

TANARES

ADVENTURES



Support Content

v 2.7



Support Content

This document intends to improve your gameplay experience. You will find not just the corrections for mistakes, but FAQ, additional rules to give the game versatility, and other helpful information, like the Save Game sheet, miniatures slot reference sheet for the trays, and many other things.

We will periodically update it. You can always download the latest version on this link (remember to press F5 because sometimes an older version is loaded):

<https://www.dragorigames.com/tanares/enhancements.pdf>

We hope you enjoy the game.

If you have any questions about rules or anything else, you can reach us at:

Boardgamegeek:

<https://boardgamegeek.com/boardgame/298627/arena-contest-tanares-adventure>

Facebook group:

<https://www.facebook.com/groups/264684814482617>

Discord Channel:

<https://discord.gg/egsWuUJdKJ>

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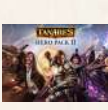




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**I RECEIVED THE BOXES.
NOW WHAT?**



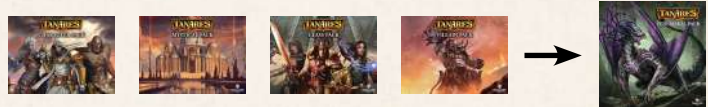
I received the boxes. Now what?

ALL BOXES:

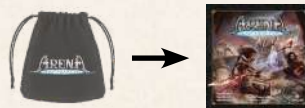
- | | | | | | |
|---|-----------------------|---|----------------------------|---|---|
|  | 1. Tanares Adventures |  | 9. Mystical Pack |  | 17. Game Boards 2 |
|  | 2. Arena the Contest |  | 10. Madness Box |  | 18. Sleeves RPG |
|  | 3. Legendary Box |  | 11. Dragon Collection |  | 19. Sleeves Tanares |
|  | 4. Scenario Pack |  | 12. Gold Dragon |  | 20. Dice Bag |
|  | 5. Penumbral Box |  | 13. Elder Dragon |  | 21. Green Dragon Painted |
|  | 6. Character Pack |  | 14. Dread, the First Ungod |  | 22. Plastic Tokens |
|  | 7. Class Pack |  | 15. Hero Pack 2 |  | 23. Improved Dragon Collection Rulebook |
|  | 8. Villain Pack |  | 16. Game Boards 1 |  | 24. Medusa |

PLACE:

- Character Pack, Mystical Pack, Class Pack and Villain Pack inside Penumbral Box



- Dice Bag inside the Core Box



- Plastic Tokens and Medusa inside Tanares Adventures











- Improved Dragon Collection Rulebook inside the Dragon Collection Box, replacing the old one.








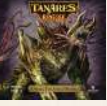




- Gold Dragon cards and Boss Pad in the Dragon Collection Box



I received the boxes. Now what?

- 6. Hero Pack 2 inside Legendary Box  → 
- 7. Sleeve the cards and pads 
- 8. Both Game Boards in the same place 
- 9. Elder Dragon Cards and Bosspad inside the Legendary Box  → 
- 10. Assemble the Gold Dragon and the Elder Dragon  

IN THE END, THE BOXES ARE:

- | | | | |
|---|-----------------------|---|---------------------------|
|  | 1. Tanares Adventures |  | 6. Madness Box |
|  | 2. Arena the Contest |  | 7. Dragon Collection |
|  | 3. Legendary Box |  | 8. Dread, the First Ungod |
|  | 4. Scenario Pack |  | 9. Game Boards |
|  | 5. Penumbral Box |  | 10. Green Dragon |

I received the boxes. Now what?

DIVIDING THE BOXES TO PLAY TANARES ADVENTURES CAMPAIGN:

I. CAMPAIGN BOXES (ESSENTIALS)



1. Tanares Adventures (essential Content)



2. Arena the Contest (essential content)

II. COMPLEMENTARY BOXES



1. Legendary Box (more heroes, 3D tiles and villains miniatures)



2. Penumbral Box (only the heroes)



3. Scenario Pack (3D tiles)



4. Game Boards (Cosmetic)

III. BIG BOSSES (USED IN THE CAMPAIGN ONLY IN SPECIFIC SITUATIONS):



1. Madness Box



2. Dragon Collection



3. Gold Dragon



4. Elder Dragon



5. Dread, the First Ungod



6. Green Dragon

PREPARING THE CARDS FOR TANARES ADVENTURES CAMPAIGN



Preparing the cards for Tanares Adventures Campaign

NOT USED (AT LEAST FOR NOW):



PvP Solo Cards: used only on PvP matches. Remove from this box and place in Arena: the Contest Box



Boss vs. Boss Cards: used only on Boss vs. Boss PvP matches. Remove from this box and place in Dragon Collection.



Boss Parts cards: used only in the very late game. Storage deep in your Tanares Adventures Box.

USED:



Hero Cards: Used to be the hero you are playing or in your Character Deck to help in the city.

Pick all hero cards from Penumbral Collection and combine them with the ones from Tanares Adventures.

Remove Sedura, the Emperor, Kor'dal, and Gazini. Magenta will be used later.



Hero Attack Cards (4x): Pick only the ones of heroes you are using during the Quest.



Role Attack Cards: you gain new cards as the campaign progresses. Start with both level 0.



Comrade Cards: used when you need to control more than one hero. It is a simplified version of heroes.



Adventure Cards: You will gain them according to your decisions in the journal.



Quest Cards: Gain the Quest Card after you play a quest. Use them in the War Phase.



City Structures: As the campaign progresses, you may upgrade your structures. They give you new levels of Role Attack Cards and item cards to buy.



NPC Cards: You may get them in the city or find them during your journey.

ADDITIONAL RULES TO MAKE THE GAME LIGHTER



Additional Rules to make the game lighter

NEW RULES TO PLAY WITHOUT USING CITY PHASE AND WAR PHASE

If you prefer to keep your games session focused on the quests, use these rules to skip the City Phase and War Phase:

INSTEAD OF PLAYING THE CITY PHASE:

- 1 - Gain 4 random Resources and one random hero.
- 2 - You may upgrade up to two different City Structures of your choice paying their Upgrade Costs (as marked on the City Board). The same rules above of the expected structure level apply.
- 3 - You may open two items of each type your City Structures allow and may buy them, paying their costs (indicated on the cards).
 - The same requirement of sacrificing an item of the same type with one level below still applies.
 - You may pay 1 resource (any loot card) to open 3 extra items of one type of your choice.
- 4 - Gain 2 NPC cards of the same week as your current one (randomly draw 4 cards and choose 2 of them).
- 5 - Keep your gained items, structures, and character deck in your save game. You can convert at any time to play the City Phase.

Note: As usual, you still check the Kemet Hunt and all other processes at the end and start of the quests.

INSTEAD OF PLAYING THE WORLD PHASE:

- 1 - Gain 2 War Points of two different types chosen by you.
- 2 - Don't mark regions as conquered and make no progress on the map.
- 3 - You still need to check all the other effects of marking War Points, such as checking the City Book whenever you mark a Star Slot to get rewards.
- 4 - You can convert at any time to play the World Phase.

NEW RULES FOR TEMPORARY HERO CONVERSION / MISSING PLAYERS

Sometimes, a player misses the session, and other players must control the hero. When this happens, you can apply the temporary conversion of Standard heroes to Comrades:

- 1 - Check the highest level of attack and items and sum them.
 The sum is 0 = Comrade card level 1
 The sum is 1 = Comrade card level 2
 The sum is 2 = Comrade Card level 3
 The sum is 3 = Comrade Card level 4
 The sum is 4 = Comrade Card level 5
 The sum is 5 = Comrade card level 6
 The sum is 6 (or legendary items/attacks) = Comrade Card level 7

You can do the reverse, checking the structure level of the Comrade Card. Then, get the attacks and item level it allows (get the items randomly).

You don't get them permanently in both cases, so you must return the items and comrade cards.

IMPORTANT NOTE: If a casual player comes to your group and has difficulty learning the rules, you can give him/her a Comrade instead of a Standard Hero. It is much simpler to play (although it becomes repetitive fast in one or two quests).

Additional Rules to make the game lighter

PLAYING TANARES AS A MUCH LIGHTER GAME

We recommend playing Tanares using their full rules, as it allows many strategies and an interesting level-up system to keep you engaged throughout the campaign.

However, if you want to have a super lighter experience, you can apply the following rules:

- 1 - Use the Comrade cards instead of regular heroes.
- 2 - Replace both Comrade Special Attacks with the heroes' original ones.
- 3 - Ignore all Passive Power from villains, except Bosses.

The level-up system still applies; you must upgrade your structures to be able to buy Comrade Cards of higher levels. You can use the alternate rules to skip the City Phase or play it as usual.



DETAILED FLOW



TANARES ADVENTURES Detailed Flow

! Disclaimer: The two tutorial quests use all three books to show them. On regular quests, only the Journal and Quest Guide are used.

TUTORIAL (Start here)



City Book
Page 2



Adventure
Card A



Journal
Page 5



Quest Guide
(Quest 1) - Page 4
(may use both during quest)



Journal (Quest
Chapter 1) - Page 220



City Book - Page 2,
then 4, then 7



Adventure Card
B



Journal (Adventure
Chapter B) Page 11



Quest Guide
(Quest 2) Page 6
(may use both during quest)



Journal (Quest
Chapter 2) - Page 220



City Book
Page 9, then 11

**! Do not mark your tutorial
quests on the calendar!**

! Do not play the City Phase!

