero with the lowest HP takes 10 DMG (you decide on ties).

During the struggle, guards rush into the room, weapons pointed at both of you. Kyomoro's impact on the floor is so forceful that it causes the ground between Hasranur and you to sunder. Instantly, all fighting ceases. [37]

Kyomoro and Hasranur merely watch your departure; the former with a hint of disappointment; the latter with a satisfied grin. *Each hero loses 1* . [42]

34 Kyomoro reveals that Yama is evaluating the terms offered by Kemet diplomats. Hasranur states that the people of Yama have suffered enough at the hands of the Empire and will be granted full sovereignty and freedom in a new world commanded by Gullog.

You counter the promises with the tales of death, plague, violence, and misery brought forth by the Kemet invasion. The room heats up as you fling accusations back and forth.

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

(14+: success | 13-: failure)

+5 to all rolls if you have The Lich's Skull (Fact) - You've seen the darkest corners of Kemet necromancy and present proof of their twisted methods.

If 3 or more heroes succeed (14+): Go to [35]. If 2 or more heroes fail (13-): Go to [36].

35 Kyomoro seems surprised by your revelations about the Kemet. Hasranur is disconcerted. *Put* ■ (*Slot 5*). [37]

36 Kyomoro seems more receptive to Hasranur's words. You feel distressed by how the diplomatic situation is developing. *Each hero gains 1 Distracted Token.* [37]

A loud explosion interrupts the debate, heard from outside. Kyomoro shouts that Kinshi Fortress is under attack. Zalir suggests that you could help. He hesitates, turns to address Hasranur, but the Kemet has discreetly left the room. Kyomoro agrees, saying that his priority is to protect Tenshikin. You rush toward the fortress, which is covered in flames. [39]

You look for Miss Kizoko in Yamanoma. She thanks you for the report and takes you to the palace's inner halls to meet the leader of one of the clans: samurai Kyomoro. [26]

Amidst the flames and explosions, Zalir shouts that you must save the relics before the place collapses. Meanwhile, hordes of undead emerge from the fire, ready to attack you.

Go to page 126 and set up Quest 78: "Ashes."

40 It's nighttime when you reach the eastern mountain slopes. Figures emerge from the shadows, and in the distance, you see a man with a red glow in his eyes and a wheat straw in his mouth. He stands in the middle of the road, blocking your way forward. "So, you are looking for Ronin Kojiki? Here I am. I am impressed you came this far, but now I want to see proof of your worth. Draw your swords!"



Kenjutsu Sword Duel

As Kojiki advances, a group of Kujin (Shadow Ninjas) appears, creating a formation to interfere with the duel and prevent others from helping.

Place Kojiki HP on 55 (use Boss Token).

Choose one hero to duel Kojiki. The others will face the Shadow Ninjas.

Duel Round:

- · Kojiki attacks: roll a d20 and see its result.
- The duelist hero must then choose one option:
 - A) Attack: Roll a d20. If you roll higher, Kojiki takes 12 DMG.
 - B) Parry and counter-attack: Roll a d20+4. If you roll higher, Kojiki takes DMG equal to your Basic Attack.
 - o C) Dodge: Roll a d20+8. You deal no DMG.
- If you rolled lower than Kojiki, you take 7 DMG.
- Nothing else (e.g., Weapons) can affect Duel Round rolls.

The duel ends if the hero or Kojiki reaches 35 HP or less.

- If Kojiki has 35 HP-: (Slot 6) and go to [41].
- If the dueling hero has 35 HP-: (Slot 7) and go to [41].

If both have 35+ HP, continue:

Ninja Round

- Each of the three heroes must choose one:
 - o A) Keep the ninjas away from the duel. You take 4 DMG.
 - B) Just defend yourself from the ninjas. The duelist hero takes 2 DMG.
 - C) Help the dueling hero. You take 8 DMG and add 2 to the dueling hero's next roll.
- Then, apply another Duel Round.

41 Kojiki suddenly stops, appearing as if he is struggling against a charm. He screams and runs away.

As you fight and defeat the Shadow Ninjas, you hear the faint murmurs from their victims, thanking you for freeing their souls. *Each hero gains 1* \square *or 1 Empowered Token.*

You follow Kojiki's trail and find a small hut. Inside, a female figure conforts the ronin and says, "Welcome, heroes. I knew fate would sooner or later bring you to me. I am Yokensha. Thanks to you, I can honor my agreement with the Kemet. Kill them, Kojiki!"

Yokensha vanishes and reality warps; monsters and nightmares appear before your eyes.

Go to page 130 and set up Quest 79: "Dêjà-rêvé"

You leave the palace and find Miss Kizoko waiting outside. She tells you that she has spoken with her contacts and heard rumors that the murderer was last seen heading to the mountains northeast of the Yabanhito plains. Holding your hand, she implores you not to give up. You follow her directions. *Each hero gains 1* . [43]

It's nighttime when you reach the eastern mountain slopes and spot a lone man who you believe to be Kojiki. He swings his blade at ghostly ninjas, but it has no effect. [41]

Zalir passes the information to Miss Kizoko, who, although not satisfied, discusses someone she finds suspicious. Miss Kizoko accompanies you on an investigation and discovers that the killer is a ronin located in the plains of Yabanhito, a wild land.

You run into some trouble at a local tavern while trying to ascertain the ronin's whereabouts. *Each hero takes 8 DMG*.

When you arrive at the designated location, he challenges you to a duel. In the midst of it, he stops, appearing to struggle against some charm. *Each hero gains 1* . You track the assassin to a place where a woman announces an ambush before disappearing.

Go to page 130 and set up Quest 79: "Dêjà-rêvé"





The Kinshi fortress where the relics of Yama are kept is in flames. It will be necessary to clear the way for Zalir to save the artifacts and stop the culprit.

Primary Objective

• Kill all villains = Read [78.3].

If you lose

• Read [Defeat] - page 128.

Extra Challenge

• When you win the quest, the Tome Token is on slot 45 or higher.



Artifacts (Doors and Quest Items)

 Artifacts are not obstacles (combatants can end their movement on their square).

Zalir (Farmer or Zalir Figure)

Zalir moves to retrieve threatened relics in his vision whenever you clear a villain off the path. The Torch represents the quality of Zalir's clues about the location of the relics, and the Tome represents the quantity (and state) of the relics in his possession.

- Zalir is not a combatant (It can't be attacked or suffer effects).
- Put the **Tome Token** on "30" (*HP Track*).
- Whenever a villain dies and Zalir has vision of an artifact: You must MOVE 15 Zalir to end inside the square of the closest of these Artifacts.

During this MOVE

- All **figures** and **Mission Tiles** are Obstacles (see **Pressure Plates**).
- Players choose his path, so he can take the safest one.
- Decrease the value of the **Tome** by 4 whenever Zalir:
 - o Enters a Lava square (once per turn).
 - o Enters a square in [1] of an enemy (once per turn).

After this MOVE

- Collect the **Artifact** on top of which Zalir ended his move, and apply its effect:
 - o **Door Tile**: Increase the value of the **Tome** by 8.
 - O Quest Item: Increase the value of the Tome by 12.

Pressure Plates (Quest Items - Mission Tiles)

Some Artifacts are connected with obstacles that Zalir, with his weak constitution, cannot transpose. Step on them to free his path.

- Mission Tiles don't block combatants' vision and movement (as usual).
- Mission Tiles BLOCK Zalir's movement (but not vision), EXCEPT when a combatant (*hero or villain*) is on top of a **Quest Item** of the same color.
 - o When a Quest Item is collected, its respective Mission Tile becomes a permanent block for Zalir.

Magic Rubble (Ice Tiles)

You can physically remove obstacles in Zalir's path, too.

+ No combatants are on this Ice Tile: Flip this Ice Tile AND the Barricade Tile of the same size.

Zalir's Contagious Anxiety

R Decrease the **Tome** by 10. Then:

One hero takes 8 DMG, or 25 if the Tome's value is 15 or lower.

ADVANTAGE: One hero takes 5 DMG, or 20 if the Tome's value is 10 or lower



_ INITIAL SETUP ___

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place Zalir (Z).
- Place Aberrations (71-O) and (72-B), Elemental (80-G), and Reapers (90-O), (91-B) and (92-G).
 - o (Kemet Hunt): Warrior (★★ 67-R).
- Then, after reading the Special Rules, read [78.1] page 128.
- **R** If all enemies are dead, **read** [78.2] (to continue with the Quest).

EVENT 1 =

- Move the **Torch Token** to "0" (*HP Track*).
- Place the heroes on the Altar.
- Place and Zalir (Z).
- Place Aberration (72-G), Elemental (79-O), Reapers (89-R), (91-B) and (92-G), and Hasranur Boss (B).
 - (Kemet Hunt): Warrior (★★★ 67-O) and Warrior (★★★★ 68-B).

As soon as all villains are dead, you win the quest and read [78.3]

Hasranur, the Kemet Negociator (Berserker Figure) B 180 9 5 8 Movement Reaction

Censer of Flames (Primary Attack)

Benefit: +3 to Attack Roll and Blessed.

Effects: ● If **Zalir** is in [2] of this **¾**, reduce the **Tome Token** by 3.

② If Zalir is at least [5] away of this ¥, deal +8 DMG.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This ¥ hits a target that has no hero in [1] of it.

Effect: After the attack resolves, this \times RUNS to its farthest hero. Then, if this \times is in [2] of **Zalir**, reduce the **Tome Token** by 4.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Warriors (67, 68)
- 2 Aberrations (71, 72)
- 2 Elementais (79, 80)
- 4 Reapers (89, 90, 91, 92)
- 1 Boss (Warlord)

Barriers

- 1 Barricade 3x1
- 2 Barricades 2x1
- 4 Single Doors
- 5 Walls 5x1
- 8 Walls 4x1

• 3 Walls 3x1

• 2 Walls 2x1

Terrains

- 1 Altar
- 1 Ice 3x1
- 2 Ices 2x1
- 2 Lava 3x32 Lava 4x2
- 4 Lava 2x2
- 2 Lava 3x1
- 2 Lava 2x1
- 4 Mission Tiles
- 1 Stairs

Miscellaneous

- 2 Chests
- 1 Zalir or Farmer
- 4 Quest Items
- 2 Tools (Tome, Torch)



Map Labels: Initial Setup Event 1

Quest Chapter 78 Ashes

Check the table below:

IF YOU HAVE	APPLY CONSEQUENCE(S):
Relic Hunters (fact)	You've already recovered many relics for Zalir; he's confident that all the amazing treasures will be gathered. Gain ADVANTAGE for this quest.
The Glory of the Empire (fact)	Zalir is inspired by your heroic deeds in the Kemet War. Increase the Tome Token value by 5.
She is a Good Giant Golem (fact)	Sedura's requested U'Tibam help divert the Kemet troops in Yama. Place a Distracted Token on each villain.
Colossal Weapon (fact)	The super Kemet machine is fired at the fortress, causing an explosion. Each hero takes 10 DMG and gains 1 Distracted Token.

Quest 78: "Ashes" starts NOW (take the first turn!)

You find Hasranur. He says that if the plan for the alliance between the Kemet and Yama doesn't fall through, his long trip will have at least served to bury you with these artifacts.

IF YOU HAVE	Apply consequence(s):
You attacked Hasranur	You struck Hasranur when you had the chance. The Boss starts with the total DMG dealt to him already applied.
(slot 5)	Hasranur is clearly annoyed to see you; some of his concentration is lost. Place 3 Distracted Tokens on the Boss.

Resume the quest (start EVENT 1!)

3 CONCLUSION - VICTORY

(Read this only if you won this quest)

You destroy the artifact Hasranur carried, magically extinguishing the flames around you. Zalir is happy that you have managed to save many of the rare relics.





Kyomoro stands outside with an army of Samurai. Upon seeing you, he orders his men to stand in formation, forming a corridor. As you move through it, they bow in thanks. At the highest window of the Tengoku palace, you can see the figure of an elderly man in golden clothes, smiling at the scene. Kyomoro kneels in gratitude and offers you a sacred weapon.

Draw a random Level III Weapon Card to gain.

Add the NPC Card "Kyomoro, Chiyori Samurai" (Week 6) to your Character Deck (you may have it, already).

Remove the NPC Card "Ronin Kojiki" (Week 6) from the game.



Wharfugee bulletin

EXTRAORDINARY EDITION

Long-time enemies of the Empire, the strong nation of Yamanoma expected a pronouncement from their elusive divine leader, Fumetsu Tenshikin, to decide whether to take part in the war, and, most importantly, on which side. The murder of their diplomat, Takada San, during Wharfugee's recent invasion, was discovered to be a Kemet plan to shake their trust toward the Ironhand. But worry not, dear reader: Heroes of Wharfugee were sent east on a diplomatic mission, and returned with a historic pledge of alliance!

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 enlist the help of the clans of Yama and secure their alliance as you approach the most important battle of the Kemet War. Mark Yamanoma stampeded from the War (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Strategists.
- If you won, read [001] page 4. If you lost, read [002].





Ronin Kojiki is being magically controlled, and it is necessary to have his memories restored for him to become your ally and fight at your side against the real enemies.

Primary Objective

• Recover 2 Ronin Kojiki Memories AND o Kill Yokensha (Boss) = Read [79.4].

If you lose

• Read [Defeat] - page 132.

Extra Challenge

• Recover all 3 Relic Ronin Kojiki.



Special Rules



Ronin Kojiki (Prisoner Figure)

• The Ronin Kojiki is not a combatant. He cannot be targeted and takes no turns.



R Dô Strike Dash: Ronin Kojiki RUNS to its farthest hero and deals 15 DMG to it.

ADVANTAGE: R Dô Strike Dash: Ronin Kojiki RUNS to its closest hero and deals 10 DMG to it.

Memory Rooms / Memory Pieces

The Ronin Kojiki has lost his memory and is in partial control of the Yokensha. You need to reconstruct the lost pieces of his mind while keeping their integrity. This is a sensitive operation, so each hero must focus on a single type of memory.

- Grab the following tiles. They represent fragments of Ronin Kojiki's
- You must figure out where each Memory Piece must be positioned in the three Memory Rooms, so that all of their squares are occupied by a Tile.
- You must never disconnect Tiles from the same Memory Piece (you may rotate the entire piece before placing it, but its shape may not change).

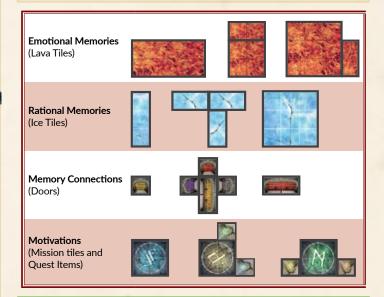
Recovering Memories (Boss)

Yokensha is the hold of Ronin Kojiki's memories. Carefully force her to give them away.

• End of each hero's turn: If the Boss lost 5 or more HP that turn, that hero may PLACE a Memory Piece in a Memory Room OR REPOSITION a Memory Piece from the board to any other free squares in any Memory Room.

Rule Reminder: Remember that the Boss may be Shielded 15

- When Tiles occupy all squares of a **Memory Room**, that Memory is considered Recovered. You may no longer remove tiles in that room.
 - o When you Recover a Memory, apply the following effect:
 - War Memory Room: Deal 25 DMG to a villain.
 - Life Memory Room: HEAL 30 a hero.
 - **Treasure Memory Room**: Each hero gains 2 .



Rule Reminder: You can rotate the pieces but not change how they are linked | If two or more Tiles make the same Memory Piece, you must place or remove all of its tiles at the same time.



INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place Ronin Kojiki (R).
- Place Ninjas (59-O) and (61-G), Tengu (91-G), and Yokensha -Boss (B).
 - o (Kemet Hunt): Necromancer (★★ 58-B).
- Then, after reading the Special Rules, read [79.1] page 132.

R If you've Recovered 1 Memory, read [79.2] (to continue with the quest).

Yokensha, the Sorceress (Vampire or Warlord Figure)

280

Defense Movement Reaction

This x is Shielded 15. Ignore this if 2 or more memories were recovered.

Tatakai (Primary Attack)

🏹 8 squares **★** 17 DMG+effects

1 enemy Miss: 12 R-DMG

Effects: • If the Ronin Kojiki has Recovered less than 2 Memories, apply Dô Strike (even though it's not the end of the round).

● FLEE 3 (If this

didn't move this turn).

Benefit: +3 to Attack Roll and Blessed.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This ¥ hits a target in [2] of the **Ronin Kojiki AND** less than 2 Memories have been recovered.

Effect: All heroes in [2] of the Ronin Kojiki take 10 DMG.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 4 Ninjas (59, 60, 61, 62)
- 1 Harpy (56)
- 2 Necromancers (57, 58) • 2 Aberrations (71, 72)
- 3 Tengus (90, 91, 92)
- 1 Boss (Warlord)

Barriers

- 2 Big Doors
- 4 Single Doors
- 5 Walls 5x1
- 8 Walls 4x1
- 3 Walls 3x1
- 2 Walls 2x1

- Terrains • 4 Altars
- 1 Ice 3x3
- 1 Ice 3x1
- 3 Ices 2x1
- 1 Lava 4x2
- 1 Lava 3x3
- 1 Lava 2x2
- 2 Lava 2x1
- 3 Mission Tiles • 1 Planar Rift
- 4 Portals
- 1 Spikes 4x2
- 1 Spikes 3x3
- 3 Spikes 2x2
- 2 Spikes 3x1
- 1 Stairs
- 1 Swamp 2x2

Miscellaneous

- 2 Chests
- 1 Prisoner Figure
- 4 Quest Items



Quest Chapter 79 Dejà-rêvé

Check the table below:

IF YOU HAVE	Apply consequence(s):
(slot 6)	Kojiki is still wounded from your duel. He seems to feel no pain, yet he cannot fight properly. Gain ADVANTAGE for this quest.
(slot 7)	The wounds from the fight with Kojiki start to bleed again; his blade was enveloped in dark chi. The hero that dueled Kojiki gains 2 Bleeding Tokens.
Secret Rituals (Fact)	Your knowledge about the secret rituals allows you to better aid Kojiki. Before the quest begins, one hero can place a Memory Piece (see "Recovering Memories" rules).
The Eldritch Orb (Fact)	The orb's dark powers seem to interfere with the mind control affecting Kojiki. Before the quest begins, one hero can place a Memory Piece (see "Recovering Memories" rules - stacks with above one).

Quest 79: "Dejà-rêvé" starts NOW (take the first turn!)

Kojiki seems to be returning to his senses, but the enchantment on him is too powerful. You are teleported to another room, where you see Yokensha enveloped in an energy field. "It is useless, you will all die here!" she exclaims.

- Remove all villains that are still alive, except the Boss. o For each villain removed this way, all heroes take 10 DMG.
 - _____ EVENT 1 __
- Place each hero on a different Portal Tile.
- Place Ninja (60-R), Aberrations (71-O), and Tengu (90-R)
- (Kemet Hunt): Harpy (★★★ 56-G) and Necromancer (★★★
- Place the Ronin Kojiki on the Rift Tile.
- Reposition the **Boss**, according to the map.
- R If you've Recovered 2 Memories, read [3] (to continue the Quest).

Resume the quest (start EVENT 1!)

Kojiki screams. His sword emits a magical glow, and he strikes Yokensha's protective energy field, which disappears. He looks at you and yells, "NOW!"

= EVENT 2 =

• Place Ninja (62-B), Aberration (72-G), and Tengu (92-B)

Reminder: the Boss is no longer Shielded and cannot apply its Special Passive and

Attack Effects.

R Do Strike Dash has changed: now, the Ronin Kojiki RUNS and deals DMG to its farthest villain (instead of hero).

As soon as the Boss dies, since you have Recovered at least 2 Memories, you win the quest and read [4].

IF YOU HAVE	Apply consequence(s):
☆ 17 - Honorable Fever	Yokensha is clearly afraid; she finally recognizes that she has underestimated you (again) and that could be her end. Put 4 Weakened Tokens on the Boss.
The Lich's Skull (fact)	As Koujiki is released from the spell binding his mind, the skull can twist the dark magic to your advantage. The Ninja (62-B), controlled by the heroes, makes a Move and an Attack against another villain. Then it becomes Fatigued for this Round.
Barbarian peoples remain hostile (fact)	Some of the barbarians are willing to work with the enemies of the Empire. Place an Orc (13R) in [1] of the Boss.

Resume the quest (start EVENT 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

Yokensha falls to the ground after the last blow; Kojiki demands answers from her.

"I met Gullog, the Kemet Commander," she says, "he could masterfully predict the future, and see into the past. Their victory was — I mean, is — certain, so we stole Tenshikin's scroll. It called the people to fight against the Kemet. The end of the war is near; I could prevent the clans from reading it. I would then rule over Yamanoma, when the Kemet won the war..."

She disappears into a dark mist. The hut returns to normal. Kojiki falls, exhausted, but that doesn't prevent him from exclaiming "GOMEN NASAI! This evil sorceress took on the form of my dead wife and enchanted me. I murdered Takada San in Wharfugee for twisted ends! I hope it's not too late for my people and yours — you can count on my sword, and my word." If you don't already have it, add NPC Card "Ronin Kojiki" (Week 6) to your Character Deck.

• The news are reported by Zalir to Sedura. The people of Yama rethink the alliance that began to form with the Kemets, and re-approach the Ironhand.

Wharfugee bulletin

YAMA JOINS THE WAR!

Long-time enemies of the Empire, the strong nation of Yamanoma expected a pronouncement from their elusive divine leader, Fumetsu Tenshikin, to decide whether to take part in the war, and, most importantly, on which side. The murder of their diplomat, Takada San, during

Wharfugee's recent invasion, was discovered to be a Kemet plan to shake their trust toward the Ironhand. But worry not, dear reader: Heroes of Wharfugee were sent east on a diplomatic mission, and returned with a historic pledge of alliance!

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 enlist the help of the clans of Yama and secure their alliance as you approach the most important battle of the Kemet War. Mark Yamanoma stampeded from the War (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Diplomats and +1 Strategists.
 - If you won, read [001] page 4. If you lost, read [002].



Interlude Week 5 The Dragon Corruption

One player must choose a Commander hero to play this quest.

You enter the tavern, eager for a hot meal, only to find Sara gently petting a small blue dragon. At a table nearby, Talessa awaits, clearly anticipating your arrival. "You're punctual. Unforeseen circumstances compelled me to meet you here today. I require your help one last time," she says, urgency evident in her eyes. "The Draconic Core, the source of all draconic power, faces great danger. If the Ungods and their followers corrupt it, Zarumag will return, and countless dragons will fall under their control."

She continues, "Prince D'Craxis and his hunters have exploited the rift you opened, allowing them to travel from their timeline to ours. Alarming as it sounds, they've brought their version of Bellara with them. With her power, they could corrupt the Draconic Core."

Producing a scroll, she uses her magic to create a portal leading directly to the Draconic Tower. "Although the transition has weakened this future version of Bellara, she remains a formidable adversary. The worst part of it is that mere mortals cannot access the Draconic Core. Usually, only dragons can access it," she states, stepping into the portal and gesturing you to follow.

"Our dilemma is that D'Craxis is ready to corrupt any dragon that tries to protect the core, so we dragons can't approach it on our own. Your best chance is to bond the soul of a mighty mortal, like yourselves, with an Avatar Dragon projection. This will grant you access to the core while bolstering the Dragon against their malevolent influence."

Upon reaching the Draconic Tower, you descend to the ritual chamber and find yourself among the two remaining ancient dragon spirits.

"I can feel you comprehended very little of what Talessa should have explained to you; the Draconic Core is a very complicated concept even to greater minds like ours. Each Dragon can have a projection there; even if dead, its soul can still affect the Core. Thus, Zarumag is not alive here in the material plane, but his soul continues to influence the Core. The Ungod Prince is exploiting this phenomenon to revive Zarumag. This time, we will use an ancient Draconic Spell to merge you with Avatar Dragons' projections in the Core."

Inside the Draconic Tower's ritual chamber, you form a circle. As you close your eyes, the hum of magic surrounds you, accompanied by the whispers of long-departed dragons and the immense responsibility you bear. The bonding is profound, with memories, might, and the very spirit of a dragon melding with your own.

The Commander hero must choose Kelorth, and the rest of the players must pick one Dragon from Azymor, Thyra, and Vyrak. Take their Bosspad and attack cards (from Dragon Collection).

Suddenly, you find yourself within the Draconic Core. You can feel a corrupting force trying to suppress and control your Dragon, but your soul can help it fight against this power.

It's a fascinating vortex of draconic energy, both radiant and chaotic. At its heart, a scene of turmoil is underway. At the far end of the core, you discern Prince D'Craxis, Corrupted Renkyr, Melantha, and Zimmess, all actively channeling their dark powers to taint the place. Alongside them, you can see the menacing silhouette of Zarumag using his corruptive breath to assist in corrupting the place while a disturbing pale version of Bellara weaves her magic to slowly corrupt you all.



You also see Vradok, the Undead Dragon, casting a haunting pale luminescence to the place and advancing slowly in your direction. From his shadow, another creature is emerging, its eyes shining red as it looks in your direction.

The challenge appears daunting, but you stand united. Alongside your allies, each now embodying an Avatar Dragon, you ready yourselves to confront these adversaries arriving from an apocalyptic future.

Go to page 136 and set up Quest D: "The Draconic Core."

🕻 As you defeat Vradok, his broken skeleton crumbles into dust.

Prince D'Craxis looks at Zarumag and angrily shouts, "You, take care of the invaders; we are almost done! Don't let them interrupt us."

Zarumag stops using his corruptive shadowy breath against the core and menacingly turns in your direction, taking flight to attack.

Return to the quest and start EVENT 1.

3 As you fell Zarumag, its shadow dissipates into the air, leaving behind the echoing of an unbearable roar.

Bellara stops her spell weaving and takes a few steps in your direction, "Finish the work. I will deal with them!".

Return to the quest and start EVENT 2.

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

As Bellara falls to the ground, the corrupting force burdening the Avatar Dragons vanishes, allowing you to harness even greater power.

D'Craxis glares at you and shouts, "Cursed dragons! I was certain Bellara would prove useful, but that pitiful witch couldn't even detain you." Melantha ceases her mystical channeling and turns to her sister, "Zimmess, open the passage. My Prince, we must retreat. Facing four Avatar Dragons at the heart of their power source is folly. My sister and I are empowered here, but you have yet to reach your full might."

Reluctant to back down, D'Craxis channels all his energy against you. Sensing imminent danger, you instinctively unleash the breath of an Avatar Dragon to counter his assault. The two opposing forces collide in a monumental standoff. With every fiber of your being, every ounce of your power, you push back against his malevolent energy.

For an instant, the formidable Prince D'Craxis appears vulnerable. The corruption at the core begins to recede, slowly purged by the might of the Avatar Dragons. The Ungod Prince falters and is thrown against the wall by a massive explosion of energy.

Each Dragon makes an attack against Prince D'Craxis. Use any available attack (DEF 7).

- *If you deal 80 DMG or more:* You kill the Prince. Now, all dragonblades can be sent to help you in the war instead of protecting against the prince. **Gain +1 Strategists.**
- If you deal less than 80 DMG: A wounded D'Craxis makes for the portal, the sisters delaying you to buy him time. You attempt to stop him, but he escapes, warning that he will destroy you.

Melantha and Zimmess continue their confrontation with you. When their disadvantage becomes evident, Melantha says, "We will not fail;

this defeat is only temporary. We shall return." Corrupted Renkyr and Zimmess enter the portal, but as Melantha heads toward it, someone disrupts the portal, and she emerges in front of the Draconic Tower.

"Now it is time to finish this once and for all, my sister. If you die here, the other two will be lost."

Place Talessa and Melantha (Warlord figure) on the board. Pick Talessa's Heropad and her four attack cards.



Duel of the Queens Melantha, Queen of Corruption HP: 60 / DEF 7 / BA 7 / MV 6

On all her turns, she RUNS to Talessa and deals 15 DMG to her (no roll required).

If Melantha's HP drops to zero, she dies, and her body explodes, releasing immense draconic power. Someone gains empowerment from it. Add NPC Card "The Dragon Avatar" (Week 6) to your Character Deck.

If Talessa's HP drops to zero, Talessa is forced to retreat, and Melantha escapes.

Add Hero Card Talessa, the Dragon Queen OR NPC Card "Talessa, Queen of Dragons" (Week 6) to your Character Deck.

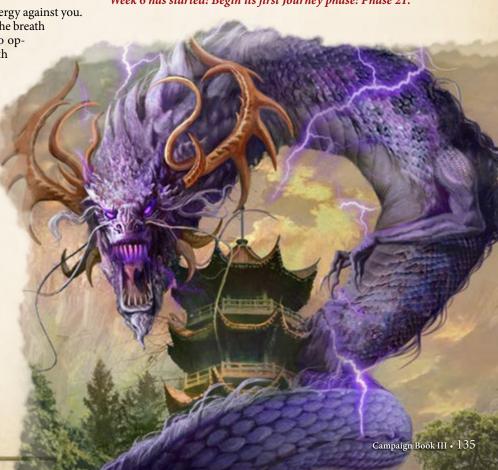
Go to [5].

5 You are in front of the Red Dragon Spirit. He looks at you with admiration for the first time, "I never imagined a mortal could perform such deeds. The gods were right; there is much potential in the lesser species."

Talessa approaches, "Thank you once more, heroes. The Draconic Tower will stand with you when you call, just as you stood with us in our time of need."

Your mission complete, weary from the day's tumultuous events, you head back to Wharfugee via the portal in the Draconic Tower. The final invasion is approaching!

Week 6 has started! Begin its first Journey phase: Phase 21.





Protect the Draconic Core from the invaders and save the Dragons of Tanares from corruption!

Primary Objective

• Defeat Vradok, Zarumag, and Bellara.

If you lose

• Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

• No Ninjas or Tengus are alive when Bellara is defeated (wipe them all out!!!).

🤏 Special Rules 🧆

Dragon Bind

The merging of your soul with the Dragons has created a unique power.

- Use your hero's Skill Pad and Passive Power, but instead of using your attack cards, items, and miniature, you'll use the chosen **Dragon Attacks and miniature.**
- You have the same stats as your hero's Skill Pad plus 70 HP (use one blue +70 Token).
- Keep flipping your attack cards, but when they are all flipped, recover your Special Attack (if spent) instead of one item.

Draconic Core

The core energies make this place familiar to each Avatar Dragon.

- Your Companion is considered an Ice Golem for all your attacks.
- The entire grid is considered your lair. During Vyrak benefits, you may reposition the swamp tiles anywhere on the grid.
- After you make Thyra's Special Attack, place an Orb in [1] of her.

Unexpected Enemies

Prince D'Craxis brought corrupted creatures from his own timeline, ready to serve him.

- Create a deck with all Ninjas and Tengus (cards 59 to 62 and 89 to 92).
- Every time you're asked to place a random Ninja(s)/Tengu(s), draw one card randomly from this deck and place the corresponding villain on the Mission Tile of its same color or as near as possible.
 - o If a Ninja/Tengu cannot be placed because there are no remaining cards or miniatures, one hero takes 45 DMG.
- Whenever a Ninja/Tengu is defeated, return its villain card to the deck.

_ INITIAL SETUP ___

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Vradok and one random Ninjas/Tengus.
 - (Kemet Hunt): ★★ Place two instead, ★★★ Place three instead,
 ★★★★ Place four instead.
- The quest starts NOW (take the first turn!)
- R If Vradok is dead, go to [2] page 135.

___ EVENT 1 _____

Zarumag appears, wreaking havoc with his dragon powers, spewing fire everywhere.

- Place two 3x3 Lava Tiles in [1] of the Stairs Tile (or as close as possible).
- Place **Zarumag** and three random **Ninjas/Tengus**.
- R If Vradok is dead, go to [3] page 135.

___ EVENT 2 _

Bellara, the Arachne, comes out of a penumbral portal. The last creature you will fight.

- Place two Corrupted Zone Tiles in [1] of the Stairs Tile (or as close as possible).
- Place Bellara and three random Ninjas/Tengus.

When you defeat all villains, you win the quest. Go to [4] - page 135.

 Vradok, the Undead Dragon (Vradok Figure)
 Very Points
 7 Defense
 8 Movement
 Reaction

 Claws of Undeath (Primary Attack)
 ✓2 squares
 ♦ 1 enemy

 ★ 28 DMG+effects
 Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • Place one random Ninja/Tengu.

- 2 Each other villain RUNS 2 towards its nearest hero.
- FLEE 8 from the nearest hero.

Unprovoked/Crit: +5 DMG.

Special Passive:

Trigger: If this **X** doesn't start its turn in [1] of the Orb or the Ice Golem.

Effect: Place one random Ninja/Tengu.

Favorite Target: The farthest hero within reach.

Zarumag, the Shadow Avatar 350 R (Zarumag Figure) Hit Points Defense Movement Reaction

1 enemy **≠**2 squares **Tantrum of Zarumag** (Primary Attack) * 20 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: • Place one random Ninja/Tengu.

- 2 Choose one of the nearest villains to take one extra turn, ignoring fatigue.
- 3 FLEE 8 from the nearest hero.

Unprovoked/Crit: +5 DMG.

Special Passive:

Trigger: If this **X** doesn't start its turn completely inside terrain squares.

Effect: Place one random Ninja/Tengu.

Favorite Target: The farthest hero within reach.

Bellara, Future Timeline Arachne 420 (Bellara Figure) Hit Points Defense Movement Reaction

Tantrum of Bellara (Primary Attack)

♠ 1 enemy ✓ 2 squares * 26 DMG+effects Miss: 12 R-DMG

8

Benefit: +3 to Attack Roll and Blessed.

Effects: • Place one random Ninja/Tengu.

- 2 Transfer 4 HP from each villain and from each hero within [1] of a villain to Bellara.
- 3 PUSH 3, the nearest 3x3 tile, and PULL 3, the farthest 3x3 tile.
- 4 FLEE 8 from the nearest hero.

Unprovoked/Crit: +5 DMG.

Special Passive:

Effect: Place one random Ninja/Tengu.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Ninjas (59, 60, 61, 62)
- 2 Tengus (89, 90, 91, 92)
- 3 Boss (Vradok, Zarumag, Bellara)

Barriers

- 4 Walls 5x1
- 4 Walls 4x1

Terrains

- 2 Lava 4x2 • 2 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1
- 4 Mission Tiles
- 1 Stairs
- 2 Swamp 4x2
- 4 Swamp 2x2

Miscellaneous

- 2 Chests
- 1 Orb



Map Labels: Initial Setup Event 1 Event 2

Adventure RD Deeper

If this is your first Relic Sidequest, read the chapter "Puzzles" (Rulebook - Appendix G).

Zalir, deeply worried, comes at you "I have bad news! Relic Hunter friends informed me that the Kemet acquired the position of the Taii'Maku vaults in a deal with the Third Eye. For now, we are the only ones with the U'Tibam tools, but soon they may find a way to open or at least completely block the entrances!"

Zalir presses you into going after one of the vaults. He uncovered three locations based on your findings and the information from the Relic Hunters. He arranged for a portal and a boat to get you there as quickly as possible.

The three places he found are:

- A ritualistic room inside the ancient Dark Lab that can only be opened with a powerful mystical skull of great powers over death.
- An elemental-infused garden buried deep in Ubel's subterranean.
 It belonged to the elves before the region turned into a desert. It's accessible using an elemental orb that was lost centuries ago.
- A sacred chamber on the Temple of the Sea Mists, a holy place for the Merfolk. It is said that a set of mystical pearls that was lost during a Malrokian Curse was the only thing that could open it.

Choose one of the vaults to travel to. You can only choose one which you have the relevant relic to open.

Ritualistic Room - Only if you have & 41- Dark Lab: go to [2]. (Mystical)

Elemental Garden - Only if you have 🖄 42- Extraplanar Journey: go to [3]. (Ubel)

With the skull in hand, you travel back to the Dark Lab. Your last incursion on the place required Huradrin's penumbral traveling, but now you know another way to enter.

Hoping the fire eliminated the remaining undead, you take the same tunnel you used to flee the place. Getting inside, you search the Taii'Maku Vault secret door finding it behind one of the shelves in the library.

Placing the skull on a stone indent on the wall reveals a Taii'Maku lock mechanism. You pull the Taii'Maku lockpick tools and start to pick the lock.

Do 6 lockpick puzzles.

For each success: A hero gains 1 🗇 .

For each failure: The mechanisms protections 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 [5].

In possession of the elemental orb you acquired during your forced trip to the elemental plane, you travel to the coast of Ubel.

With a map acquired by Zalir, you make a long and tiresome search through the deserts close to the shorelines, searching for ancient elven ruins. *Each hero gains 1 Weakened Token*.