WEEK 1 - PHASE 1



Adventure Card
D or E



Journal - Adventure
Chapter D or E
Page 20 or 25

**! You already use NPCs!
Choose from the Initial Deck.
Each hero's NPC sum its ability
to the hero's. (tests on Journal)**



Quest Guide
(Quest Requested)



Journal (Quest Chapter)
Same quest number.
Then, pg. 4 (*lose: 001, win: 002*).
(may use both during quest)



Fill the Calendar
(Campaign Log)
- Week 1 - Slot 1
- Quest Played Adventure Letter
- Quest Played Kemet Hunt Level

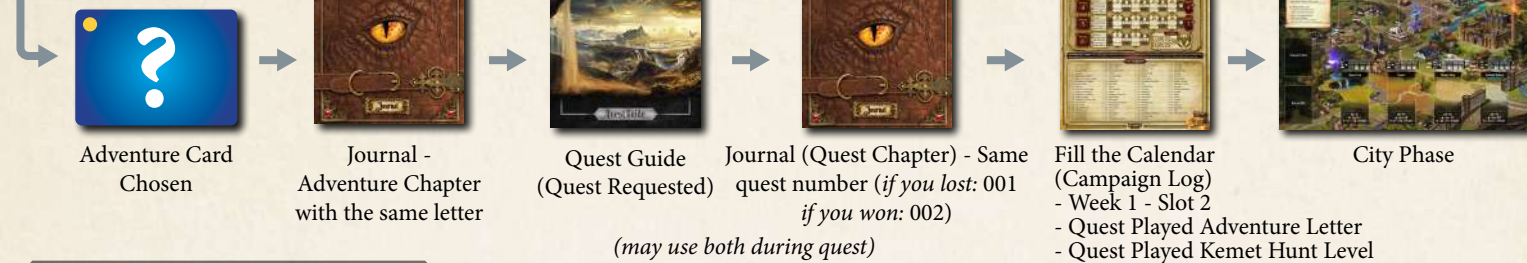


City Phase

**! Whenever you fill a Mastery square with
a star, read the City Book for rewards
(Diplomats - Page 4, Spies - page 7,
Warriors - page 9, Strategists - page 12)**

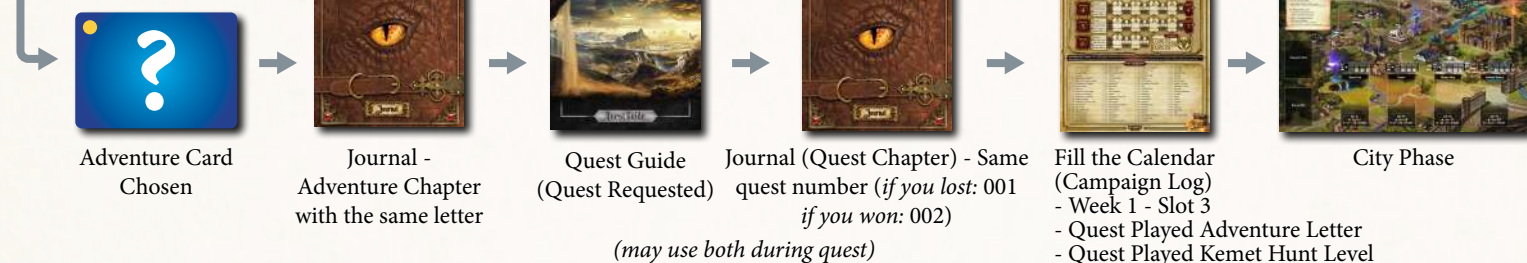
**! Do not Forget the Kemet Hunt!
You can increase the next quest's
difficulty to gain additional rewards.**

WEEK 1 - PHASE 2



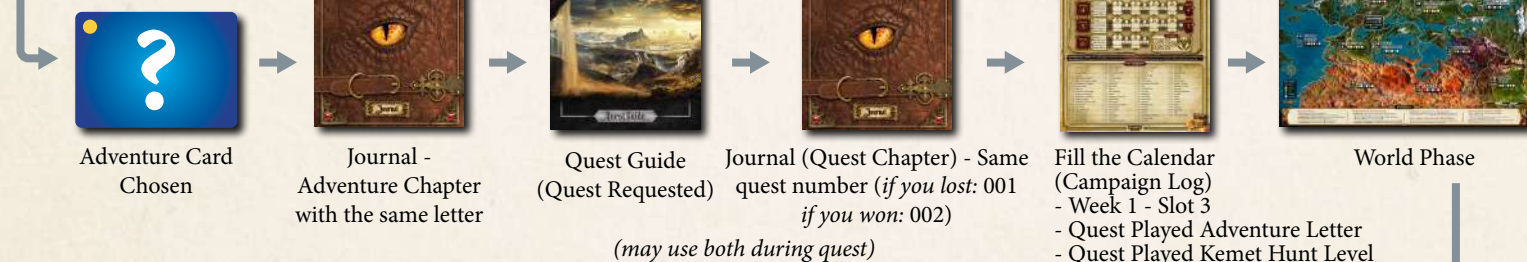
! Do not Forget the Kemet Hunt!
! You can increase the next quest's difficulty to gain additional rewards.

WEEK 1 - PHASE 3



! Do not Forget the Kemet Hunt!
! You can increase the next quest's difficulty to gain additional rewards.

WEEK 1 - PHASE 4



! Do not Forget the Kemet Hunt!
! You can increase the next quest's difficulty to gain additional rewards.

! Do not play the City Phase!



City Book
Page 42
(World Phase Chapter)

Week 1 ends.
Start Week 2

NPC CARD DETAILED



NPC Card Detailed

How to get them?

- During the City Phase
- Some are rewards on the Journal

How to use them?

- City Phase**
- Use its abilities to pay ability costs, OR
 - Use its City Power for special effects

Journey Phase

- During Journal: Sum its abilities to its hero's on all tests
- During Quests: Apply its Quest Power before the quest starts.
(you don't have to worry about them during the quest)

Name of the NPC.

Hei Láng, the Challenger

3 3

Cost: if this card is on the City Map, you need to produce this much in a single turn to conquer it (i.e., it leaves the City Deck to join your Character Deck).
• “Initial” cards are in your Character Deck from the beginning.

Week: Every City Phase, you must shuffle all NPC City Cards from the week you're in. Then, draw four of them to put on the City Map. These are called “face-up NPCs.”

week
1



Quest Power: advanced NPCs possess Quest Powers. Each hero may be accompanied by one NPC and use the power described in this text box.

Abilities produced (in Journal tests or when played in the City Phase).

3 or ⚡ One challenge requires -2 on all its abilities.

City Power: some cards do more than simply produce Abilities. Most often, this boosts the production of another card that has already been played.

this symbol indicates that you may play this card on another hero's turn, to combine the powers of multiple cards.

CITY PHASE DETAILED



City Phase Detailed

Steps:

1 - Assembling your first Character Deck

- 24 INITIAL cards (Ironhand) + the 4 chosen heroes



2 - Place the NPCs on the Board

- Take all 12 NPCs Week 1
- Shuffle and place the top four cards in the indicated places.
- Place the other cards again on the City Deck (NPCs you don't own). They will not be used on this City Phase.



3 - Place your four structures in their places.

- All of them are Level 1 on the first City Phase. On the others, use your current structure levels (on your save game).



4 - Pick many Mana Cubes (their colors make no difference).

- They will be used during the Management Stage.



Management Stage

1 - Shuffle your Character Deck (28 cards)

- Place it in the indicated place, face down.




2 - Each player draws 4 cards.


- **Important:** Even playing with fewer than four players, consider 4 players (draw four hands of 4 cards).



3 - The main rule is very simple:

- Pay the costs to place  on NPCs, Expeditions or/and City Structures. Later, you will get rewards related to them.

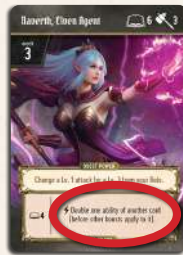


- To place the , you must pay the cost in ONE turn, using any number of cards. Any ability excess is lost.




















- Each player has one turn to play his/her cards (using the ability or city powers). When the card is played, put it in the Discard Pile.

Important: • Many NPCs have City Powers to be used instead of producing their Abilities.
• Some NPC's City Powers allow you to play in others' turns. See the power's description.




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












If you want to place  on Expedition: Ahimoth.

- If you pay 3  3 , place 1 . The extra  is lost.
- If you pay 6  2 , place 1 . The extra  is lost.
- If you pay 9  9 , place 2 . The extra  and  are lost (you cannot use them for other expedition).
- If you have an Ironhand Soldier 3 , another player can use the City Power of the Ironhand Spy (⚡ 2 ) to complement the cost. Place 1 .





Example 2:



If you want to place  on on Natural Lab.

- If you pay 4 , place 1 . The extra  is lost.
- If you pay 6 , place 2 .
- If you pay 3  3 , place 2 .
- If you pay 2  1 , DO NOT place .
- If you pay 8  7 , place 4 . The extra and are lost.
- Remember, the maximum number of you can place is 5, unless you unlock more based on the Structure level (when it is 3, you can place 6 .





Important: • Do not remove the  (or gain loot) during the Management Stage.
• Once the  is placed, it cannot be moved during the Spending Stage.

Spending Stage


Now, you get the reward for each placed . Once you collect the reward, remove the . They cannot be used on other elements.

NPC: Place the NPC on the Discard Pile with your other cards. Now they belong to your deck.



Expedition: Get the loot cards for each  you have. Also, you can get 1 extra loot card for each 3  on expeditions, according to the information on the board.

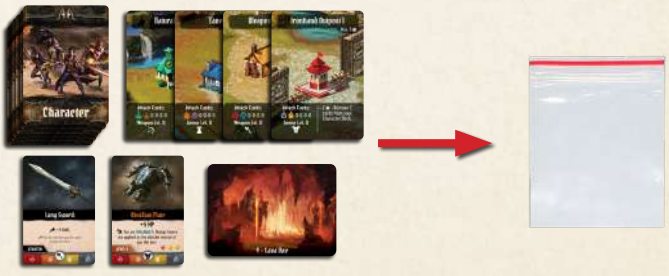


Structure: The Structure gives you plenty of options to spend the . Check on their cards and the board.



REMEMBER: Once you finish the City Phase, separate the heroes for the quest (with their items and one NPC for each one).

- Then, store the remaining Character deck in the dedicated place (Tanares comes with a Plastic Bag).
- Also, put there the 4 structure cards (current level) and your other items not used on the Quest.
- Another element you have stored is the Quest Cards (gained after playing a quest). They are used during the World Phase.



In case it is not possible to store the save game, if you wish to register your items / NPCs and Heroes / Structures / Quest Cards you have, you can use the Save Sheet (this document, page 11)

ERRATA AND GAMEPLAY CLARIFICATION



Errata and Gameplay Clarification

SKILLS

BRUTE - FISSURE

ERRATA - Fissure (Level II): Add: Start of Turn.
It is important to add this limitation to avoid some possible exploits. So it is only possible to use this skill at the start of enemies' turns.

NPCs

WEEK 3 - HALTHIDON, HALF-ELF ASSASSIN

ERRATA - Change its City Phase Power to: ⚡ - This turn, all challenges to conquer NPCs require -2 on each ability

CITY BOOK

WORLD PHASE - WEEK 3 - PG 43

After upgrading your Skill Tokens, if you don't have any of the two facts (Flooded Tunnels or Collapsed Tunnels), meaning you did not play the Quest Dwarven Kingdom, your first Adventure of Week 4 MUST be Adventure Chapter W - Arheimar.

Stop reading the City Book. Then, after finishing the Quest, RETURN to this page in the City Book and check which fact do you have.

RULEBOOK

CONTROLLING MORE THAN ONE HERO - PG 33

Errata: There is an inconsistency about the timing to use the Comrades' skills. You can use it at allies' and villains' turns, not just on villains' turns. The cards are correct.

VILLAINS' MOVEMENT EXAMPLE - PG 36

On "Determination of the Shortest Path", the yellow line in the image is wrong. It costs 4 movement points, not 3 (as the villain passes again through a corner with Ice/Ruins terrain).

VILLAINS GUARD - PG 40

If the villain is attacked by far, its Shielded 6 apply to this attack, even if it lost the Guard status when declared target. However, if it lost the status when a hero moved within 3 of it, the Shielded ends before and it is not applied if attacked later this round.

CITY PHASE - BUYING ITEMS - PG 51

Errata: When buying an item, in addition to the loot cards, it is necessary to sacrifice the same type of item of an immediately lower level (for example: to buy a level 2 melee weapon, you must sacrifice a level 1 melee weapon; to buy a level 3 light armor, you must sacrifice a level 2 light armor).

Note: You can always buy items of lower levels.

CITY PHASE - UPGRADING THE STRUCTURES - PG 51

Errata: When they reach some levels quickly, it is more expensive to upgrade them. When you pay the cost for upgrading a structure, if it is getting a level higher than expected for the week, you must pay 3 additional loot cards (any loot, even if they are not the same type of upgrade costs).

Expected level by weeks:

Week 1: Structures Level 2

Week 2: Structures Level 3

Week 3: Structures Level 4

Week 4: Structures Level 5

Week 5: Structures Level 6

Week 6: Structures Level 7

KEMET HUNT - PG 59

Errata - Add a new Level:

If you win a quest playing Kemet Hunt 5, spending no First Aid, and making the Extra Challenge, you can increase to level 6.

Kemet Hunt level 6 = You are a priority for Kemet assaults, and they attack you on your journey. Kemet Hunt 5 effects + Start of Quest: Distribute 75 DMG between the heroes as you want.

Errata - MUST reduce Kemet Hunt Level

You must reduce the Kemet Hunt level only if you spend 2 First Aid, not one as written in the Rulebook. The instruction on Journal is correct

END OF QUESTS / REWARDS / CAMPAIGN LOG - PG 69

Errata: Campaign perks:

Part 1-B is incorrect: "you can only have 4 active perks."

The correct is: You can have 3 active perks. If you pay 2 loot cards (any of them) at the start of the quest, you can have a fourth perk active for that quest.

Errata: Phase Calendar

Also, immediately below, there is a mistake on the image. You never mark the tutorial quests on the calendar, so Adventures A and B are wrong on phases 1 and 2.

COMMANDER - PAG 74

Commander cannot consider its companion an ally for healing effects (or total charge ability), as the commander's HP is healed.

Errata and Gameplay Clarification

ADVENTURES

ADVENTURE B

1. ERRATA: JN Page 12, section 8, success outcome should go to section 14, and failure outcome should go to 13.

ADVENTURE C

1. ERRATA: JN Page 36: section 36: If 2 or more heroes succeed, go to [38]. If 2 or more heroes fail, go to [39].

ADVENTURE D

1. CLARIFICATION: JN Page 21: section 7: After all heroes take one action and the black villain cube increase to 10, repeat the process until the hero reaches the villain or the villain reaches the slot 70.

ADVENTURE I

1. ERRATA: JN Page 47, section 5 - Solnertha's Defense is 7. It is required to roll for the attacks against her.

2. ERRATA: JN Page 47, section 6 - scoring: Cube on Slot 9 gives 3 points instead of 1.

ADVENTURE M

1. CLARIFICATION: JN Page 68, section 3 - Page 68 - When you try again, the Reapers' HPs are not regained, so you have three more attacks to finish them.

ADVENTURE O

1. ERRATA: JN Page 80, section 8 - Ignore the last phrase, "Yrizard disappears...". You must go to [20] to check the correct answer as the last instruction, not to [13].

ADVENTURE R

1. CLARIFICATION: JN Page 96, section 5 - Each drink gives you a roll modifier and a number of ☐.

Example: Tamera Juice - D20-2 = 2. This means you roll with -2 modifier and get 2 ☐. Central Sea Rum: Roll the D20 and add 3. Then get 5 ☐.

After you finish your attempt (all your drinks), you don't need to keep the ☐.

ADVENTURE II

1. ERRATA: JN Page 181, section 12 - Go to the Quest Guide and set up quest 68 - Order 99.

ADVENTURE RB

1. ERRATA: JN Page 212, section 2 - Go to the Quest Guide and set up Quest 31 - Astrolabe (it is 31 instead of 37)

QUESTS AND QUEST CHAPTERS

QUEST CHAPTER 3

1. ERRATA: QG Page 8 - primary objective says "All living heroes are in [1] of Altar tiles"; it should be Living Wall tiles.

2. CLARIFICATION: JN Page 225 - Assemble the Bridge (2 Room Tiles) and place the heroes on the Mission Tile.

It happens outside the board. After you escape the burning bridge, you will place the heroes on the main board (Event 1).

QUEST/QUEST CHAPTER 6

1. ERRATA: JN Page 232 - Ironhand Report HURADRIN RETURNED TO WHARFUGEE

The Natural Lab owner, a mid-age dwarf, was seen again in the Natural Lab. We could extract any useful information, as he is very problematic to deal with, but he seemed very worried.

QUEST/QUEST CHAPTER 13

1. ERRATA: QG Page 28 - Pile of Bones: Complement with: You can only use this ability after Event 1 starts.

EVENT 1: Ignore "Remove the Barricade from A-11 / C-11". It is not placed on the map.

QUEST/QUEST CHAPTER 19

1. IMPROVEMENT: JN Page 251, section 3 - Add this text before the original one:

You take a quick look at the kemets' notes about the bizarre monster they are trying to control.