You find structures vaguely resembling elven architecture, mostly buried by sand. In it, you discover a tunnel that ends on a hall clearly built with Taii'Maku machinery but elven aesthetics.

The structure looks impenetrable, but the orb starts to glow, and a round metal slot of similar size is at the center of a giant metal door.

Placing the orb reveals a Taii'Maku lock mechanism that Zalir showed you before. You pull the Taii'Maku lockpick tools and start to pick the lock.

Do 6 lockpick puzzles.

For each success: A hero gains $1 \square$.

For each failure: The mechanisms protections 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 [6].

4 You get a boat and travel to a port city close to a merfolk underwater town. Talking with the locals gets you a meeting with some merfolk that often come to the surface to trade.

You ask them about the temple, and their priestess tells the tale about how the Temple of Sea Mists was lost during the last Malrokian Curse. She gives you the rough location where she believes the temple existed, now no longer on the sea bottoms, as the sea receded after the cataclysmic event.

You search and find the temple, which was repurposed by fishermen long ago and became a sanctuary of praying for those taking risks on the seas.

Entering it, you see it was made for merfolk leaving underwater, as both the ceiling and the ground are round and uneven. You are greeted by an old woman, the local community elder and healer.

You show her the pearls, and surprised, she guides you to the innermost room of the temple, where you see many Taii'Maku machine golems resembling merfolk statues.

You place the pearls inside clams held by statues, revealing a Taii'Maku lock mechanism. You pull the Taii'Maku lockpick tools and start to pick the lock.

Do 6 lockpick puzzles - page 140.

For each success: A hero gains $1 \square$.

For each failure: The mechanisms protections 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 [7].

The heavy door opens, revealing a ritualistic room full of skulls and bone weapons mounted on the walls. It looks very different from the Dark Lab behind you.

Inside, you see a ritual tome with a leather cover of dried green orc skin; its content has descriptions of many rune combinations.

Ancient elemental magic runs wild inside as ancient Taii'Maku machines move in the walls, creating gruesome patterns and symbols composed of skulls and bones.

The place's defensive mechanisms activate, mystically summoning monsters to defend it.

Go to page 150 and set up Quest 65 — The Skull.

6 Elven writing shines on the door as it opens, revealing a vast garden with green fields and strange mystical-looking trees.

The place is clearly not ordinary, as magic mechanisms illuminate the area, and water flows inside, forming a small calm river. Elemental stones are placed on different cogwheels that keep turning. It keeps the water flowing, the air fresh, and creates light to maintain the plants. A true underground garden sanctuary.

As you enter, different elven runes shine through the door, attuning you to one specific element. *Each hero grabs one Tool Token (Hook, Key, Tome, and Torch)*.

Two elven statues move in your direction, each with a gem of different color in its chest. Behind them, a specter of an elf screams, "our people! Doomed by the likes of you! And you dare to enter our sacred garden?" The whole place's defensive mechanisms activate, summoning extraplanar beings to attack you.

Go to page 142 and set up Quest 63 — The Orb.

You enter a corridor with polished metal mirrors and a thick cold mist. The pearls you placed come floating inside, and the mirrors begin showing images of different places and people.

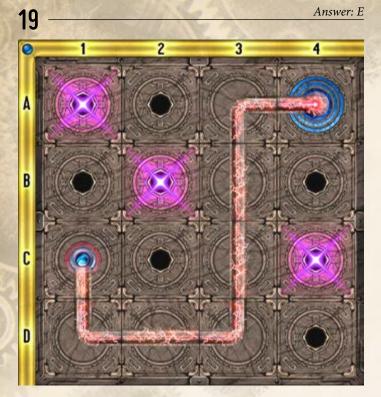
Each of the floating pearls shines with elemental energy of a different kind, blessing you. *Each hero grabs a Quest Item*.

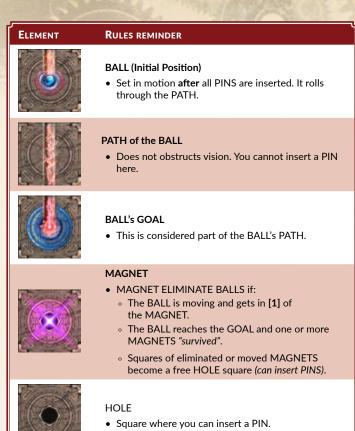
The mirror bases are mounted on strange Taii'maku machinery. Some of them move from one end to the other in the room. Then, the images that appeared illusory begin to take physical forms as the defensive mechanisms of the vault activate.

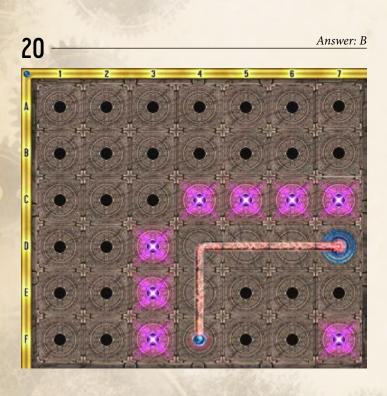
A crystal-like golem emerges from behind the mirrors, and the illusory images attack you.

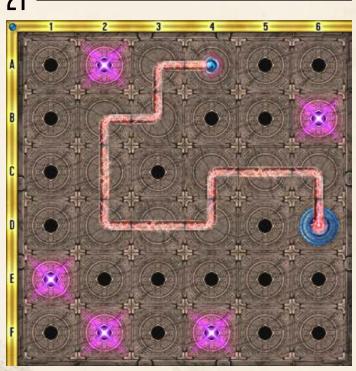
Go to page 146 and set up Quest 64 — The Pearl.











Answer: D

Check the answers on page 219.

PINS

- Only one per Hole (only on free squares).
 - They are always making their effect (even after the Ball begins rolling).



Insertion: First (before the Watch Tower).

- Eliminate Magnets in [1].
- Eliminate Balls in [1]!



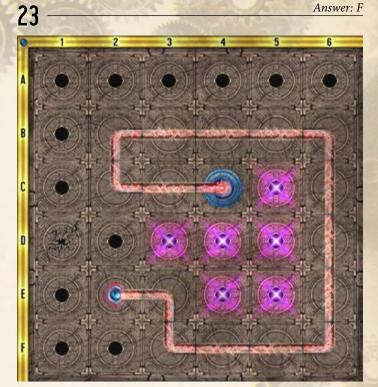
Insertion: Second (after the Trap).

- Eliminate all Magnets on the same row **and** column and not in [1] (adjacent squares).
 - Requires vision (Ball and PINs block vision).

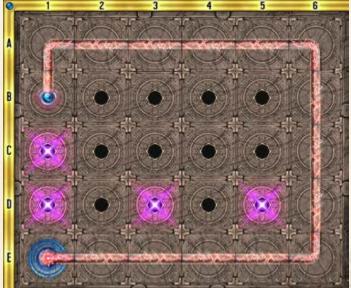


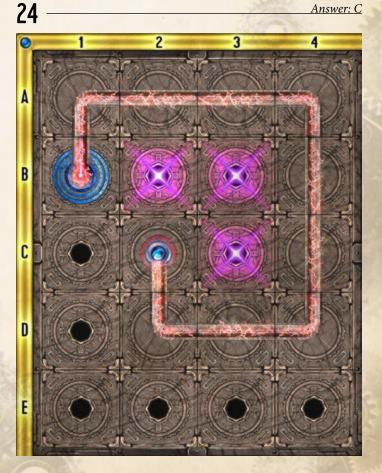
Insertion: Third (after the Watch Tower).

- 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.











In the secret Elven garden, the pair of constructs are the guardians. They can only be destroyed when you connect your **Orb of Elemental Order** with an unreachable **Orb of Elemental Chaos**. To do this, both Orbs need to be in specific spots at the same time.

Primary Objective

• Kill the Multi-Elemental Constructs (Bosses) = Read [63.2]

If you lose

• Read [Defeat] - page 144.

Extra Challenge

• Never interact with the **Orb of Elemental Order** (*i.e.*, *the same Hero carries it throughout the Quest*).



Power of the Elements (Villains)

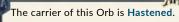
In this place, villains' powers are enhanced, but when they step on a Terrain riddled with their element, this elemental outburst gets absorbed.

- All \(\mathbb{X} \)'s are \(\mathbb{Empowered 6 } \) and \(\mathbb{Toughened 6 } \) (both once per turn),
 UNLESS they are on a Tile related to their \(\mathbb{Favorite Target } \) color:
 - o Red Villains: Lava
 - o Blue Villains: Ice
 - o Green Villains: Swamp
 - o Orange Villains: all of the above

Orb of Elemental Order (Red Orb)

This Orb needs to be connected to its Chaotic (Blue) counterpart, but both need to be positioned in the correct spots.

- Choose a hero. Put the **Red Orb** on its Card.
- + You (or a hero in [1] of you) are carrying the orb: Grab the Orb from a hero in [1] of you, or give the Orb to a hero in [1] of you (once per turn).



ADVANTAGE: The carrier of this Orb is **Empowered 5**.

Elemental Manipulation

Thanks to the powers granted by the elemental orbs, heroes can manipulate the setting to move the Blue Orb from afar.

All heroes attacks have an additional Benefit(once per turn):

- (Key Earth): Reposition the Swamp Tile 2x2.
- o (Torch Fire): Reposition the Lava Tile 4x2.
- o (Tome Water): Reposition the Ice Tile 2x1.
- (Hook Air): MOVE 6 a villain. The Blue Orb makes a Motion (see below).
 - You may place them from/to anywhere and rotate them 90°, as long as none of its new squares are occupied by another Tile.

Orb of Elemental Chaos (Blue Orb)

It needs to be remotely moved and connected with the Red Orb in possession of a well-positioned hero.

- Motion: The Blue Orb moves EXACTLY 6, in any orthogonal straight line.
 - o If the Orb would move onto a square with a Wall or Ice, any remaining movement points **must** be spent in the opposite direction of the same straight line.

Elemental Reaction (Blue Orb)

- Terrain Tiles affect the Blue Orb:
 - o Ice Tile 2x1: The Orb considers this tile a Wall.
 - Lava Tile 4x2: It spends zero movement points to enter each of its squares.
 - Swamp Tile 2x2: It spends 2 movement points to enter each of its squares.

Arcane Penumbral Pits (Quest Items and Mission Tiles)

Certain spots in the dungeon are connected via a shortcut through the penumbral plane, allowing you to put one Orb at each end of the connection.

- There are three **Mission Tile + Quest Item** pairs. Each pair has matching colors/symbols. (Make sure they are correctly positioned, as in the map.)
- When the Blue Orb stops on (or moves through) a Quest Item, if
 the hero with the Red Orb is on the Mission Tile that matches its
 color/symbol, remove that Quest Item and that Mission Tile. Then,
 deal 40 DMG to the BOSS.



INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Elemental (80-G), Specter (93-O), and the Multi-Elemental Constructs - Bosses (B) and (B).
- GUARD 3: Place Fiend (81-R) and Specter (94-B).
- GUARD 3: Place Elemental (79-0) and Fiend (82-B).
- Then, after reading the Special Rules, read [63.1] page 144.

As soon as both Multi-Elemental Constructs (Bosses) die, you win the quest and read [63.2]

Multi-Elemental Constructs (Construct Figures)



350 Hit Points

R Defense Movement Reaction

- Attach the **Red** and **Green** colored rings to the Construct Figures. They both represent this Boss.
- They share the same HP Token, but Fatigue separately.
- While there are Mission Tiles on the board, all DMG against this ¥ is **R-DMG**.

Brown Smear (Primary Attack)

🖊 1 squares * 12 DMG+effects | Miss: 12 R-DMG

1 enemy

Benefit: +6 to Attack Roll and Blessed.

Note: This ¥ has +6 to hit (instead of the usual +3).

Effects: ● For each level of the Kemet Hunt, this ¥ deals + 5 DMG. (If level O, deal no extra DMG.)

- ② If this is the Red ∡, PUSH 4 the target.
- If this is the Green ¥, HEAL 8 this ¥.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **x** is Fatigued when an attack hits it.

Effect: This \(\) HEALS 5, plus 2 for each other active villain on the grid.

Favorite Target: Each have a different one (Red or Green).

Villain Kits

- 2 Elementals (79, 80) • 2 Fiends (81, 82)
- 2 Specters (93, 94) • 2 Boss (Constructs)

Barriers

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

Terrains

- Ice 2x1 • 1 Lava 4x2
- 3 Mission Tiles

• 1 Stairs

• 1 Swamp 2x2

Miscellaneous

- 2 Chest
- 2 Orb Figures
- 3 Quest Items



Map Labels: **Initial Setup**

Quest Chapter 63 The Orb

As the golem approaches, you hear the faint whisper of a female voice, "please, help us. We just want to rest. The orb at the garden's center must be on the same element as the orb outside. Align them for the three elements, or the statues will keep attacking you."

You turn around, looking for who said that but find nothing. The enemies are closing in your direction, so there is no time to think.

IF YOU HAVE	APPLY CONSEQUENCE(s):
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).
The Lich's Skull (fact)	The skull is a powerful tool to channel dark energies, with it the Orb can show its true powers. <i>Gain ADVANTAGE for this quest</i> .
Endless Darkness (fact)	The darkness still lingers in your shadows, and you can feel something stalking you from beyond. <i>Each hero gains</i> 1 Distracted Token and loses 1 1.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): Attach all Tool Tokens (Hook, Key, Tome and Torch), each on a different hero.

Quest 63: "The Orb" starts NOW (take the first turn!)



2 CONCLUSION - VICTORY

(Read this only if you won this quest)

You move the orbs into the correct places, matching the elemental essences each time. This stops the endless supply of power of the elemental constructs.

As they finally fall to your attacks, the place becomes silent, the extraplanar summoning stops, and you see a ghostly female figure moving between the garden trees.

The ghost moves with grace as it appears and hides from you. Following it you notice she is guiding you somewhere.

At a pond, the ghost turn's around, talking with a voice you recognize from before "please take this gem and free us. We are still here, bound by an oath made so long ago that none of us can remember when."

Looking at the pond, it continues, "this garden was supposed to be a final resting place for our people. It was never finished, never sanctified. Our duty was to do so, and we failed."

She looks back at you "we thought we had time; we didn't intervene in the other folk's affairs. In our arrogance, we stayed neutral, believing it had nothing to do with us. And then we paid the price when the Malrokian Curse also ravaged our lands."

She points to a shiny gem at the bottom of the pond "take it. I pray that similar disgrace never befalls over your people too".

You remove the gem, and behind the trees, you see dozens of other elves' spirits appearing and joining the woman. They all thank you as they begin to disappear.

Having collected what you came looking for, you decide to leave before Kemet scouts arrive.

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 acquire the rare knowledge and treasures contained in this long forgotten vault. Mark Dim Light (fact).

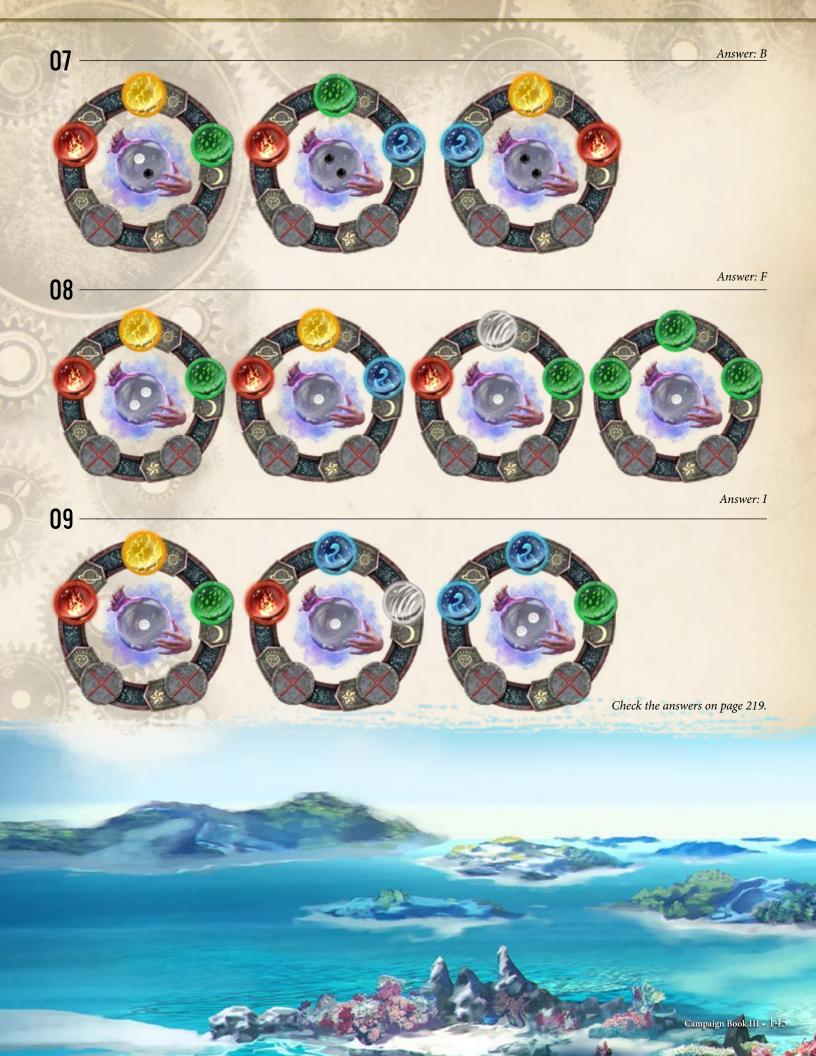
Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- 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 Anariel is on your team: Having lived for many years and having lost numerous loved ones, including your only son, you deeply empathize with the suffering of these elves. Before departing, you take a moment to perform the ancestral rites of your people, hoping their souls find peace in the afterlife with the elven gods.

This act evokes feelings of sadness but also a peculiar sense of purpose, as though the souls of the elves are watching over you from the beyond. For the next quest, Anariel gains 1 Preserved Token.

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





In an ancient Merfolk temple, now occupied by elemental beings and a lot of illusions, who threaten to explode as they absorb the cave's energies. Use magic pearls to cleanse the place.

Primary Objective

• Kill The Elemental (Boss) = Read [64.6]

If you lose

• Read [Defeat] - page 148.

Extra Challenge

• Alchemy removes all Terrain Tiles (i.e., there's no Terrain left to remove when each Event begins).



🧆 Special Rules 🍩



Elemental Territory

The physical presence of elemental influences in this place is more overwhelming than usual...

• All Terrains block movement but not vision, as if they were Barricades (no combatant can enter their squares).

Pearls (Quest Items - Runes)

- ... Fortunately, the power of the pearls enables you to at least move Terrains impregnated with them.
- Each hero starts with one **Pearl** (Quest Item). Each Pearl connects its hero with a Tile:

QUEST ITEM	REPRESENTED PEARL	TERRAIN THAT AFFECTS
	Yellow Pearl (Earth)	×
33	Blue Pearl (Water)	
500	Green Pearl (Air)	
53	Red Pearl (Fire)	3811.

- At the start of each hero's turn, that hero must choose one of the Tiles that its Pearl can affect (anywhere) and one of the four orthogonal directions. That Tile must move in that direction, stopping just before it leaves the grid or enters a square with a Figure or Tile.
 - O You may choose a direction that causes the Tile not to move (because its path is immediately obstructed).

Alchemy (Lava, Ice, Altar, and Portal)

Combining two different elements may result in an explosive reaction against combatants nearby.

- A special effect happens when two specific Tiles align side-by-side (forming a 4x2—or 2x4—rectangle). Both Tiles must be stopped (i.e., not moving):
 - o Ice + Lava = All villains in [2] of these two Tiles take 10 DMG.
 - O Altar + Portal = MOVE 2 all combatants in [2] of these two Tiles.
 - After any of the effects above is applied, remove the combined Tiles.
 - Ignore any other combination of tiles (e.g., *Ice+Portal*).

Elemental Reaction (Villains)

The dwellers of this field have absorbed a good amount of the elemental energies of the place. Expect an explosive reaction when they die, also.

- When a villain dies, all combatants in [1] of it are PUSHED 2 and take 5 DMG.
- Then, place a 2x2 Terrain corresponding to that villain's Favorite Target color on the grid, as close as possible to the villain's square of death (on squares without other Tiles).
 - o Blue: Ice | Green: Portal | Red: Lava | Orange: Altar

Cleaning the Field (Terrain Tiles)

You may also cleanse the environment at great personal cost and careful manipulation.

+ Pay 25 HP: Remove this Terrain Tile.

Flux Control Lever (Lever Figure)

+ Remove the Lever: The interacting hero gains 1 .

- Events -

INITIAL SETUP

• Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.

• Place Snipers (25-O) and (26-B), Elemental (47-R), and Golem (84-G).

o (Kemet Hunt ★★): Instead of placing Sniper (25-O), place Necromancer (85-O).

• Then, after reading the Special Rules, read [64.1] - page 148.

R If all villains are dead and both Levers were removed, read [64.2] (to continue the quest).

The Elemental (Elemental Figure)



240 Hit Points

10 Defense

Movement Reaction

R

Elemental Attack (Primary Attack)

(2) 8 squares

1 enemy ¥ 30 DMG+effects Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: ● For each terrain tile on the grid HEAL 5 the with lowest HP.

■ FLEE 3 (If this

didn't move this turn).

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This **x** is in [1] of a **Terrain Tile** when it hits a hero (check the terrain type; you decide ties).

Effect: Place an off-board 2x2 Terrain Tile of this type as close as possible to the target (cannot place above Tiles or Figures). If all such Tiles were already on the board, target takes +10 DMG, instead.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Snipers (25, 26)
- 2 Basilisks (37, 38)
- 2 Elementals (47, 48)
- 1 Golem (84)
- 1 Necromancer (85)
- 1 Boss (Elemental)

Barriers

- 2 Barricades 4x2
- 2 Barricades 3x1
- 2 Barricades 2x2
- 4 Barricades 2x1
- 2 Big Doors

• 2 Single Doors

- 5 Walls 5x1
- 9 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 4 Altars
- 4 Ices 2x2
- 4 Lava 2x2
- 4 Portals • 1 Stairs

Miscellaneous

- 2 Chests
- 2 Levers
- 4 Quest Items

5 60 4 4 8 5 8 84 8 Ď 47 4 25 65 48 3 37 3 10 19 16

Quest Chapter 64 The Pearl

You prepare to defend against the incoming attack. The blessing of the elements seems to connect you with the temple's mystical power.

As you move, one of the mirrors seems to answer, moving too. As they change position, their light crosses and powerful effects seem to manifest as real.

Behind it all, you see a pair of levers and closed doors; realizing this place is as real as its illusory, you now know you must tread carefully.

IF YOU HAVE	APPLY CONSEQUENCE(S):
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).
Strong Kemet presence on the seas (fact)	Powerful Merfolk relics are in the hands of the Kemets and they are using them to twist the elements to advance their mysterious plans. Swap Sniper (26-B) with Necromancer (86-B).

Quest 64: "The Pearl" starts NOW (take the first turn!)

You opened the door, entering a prayer hall filled with cold mist. More mirrors move around, creating new illusory enemies in your way.

_____ EVENT 1 _____

- Remove all Terrain Tiles (if any) and both Big Doors from the grid.
- Place Terrain Tiles and Levers, as in the map.
- GUARD 3 (purple): Sniper (25-O), Basilisk (37-R), Basilisk (38-G), and Elemental (48-B).
 - (Kemet Hunt ★★★): Instead of placing Sniper (25-O), place Necromancer (85-O).
- R: If all villains are dead and both Levers were removed, read [3].

IF YOU HAVE	APPLY CONSEQUENCE(S):
Strong Kemet presence on the seas (fact)	The Kemet necromancers used the merfolk artifacts to empower the local elemental lord in some sinister pact with this extraplanar being. Place 2 Empowered and 2 Preserved Tokens on the Boss.

Resume the Quest (start Event 1!)

3 As you open the final door, you see a hall with a sacred altar dedicated to what seems like merfolk versions of Tamera and Bauron. On the walls are many mirrors and depictures of ancient merfolk versions of evolutionist tales.

At the center, you see a merfolk woman clad in majestic priestly garbs and holding a staff with a small shiny gem at its point. She swims through the air "welcome to the temple of Misty Seas. I praise your ability to reach this hall; ones such as yourselves are rare."

Looking at you, she swims from one mirror to the other "your final test is here. You can go back now or risk your lives to know more about what this place hides." [4]

4 Showing you are ready to take the challenge, you advance inside the hall. The priest looks pleased "very well, let's hope you were not just overconfident."

She waves her hands, and the mists in the room swirl as the mirrors move around, creating more illusory creatures.

_____ EVENT 2 ____

- Remove all Terrain Tiles (if any) and both Small Doors from the grid.
- Place Terrain Tiles, as in the map.

GUARD 3 (purple): Sniper (25-R), Basilisk (37-R), Golem (84-G), and The Elemental - Boss (B).

 (Kemet Hunt ★★★★): Instead of placing Sniper (25-R), place Necromancer (85-R).

As soon as the Boss is dead, you win the quest and read [6].

Resume the Quest (start Event 2!)

6 CONCLUSION - VICTORY

Read this only if you won this quest)

The priestess suddenly vanishes in a cloud of mist. The mirrors change direction, and all illusions start to fade away.

Slowly the mists recede; laid at the center of the room, you find the staff the priest was holding before. Her voice echoes, "you showed true strength, and I can feel that your cause is noble."

From the staff, mists emerge, forming the image of the priestess again, "this temple was built a long time ago to train young clerics and paladins of our people. It was devised to employ the tactics of an ancient enemy of the gods, the more cunning and dangerous of the penumbral beings; its name is Bellara".

She looks into your eyes. "I hope you will never face such a dark being. It employs ruse, deception, and lies like no other. To train our best ones against that, we created this temple with the help of the Taii'Maku, so that we could better fare against Bellara and her Purple Witches."

She points to the staff, "this place is no longer safe for this precious gem, and no merfolk can be trained here. Take the gem, and do not let it fall on Bellara's hands".

Taking the gem from the staff causes a swirl of mists, and the priestess and her staff disappear completely.

Follow the "Next Adventures" instructions

DEFEAT

Skip this if you won the quest.

The mirrors suddenly stop. On the mists you can see a figure of a floating merfolk priestess figure looking at you with a sad semblance. You become covered in a complete fog, and when it recedes, you are all on the ground outside the vault door. The pearls are in your hands, but the door no longer opens. You've lost the opportunity to acquire the rare knowledge and treasures contained in this long-forgotten vault. *Mark* Dim Light (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- If you have ☆ on at least 2 of the following Quests: The Sword, Violin, Astrolabe, Map, mark Relic Hunters (fact).
- Gain +1 Strategists and +1 Warriors.
- 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].





Guided by the skull found in the Dark Lab, you find a ritualistic chamber below that location, where the skull vibrates with the necromantic power imbued in it.

Primary Objective

• Kill the Nameless One (Boss) = Read [65.4]

If you lose

• Read [Defeat] - page 152.

Extra Challenge

• Kill all villains, AND they all die in [1] of an Orb.



Skull (Tome Token)

The skull carries the power beyond death.

- The Tome Token represents the Skull. Put it on a Hero Card.
- + You (or a hero in [1] of you) are carrying the Skull: Grab the Skull from a hero in [1] of you, or give the Skull to a hero in [1] of you (once per turn).

The carrier of the Skull is Vulnerable 3.

ADVANTAGE: The carrier of the Skull has +3 to roll (in all its attacks).

Spiritual Presence (Room Tile)

The Skull has a strong connection with this place and can influence the fight.

- The **Room Tile** (squares K-1 to P-6) represents the Lich's Spiritual Presence.
- **Powers from Beyond** are applied when specific Tiles align in this Room (*see ahead*). To align Tiles, you must execute **Motions**.
- **Motion** = Slide one Tile in this Room in a single, straight orthogonal line. It stops just before it leaves the Room or enters a square with another Tile (*i.e.*, each Tile will always move exactly two squares).
- At the end of each turn, a hero may execute TWO Motions, if:
 (A) A villain died in [1] of an Orb that turn; and/or
 - (**B**) The Skull-carrier hits a villain (*once per turn*).
 - o If both (A) and (B) happen, you may execute a maximum of four Motions (even if the carrier hit three villains and two of them died in [1] of the Orb).

Powers from Beyond (Terrain Tiles in the Room Tile)

The Skull participated in several battles of the past, being responsible for many deaths, bringing with it many of the souls it harvested, permeating its Spiritual Presence.

- You start with all Fate Cards.
- At the start of every turn, check the Room Tile and the table below.
- If the Tiles listed are orthogonally aligned (*in a 6x2 rectangle*) and you still have the corresponding Fate Card, you **MUST** discard that Fate Card and apply its corresponding effect.
 - o The **order** of alignment is not important (*i.e.*, $Lava \rightarrow Swamp \rightarrow Altar$ is the same as $Altar \rightarrow Lava \rightarrow Swamp$).
 - The Fate Cards are NOT automatically recovered if you've discard them all.





Repository of Souls (Orb)

R All heroes in [3] of the Orb take 7 DMG.



INITIAL SETUP

- Place the heroes on the Stairs. Each may reassign 2 Skill Tokens.
- Place Aberration (72-B), Ogre (87-R), and Specter (93-O).
 (Kemet Hunt): Fiend (★★★ 81-R).
- Then, after reading the Special Rules, read [65.1] page 152.

Profane Mystery Lever (Lever Figure)

+ This hero carries the Skull + All villains are dead: Each hero takes 3 DMG for each Fate Card you may still discard. Then, recover all discarded Fate Cards and read [65.2] (to continue the quest).

Nameless One (Warlord Figure) B 280 B 5 8 Hit Points Defense Movement Reaction

 While the 3 Portal Tiles are orthogonally aligned (forming a 6x2 rectangle), this x is Vulnerable 6 (once per turn).

Soul Burn (Primary Attack)	√ 1 squares	◆ 1 enemy
Sout Buill (Pilinary Attack)	*16 DMG+effect	Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: ● All heroes in [3] of the Orb lose 1 □.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: The **3 Portal Tiles** are orthogonally aligned (forming a 6x2 rectangle) when this **x** hits a hero.

Effect: Deal +12 DMG.

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Aberrations (71, 72)
- 1 Fiend (81)
- 2 Ogres (87, 88)
- 2 Specters (93, 94)
- 1 Warrior (98)
- 1 Boss (Warlord)

Barriers

- 1 Barricade 3x1
- 1 Living Walls 3x1
- 2 Walls 5x1
- 4 Walls 4x1
- 1 Wall 3x1
- 2 Walls 2x1

Terrains

- 1 Altar
- 1 Ice 2x21 Lava 2x2
- 1 Planar Rift
- 3 Portals
- 2 Ruins 4x2
- 3 Ruins 2x2
- 2 Spikes 4x2
- 2 Spikes 3x3
- 2 Spikes 3x1
- 3 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs
- 1 Swamp 2x2

Miscellaneous

- 2 Chests
- 5 Fate Cards
- 2 Levers
- Tome Token
- 1 Orb Figure
- 1 Room 6x6



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 65 The Skull

On the ceiling and the walls, you can see glowing runes of dark magic similar to the ones on the tome you just found, while at the center of the room, an orb radiate death energy.

You feel the skull in your hands pulsing with power; its ability to manipulate dark energies is more potent than ever in this place.

IF YOU HAVE	APPLY CONSEQUENCE(S):
Secrets of the Kemet Past and Future (fact)	Learning the secrets of the Kemet past is of great help to extract more power from the skull. Each hero gains 1 and 1 Empowered Token.
The Eldritch Orb (fact)	This orb help you channel dark energies alongside with skull. Immediately execute TWO MOTIONS of the Spiritual Presence rule, as if a villain had died in [1] of an orb.
Irrecoverable Dwarven Glory (fact)	Some dwarf souls still roamed the Dark Lab where their bodies were desecrated. Now the despair turned them into vengeful ghosts. Place Ghost Dwarf (05-R) and (06-B) in [1] of one hero.
A Satisfied Lich (fact)	As you arrive you can see a figure coming from the shadows, you see a projection of the Lich weaving a rune in the air "this will be of help to you". His figure then disappears in the darkness. Gain ADVANTAGE for this quest.
(One-Shot Game Mode)	(Ignore this in Campaign Mode): A hero starts with the Tome Token.

Quest 65: "The Skull" starts NOW (take the first turn!)

You pull a lever made of bones, opening a door. Inside, you see another ritualistic room that begins summoning more enemies to keep you from venturing further.

_____ EVENT 1 ____

- Remove the Living Wall and reposition the Orb (as in the map).
- GUARD 3 (purple): Aberration (71-R), Fiend (81-O), and Ogre (88-G).
 - (Kemet Hunt): Warrior (★★ 98-G).

Profane Mystery Lever

+ this hero carries the Skull + all villains are dead: Each hero takes 5 DMG for each Fate Card you may still discard. Then, recover all discarded Fate Cards and read [3].

Resume the Quest (start Event 1!)

Another door opens, and you see the final ritual room. There you find an old, dried, and gray-skinned orc with long white hair. He does not appear undead, but you are sure he is also not a living being.

Chains holding his arms and legs are unlocked as you enter the room. He looks at you with a smirk on his face, "released at last. You will have the honor of being the first ones to die by my hands in so long. Tell me where my axe is, and I may grant you a swift death."

You see the orc taking control of the dark energies of the place, summoning monsters to serve him.

_____ EVENT 2 _____

- Remove the Barricade and reposition the Orb (as in the map).
- GUARD 3 (brown): Ogre (88-B), Specters (93-R), and (94-G), and Nameless One Boss (B).
 - o (Kemet Hunt): Warrior ★★★★ 98-B).

As soon as the Boss dies, you win the quest and read [4].

Resume the Quest (start Event 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

The strange orc falls to his knees, trembling "no, I can't have lost so much power! I want my axe! Where is my Lava Axe?" his body starts to fragment and crumbles as if made of ashes.

In his remains, you see a small shiny gem glowing that seems like one of the gems Zalir told you about.

Searching the place, you find orcish scrolls and a powerful ritualistic apparatus designed to create powerful mystical artifacts. Mounted on the wall behind it, you see, on display, four skulls and hammers that must have belonged to dwarfs.

Now that you have the gem, you must leave before Kemets arrive. You try to destroy the apparatus before you go, but none of your weapons seem to cause any damage. Without time to lose, you close the door hoping that the Kemet will not find how to open it without the skull.

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 acquire the rare knowledge and treasures contained in this long forgotten vault. *Mark* Dim Light (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- If you have 😭 on at least 2 of the following Quests: The Sword, Violin, Astrolabe, Map, mark Relic Hunters (fact).
- Gain +1 Strategists and +1 Spies.
- 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].





Adventure RE Head First

If you have ☆ 68 - Order 99, go to [2]. Otherwise, go to [3].

You are discussing with Sedura the war plans and how the full force of the Ironhand army will be employed now that you issued Order 99 when Zalir enters the room.

Hurried, he gestures vigorously "Good, everyone is here. I have pressing news! A gloomfolk elder is requesting help; the Kemet invaded his hive, searching for a place that is sacred for the gloomfolk. It is probably one of the taii'maku vaults, built inside the Penumbral Plane!"

Zalir explains that he was expecting the Kemets to secure the vault locations. He believes the Kemet might have some of the gems and may be trying to get hold of five to use their full power. He tells Sedura that the gloomfolk are willing to become their guides and fight on their behalf at the penumbral plane during the invasion if they receive help now.

Convinced by Zalir, Sedura asks that you take part in the operation as you have some experience on the Penumbral Plane. [4]

You are discussing with Sedura the plans to deal with the possible Kemet ambush, but your discussion was interrupted by Zalir's arrival.

Hurried, he gestures widely and says, "Good, everyone is here. I have an urgent request! A Relic Hunter's Guild colleague recovered an important relic, one of the gems of a Taii'Maku Vaults! The bad news is that the Kemets ambushed him south of Benstpine Range."

Sedura interrupts him, "So that is why they headed south instead of going to Fisherman's Wharf." Zalir pulls a map showing where the relic hunter was last seen. You start to form a plan to save Zalir's colleague, deal with the Kemets and test your combat power, all in one go. [6]

4 You go with Sedura and Zalir to the Penumbral Plane and are guided by the gloomfolk elder; you arrive at their hive, now taken by Kemet forces.

Sedura, now with legions of Ironhand troops at her disposal, commands two battalions to engage in battle and help free the imprisoned gloomfolks.

You were urged by the gloomfolk elder to come with him. You arrive at a cavern, finding the place in utter chaos, sacred objects destroyed, and paintings and scrolls ripped or tossed on the ground. At the bottom of the cave, you see many broken-down statues. Behind them, a solid metal wall with taii'maku mechanisms engraved with gloomfolk style art.