QUEST/QUEST CHAPTER 25

1. CLARIFICATION: QG Page 52 - To play Event 1, you need both Vradok Bosspad and its attack cards (all from Dragon Collection, not from Arena the Contest)

QUEST/QUEST CHAPTER 28

1. ERRATA: QG Page 58-59 - When you win the quest, read [28.2] (instead of 28.4)

QUEST/QUEST CHAPTER 36

1. ERRATA: QG Page 74 - Blue Token Box: You can flip the blue token if you have Quest 30 - Thyra.

2. ERRATA: QG Page 74 - EVENT 2 (Hook Token): Equip the Hook Token in any melee hero when Event 2 starts.

QUEST/QUEST CHAPTER 43

1. CLARIFICATION: QG Page 88 - Sara counts as a hero and starts in any square in [1] of the stairs.

CAMPAIGN LOG



Campaign Log

Campaign Perks

WARRIORS



STRATEGISTS



SPIES



DIPLOMATS



Campaign Log

Phase Calendar

Week 1	PHASE	1	2	3	4	World Phase 1
	ADVENTURE		CITY	CITY	CITY	
	KEMET HUNT					
Week 2	PHASE	5	6	7	8	World Phase 2
	ADVENTURE		CITY	CITY	CITY	
	KEMET HUNT					
Week 3	PHASE	9	10	11	12	World Phase 3
	ADVENTURE		CITY	CITY	CITY	
	KEMET HUNT					
Week 4	PHASE	13	14	15	16	World Phase 4
	ADVENTURE		CITY	CITY	CITY	
	KEMET HUNT					
Week 5	PHASE	17	18	19	20	World Phase 5
	ADVENTURE		CITY	CITY	CITY	
	KEMET HUNT					
Week 6	PHASE	21	22			Final Quests
	ADVENTURE		CITY	CITY		
	KEMET HUNT					

Kemet Hunt, level 1 or higher: You are being followed. It takes a toll on how well rested and prepared you are. Each hero chooses one of its Special Attacks to begin the quest as already spent. **Kemet Hunt level 5:** Few treasures are still available. Put no chests on the board. **Kemet Hunt level 6:** Kemets severely hunt you. Distribute 75 DMG between heroes as you wish.

List of Quests

- | | | | |
|----------------------------------|-----------------------------------|------------------------------|----------------------------|
| ★ 1 - Fisherman's Wharf | ★ 22 - Elder Scriptures | ★ 43 - Dwarven Kingdom | ★ 64 - The Pearl |
| ★ 2 - Know Your Enemy | ★ 23 - Booby Trap | ★ 44 - Bauron's Ivory | ★ 65 - The Skull |
| ★ 3 - Burning Bridges | ★ 24 - Colosseum of Fire | ★ 45 - Kelorth | ★ 66 - Imperial Vault |
| ★ 4 - Lava Axe | ★ 25 - Vradok | ★ 46 - Dorsian Forge | ★ 67 - Altruism |
| ★ 5 - Mushrooms of Wrath | ★ 26 - Ancient Glacier | ★ 47 - Echoes | ★ 68 - Order 99 |
| ★ 6 - Night of the Living Undead | ★ 27 - Fire Pits | ★ 48 - Stone Spirits | ★ 69 - War Machine |
| ★ 7 - O Captain, my Captain! | ★ 28 - Lighthouse | ★ 49 - Gazing into the Abyss | ★ 70 - Gullog's Dream |
| ★ 8 - Out of Control | ★ 29 - Ship Raid | ★ 50 - Pact | ★ 71 - Wharfugee on Fire |
| ★ 9 - Third Eye | ★ 30 - Thyra | ★ 51 - Portal Defense | ★ 72 - Zarmag |
| ★ 10 - Welcome to the Jungle | ★ 31 - The Astrolabe | ★ 52 - The Map | ★ 73 - Garden Exfiltration |
| ★ 11 - Grassroot Cathedral | ★ 32 - Titanic | ★ 53 - Battleship | ★ 74 - Overkill |
| ★ 12 - Outunmoor's Swamp | ★ 33 - Trip(ping) to the Past | ★ 54 - The Beach | ★ 75 - Moles |
| ★ 13 - Halfling Village | ★ 34 - Uphill Battle | ★ 55 - Sand Castle | ★ 76 - Pylons |
| ★ 14 - Timberburg, Ghost Town | ★ 35 - Witch Hunt | ★ 56 - Darkness | ★ 77 - Sacrifice |
| ★ 15 - The Sword | ★ 36 - If two heads are better... | ★ 57 - Breath of Life | ★ 78 - Ashes |
| ★ 16 - The Violin | ★ 37 - Prison Break | ★ 58 - Freedom | ★ 79 - Déjà-rêvé |
| ★ 17 - Honorable Fever | ★ 38 - The Crystal | ★ 59 - Illusions | ★ 80 - Penumbra |
| ★ 18 - Silent Assassin | ★ 39 - Azymor | ★ 60 - Psycho | ★ 81 - Rout |
| ★ 19 - Portal Ejection | ★ 40 - The Bridge | ★ 61 - Shooting for the Moon | ★ 82 - Council of Four |
| ★ 20 - Synoikismos | ★ 41 - Dark Lab | ★ 62 - Sorroweaving | |
| ★ 21 - Ancient Court | ★ 42 - Extraplanar Journey | ★ 63 - The Orb | |



Campaign Log

Regions



War Points

WARRIORS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42

Mastery

	BATTLE OF THE OCEANS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	IRONHAND EFFICIENCY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	SECRETS OF THE EMPIRE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DIPLOMATS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42

Mastery

	GULLOG'S SECRETS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	KEMET RUMORS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	PRESTIGE WITH PEOPLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STRATEGISTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42

Mastery

	POLITICS & ORGANIZATIONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	RELIC HUNTING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	RELIGIONS & HISTORY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SPIES

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42

Mastery

	KALISTESSENAMUN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	PENUMBRAL PLANE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	UNDEAD FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Campaign Log

Fact Log

- | | | | |
|--|--|--|---|
| <input type="checkbox"/> A Satisfied Lich | <input type="checkbox"/> Falling at the last dark hurdle | <input type="checkbox"/> Portal-less | <input type="checkbox"/> The Full Force of the Ironhand |
| <input type="checkbox"/> Allies in the Forests | <input type="checkbox"/> Final Preparations | <input type="checkbox"/> Prophecy ignorance | <input type="checkbox"/> The Glory of the Empire |
| <input type="checkbox"/> Baraelmer's Mission | <input type="checkbox"/> First Blood (the Resistance's) | <input type="checkbox"/> Psychosurgery reversion | <input type="checkbox"/> The Golden Orb of Greed |
| <input type="checkbox"/> Barbarian peoples remain hostile | <input type="checkbox"/> Flooded Tunnels | <input type="checkbox"/> Red Mother has the Lava Axe | <input type="checkbox"/> The Ironhand is stranded |
| <input type="checkbox"/> Boneheart and its Army Sunk | <input type="checkbox"/> Forsaken | <input type="checkbox"/> Relic Hunters | <input type="checkbox"/> The Kemet retrieve their treasures |
| <input type="checkbox"/> Brainwashed and brain dead | <input type="checkbox"/> Fostering a Dragon | <input type="checkbox"/> Relic lost; the outbreak is a mystery | <input type="checkbox"/> The Lich's Skull |
| <input type="checkbox"/> Cities are Safer, for now... | <input type="checkbox"/> Giant Slayer | <input type="checkbox"/> Safer Roads | <input type="checkbox"/> The Revenants |
| <input type="checkbox"/> Collapsed Tunnels | <input type="checkbox"/> Huradrin is in the dark | <input type="checkbox"/> Secret Rituals | <input type="checkbox"/> The Undead Plague is Contained |
| <input type="checkbox"/> Colossal opposition | <input type="checkbox"/> Huradrin's Redemption | <input type="checkbox"/> Secrets of the Kemet Past and Future | <input type="checkbox"/> Third Eye has Elder Papers |
| <input type="checkbox"/> Colossal Weapon | <input type="checkbox"/> Imperial Traitor | <input type="checkbox"/> Shallow digging into the Empire | <input type="checkbox"/> Traps in the penumbra |
| <input type="checkbox"/> Dark Church, Kemet monsters | <input type="checkbox"/> Incomplete Hunt | <input type="checkbox"/> She is a Good Giant Golem | <input type="checkbox"/> Twisted Nature |
| <input type="checkbox"/> Dillsgar acts free; the Ironhand is corrupt | <input type="checkbox"/> Ironhand Exposed | <input type="checkbox"/> Shortfall ignorance | <input type="checkbox"/> Vandanamalika Down! |
| <input type="checkbox"/> Dim Light | <input type="checkbox"/> Irrecoverable Dwarven Glory | <input type="checkbox"/> Spreading the Disease | <input type="checkbox"/> Wharfers Saved |
| <input type="checkbox"/> Dorsian Forge: rebuilt | <input type="checkbox"/> Kemet and Third Eye are allies | <input type="checkbox"/> Super-portal opened | <input type="checkbox"/> Wharfugee is wrecked |
| <input type="checkbox"/> Draconic Ritual is not performed | <input type="checkbox"/> Kemet enslaving on the west coast | <input type="checkbox"/> Strong kemet presence on the Seas | <input type="checkbox"/> Wounded Worm |
| <input type="checkbox"/> Dwarven Heirloom | <input type="checkbox"/> Kemet Prophecies | <input type="checkbox"/> Talessa's Acquaintances | <input type="checkbox"/> Yamanoma stamped from the War |
| <input type="checkbox"/> Dwarven Secrets | <input type="checkbox"/> Kolbjörn plans: unimpeded | <input type="checkbox"/> Tameranum and foresight for the Kemet | <input type="checkbox"/> You have the War Machine |
| <input type="checkbox"/> Dwarven treasures remain lost | <input type="checkbox"/> Lighthouse down, Central Sea lost | <input type="checkbox"/> The Bridge is lost | <input type="checkbox"/> You made a Pact with the Arachne |
| <input type="checkbox"/> Endless Darkness | <input type="checkbox"/> Lighthouse is Guarding the Sea | <input type="checkbox"/> The Draconic Ritual is Complete | <input type="checkbox"/> Yrizard is dead |
| <input type="checkbox"/> Enhanced, Toxic Undead | <input type="checkbox"/> Orcs rebelling against Ironhand | <input type="checkbox"/> The Eldritch Orb | <input type="checkbox"/> 93-Ardilog |

Puzzles

I 1 2 3 4 5 6

II 7 8 9 10 11 12

III 13 14 15 16 17 18

IV 19 20 21 22 23 24

V 25 26 27 28 29 30

VI 31 32 33 34 35 36

Player Notes

Blank lined area for player notes.



SAVE SHEET





Save Sheet

We recommend using the plastic bag or any other way to store your “Save Game” to speed up the setup time. Use the following SAVE SHEET if you cannot store your Save Game.

On the elements with TWO squares to mark, use the first to indicate that you have it. The second to indicate that you remove it from your save game (for example, if you use the Ironhand Outpost ability to remove an NPC, mark this second square).

Items

LVL 1

- Heavy Armor**
- Bronzewood Mail
 - Dwarven Breastplate
 - Golden Full Plate
 - Hydra Splint Mail
 - Inquisitor's Halfplate
 - Obsidian Plate
 - Runic Breast Plate
 - Tiger Heart
 - Wyvern Scale

- Light Armor**
- Arcane Tunic
 - Basilisk Cloth
 - Cloak of Elvenkind
 - Fool's Bauronite Shirt
 - Mystic Robe
 - Nimble Vest
 - Padded Leather Armor
 - Priest's Vest
 - Unholy Cloths

- Melee Weapon**
- Bonebreaker Flail
 - Crystal Falchion
 - Dwarven Battleaxe
 - Eagle Sword
 - Emerald Sword
 - Mithral Lance
 - Quaking Hammer
 - Troll Scimitar
 - Twin Blades

- Ranged Weapon**
- Celestial Rod
 - Darts of Courage
 - Elven Bow
 - Piercing Javelin
 - Psycho Wand
 - Repeating Crossbow
 - Ruby Throwing Axe
 - Sling of Deception
 - Staff of Wizardry

LVL 2

- Heavy Armor**
- Adamantine Plate
 - Bone Splint Mail
 - Diamond Full Plate
 - Dragon Scale
 - Lion Breast Plate
 - Phoenix Defender
 - Platinum Holy Mail
 - Spiked Plate Mail
 - Sun Barrier

- Light Armor**
- Bestial Leather
 - Cloak of Resistance
 - Dark Noon Veil
 - Divine Robe
 - Everafter Cape
 - Hag's Rags
 - Inferno Tunic
 - Light Mithril Shirt
 - Terpsichorean's Shirt

- Melee Weapon**
- Speed Sai
 - Poisoned Chakran
 - Frost Axe
 - Spiked Chain
 - Flaming Sword
 - Fallen Titan
 - Nightblade Halberd
 - Greatsword of Life
 - Thundering Hammer

- Ranged Weapon**
- Exalted Rod
 - Heavenforce Rod
 - Hurling Thunder
 - Moon Staff
 - Oathbow
 - Slayer's Crossbow
 - Sonic Longbow
 - Stun Crossbow
 - Wand of Vision

LVL 3

- Heavy Armor**
- Champion's Guardian
 - Chimera Armor
 - Divine Wall
 - Exalted Full Plate
 - Golem Shards
 - Imperial Decree
 - Kraken Shell
 - Might of the Earth
 - Nature's Gift

- Light Armor**
- Assassin's Shadow
 - Elemental Essence
 - Fey's Shelter
 - Ghost Barrier
 - Kinetic Shirt
 - Saint's Robe
 - Scarab Husk
 - Thousand Eyes
 - Wolf Skin

- Melee Weapon**
- Blood Burner
 - Heart of the Mountain
 - Soul Suckler
 - The Tectonic
 - Gone With the Wind
 - Holy Avenger
 - Dragon Lance
 - Vorpal Blade
 - Stealer of Seven Lives

- Ranged Weapon**
- Bow of Ice and Fire
 - Death Hurricane
 - Flesh Seeker
 - Miracle Ankh
 - Radiant Breath
 - Trident of the Depths
 - Vicious Judgment
 - Windrose
 - Wind of Change



Heroes

Meeles

- Brute**
- Baolmu, Augur's Madwalker
 - Count Blake, the Vampire
 - Gaknak, Red Dragonblade
 - Herodotus, the Fallen Titan
 - Katar, the Barbarian
 - Morlogh, the Minotaur
 - Sedrik, the Werewolf

- Tactician**
- Garion, the Rogue
 - Harun, the Doppelgänger
 - Liana, the Pirate
 - Magenta, the Witch Hunter
 - Myr, the Assassin
 - Ravel, Arachne's Madwalker
 - Rokaru, the Samurai

- Bruiser**
- Anariel, the Swordmage
 - Ascaran, the Archangel
 - Kor'dal, the Juggernaut
 - Lordwrath, the Shadowknight
 - Ohris, the Monk
 - Renkyr, the Dragon Avenger
 - Vanarus, the Demon

- Tank**
- Grigory, the Guardian
 - Jorana, the Amazon
 - M'Bollo, the Warpriest
 - Nakral, the Death Knight
 - Rurik, the Warrior
 - Sir Erick, the Paladin

- Controller | Tactician**
- Tsuyoko, the Ninja

Ranged

- Healer**
- Azriel, Water Elementalist
 - Cheiron, Tycoon Redeemer
 - Jade, the Bard
 - Nyx, Succubus of Greed
 - Taram, the Cleric
 - Thalia, the Druid
 - Uster, the Necromancer

- Shooter**
- Avelum, the Wizard
 - Jessa, Shepherd Redeemer
 - Juliet, the Ice Sorcerer
 - Kelanyah, the Researcher
 - Niary, the Hunter
 - Vilani, Air Elementalist
 - Zanae, the Fire Sorcerer

- Controller**
- Catharina, the Witch
 - Elarine, the Telepath
 - Gazini, the Ancient Vampire
 - Lizz, the Medusa
 - Nero, the Pyromancer
 - Vaeraunt, the Mastermind
 - Yemi, the Succubus of Envy
 - Zafara, the Fallen Angel
 - Zund, the Illusionist

- Commander**
- Emperor, the Supreme
 - Lana, the Valkyrie
 - Orthus, the Warlock
 - Khloet, the Summoner
 - Oguemir, the Beast Master
 - Scara, the Weaver of Sorrow

Legendary Items and Attacks

- Light Armor**
- Legendary Armor
- Ranged Attack**
- Legendary Ranged Attack

- Melee Weapon**
- Legendary Blade
- Melee Attack**
- Legendary Meele Attack

Adventures

- A - Fisherman's Wharf
- B - A Tale of Two Cities
- C - Counterespionage
- D - Hunger and Crime
- E - Undead Infestation
- F - Hidden Plans
- G - Buried Secrets
- H - Unrest in the Forest
- I - Capital Sea Shores
- J - Evolution of the Occult
- K - Internal Affairs

- L - Aurindunnum
- M - Undead Dragons
- N - Monumental Destruction
- O - Oceanic War
- P - Bauronite and Tameranium
- Q - Attack on Titan
- R - Dangerous Games
- S - Nightmares from the Past
- T - Talessa's Tower
- U - Fear of the Dark
- V - Cragplateaus

- W - Arheimar
- X - Parliament of the Seas
- Y - Mixed Realities
- Z - Under Thaisan Fields
- AA - Dwarven Legacy
- BB - Under the Mystical Desert
- CC - Under Turtlepoint Peninsula
- DD - Department of Mysteries
- EE - Fangs and Fury
- FF - North Sea
- GG - Emotionless

- HH - Zarumag Menace
- II - Penumbral Secrets
- JJ - Save Wharfugee!
- KK - Moon Cave
- LL - Power of the Gods
- MM - One for All
- NN - Blood and Honor
- RA - Relic Hunters' Guild
- RB - Stargazing
- RC - The Lost Halls
- RD - Deeper
- RE - Head First