A group of Kemet are working at opening the Taii'Maku Vault door; they take weapons as you enter, and a quick fight ensues. *Each hero takes 5 DMG and gains 1* or *charges 2 Skill Tokens.*

You eliminate them, and the gloomfolk elder grabs a set of tools from the ground. "Zalir told me about this. It seems he told us the truth, this tool can open our sacred chamber. Our hive defended this place for many generations; we will not allow enemies to defile it and take what is ours. It's our people's way to pay in kind; if they want what is inside, they will have it..." He screams, "used against them!" He gestures for you to proceed inside.

The Kemet had already found the taii'maku lock mechanism and were working to open it. You pull the taii'maku lockpick tools and start to work on them.

Do 6 lockpick puzzles (Rulebook - Appendix E).

For each success: A hero gains 1 or 1 Empowered Token.

For each failure: The mechanisms protections 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 [5].

The gloomfolk elder looks into your eyes and takes his necklace, offering it to you "This necklace was down through generations. There were two in the past, but only one remains. Our ancient tales say that each belonged to one brother, the progenitors of our hive. They would hunt penumbral beings following their guidance to navigate inside the sanctuary of darkness."

He starts to collect the sacred objects on the ground, trying to see which ones could be saved. With no time to lose, you enter the vault.

Go to page 156 and set up Quest 80 "Penumbra."



You travel quickly to Benstpine, as the life of Zalir's friend depends on you. Sedura stays behind to prepare the army for the invasion.

Asking the locals in the close towns of Ubel, you learn that a man called Alfredo was seen searching for ruins in the foothills of a mountain nearby. By Zalir's written description, he is the man you are looking for.

After tracking the place, you find traces of an ambush outside an open taii'maku Vault. Zalir was right, and Alfredo found a vault but was ambushed by the Kemet when he got out.

You follow the trail they left, going over the hills into a forest. You find a dead Kemet, probably killed by the Relic Hunter, and carved on a nearby tree the words "Zalir, open the box." Further ahead, many more Kemet troops are scouting the forest.

A group of them catches your attention. Two old necromancers trying to open a metal strongbox using tools that look similar to your U'Tibam's Lock Pick tools.

You ambush them. Each hero takes 4 DMG and can choose to gain 1 or 2 Empowered Tokens.

After a quick fight, you get the box they were holding. Protected by powerful magic, you see that it's a strongbox of taii'maku construction but made with a style of art of the ancient Malland Empire, a civilization that fell thousands of years ago.

Following the words you saw on the tree, you quickly open the box using your U'Tibam's tools.

Do 6 lockpick puzzles (Rulebook - Appendix E).

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 [7].

Inside the strongbox, you find only a tiny piece of paper.

Captain E'Dunnar's Log

We initiated a well-planned expedition to investigate unexplored regions. Given the vastness of Tanares, the notion that Tanares is the only continent doesn't hold water. I equipped our vessel with navigational tools, including a crucial one for star observation and horizon measurement, such as arcane compass, mystic astrolabe, ocean maps and lead line.

Departing northward, we avoided the turbulent Storm Ocean. Our cartographic efforts were guided by data obtained from magical spells, maps, and mechanical instruments devised by our scholars. It's simple logic: the more information we possess, the better the odds of significantly contributing to M'Bry Illus, our homeland.

After a week of navigation, we reached an island. The human crew's triumphant celebration was perplexing to me. Our landing was a calculated result, not a fortunate event. However, there they were, rejoicing to the sounds of various musical instruments, such as drums, mandolins, violins, and many others. Some even engaged in risky combat training using lances, swords, and axes. Wasting energy and risking injury seemed counterproductive.

The following day involved systematic research. We employed enchanted staffs and orbs to moderate the chilly climate. The sole find was a frozen corpse adorned with various jewels and metals. The entire body, from the skull to the chest, was adorned with gems, diamonds, pearls, and gold. Though examining it was tempting, my calculations indicated a 73% chance that disturbing the remains would trigger a curse. Logically, the risks outweighed the benefits. We then returned to Illus. Further exploration under these conditions was not a rational choice.

Go to page 160 and set up Quest 81 "Rout."





In the Penumbra, follow the signs on the Crystal Device, built by the Taii'Maku to find your way. That can be done with great personal sacrifice, or by attacking monsters made of specific condensed vibrations.

Primary Objective

• Kill the Gloomfolk Scourge (Boss) = Read [80.6].

If you lose

• Read [Defeat] - page 159.

Extra Challenge

• Your attacks never hit a villain that has an Orange Favorite Target.



🥌 Special Rules 🖣

Crystal Device (Room Tile)

Penumbral monsters are made of bad condensed vibrations originated in the physical plane. Attack them to change the energetic signature in the penumbra.

- In each hero's turn, the first time a hero hits a villain, it must SLIDE* a Terrain inside the Room Tile, based on the color of that villain Favorite Target:
 - o Red Villain = Lava Tile.
 - o Green Villain = Swamp Tile.
 - o Blue Villain = Ice Tile.
 - o Orange Villain = Any Tile.

SLIDE* = MOVE the Tile in a single orthogonal direction. It stops just before it leaves the grid or enters another Tile's square.

Corrupting the Crystal Device

Great personal sacrifice also releases emotions that can change the vibrations around you.

• At any time, any hero may pay 3 or 20 HP to SLIDE* any one Tile in the Crystal Device, as if it had attacked a villain of its respective Favorite Target color (see above).

Dim Light is Better Than Darkness

Even beginning to weaken the penumbral monsters has a cleansing effect on the field.

-AA-Whenever ANY villain flips its HP Token from the +70 side, a hero activates an item on cooldown.

ADVANTAGE: Whenever ANY villain flips its HP Token from the +70 side, all heroes gain 1 🗍.



INITIAL SETUP _____

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place Aberration (71-R), Fiends (81-O) and (82-B), and Specter (94-G).
 - o (Kemet Hunt): Necromancer (★★ 58-B).
- Then, after reading the Special Rules, read [80.1] page 158.

_ EVENT 1 __

- Place the heroes on the Mission Tile.
- Place Aberration (71-0), Ogre (88-G), and Specters (93-R) and (94-B).

_____ EVENT 2 ____

- Place the heroes on the Planar Rift.
- Place Elementals (79-R) and (80-G), Fiend (82-B), and Specter (93-0).

_____ EVENT 3 ____

- Place the heroes on the Altar.
- Place Ogre (87-0), Specters (93-R) and (94-G), and the Gloomfolk Scourge - Boss (B).
 - o (Kemet Hunt): Necromancer (★★★ 57-R) and Necromancer $(\star\star\star\star 58-B).$

As soon as all villains are dead, read [80.6].



Gloomfolk Scourge (Gloomfolk or Warlord Figure)

Hit Points

10

Defense Movement Reaction

All DMG this
 \(\bigsize \) takes is Residual (it can't die).

Eternal Hunting (Primary Attack)

🖊 2 squares

1 enemy

* 20 DMG+effects Miss: 8 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effects: ● Apply one, according to the Tile at the center of the Crystal Device:

• Lava: +8 DMG.

• Swamp: HEAL 10 the villain with lowest HP.

• Ice: ECHO 10.

• (No Tile: Apply no effects.) Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This ¥ is hit.

Effect: This **¥** Retaliates (even if it is Fatigued).

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Necromancers (57, 58)
- 1 Aberration (71)
- 2 Elementals (79, 80)
- 2 Fiends (81, 82)

• 2 Ogres (87, 88)

- 2 Specters (93, 94)
- 1 Boss (Warlord)

Barriers

- 4 Walls 5x1
- 8 Walls 4x1

Terrains

- 1 Altar
- 3 Ices 2x2
- 3 Lava 2x2
- 1 Planar Rift
- 1 Mission Tile (Orange)
- 1 Spikes 4x2
- 1 Spikes 3x3
- 2 Spikes 3x1
- 1 Spikes 2x2
- 2 Spikes 2x1
- 1 Stairs • 3 Swamp 2x2
- Miscellaneous
 - 2 Chests • 1 Prisoner Figure
 - 1 Room 6x6



Quest Chapter 80 Penumbra

As you enter, you see a room filled with sacred objects and statues. taii'maku mechanisms on the ceiling are engraved with crystals of penumbral origin.

The whole place is unnaturally dark; even your torch does not provide much light. The mechanisms start to move, and you see the movement of stalking creatures in the shadows.

The Gloomfolk Necklace emits a purple glow and its color changes. On the ceiling, you can see the penumbral crystals faintly glowing in similar colors but in a very different position. What the gloomfolk elder told you now becomes clear; it seems you need to align the patterns with opening the path forward.

To open the path forward, you must manipulate The Penumbral Mechanism to match one of the Patterns of the Amulet



- R If you made Combination 1, read [2].
- R If you made Combination 2, read [3].

Combinations follow the specific orientation in relation to the quest's map. E.g. the swamps of Combination 1 must occupy squares B-10/C-11, B-12/C-13, and D-12/E-13.

Check the table below:

If You Have	Apply Consequence(s).
You made a Pact with the Arachne (fact)	In this place, you feel the hunger of the hunting spider flowing through you, giving you unnatural strength. Each hero gains 2 Empowered Tokens.
The Lich's Skull (fact)	The skull can feed on the dark energies of the penumbra and convert in mana for you. Gain ADVANTAGE for this quest.
The Eldritch Orb (fact)	The orb gives you some control over the penumbral energies. Make one SLIDE (see The Crystal Device Rule).
Traps in the penumbra (fact)	The Kemet are thriving in the penumbral plane, and their necromancers magic are weakening their enemies. Each hero gains 1 Weakened Token.

Quest 80: "Penumbra" starts NOW (take the first turn!)

As you align the patterns, the penumbral creatures disappear into the shadows. All villains die (this awards , as usual).

You feel the shadows enveloping you, and as it recedes, you can see that you are in a different room filled with preserved parts of many penumbral creatures. It looks like a sinister version of a hunter's trophy room.

More penumbral creatures prowl in the shadows, and the amulet glows again, changing its pattern, now equal on both sides.



R If you made the Combination, read [4].

If You Have	APPLY CONSEQUENCE(s).
The Eldritch Orb (fact)	Completing one of the forms allow you to further manipulate the penumbral energies with the orb. <i>Make one SLIDE</i> (see The Crystal Device Rule).

Resume the Quest (start Event 1!)

As you align the patterns, the penumbral creatures disappear into the shadows. All villains die (this awards , as usual).

You feel the shadows enveloping you, and as it recedes, you can see that you are in a different room. You think the temperature dropped, and you see many frozen gloomfolk eggs protected by runes glowing on the ground.

More penumbral creatures prowl in the shadows, and the amulet glows again, changing its pattern, now equal on both sides.



R If you made the Combination, read [4].

IF YOU HAVE	APPLY CONSEQUENCE(S).
The Eldritch Orb (fact)	Completing one of the forms allow you to further manipulate the penumbral energies with the orb. <i>Make one SLIDE</i> (see The Crystal Device Rule).

Resume the quest (Start EVENT 2!)

As you align the patterns, the penumbral creatures disappear into the shadows. All villains die (this awards , as usual).

Again you feel the shadows enveloping you, and as it recedes, you can see another room. You are over a gloomfolk altar dedicated to darkness; in its center, a shiny small gem is encrusted.

In the shadows, you can see more penumbral creatures stalking. A sinister gloomfolk hunter leaves the darkness. "My last hunt was so long ago. I will enjoy taking each of you down. Then I will get the necklace back and finally leave this place!"

The necklace again shines, and its pattern changes.



R If you made the Combination, read [5].

Resume the quest (Event 3 begins!)

5 As you complete the pattern, the altar shines in a purple hue. The penumbral energies obeying your will begin to sap the power of the Gloomfolk Scourge.

Each villain takes 40 DMG. The Boss loses its Special Features (DMG against it is no longer all considered Residual, and it does not Retaliate when Fatigued).

As soon as you kill the Boss, you win the Quest and read [6].



6 CONCLUSION - VICTORY

(Read this only if you won this quest)

As the Gloomfolk Scourge falls to the ground, all penumbral creatures fade into the room's darkness. He struggles on the floor, bleeding "my brother... I always knew... he let me win... he was always better... stronger... wiser. To the end, I have failed."

He points to an egg in the corner of the room, enveloped in shiny runes. "Bring it to the hive. I never had the courage to destroy it or the magic keeping it..." he dies before he can speak more.

You take the gem from the altar, which causes the runes on it to stop glowing. The supernatural shadows enveloping the room disappear, leaving only the typical darkness of the penumbral plane.

The runes protecting the egg on the corner disappear, so you take it too. Now you can see doors connecting each room and find your way out of the vault.

Outside you can see that Sedura won the battle, and the Gloomfolk Elder was waiting for your return. He becomes overjoyed as you bring the ancient egg to him, caring nothing for the gem you recovered. He asks other gloomfolks to enter the now open vault and see which relics they could preserve from there.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to flee the penumbral enemies, lost in the darkness you were losing hope until you see a spectral Gloomfolk, he quietly guides you through the shadows, and you are able to leave the vault. It's door closes, unable to be opened again.

You are safe, but lost the opportunity to gain an upper hand at the penumbra to fight against the Kemet. *Mark* Dim Light (fact).

Follow the "Next Adventures" instructions.

NEXT ADVENTURES

- Gain +1 Spies and +1 Strategists.
- If Baolmu or Ravel is on your team: As a Madwalker, you sense lingering penumbral power in the dark room. By channeling your power through the runes on the altar, you make them glow once more, establishing a connection between your mind and the ancient energy of this location.

Echoes of the agonized screams of hundreds of Gloomfolks resonate in your mind. You experience their pain and fear, recognizing Bellara and her minions as the culprits behind their torment. While such visions might break weaker minds, yours prospers on this insanity.

During the next quest, Baolmu and/or Ravel will gain 1 Empowered Token whenever they use a Skill.

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



The Kemets set a trap by luring the War Machine to a magically protected location, where you will have to command Ironhand soldiers to dispel the spells and find the missing Relic Hunter.

Primary Objective

• Release the **Relic Hunter Prisoner** AND kill all villains = **Read** [81.4].

If you lose

• Read [Defeat] - page 162.

Extra Challenge

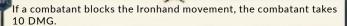
• Only Army Attack kills villains.



Ironhands (Soldier Figures)

The Ironhands soldiers are without their commanding officer, so you will have to command them efficiently on the battlefield.

- Ironhands are not combatants. They cannot be targeted and takes no turns.
- Whenever a hero's attack resolves (once per turn), you may MOVE the target exactly 2 squares in a straight orthogonal line.
 - o **If you did, you MUST MOVE** both Ironhands in the same relative direction, simultaneously (*exactly 2 squares, also*).
- If an obstacle blocks the movement of an Ironhand, that Ironhand stops moving (the other Ironhand must still complete its movement).
 - o If an Ironhand enters Lava, put its figure back in its initial position for the current area (*marked in the map*).



ADVANTAGE: If a villain blocks the Ironhand movement, the villain takes 8 DMG.

Army Attack

Good positioning can work miracles. Or, in this case, spring subversive hidden traps.

- If both Ironhands are on the square of a Quest Item at the same time, kill all villains (*this awards* [], *as usual*).
 - o This may happen during a movement (i.e., before an Ironhand stops moving).

Relic Hunter Prisoner (Prisoner Figure)

- The **Prisoner** is not a combatant. He cannot be targeted and takes no turns.
- : Release the Prisoner.
- **R** If the Prisoner is released, MOVE it 6. Then, deal 8 DMG to a villain in [1] of it. You may then apply the **Ironhands** Feature, as if a hero's attack had resolved.
 - o *I.e.*, *MOVE 2* the villain that took this DMG, and then the Ironhands.



_ INITIAL SETUP __

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place both **Ironhands** (**IH**).
- Place Construct (42-G), Fiend (49-R), and Necromancers (85-O) and (86-G).
 - o (Kemet Hunt): Berserker (★★ 75-0).
- Then, after reading the Special Rules, read [81.1] page 162.
- R If all villains are dead, read [81.2] (to continue the quest).

_ EVENT 1 _

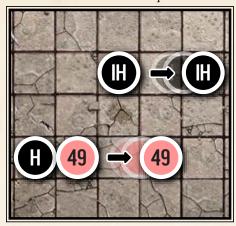
- Place the heroes on the Portal.
- Place the **Relic Hunter Prisoner** (**R**).
- Reposition Lava, Quest Items, and the Ironhands (IH).
- Place Construct (41-O), Fiend (49-O), and Necromancers (85-R) and (86-G).
 - o (Kemet Hunt): Berserker (★★★75-R).
- **R** If all villains are dead and the **Relic Hunter Prisoner** was released, **read** [81.3] (to continue the quest).

_____ EVENT 2 ___

- Place the heroes on the Altar and the **Relic Hunter Prisoner** in [1] of any hero.
- Reposition Lava, Quest Items, and the **Ironhands** (**IH**).
- Place Construct (41-R), Necromancers (85-R) and (86-B), and Tigo, the Champion Boss (B).
 - o (Kemet Hunt): Berserker (★★★★75-0).

As soon as all villains are dead, you win the quest and read [81.4]

Ironhands example



H = Hero and IH = Ironhand



Special Passive

Trigger: Target is in [2] of an **Ironhand**.

Effect: Deal +5 DMG, but the target may make a Basic Attack against this ∡ and apply the Ironhands Feature when it resolves.

Favorite Target: The hero with most \square within reach.

Villain Kits

- 2 Constructs (41, 42)
- 1 Fiend (49)
- 1 Berserker (75)
- 2 Necromancers (85, 86)
- 1 Boss (Warlord)

Barriers

- 2 Barricades 3x1
- 3 Barricades 2x1
- 4 Single Doors2 Walls 5x1
- 7 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 1 Altar
- 1 Lava 3x3
- 2 Lava 3x14 Lava 2x2
- 2 Lava 2x1
- 1 Portal1 Stairs

Miscellaneous

- 2 Chests
- 1 Prisoner Figure
- 2 Quest Items
- 2 Soldier Figures



Map Labels: Initial Setup Event 1 Event 2

Quest Chapter 81 Rout

You continue forward, followed by the Ironhand soldiers. In the forest, you see an ancient ruin of a fire elementalist's temple. Some Kemets are surrounding the place; the tracks of their pursuit indicate the Relic Hunter ran inside to avoid magical attacks.

You wait for their scouts to spread and enter a construction where only the walls remain, as the ceiling has long collapsed. Then you hear explosions in the air! Ironhand wizards are shooting the Kemet from afar. But the magic barrier blocked it.

On the other side of the room, two mystical runes are glowing. You need the soldiers close to both simultaneously dispel them. You see the ruin crowded with Kemet forces defending the barriers and searching for the Relic Hunter.

IF YOU HAVE	Apply consequence(s):
Psychosurgery reversion (fact)	In need of soldiers that could think for themselves, Sedura agreed to use the reversion to free some of them. Gain ADVANTAGE for this quest.
The Full Force of the Ironhand (fact)	With the Order 99 you were able to bring more iron- hand troops to the battlefield. Place one extra Soldier figure in [1] of a hero. It works with the same rules as the other Soldier figures.
The Glory of the Empire (fact)	Your heroic deeds inspired the ironhand officers and gave you great authority. Before the quest begin MOVE 2 each Soldier Figure.
Brainwashed and brain dead (fact)	You feel strange giving orders to brainwashed soldiers that seem to have no will of their own. You wonder how the empire even do that. Place two Distracted tokens on each hero.

Quest 81: "The Route" starts NOW (take the first turn!)

As the mystical barrier breaks, dispelled by the magic emanating from the soldiers, the wizards start to blast all Kemet forces. Only the first layer of the three was destroyed, so you keep going inside.

The Glory of the Empire	Your quick commands are followed to the letter.
(fact)	MOVE 1 each Soldier Figure.

Resume the quest (start EVENT 1!)

You destroyed the second barrier layer. Alfredo looks at you with a sly smile of approval. "Zalir, that bastard, always surprising me. I was doing what I could to take most of these dayos of a Kemets with me to the grave, but now we can show them the good 'ol tanarean way of doing things."

You proceed to the next room, where you see more Kemet units. Leading them is a fully armored Kemet colonel expecting your arrival "good, our trap was successful; if we take you down, we can in a single blow eliminate the heroes of Wharfugee, decimate the wizards, and find the last gem we need. It seems today I will replace Baraelmer and become Gullog's right hand."

The Glory of the Empire Getting close to another great victory you command (fact) the troops forward. MOVE 1 each Soldier Figure.

Resume the Quest (start Event 2!)

4 CONCLUSION - VICTORY

(Read this only if you won this quest)

As you defeat the last of the Kemet forces, the remaining of their scouts flee. Ironhand wizards shoot Fireballs, giving cover to the Ironhand unit led by Sedura.

You leave the temple with Alfredo, explosions happening behind you as the wizards keeps shooting against the remaining fleeing enemies.

Alfredo asks you if you got the box and his message. As you show him the paper, he taunts you, "Don't worry if you couldn't grasp it; it was meant only for true relic hunters to understand. However, the contents of the is a secret message. To obtain the gem, we must arrange a sequence from one to four. The task is not trivial, but there's still hope for you to awaken your inner relic hunter."

You see numbers from 2 to 5, to be arranged in a specific order. If you think you know the correct answer to Alfredo's message, write down the sequence of four numbers and go to [6]; If not, ask for Alfredo to open it and go to [5].

(You can check the message again on Adventure "RE" entry "7".)

After getting the gem where Alfredo buried it, you go find Sedura; she greets you, "Thanks to your efforts, heroes, we were able to save this small unit of soldiers. This symbol is very important to boost the morale of our army; no one is left behind." Having secured the gem and tested the War Machine, you travel back with Alfredo, Sedura, and her army to Wharfugee.

Follow the "Next Adventures" instructions.

DEFEAT

Skip this if you won the quest.

You manage to flee the temple. Sedura's reinforcement arrives and helps carry your tired bodies away from the battle. The Relic Hunter was left behind, and the Kemet managed to get the gem before you did. You are safe, but you lost your opportunity to make a complete test of the War Machine, and the gem is lost forever. *Mark* Dim Light (fact).

Follow the instructions from Section [001]

To answer his taunt, you input the numbers in the box mechanisms. The correct answer is 3-4-2-5 (it is related to the sequence of the Relic Quests that appeared during the campaign).

If you got all four correct: The box opens and you retrieve the gem. Alfredo looks surprised, praising you. "As one of the leaders, I must proclaim you as honorary members of the Relic Hunters Guild. This comes with no real benefits, but you at least have some bragging rights, you know?" Gain 1 .

If you got one or more wrong: You did not get the gem. Alfredo comforts you, "don't worry; only true scholars of the Relic Hunter's Guild would know such specific answers."

Go back to [5].

NEXT ADVENTURES

- Gain +1 Strategists and +1 Warriors.
- If you won, read [001] page 4. If you lost, read [002].



🔷 Endgame Instructions 🥗

Remove fall adventure cards in your hand from the game. For each card removed this way, mark its respective Fact, according to the table below:

IF YOU REN FROM YOU ADVENTUR	R HAND FACT YOU MUST MARK:
кк	Time for aiding on Zalir's secret plan has run out. It could enable the help of mighty allies. <i>Mark</i> Portal-less (fact).
LL	You've missed the opportunity to execute a divine plan that could have been greatly beneficial as you approach the most important battle of the Kemet War. <i>Mark</i> Forsaken (fact).
ММ	The Kemet have already won the first battle of the war's final stages. <i>Mark</i> First Blood (the Resistance's) (fact).
NN	It's too late to enlist the help of the clans of Yama and secure their alliance as you approach the most important battle of the Kemet War. <i>Mark</i> Yamanoma stampeded from the War (fact).
RE	You could not retrieve the gem for the Relic Hunters, impacting the efficiency of this group. Legends say this gem, combined with others, has tremendous powers that would help you in the war. Mark Dim Light (fact).

You will play six connected quests with two teams. They will happen in the Fisherman's Wharf on two different locations simultaneously, using the two different teams (they are played in sequence).

Choose FOUR heroes you own (four different roles) to form "Team Wall." Their mission is to attack the gates and draw Kemet troops' attention, creating a stealthy path for the other team.

Next, select four different heroes for "Team Palace." Their goal is to infiltrate the city and Imperial Palace to find the Arena of Future's floor plans to find how to rescue the citizens.

Once you begin the first endgame quest, you may only modify your preparations (attack cards, equipped items, NPCs, and Skill Tokens) when explicitly allowed. Choose wisely!

Steps

- 1. Select the heroes for both Teams;
- 2. Equip each hero with a weapon and armor;
 - a. You can get items level Two for free, items level 3 for any 2 Loot cards each, and Legendary for any 5 Loot cards each. (They are drawn at random).
 - b. Comrades gain attacks Level 6 for free. You can buy Level 7 attacks for any 2 Loot cards and Level 8 for any 5 Loot cards.
- 3. Assign an NPC for each of the eight heroes.
- 4. Set the Kemet Hunt level like the last quest you played.
 - a. You cannot choose to increase or decrease it.
 - b. If you lose a quest, reduce the Kemet Hunt level by 1 and play again.

IMPORTANT: These new items/attacks are intended to be used by the second team, in case you don't own eight weapons and armors. Distribute the items you already have as you wish between the heroes on any team.

In the War Room are her most trusted high-ranking officers and you. "We must act now, or the Kemets will complete their Vandanamalika. They are at their weakest, thanks to your effort and utmost dedication," she looks to her officers because she wants to boost their morale, but deep inside, you know she's talking to you. "Here's the plan," Sedura says, solemnly. The room is more silent than ever.

"Our priority is to keep the people safe, so we must avoid involving civilians in the assault. Many survivors, including heroes and the Emperor, are hiding below the Arena of Future, thanks to a secret passage that the Kemet haven't yet found. But they know it exists and are digging into the Imperial Palace as we speak, looking for the floor plans hidden by the architect who died in the collapse of the Dwarven Kingdom."

"During the assault, we will send two surprise teams of heroes. At the last possible moment, our infiltrated moles will dig a small hole in the south section of the wall. Team Palace must sneak through it, cross the palace's gardens, and enter the building to look for the secret passage. The mission is to find the floor plans at any cost."

"Before that happens, Team Wall will strike the weakest part of their wall, on the opposite side of town, in the north. That's where we'll find the gates — and most of the Kemet troops. Our army will come fast, loud, and put on a show, hoping that most reinforcements inside town will look the other way and open a path for Team Palace."

"We will send other small operations to distract the Kemets, trying to prevent more of their troops from arriving in the City. Today, we write a new chapter in history, a chapter where the chains of the Kemet are shattered, and the people of Fisherman's Wharf breathe free air once more."

VICTORY POINTS (VP)

Events in the "Endgame" are determined by everything you've accomplished thus far. In your Log's "Player Notes," track how many Victory Points you earn. These points will determine how the grand finale develops and the Final Boss you must face.

After you assign your NPCs to the heroes, send the remaining ones to special operations to help the war. Assign any number of them to the operations. Use only their abilities, not City Powers.

Country Initiative: Block reinforcements to arrive in the City

20 📖 + 10 🤝: Gain 1 VP.

25 🗀 + 15 🤝 + 5 🔨: Gain 2 VP.

30 A + 20 + 10 : Gain 3 VP.

Maritime Detachment: Disrupt the naval fleet, keeping them busy.

20 × + 10 P: Gain 1 VP.

25 **♦** + 15 **♀** + 5 **□**: Gain 2 VP.

30 + 20 + 10 Gain 3 VP.

Wharf Operation: Draw Kemet's attention in other parts of the City.

20 💝 + 10 🔨: Gain 1 VP.

25 ♦ + 15 × + 5 Ф: Gain 2 VP.

30 **♦ + 20 10 9**: Gain 3 VP.

Then, go to [84.1] - page 164.

Check this table whenever you finish a quest (Wall/Palace).

VICTORY

DEFEAT

- Gain 1 VP, plus 1 if you've accomplished the Extra Challenge
- Receive the from the last killed villain. Then, each hero must spend their 🗐 and HEAL 4 for each 🗐
- Remove all unopened chests. For each chest removed this way, HEAL 20 a hero.
- Take note of each hero's final HP amount.
- If your Kemet Hunt level is 3 or 4, gain 1 VP. If it's 5 or 6, gain 2 VP instead. You may not increase your Kemet Hunt level
- Ironhand medics need to be extraordinarily reallocated and escorted to you, an operation that severely impacts other points in the battlefield.
- If your Kemet Hunt level is 3 or 4, gain 1 VP because you've recently dwindled Kemet forces. If your level is 5 or 6, gain 2 VP instead.
- Then, you **must** reduce your Kemet Hunt level by 1 point
- Consider that each hero is 25 HP below its maximum, and that the Torch Token is at slot "6" of the HP Track.

Quest Chapter 84 Breaking Siege (Wall Team, Pt. 1)

(Team Wall plays this quest.)

The enormous shattered moon, at the peak of its perigee, illuminates the scene. It gives Kemet scouts and watch towers a false sense of security while you move through the shadows.

The Kemet's first line of defense is an undead horde situated around the city to attack fugitives and trespassers. Some of these corpses notice your movement and begin to grunt.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF YOU HAVE	Apply Consequence(s):
The Undead Plague is Contained (fact)	Since you found the cure for the plague, the army's fear of the undead has significantly reduced. <i>Gain 1 VP.</i>
Boneheart and its Army Sunk (fact)	As you destroyed thousands of undead alongside their flagship, fewer are now available to protect the city. <i>Gain 1 VP</i> .
☆ 6 - Night of the Living Undead	Hoffbünn ointment protects the soldiers against the undead. <i>Gain 1 VP.</i>
☆ 7 - Out of Control	You created the cure for the plague. Gain 1 VP.
☆ 74 - Overkill	With the Soul Flux restored, the Kemet's ability to create undead is dramatically reduced. Gain 1 VP.

If you've gained 2 VP or more, go to [2]. Otherwise, keep reading.

Without adequate knowledge about the undead, the troops remain fearful. Some officers panic and flee. More soldiers die than expected, and some retreat instead of engaging with Kemet in watch towers along the road. [3]

Your understanding of Kemet's undead keeps the troops prepared and brave. Efficiently, they take down just enough corpses to penetrate the first perimeter. *Gain 1 VP.* [3]

Marching on, you find yourselves under a sky streaked with fire. The air fills with loud shouts of "Charge!" echoing from the battlefield. You see young soldiers among you, their helmets too large, obscuring their frightened faces. At this moment, Sedura takes the front of the battle, showing what being a hero truly means. It's a lot more than just winning fights in the Arena, or slaying monsters, but being an example, a force to protect those in need.

"Hey there, don't worry about her!" Zalir interjects, pulling you from your thoughts. "She has her role to fulfill, and she'll rejoin us when the moment's right. I know my presence is unexpected, but I'm here with you for this part of the operation. We must press forward!" He gives a playful wink and taps the large, cloth-covered object under his arm. "Our primary goal now? To dispel the magical barriers around the wall, which will surely draw the attention of Zisenuh, the guardian of the Imperial Palace."

Go to page 174 and set up Quest 84 — Breaking Siege (Wall Team, pt. 1)

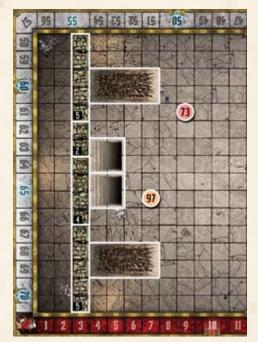
4 Check the table below:

IF YOU HAVE	Apply Consequence(S):
Cities are Safer, for now (fact)	With more time to train them, your troops are better positioned; this gives you a tactical advantage during the assault. Before the quest begins, each hero may MOVE 2. Increase the XP Token by 2.
The Undead Plague is Contained (fact)	With fewer undead available for the enemy, the Ironhand archers can support you better. However, this makes enemy archers have a greater focus on this side of the wall. Gain ADVANTAGE for this quest.
Dim Light (fact)	The Kemet got hold of powerful artifacts that are ready to be used against your troops. Zisenuh is confident in his unit's ability to hold the wall; he won't be lured to the front lines easily. <i>Increase the Torch Token by 1</i> .
☆ 75 - Moles	Your infiltrated agents already deactivated some of the Kemet defenses. Remove the Quest Item from H-17. Each hero gains 1 .
The Full Force of the Ironhand (fact)	After verifying if the other effects above must apply, go to [5].
You have the War Machine (fact)	After verifying if the other effects above must apply, go to [6].
The Ironhand is stranded (fact)	After verifying if the other effects above must apply, go to [7].

The powerful sound of a mighty war horn resonates through the air, sending shivers down your spine. In response to the Order 99 call, many allied soldiers arrived ahead of schedule and quickly built formidable barriers near the city walls.

Put the walls and Spike Tiles on the grid, as in the map below. The Ironhands Special Rule is active.

• Place Archer (73-R) and Warrior (97-O).



Ironhands (Soldier Figures)

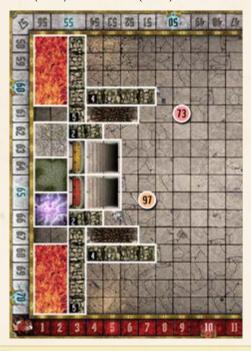
- Put 3 Ironhands on Stairs.
- Ironhands are not combatants. They have no HP and take no turns.
 - All combatants can move through them (but cannot end on the same square).
 - They **count** as Heroes for **Mob only** (i.e., not counted for other effects, such as Passive Powers).

R Each Ironhand RUNS to its closest active villain and deals 10 DMG to it. MOVE 2 that villain.

Quest 84 — Breaking Siege starts NOW (take the first turn!)

An enormous device moves forward, knocking down trees as it gets close to the wall, ready to break through the enemy lines. The War Machine is a formidable tool in your arsenal!

• Place Archer (73-R) and Warrior (97-O).



War Machine (Ruins, Swamp, Rift)

- Ruins, Swamp, and Rift are War Machine Terrains.
- Whenever a villain dies, place its figure, with no base color, on any free War Machine Terrain square.

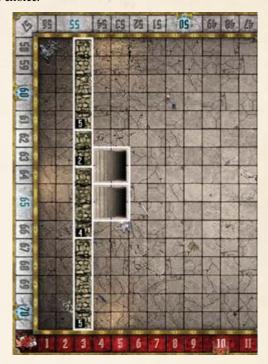
R War Machine deals 20 DMG and MOVES 4 an active villain on the grid. Then:

- 1. BLAST 6 per figure on Ruins.
- 2. A hero gains 1 per figure on Swamp.
- 3. +3 DMG per figure on the Rift.

IF YOU HAVE	APPLY CONSEQUENCE(S):
Dorsian Forge: rebuilt (fact)	With the mythical forge at your disposal, you could build and attach a cannon enhancement to the War Machine; you can shoot a powerful blast against a precise target. Choose a villain and roll a die. That villain takes DMG equal to the natural number rolled. If you have & 53. Battleship, deal +5 DMG, as the enhancement was made with improved parts.

Quest 84 — Breaking Siege starts NOW (take the first turn!)

Hearing the sound of crickets is not a good sign. Going into a siege without enough backup could put you in serious danger, but you have no choice.



Quest 84 — Breaking Siege starts NOW (take the first turn!)

The audacious Kemet seemingly toy with you, taunting your efforts to breach their wall. However, as their numbers drop and their barricades are dismantled, they call for reinforcements. You hear them shouting for a necromancer.

Resume the quest (start EVENT 1!)

The protective barriers fall! The guards on the wall had sent their fastest runners to warn Zisenuh, expecting things to get chaotic—they were to bring him here, if necessary. The enemy soldiers breathe a sigh of relief as their General arrives, looking furious.

Resume the quest (Start EVENT 2!)

Read this only after the quest ends.

You've broken into the front gates! But your enjoyment is brief.

Suddenly, a scream: Kemet reinforcements appear in the forest north of town, pressing you from the other side of the walls! With strong opposition still on top of the wall and a rain of arrows constantly flying at you, it feels like all hope is lost.

You can't help but take a glance at the apparent quietness that seems to predominate in the South. Expecting the worst, you hope your sacrifice granted Team Palace a fighting chance. — you wonder how they're doing... Go to [85.1] - page 166.

Quest Chapter 85 Infiltration (Palace Team, Pt. 1)

(Team Palace plays this quest.)
Change from "Team Wall" to "Team Palace."

No enemies are in sight, but an atmosphere of fear compels you to move stealthily as you get closer to the wall. To the north, you hear the sound of people shouting and loud explosions: the most important fight in the Kemet War is happening right now.