Save Sheet

Quests

- | | | | |
|---|--|---|---|
| <input type="checkbox"/> 1 - Fisherman's Wharf | <input type="checkbox"/> 22 - Elder Scriptures | <input type="checkbox"/> 43 - Dwarven Kingdom | <input type="checkbox"/> 64 - The Pearl |
| <input type="checkbox"/> 2 - Know Your Enemy | <input type="checkbox"/> 23 - Booby Trap | <input type="checkbox"/> 44 - Bauron's Ivory | <input type="checkbox"/> 65 - The Skull |
| <input type="checkbox"/> 3 - Burning Bridges | <input type="checkbox"/> 24 - Colosseum of Fire | <input type="checkbox"/> 45 - Kelorth | <input type="checkbox"/> 66 - Imperial Vault |
| <input type="checkbox"/> 4 - Lava Axe | <input type="checkbox"/> 25 - Vradok | <input type="checkbox"/> 46 - Dorsian Forge | <input type="checkbox"/> 67 - Altruism |
| <input type="checkbox"/> 5 - Mushrooms of Wrath | <input type="checkbox"/> 26 - Ancient Glacier | <input type="checkbox"/> 47 - Echoes | <input type="checkbox"/> 68 - Order 99 |
| <input type="checkbox"/> 6 - Night of the Living Undead | <input type="checkbox"/> 27 - Fire Pits | <input type="checkbox"/> 48 - Stone Spirits | <input type="checkbox"/> 69 - War Machine |
| <input type="checkbox"/> 7 - O Captain, my Captain! | <input type="checkbox"/> 28 - Lighthouse | <input type="checkbox"/> 49 - Gazing into the Abyss | <input type="checkbox"/> 70 - Gullog's Dream |
| <input type="checkbox"/> 8 - Out of Control | <input type="checkbox"/> 29 - Ship Raid | <input type="checkbox"/> 50 - Pact | <input type="checkbox"/> 71 - Wharfugee on Fire |
| <input type="checkbox"/> 9 - Third Eye | <input type="checkbox"/> 30 - Thyra | <input type="checkbox"/> 51 - Portal Defense | <input type="checkbox"/> 72 - Zarumag |
| <input type="checkbox"/> 10 - Welcome to the Jungle | <input type="checkbox"/> 31 - The Astrolabe | <input type="checkbox"/> 52 - The Map | <input type="checkbox"/> 73 - Garden Exfiltration |
| <input type="checkbox"/> 11 - Grassroot Cathedral | <input type="checkbox"/> 32 - Titanic | <input type="checkbox"/> 53 - Battleship | <input type="checkbox"/> 74 - Overkill |
| <input type="checkbox"/> 12 - Outunmoor's Swamp | <input type="checkbox"/> 33 - Trip(ping) to the Past | <input type="checkbox"/> 54 - The Beach | <input type="checkbox"/> 75 - Moles |
| <input type="checkbox"/> 13 - Halfling Village | <input type="checkbox"/> 34 - Uphill Battle | <input type="checkbox"/> 55 - Sand Castle | <input type="checkbox"/> 76 - Pylons |
| <input type="checkbox"/> 14 - Timberburg, Ghost Town | <input type="checkbox"/> 35 - Witch Hunt | <input type="checkbox"/> 56 - Darkness | <input type="checkbox"/> 77 - Sacrifice |
| <input type="checkbox"/> 15 - The Sword | <input type="checkbox"/> 36 - If two heads are better... | <input type="checkbox"/> 57 - Breath of Life | <input type="checkbox"/> 78 - Ashes |
| <input type="checkbox"/> 16 - The Violin | <input type="checkbox"/> 37 - Prison Break | <input type="checkbox"/> 58 - Freedom | <input type="checkbox"/> 79 - Déjà-rève |
| <input type="checkbox"/> 17 - Honorable Fever | <input type="checkbox"/> 38 - The Crystal | <input type="checkbox"/> 59 - Illusions | <input type="checkbox"/> 80 - Penumbra |
| <input type="checkbox"/> 18 - Silent Assassin | <input type="checkbox"/> 39 - Azymor | <input type="checkbox"/> 60 - Psycho | <input type="checkbox"/> 81 - Rout |
| <input type="checkbox"/> 19 - Portal Ejection | <input type="checkbox"/> 40 - The Bridge | <input type="checkbox"/> 61 - Shooting for the Moon | <input type="checkbox"/> 82 - Council of Four |
| <input type="checkbox"/> 20 - Synoikismos | <input type="checkbox"/> 41 - Dark Lab | <input type="checkbox"/> 62 - Sorroweaving | |
| <input type="checkbox"/> 21 - Ancient Court | <input type="checkbox"/> 42 - Extraplanar Journey | <input type="checkbox"/> 63 - The Orb | |

NPCs

Initial	Week 1	Week 2	Week 3
<input type="checkbox"/> Ironhand Diplomat	<input type="checkbox"/> Bethada, Shaman Warrior	<input type="checkbox"/> A'Laafia, in Equilibrium	<input type="checkbox"/> Bederma, Gloomfolk Scout
<input type="checkbox"/> Ironhand Diplomat	<input type="checkbox"/> Byot, Maestro Transmuter	<input type="checkbox"/> Brighid, Spiritual Healer	<input type="checkbox"/> Guepadra, Soulborn Kemet
<input type="checkbox"/> Ironhand Diplomat	<input type="checkbox"/> Galender, Weapondancer	<input type="checkbox"/> Celya, Wasteland Dryad	<input type="checkbox"/> Halthidon, Half-Elf Assassin
<input type="checkbox"/> Ironhand Investigator	<input type="checkbox"/> Edhell Lisprolis	<input type="checkbox"/> Felicia, Secret Agent	<input type="checkbox"/> King Sundaryll
<input type="checkbox"/> Ironhand Investigator	<input type="checkbox"/> Ephilia, Imperial Mage	<input type="checkbox"/> Hoffbün, Trapmaster	<input type="checkbox"/> Kraad, Imperial Hunter
<input type="checkbox"/> Ironhand Investigator	<input type="checkbox"/> Gustigh Redfield, Noble	<input type="checkbox"/> Jyudo, Wandering Monk	<input type="checkbox"/> Major Simpson
<input type="checkbox"/> Ironhand Medic	<input type="checkbox"/> Hei Láng, the Challenger	<input type="checkbox"/> Mila, Turncoat Wharfer	<input type="checkbox"/> Naverth, Elven Agent
<input type="checkbox"/> Ironhand Medic	<input type="checkbox"/> Isumi Katohi	<input type="checkbox"/> Razun, Cleric of Order	<input type="checkbox"/> Shoshazza, Air Elementalist
<input type="checkbox"/> Ironhand Medic	<input type="checkbox"/> Ixxita of Mad Nightmares	<input type="checkbox"/> T'Latto, Bodyguard	<input type="checkbox"/> Thana, Death Knight
<input type="checkbox"/> Ironhand Negotiator	<input type="checkbox"/> Jagrav, the Poltergeist	<input type="checkbox"/> Tribin, Halfling Leader	<input type="checkbox"/> Vániah, the Charmer
<input type="checkbox"/> Ironhand Negotiator	<input type="checkbox"/> Konnorian, Dragonblade	<input type="checkbox"/> Valérie, Fire Elementalist	<input type="checkbox"/> Wynna, Relic Hunter
<input type="checkbox"/> Ironhand Negotiator	<input type="checkbox"/> Wraga of the Spinning Axes	<input type="checkbox"/> Vazanko, the Hajal Banker	<input type="checkbox"/> Zhelahra, Boon of the Seas
<input type="checkbox"/> Ironhand Researcher		<input type="checkbox"/> Vharzog, Tsvetan Orc	<input type="checkbox"/> Zirtaeb, Savage Hunter
<input type="checkbox"/> Ironhand Researcher		<input type="checkbox"/> Yggor, Cleric of Chaos	
<input type="checkbox"/> Ironhand Sergeant	Week 6	Week 5	Week 4
<input type="checkbox"/> Ironhand Sergeant	<input type="checkbox"/> Ananab, Community Sage	<input type="checkbox"/> Aribella, Amazon Leader	<input type="checkbox"/> Bonas Weyrdo, High Minister
<input type="checkbox"/> Ironhand Sergeant	<input type="checkbox"/> Azmodhar, the Researcher	<input type="checkbox"/> Artibeus, Druid	<input type="checkbox"/> Bromeliad, the Copycat
<input type="checkbox"/> Ironhand Soldier	<input type="checkbox"/> Bauron's Favor	<input type="checkbox"/> Captain Brakaan, Smuggler	<input type="checkbox"/> Cheryl, the Bladedancer
<input type="checkbox"/> Ironhand Soldier	<input type="checkbox"/> Kyomoro, Chiyori Samurai	<input type="checkbox"/> Captain Dorro, Swashbuckler	<input type="checkbox"/> Gideoni, High Cardinal
<input type="checkbox"/> Ironhand Soldier	<input type="checkbox"/> Major Brook	<input type="checkbox"/> Fernando, the Erudite	<input type="checkbox"/> Hertay, Champion of Bauron
<input type="checkbox"/> Ironhand Spy	<input type="checkbox"/> Ronin Kojiki	<input type="checkbox"/> Gale, Third Eye Operative	<input type="checkbox"/> Hocugius, Wonderworker
<input type="checkbox"/> Ironhand Spy	<input type="checkbox"/> Talessa, Queen of Dragons	<input type="checkbox"/> Grace Sung, Astromage	<input type="checkbox"/> Lin, Merc Recruiter
<input type="checkbox"/> Ironhand Spy	<input type="checkbox"/> Tamera's Blessing	<input type="checkbox"/> Ragnor, Rurik's youngest	<input type="checkbox"/> Oz, Cirrus Headhunter
<input type="checkbox"/> Ironhand Spy	<input type="checkbox"/> Twin Tigers	<input type="checkbox"/> Randrum, Rurik's first-born	<input type="checkbox"/> Rigilia Choween
		<input type="checkbox"/> Saezz Skyborn	<input type="checkbox"/> Tavark, Kolbjörn Mercenary
		<input type="checkbox"/> Trygue, Werebear	<input type="checkbox"/> Tellatius of the Whisperers
		<input type="checkbox"/> Ukhumliim Stronghope	<input type="checkbox"/> Thistle, the Storyteller
		<input type="checkbox"/> U'Tibam, the Constructor	<input type="checkbox"/> Yviah, the Frost Giant Queen