You are not alone. Huradrin and Sara accompany you on this daring mission. Huradrin says, "Aye, now we've got to find the right nook in the city to make me ritual. With me druidic magic, I'll call forth a massive worm from the deep to carve out a way for those poor souls trapped under the Arena of Future. Those Kemets won't see it comin'!"

Sara is determined to help. The fierce determination in her eyes reveals that she's ready to use her magic powers to assist as much as she can.

You're nearing the meeting point, where spies, your secret contacts within the city, are supposed to lead you through the first part of your mission. Everything was planned to progress smoothly, but the sudden sound of Kemet guards shouting from the other side of the wall breaks the silence!

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

If You Have	APPLY CONSEQUENCE(S):
Final Preparations (fact)	Your forces inside the town are stronger and more determined. <i>Gain 1 VP.</i>
Secrets of the Kemet Past and Future (fact)	You gather critical knowledge to help your spies infiltrate the city more easily. <i>Gain 1 VP</i> .
☆ 9 - Third Eye	You disrupt their deal with Kemets, enabling some of your spies to infiltrate Fisherman's Wharf. <i>Gain 1 VP</i> .
☆ 37 - Prison Break	You prevented Wharfers from being magically brainwashed and get more help inside the city. <i>Gain 1 VP.</i>
☆ 75 - Moles	Cardinals Jocasta, Ellen, and Fordak organized a slight resistance in the city. <i>Gain 1 VP</i> .

If you've gained 2 VP or more, go to [6]. Otherwise, keep reading.

Your allies on the other side of the wall didn't fully trust your plan and were hesitant to take such big risks. The sounds from the guards suggest that they are chasing some fugitives. [7]

2

If You Have	APPLY CONSEQUENCE(S):
Final Preparations (fact)	Your thoughtful plans pay off and give you a great advantage. Gain ADVANTAGE for this quest and increase XP by 2.
She is a Good Giant Golem (fact)	U'Tibam compounds to the attack with his massive creation; everything trembles. Zisenuh will be forced to come earlier to find the necromancers and face the golem. <i>Reduce the Torch Token by 1</i> .
Incomplete Hunt (fact)	The Kemet had some information about your operation, and were somewhat prepared for a surprise. Place 1 Protected and 1 Empowered Token on each villain.
Dim Light (fact)	Zisenuh is in control of one of the powerful artifacts recently acquired by the Kemet. He activates it to drain your blood. <i>Each hero gains 2 Bleeding Tokens</i> .

Quest 85 — Infiltration starts NOW (take the first turn!)

You land in the middle of a camp. The Kemet have set up these temporary prisons around the city to hold their most rebellious captives. Among the chaos, a prisoner of war cries out for assistance, saying they're about to execute him.

If You Have	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	"Kalistessenâmun appears from the shadows; he's searching for something. He grabs an orb on one of the altars and unleashes a wave of dark energy against the Kemet before disappearing. If you have A Satisfied Lich (fact) - Deal 10 DMG to each villain. The Lich sees you as allies and avoids causing you harm. Otherwise, all combatants (villains and heroes) take 10 DMG. The Lich sees you as mere pawns he can discard in his fight against the Kemet."

Resume the Quest (start EVENT 1!)

4 Remove the small door and the Prisoner. You've rescued the Prisoner. (remember this!)

Resume the Quest.

5 Read this only after the quest ends.

Zisenuh, with a thunderous explosion, teleports to the northern part of the city. Clearly, Team Wall has made good progress at the enemy's front lines. [8]

b The alliances you've forged along your journey hold strong; representatives from different groups are ready to face the enemy if it means supporting you. The spies you've placed on the other side of the wall defeat the guards and speed up your mission. *Gain 1 VP.*

If you have Final Preparations (fact), your forces inside the town are even stronger and more determined. *Gain 1 VP.*

Go to [7].

You squeeze through a sewer entrance, its iron bars cleverly cut off. Go to page 176 and set up Quest 85 — Infiltration (Palace Team, pt. 1)

Sara appears visibly troubled, her eyes fixed on the north. She speaks, "I am having conflicting visions and need your thoughts. One reveals a future where you have trouble finding floor plans without my assistance. The other, observing the general teleporting to the north, suggests that my help might be crucial for Team Wall."

Decide if you want to teleport Sara to the wall or have her remain with your team as you move into the Imperial Gardens. Remember your decision. Go to [86.1] - page 167.



Quest Chapter 86 Another Brick (Wall Team, Pt. 2)

(Team Wall plays this quest.)

Change from "Team Palace" to "Team Wall."

In the middle of a war, you find yourselves faced with a sea of Kemet hidden among the trees to your north. With your back against the wall, you reluctantly draw your weapons, feeling despair creeping in.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF YOU HAVE	Apply Consequence(s):
Allies in the Forest (fact)	Elves and halflings came to your aid. King Sundaryll and Tribin are leading their armies. <i>Gain</i> 1 VP.
She is a Good Giant Golem (fact)	Taii'makus and their Giant Golem are assaulting the Kemet, and U'Tibam uses some strange and powerful weapons. <i>Gain 1 VP</i> .
☆ 23 - Booby Trap	Queen Zhelahra and her merfolk are destroying Kemet ships, reducing their reinforcements from the ships. <i>Gain</i> 1 VP.
☆ 67 - Altruism	The orcs have come. The deadly combination of Vharzog's berserkers and Red Mother's shamans are very effective. <i>Gain 1 VP</i> .
☆ 58 - Freedom	The barbarians from Kolbjörn joined forces to help you in the war. To your surprise, even some giants are marching with them. <i>Gain 1 VP</i> .

If you've gained 2 VP or more, go to [2]. Otherwise, go to [3].

Like a powerful wave washing away rocks on a beach, the friends you've gathered during your journey attack the Kemet from behind! With a resonant battle cry, many people from distant lands come together to aid you. They're repaying you for saving the lives of their loved ones by risking their own. *Gain 1 VP*.

If you have Allies in the Forests (fact), even elves and halflings show up, and the trees are their territory. Gain 1 VP.

Go to [3].

3 "Enemy reinforcements are arriving from the nearby ships — they're cutting a straight path to the shores, a few miles north! Units 12 and 13, intercept them!" You spot Sedura on top of a small dune, leading her troops against the Kemet who tried to ambush you.

"It looks like you're in good hands here," says Zalir, giving you a playful wink. "I'm off to handle my part." He then runs forward with impressive speed for his age.

Little by little, you take control of the wall. Your troops push forward, and you step onto the soil of Fisherman's Wharf.

Go to page 178 and set up Quest 86 — Another Brick (Wall Team, pt. 2).

4 You didn't have time to heal from Breaking Siege. Put your HP Tokens in the slots noted at the end of that quest.

IF You Have	Apply Consequence(S):
NOT rescued the Prisoner in the last quest (Palace Team, Pt.1) AND you don't have 💢 74-Overkill.	After extracting the information they needed, the Kemet turned this man into an undead to be used on their army. <i>Place a Ghoul</i> (53-R) in square H-8.
Opted for Sara to come here at the end of the last quest	Sara appears, out of breath, and waves at you. "What — did — I — miss?" She says, holding her ribs. Apply the quest's Sara Feature.
You have the War Machine (fact)	"The War Machine is shooting at the Kemet from the other side of the wall. Deal 6 DMG to 3 enemies of your choice. The cannon enhancement has reloaded at this point. Choose a villain and roll a die. That villain takes DMG equal to the natural number rolled. If you have ☆ 53. Battleship, deal +5 DMG, as the enhancement was made with improved parts."
Boneheart and its Army Sunk (fact)	Without their main undead army, you can better exploit the gaps in the enemy's defensive strategies. <i>Gain ADVANTAGE for this quest.</i>
She is a Good Giant Golem (fact)	With the support of this marvelous creation, you have a great opportunity to exploit the Kemet army's vulnerabilities. <i>Increase the XP Token by 5</i> .
Wharfugee is wrecked (fact)	The morale of your troops and officers is down, as the smoke still hasn't fully cleared in Wharfugee. Without some sense of victory, seizing tactical advantage is an impossible luxury. Remove all Quest Items from the Initial Setup.

Quest 86 — "Another Brick" starts NOW (take the first turn!)

With a triumphant warcry, you jump over several broken obstacles and find yourself in Fisherman's Wharf. The path splits into two, and you have to choose one. Each will lead to the following line of defense, likely filled with vampires and necromancers. Be careful; unlike some guards you've met before, the enemies beyond the barriers are alert.

- A) The path on your left looks easier for your team, but it might allow more enemies to retreat toward the Imperial Palace. You trust the Palace Team to handle a bigger challenge. [6]
- B) Support your friends in the Palace Team and take the right path deeper into Fisherman's Wharf. This looks harder for you but could make things easier for them. [7]

 $\overline{\mathbf{6}}$ Remove the 3x1 Barricades. Take note that you are playing Event 1.

IF YOU HAVE	APPLY CONSEQUENCE(S):
Yrizard is dead (fact)	Two of Yrizard's subordinates are dividing the unit's leadership role since you've murdered this General. Remove the Boss and place Spy (95-R) and Spy (96-B) in [1] of the Boss's starting position.

Resume the Quest (start EVENT 1!)

Remove the Living Wall. Take note that you are playing Event 2.

IF YOU HAVE	Apply Consequence(S):
Yrizard is dead (fact)	Two of Yrizard's subordinates are dividing the unit's leadership role since you've murdered this General. Remove the Boss and place Spy (95-R) and Spy (96-B) in [1] of the Boss's starting position.

Resume the Quest (start EVENT 2 — That's two, not one!)

Read this only after the quest ends.

"Brave heroes, my friends!" Sedura shouts. "Do you need my assistance, or can you manage the path ahead? Things will be more dangerous here, but if you can handle it, I will head south with some troops to check up on our friends by the palace."

Decide if you want Sedura to head south or stay with you. Remember your decision. Go to [87.1] - page 168.

Quest Chapter 87 Duest Chapter 87 Duest

(Team Palace plays this quest.)

Change from "Team Wall" to "Team Palace."

You dash through the winding paths of the palace gardens, navigating around shiny ponds and twisting hedges. Your task couldn't be clearer: find the perfect location for Huradrin to start summoning the legendary worm. The arrival of this beast could provide an alternative escape route for the trapped Wharfers.

From your vantage point on a small hill, a stunning view of the city and the sea spreads out before you. You can see the Kemet fleet in the distance, slowly moving closer. The sights of smoke and the distant screams of panic must have alerted them by now.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF YOU HAVE	Apply Consequence(s):
Lighthouse is Guarding the Sea (fact)	The Lighthouse destroyed countless Kemet ships. Gain 1 VP.
Boneheart and its Army Sunk (fact)	The Kemet lost the most impressive vessel of their fleet. <i>Gain 1 VP.</i>
☆ 7 - O Captain, my Captain!	You could learn valuable information when you got the documents inside the ship. <i>Gain 1 VP.</i>
☆ 30 - Thyra	You destroyed the Kemet operation in Storm Island, damaging their ships there. <i>Gain</i> 1 VP.
☆ 53 - Battleship	Brakaan and the Parliament of the Seas attacked many Kemet ships on the Central Sea. <i>Gain 1 VP.</i>

If you've gained 2 VP or more, go to [2]. Otherwise, keep reading.

A troubling thought creeps over you. The Ironhand fleet, larger than anticipated, appears to be pitifully outmatched against the menacing enemy armada. You fear that their resistance won't last much longer.

2 Surprisingly, the Ironhand fleet is impressively powerful. Their brand new ships cut through the water while the air is filled with the sounds of the captains' orders, waving flags, and rhythmic battle songs. Merfolk, your allies from the sea, swim alongside these ships, forming the first line of defense against the Kemet fleet. *Gain 1 VP*.

If you have Lighthouse is Guarding the Sea (fact), it was easy to bring vessels from the entire continent to the Storm Ocean, and it will be more difficult for the Kemet in the Central Sea to arrive in time. Gain 1 VP.

Go to page 180 and set up Quest 87 — Imperial Gardens (Palace Team, pt. 2)

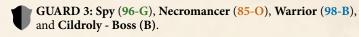


You didn't have time to heal from the Infiltration. Put your HP Tokens in the slots noted at the end of that quest.

IF You Have	Apply Consequence(S):
Huradrin's Redemption (fact)	With newfound confidence on his powers, Huradrin is ready to make his ancestors proud. <i>Increase XP by 2</i> .
The Lich's Skull (fact)	The skull allows you to feed Huradrin's ritual with your own life force, instead of draining your mana. Gain ADVANTAGE for this quest.
Dwarven Heirloom (fact)	To honor his father's memory, Huradrin takes his sword in hand, and for the first — and last — time in this war, he dashes against one of the Kemet, spilling some blood for his ancestors. Huradrin MOVES 6 and deals 15 DMG to an enemy in [1] of him.
First Blood (the Resistance's) (fact)	The Kemet were preparing for a full power strike against the Resistance. Your attack messed their plans, but they are ready to seize the initiative. Each villain gains 1 Empowered and 1 Protected Token.
Wounded Worm (fact)	Huradrin asks you for some of your power to help his summoning magic, as he will need to heal some of the wounds the worm suffered. The Team must pay a total of $4 \square$. If you don't have that many, a different hero takes 10 DMG for each \square you can't pay.
Played Event 1 in the last quest (Wall Team)	It seems that your Palace Team will face a tougher challenge. Skip the remainder of this Section and go instead to [4].

Follow Setup 87.3 on page 169.

- Place the heroes on the Blue Mission Tile. Each may reassign 2 Skill Tokens.
- Place Huradrin (and Sara if she remained with this team), in [1] of any hero.
- Place Chests, Barricades, and Stairs.
- Place Berserker (75-R), Necromancer (86-B), and Warrior (97-O).

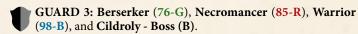


If Huradrin is on the Green Mission Tile AND Cildroly (Boss) is dead, you win the Quest and read [5].

Quest 87: "Imperial Gardens" starts NOW (take the first turn)!

Follow Setup 87.4 on page 169.

- Place two Heroes on the **Red Mission Tile** and two Heroes in [1] of the Big Doors. Each may reassign 2 Skill Tokens.
- Place Huradrin (and Sara if she remained with this team), in [1] of any hero.
- Place Chests, Barricades, and Stairs.
- Place Zombies (69-O) and (70-G), Necromancer (86-B), and Warrior (97-O).



If Huradrin is on the Orange Tile AND Cildroly (Boss) is dead, you win the Quest and read [5]. (check before the table on page 163 for rewards).

Quest 87: "Imperial Gardens" starts NOW (take the first turn)!

Setup 87.3



Setup 87.4



Read this only after the quest ends.

Meanwhile, between heavy breaths, Huradrin has already started his mystical invocation. A distant sound catches your attention — it's not from any summoned animal but something much more fearsome.

In the Storm Ocean, enemy necromancers chant together, creating a whirlpool that starts to awaken a monstrous titan from its deep slumber: a enormous titan.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF You Have	APPLY CONSEQUENCE(s):
Secret Rituals (fact)	You could understand part of how the Kemet spells work, giving you an advantage. <i>Gain 1 VP.</i>
Kemet Prophecies (fact)	This knowledge also includes the necromancer traditions, making them more predictable. <i>Gain 1 VP.</i>
☆ 20 - Synoikismos	You could witness some of the fearful power of the Kemet magic, and now you are better prepared for it.
☆ 44 - Bauron's Ivory	The chaos orb disturbs the Kemet arcane capacities and weakens all the spellcasters, including necromancers. <i>Gain 1 VP</i> .
☆ 38 - The Crystal	Zalir could study the tameranium and create countermeasures for the Kemet arcane powers. Gain 1 VP.

If you've gained 2 VP or more, go to [6]. Otherwise, go to [7].

Thanks to the insights you've gained about the Kemet spell, you've been able to significantly weaken the potency of their magic, which has allowed many to survive their initial necromantic assault.

Now equipped with the will and courage to fight, these survivors stand ready to resist the Kemet warriors and the newly invoked Titan's brutal onslaught. *Gain 1 VP*.

If you have Secret Rituals (fact), spellcasters you met along the way stall the awakening of the enemy titan, engaging in a cold mantra war over the vortex. *Gain 1 VP.*

Go to [7].

Huradrin regains his focus and continues his summoning ritual. "The worm is approaching," he confirms, "near our comrades at the wall." [88.1]

Quest Chapter 88 In The Wall (Wall Team, Pt. 3)

(Team Wall plays this quest.)

Change from "Team Palace" to "Team Wall."

You successfully enter the city, with your officers cheering excitedly. From the Kemet, you hear panicked cries, "It's coming! Call Solnertha! Help!" You feel a sense of pride, even though they're not scared of you. You follow the terrified Kemet to the middle of the chaos and discover what they fear: Huradrin's huge beast.

A group of necromancers lift their arms, trying to restrain the worm. You hear some Ironhand wizards say, "Quickly, use fire spells to consume these undead roots; we cannot allow them to restrain the worm."

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF You Have	Apply Consequence(s):
Red Mother has the Lava Axe (fact)	This legendary axe amplifies the fire and lava power, increasing each spell's efficiency. <i>Gain 1 VP.</i>
Giant Slayer (fact)	You are an expert in dealing with Giant creatures, and knowledge is helpful in destroying these giant roots. <i>Gain</i> 1 <i>VP</i> .
☆ 24 - Colosseum of Fire	The fire essence drained from the dragon Magmarose spreads the fire quickly. <i>Gain 1 VP</i> .
☆ 27 - Fire Pits	The fire pylon increased the affinity with this element, allowing more wizards to train fire spells. <i>Gain 1 VP.</i>
☆ 39 - Azymor	Watching the Red Dragon Avatar gave you insights into better using the arcane energy to convert into fire. <i>Gain 1 VP.</i>

If you've gained 2 VP or more, go to [2]. Otherwise, go to [3].

With the city walls breached, the Ironhand mages and hero wizards, who had been guarding your back lines, now bravely move to the front. Their superior understanding of fire magic grants your forces a crucial edge against the enemy spellcasters. An incredible spectacle unfolds as fire and necrotic energies clash in a fight that will be remembered as the "Battle of the Casters." Gain 1 VP.

If you have Secrets of the Kemet Past and Future (fact), those that fight on your side have additional knowledge, not to mention incentive, to win this fight. *Gain 1 VP*.

Go to [3].

 $\overline{\mathbf{3}}$ Go to page 182 and set up Quest 88 — In the Wall (Wall Team, pt. 3).

4 You didn't have time to heal from "Another Brick" (Quest 86). Put your HP Tokens in the slots noted at the end of that quest.



IF You Have	APPLY CONSEQUENCE(S):
Huradrin's Redemption (fact)	Huradrin's trust in his own power allows him to impart some of his dwarven tenacity. Gain ADVANTAGE for this quest.
The Glory of the Empire (fact)	Your cumulative victories against the Kemet gives you the confidence to outmaneuver their army. Increase the XP Token by 3.
She is a Good Giant Golem (fact)	The Kemet were forced to send more troops to deal with the golem; with that, fewer attacks were made against the worm when it emerged from the ground. <i>Increase the Blue Boss Token by</i> 10.
The Ironhand is stranded (fact)	Without the support of the Ironhand's full army, the Kemet general was less pressured and gained the initiative over you. Before the quest begins, the Boss takes an UNPROVOKED TURN; THIS DOES NOT FATIGUE HIM.
Wounded Worm (fact)	Huradrin did his best to heal the worm while summoning it, but it is still injured. Reduce the Blue Boss Token by 10.

Quest 88: "In The Wall" starts NOW (take the first turn!)

5 Enemy necromancers command their undead minions to throw themselves at the worm, willing to sacrifice themselves to wound the gigantic creature.

If there are two green, orange, or blue villains, remove the Reaper(s) of the doubled color(s). Reduce the Blue Boss Token by 10 for each Reaper removed this way.

EVENT 1

- Place Ghoul (53-0) and (54-B), and Ogre (88-G).
 - (Kemet Hunt ★★★★): Instead of placing Ghoul (54-B), place Berserker (76-B).

As soon as all Living Walls are removed, you win the Quest and read [6]. (check before the table on page 163 for rewards).

Resume the quest (start EVENT 1!)

6 Read this only after the quest ends.

Your allies rush into Fisherman's Wharf; the Kemet defenders of the wall retreat, their desperate cries for Gullog echoing in your ears. You shiver in anticipation, wondering what may come next.

An essential phase of the Resistance's mission starts now. The ones who guarded the wall are only a small fraction of the Kemet forces. A sea of enemies is heading your way.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF YOU HAVE	APPLY CONSEQUENCE(s):
The Full Force of the Ironhand (fact)	With the army doubled in numbers, they can invade the city more efficiently. <i>Gain</i> 1 VP.
The Glory of the Empire (fact)	Your victory in the Cragplateaus Bridge cost many losses to Zisenuh's army. <i>Gain</i> 1 VP.
☆ 5 - Mushrooms of Wrath	As the supplies reached Wharfugee, the army is now well-nourished and strong to fight. <i>Gain 1 VP.</i>
☆ 18 - Silent Assassin	You defeated Dillsgar and some corrupt officers, increasing the army's efficiency. <i>Gain 1 VP.</i>
☆ 21 - Ancient Glacier	Part of the army loyal to the former Ironhand Captain was assigned to missions unrelated to the war. <i>Gain</i> 1 VP.

If you've gained 2 VP or more, go to [7]. Otherwise, go to [8].

Sedura has earned the complete loyalty of her troops. The officers present are skilled and honest, and you have eliminated any potential traitors among them. In a brilliant show of strategy, your forces weaken the enemy resistance in the town, minimizing bloodshed and creating additional openings in the wall. *Gain 1 VP*.

If you have The Glory of the Empire (fact), Ironhand troops have already tasted what it's like to win big — and it's sweet as honey. With exceeding confidence and pride, they intelligently sabotage and attack Kemet outposts scattered throughout the town. Gain 1 VP.

Go to [8].

The operation at Fisherman's Wharf starts: rescuing the Wharfers, giving weapons to those who can fight, and dismantling the Kemet's strategic outposts throughout the city. As the town pulses with rebellion, you think about Team Palace, who are probably searching for the Arena of Future's floor plans [89.1]

Quest Chapter 89 In The Palace (Palace Team, Pt. 3)

(Team Palace plays this quest.)
Change from "Team Wall" to "Team Palace."

In a palace hallway, you find a shocking sight: two fallen Kemet soldiers defeated by a massive demon. Another soldier shouts, "We must be near the floor plans! The demon is guarding the Emperor's hidden vault!" Here's a perfect chance to sneak around and get closer to your target.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

If You Have	Apply Consequence(s):
Imperial Traitor (fact)	In the letter, you found the Emperor secretly commanded Dillsgar to open the Super Portal. <i>Gain 1 VP</i> .
You have the War Machine (fact)	Alongside the death machine, you found insights into how the imperial mechanisms work. This helps to open the passage to the plans. <i>Gain 1 VP.</i>
☆ 66 - Imperial Vault	You learned how to unlock an imperial vault, helping with this task. <i>Gain</i> 1 VP.
☆ 60 - Psycho	Thidexius had the instructions for the process of Psychosurgery, including the locations of components in the palace. <i>Gain 1 VP.</i>
☆ 61 - Shooting for the Moon	Some documents from the archmages capturing in- nocents mention the location of secrets in the palace. <i>Gain 1 VP.</i>

If you've gained 2 VP or more, go to [2]. Otherwise, go to [3].

With the additional information you learned during your journey, you could quickly decrypt the codes and paths to navigate the palace, effortlessly finding shortcuts and hidden doors. *Gain 1 VP*.

If you have Relic Hunters (fact), you can't help but smirk at how easy the most crucial part of the operation is for you compared to the vaults cunning defenses you overcame before. Gain 1 VP.

Go to [3].

You notice something strange: the imperial demon seems to blink in and out of this plane. Your instincts suggest that the Arena's floor plans, if they're still undiscovered, must be hidden in a place that can't be seen — the Penumbral Plane. It's time to join the battle.

Go to page 184 and set up Quest 89 — In the Palace.

4 You didn't have time to heal from the Imperial Gardens. Put your HP Tokens in the slots noted at the end of that quest.

If You Have	Apply Consequence(S):
Decided Sedura would come here (Quest Another Brick — Wall Pt. 2)	Sedura took a while to arrive, given that she didn't take a portal; many enemies on her way are slain. Apply Sedura (quest Feature).
The Eldritch Orb (fact)	This extraplanar object resonates with the planar instabilities. By using the orb's powers, you can gain some control over them. Gain ADVANTAGE for this quest.
The Glory of the Empire (fact)	Your quick advance in this whole war is making the Kemet troops fall back and falter, further hastening your advance. <i>Increase the Time Token by 2 and the XP Token by 3</i> .
Fostering a Dragon (fact)	The planar energies converging in this place seem to resonate with the whelpling'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).
First Blood (the Resistance's) (fact)	The enemies' preparation included summoning more devils to strengthen their army. <i>Place 1 Fiend</i> (82-B) on any Portal Tile square.

Quest 89: "In The Palace" starts NOW (take the first turn!)

Now, you must deal with all the perils of the Penumbra.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

IF YOU HAVE	Apply Consequence(s):
Huradrin's Redemption (fact)	With a clear mind, Huradrin gave you valuable information to deal with the Penumbra. <i>Gain 1 VP.</i>
Dwarven Heirloom (fact)	The sword of Huradrin's father emits a divine glow, just as Dorsi blesses your efforts and courage. <i>Gain 1 VP</i> .
☆ 56 - Darkness	You found your way through the Penumbra to fight Saci. Now this experience is very useful. <i>Gain</i> 1 VP.
☆ 59 - Illusions	You learned how to deal with pitfalls in the Penumbra to defeat Mirrororrim. <i>Gain 1 VP.</i>
🅸 80 - Penumbra	You are very confident because you could survive your conflict with the gloomfolk scourge near the void, a dangerous place in the Penumbra. <i>Gain 1 VP.</i>

If you've gained 2 VP or more, keep reading. Otherwise, go to [6].

With experience and knowledge of combats in the Penumbra, you can deal with its dangers more effectively, including resisting its maddening atmosphere. *Gain 1 VP.* [6]



_ EVENT 1 _____

• Place Aberration (71-R), Berserker (75-0), Fiend (82-B), Necromancer (86-G), and Imperial Demon - Boss (B).

As soon as the Boss dies (on both planes), you win the quest and read [8]. (check before the table on page 163 for rewards).

Resume the quest (start EVENT 1!)

The skull's eyes emit a faint glow. You take it to the maze, and it guides your way, allowing you to stride much more quickly through this labyrinth. *Gain 1 VP.* [9]

Read this only if you won this quest)

Now that the protections are gone, you start to search for the Arena of Future's floor plans. If everything goes as planned with Team Wall, you'll get the chance to explore the secret passage, offering guidance and aiding the stranded Wharfers. This includes possibly important heroes and the Emperor, whom you believe is alive. Time is essential; you must find the schematics as fast as possible.

Check your Campaign Log. Gain 1 VP (Victory Point) for each Fact and Quest below:

If You Have	Apply Consequence(s):
Relic Hunters (fact)	This is an easy task compared to finding relics and breaking vaults. <i>Gain</i> 1 VP.
The Lich's Skull (fact)	The skull emits a faint glow, guiding you to the maze. You wonder if the Lich is helping you. <i>Gain 1 VP.</i>
☆ 16 - The Violin	You found the secret passage in the ghost town's tavern, making you more experienced in finding relics. <i>Gain 1 VP.</i>
☆ 52 - The Map	After defeating the ghosts, you were able to break into a dwarven vault to uncover Arheirmar's secrets. <i>Gain 1 VP.</i>
☆ 64 - The Pearl	It was hard to find the gem in the place protected by the merfolk priestess. <i>Gain 1 VP.</i>

If you've gained 2 VP or more, keep reading. Otherwise, go to [9].

At this point, you must have noticed that the imperial demon is particularly protective of anyone who approaches the window of the Emperor's office. You keenly see that the patterns in the gardens have a deeper meaning and quickly understand what you should do, so you memorize the maze formed by the hedges in the gardens below. *Gain 1 VP.*

If you have The Lich's Skull (fact), go to [7]; otherwise, go to [9].

You notice a bizarre change in the garden's hedge maze when you view it from the Penumbral Plane through a particular window in the Emperor's room. Ironically, the imperial demon's protective stance pushed you into the Penumbral Plane, making this discovery possible. By comparing the two versions, you discern which hedges are illusions and which can be crossed.

At the end of the maze, you find a bush hiding the floor plans, pointing out a secret hatch in the Arena. With this critical information, you hurry north to share your discovery with Team Wall. [90.1] - page 186.







The Kemet war has officially begun! Assault the strongest part of the wall around Fisherman's Wharf to distract the attention of enemy troops inside the city.

Primary Objective

• Kill all villains = **Read** [**84.10**] - page 165.

If you lose

• Read [Defeat] - page 163.

Extra Challenge - Gain 1VP

• Only the interacting hero gains from the Mystical Protections.



🧆 Special Rules 🧆



Tides of Fate

Zalir Draconis (Zalir or Farmer Figure)

Zalir has a mission of his own once he's inside enemy walls and can help distract enemies so you can hit them more easily.

- Zalir is not a combatant. He cannot be targeted and takes no turns.
 - o All combatants can move through Zalir (but cannot end on the same square)
 - O He counts as a hero for Mob only (i.e., not counted for other effects, such as Passive Powers).
 - On your turn, if you attack a target that you are Mobbing with Zalir, you gain 2 (once per turn).

R MOVE 6 Zalir.

Tactical Mastery (XP Token)

With chaos ensuing, you can be more effective if you're well-positioned and don't move around too much.

- Put the **XP Token** on "0" (*HP Track*).
- Whenever a hero moves 3 squares or less in its Move Action, increase XP by 1 (once per turn).
- If a hero hits an attack on its turn with **Mob** or **Focus**:
 - o 1- Increase XP by 1 (once per turn).
 - o 2- Then, if XP is 6 or higher, you must reduce it by 6, and this attack's first hit deals +25 DMG (once per turn).

Kemet Mystical Protections (Quest Item)

+ Remove it: the interacting hero gains 2 , OR all heroes gain 1 (see Extra Challenge).

Wall Distraction (Torch Token)

The Torch value represents how soon you capture the attention of the Zisenuh (Boss) currently in the Imperial Palace. Try not to increase it too much: the lower its value, the higher your degree of success in helping the team of infiltrators take a clearer path.

• Put the Torch Token on "1" (HP Track)

R If at least 1 of the 4 Quest Items is still on the grid, increase the Torch by 1.

R Two heroes take 12 DMG each.

ADVANTAGE: R Two heroes take 15 DMG each, and a villain takes



_ INITIAL SETUP _____

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place **Zalir** in [1] of any hero.
- Place Archers (74-B) and Spy (96-G).
 - (Kemet Hunt): Zombie ($\star\star$ 70-B), Zombie ($\star\star\star$ 69-R), and Ghoul (★★★★ 54-G).
 - o Then, after reading the Special Rules, read [84.4] page 164.
- R If all enemies are dead, read [84.8] page 165 (to continue the quest).

___ EVENT 1 ___

- Remove the 4x2 and 2x2 Barricade Tiles.
- Place Necromancers (85-R) and (86-B), Spy (95-O), and Warrior (98-G).
- R If all 4 Quest Items are collected, read [84.9] page 165 (to continue the quest).

_ EVENT 2 _____

- Wall Distraction Special Rule ends.
- Place Zisenuh Boss (B).

As soon as all villains are dead, you win the quest and read [84.10] - Page 165. (check before the table on page 163 for rewards).



Zisenuh, Barbarian Lord (Berserker Figure)

B

280 Hit Points

9 Defense

R

Movement Reaction 1 enemy

Back off! (Primary Attack)

√ 1 squares **★** 28 DMG+effect

Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: ● PUSH 3 the target. Then, deal 15 DMG to all heroes in [1] of this 👗 Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: A hero hits this **x** without Mob or Focus. **Effect:** All heroes in [6] of this **x** take 10 DMG.

Favorite Target: The hero with most \square within reach.

Villain Kits

- 1 Ghoul (54)
- 2 Zombies (69, 70)
- 2 Archers (73,74)
- 2 Necromancers (85,86)
- 2 Spies (95,96)
- 2 Warriors (97, 98)
- 1 Boss (Berserker)

Barriers

- 1 Barricade 4x2
- 1 Barricade 3x1
- 1 Barricade 2x2 • 4 Barricades 2x1
- 2 Big Doors
- 4 Single Doors
- 4 Walls 5x1

- 4 Walls 3x1 • 2 Walls 2x1

Terrains

- 1 Altar
- 2 Lava 4x2
- 2 Lava 3x1
- 1 Planar Rift
- 1 Ruins 2x2 • 2 Spikes 3x3
- 4 Spikes 2x2
- 2 Spikes 2x1
- 2 Stairs
- 1 Swamp 2x2

Miscellaneous

- 3 Chests
- 4 Quest Items
- 3 Soldier Figures
- 1 Tool (Torch)
- 1 XP Token
- 1 Zalir or Farmer Figure





While one Team of Heroes breaks siege at the strongest section of the enemy walls to distract troops in the Imperial Palace, another Team sneaks through an opening in another part of town.

Primary Objective

- At the end of a round, all heroes are in [1] of the Big Doors and in [4] or more of living villains, **OR**
 - o Kill all villains = **Read** [85.5] page 166.

If you lose

• Read [Defeat] - page 163.

Extra Challenge - Gain 1 VP.

• Heroes never take Stealth Combat DMG (i.e., no Fatigued villains die taking excess DMG).



🧆 Special Rules 👁

Stealth Combat (XP Token)

The use of excessive force is damaging in a stealth mission: try to always deal as much damage as needed to knock enemies out, and no more.

- Put the **XP Token** on "0" (HP Track).
- Whenever a villain dies, increase XP by two...
 - o minus one if that villain took more DMG than needed to reach zero HP, and
 - o minus one if that villain was Fatigued.
 - If no XP was gained, a hero closest to the square of death takes 12 DMG.

Sneak Attack

As a result of your **Stealth Combat**, villains may take more damage.

- Grab the twelve Lv. 1 Skill Tokens not in use (i.e., not assigned). When each hero's turn starts, it **may reduce XP by 2** to put one of these Tokens on its closest villain's card in vision (once per turn).

-AA Each of these tokens counts as one Vulnerable 9 Token (ends only if used).

ADVANTAGE: Each of these tokens counts as one Vulnerable 12 Token (ends only if used).

R Put one of these Skill Tokens on each villain that is [4] or more away from all heroes.

Sara (Lady or Sara Figure) and **Huradrin** (Farmer or Huradrin figure) Sara and Huradrin have a mission of their own once they're inside enemy walls, and accompany your Team. Sara can make nearby enemies dizzy, and Huradrin can give you mana.

- They are not combatant. They cannot be targeted and takes no
 - o They **count** as a hero for **Mob only** (i.e., not counted for other effects, such as Passive Powers).
 - o All combatants can move through them (but cannot end on the same square).

Sara = Villains that start their turn in [1] of Sara are Weakened 6.

Huradrin = Once per turn, when a hero in [1] of Huradrin hits a villain, it may choose one:

- A) Deal -3 DMG to gain 1 .
- B) Deal -6 DMG to gain 2 .
- R MOVE 6 Sara. Then, MOVE 6 Huradrin.

Multitasking

The chaos the other Team created near the walls will draw the attention of the **Zisenuh** (Boss).

- Put the Torch Token on the slot noted at the end of "Breaking Siege" Quest.
- Reduce the Torch by 1. Then, if it has dropped to zero, remove the Zisenuh (Boss).



INITIAL SETUP _____

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Place Sara and Huradrin in [1] of any hero.
- Place Necromancer (86-G), Specters (93-R) and (94-B), Spy (95-O), and Zisenuh - Boss (B).
 - (Kemet Hunt): Ghoul ($\star\star\star$ 53-0) and Ghoul ($\star\star\star$ 54-B).
- Then, after reading the Special Rules, read [85.2] page 166.
- R If all enemies are dead (exception: the Boss may be alive), read [85.3] - page 166. (to continue the quest).

_ EVENT 1 _

- Remove all Barricades.
- GUARD 3: Place Ghouls (53-R) and (54-G), Necromancer (86-B), and Spies (95-R) and (96-G).
 - o (Kemet Hunt): Zombie (★★ 70-B).

War Prisoner (Prisoner)

- The **Small Door** is immune to DMG and cannot be attacked.
- If a villain with two or more "Vulnerable" Skill Tokens dies on the Prison Room Tile when a hero's attack resolves, read [85.4] (to continue the quest)

R If the Primary Objective has been accomplished, you win the quest and read [85.5] - page 166. (check before the table on page 163 for rewards).

Zisenuh, Barbarian Lord (Berserker Figure)



9

Defense Movement Reaction

- Whenever a hero hits this \(\), that hero gains 1 \(\).

Back off! (Primary Attack)

√ 1 squares * 28 DMG+effect 1 enemy Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: ● PUSH 3 the target. Then, deal 15 DMG to all heroes in [1] of this ...

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: A hero hits this **x** without Mob or Focus. **Effect:** All heroes in [6] of this **x** take 10 DMG.

Favorite Target: The hero with most \square within reach.

Villain Kits

- 2 Ghouls (53, 54)
- 1 Zombie (70)
- 1 Necromancer (86)
- 2 Specters (93, 94)
- 2 Spies (95, 96)
- 1 Boss (Berserker)

Barriers

- 2 Barricades 3x1
- 2 Big Doors
- 1 Single Door (Purple)
- 3 Walls 5x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 3 Altars
- 2 Ices 4x2
- 2 Ices 3x3
- 1 Ice 2x2 • 2 Ices 2x1
- 2 Spikes 4x2

• 1 Spikes 3x3

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

Miscellaneous

- 3 Chests
- 1 Farmer or Huradrin Figure
- 1 Lady or Sara Figure
- 12 Skill Tokens
- 1 Prisoner Figure
- 1 Room (Prison)
- 1 XP Token





You've broken into the front gates! Remove the first line of obstacles and enemies to officially begin Fisherman's Wharf Operation.

Primary Objective

• Kill all villains from Event 1 OR Event 2 = Read [86.8] - page 167.

If you lose

• Read [Defeat] - page 163.

Extra Challenge - Gain 1 VP.

• Sedura kills one villain at each end of round (R).



Tactical Mastery (XP Token)

With chaos ensuing, you can be more effective if you're well-positioned and don't move around too much.

- Put the **XP Token** on "0" (*HP Track*).
- Whenever a hero moves 3 squares or less in its Move Action, increase XP by 1 (once per turn).
- If a hero hits an attack on its turn with Mob or Focus:
 - o 1- Increase XP by 1 (once per turn).
 - o 2- Then, if XP is 6 or higher, you **must reduce it by 6**, and this attack's first hit deals +25 DMG (*once per turn*).

Tactical Power (Quest Items)



ADVANTAGE: ** + Remove this Quest Item: Increase XP by 2 and flip one Skill Token.

Sedura (*Prisoner or Sedura Figure*)

The Captain has finally arrived, after commanding other troops in the Country Initiative.

- Sedura is not a combatant. She cannot be targeted and takes no turns.
- o All combatants can move through her (but cannot end on the same square).
- She **counts** as a Hero for **Mob only** (i.e., not counted for other effects, such as Passive Powers).

MOVE 6 Sedura. Then, she deals 10 DMG to a villain in [1] of her, and MOVES it 3.

Sara (if separated from the Infiltration Team) (Lady or Sara Figure)

- Sara is not a combatant. She cannot be targeted and takes no turns.
 - o All combatants can move through her (but cannot end on the same square).
 - She **counts** as a Hero for **Mob only** (*i.e.*, not counted for other effects, such as Passive Powers).
- Villains that start their turn in [1] of Sara are Weakened 6.
- **R** MOVE 6 **Sara** (different from Sedura, she deals no DMG).



= INITIAL SETUP =

- This quest doesn't have Stairs. Placeheroes in [1] of the Small Doors. Each may reassign two Skill Tokens.
- Place **Sedura** in [1] of a hero. (And Sara, if present.)
- Place Vampires (65-O) and (66-G), and Archers (73-R) and (74-B).
 - (Kemet Hunt): Spy ($\star\star$ 63-0), Spy ($\star\star\star$ 64-B), and Zombie ($\star\star\star\star$ 70-G).
- Then, after reading the Special Rules, read [86.4] page 167.

R If all enemies are dead, read [86.5] - page 167. (to continue the quest).

_____ EVENT 1 _____

 Place Vampire (66-G), Necromancers (85-R) and (86-G), and Yrizard - Boss (B).

As soon as these villains are dead, you win the quest and read [86.8] - page 167. (check before the table on page 163 for rewards).

• Place Vampires (65-R) and (66-B), Archer (73-O), Necromancer (86-G), and the Yrizard - Boss (B).

As soon as these villains are dead, you win the quest and read [86.8] - page 167. (check before the table on page 163 for rewards).



Yrizard, Spy Lord (Spy Figure)

240 Hit Points

Defense

R Movement Reaction

Wall of Bricks (Primary Attack)

1 squares * 26 DMG+effect

1 enemy Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: ● Apply only in those that are in [2] of this *****: Sedura, Sara, and all heroes are PUSHED 2 the target.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This ¥ hits a target in [2] of Sedura and/or Sara. Effect: Deal +15 DMG and reduce the XP Token to zero.

Favorite Target: The hero with highest HP within reach.

1 Spikes 4x21 Spikes 3x3

3 Spikes 2x2 1 Spikes 2x1

Villain Kits

- 1 Ghoul (53)
- 2 Spies (63, 64)
- 2 Vampires (65, 66)
- 1 Zombie (70)
- 2 Archers (73, 74)
- 2 Necromancers (85, 86)
- 1 Boss (Spy)

Barriers

- 2 Barricades 4x2
- 2 Barricades 3x1
- 1 Barricade 2x2
- 4 Barricades 2x1
- 4 Single Doors
- 1 Living Walls 5x1
- 9 Walls 4x1
- 4 Walls 3x1
- 1 Wall 2x1

Terrains

- 4 Altars
- 1 Lava 4x2
- 1 Lava 3x3
- 1 Lava 3x1
- 1 Lava 2x2
- 1 Lava 2x1

Miscellaneous

- 3 Chests
 - 1 Lady or Sara Figure
 - 1 Prisoner or Sedura Figure
 - 4 Quest Items
 - 1 XP Token





Position Huradrin correctly in the gardens that take to the Imperial Palace and energize his powerful summoning ritual.

Primary Objective

• Place Huradrin on the Orange or Green Mission Tile, AND o Kill Cildroly - Boss = Read [87.5] - page 170.

If you lose

• Read [Defeat] - page 163.

Extra Challenge - Gain 1 VP

• All villains (*including the boss*) die in [1] of Huradrin.



🥌 Special Rules 🤛



Stealth Combat (XP Token)

The use of excessive force is damaging in a stealth mission: try to always deal as much damage as needed to knock enemies out, and no more.

- Put the **XP Token** on "**0**" (*HP Track*).
- Whenever a villain dies, increase XP by two...
 - o minus one if that villain took more DMG than needed to reach zero HP, and
 - o minus one if that villain was Fatigued.
 - If no XP was gained, a hero closest to the square of death takes

Slippery Stairs (Stair Tiles)

- Stairs follow the same rules of Ruins.
- If a combatant is hit on Stairs, it takes 5 DMG and is PULLED toward its closest free square of row G or J.

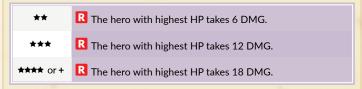
Ritual's Collateral Effect



Remove the Lever and both Small Doors.

Marksmen(Kemet Hunt Level $\bigstar \bigstar$ or +)

Gullog has positioned hitmen in strategic spots. Their instructions are to fire spells and arrows at those who look more capable of helping the Resistance; if you've earned some reputation among the enemy troops, they will fire at YOU.



Huradrin (Farmer or Huradrin figure) and **Sara** (Lady or Sara Figure) (only if she remained with this Team after the Infiltration Quest)

Huradrin needs to begin a powerful summoning. The XP Token represents its efficiency, verified in the next part of this operation.

- They are not combatant. They cannot be targeted and takes no
 - o They count as a hero for Mob only (i.e., not counted for other effects, such as Passive Powers).
 - o All combatants can move through them (but cannot end on the same square).

Sara: villains that start their turn in [1] of her are Weakened 6.

- R Apply the following, in order:
- 1. If **Sara** is present, she MOVES 6 (*this may alert Guards*);
- 2. Reduce **XP** by 1, **plus 1** per villain in [1] of Huradrin;
- 3. MOVE 6 **Huradrin** (this may alert Guards);
- 4. Villains in [1] of Huradrin take DMG and heroes in [1] of Huradrin HEAL, both twice the value of the XP Token.



= INITIAL SETUP _____

• Then, after reading the Special Rules, read [87.3] - page 168.



Villain Kits

- 2 Zombies (69, 70)
- 2 Berserkers (75, 76)
- 2 Necromancers (85, 86)
- 1 Spy (96)
- 2 Warriors (97, 98)
- 1 Boss (Archer)

Barriers

- 1 Barricade 4x2
- 2 Barricades 3x1
- 2 Barricades 2x2
- 2 Barricades 2x1 • 2 Big Doors
- 2 Single Doors (Gray, Purple)
- 5 Walls 5x1
- 5 Walls 4x1 • 3 Walls 3x1
- 2 Walls 2x1

Terrains

- 3 Altars
- 4 Mission Tiles
- 1 Ruins 2x2
- 2 Spikes 3x1 4 Spikes 2x2
- 2 Spikes 2x1
- 2 Stairs
- 3 Chests • 1 Swamp 2x2
 - 1 Farmer or Huradrin Figure • 1 Lady or Sara Figure
 - 1 Lever
 - 1 XP Token

Miscellaneous

5 10 12 13 16 17 10

Map Labels: **Initial Setup**



Protect Huradrin's summoned worm to complete this part of your Team's operation.

Primary Objective

• Remove all Living Walls = Read [88.6] - page 171.

If you lose

• Read [Defeat] - page 163.

Extra Challenge - Gain 1 VP.

• Solnertha (Boss) has 1 HP when you win the quest.



🥌 Special Rules 🥗



Tactical Mastery (XP Token)

With chaos ensuing, you can be more effective if you're well-positioned and don't move around too much.

- Put the XP Token on the slot noted at the end of "Gardens (Palace)" Quest.
- Whenever a hero moves 3 squares or less in its Move Action, increase XP by 1 (once per turn).
- If a hero hits an attack on its turn with **Mob** or **Focus**:
 - 1- Increase XP by 1 (once per turn).
 - 2- Then, if XP is 6 or higher, you must reduce it by 6, and this attack's first hit deals +25 DMG (once per turn).

Sedura (Prisoner or Sedura Figure) (if NOT gone to the Imperial Palace).

- Place Sedura in [1] of any hero.
- **Sedura** not a combatant. She cannot be targeted and takes no turns.
- o All combatants can move through her (but cannot end on the same square).
- O She **counts** as a Hero for **Mob only** (i.e., not counted for other effects, such as Passive Powers).
- R MOVE 6 Sedura. Then, she deals 10 DMG to a villain in [1] of her, and MOVES 3 it.

The Worm (*Living Walls = body; Swamp Tile = tail*)

The Blue Boss Token represents the Worm's HP. Keep villains away from it, lest it dies and your summoning plans fail.

• Put the Blue Boss Token on "60" (HP Track - max. 70). If it drops to zero, you lose the quest.

R For each villain in [2] of the Swamp, reduce the Blue Boss Token by 15.

ADVANTAGE: R For each villain in [2] of the Swamp, reduce the Blue Boss Token by 8 and reduce the XP in 1.

Digging the Tunnel (Living Walls' removal)

The Worm needs to leave the surface, and for it to happen, you need to use your tactical mastery to clear its path; the living walls removed represent different parts of its body digging underground and into the Arena of Future hill.

- Whenever Tactical Mastery reduces the XP Token by 6, remove **two** Living Walls (those closest to coordinate 1).
- Reposition the Swamp Tile (and combatants on it) according to the TOTAL number of removed Living Walls:
 - o 2 Living Walls: H7-I8
 - o 4 Living Walls: J9-K10
 - o 6 Living Walls: J12-K13 (this will start a new Event next Round).
 - o 8 Living Walls: H13-I14
 - o 10 Living Walls: H17-I18
- R All combatants (heroes and villains) in [4] or more away from the Swamp take DMG equal to 3 times the value of the XP Token.

The Horde is Coming (Mission Tiles)

The Kemet's reanimation capacity is limited. If you remove these spots here, more undead may appear elsewhere and fight the other Team.

- : Remove the Mission Tile and take note of its color.
- R Place one Reapers (89-R), (90-O), (91-B) and (92-G) on any square of the Mission Tile that matches its Favorite Target color. Then, remove the Mission Tile.
 - O A Reaper can only be placed if there is a Mission Tile that matches its color.

Feed the Worm (Quest Item)

R +Remove the Quest Item: increase XP by 3, OR the Blue Boss Token by 20.



INITIAL SETUP

- This quest doesn't have Stairs. Place the heroes on the Altars. Each may reassign 2 Skill Tokens.
- Place Constructs (41-R) and (42-G), Spy (96-B), and Solnertha - Boss (B).
 - (Kemet Hunt ★★): Instead of placing Construct (41-R), place Fiend (81-R).
 - o (**Kemet Hunt** ★★★): Instead of placing **Construct** (42-G), place Fiend (82-G).
- Then, after reading the Special Rules, read [88.4] page 170.

R If six Living Walls have been removed (see Digging the Tunnel Special Rule), read [88.5] - page 171 (to continue the quest).

Solnertha, Necromancer Lord (Necromancer Figure)



Defense Movement Reaction

All DMG against this
 ă is R-DMG and it cannot die.

Stalking (Primary Attack)

2 squares 1 enemy * 29 DMG+effect Miss: 8 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: ● All heroes in [1] of this **X** MOVE 1, away from the **Swamp Tile**.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: Target is in [1] of the Swamp.

Effect: Reduce the Blue Boss Token by 10. Then, MOVE 1 all other

toward

toward

the Swamp Tile.

Favorite Target: The farthest hero within reach.

Villain Kits

- 2 Constructs (41, 42)
- 2 Ghouls (53, 54)
- 4 Reapers (89, 90, 91, 92)
- 1 Berserker (76)
- 2 Fiends (81, 82)
- 1 Ogre (88)
- 1 Spy (96)
- 1 Boss (Necromancer)

Barriers

- 2 Barricades 4x2
- 2 Barricades 3x1
- 1 Barricade 2x2
- 3 Barricades 2x1
- 2 Living Walls 5x1
- 6 Living Walls 4x1
- 4 Living Walls 3x1

Terrains

- 2 Altars
- 4 Mission Tiles
- 2 Spikes 4x2
- 2 Spikes 3x3
- 2 Spikes 3x1
- 2 Spikes 2x2
- 2 Spikes 2x1
- 1 Swamp 2x2

Miscellaneous

- 1 Blue Boss Token
- 3 Chests
- 1 Prisoner or Sedura Figure
- 4 Quest Items
- 1 XP Token





You are after the Arena of Future's hidden Floor Plans. The secret to finding it is solving the planar instability caused by the Imperial Demon's presence. Jump on and off the penumbra to kill it.

Primary Objective

• Kill all villains (reduce the Boss's HP to zero in both planes) = Read [89.8] - page 172.

If you lose

• Read [Defeat] - page 163.

Extra Challenge - Gain 1 VP.

• Kill villains in two different planes in the same Round.



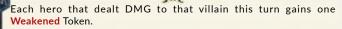
Planeswalkers (Time Token)

- Put the **Time Token** on "17" (*HP Track*).
- Heroes alternate between planes during the quest, based on the Time Token value.
 - Even: Tanarean Plane Berserker and Necromancer are combatants.
 - o **Odd**: Penumbral Plane **Fiend** and **Aberration** are combatants.
- Villains in a different plane from yours are considered obstacles, not combatants. They don't take turns nor deal Reaction DMG. They cannot be targeted, only Planar Blast Special Rule can affect them.

Reduce Time by 1 (this changes the active plane). If it drops to zero, you lose the quest.

Planar Instability (villains)

• Whenever **ANY VILLAIN** dies, reduce Time by 1 (*this changes the active plane*). Then:



ADVANTAGE: Each hero that dealt DMG to that villain this turn gains one **Empowered** Token.

Stealth Combat (XP Token)

The use of excessive force is damaging in a stealth mission: try to always deal as much damage as needed to knock enemies out, and no more.

- Put the **XP Token** on "0" (HP Track).
- Whenever a villain dies, increase XP by two...
 - ...minus one if that villain took more DMG than needed to reach zero HP, and
 - o ...minus one if that villain was Fatigued.
 - If no XP was gained, a hero closest to the square of death takes 12 DMG.

Planar Blast (XP Token)

• Start of each hero's turn (once per turn): It may pay 3 XP to increase Time by 1, OR deal 20 DMG to a villain in ANY Plane (increasing Time changes the active plane).

The Horde is Coming (Mission Tiles)

- Check the Mission Tiles noted during **In the Wall** Quest. Put **only these** on the board.
- Reapers change planes with heroes.
- Place a one Reaper (89-R), (90-O), (91-B), or (92-G) on any square of the Mission Tile that matches its Favorite Target color. Then, remove the Mission Tile.
 - A Reaper can only be placed if there is a Mission Tile that matches its color.

Sedura (Prisoner or Sedura Figure) (only if she came from the other part of town)

- Place Sedura in [1] of any hero.
- **Sedura** is not a combatant. She cannot be targeted and takes no turns.
 - All combatants can move through her (but cannot end on the same square).
 - O She **counts** as a Hero for **Mob only** (i.e., not counted for other effects, such as Passive Powers).
- R MOVE 6 Sedura. Then, she deals 10 DMG to an active villain in [1] of her, and MOVES 3 it.

Marksmen (Kemet Hunt Level ★★ or +)

Gullog has positioned snipers in strategic spots. Their instructions are to fire spells and arrows at those who look more capable of helping the Resistance; if you've earned some reputation among the enemy troops, they will fire at YOU.

R The hero with highest HP takes 6 DMG.

R The hero with highest HP takes 12 DMG.

The hero with highest HP takes 18 DMG.



INITIAL SETUP —

- Place the heroes on the Altars. Each may reassign 2 Skill Tokens.
- Place Aberration (72-G), Berserker (76-B), Fiend (81-O), and Necromancer (85-R).
- Then, after reading the Special Rules, read [89.4] page 172.

R If all villains are dead (exception: Reapers may be alive), read [89.5] - page 172 (to continue the quest).

Imperial Demon
(Imperial Demon or any Large Figure)

B
140x2
9
5
8
Movement Reaction

Endgame (Primary Attack)

✓ 1 squares
★ 25 DMG+effect
Miss: 12 R-DMG

- It has two HP tokens (Red and Blue Boss), both start at 140 HP. It dies when both tokens are at zero.
 - O Tanarean Plane is active: only the Blue token moves.
 - O Penumbral Plane is active: only the Red Token moves.

Benefit: +3 to Attack Roll and Blessed.

Effect: • If one of the Boss Tokens is at zero, deal +10 DMG.

Unprovoked/Crit: +5 DMG.

Special Passive

Trigger: This ĭ hits a target that is in [1] of a villain (from any Plane).

Effect: Deal +8 DMG and PUSH 3 the target.

Favorite Target: The hero with most \square within reach.

Villain Kits

- 4 Reapers (89, 90, 91, 92)
- 2 Aberrations (71, 72)
- 2 Berserkers (75, 76)
- 2 Fiends (81, 82)
- 2 Necromancers (85, 86)
- 1 Boss (Imperial Demon)

Barriers

- 1 Barricade 4x2
- 2 Barricades 2x1
- 8 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 2 Altars
- 2 Lava 4x2
- 2 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1
- 4 Mission Tiles
- 4 Portals

Miscellaneous

- 3 Chest
- 2 Dragon Tokens (Blue, Red)
- 1 Prisoner or Sedura Figure
- 1 Time Token
- 1 XP Token



Map Labels: Initial Setup Event1 — Special



With the war underway, allied troops set up a tent right between the imperial palace and the Arena of Future; boys run back and forth, bringing the spare equipment you couldn't carry; you have a much-needed chance to regroup and get a quick rest.

You may prepare you Team as if a new Journey Phase were about to start.

Choose one of the two Teams (Team Palace or Team Wall) to invade the Arena of Future and rescue those underground; the other Team will stay behind and hold back the opposition so that the rescue team is not crushed with the arrival of endless reinforcements on their backs.

From now on, consider the following table. You may be required to consult it a few times:

CATEGORY	PERFORMANCE THUS FAR	RESULT	
	85 points or less	ОК	
Total War Points (4 types)	86-114 points	Good	
	115 points or more	Extraordinary	
	At least one Structure is level 6 or lower.	ОК	
City Structures	All Structures are at least level 7.	Good	
L	At least three Structures level 8.	Extraordinary	

Check the results of War Points and Structure.

- For each one Good, gain 1 VP.
- For each one Extraordinary, gain 2 VP.

Now check your Total Victory Points:

CATEGORY	PERFORMANCE	RESULT
Total Victory Points	19 points or less	ОК
(after applying the bonuses above)	20-37 points	Good
bonuses above)	38 points or more	Extraordinary

If you have an "OK" result in least one Category, your overall campaign performance is OK. If this is the case, go to [2].

If you have an "Extraordinary" result in ALL THREE Categories, your overall campaign performance is "Extraordinary." If this is the case, go to [4].

Otherwise, your overall campaign performance is "Good." If this is the case, go to [3].

Go to page 192 and set up Quest 90: Arena of Future.

(Read before set up, Good overall performance)

• Place Berserker (76-B) on square I-2. Then go to [2].

4 (Read before set up, Extraordinary overall performance)

It's clear that Gullog is demoralized by your unexpected advance; you sense he didn't anticipate this level of resistance. His right-hand man, Baraelmer, approaches you with a sword drawn, saying, "I have my own plans, but let's test your strength first."

Remember this: as soon as you reduce Baraelmer's HP to 0, read [23].

 Place Berserker (76-B) on square I-2, and Baraelmer - Boss (B) on square D-4. Then go to [2].



(Read this after quest set up)

Check your Total War Points Result:

- If OK (85-), go to [6].
- If Good (86-114), go to [7].
- If Extraordinary (115+), go to [8].

6 (Read before first turn, OK at War Points)

This isn't just about you not being prepared; it's a case of your enemies being one step ahead. Your neglect of certain territories has allowed the Kemet to forge pacts with skilled elementalists and fire-wielding orcs. They've made their defense really hard for you to get through. However, don't lose hope: the Arena's unique features might offer some unanticipated tactical advantage.

Follow Setup 90.6 on page 187.

Lava Flood (extra Lava Tiles)

- Place the 2x1 Lava Tile, as in the map. Starting with this Tile, more Lava (new Tiles) may appear on the battlefield. Their squares are all part of the Flood.
- If, at anytime, the Flood is in [1] of Lava painted on the board, consider those Lava squares part of the Flood.
- with the Lava Flood (once per turn): Place any new Lava Tile in [1] of a Flood square, on squares without Walls or Terrains. If you place it underneath a combatant, it takes 8 DMG (instead of 4).
- Instead of placing a new Tile, you may remove one already on the grid and then place it elsewhere. All **Flood** Tiles must remain in [1] of at least one other **Flood** Tile.

R If the Lava Flood is in [1] of both Doors and all villains are dead:

- · Remove the Doors.
- Lava Flood ends. Then, go to [9].

Setup 90.6



IF You Have	APPLY CONSEQUENCE(S):
The Lich's Skull (fact)	The skull allows you to manipulate some of the dark energies infused in this arena, and manipulate the lava flow. Apply Lava Flood ** effect twice and immediately, as if you had just interacted with any lava tile. Ignore range.
Dark Church, Kemet monsters (fact)	They've employed monster hybridization rituals on some of their own. Replace Spy (95-R) with Aberration (71-R) and place 2 Preserved and 2 Empowered Tokens on it.
Secrets of the Kemet Past and Future (fact)	Knowing the Kemet secrets for so long allowed you to prepare for this very day. You know you can't fail now. <i>Each hero gains 1 Preserved Token</i> .
Incomplete Hunt (fact)	Without much information, you are prey to an ambush as soon as you set foot into the Arena of Future. Place a Warrior (67-0) in [1] of a hero.

Place the Stairs as in the map, and the heroes on it. Each may reassign two Skill Tokens.

Quest 90: "Arena of Future" starts NOW (take the first turn!)

(Read before first turn, Good at War Points)

Your careful preparation pays off. Your camp is full of well-supplied troops and logistical assets, providing you with plenty of resources and equipment. This advantage could be the key to your survival.

Follow Setup 90.7 on 188.

Arena's Hidden Mechanism (Lever).

(only once per turn) + there are fewer than 3 barrels on the grid: Place a Barrel on a free square in [1] of the Lever.

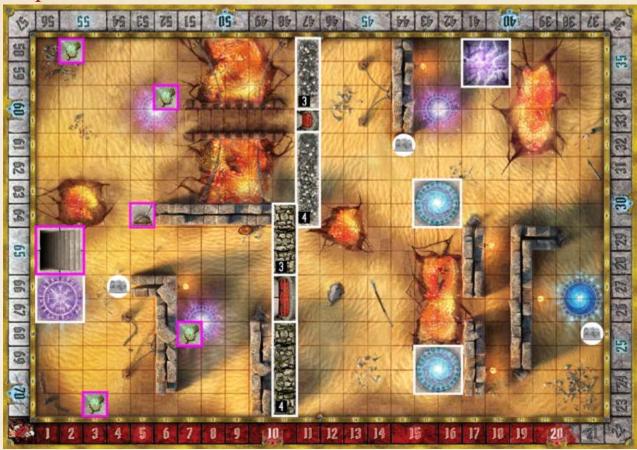
Demolition (Barrels)

- (only once per turn): PUSH 3 the Barrel.
- If it stops in [1] of a combatant, all combatants in [1] of it take 10 DMG; then, remove **Pillars** in [1] of the Barrel; then, remove the **Barrel**.

Pillars (Quest Items, or Pillar miniature)

- They follow Barricade rules.
- R: If all Pillars were removed and all villains are dead:
- Remove the Lever and all Barrels, Doors, Living Walls, and Wall Tiles.
- Arena's Hidden Mechanism ends. Then, go to [9].

Setup 90.7



• Place the Lever and Quest Items (or Pillars).

IF YOU HAVE	APPLY CONSEQUENCE(S):
Imperial Traitor (fact)	You know the Emperor was behind the creation of the Arena of Future and the pylons. With time to dig deep into the Imperial archives for clues on its design, Sedura unveiled some of its secrets. <i>Place three Barrels in [1] of the Lever.</i>
Tameranium and foresight for the Kemet (fact)	Foreseeing your actions, the Kemet used their resources to remodel some of the arena's features, expecting to guarantee your defeat. <i>Move the lever to G-9.</i>
Secrets of the Kemet Past and Future (fact)	Knowing the Kemet secrets for so long allowed you to prepare for this very day. You know you can't fail now. <i>Each hero gains</i> 1 <i>Preserved Token</i> .
Incomplete Hunt (fact)	Without much information, you are prey to an ambush as soon as you set foot into the Arena of Future. Place a Warrior (67-0) in [1] of the heroes.

Place the Stairs as in the map, and the heroes on it. Each may reassign two Skill Tokens.

Quest 90: "Arena of Future" starts NOW (take the first turn!)

(Read before first turn, Extraordinary at War Points)

Your performance exceeded all expectations; all Tanares came together. Experts in arcane powers and architects have collaborated to build a remarkable device. The formidable war machine arrives at the breach in the wall, escorted by your allies, ready to turn the tide in your favor at the enemy headquarters.

Follow Setup 90.8 on page 189.

Arcane Tank (Red Mission Tile)

- The red arrow printed on the Mission Tile represents the front part of the Tank. Choose to which direction you want it to point first.
- Combatants may move <u>through</u> the Mission Tile on their Move Action, but cannot <u>end</u> on it.



Here, the Mission Tile is pointing to the right. The two highlighted squares are the squares in front of the Tank.

(You may interact with the Tank up to 4 times per turn): Choose one:

- ADVANCE: MOVE 2 the Arcane Tank, orthogonally and in the direction of its red arrow (you can only move it onto free squares).
- ROTATE 90°: Do this if you want to change the direction of the red arrow.
- **SLAM**: Villains on the two squares in front of the Tank take 8 DMG and **must** be **PUSHED 3** (*i.e.*, as far as possible) (this can **PUSH** the **Orb of Destiny**).

Orb of Destiny (Red Orb)

- It is not a combatant, and cannot receive effects. The Arcane Tank's SLAM can PUSH it.
- + Pay 7 HP: MOVE 1 the Orb.
- **R**: If the Orb is in [1] of the **Tome Token** and all villains are dead:
- Remove the Mission Tile, Tome Token, Orb, Doors, and Living Walls.
- Arcane Tank ends. Then, go to [9].
- Place the Red Mission Tile, the Orb, and the Tome Token, as in the map.

Setup 90.8



IF You Have	APPLY CONSEQUENCE(S):		
Colossal Weapon (fact)	The Kemet shoot a powerful blast from their mystical cannon installed at the top of the arena's outer walls, almost destroying the tank. You are relieved to see it takes a very long time to recharge. Each hero takes 10 DMG, then PUSH the tank to squares I-9/H-10.		
Dorsian Forge: re- built (fact)	The Arcane Tank is imbued with magic dwarven runes that speed up its activation. <i>One hero may immediately move to</i> [1] <i>of the tank and interact with it. That hero gains</i> 1 \square .		
Secrets of the Kemet Past and Future (fact)	Knowing the Kemet secrets for so long allowed you to prepare for this very day. You know you can't fail now. <i>Each hero gains 1 Preserved Token</i> .		
Incomplete Hunt (fact)	Lacking comprehensive information, you are prey to an ambush as soon as you set foot into the Arena of Future. <i>Place a Warrior</i> (67-O) in [1] of the heroes.		

Place the Stairs as in the map, and the heroes on it. Each may reassign two Skill Tokens.

Quest 90: "Arena of Future" starts NOW (take the first turn!)

Just as you start feeling hopeful, enemy reinforcements show up, and they are overwhelming. You're at the heart of the Kemet's main base on this continent.

Check the result of your City Structures and Legendary cards:

- If OK (at least one Structure is at Lv. 6), go to [10].
- If Good (all Structures at least Lv. 7), go to [11].
- If Amazing (all Structures Lv. 8), go to [12].

IF YOU HAVE	APPLY CONSEQUENCE(S):
Vandanamalika Down! (fact)	Without their super-portal less troops arrived to defend the place, and they were forced to be replaced by mindless undead. <i>Swap Spy</i> (95-O) for <i>Ghoul</i> (53-O) and <i>Spy</i> (96-G) for <i>Ghoul</i> (54-G).
Portal-less (fact)	You had no information about how the super portal on the Arena of Future was constructed. You are walking unknown territory now. <i>Each hero gains 2 Distracted Tokens</i> .
Twisted Nature (fact)	The penumbral influence are seeping from the portal breaches stronger then you ever expected. You feel it draining you, but the Kemet seem not affected at all. Each hero loses 2 . For each it could not lose it takes 5 DMG.

$\overline{10}$ (Read during Events 1 and 2 - OK Structures)

Your enemies have carefully analyzed the resources you've gathered for your invasion, and in response, they've prepared what they believe to be a perfect counter-strategy.

Exploding Kemets (Events 1 and 2, only)

• Whenever a villain dies, all heroes in [2] of it take 10 DMG.

Start Event 1 (verify which modifiers at the end of Section [9] apply).

(Read during Events 1 and 2 — Good Structures)

Your enemies have carefully analyzed the resources you've gathered for your invasion, and in response, they've prepared what they believe to be a perfect counter-strategy.

Snipers at the Bleachers (Events 1 and 2, only)

• Heroes take 5 DMG for each square they move **diagonally** (on their Move Action or by any effect, such as benefits).

Start Event 1 (verify which modifiers at the end of Section [9] apply).

(Read during Events 1 and 2 — Extraordinary Structures)

Your enemies have carefully analyzed the resources you've gathered for your invasion, and in response, they've prepared what they believe to be a counter-strategy. However, the resources you've acquired exceed their expectations; they know they lack an adequate response.

The Curse Begins (Events 1 and 2, only)

• Villains not on a Portal are Shielded 4.

Start Event 1 (verify which modifiers at the end of Section [9] apply).

13 (Read at the end of Event 1, when there are no villain Guards)

You start to lose hope. You've never had to fight a vast assembly of adversaries in a tight space like this. Even powerful heroes like you cannot stop such a massive force with a single purpose: to destroy you.

Just when it seems all is lost, Huradrin appears on top of a pile of rubble. With a loud war cry that pierces the air, he slams his staff into the ground. Heroes emerge behind him, cutting down Kemet guards. Using his last reserves of primal energy, Huradrin releases a burst of healing light just as the rest of your team joins the fray.

The cavalry has come!

• All heroes HEAL 40. Revive all dead heroes with 30 HP.

Tanares, Assemble!

- Place the other four Heroes on the Rift Tile, with no . Put their HP Tokens on their Max HP slot (hexagonal tokens, or that of any character from the same Combat Role).
- They are **Comrades** without Special Attacks (use only the Hero Card and **Lv.** 7 Comrade Card).
 - If there's already a Comrade of the same Role on your Team and its card is Lv. 7, this new hero uses a Lv. 6 card, instead.
 - If there are two heroes of the same role, one of them must gain unused cubes from another color.

You may check Comrade rules on Chapter 6 of the Rulebook.

Mana Leak (until the end of Quest)

- Heroes cannot spend on other heroes' pools (including Comrade Cards).
- When a villain dies, only four heroes can gain ☐ (players' choice).

Resume the Quest (start Event 2!)

(Read at the end of Event 2, when all villains are dead)

Outside, you hear a deep roar. The Kemet's undead giant shows up near a hole in the Arena stands, full of arrows and burn marks from walking through the city. If you have A Satisfied Lich (fact), go to [15]. Otherwise, go to [16].

15 Kalistessenâmun, having extra motivation to help the Resistance against your common enemy, appears on the battlefield.

A rough, deep voice echoes throughout the battlefield. "There are no limits to the profanity you perpetrate with my people's magic," it says. "Necromancy at its worst... Feel its true power!" The Titan falls to its knees as Kalistessenâmun's magic weakens the giant and then wreaks havoc beyond the Arena's perimeter. [16]

Soldiers and other allies attempt to repel the undead giant, but they are effortlessly tossed aside. Nothing seems capable of halting the Titan's relentless advance toward you.

IF YOU HAVE	APPLY CONSEQUENCE(S):
She is a Good Giant Golem (fact)	On its way here, the undead Titan encountered U'Tibam's creation and sustained significant damage. <i>The Boss starts with -20 HP</i> .
Giant Slayer (fact)	You know exactly how to deal with such creature. One hero can choose to regain a Special Attack or reactivate a weapon that is on cooldown.
Lighthouse is Guarding the Sea (fact)	The burn marks from the lighthouse's piercing shots can still be seen on the Titan. <i>The Boss starts with</i> -30 HP.
Colossal opposition (fact)	The Titan wrecked havoc on the continent; his performance earned him a special armor — the Kemet must have mined an entire mountain to make it. The Titan gains 6 Preserved and 6 Protected Tokens!
☆ 48- Stone Spirits	The dwarven ancestral spirits come to your aid in your time of most need. Place two Ghost Dwarf (or Dwarf) figures without color rings in [1] of any hero. Heroes are Shielded 3 if in [1] of any of this dwarfs (they are not combatants but occupy their squares).

Check your Total Victory Points Result:

- OK (19-), go to [17].
- Good (20-37), go to [18].
- Extraordinary (38+), go to [19].

17 (Read during Event 3, OK on endgame)

The Ironhand are providing what support they can in this critical mission; the level of their assistance is directly influenced by the outcomes at the Battle of Fisherman's Wharf.

Gigantic Side Effect

 After a Giant's attack resolves, all combatants in [2] of it take 10 DMG.

All other Features end. Start Event 3 (verify which modifiers at the end of Section [16] apply).

18 (Read during Event 3, Good on endgame)

The Ironhand are providing what support they can in this critical mission; the level of their assistance is directly influenced by the outcomes at the Battle of Fisherman's Wharf.

Union

- Heroes in [1] of other heroes are **Empowered 5** (once per turn).
- Villains in [1] of other villains are Empowered 5 (the Titan is Empowered 10, instead) (once per turn).

All other Features end. Start Event 3 (verify which modifiers at the end of Section [16] apply).

19 (Read during Event 3, Extraordinary on endgame)

The Ironhand are providing what support they can in this critical mission; the level of their assistance is directly influenced by the outcomes at the Battle of Fisherman's Wharf.

 Place Mission Tiles on the squares D-13/E-14, F-20/G-21, and L-14/M-15.