Resources



GOLD



WOOD



GEM



IRON

MINIATURE TRAYS REFERENCE



Miniature Trays Reference

TANARES ADVENTURES, TRAY 1



- | | |
|----------------------------------|----------------------------------|
| 01 - Lana, the Valkyrie | 15 - Lordwrath, the Shadowknight |
| 02 - Pegasus | 16 - Anariel, the Swordmage |
| 03 - Khloet, the Summoner | 17 - Magenta, the Witch Hunter |
| 04 - Mummy | 18 - Kemet Warrior (2x) |
| 05 - Gladius | 19 - Grigory, the Guardian |
| 06 - Scara, the Weaver of Sorrow | 20 - Reaper (4x) |
| 07 - Orthus, the Warlock | 21 - Gullog, the Deathbringer |
| 08 - Cerberus | 22 - Ghoul (2x) |
| 09 - Oguemir, the Beast Master | 23 - Kemet Necromancer (2x) |
| 10 - Beast | 24 - Kemet Archer (2x) |
| 11 - Herodotus, the Fallen Titan | 25 - Kemet Spy (2x) |
| 12 - Nyx, Succubus of Greed | |
| 13 - Yemi, the Succubus of Envy | |
| 14 - Nero, the Pyromancer | |

Miniature Trays Reference

TANARES ADVENTURES, TRAY 2



- 26 - Specter (2x)
- 27 - Goblin (2x)
- 28 - Spider (2x)
- 29 - Basilisk (2x)
- 30 - Cultist (2x)
- 31 - Lady
- 32 - Farmer
- 33 - Kemet Berserker
- 34 - Halfling Rider (2x)

- 35 - Dwarf (2x)
- 36 - Barrel (3x)
- 37 - Zombie (2x)
- 38 - Construct (2x)
- 39 - Harpy (2x)
- 40 - Gargoyle (2x)
- 41 - Aberration (2x)
- 42 - Fiend (2x)
- 43 - Elemental (2x)

Miniature Trays Reference

TANARES ADVENTURES, TRAY 3



- 44 - Ogre
- 45 - Lizz, the Medusa

Miniature Trays Reference

PENUMBRAL PACK, TRAY 1



- 01 - Lypoec, the Penumbra Dragon
- 02 - Anger (2x)
- 03 - Fear (2x)
- 04 - Greed (2x)
- 05 - Envy (2x)
- 06 - Pain (2x)

Miniature Trays Reference

PENUMBRAL PACK, TRAY 2



VILLAIN PACK

- 07 - Gazini, the Ancient Vampire
- 08 - Vaeraunt, the Mastermind
- 09 - Tsuyoko, the Ninja
- 10 - Kor'dal, the Juggernaut
- 11 - Spider (2x)
- 12 - Ghost Lord
- 13 - Ebitan (Zombie)
- 14 - Shield (Golem)
- 15 - Skeleton Lord
- 16 - Goblin (2x)

MYSTICAL PACK

- 17 - Harun, the Doppelgänger
- 18 - Emperor, the Supreme
- 19 - Huradrin, the Shaman
- 20 - Zalir, the Scholar
- 21 - Sara, the Seer
- 22 - Imperial Tiger

CHARACTER PACK

- 23 - Kelanyah, the Researcher
- 24 - Soulborn (male)
- 25 - Taii'maku (male) (2x)
- 26 - Gloomfolk (female)
- 27 - Cirrus (male) (2x) + wings
- 28 - M'Bollo, the Warpriest
- 29 - Soulborn (female) (2x)
- 30 - Cirrus (female)
- 31 - Taii'maku (female)
- 32 - Gloomfolk (male) (2x)

CLASS PACK

- 33 - Gaknak, Red Dragonblade
- 34 - Baolmu, Augur's Madwalker
- 35 - Ravel, Arachne's Madwalker
- 36 - Vilani, Air Elementalist
- 37 - Jessa, Shepherd Redeemer
- 38 - Azriel, Water Elementalist
- 39 - Cheiron, Tycoon Redeemer
- 40 - Sedura, Blue Dragonblade

Miniature Trays Reference

VILLAIN PACK TRAY



- | | |
|----------------------------------|----------------------|
| 01 - Vaeraunt, the Mastermind | 06 - Ebitan (Zombie) |
| 02 - Tsuyoko, the Ninja | 07 - Spider (2x) |
| 03 - Gazini, the Ancient Vampire | 08 - Skeleton Lord |
| 04 - Kor'dal, the Juggernaut | 09 - Goblin (2x) |
| 05 - Ghost Lord | 10 - Shield (Golem) |

MYSTICAL PACK TRAY



- | | |
|---------------------------|------------------------------|
| 01 - Emperor, the Supreme | 04 - Huradrin, the Shaman |
| 02 - Imperial Tiger | 05 - Harun, the Doppelgänger |
| 03 - Sara, the Seer | 06 - Zalir, the Scholar |

CHARACTER PACK TRAY



- | | |
|-----------------------------|-------------------------------|
| 01 - M'Bollo, the Warpriest | 07 - Taii'maku (male) (2x) |
| 02 - Gloomfolk (female) | 08 - Soulborn (male) |
| 03 - Cirrus (male) + wings | 09 - Kelanyah, the Researcher |
| 04 - Cirrus (male) | 10 - Gloomfolk (male) (2x) |
| 05 - Cirrus (female) | 11 - Soulborn (female) (2x) |
| 06 - Taii'maku (female) | |

CLASS PACK TRAY



- | | |
|---------------------------------|-------------------------------|
| 01 - Gaknak, Red Dragonblade | 06 - Vilani, Air Elementalist |
| 02 - Baolmu, Augur's Madwalker | 07 - Jessa, Shepherd Redeemer |
| 03 - Cheiron, Tycoon Redeemer | 08 - Sedura, Blue Dragonblade |
| 04 - Azriel, Water Elementalist | |
| 05 - Ravel, Arachne's Madwalker | |

Miniature Trays Reference

LEGENDARY BOX, TRAY 1



- | | |
|---------------------------------|---|
| 01 - Ohris, the Monk | 13 - Vanarus, the Demon |
| 02 - Renkyr, the Dragon Avenger | 14 - Ascaran, the Archangel |
| 03 - Liana, the Pirate | 15 - Morlogh, the Minotaur |
| 04 - Myr, the Assassin | 16 - Count Blake, the Vampire |
| 05 - Nakral, the Death Knight | 17 - Kor'dal, the Juggernaut (Villain Pack) |
| 06 - Sir Erick, the Paladin | 18 - Gazini, the Ancient Vampire (Villain Pack) |
| 07 - Zanac, the Fire Sorcerer | 19 - Ebitan (Zombie) (Villain Pack) |
| 08 - Juliet, the Ice Sorcerer | 20 - Skeleton Lord (Villain Pack) |
| 09 - Jade, the Bard | 21 - Shield (Golem) (Villain Pack) |
| 10 - Uster, the Necromancer | 22 - The Dragon Avatar |
| 11 - Zund, the Illusionist | 23 - Ghost Lord (Villain Pack) |
| 12 - Elarine, the Telepath | |

Miniature Trays Reference

LEGENDARY BOX, TRAY 2



- 24 - Dwarf Ghost (4x)
- 25 - Zombie (4x)
- 26 - The Emperor's Tiger
- 27 - The Faceless Emperor
- 28 - Harun, the Shapeshifter

- 29 - Vampire (4x)
- 30 - Skeleton (4x)
- 31 - Golem (4x)
- 32 - Orc (4x)

Miniature Trays Reference

LEGENDARY BOX, TRAY 3



- 33 - Wall 4x1 (9x)
- 34 - Single Door (3x)
- 35 - Wall 3x1 (4x) + Wall 2x1 (2x)
- 36 - Big Door (2x) + Single Door
- 37 - Wall 5x1 (5x)
- 38 - Lever (2x)
- 39 - Baleroth, the Diabolo
- 40 - Hanirac, the Hydra

Miniature Trays Reference

SCENARIO PACK TRAY



- 01 - Hook
- 02 - Tome
- 03 - Key
- 04 - Torch
- 05 - Banner (6x)
- 06 - Malign Tower (4x)
- 07 - Tombstone (4x)
- 08 - Pillar (6x)
- 09 - Hurdle (4x)
- 10 - Square Barricade (2x)
- 11 - Portal (4x)
- 12 - Palisade (2x)
- 13 - Bulwark (2x)

Miniature Trays Reference

ARENA CORE BOX, TRAY 1

! DISCLAIMER:
The hero miniatures in this picture are from the first kickstarter (not the upgraded ones you are receiving), but their positions are the same. In future updates of this document, we will replace the figures with the upgraded version.



- | | |
|--------------------------|-------------------------------|
| 01 - Rurik, the Warrior | 07 - Sedrik, the Werewolf |
| 02 - Jorana, the Amazon | 08 - Katar, the Barbarian |
| 03 - Garion, the Rogue | 09 - Thalia, the Druid |
| 04 - Rokaru, the Samurai | 10 - Taram, the Cleric |
| 05 - Niary, the Hunter | 11 - Catharina, the Witch |
| 06 - Avelum, the Wizard | 12 - Zafara, the Fallen Angel |

Miniature Trays Reference

ARENA CORE BOX, TRAY 2

! DISCLAIMER:
There is a mistake on the component list of Arena the Contest. It comes with 10 colored rings, not 12 (the game uses only 10 rings).