Ship Cannons

R: All combatants on a Mission Tile take 20 DMG (the Titan takes 40 DMG, instead). Then, place each **Mission Tile** underneath its nearest hero figure, or as close to it as possible (*you cannot place it on terrains or walls*).

IF YOU HAVE	APPLY CONSEQUENCE(S):
Boneheart and its Army Sunk (fact)	Without Boneheart, your navy's armada got closer to the port and increased its firepower. The Ship Cannons' DMG is increased to 30 (the Titan takes 50 DMG, instead).

All other Features end. Start Event 3 (verify which modifiers at the end of Section [16] apply).

(Read this only if you won this quest)

Your Arena's main team opens the secret hatch, disappearing underground while the result of their mission is still unknown. Outside the Future Arena, a big scene unfolds; Gullog and a few Kemet, trapped by dozens of your soldiers. It's the final showdown. This moment will be more memorable than anything else in history books.

Gullog, holding his necklace, whispers words in an unknown language. The soldiers shake; he's talking to them. Fear spreads, and they turn against their leaders, including Sedura and other heroes. They've switched sides!

If you have Psychosurgery Reversion (fact), go to [21]; otherwise, go to [22].

The army seems very prepared for the situation. Archers aim to remove Gullog's protection, and Huradrin uses all his energy to break Gullog's connection with the Penumbral Plane for a moment.

All Imperial Wizards and Ironhand sages at the scene recite a beautiful chant - Free will is restored back to all soldiers! They instantly drop their weapons, disoriented. They can't remember what they were forced to go through while their free will was taken away.

If you have A Satisfied Lich (fact), keep reading. Otherwise, go to [22].

These extra Ironhand soldiers, combined with Kalistessenâmun's aid, turn the tide of battle, quickly eliminating Kemet enemies and advancing. The Lich turned some dead Kemet into undead creatures and had them attack their own kind. The scene of Kemet fighting against their undead counterparts is almost satisfying; they are getting a taste of their own medicine. *Gain 5 VP.* [22]

The arrival of more Kemet triggers a fierce battle. Gullog signals and the enemy turns all their fury towards you. The situation's intensity surges as war horns are heard from both sides.

- If your Victory Points (VP) are 38 or more, go to [92.1].
- If your Victory Points (VP) are 20 to 37, go to [91.1].
- If your Victory Points (VP) are 19 or less, go to [91.4].

Baraelmer, though injured, quickly regains his stance and adeptly blocks more incoming attacks. It's evident that he hasn't been fighting at his full strength.

"You proved your strength. Let's end this here," he asserts. "My intention wasn't to defeat you but to test your strength. If you were incapable of defeating Gullog, confronting him would've been my only option. But you've shown more power than I anticipated."

"While you might find it hard to believe, the majority of my people are good, honest folks. They are also affected by this war and its ominous prophecy. If I confronted Gullog in front of them, it could damage their trust in my intentions and make it harder for me to lead them after the war. We don't have any time to waste. Gullog has fled in that direction; we need to stop this bloodshed before it's too late."

Taking a deep breath, Baraelmer pulls a crystal from his belt and opens a penumbral portal, leaving the battlefield.

You're in the path to the "perfect" ending. Resume the quest.





After breaking through the Arena of Future's frontal gates, you enter Kemet's headquarters to put an end to this war.

Primary Objective

• Kill the all villains = read [20] - page 191.

If you lose

• Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

There are no Kemet Bodies on the grid when the Boss dies = Gain
 VP.



This quest happens on the painted (PvP) side of the board. Tiles you must place are highlighted in the map.

Hordes of Villains (Lv. 1 Skill Tokens)

 Grab the twelve Lv. 1 Skill Tokens. Track villains' Fatigue with them (instead of with cubes).

- Events -

_ INITIAL SETUP __

- Place Archers (73-R) and (74-G), and Spy (95-R).
- (Kemet Hunt): Warrior (★★ 98-G), Necromancer (★★★ 86-B), and Spy (★★★★ 96-B),
 - o Then, after reading the Special Rules, read [5] page 186.

_____ EVENT 1 _____

GUARD 3: Place Archers (73-R) and (74-B), Berserker (76-G), Necromancers (85-R) and (86-B), Spies (95-O) and (96-G), and Warrior (97-O).

If there are no villain in **Guards** on the grid (even if all villains are still alive), **read** [13] - **page** 190 (to continue the quest).

__ EVENT 2 ___

R If all villains are dead, read [13] - page 190 (to continue the quest).

_____ EVENT 3 ____

• Place Archers (73-O) and (74-B), Necromancers (85-O) and (86-G), Spies (95-R) and (96-G), Warriors (97-R) and (98-B), and the Giant Titan - Boss (B).





Giant Titan (Titan Figure)

Hit Points

Defense

8 Movement Reaction

Titanic Impact (Primary Attack)

2 squares * 35 DMG+effect

🏇 1 enemy Miss: 12 R-DMG

Benefit: +3 to Attack Roll and Blessed.

Effect: ● PUSH the target in a straight line, away from this ¥, until it meets an obstacle (or the edge of the board). It takes 1 DMG for each square it was pushed. Unprovoked/Crit: +5 DMG.

Passive

Trigger: This **x** moved [3] or less this turn when its attack hits.

Effect: Deal +5 DMG. The target loses all effects applied on it (even Permanents).

Favorite Target: The hero with highest HP within reach.

Villain Kits

- 2 Archers (73, 74)
- 2 Berserkers (76)
- 2 Necromancers (85, 86)
- 2 Spies (95, 96)
- 2 Warriors (97, 98)
- 2 Boss (Warlord, Titan)

Barriers

- 1 Big Door (Red) 1 Living 4x1
- 1 Living 3x11 Single Door (Red)
- 1 Wall 4x1
- 1 Wall 3x1

Terrains

- 1 Altar
- 2 Lava 4x2
- 2 Lava 3x3 • 2 Lava 3x1
- 4 Lava 2x2
- 2 Lava 2x1

Miscellaneous

- 3 Mission Tiles (Red, Blue, Green)
- 1 Planar Rift
- 2 Portals
- 1 Stairs
- 3 Barrels
- 3 Chests
- 1 Lever
- 1 Orb Figure • 4 Quest Items
- 1 Tool (Tome)
- **73** 8 96 61 97 62 86 74 86 83 95 2 76 98 65 67 95 10 11

Quest Chapter 91 Ardilog

An Endgame Boss Fight is about to begin. You may learn its rules in Appendix G (Rulebook) before proceeding.

Then, prepare the Team that stayed behind (on the surface), as if a new Journey Phase were beginning (it's the Team that was not on the board when the last quest started).

Swords clash while arrows and spells fill the air. The war against the Kemets is brutal. Your forces, though struggling, are steadily advancing against the enemy defenses, but the number of casualties continues to rise.

"Oh no..." One of the officers points upward. Both enemies and allies shift their attention to the shattered moon, so vast and close that the horizon line cuts through nearly half of it, dominating most of the eastern sky. The ground begins to shake, the once-blue sky darkens, screams of terror resound from the crowds, and a palpable sense of unholy dread fills the atmosphere.

"We couldn't contain the bloodshed..." Sedura laments, unmistakable despair evident in her eyes. "Too many of our own have fallen in this battle. The Malrokian Curse has arrived."

"The seas! Look at the seas!" another shouts. What at first appears to be a mountain range emerges on the horizon, but it's not mountains—it's a colossal tsunami, ready to consume the city.

As you sprint forward to take command in the battle and swords continue to clash, a vast winged shadow descends with a foreboding screech that melds three different creature's voices.

If you have 40 "Spies" (War Points) or the Huradrin's Redemption (fact), go to [2]. Otherwise, go to [3].

The Chimera dives in your direction, cutting through the air at tremendous speed. Seeing this, Huradrin climbs the stands of the Arena of Future and begins to twirl his wooden staff, declaring, "Not today, accursed beastie!" His staff emanates a green magic that starts to envelop him. The ground within the battlefield of the Arena pulses: something is emerging from below.

The Chimera turns toward Huradrin, who bellows at the creature, "By

the Stone Spirits! I've found me kin, forged bonds, and carved a hearth for meself for the first time in me life! Ye won't cast a shadow o'er me days any longer! Ye ain't Dorsi's wrath... ye be... spawn of the Ungods, Ardilog!" Huradrin releases a beam of primal energy at the Chimera. From behind, Huradrin's worm bursts from the ground, seizing the monster and pulling it down. The monster lies there, lifeless at last.

But before you can celebrate Huradrin's victory, you spot, on the distant horizon, a massive golden dragon flying toward the city. Driven by bloodlust as the scent of war's massacre fills the air, it seems the battle is far from over. **Go to [93.1].**

The Chimera dives in your direction, cutting through the air with incredible speed. Upon spotting the creature that once decimated his realm, Huradrin hesitates for a fleeting moment. Determined, he climbs the stands of the Arena of Future and begins casting a spell, unmistakable despair in his eyes. The Chimera alters its course toward him, prompting Zalir to sprint toward Huradrin, trying to protect the dwarf. But the creature's speed is unparalleled, and it descends, crushing both of them into the ground.

The Chimera then draws its attention to you, marking you as its next quarry. Behind it, the city blazes, with a golden dragon lost in bloodlust wreaking havoc, driven by the scent of blood saturating the air.

Go to page 196 and set up Quest 91: "Ardilog" while checking the table below:

IF YOU HAVE	APPLY CONSEQUENCE(s):
"42 "Strategists" (War Points) OR 30+ "Spies" (War Points)"	Zalir helped Huradrin prepare the ancient dwarven ritual of the forge, a sacred magic that can help you in the fight against such a wretched creature. Before the quest begins, a hero may MOVE 5 and then place an Altar Tile on free squares in [1] of it. That hero gains 1 Preserved Token and removes all Ice Tiles in [6] of that Altar.
Dwarven Heirloom (fact)	Huradrin was able to connect with his ancestors, awakening the true power of the ancient dwarven protective runes. <i>Gain ADVANTAGE for this quest.</i>
Collapsed Tunnels (fact)	Ardilog made its way through UnderTanares all the way through fragile underground tunnels; the result of this instability is visible, here, with the floor cracking and collapsing. Each hero takes 4 DMG. Place four 4x4 Ruins Tiles, each in [1] of a different Portal Tile.
Huradrin's Redemption (fact)	Despite not gathering sufficient strength and knowledge to slay the Chimera, Huradrin displays sufficient willpower to intimidate Ardilog, making it briefly retreat. MOVE 1 the Boss away from the heroes; it gains 2 Distracted Tokens. Increase Time by 1.
She is a Good Giant Golem (fact)	The Chimera greatly damaged U'tibam's creation, but it took a solid strike from the golem. <i>The Lion Head starts with -25 HP</i> .
Forsaken (fact) AND you DO NOT have the NPC Cards "Tamera's Blessing" and/or "Bauron's Favor" with a hero.	The Chimera is the greatest enemy of Dorsi, a deity from the ancient dwarf religion. It is one of the most powerful spawns of the Ungods, and without the blessing of Tamera or Bauron, you feel forsaken when fighting such a beast. Each hero loses 3 and gains 2 Distracted Tokens.

Apply Kemet Hunt effects (if any), then take the first turn!

The troops were neither motivated nor prepared, but there was still a glimpse of hope that the Resistance could pull a miracle in the Battle of Fisherman's Wharf. However, that doesn't happen. The Kemet crush the Resistance; you couldn't avoid massive bloodshed, so a Malrokian Curse destroys Fisherman's Wharf, only to result in the death of your people, for most of the Kemet had time to retreat and find shelter after their victory. [10]

5 CONCLUSION - VICTORY

(read this if you win the Quest)

The Chimera falls before you, but the cost is high. The city is on fire; the enraged dragon laid waste to the Ironhand armies and fell to the arrows and magic of the Kemet forces. The situation is chaotic as the Malrokian Curse intensifies, and the ground trembles while the winds blow with force enough to destroy the roofs of the few unburnt houses.

Rescue Team:

You discover the Emperor unconscious on a makeshift throne, surrounded by a handful of soldiers. Over one hundred survivors are present, having relied on food storage in the imperial dungeons. After weeks of rationing, they are thin and ill. You inform them that the Kemet headquarters has been abandoned, and it's now safe to open the hatch through which you entered. However, the Chimera's corpse blocks the path. You search for the tunnel that Huradrin's worm created.

If you have 30 or more "Warriors" (War Points), go to [6]. Otherwise, go to [7].

Your allied troops delve deep into the tunnels created by Huradrin's summoned worm. They find you and safely escort everyone to an exit on the hillside. You urge the people to flee the area before the Malrokian Curse can obliterate everything, but all nearby portals have been destroyed.

The Emperor, regaining consciousness yet still severely weakened, whispers to you the location of a secret portal known only to him. Using it, you successfully transport the people to the Capital, saving many civilians from the impending cataclysm, before returning to Wharfugee to find more survivors. The rescue team survives. **Go to [8].**

Without any support from your troops, you have to face the dark tunnel without assistance, trying to guide the civilians to the surface. As you cross the labyrinth of caverns, screams erupt from behind — giant spiders are attacking! You draw your weapons, but in the ensuing panic, they crash into you in the darkness, causing you to dive into an abyss. Clinging to life, you slow your fall multiple times by grabbing onto branches and scraping against the walls. You're severely wounded. In the complete darkness, you hear a loud splash. The Rescue Team dies and will never be able to see the result of their efforts. Go to [8].

8 Surface Team:

Fisherman's Wharf is in ruins — the Malrokian Curse had its devastating impact as you tried to defeat the Chimera. The cityscape is a weird combination of seawater and flames, with a tsunami sweeping through the streets. Fatigued, you're on the verge of collapse and urgently require immediate help. As darkness envelops you, an agonizing sting is felt.

If you have 30 or more "Diplomats" (War Points), go to [12]. Otherwise, go to [9].

As darkness claims you, a vision of Sara cradling a blanket with tears streaming down her face appears. Beside her is Huradrin's lifeless form. "I'm sorry," she murmurs, "this was the only way. Bellara has my son..." She departs, consumed by grief. The Surface Team dies and will never be able to see the result of their efforts.

If the Rescue Team is still alive, go to [10]. Otherwise, your journey ends here. Go to [11]. Witnesses reported a fierce duel between Sedura and Gullog atop a rock near the beach. Their battle was abruptly ended when a massive wave swallowed both. The Kemet lost many troops but ultimately prevailed in the Battle of Fisherman's Wharf, claiming victory in the war. Gullog was found alive, but Sedura's body was never recovered. The Ironhand fell under the enemy's troops, marking the end of the Empire. Knowing that everything was going to be lost, you decide to rush to the Vandanamalika, in the hopes of using it to somehow save Tanares. Go to [11].

These events are not considered the canonical ending of Tanares Adventures but one of the many possible futures.

The Battle of Fisherman's Wharf determined the outcome of the Kemet War and marked the end of the Imperial Age. Isendden, the Gold Dragon, met his end on the battlefield of the Arena of Future, where the grand portal, Vandanamalika, was activated.

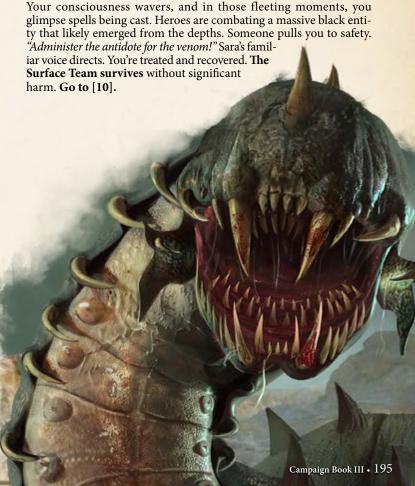
All that is known about the many heroes who fought in the war was that they either died while trying to save as many lives as possible or disappeared near the Vandanamalika portal in the Arena of Fate.

Tanares descends into a dark age, with its inhabitants battling the Kemets, who are seizing the continent and employing brainwashing magic to strip everyone of their free will. The slim hope of the fledgling resistance lies in the heroes who managed to enter the Super Portal; they fervently pray for their return to save Tanares.

Mark 93 - Ardilog (fact) and explore the continuation of the alternative history and save Tanares in "In the Realms of Madness" and "Time Twist" (an epic campaign featured in the Penumbral Collection). You can experience this and the epilogue in any sequence.

THIS CAMPAIGN IS OVER. BUT TANARES IS FAR FROM SAFE. A STORM IS COMING.

"Over here!" Sara's voice echoes. "There they are! Save them!"





Rule Explanation: Learn Endgame Boss Fight rules in the Rulebook (Appendix G).

Primary Objective

• Kill **Ardilog = Read [91.5]** - page 195.

• Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

• Maim all Body Parts in the same Round.



🧆 Special Rules 🧆



Chimera Wings

 Ardilog is immune to all Terrains. It can move through Barriers and Obstacles, but cannot end on them.

Protective Runes (Tool Tokens)

+ You're not carrying a Tool: Put this Token on your card.

R Each Tool carrier gains 1 🗍

ADVANTAGE: R Each Tool carrier gains 1 and HEALS 3.

The Chimera's Cave (Kemet Hunt)

Apply the following **cumulative** effects, according to your Kemet Hunt level:

- 0: Nothing.
- ★: Two heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
- **: he two other heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
 - R The hero with highest HP, and all other heroes in [2] of it, take 5 DMG.
 - R The hero with highest HP, and all other heroes in [2] of it, take 10 DMG (instead of 5).
 - The hero with highest HP, and all other heroes in [2] of it, take 20 DMG (instead of 10).

The effects on this table do not stack. Apply the \star and $\star\star$ effects plus only the higher one according to your Kemet Hunt level.

Chimera's Rage

- Put the **Time Token** on "7" (*HP Track*).
- Reduce **Time** by 1. Then, apply one effect, based on its current value:
- 6: Ardilog PUSHES 2 all heroes. Then, it RUNS to its farthest hero.
- 5: Transfer Ardilog to its initial position. All figures on those squares must MOVE away and be in [1] of Ardilog. Each hero that moved this way takes 5 DMG.
- 4 or 3: Ardilog RUNS to its farthest hero and deals 10 DMG to it.
- 2 or 1: Ardilog RUNS to the hero with highest HP. That hero is PUSHED 5 and takes 10 DMG.

0: You lose the quest.

Sacred Orbs (Red and Blue Orbs)

- + Remove this Orb: MOVE 2 the Boss and deal 15 DMG to any of its Parts, even if not in vision or range.
- If not Fatigued, this Body Part must Retaliate next turn (even if another Part is attacked this turn).



INITIAL SETUP —

- Place two heroes in each Stairs Tile. Each hero may reassign two Skill Tokens.
- Assign one Quest Item to each hero. They are referenced in Ardilog Cards (Special Passive).
- Place Ardilog.
- Then, take the first turn!

As soon as all Body Parts are maimed, you win the quest and read [91.5] - page 195.



Villain Kits

• 1 Ardilog, the Chimera

Barriers

- 3 Walls 4x1
- 4 Walls 3x1
- 2 Walls 2x1

Terrains

- 1 Ice 3x1 • 4 Ices 2x1
- 4 Portals
- 1 Spikes 3x3
- 4 Spikes 2x22 Spikes 3x12 Spikes 2x12 Stairs

Miscellaneous

- 2 Chests
- 2 Orb Figures 4 Quest Items
- 1 Time Token • 4 Tools



Map Labels: Initial Setup



An Endgame Boss Fight is about to begin. You may learn its rules in Appendix G (Rulebook) before proceeding.

Then, prepare the Team that went underground (i.e., the Rescue Team), as if a new Journey Phase were beginning (it's the Team that was on the board when the last quest started). The Team that stayed on the surface returns to help in the fight any way they can.

Beneath the Arena of Future, you discover the Emperor unconscious on a makeshift throne, guarded by a handful of soldiers. Over a hundred survivors are found, having subsisted on the food storage in the imperial dungeons. After weeks of rationing, their emaciated and frail forms tell a story of desperation. You inform them of the dismantling of the Kemet headquarters and assure them it's safe to exit through the hatch you entered.

As everyone ascends to the surface, a palpable sigh of relief fills the air. Your own relief mirrors theirs, especially since you didn't have to resort to plan B (exploring the tunnels carved out by Huradrin's summoned Worm to reach the imprisoned civilians). However, the relief is short-lived. Screams erupt as giant spiders emerge through the underground tunnel. Women emerge from various underground openings around the Arena of Future, their gaze fixed on a towering figure resembling a woman-spider, Bellara. She announces, "My Purple Witches! The Resistance's resilience surpassed even my expectations. Still, there's not enough of their blood shed. We require a Malrokian Curse to release the Ungods upon this world! We need you to spill more of their blood!"

The Purple Witches menacingly advance, causing chaos and panic.

If you have 30 or more "Diplomats" (War Points) or ☆ 35 - Witch Hunt, go to [2]. Otherwise, go to [3].

2 "Sara, how delightful," Bellara remarks upon spotting Sara getting from the middle of the witches and going to your side. "I expected you to continue believing in the false memories about your son. A pity, you could have lived that fantasy of yours under the Ungods' blessing. My dear witches, count Sara among the fallen."

Sara bravely steps forward, "What you have done to me, I will never forget it. When I realized my son never existed... It was like losing part of my soul! But as I saw the truth, others were able to see your lies, too!"

Several Purple Witches side with Sara against Bellara. The remaining witches, still loyal to Bellara, waver in their conviction of victory.

Bellara addresses them, "Do not hesitate, my witches! With me, we will

triumph! The traitors merely reduce the number of recipients for my eternal rewards! However, those who momentarily wavered can still be forgiven if they pledge their allegiance now."

Sara retorts, "I call the same! Those siding with Bellara may receive a pardon if they yield now."

Soldiers rush into the Arena, cornering many Purple Witches. The reinforcements have arrived, and a battle begins. Sedura approaches you, "Thanks for stopping her. Me and my soldiers will handle Bellara. Your mission is to end this war. Find Gullog. If anyone can stop him before his escape, it's you!"

With a nod, you sprint into action. Members of the Resistance clear paths directing you towards Gullog, as they send their well-wishes. Go to [94.1].

3 "Heroes, ye take the big one!" Huradrin calls out to you. Zalir, flanked by a handful of troops, stands with the dwarf. With assurance in his eyes, Zalir shouts to you, "Deal with Bellara. Sedura is hot on Gullog's trail, and as for Sara... I don't know where she is, but she can take care of herself. Handle the big bad; we've got the rest in the bag!" [4]

Go to page 200 and set up Quest 92 — Bellara while checking the table below:

IF YOU HAVE	APPLY CONSEQUENCE(s):
42 "Warriors" (War Points)	Bellara faced a powerful Sedura, and her well-prepared troops, on her way here; the Ironhand is an imposing force that makes a distracting presence on the back of Bellara's mind. <i>Place 3 Distracted Tokens on the Boss and increase Time by 1</i> .
42 "Strategists" (War Points)	Zalir's preparations allow you to seize the initiative. One of the heroes can move within [1] of a Tool Token and grab it. Then two heroes may MOVE 4 and make a Basic Attack against the Boss.
You made a Pact with the Arachne (fact)	Arachne was expecting you, and your treason. Her preparations come to you in the form of a powerful curse. <i>Each hero gains 2 Bleeding Tokens. Reduce Time by 1.</i>
The Eldritch Orb (fact)	The orb's penumbral energies seems to battle against Bellara, weakening her control over her minions. <i>Gain ADVANTAGE for this quest</i> .
Forsaken (fact) AND you DO NOT have the NPC Cards "Tamera's Blessing" and/or "Bauron's Favor" with a hero.	Without the blessing of Tamera or Bauron, you are at the mercy of Bellara's ungodly powers. Remove the Blue Sacred Orb and place 3 Empowered Tokens on the Boss.

Apply Kemet Hunt effects (if any), then take the first turn!

5 CONCLUSION - VICTORY

(read this if you win the Quest)

The defeat of Bellara ensured that the Malrokian Curse could not destroy Fisherman's Wharf. With Ardilog and the Arachne defeated, you were able to take the lead in the fight against the Kemets, advancing to find Sedura.

The Kemets are forced into retreat as you carve a decisive victory at the Battle of Fisherman's Wharf. One standout moment was Sedura's epic duel with Gullog while the forces of Wharfugee attacked the enemy's final line of defense.

Rescue Team:

You discover the Emperor unconscious on a makeshift throne, surrounded by a handful of soldiers. Over one hundred survivors are present, having relied on food storage in the imperial dungeons. After weeks of rationing, they are thin and ill. You inform them that the Kemet headquarters has been abandoned, and it's now safe to open the hatch through which you entered. However, the Chimera's corpse blocks the path. You search for the tunnel that Huradrin's worm created.

THE RESISTANCE WINS THE WAR!

If you have 30 or more "Warriors" (War Points), OR if Baraelmer was defeated in the Arena of Future (indicating your "Amazing" performance in the campaign), then read the following: Sedura, alongside her closest officers and all the allies, rallies by the heroes for the forces of Wharfugee, engaged Gullog and the remaining Kemet Lords in an epic battle. They succeed in killing Cildroly and Solnertha and inflict significant damage on the Kemet troops. However, Gullog manages to retreat with the remnants of his forces to the Storm Islands.

Following Gullog's defeat and the unfulfilled prophecy, a large portion of the Kemet army surrenders. Under Baraelmer's guidance, they pledge to aid in the rebuilding process of Tanares. They remove the name "Kemets" and become known as the Winter Elves. They found the city of Winterhold, becoming the shield of Tanares against future invasions by Gullog and the Kemets who are still loyal to him.

If you have fewer than 30 "Warriors" (War Points), read this: At a climactic moment, Sedura seems poised for victory. However, lapses in her officers' judgment allowed Cildroly to find an opening and shoot Sedura in the back. The battle turns, and while the forces of the Empire win, the Kemets retreat with most of their troops to the Storm Islands.

Severely wounded, Sedura's recovery takes several months. Baraelmer attempts to persuade his people to renounce Gullog, but his efforts are in vain. He is forced to flee, becoming a wandering adventurer in Tanares and earning his livelihood as a mercenary with a specialty in combating the Kemets.

The Kemets remain an imminent threat in the minds of the Tanareans. From their stronghold in the Storm Islands, their numbers multiply as they ready themselves for the next opportunity to invade.

After the conflict, Sedura issues an arrest order against the Emperor for conspiring with Dillsgar and nearly destroying Tanares by secretly constructing the Arena's super portal. The Emperor manages to escape and return to the capital. Yet, capitalizing on the Empire's vulnerable state and backed by the support of the masses, Sedura creates a new realm in the West, introducing a democratic system. With this shift, Sedura and Tellatius ascended as leaders of the Republic of Freelands in opposition to the oppressive domain of Emperor Baleroth's Tanarean Empire.

If you have 30 or more "Diplomats" (War Points), Sara disappeared under mysterious circumstances, apparently having sided with the Arachne and betrayed the Resistance. Later, you discover a letter from her, concealed in the tavern she once owned.

"Heroes, before we leave to invade Fisherman's Wharf, I must leave this hidden letter to you.

I am a betrayer. But I hope I fail in the task Bellara has assigned me and that you all are alive to find this letter. If you do, and I am dead, please save my son!

I can't rightfully call you friends, as I am fully aware of my grave treason. But my son's life is above all. Nightly, he fills my dreams; each nightmare shows his torment at the hands of Bellara. The thought of what she might subject him to if I disobey her is painful. This isn't an attempt to justify my actions. I know I've betrayed all we stand for, and I pray

the gods will judge me in the afterlife, allowing me a chance to make amends for what I'm about to do.

May fate be kinder to you than it has been to me, Sara"

If you have fewer than 30 "Diplomats" (War Points), Sara disappeared under mysterious circumstances. Weeks later, her body was discovered by the roadside. She was dressed in tattered clothes and appeared malnourished, likely having died of dehydration. She embraced a doll, tenderly wrapped in a veil. From the sparse information you could gather, she had lost her sanity due to the visions following Bellara's death. In her distress, she searched desperately for her son, eventually believing she had found him in the form of the doll she carried.

If you have Huradrin's Redemption (fact) or 30 or more "Spies" (War Points), read this: Huradrin is no longer in hiding and embarks on a mission to restore the Arheimar kingdom to its former splendor. Eschewing the comforts of the throne, Huradrin takes a hands-on approach, aiding his people directly with his penumbral abilities. He joins Ukhumlim, and Rurik, forming again the alliance of the three dwarven clans, founding the Dwarven Realm of Stonelair.

If you have fewer than 30 "Spies" (War Points) and don't have Huradrin's Redemption (fact), read this: Huradrin retreats to Shortfall Forest, dedicating his life to helping locals with his penumbral talents. While he's grateful to you for opening his eyes to the world, he's burdened with guilt over his kingdom's fall and Sara's mysterious actions, which he fails to understand.

If you have 30 or more "Strategists" (War Points), read this: Zalir collaborates with Ananab, editor of the "Wharfugee Bulletin," to pen the best-seller "The Kemet War," ensuring your deeds are forever etched in history. The two of you remain close friends. No longer bound to the Weapon Shop, Zalir takes full charge as the leader of the Relic Hunters and helps build the Republic along with Sedura and Tellatius. He begins training the next Relic Hunters leader so that he can dedicate his time to care for his adopted daughter and the orphans and people who suffered the tragedies of the war.

If you have fewer than 30 "Strategists" (War Points), read this: Tragically, soon after the Battle of Fisherman's Wharf, Zalir is assassinated under mysterious circumstances, possibly orchestrated by the Third Eye. In his honor, a commemorative statue is erected by his Weapon Shop in Wharfugee. His funeral attracts a vast turnout, with a significant delegation from the Relic Hunters and even some secret attendees from D.E.A.T.H. U'Tibam becomes a mentor to Zalir's adopted daughter, vowing never to let her lose another loved one.

You further the admirable work started in Wharfugee, extending your influence throughout the Republic. After reading this ending, each player can read the individual conclusion of the hero on pages 210-217.

The Battle of Fisherman's Wharf was a defining moment, signaling the culmination of the Kemet War and the close of the Imperial Age.

These events are not considered the canonical ending of Tanares Adventures, but one of the many possible futures. This story path does not lead to the Epilogue (Chapter 95) or the "Time Twist" Epic Campaign, but you can play these campaigns as other alternative futures in any order.

THIS CAMPAIGN IS OVER. BUT TANARES IS FAR FROM SAFE. A STORM IS COMING.



Rule Explanation: Learn Endgame Boss Fight rules in the Rulebook (Appendix G).

Primary Objective

• Kill Bellara = Read [92.5] - page 198.

If you lose

• Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

• Kill no **Spiderling** (except by the effect of the Red Body Part get Maimed).



Web Crawling

 Bellara is immune to all Terrains. It can move through Barriers and Obstacles, but cannot end on them.

Sacred Orbs (Red and Blue Orbs)

- + Remove this Orb: MOVE 2 the Boss and deal 15 DMG to any of its Parts, even if not in vision or range.
- If not Fatigued, this **Body Part must Retaliate next turn** (even if another Part is attacked this turn).

Heavy Magic Missile (Tool Tokens)

- + You're not carrying a Tool: Put this Token on your card.
- Whenever the carrier of a Tool hits an attack, apply ECHO 8 after the attack resolves.

Full of Spiders (Spider Figure)

• If a **Spiderling** cannot be placed (i.e., there are two already on the grid, or one with the color that would be placed by the Bellara's Special Passive):

The **Spiderling** closest to a hero RUNS to it and, without becoming Fatigued, makes an attack with **Empowered 25**.

ADVANTAGE: The **Spiderling** with lowest HP RUNS to its closest hero and, without becoming Fatigued, makes an attack with **Empowered 10**. If it hits, it HEALS 10.

The Spider Queen's Lair (Kemet Hunt)

Apply the following **cumulative** effects, according to your Kemet Hunt level:

- 0: Nothing.
- ★: Two heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
- ★★: The two other heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
 - R Place a **Spiderling** of any color in [1] of the hero with highest HP (*if not possible, apply Spiderling*).
 - R Place a **Spiderling** of any color in [1] of the hero with highest HP (*if not possible, apply Full of Spiders*). Then, a **Spiderling** MOVES to its closest hero and makes an attack.
 - R Place a **Spiderling** of any color in [1] of the hero with highest HP (*if not possible, apply Full of Spiders*). Then, a **Spiderling** MOVES to its closest hero and makes an Attack with **Empowered 10**.

The effects on this table do not stack. Apply the \star and $\star\star$ effects plus only the higher one according to your Kemet Hunt level.

Spider Webs

- Put the **Time Token** on "7" (*HP Track*).
- Reduce **Time** by 1. Then, apply one effect, based on its current value:
- **6**: Place a 2x2 Ruins Tile underneath (or as close as possible to) Bellara's farthest hero. Then, Bellara MOVES 4, away from this hero.
- 5: Remove Bellara from the grid. Place a 2x2 Ruins Tile on free squares at the center of (or as close as possible to) its former position. PUSH 3 all combatants in [1] of each Ruins Tile. Then, place Bellara as close as possible to the **other** Ruins Tile (*i.e.*, placed in the previous round) (players' choice, if more than one position is possible).
- **4 or 3**: Bellara RUNS to its farthest hero. Place a 2x2 Ruins Tile underneath (or as close as possible to) it. Then, MOVE 2 all heroes, toward their closest Ruins Tile.
- **2 or 1**: Bellara RUNS to its farthest hero. Then, MOVE 2 all heroes, toward their closest Ruins Tile.
- 0: You lose the quest.

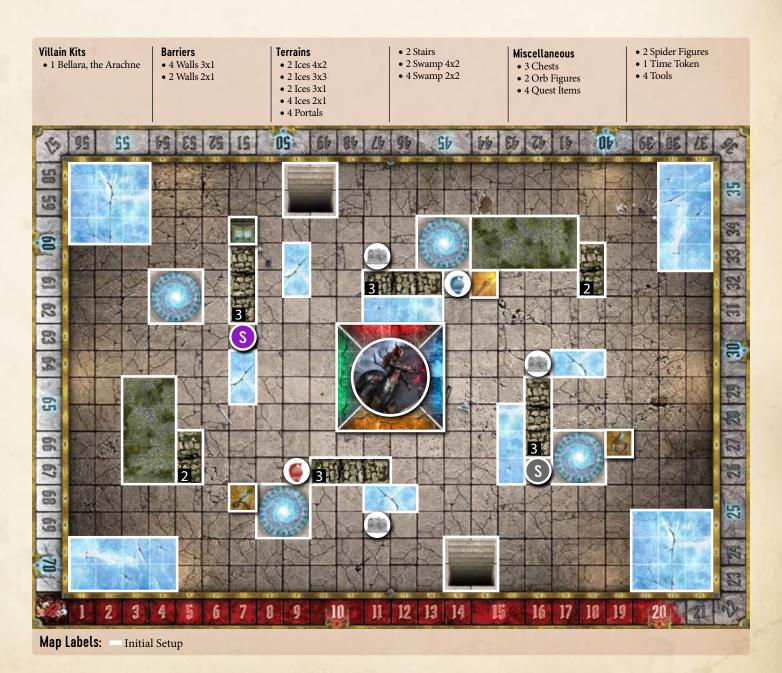


INITIAL SETUP -

- Place two heroes in each Stairs Tile. Each hero may reassign two Skill Tokens.
- Assign one Quest Item to each hero. They are referenced in the Bellara Cards (Special Passive).
- Place Bellara.
- Then, take the first turn!

As soon as all Body Parts are maimed, you win the quest and read [92.5] - page 198.

Spiderling (Spider Figure) [max 2]	20 Hit Points	6 Defense	5 Movement	8 Reaction
Use the Purple and Gray HP Tokens and colored		base rings.		
Venom (Primary Attack)	√ 1 squares		♠ 1 enemy	
Venoni (Filmary Attack)	★ 10 DMG +effect		Miss: 5 R-DMG	
[this attack applies no effects.]				
Unprovoked / Crit: +5 DMG.				
Favorite Target: This				





The dragon flies over the city, breathing fire onto the buildings, enraged by the scent of blood. In the chaos, you notice Zalir. Astonishingly, he climbs the stand, reaching the peak of the Arena's outer rim, dangerously close to a precipice. If you have 25 or more "Strategists" (War Points) OR if you have \$\omega\$ 82 - Council of Four OR \$\omega\$ 76 - Pylons, go to [2]. Otherwise, go to [3].

Zalir reveals a crafted pylon made of Tameranium. A blinding blue flash lights up the entirety of Fisherman's Wharf as a portal erupts in the heart of the Arena's battlegrounds. "It worked!" Zalir shouts, relieved. "The Council of Four has activated the super portal. Behold this spectacle, Isendden!"

Lured by the portal, the colossal golden dragon diverts its attention from the city, descending into the arena with a deafening roar.

"Let's make history! Friends, we're about to become the first to counteract a Malrokian Curse!" declares Zalir excitedly. "Our priority is to bring Isendden back to his mind. We need him for the ritual's completion! We've got this!" Smiling at you, Zalir strategically falls back, positioning himself to support you in the imminent battle. [4]

Zalir reveals a dark bauronite pylon. He puts all his magical power into it and falls to his knees, trying hard to control the wild magic inside. A blue light comes from the Arena of Future, and a portal opens in the middle. "This must work!" Zalir yells, focusing on the magic. However, the dragon, drawn by the magic, breathes fire at him. With the last of his strength, Zalir blocks the fire just long enough to finish his spell. "Change history!" he yells, falling from the platform. As Zalir drops, he shouts, "Bring Isendden back to his mind; he can stop the Malroki..." He can't finish as his lifeless body hits the ground, but with the dragon coming at you, it is clear what must done. Zalir is dead. Go to [4].

4 Isendden takes a deep, shaky breath, each word requiring immense effort. "Please... stop me... before it's... too late," he speaks. "With the Vandanamalika... I can stop the Malrokian..." Desperation is evident in his eyes. "I am using everything to weaken myself, but... the curse of rage... It's too powerful!" he roars, shaking the ground with his fury.

Go to page 204 and set up Quest 93 — Isendden while checking the table below:

	IF YOU HAVE	APPLY CONSEQUENCE(s):
	Zalir is alive	Fascinated by the opening of the portal nearby, the dragon doesn't seem as frenzied as it could be, giving you some time to prepare for the most important fight of your lives. After slaying Ardilog by himself, Huradrin uses his remaining energy to boost you before fainting. Each hero starts the quest with +10 initial HP.
	Fostering a Dragon (fact)	The whelpling is overjoyed with the incredible riches of Isendden's treasures; your little friend is keen on finding the most useful items. <i>Gain ADVANTAGE for this quest</i> .
	The Draconic Ritual is Complete (fact)	The ritual gave Isendden some control over his rage. Isendden's wrath, and the Malrokian Curse empowering him, are dimmed. <i>Increase Time by 1 and place 3 Weakened Tokens on the Boss.</i>
	You made a Pact with the Arachne (fact)	The fall of Isendden would please Bellara. She offers a sliver of her power to aid in your battle. Each hero may pay 5 HP to place a on its Mana Pool. It is worth 3 and may be spent only once. You can't recover it, and it doesn't count towards your pool's maximum capacity.
	Portal-less (fact)	Without the crystals, you failed to open new portal paths into Fisherman's Wharf. <i>Remove the Portal Tiles from squares J-5/K-6 and F-19/G-20</i> .
1		

Apply Kemet Hunt effects (if any), then take the first turn!

5 CONCLUSION - VICTORY

(read this if you win the Quest)

As you defeat Isendden, he regains his senses. Though weak, he speaks. "Heroes, I will forever be indebted to you. Now that I'm in my right mind again, I can take control of the Vandanamalika to stop the Malrokian Curse and save Tanares from destruction. All of this is possible thanks to you, Zalir, and the Council of Four."

Isendden begins to channel his magic into the Vandanamalika. However, while everyone is distracted, several cloaked figures leap into the magic portal at the center of the Arena. Isendden collapses, exhausted after using all his remaining power to stop the cataclysm.

With Fisherman's Wharf protected from the Malrokian Curse and Ardilog dead, you were able to take the lead in the fight against the Kemets, advancing to find Sedura.

The Kemets are defeated, but Gullog manages to flee with most of his forces, returning to the Storm Islands. One standout moment was Sedura's epic duel with Gullog while the forces of Wharfugee tackled the enemy's final line of defense.

Rescue Team:

You discover the Emperor unconscious on a makeshift throne, surrounded by a handful of soldiers. Over one hundred survivors are present, having relied on food storage in the imperial dungeons. After weeks of rationing, they are thin and ill. You inform them that the

Kemet headquarters has been abandoned, and it's now safe to open the hatch through which you entered. However, the Chimera's corpse blocks the path. You search for the tunnel that Huradrin's worm created.

Your allied troops delve deep into the tunnels created by Huradrin's summoned worm. They find you and safely escort everyone to an exit on the hillside. You urge the people to flee the area before the Malrokian Curse can obliterate everything, but all nearby portals have been destroyed.

The Emperor, regaining consciousness yet still severely weakened, whispers to you the location of a secret portal known only to him. Using it, you successfully transport the people to the Capital, saving many civilians from the impending cataclysm, before returning to Wharfugee to find more survivors. The rescue team survives. [8]

6 Surface Team:

Much of Fisherman's Wharf lies in ruins. The quick defeat of Isendden interrupted the Malrokian Curse, stopping further destruction. Exhausted and injured, you are about to collapse when a shadow looms over you. You feel a searing sting, and your vision fades. *If you have 30 or more "Diplomats" (War Points)*, go to [9]. *Otherwise*, go to [10].

You faintly hear Sara shout, "Over here! There they are! Save them!" Your consciousness flits in and out, allowing you glimpses of heroes clashing with a massive dark force emerging from underground. Someone carries you to safety, and you hear Sara again, "Here's the antidote for the venom!" You recover. The Surface Team is alive. Go to [11].

Surface Team:

As darkness claims you, a vision of Sara cradling a blanket with tears streaming down her face appears. Beside her is Huradrin's lifeless form. "I'm sorry," she murmurs, "this was the only way. Bellara has my son..." She departs, consumed by grief. The Surface Team dies and will never be able to see the result of their efforts. Go to [11].

9 Even though the Malrokian Curse had stopped, it allowed the Kemet troops to regroup while you and the resistance army were busy saving civilians.

Seeing that the war could turn into another bloodbath if the Kemets began a new assault to retake control over the city, Isendden flies into the air. Using the last of his life force, he sacrifices himself to destroy the center of the Arena of Future and the Vandanamalika.

Sedura is in an intense duel with Gullog. She severely injures him, but just as she is about to deliver the final blow, Cildroly shoots her from behind with a poisoned arrow empowered with dark magic. The arrow hits her chest, and she dies before anyone can help.

With Gullog badly hurt and the Vandanamalika lost, the Kemets retreat. Focused on the safety of the people and not wanting to risk another Malrokian Curse, the Resistance decides not to pursue them. The battle ends in a draw. The Kemets return to the Storm Islands, while the resistance returns to Wharfugee to regroup and plan for Tanares' future.

THE RESISTANCE WINS THE WAR!

After Sedura's death, Emperor Baleroth takes control of the resistance forces and leads the reorganization of the Empire. You and all other heroes are awarded Imperial Decorations of Honor and Bravery.

If you have 30 or more "Warriors" (War Points), OR if you defeated Baraelmer in the Arena of Future: Emperor Baleroth declares Sedura an Imperial Hero and establishes a Tanarean holiday in her honor to recognize her significant contributions to Tanares' defense, as she gave her life to protect the Empire. The Emperor uses Sedura's efficiency as propaganda, emphasizing the importance of duty to the Empire and praising personal sacrifice for its defense. Sedura becomes a symbol of unity against the Malrokian Curse and the Empire's many adversaries. This greatly strengthens Emperor Baleroth's rule, reduces dissent, and creates stability that prevents the Kemets from advancing further into Tanares.

If you have fewer than 30 "Warriors" (War Points): After the conflict with the Kemets, the Empire's army is in disarray. This prompts Emperor Baleroth to enforce large-scale conscriptions, mainly involving ordinary citizens chosen at random for the Ironhand rituals. While these actions are justified as a measure against the Kemets, they lead to many revolts, but they are quickly suppressed. With the constant threat from the Kemets, who keep strengthening their forces in the Storm Islands, the Empire becomes more controlling and strict.

With the Emperor's return, the Empire unifies the continent, conquering even Yama. Emperor Baleroth also seizes the Evolutionist Church's power. He stops a religious reform, charges High Cardinal Gideoni of treason, and executes him, taking control of the Church. While some view his actions as cruel or tyrannical, most believe they are necessary to confront the Kemets and prevent another disaster.

If you have 30 or more "Diplomats" (War Points): Sara betrays Bellara, obtaining the antidote for the poison used by her undercover Purple Witches. This action causes great trauma to her. In the aftermath of the war, Sara finds herself trapped in deep depression, haunted by recurring nightmares of her son in anguish. Huradrin takes Sara into his hut to take care of her. As years go by, with Huradrin's help, she gradually understands the true extent of her manipulation. A year before the war, Bellara had trapped Sara, implanting a false memory in her of a beloved son imprisoned by Bellara.

Though the curse on Sara is never fully lifted, Huradrin's care eases her pain. Grateful for his support, she continues to live with him, seeking to repay his kindness in any way she can.

If you have fewer than 30 "Diplomats" (War Points), Sara disappeared under mysterious circumstances. Weeks later, her body was discovered by the roadside. She was dressed in tattered clothes and appeared malnourished, likely having died of dehydration. She embraced a doll, tenderly wrapped in a veil. From the sparse information you could gather, she had lost her sanity due to the visions following Bellara's defeat. In her distress, she searched desperately for her son, eventually believing she had found him in the form of the doll she carried.

Huradrin, no longer hiding, embarks on a mission to restore the Arheimar kingdom to its former splendor. Yet with the Emperor's rigid control over Tanares, his realm is forced to become a part of the Empire, and no dwarven king is proclaimed. Huradrin, Ukhumlim, and Rurik become governors, each overseeing one of the three new dwarven cities. While the dwarves never fully recover their independence and glory, the Emperor sees great potential in them to expand the Empire in the UnderTanares, combat the forces of Bellara, and mine Tameranium for the Empire.

If you have 25 or more "Strategists" (War Points) OR 🌣 Council of Four, read this: Zalir's heroic efforts, risking his life to end the Malrokian Curse, turned him into a great hero. Along with Ananab, editor of the "Wharfugee Bulletin," he writes the best-seller "The Kemet War," ensuring your deeds are forever etched in history. Zalir leaves the Relic Hunter's Guild, secretly becoming one of the leaders of a hidden revolutionary force, the Whispers of Revolution, along with Tellatius and many members of the Evolutionist Church.

If you have fewer than 25 "Strategists" (War Points), read this: Zalir's sacrifice to end the Malrokian Curse has become a legendary act of heroism. Many statues of him are erected in various cities across the Empire, commissioned by the Emperor, using Zalir's image to make the populace recognize that sacrifices are essential to prevent the Malrokian Curse. He also transforms the Relic Hunter's Guild into an official arm of the Empire. Its goal is to explore ruins and find unique treasures to prevent another catastrophe.

You further the admirable work started in Wharfugee, extending your influence throughout the Empire.

These events are not considered the canonical ending of Tanares Adventures, but one of the many possible futures. This story path does not lead to the Epilogue (Chapter 95) or the "Time Twist" Epic Campaign, but you can play these campaigns as other alternative futures in any order.

THIS CAMPAIGN IS OVER, BUT TANARES IS FAR FROM SAFE. A STORM IS COMING.



Rule Explanation: Learn Endgame Boss Fight rules in the Rulebook (Appendix G).

Primary Objective

• Kill Isendden= **Read** [93.5] - page 202.

• Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

• Each hero has at least one active Item (i.e., not on cooldown) when you win the quest.



🧆 Special Rules 🍩

Flying Dragon

• Isendden is immune to all Terrains. It can move through Barriers and Obstacles, but cannot end on them.

Isendden Scale (Tool Tokens)

- + You're not carrying a Tool: Put this Token on your card.
- Tool carriers, at the end of their turns, may flip an attack to **HEAL** 3, plus 3 per level of the flipped attack.

Quest Tip: You may apply your Armor's Active Power before Isendden's Special Passive.

The Dragon's Hour (Kemet Hunt)

Apply the following cumulative effects, according to your Kemet Hunt level:

0: Nothing.

- ★: Two heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
- **: The two other heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
- R Deal 8 DMG to all heroes in [8] and in an orthogonal straight line from Isendden's Red and Blue Parts.
- R Deal 8 DMG to all heroes in [8] and in an orthogonal straight line from Isendden's Red, Blue, and Orange Parts.
- R Deal 8 DMG to all heroes in [8] and in an orthogonal straight line from Isendden's Body Parts.

The effects on this table do not stack. Apply the ★ and ★★ effects plus only the higher one according to your Kemet Hunt level.

Dragon's Greed

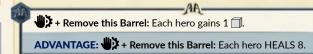
- Put the **Time Token** on "7" (*HP Track*).
- Reduce Time by 1. Then, apply one effect, based on its current value:
- 6: PUSH 2 all heroes. Then, place one 2x2 Lava Tile underneath (or as close as possible to) as many heroes as possible (players decide ties).
- 5: Isendden RUNS to its farthest Chest, OR hero (if there is no chest
- 4 or 3: MOVE Isendden so that it's in [1] of as many heroes as possible.
- 2 or 1: Isendden RUNS to the hero with most active items.

0: You lose the quest.

Sacred Orbs (Red and Blue Orbs)

- + Remove this Orb: MOVE 2 the Boss and deal 15 DMG to any of its Parts, even if not in vision or range.
- If not Fatigued, this Body Part must Retaliate next turn (even if another Part is attacked this turn).

Dragon's Treasure (Barrel Figure)

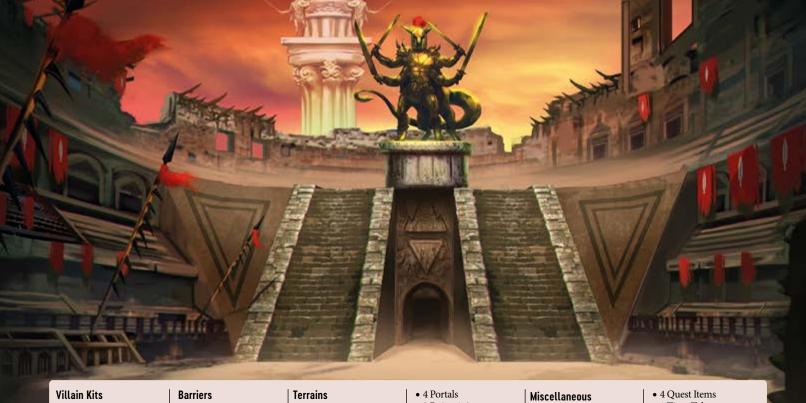


Fuents 🗪

INITIAL SETUP =

- Place two heroes in each Stairs Tile. Each hero may reassign two Skill Tokens.
- Assign one Quest Item to each hero. They are referenced in the Isendden Cards (Special Passive).
- Place Isendden.
- Then, take the first turn!

As soon as all Body Parts are maimed, you win the quest and read [93.5] - page 202.



• 1 Isendden, the Gold Dragon

• 8 Walls 4x1

- 2 Lava 3x3
- 2 Lava 4x2
- 4 Lava 2x2 • 2 Lava 3x1
- 2 Lava 2x1
- 2 Ruins 4x2
- 4 Ruins 2x2
- 2 Stairs
- 2 Barrels
- 2 Chests
- 2 Orb Figures
- 1 Time Token 4 Tools



Map Labels: Initial Setup

Quest Chapter 94 Gullog

You discover Gullog behind his final and extensive line of defense. You rush in his direction while a group of heroes and soldiers distracts the enemy troops, clearing a path for you. As you near Gullog, you notice he isn't alone. By his side stands a menacing undead knight, and behind him are two of his most trusted generals, Cildroly and Solnertha. Gullog sidesteps, remarking, "You've become bold. Yet, the nearer you are to me, the stronger my powers become to crush you." With calm, Gullog unsheathes and lifts his sword, adding, "The closer you believe you are to victory, the sooner you'll see it's all an illusion." Just then, an arrow flies from behind him, but with a quick sidestep, he avoids the arrow as if he already knew it was coming his way, causing it to hit one of you! A hero takes 10 DMG.

But there is no time to be shocked; Gullog's generals prepare to attack, with their leader confidently watching. Now is your chance to save Tanares and end Gullog's rule forever!

Go to page 208 and set up Quest 94 — Gullog, referring to the table below.

IF YOU HAVE	APPLY CONSEQUENCE(s):
Final Preparations (fact)	Your entire journey was all for this day. Gullog is your true enemy. You've converted your enmity and hatred into calculated action as you did your final preparations. <i>Gain ADVANTAGE for this quest</i> .
The Lich's Skull (fact)	You arrive as the Lich battled Gullog and his generals! Kalistessenâmum has to retreat due to a mystical trap that would force him back to his phylactery, but not before he unleashes all his power in a huge necrotic wave. <i>Deal 15 DMG to Gullog, Cildroly and Solnertha. Besides, if you have A Satisfied Lich (fact), each hero gains 2 Empowered Tokens; otherwise, each hero takes 8 DMG.</i>
Vandanamalika Down! (fact)	Without the super portal, Gullog had a hard time gathering and moving his troops in preparation for this final battle; his generals are clearly overworked. Place 3 Distracted Tokens on Cildroly and Solnertha. Increase Time by 1.
Wharfugee is wrecked (fact)	Gullog's conviction in his victory is stronger than ever; he inspires his army to fight to the death. Each Body Part gains 2 Preserved and 2 Empowered Tokens.
Collapsed Tunnels (Fact)	Gullog may never fully heal after the bravery you've displayed by collapsing a mountain on top of everyone's heads (including yours). <i>Gullog begins with -30 HP.</i>

Apply Kemet Hunt effects (if any), then take the first turn!

2 CONCLUSION - VICTORY

(read this if you win the Quest)

THE RESISTANCE WINS THE WAR!

Your preparations managed to keep Fisherman's Wharf safe from the Malrokian Curse, allowing you to battle and defeat Gullog. With their leader defeated, the Kemet forces fall into chaos. Some retreat to the Storm Islands, while many surrender.

Sedura, accompanied by her elite troops, wages a fierce battle against Bellara. With the help of Sara and the witches she persuaded to turn against the Arachne, they gain the upper hand. However, the arrival of Ardillog, the ancient aberrant Chimera that dives from the skies, poses a new threat and causes the death of many soldiers. Huradrin intervenes, directing a beam of primal energy at the Chimera. As the creature is struck down, Huradrin's worm emerges from the ground and bites the monster. It drags the creature underground, ending its life.

Following this, Bellara has no choice but to withdraw to UnderTanares. Her plan to summon the Ungods to Tanares failed; many of her witches were lost.

Without Gullog, the Kemet plan to take over the Vandanamalika was foiled. Their leader's death shook their faith in their ancient prophecies, causing a significant portion of the Kemet army to surrender. However, rumors spread that Gullog re-emerged in the Storm Islands as an immortal undead, a blessing from a dark Kemet deity. Yet, many in Tanares consider these tales as fear-mongering legends spread to terrorize them.

Under Baraelmer's guidance, many Kemets pledge allegiance to Tanares, aiding in post-war rebuilding. Renouncing the name "Kemet," they adopt the title "Winter Elves." They establish the city of Winterhold and become Tanares' defensive line against the remaining vengeful Kemets still building forces in the Storm Islands.

After the conflict, Sedura issues an arrest warrant for the Emperor for conspiring with Dillsgar and almost decimating Tanares by covertly building the Arena's super portal. Although the Emperor fled back to the capital and re-established his rule over the Empire, Sedura takes advantage of the Empire's fragile state. Backed by popular support, she creates a democratic Western realm. Sedura and Tellatius then emerge as the leaders of the Republic of Freelands, countering Baleroth's tyrannical Tanarean Empire.

Sara's betrayal of Bellara marks a significant change in her life; postwar, she grapples with intense depression, tormented by recurring nightmares of a suffering son. With assistance from Isendden and the Council of Four, the source of her anguish is discovered. Bellara had previously captured and manipulated Sara, implanting false memories. Sara was deceived into believing she had a son held captive by Bellara. This ruse was meant to turn Sara into a spy, with Bellara



already laying the groundwork for the Kemet invasion, seeking to control a Vandanamalika and unleash the Ungods, dark entities, on Tanares. With her mind now clear, Sara returns to Wharfugee and aims to spread happiness at her tavern.

Huradrin emerges from seclusion with a goal: reviving the Arheimar kingdom. Avoiding the throne's comforts, he directly helps his people using his penumbral skills. Joining forces with Ukhumlim and Rurik, he reignited the alliance of the three dwarven clans, establishing the Dwarven Realm of Stonelair.

Zalir, partnering with Ananab, editor of the "Wharfugee Bulletin," co-authored "The Kemet War," immortalizing your heroic deeds. The two of you maintained a close friendship. Freed from his ties to the Weapon Shop, Zalir leads the Relic Hunters and actively supports the Republic alongside Sedura and Tellatius. He also begins to select the next leader of the Relic Hunters, allowing him to focus on caring for his adopted daughter and those affected by the war.

You expanded upon the respected work initiated in Wharfugee, spreading your influence across the Republic. After reading this ending, each player can read the individual conclusion of the hero on pages 210-217.

The Battle of Fisherman's Wharf marked the Kemet War's climax and the close of the Imperial Age. From its aftermath rose the Republic of Freelands and the Age of Heroes, which underwent significant transformations in the subsequent decades, profoundly influencing Tanares' future.

This ending doesn't align with the beginning of the Epilogue (Chapter 95) or the "Time Twist" Epic Campaign (available in the Penumbral Collection). Nevertheless, you can play these two next, in any sequence.

These events are considered the canonical story of Tanares. You will be able to learn more about the changes to the world caused by your actions in the Tanares 5E RPG Campaign Setting.

THIS CAMPAIGN IS OVER. WHAT'S NEXT?

The Battle of Fisherman's Wharf determined the outcome of the Kemet War and marked the end of the Imperial Age as you knew it; you emerged victorious.

Now, with Tanares fragmented among the Empire, the Republic, and various factions vying for power, the ever-present threat of the devastating Malrokian Curse has led to a "cold war."

Bellara's plan has been delayed but not stopped. The Ungods, the true puppeteers behind her actions, are gradually pulling the Penumbral Plane closer to Tanares. While all Tanareans oppose the Ungods, differing opinions on how to combat them have arisen; this lack of unity on the continent is precisely what the forces of madness desire.

The story of the world continues in "Dungeons of Tanares: Ungodly Age!"





I Rule Explanation: Learn Endgame Boss Fight rules in the Rulebook (Appendix G).

Primary Objective

• Kill Gullog and his Elite Units = Read [94.2] - page 206.

If you lose

• Try again (recommended: reduce Kemet Hunt level by 1).

Extra Challenge

• DO NOT interact with a Sacred Orb.



Battle Formation

 Ranged villains have a SPECIAL FLEE. Instead of moving away from their target, they move toward their closest villain.

Sacred Orbs (Red and Blue Orbs)

- **♦ + Remove this Orb**: MOVE 2 the Boss and deal 15 DMG to any of its Parts, even if not in vision or range.
- If not Fatigued, this **Body Part must Retaliate next turn** (even if another Part is attacked this turn).

The Kemet Council (Kemet Hunt)

Apply the following **cumulative** effects, according to your Kemet Hunt level:

- 0: Nothing.
- ★: Two heroes choose one of their Special Attacks. Begin the quest with these attacks spent.
- **: The two other heroes choose one of their Special Attacks. Begin the quest with these attacks spent. the quest spent.
 - When a villain start its turn, it gains (only for this turn)

 Empowered 10 for each other villain in [2]

 When a villain start its turn, it gains (only for this turn)

 Empowered 10 for each other villain in [3].

 When a villain start its turn, it gains (only for this turn)

 Empowered 10 for each other villain in [4].

The effects on this table do not stack. Apply the \star and $\star\star$ effects plus only the higher one according to your Kemet Hunt level.

Tactical Maneuver

Place the **Time Token** on the position 7 of the HP Track.

- Reduce the Time Token value by 1, then apply one effect based on its current value (*apply after The Kemet Council*)
- **6**: Each villain RUNS to the hero of its Favorite Target. Then, HEAL **10** the villain with lowest HP (not maimed).
- 5: Each villain PUSHES 2 its nearest hero. Then, each one HEAL 5 (if not maimed) and RUN to its farthest hero.
- **4 and 3**: Each villain MOVES 3 toward the Stairs Tile. Then, HEAL 10 the villain with lowest HP (not maimed).
- **2 and 1**: Each villain FLEES 3 from its closest hero. Then, each one PULLS 3 its closest Hero. HEAL 5 all villains (not maimed).

0: Heroes lose the quest.

Rage (Tool Tokens)

♦ + You're not carrying a Tool: Put this Token on your card.

The Tool carriers, at the end of their turns, may MOVE 4 and make a Basic Attack with the Effect PUSH 1.

ADVANTAGE: All attacks of Tool carriers gain the additional effect: Deal + 8 DMG and MOVE 2 the target (both once per turn).



= INITIAL SETUP **--**

- Place the heroes on the Stairs. Each may reassign two Skill Tokens.
- Assign one Quest Item to each hero. They are referenced in the Gullog and his Elite Units Cards (Special Passive).
- Place Gullog (G), Cildroly (C), Solnertha (S), and Undead Knight.
 Note: each villain is considered a Body Part of the Boss (Gullog).
- Then, take the first turn!

As soon as all Body Parts are maimed, you win the quest and read [94.2] - page 206.



Villain Kits

• 1 Gullog, the Deathbringe

Barriers

- 9 Walls 4x14 Walls 3x1
- 2 Walls 2x1

Terrains

- 2 Lava 4x22 Lava 3x3
- 2 Lava 3x1
- 4 Lava 2x2

• 2 Lava 2x1

• 4 Portals • 1 Stairs

Miscellaneous

- 1 Archer Figure
- 3 Chests
- 1 Necromancer Figure
- 2 Orb Figures
- 4 Quest Items
- 1 Time Token
- 4 Tools
- 1 Undead Knight Figure



Map Labels: — Initial Setup

Hero Endings



Standard Endings

After the war, you assume the role of diplomat between the Autumn Elves' realm of Aurindunnum and the Republic of Freelands, establishing a pact that allows your people to join as an independent state within the Republic. Seeing the suffering of many Winter Elves after the war and recalling the losses your people endured in the past, you strive to offer an opportunity for redemption to the Kemets who left Gullog, aiding in the resurgence of the Winter Elves' culture.

Bonus Endings

If you possess the NPC card of King Sundaryll Wrenrieth,

You join in matrimony with King Sundaryll, stepping into the role of Queen over Aurindunnum. United by the scars of the past, you embark on a quest not only to mend the melancholic king's mind affliction but also to unearth the whereabouts of your son, abducted by the Kemets centuries ago.



After completing your duty, you return to the heavens, waiting for the will of the Gods to call upon you again. Years later, you return to Tanares to begin a religious revolution, exposing Cardinal Gideoni's corruption and the manipulation of the Sacred Scriptures. By revealing the true will of Tamera and Bauron, you ignite the flame of religious revolution in Tanares, leading to the transformation of Evolutionism, which now becomes Celestianism.

If you have 🕸 75 - Moles

Your actions resulted in a significant boost in the faith and zeal of the common people. The thousands of lives you saved led to a renewed strength in the faith of Tamera and Bauron after the war. A grand statue in your likeness is erected at the great temple of Skybell, to which many individuals make pilgrimages to pay their respects to you and the gods.



Your journey led you to gain great knowledge of the mysteries of the planes. The very fabric of space and time is now but one of many concepts you are keen to study. With so much still to learn, you decide to help the wizards of Tanares to get freed from the oppression from the Empire, helping establish the Magocracy of Mage Tower, in the region of Reginheraht.

If you have Secret Rituals (fact)

You learned not only about the secrets of the Arcane but also about the politics and schemes of those seeking knowledge. Suspicious of activities within the Magocracy, you left it to join the Republic. You built a magical tower of your own in Wharfugee and recruited the most promising youngsters to teach them the ways of magic. You became the most powerful wizard alive and a guardian of Tanares against those who seek power without restraint.



Thanks to you and the redemption offered to the Kemets, Water Elementalism has been extensively reclaimed, drawing hundreds of students to this practice, crowning you as the mightiest among them. You establish numerous strongholds and training centers in the depths of the Central Sea.

If you have 🕸 29 - Ship Raid

Joining forces with the Merfolk tribes, you cleanse the waters of the undead remnants cast into the sea by the Kemets, leading to a stunning and harrowing revelation at the heart of the Whirlpool—an immense carcass of a deceased Ungod from the Godly Age.



You seek neither recognition nor glory, only the elimination of the Penumbral Creatures and their corruption. For you, the war never ended; it was just the beginning. You continue hunting the Cult of Shadow Wing and all servants of the Ungods. Your powers grow ever greater, enabling you to perceive the movements and Penumbral forces at play in ways no one else can.

If you have killed Bellara, the Arachne

Having betrayed your master, you show the Ungods that you are more fitting to take the role of the leader of their forces in Tanares. The Purple Witches come under your command, and now you are plotting to do what Bellara failed and bring the Ungodly Age to Tanares.



After the war, the Emperor recognized your actions, elevating you to the position of the most esteemed yet feared imperial agent in Baleroth's court. You became responsible for identifying individuals, particularly among the nobility, who conspired against the Empire. You wed your beloved Gustigh, who rose to prominence as the preeminent noble of the Empire, secretly establishing the Bloodbound Mafia.

If you possess both the Gustigh, the Noble, and Cheryl, the Bladedancer NPC Cards:

During the war, you forged a unique sisterly bond with Cheryl. With Gustigh's aid, you helped her fully recover her lost memories. For the first time, you felt the warmth of a true family, a sense of belonging you'd never experienced before. To safeguard this newfound joy, you started gathering clandestine information on many of Tanares' notable heroes, amassing the most extensive collection of blackmail material. This leverage ensures the most influential figures in Tanares remain under your thumb if you ever need them.

Catharina the Witch

Standard Endings

Your actions are part of a much larger plan. You conceal your alliance with the Ungods as you pursue your long-term plot to infiltrate and corrupt the powers of Tanares from within. You earn the trust of both the revolutionaries of the Republic and the agents of the Empire. Your actions were so meticulous that the Ungods elevated you, making you the commander of one of the layers of the Penumbral Plane, the Endless City, where numerous witches and hags are under your control.

Bonus Endings

If you have killed Bellara, the Arachne

Having betrayed your master, you show the Ungods that you are more fitting to take the role of the leader of their forces in Tanares. The Purple Witches come under your command, and now you are plotting to do what Bellara failed and bring the Ungodly Age to Tanares.



After the war, you step into the spotlight, utilizing your divine gifts to assist the populace. You amass wealth by charging everyone from commoners to nobles and affluent merchants for your services. Soon, you become known as the voice of the gods, addressing the masses and disseminating the teachings of Tamera and Bauron. Simultaneously, you invest your wealth in profitable businesses that generate employment and benefit Tanares.

If you have upgraded all structures to level 7 and possess 8 or more loot cards:

Given the vast resources and wealth you amassed during the war, you managed to become one of the primary investors of the Bank of Hajal and one of the main financiers behind Tanares' post-war reconstruction. With your immense wealth, you construct a grand cathedral where you introduce a new religion, venerating Tamera and Bauron. This faith is based on fresh principles and sacred texts, all penned by you and inspired by the visions and dreams bestowed upon you by the gods.



After the war, you gained a reputation as the most enigmatic and distinctive hero in Tanares. Legends of your feats spread across the continent, serving as a testament to the idea that anyone can achieve greatness with dedication. You returned to your dungeon as a celebrated hero, ready to defend your fellow mimics from any adventurous intruders. This lair became known as the legendary Catacombs of Cimim, rumored to hold the largest trove of treasures among all dungeons in Tanares.

If you have completed Quest 54 - The Beach (and if Cimin participated in the quest - refer to the log):

You covertly spared the lives of the defeated mimics, ensuring that the other heroes didn't eliminate them. These mimics later became your loyal guardians, safeguarding your renowned dungeon. Given that all of you can appear identical, outsiders couldn't distinguish between you and your minions. This allowed you to seemingly be in multiple places at once, vastly increasing your influence. Later, you trained more mimics, amassing a small army ready to extend your reign over vast regions of the UnderTanares.



Your journey granted you a profound understanding of undeath, enabling you to formulate an antidote for the undead plague. You even discovered a cure for your vampirism. However, recognizing the accomplishments possible in your current form, you choose to keep the cure in reserve. You reclaim your ancestral home, Blake Island, employing your powers to transform it into a sanctuary where people can once again live in safety. In homage to your lineage, you vow to guard this haven for all time.

If you have & 8 - Out of Control:

With Gazini's ghost vanquished, you emerge as a Vampire Lord, one without a master. Opting to repurpose Gazini's Blood Castle, you establish it as a refuge for sentient undead seeking redemption. Drawing on your blood and alchemical expertise, you liberate their spirits from the malevolent forces that once held them captive, establishing yourself as their sovereign and secretly employing them to fortify Blake Island's defenses.



Your journey allowed you to witness firsthand the consequences of unrestrained ambition. You delved into numerous minds, experiencing the terrors of war in ways unparalleled. Initially, you were there solely to manipulate events to your advantage and to gather information on the Artifacts of the Gods. Yet, for the first time in your life, you discovered a genuine sense of belonging and camaraderie. It was a challenge, but you ultimately chose to sever ties with the Third Eye and embark on a fresh journey alongside those you grew close to.

If you are affiliated with the Relic Hunters:

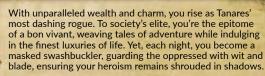
Having collaborated with the Relic Hunters previously, you've come to believe that the Artifacts of the Gods are too perilous to be entrusted to rogue elements like your erstwhile allies in the Third Eye or to figures like Emperor Baleroth. So, you discreetly align yourself with the Relic Hunters, capitalizing on your knowledge about these relics to bolster their safekeeping efforts. In doing so, you develop a profound bond with Ohris, who steers you towards a renewed purpose in life.



Your deeds elevate you to the status of a Dragonblade Avatar, achieving the pinnacle of the Dragon Council's hierarchy. With this authority, you oversee the construction of a new Dragon Tower in the Ubellian Fire Pits, where even the Red Dragons yield to your command. You begin training young dragonblades and serving as a bridge between the mortal realms and the Draconic Council.

If you have done quest & 39 - Azymor:

You amass such power that Azymor, the Red Dragon Avatar, acknowledges you as both an equal and a companion, forging a formidable bond with him. Riding atop his back, together you become a formidable force against the lingering Kemets and the armies of the Cult of Shadow Wing. United, you even journey into the Penumbral Plane, launching a relentless pursuit of the Penumbral Dragons.



If you possess the NPC card Cheryl:

Having finally found your lost love, you ask for her hand, and she soon joins you in your prosperous mansion. Her keen insight uncovers your vigilante persona, urging you to use your skills to shape Tanares' future. Together, you found the Freelands Adventurers' Guild, grooming the next generation of heroes. With Cheryl's influence, you not only become a legend yourself but also help shape new ones.

Grigory the Guardian

Standard Endings

Unable to return to your world, you are embraced by the residents of Kolbjörn. Their customs closely mirror yours, allowing you to share your tales and experiences, which then inspire grand songs. In recognition, you are not only granted lands and the title of a Jarl but also given one of the Sacred Runes of Ygfall. This bestowal grants you immense power and the solemn duty to defend your territory.

Bonus Endings

If you have Quest \$\frac{1}{2} 77 - Sacrifice:

Your efforts to assist the Valkyries forge a link between them and the northern people. As a result, you form a deep bond with Bryneiry, cementing your legacy as the most esteemed Lord of the north. Behind the scenes, you work diligently to free Kolbjörn from the Empire's grasp while ceaselessly defending its inhabitants.



Thirsty for new challenges, you wander around Tanares looking for the most titanic fearsome beasts to defeat and collect their trophies. Thus, you settle in the northern expanse of Kolbjörn, where you embark on a mission to hunt down and defeat cruel and corrupted giants and titans, liberating the lands from these monstrous threats.

If you have the NPC card Yviah, the Frost Giant Queen

You meet Yviah and fight a fierce battle with no victors. Falling in love afterward, you establish yourselves as rulers of the Storm Valley, like gods. United, you uncover the presence of a formidable Penumbral titan, the mastermind behind unleashing and commanding the beasts across the region. This discovery propels you and your newlywed spouse on a quest to hunt down his head.



Your voice and music infused Wharfugee with immense joy and served as the beacon of hope for its people during the darkest times. As you played your music to celebrate the victory and the legend crafted by you and your comrades, you unveiled the legendary eighth note. Once believed to be a mere gnome myth, this note is the true quintessential source of all bardic magic. Your revelation sparked a significant artistic revolution, with numerous bards eagerly seeking to decipher the secrets you had unveiled.

If you have Quest & 47 - Echoes:

The dwarf bards you rescued from the caverns eventually found their way back to you, becoming your earliest disciples. After studying under your guidance for years, they each traveled to different regions of Tanares, establishing their own academies. There, they spread your lyrics across the continent, forever influencing Tanares' musical landscape with your style.