- | | |
|---------------|---------------|
| 13 - Warlord | 19 - Soldier |
| 14 - Sentinel | 20 - Sniper |
| 15 - Sentinel | 21 - Soldier |
| 16 - Sentinel | 22 - Soldier |
| 17 - Sniper | 23 - Sentinel |
| 18 - Sniper | |

ARENA THE CONTEST - PLACING THE TILES ON TRAYS



Arena the Contest - Placing the Tiles on Trays

Follow this guide to store your trays in the bottom insert. There are 4 steps.

ARENA CORE BOX, BASE TRAY, STEP 1



- | | |
|-----------------------|------------------------|
| 01 - Walls 4x1 (9x) | 07 - Lava 2x1 (2x) |
| 02 - Wall 2x1 (2x) | 08 - Levers (2x) |
| 03 - Tokens | 09 - Prisoners (3x) |
| 04 - Ruins 2x2 (4x) | 10 - Orbs (2x) |
| 05 - Quest Items (4x) | 11 - Single Doors (4x) |
| 06 - Chests (3x) | |

Arena the Contest - Placing the Tiles on Trays

ARENA CORE BOX, BASE TRAY, STEP 2



12 - Wall 3x1 (4x)
13 - Ruins 4x2 (2x)
14 - Stairs (2x)

15 - Lava 3x1 (2x)
16 - Altar (4x)
17 - Big Doors (2x)

Arena the Contest - Placing the Tiles on Trays

ARENA CORE BOX, BASE TRAY, STEP 3



- | | |
|--------------------------------------|--------------------|
| 18 - Wall 5x1 (5x) | 20 - Lava 3x3 (2x) |
| 19 - Lava 2x2 (4x) - above ruins 4x2 | 21 - Portal (4x) |

Arena the Contest - Placing the Tiles on Trays

ARENA CORE BOX, BASE TRAY, STEP 4



22 - Dragon Miniature

23 - Lava 4x2

TANARES ADVENTURES - PLACING THE TILES ON TRAYS



Tanares Adventures - Placing the Tiles on Trays

TANARES ADVENTURES, BASE TRAY, STEP 1



01 - Ice 2x1 (4x)

Tanares Adventures - Placing the Tiles on Trays

TANARES ADVENTURES, BASE TRAY, STEP 2



02 - Ice 2x2 (4x)

Tanares Adventures - Placing the Tiles on Trays

TANARES ADVENTURES, BASE TRAY, STEP 3



- 03 - Hook Token
- 04 - Tome Token
- 05 - Torch Token
- 06 - Key Token

Tanares Adventures - Placing the Tiles on Trays

TANARES ADVENTURES, BASE TRAY, STEP 4



- 07 - Ice 3x3 (2x)
- 08 - Place any miniature or component you wish (example: Medusa)
- 09 - Ice 4x2 (2x)

Tanares Adventures - Placing the Tiles on Trays

TANARES ADVENTURES, BASE TRAY, STEP 5



10 - All four 6x6 tiles (Prison, Library, Lab, Armory)

Tanares Adventures - Placing the Tiles on Trays

TANARES ADVENTURES, BASE TRAY, STEP 6



11 - The two 8x6 tiles (Camp, Catacomb)

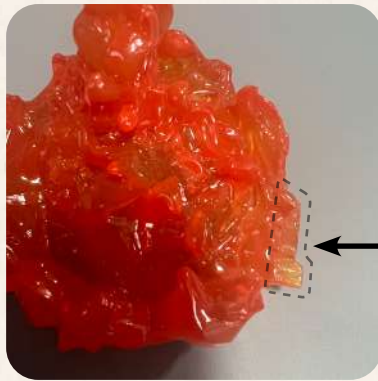
ASSEMBLING THE GOLD DRAGON



Assembling the Gold Dragon



Step 1
Starting at the mouth. Fit the plastic fire like this.



Step 2
Rotate the fire until the fitting is near the slot to place it in the dragon's tail.



Step 3
The plastic fire is a little malleable. You can moderately force the plastic fire into the mouth so the fitting can be pushed into the slot on the dragon's tail. This should be a snug fit so it doesn't fall out easily.



Step 4
Now it is ready to burn the heroes.

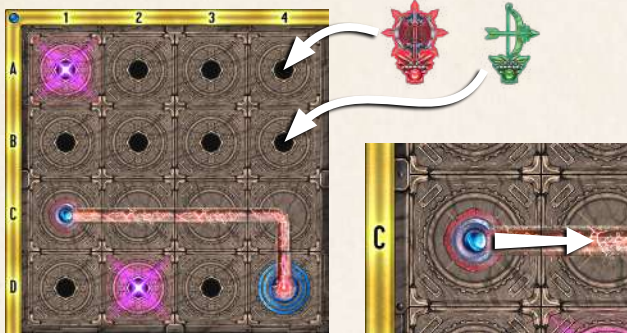
LEARNING THE LOCK PUZZLES



Learning the Lock Puzzles

HOW DOES THIS KIND OF PUZZLE WORK?

You place the available pins in the inserts. Then, the ball starts rolling toward the other edge, following the red path.



WHAT DO YOU NEED TO DO?

Destroy all magnets (purple places) without destroying the ball.



The first puzzles only have the Trap pin and the Watch Tower Pin.

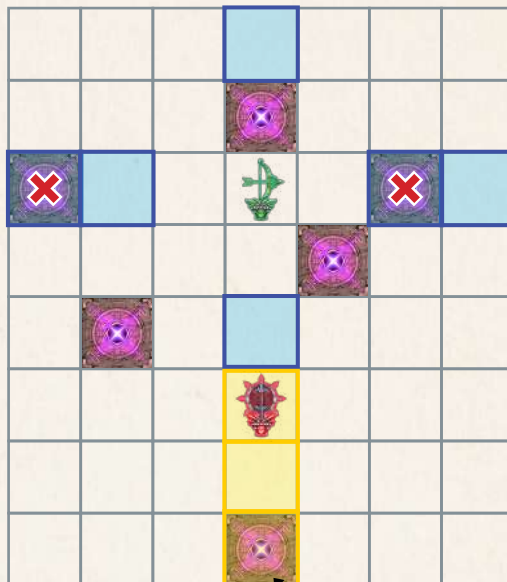
You first insert the Trap Pin, then the Watch Tower Pin (in this sequence).



When you insert the Trap Pin, it destroys **everything** adjacent to it **except other Pins**. And its effect is continuous (if the ball passes adjacent to it, you lose as the ball is destroyed).



The Watch Tower Pin destroys all **magnets** (purple squares) in all 4 straight lines **for the adjacent squares to this pin**. Requires vision (ball and other pins block it). This effect is continuous.

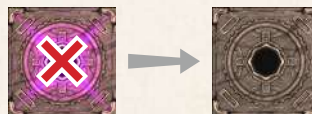


not affected

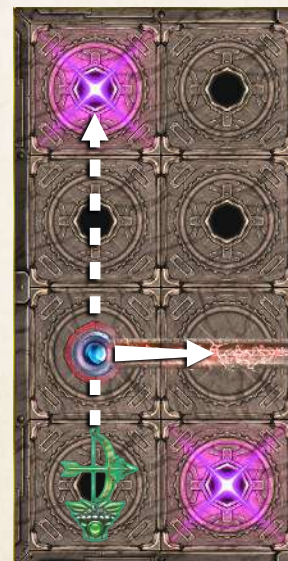
□ = Watch Tower Pin range. Notice the Magnetics near the bottom will not be destroyed because the Trap Pin blocks vision.

Two IMPORTANT DETAILS:

Remember, if you destroy a Magnetics (purple square) with the Trap Pin, it opens an insert where you can place the Watch Tower Pin.



If the ball is blocking the Watch Tower's vision to a Magnetics initially, when it starts rolling towards the other edge, it will not stop anymore, and the Magnetics will be destroyed.



FAQ



If I enjoy the board game, will I be able to get other content (like the Legendary Box or Miniature & Cards)?

Yes, we are studying the best way to offer them next year. But they will be offered soon.

Which campaign should I start playing first, Tanares Adventures or Arena the Contest?

It depends on your preferences. Both are challenging and have a good narrative. Arena is lighter and easy to teach to casual players. Tanares is best for people who enjoy and have already played dungeon crawlers.

We recommend Tanares because it is much more strategic. The Journal makes you feel like you are playing a “mini RPG,” Skill Tree allows you to actively play during the entire game session (even in other’s turns), and the Kemet Hunt makes the game’s difficulty perfect for you.

When do I upgrade the Skill Tokens?

At the end of each week, after the World Phase, you will check the City Book to upgrade your Skill Tokens and get more consequences of your decisions.

How can I track monsters with the same color during a combat?

Utilize the rounded and hexagonal bases and tokens to efficiently track each villain (so the rounded token is related to the villain with the rounded base) . This will help you quickly identify the HP token associated with the corresponding enemy.

USEFUL LINKS



Useful Links

Hero Compendium

https://dragorigames.com/tanares/hero_compendium.pdf

Rulebook

<http://www.dragorigames.com/tanares/rulebook.pdf>

Save Sheet (black & white)

https://dragorigames.com/tanares/save_bw.pdf

Save Sheet (color)

https://dragorigames.com/tanares/save_color.pdf

Campaign Log (black & white)

https://dragorigames.com/tanares/log_bw.pdf

Campaign Log (color)

https://dragorigames.com/tanares/log_color.pdf