Your accumulated wealth is used to create a hospital and center of charity for the needy in Fisherman's Wharf after the war, making you become one of the most influential people among the masses. Using your influence, you help stabilize the Republic and create a place of unity and freedom.

If you have 🅸 66 - Imperial Vault

You exposed many of the Empire's misdeeds and used all the resources you could get from the Empire during the war to distribute to those in need. This gave a great headstart to the Republic and made you one of its most important figures as one of its founding parliamentarians, but also made you one of the main enemies of the Empire, and publicly hunted by the Ironhand.



You rejoin the Empire, becoming a revered champion of the Arenas and a trainer for Ironhand officers. Simultaneously, you covertly work to enhance conditions within the Ironhand military, combating uncontrolled corruption and oppression. Your actions leave a lasting legacy, inspiring successive generations of officers. Over time, these officers, molded by your strong character, initiate a steady refinement of the Empire.

If you possess the NPC card of Aribella, the Amazon Leader:

Using your influence within the Empire, you assist Aribella in securing independence for the Amazonian lands south of Rorth. Together, you establish a pact for mutual protection against the Kemets and Orc forces. In gratitude for everything the Amazons have done for you, this monumental act cements your legacy within their history. The monument celebrating their land's independence is named in your honor: the Jorana's Will Monument.



Your deeds made it clear to everyone that you weren't an assassin, prompting the Empire to retract all allegations against you. Consequently, you embarked on a mission to curb the Third Eye's vast influence across the continent. Establishing a collective of their victims called the Blinding Light, you rallied everyone from adventurers to merchants, forming a network united in their quest for retribution against the Third Eye.

If you have Quest ★ 9 - Third Eye:

During the war, you acquired more intel on the Third Eye than you had anticipated, even identifying some of their leaders. Armed with this knowledge and evidence of the Third Eye's misdeeds, you persuaded the parliament of the burgeoning Republic to back the Blinding Light. As a result, it became the Republic's official counter-espionage agency.



Your valor in war demonstrated that you were worthy of leading your people, earning you the title of War Chief of the Hot Bloods clan. Seizing this opportunity, you aimed to unify the orc clans and bring peace to the Tsvetan region, inspired by the shamanic wisdom and to honor your ancestors. Although this ambition placed you in conflict with the Empire, the allies you cultivated during the war provided ample support against Baleroth.

If you have Red Mother has the Lava Axe (fact)

Handing over the Lava Axe to the Red Mother, you reinstated her position as the spiritual leader of all orc tribes. In recognition of your deep respect for the ancestral traditions, she appointed you as the War Lord, the military leader of all clans. Entrusted with the Lava Axe, you were tasked with protecting the shamans and helping restore the ancient traditions, combating divisive forces that aimed to put the orc clans against each other.

Kelanyah the Researcher

Standard Endings

Your expeditions granted you profound mystical knowledge and enabled you to amass an array of unique arcane artifacts. This prowess garnered acclaim from wizards worldwide, leading to an invitation to join the newly formed Crystal Tower Council of Wizards. While you accepted their offer, you maintained a close bond with Zalir and the Republic, leveraging this relationship to ensure mutual support against the Empire.

Bonus Endings

If you have Quest & 66 - Imperial Vault:

Armed with the secrets of the Empire's Department of Mysteries, you committed to researching ways to halt their brainwashing techniques and hold them accountable. In secrecy, you sponsored adventurers and heroes intent on rescuing individuals from the clutches of Ironhand's indoctrination.



You spearhead rescue missions for humans still residing on the Darkall continent under Kemet oppression, relocating them to Tanares to rekindle the ancient Kepesh culture and the worship of Ba-Ka, the god of magic and spirits. Successfully securing territory in Ubel, you transform it into a haven for your people, rising as one of the high priestesses of Ba-Ka.

If you have A Satisfied Lich (fact)

Your efforts liberated Kalistessenâmun from his mystical shackles, enabling the Lich, who was once your husband, to stand again beside you and guide the Kepesh people. Under the eternal rule of the Pharaoh, the Kepesh flourish, quickly establishing a mighty realm in Tanares known for its formidable magical prowess. This leads to the formation of the Arcanum alliance, in collaboration with the developing Magocracy of the Mage Tower in the northeast.



You rise as the new leader of the Valkyries and choose to share your people's ancestral knowledge with Tanares for the continent's betterment. Recognizing the machinations of the Ungods as the root cause of events that nearly devastated Tanares, you establish an elite force focused on tracking down and eliminating the servants of the penumbral forces.

If you have Quest 🏠 77 - Sacrifice:

The support extended to the Valkyries fostered a strong bond between the Resistance and the Valkyries. As the Republic emerged, the Valkyries committed themselves to the cause of fighting evil alongside them. This newfound alliance significantly expanded the Valkyrie forces' reach, providing them with resources and intelligence. In return, the Republic benefited from the Valkyries' assistance against the forces of the Ungods.



With your crucial contributions to the war, you secured an official pardon for all past acts of piracy committed by you and your crew. Leveraging your influence, you negotiated with Emperor Baleroth, ensuring that the Parliament of the Seas became the governing body of the Sea Shores region within the Empire. Now, you and your crew are among the sovereigns of the seas.

If you have Quest 🏠 36 - If two heads are better...

With Hanirac's demise, you avenged your father's death, gaining unparalleled prestige within the Parliament of the Seas. Harnessing the ancient secrets you unearthed about the Penumbral creatures lurking in the depths, you rallied more sailors, bolstering the parliament's might. This enabled you not only to increase your plunder but also to pursue these creatures, solidifying your dominance over the seas.



You're hailed as a heroine, no longer viewed as a cursed beast. You return to your community in the Dragonturtle Island, where you are now finally warmly welcome back. A majestic stone palace was erected in your honor, where you now reside. The local people pay daily tributes to you in gratifude.

If you have defeated Bellara, the Arachne:

Upon Bellara's death, you discover that your curse could potentially be reversed, offering a chance to reclaim your former life. However, you opt to retain your current form, believing it allows you to better help others. With renewed purpose, you embark on a mission to confront every Purple Witch you encounter, offering them a chance for redemption and dealing with those who spurn the opportunity.



Your journey provided profound insights into the powers of the Penumbral Plane and the means to harness them with your inherent dark abilities. Opting to construct a fortress within the plane, you aid the Tanareans in their battle against the Cult of Shadow Wing and the penumbral creatures. Yet, beneath this alliance lies your secret ambition: to seize power from the Ungods when the chance arises.

If you have Quest 🏠 56 - Darkness:

Destroying the Key of Dark Planes within the Penumbral Plane has bestowed upon you an unparalleled understanding of its planar complexities. This knowledge paves the way for a potential return to your home world. Although many would seize this chance immediately, you patiently bide your time, intending to amass as much power as possible in this realm before making your triumphant return to dominate all.



Your unwavering faith became a beacon of hope in Tanares, earning you the reputation of a saint and the embodiment of Tamera's presence. Rather than bask in this adulation, you choose to dedicate yourself to safeguarding the Church, constructing new cathedrals, spreading the faith, and providing solace and salvation to those in need. Your divine experiences, translated into accessible language, were compiled into a seminal work titled "The Light of Reason." This sacred text now graces numerous cathedrals and holds a special place in the Taii'Maku Memorial, preserving your insights for posterity.

If you have the NPC card U'Tibam, the Constructor:

Together with U'Tibam, you merge your expertise to create the Cathedral-Illu, a mobile sanctuary infused with divine magic. This architectural marvel enables you to access even the remotest parts of Tanares, guiding and freeing its inhabitants from spiritual corruption with your wisdom and model life. As a collaborative effort, you are also pioneering the creation of Angelic Golems. Made of Tameranium and instilled with Tamera's sacred will, these golems are designed to guard the Churches and combat the corruptive forces of the Ungods.

Magenta The Witch Hunter

Standard Endings

You've never sought fame or fortune. After the war, you vanished, melting back into the shadows to continue your hunt for witches. Given what you've learned about the perilous nature of the Purple Witches and the malevolent Ungods they venerate, you resolved not to return to your world. At least, not until you can ensure these witches are eradicated and your world isn't the next target of the Ungods.

Bonus Endings

If you have 🌣 50. The Pact

You gained profound insights into justice and redemption, intensifying your drive to eradicate evil. Your quest for a deeper understanding of the forces driving the witches and the corruption made you wiser. During your quest to eliminate evil, you crossed paths with The Awakened, a secretive Bauronian sect of the Church committed to purging malevolent entities. You took their offer to join forces with them, swiftly rising to become one of their most formidable special agents.



After the war, you took on the role of master at the Arena of Future in Fisherman's Wharf, training aspiring heroes to become great warriors dedicated to protecting those dear to them. Though you settled in the Republic, you frequently journeyed to the Empire. Through relentless combat in the Imperial Arenas, you eventually secured the Champion's Boon, which you used to demand from the Emperor the release of all gladiators forced to fight against their will. This deed earned you the title of "Patron of Gladiators."

If you have 🏠 20 - Synoikismos

After discovering the existence of other beastmen who, like you, were transformed due to the horrifying experiments of the Evolutionist Church, you set out on a mission to locate them. Determined to provide them with a home in the Republic, you battled against prejudice, paving the way for them to live as ordinary citizens.



Your remarkable ability not only provided valuable intelligence to the forces led by Sedura but also earned you a position as an elite spy. This led to your recognition and legal forgiveness for your past actions, freeing you from a series of blackmail attempts you had endured. You could now operate freely and hunt down those who had threatened you, backed by the Allied Forces, a faction formed by the new free realms.

If you have 🌣 18 - Silent Assassin

You unearthed a vast conspiracy within the Tanarean Empire, centered around the Evolutionist Church, the Ironhand Officers, and the Imperial Wizards. This led you to compile a list of all the corrupt individuals that needed to be eliminated. At the top of this list was Dillsgar, who, unbelievably, seems to still be alive. But not for much longer.



Having harnessed the necromantic knowledge of the Kemets you defeated, you discovered a means to break free from the curse linking you to the Cult of Shadow Wing. In retaliation, you vowed to hunt every member of the Cult, along with their malevolent agents, transforming them into your mindless undead minions, ensuring they suffer for using you as a mere expendable pawn in the past. Your pursuit led you to follow the trail of Dillsgar, with determination that death claims him once and for all.

If you have Quest 🕸 18 - Silent Assassin:

You had always suspected Emperor Baleroth's involvement in your plight, but documents uncovered during the war confirmed that he was as guilty as the Cult, given his knowledge of Dillsgar's actions. Consequently, you ventured to the ruins of Arcana, a land plagued by an eternal curse of the undead. Having asserted dominance over many of these creatures, you started devising a plan to overthrow Baleroth. Perhaps once that's achieved, your soul can find true peace.



Your mastery over flames grew to such an extent that you could conjure sentient beings of fire to serve loyally within your newly acquired dukedom. Your grandfather would undoubtedly have been proud. Your expertise with fire drew the attention of the Cult of Shadow Wing. However, aligning yourself with the Summer Elves, renowned for their Fire Elementalism, you vowed to combat the forces of the Penumbral.

If you have Quest & 24 - Colosseum of Fire:

During the war, you forged a bond with the legendary Fire Pits, elevating your fire manipulation skills to unparalleled heights. Through this connection, you return there and absorb the essence of the place, solidifying your reputation as the Grand Master of Fire and becoming the living embodiment of the deity Digridh, the Queen of Fire. With her benevolence, she graced you with her wisdom and strength, thrusting you to higher realms of mystical prowess and bestowing upon you the title of the Duke of Flames.



Your actions have secured you the position of leader among the Guardian Elves of Sindile. Under your guidance, they have taken on the oppressive forces of the Tanarean Empire at the borders of their territory, restoring the independence of the Spring Elves' forest. Breaking ageold taboos of your people, you've also opened the ranks, accepting non-elves as apprentice archers. Additionally, you've played a key role in establishing an elven war tribunal to hold the Kemets accountable for their deeds.

If you have 🏠 67 - Altruism

Your discoveries revealed that the enduring conflict between the Elves of Sindile and the Orcs of Tsvetan was exacerbated by corrupting influences from the Penumbra. This insight led you to sign a peace agreement between the two races, with the goal of clearly defining their territories. Subsequently, you spearheaded an expedition to Cindergrove, a once-sacred site that had been desecrated and cursed. Under your leadership, the malevolent creatures that had taken control of it were vanquished, and the land was purified by your efforts.



You discover a portal that could transport you back to your world. However, due to the numerous pleas for you to remain in Tanares, you choose to stay, intending to amass more wealth and power first. With your considerable fame and allure, you host a competition where the victor, who presents you with the most desired object, will earn your hand in marriage. Yet, even after months, no offering satisfies you, resulting in a growing hoard of treasures and no chosen suitor.

If you possess The Golden Orb of Greed (fact):

The orb possesses the power to significantly amplify your abilities, but it also marks you as a prime target for the Ungods. Aware of this, you decide to fade from public view, employing your magic to disguise yourself as a Marquess of the Empire. Leveraging your cunning and charisma, you ascend the ranks of high society, further accumulating wealth and influence.

Oguemir the Beastmaster

Standard Endings

You uncover traces of the ancient Damasyan civilization, which, much like you, held a powerful connection with the creatures. Through this revelation, you managed to gather the essential knowledge to create Oguemir's Compendium of Characters & Monsters, guiding everyone on how to tame or appease them. Thanks to this knowledge, you inspire others to follow in your footsteps, revitalizing this culture from the past and becoming a leader of these animal tamers.

Bonus Endings

If you have the NPC card Trygve, the Werebear

Alongside Trygve, you both engage in a relentless battle to purify the Kolbjörn territory from the presence of the Kemets and their corrupted Titans. Then, you seize the opportunity to establish this province's rightful freedom from the Imperial grasp. Through these efforts, you succeed in drawing the barbarian peoples back to their lands, safeguarding and preserving your people's culture and traditions.



After the war, you took on the role of master at the Arena of Future in Fisherman's Wharf, training aspiring heroes to become great warriors dedicated to protecting those dear to them. Though you settled in the Republic, you frequently journeyed to the Empire. Through relentless combat in the Imperial Arenas, you eventually secured the Champion's Boon, which you used to demand from the Emperor the release of all gladiators forced to fight against their will. This deed earned you the title of "Patron of Gladiators.

If you have 🕸 20 - Synoikismos

After discovering the existence of other beastmen who, like you, were transformed due to the horrifying experiments of the Evolutionist Church, you set out on a mission to locate them. Determined to provide them with a home in the Republic, you battled against prejudice, paving the way for them to live as ordinary citizens.



You disclosed your true identity to all: you are the Avelum from an alternate future where the Kemets won the war. Due to your efforts, that miserable future was prevented. Yet, you came to understand that the Kemets, though formidable, were not as perilous as the overlords of the Penumbra. These true foes threaten to bring Tanares to its knees. Aware that these powerful beings have set a price on your head, you press on in your secret struggle, recognizing that victory is not yet secured and the real battle has only begun.

If you have Relic Hunters (fact)

On your tireless journey, your alliance with the Relic Hunters proves vital to help you find the legendary Artifacts of the Gods. Aiming to amass enough might to undermine the grand entity pulling the strings behind the Kemets. Along this path, you stumble upon hints regarding Tanares' true salvation, its ties to history's greatest hero, the formidable King Malrok, and whispers of his imminent return, so you begin to work with the Republic to find out more about this prophecy.



You gain control over the Penumbra, able to switch between dimensions freely and without detection. In this way, you delved into its depths like no one else, uncover ing entire civilizations, powerful creatures, and their hidden masters. All these discoveries granted you vast knowledge and power, making you capable of navigating that place Although feared by many, your services as a Penumbral guide are always sought after by those who can afford your

If you have 🏠 59 - Illusions

During your journey, you delved into the mysteries of the Penumbral Plane, regaining your lost memories and reuniting with your family. Though touched by madness, you stand as a symbol for madwalkers, mastering its chaotic impulses to hunt Penumbral creatures. Your prowess draws many who've suffered at these creatures' hands, seeking either your aid for vengeance or the means to become a madwalker themselves.



You take over the leadership of D.E.A.T.H., headquartered in the city of Umay. Despite accusations that your sanity was shaken, you led several successful attacks on Dragon Towers, eliminating the evil Dragons that reigned there. But beyond that, you also lead your subordinates on incursions into the Penumbra, in search of the mythical Lypoec, the Avatar Penumbral Dragon.

If you have 🏠 72 - Zarumag

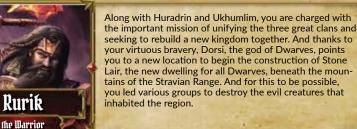
Your partnership with Talessa offered deeper insights into dragons than any ancient tome. Recognizing that not all dragons are responsible for Tanares' sufferings, you refocused D.E.A.T.H. to oppose only malevolent dragons instead of targeting them indiscriminately. While you remain wary of the Draconic Council, believing mortals should determine their own destinies, you've chosen to tolerate them for the time being.



Recognized as the foremost Samurai among all the clans of Yama, you became the military advisor to the holy Fumetsu Tenshikin. You were bestowed with the Shinseiyoroi, the sacred armor crafted entirely from tameranium, rendering you even more powerful in battle. Recognizing the value of the heroes who fought alongside you, you led a delegation to aid in rebuilding the new Republic of Freelands in the former province of Outumn.

If you have & 78 - Ashes

Thanks to your position, you spearheaded an offensive against the Imperial forces in the territory of Yama, liberating it once and for all and achieving complete independence. Due to your immense renown, you also became the ambassador of Yama, founding various temples of your faith, the Fumetsu Eido, in several realms. Your role also led you to unite the forces of Yama with the Allied Forces, a new faction dedicated to the free realms of Tanares.



If you have the NPC card Randrum and Ragnor With your children rescued, you feel fulfilled taking command of the Lion clan, with a mission to rescue and locate all the

lost dwarfs. Thanks to Dorsi's blessing, your explorations have revealed the existence of several precious mineral deposits, including the exceedingly rare Moonstone. Therefore, unlike the dwarves of the past, you have opened the doors of your kingdom to miners from all corners seeking a life of prosperity alongside you.

Scara Weaver of Sorrow

Standard Endings

You take not only the knowledge and powers of the Kemet, but their dead bodies. Such actions are not well regarded by the majority, so you isolate yourself on the islands north of Kolbjörn. There, you gather the necessary power to ascend once again to your divine status, drawing numerous local followers to both venerate and fear you.

Bonus Endings

If you have & 62 - Sorroweaving

Your deeds on the northern shores elevated you to legendary status, leading to widespread adoration. You came to be revered alongside the goddess of the seas and death. Using your power, you summoned the Kemet warships from the ocean depths, including the most formidable of them all, the Boneheart. This fleet of undead ships, now under your control, strikes both terror and awe into the hearts of sailors across the northern seas.



the Werewolf

You fought in the war not just as a show of strength but to prove your humanity over your beastly nature. While your ultimate goal of resurrecting your family and lifting your curse remained unfulfilled, you managed to reclaim your sanity, demonstrating that the man within had tamed the wolf. You found solace in Shortfall Forest, becoming one of its protectors, and emerged as a hero Sedura could summon to defend the Republic when necessary.

If you have & 61 - Shooting for the Moon:

Your actions against the Department of Mysteries during the war revealed hints of their involvement in your transformation. This discovery sets you on a hunt for vengeance to ensure they face your wrath for the harm done to your family. You venture back to the Lunar Valley, piecing together evidence to pursue each perpetrator, no matter how far they have fled.



Ascending as the most prominent paladin of Tanares, you heed a divine summons from Tamera to become her chosen champion. With every step, you spread hope and kindness, liberating yourself from the constraints set by the Church. To solidify hope in Tanares, she entrusts you with the duty of safeguarding Wharfugee, now renamed "Heroes Rise" – a beacon of hope for all of Tanares. Consequently, you earn the title of Lord of this city, known as the "City of Heroes."

If you have Quest $\mbox{\ensuremath{\protect\belowdex}\xspace}$ 20 - Synoikismos AND the NPC card Vâniah, the Charmer

While dismantling a secretive operation of the Evolutionist Church, you discover that your former forbidden love was involved. However, you offer her a second chance, leading her to accept. After setting in Heroes Rise as its Lord, you marry her and have three children, who you begin to teach to inherit your legacy.



Recognized by the populace as a saint, you rise to the pinnacle of the Church, succeeding Gideoni as the High Cardinal. Determinedly, you cleanse the organization of its corruption and bring it closer to the common folk. You also press the Tanarean Empire to recognize the independence of provinces desiring autonomy, facilitating the emergence of several new realms.

If you possess (or have used) the NPC card "Tamera's Blessing":

Tamera manifests before you, bestowing a miraculous boon. Henceforth, Angels accompany and assist you. Together, they unveil that the deep-rooted corruption within Evolutionism is linked to the Ungods, and that Gideoni was an Ungod servant. This revelation catalyzes the Celestianist reform, establishing a new church under the aegis of Bauron and Tamera, dispelling the myriad deceptions that have tainted Tanares' history.



You are honored with the Archdruid of Bak Forest title, extending your domain sustainably to surround neighboring communities. Subsequently, you revive the ancient realm of the Latarian Conglomerates, where perfect harmony once reigned among individuals, flora, and fauna. As a result, new springs of Greenwater emerge, blessing all creatures with their rejuvenating touch.

If you have Quest & 57 - Breath of Life:

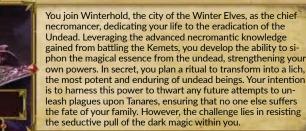
In your quest to protect nature, you gained a greater connection with life in Tanares. Wielding immense natural power, you uncover the divine origins of the Mother Trees, the magnificent elven trees in Sindile that cleanse the world of Penumbra's corruption. Armed with this revelation, you cultivate numerous weaker versions of them throughout Tanares, greatly aiding in repealing the insidious corruption of the Penumbra.



You assimilate the necromantic knowledge of the Kemets to better control the shadows that have partially taken over you, and then return to Kagemori, the village where your ninja clan gathers. Through your mastery of the shadows, you become capable of fighting the Specter Ninjas on equal footing, and you also share this knowledge with your companions so they can do the same and not succumb to these shadows.

If you have 🏠 79 - Dejà-rêvé

With the downfall of Yokensha, you find ways to dismantle the mafia over which she held dominion in Yama, earning the deepest respect from none other than Fumetsu Tenshikin himself, solidifying your position as a heroine and ascending to the prestigious rank of Joning within your ninja clan. With this title and power, you develop a new technique that is no longer based on shadows but rather on light.



Bauron bestows upon you his nighttime blessing, amplifying your powers under the moon's gaze. He designates you as his chosen protector against malevolent necromancy in Tanares, urging you to safeguard the living and honor the deceased. With this renewed purpose, you spearhead the battle against the Kemets and become a staunch critic of the Kepesh resurgence under the dominion of the Lich Kalistessenâmum.

If you possess (or used) the NPC card Bauron's Favor:

llster

the Necromancer

Vaeraunt the Mastermind

Standard Endings

Following the partial devastation of Fisherman's Wharf and the subsequent weakening of the Empire, you strategically shift your influence within Tanares' political landscape. Behind the scenes, you foster the establishment of the Magocracy of Mage Tower, positioning one of your puppet wizards at its helm. Through this maneuver, you ensure Reginheraht's independence from the Tanarean Empire, although it remains clandestinely subservient to your commands.

Bonus Endings

If you killed Bellara, the Arachne:

Surreptitiously, you extracted a fragment of Bellara's essence and initiated the cultivation of magical clones in your concealed laboratories. This resulted in an elite cadre of shape-shifting servants wielding immense power, ready to execute your orders and manipulate Tanares according to your designs. With this asset, you forge ahead with your aspirations to construct a Vandanamalika and achieve godlike dominion.



You discover other Archdemons who, like yourself, have been incarcerated for centuries. You free them in return for their allegiance. Armed with this newfound might, you embark on a quest to invade the Penumbral Plane, seeking a method to vanquish the Ungods and claim their power. Your ultimate goal: exact revenge upon the angels and their deities.

With the formidable Chaos Orb in your grasp, you decline to return it to the Church. Instead, you wield it to subjugate any demons that defy you, siphoning their strength. Your ambition now turns to Emperor Baleroth; you aim to dominate him, assimilating his power. Thereafter, you set sights on Darkall, intending to commandeer the demons of that continent. This will ensure no force can obstruct your path to harnessing the power of the Ungods for yourself.



the Demon

After the war, you found a new sect of Elementalists in the city of Fisherman's Wharf, in partnership with the Republic. Specializing in both Air and Fire elemental arts, your enclave earns the name "Enclave of the Lightning Storm." Collaborating with the Summer and Autumn Elves, you gather a council of esteemed masters who now serve the Republic as advisors and mediators.

If you have Quest 🕸 30 - Thyra:

Your interaction with Thyra profoundly affected you, as you witnessed the awe-inspiring power of storms within her. Through intensive research, you decipher the intricate ritual she employed to conjure the Eternal Storm. Collaboratively, you and the Republic are now seeking ways to erect a new barrier, ensuring the Kemet forces can no longer menace Tanares.



Few know that you hail from the hellish planes, having been summoned by Emperor Baleroth to act as his agent during the invasion. With your task complete, Baleroth must now honor his end of the deal: granting you freedom in Tanares. Leveraging your amassed wealth, you immerse yourself in high society, corrupting mortals by trading favors for their souls. You gather these souls, intending to return to your plane even more powerful than before.

If you have Quest 🏠 37 - Prison Break

Your unexpected bond with Bromeliad is unparalleled. Her impulsive and unpredictable nature captivates you. Choosing to stay in Tanares for decades simply to enjoy her company, you delight in her mischief and support her wholeheartedly. Notably, she's the first being you've encountered for whom you don't desire their soul, which makes you both protective and somewhat possessive of her. Although you realize she occasionally exploits this, you remain unfazed.



You are revered by everyone around you as a true emissary of Tamera and Bauron, whose light reveals hidden corruption among the Tanareans, particularly within the ranks of the Evolutionist Church. Some of them seek your forgiveness, even though they have historically persecuted your race and creed for hundreds of years. You forgive them and call them to a sacred journey by your side.

If you have the NPC card Saezz Skyborn

With the Cirrus orders of the Zephyr Knights fighting along-side you, the gods unveil to your eyes the truth behind all the world's events. This understanding leads you to grasp the motivations behind the fall of the Malrokian Kingdom, the oppressive regime imposed by the Tanarean Empire, and even the Kemet invasion. The truth behind the Augur, the Ungods, and the Malrokian Curse is revealed to you, leading you to become a divine oracle.



Your past fostered a deep-seated hatred that you channeled into a destructive force. While initially motivated by survival and desire to see the Kemets burning, you eventually forged genuine friendships and grew immensely on your journey. After the war, you harnessed your resources and influence to establish a mercenary group called the Firewalkers, renowned throughout Tanares for its prowess and its openness to recruit anyone resilient enough to withstand its rigorous training.

If you have Quest & 60 - Psycho:

Upon saving your people from the Imperial Wizards during the war, you're hailed as a hero in Eb'boria, your homeland. The elders approach you with reverence, expressing their regrets and seeking your aid. In response, your mercenary company plays a pivotal role in driving out the imperial forces from the region and cementing Stravian's independence, lifting it beyond its provincial confines. Later, you enter into a lucrative alliance with the Dwarves, offering assistance in purging the subterranean threats in exchange for gold.



The horrors of war and the challenges you faced fostered your personal growth, making you less naive and enhancing your understanding of your innate abilities. No longer dependent on mystical artifacts to harness your powers, you've also freed yourself from Baleroth's sway. Opting to align with the Magocracy of Mage Tower, you allow them to labor under the illusion that they control you. In reality, you subtly manipulate them with your own illusions. What drives you? The quest to solve the mysteries of your reality-altering powers and to ascend as the most formidable wizard in Tanares' history.

If you have Quest 🌣 59 - Illusions:

Your showdown with Mirrororrim shifted your perspective on your abilities, specifically the link between illusions and the Penumbral Plane. This revelation prompted you to delve into planar exploration, seeking understanding beyond Tanares. As a planar traveler, you intermittently return to Tanares, sharing and applying the insights garnered from the Penumbral Plane and the plethora of other planes you've traversed.



(Read this after ending the WEEK 5 World Phase)

Days pass, and Wharfugee bustles with activity. Though the city took a severe hit, as you walk its streets, you see people rebuilding their homes with hope in their eyes. The sound of construction fills the air. Atop a building, you spot Sedura, not in her typical military armor but in plain clothing, sweat dampening her brow as she aids in repairing a destroyed home.

A young woman climbs a ladder and offers water to Sedura. Her face reveals not her usual cold look but a smile that shows her genuine care for her people. After descending and taking a drink, she is surrounded by children, who are being guided by Zalir. The kids eagerly request tales of Sedura's deeds.

Sara approaches with cookies for them and asks you to join in, saying, "They would love hearing tales from the Heroes of Wharfugee." Sedura's voice fills your ears as Zalir's magic paints animated smoke figures to illustrate her tale. "And then, I drew my sword and drove it into the giant spider," she recounts. But before Sedura can proceed, Sara stumbles beside you with despair in her eyes as if seeking something in anguish.

"Sara, Sara! What's wrong?" Zalir cries out. Sedura swiftly joins, her worry palpable. When a little boy comes closer out of interest, Sara's gaze locks onto him, making him recoil in fear. Sedura says, "Zalir, please take the children back to the orphanage. Heroes, let's get Sara to her chamber."

As Zalir departs with the kids, you help the weakened Sara. She eventually focuses on you, her face full of anxiety as she whispers. "I experienced another vision: The Kemets are initiating a potent ritual. They're almost unlocking Vandanamalika's true power. And I saw a boy... my son... and I can't..." Overwhelmed, she loses consciousness. You rush Sara to her quarters in the inn and take care of her.

Go to [2].

You cannot sleep. Sara's words haunt your thoughts. By dawn, all decide a meeting is necessary.

Entering the War Room, Sedura is already marking locations on a map. Zalir and Huradrin soon join, with Sara being the last to arrive. Huradrin, looking worried, inquires, "Me friend, do ye require anything? What got ye upset?" Already recovered, Sara responds, "No, Huradrin, I'm better. The vision was just... disturbing. We must stop the Kemets, and time isn't our ally."

Sedura notes, "I'd planned an assault on Fisherman's Wharf by this week's end." Indicating the map, she adds, "It's a high-stakes plan. We'll mobilize our forces and besiege the city. We must win at all costs." Zalir responds, "Wait a moment, Sedura. A full-scale assault? Risky. Firstly, the Malrokian Curse. Then, our warriors – many have families.

Knowing the atrocities of the war... Is it right to put them in danger? Not all Kemets are evil; many are mere marionettes to Gullog. We must find a way to spare as many lives as possible."

Sara nods. Huradrin, addressing Sedura, remarks, "I be with Zalir here. I'll risk my skin, but I won't prioritize triumph over kinfolk. Me father would've chosen the same. He'd support a victory with minimal loss."

Sedura concedes, "Indeed, heroes act rightly. We won't abandon any soul. We'll prepare a plan protecting as many as possible despite the odds." [3]

The discussion takes a while, but a united plan emerges. Sedura outlines the mission. "Primary objective: Evacuate the citizens beneath the Arena of the Future. Secondary goals: Neutralize the undead Titan and detain Gullog. Succeed, and the Kemets will surrender."

Zalir adds, "The Kemets hinge all hopes on Gullog, presuming his invincibility. Defeating him will break their resolve! But there's a catch—the Malrokian Curse. I've secured a mighty ally—a trump card. If things get bad, it's our secret backup. I can't disclose more now; the stakes are high and..." His words are cut short by the urgent chimes from Wharfugee's sentinel tower. Sedura jumps into action, "That sound means enemy troops! Get ready; the Kemets might be closing in!"

Rushing to the city walls, you see an approaching army. As preparations begin, Zalir, looking through a spyglass, urges, "Check this, Huradrin!" Handing over the instrument, the dwarf says, visibly shocked, "It's me kin... what are they doin' here?!"

Sedura orders, "Open the gates and dispatch messengers to welcome them!"

Approaching the entrance, you see Ukhumlim, the king of the Goat Dwarf Clan, leading an army of dwarves. "These be the soldier I could hastily summon. They've crossed great lengths, inspired by tales of ye, Huradrin. Members of my clan pledge their allegiance, while yours eagerly anticipate yer command, just as they did to your ol' father."

Embracing Ukhumlim warmly, Huradrin comments, "I barely feel myself deserving, but I'd be a fool to decline allies in dire times." A cleric of Dorsi emerges from the dwarf ranks, "Huradrin, son o' Höllmin! Dorsi visited me in me dreams. He spoke of the Stone Spirits lookin' to us, favorin' us to put down them Kemets, and said that yer father's now one with the Stone Spirits and that you will, one day, join his side."

Bowing to the cleric, Huradrin is surrounded by fellow dwarves, receiving their praises. Respecting their moment, you regroup with Sedura, Sara, and Zalir to look over the battle tactics, now supported by a robust dwarven force.

Go to [4].

4 With newfound confidence, Sedura discusses the strategy with you as she revises the plans in the War Room, "Should we rally more allies or somehow reduce the Kemet undead forces, our plan would be nearly flawless." Zalir retorts, "How about seeking Yama's aid or visiting the Evolutionist Church? I've still got some tricks just in case things turn bad."



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:

- You've lost the opportunity to attain the goodwill of outer communi-EE ties, which either kneel before the Kemet or are conquered by them. Mark Barbarian peoples remain hostile (fact).
- In your absence, the Kemet boosted their forces, and a powerful vortex of penumbral energy expanded; the consequences for the climate and the war may be dire. Mark Twisted Nature (fact).
- The Imperial Wizards have their own plans, capturing innocents to make experiments related to psychosurgery and mind control, endangering the people. Many Ironhand soldiers must be assigned to keep them safe. Mark Brainwashed and brain dead (fact).
- Zarumag is regaining its full power and may be a risk not only during HH the war but for future generations. Talessa is disappointed and flies away, never to return. Mark Draconic Ritual is not performed (fact).
- Order 99 could not be issued; the Ironhand soldiers continued to be restricted to territories and will not be able to help during the invasion. The Kemets have finished building a weapon of war that could wreak havoc on the continent. Mark The Ironhand is stranded (fact).
- RD You've lost the opportunity to acquire the rare knowledge treasures in this long-forgotten vault. Mark Dim Light (fact).

Warning: Watch your War Points and recruited NPCs closely. They play a crucial role in a successful invasion of Fisherman's Wharf and can influence a more favorable ending.

Discard all Adventure Cards you have. They cannot be played. Then, check your Calendar:

- It is time for final preparations. You have only a few days before the invasion, but they are crucial to your success. Yama and the Evolutionist Church have already contacted the Ironhand diplomats. At the same time, a small group of 'almost heroes' tried to invade the Palace by themselves, but it probably won't end well. Finally, Zalir has a secret mission that he is very excited to share. Gain Adventure Cards KK, LL, MM, NN.
- If you have Relic Hunter (fact): The Relic Hunter's Guild has trusted you with the location of important boxes that may contain more of those gems. With this last one, you may acquire unbelievable powers. Gain Adventure Card RE.

Check if you have won at least THREE of the following quests: \$\foralle{1}\$ 15. Sword | \$\foralle{1}\$ 33. Trip(ping) to the Past | \$\foralle{1}\$ 42. Extraplanar Journey | \$\foralle{1}\$ 51. Portal Defense | \$\foralle{1}\$ 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 The Draconic Ritual is Complete (fact): DO NOT START WEEK 6 YET! Go to page 134 - Interlude Week 5. Otherwise, Week 6 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 4C, Watch Tower Pin 3D, Portal Pin 2C

• The Portal will not teleport a puzzle element if the opposite square is occupied by another element, except for the path of the Ball, which is not considered an obstructing element.

- [B] Trap Pin 6F, Watch Tower Pin 1C or 3A, Portal Pin 2B
- [C] Trap Pin 4E, Watch Tower Pin 3E, Portal Pin 3C
- The Ball can be teleported (or eliminated by a Magnet) only when you initiate its movement.
- [D] Trap Pin 1F, Watch Tower Pin 4B, Portal Pin 3C
- PINs can be teleported onto the Ball's path as long as they do not obstruct the Ball's trajectory.
- [E] Trap Pin 4D, Watch Tower Pin 4B, Portal Pin 2B
- The Portal can teleport more than one puzzle element simultaneously, and elements can be teleported into squares occupied by the path of the Ball.
- [F] Trap Pin 1C, Watch Tower Pin 5A, Portal Pin 2D

