

APOCALYPSE

ADVENTURE BOOK





CHRONICLES OF DRUNAGOR
AGE OF DARKNESS
APOCALYPSE



ADVENTURE BOOK

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UNDERSTANDING YOUR CAMPAIGN



The long wait is over and *Apocalypse* has finally come upon us! In addition to introducing new Monsters, Equipment, and Character Progression to your *Age of Darkness* Corebox, it also presents a new Campaign format.

In this one, your party won't play all the Adventures in order until the narrative is complete. Instead, the consequences of the Heroes' choices and for their victories and/or losses in key battles will connect Chapters just like a trail of crumbs.

However, one important thing needs to be highlighted: Your party's progress through the Chapters of a Campaign hasn't changed. That is, whenever you finish an Adventure, you must advance to the next Chapter, the same way you did before. From Chapter 4 you advance to 5, for example. The difference is in the "branching points".

Whenever a point of divergence is reached, the game will give you a clear instruction to skip a Chapter. If it forces you to move from Chapter 6 to 8, for example, you must ignore Chapter 7. Whenever this is the case, of course, you must do so, and you must mark the skipped Chapter as if you had played it (you don't get any rewards for that).

Keeping track of a Campaign where you will sometimes advance from Chapter to Chapter and sometimes skip one, however, can be somewhat tricky. Bearing this in mind, a new component was designed to make your party's navigation through the *Apocalypse* Campaign easier: The Story Record.

STORY RECORD

The Story Record is a sheet with the same purpose as your Campaign Log, but it is intended to record your party's choices and your Campaign's "world state", rather than those of a single player.


Nevertheless, your Story Record will register wider pieces of information, such as your party's Chapters (completed or skipped), thus keeping an updated record of your path forward; the composition of the Runes on the Initiative Track, in case you wish to make a more thorough record of the state of your game between one Sequential Adventure and another; and the Bosses' Health points (in case you need to start a fight again).



Here are all the details about your Story Record:

- 1. Party Name:** An epic Campaign requires an epic name. Here, we're Safeguard Corporation (SGC for short), by the way.
- 2. Legacy Trail:** Represented by four forces, the consequences of your actions influence your party and the world around it. This Trail also marks the progress of your party in relation to the acquisition of unique rewards: the Legacy Skill cards.
- 3. Followers:** Throughout your journey, your party may encounter some Characters who, like you, have their own reasons for actively participating in this fight, and who might want to join you. These Characters are called Followers. Whenever you find one, you must write down their name here, as they will follow your party until the game says they are dismissed or defeated in battle.
NOTE: Although they might be similar, Cohorts are not Followers. Therefore, since they are dismissed between Adventures (including Sequential ones), you don't need to register them here.
- 4. Adventure Track:** In these spaces, you'll record all the Chapters of your *Apocalypse* Campaign. Every time you complete or skip one, fill in the appropriate slot. By doing so, you'll always know that the next Adventure you must play is the next unfilled slot on the Track.

- 5. Rune Track Composition:** Sequential Adventures will be more frequent in *Apocalypse*. Because it is a shared party element, a space to note this was added to the Story Record. This is where you can record the number of Runes on the Initiative Track at the end of each Adventure of this type.
- 6. Hero of Daren Background and Traits:** Some decisions may be influenced by your history, established in your *Age of Darkness* Campaign. To record some of them and establish the narrative memory of your choices for your *Apocalypse* Adventures, you will be instructed to fill in this information before starting your Campaign.
- 7. Outcomes:** As has happened a few times in your *Age of Darkness* Campaign, the decisions made by your party may reverberate from one Adventure to the next. When this is the case, the game will instruct you to write down an Outcome and you must use this space to do so.
- 8. Unfoldings:** This element is new in *Apocalypse*. At the end of each Act, you will be instructed to read an Interlude designed to adjust the world state of your Campaign. As the name suggests, these Unfoldings will check the consequences of your actions and how they affect the evolution of your story, of Drunagor, and even your Character's progression.




STORY RECORD

1 PARTY NAME _____

2 LEGACY TRAIL
 PERSEVERANCE: ○○○ DOOM: ○○○
 TRAGEDY: ○○○ HEROISM: ○○○

4 ADVENTURE TRACK
 ○1 ○2 ○3 ○4a ○4b ○5 ○6 ○7
 ○8 ○9 ○10 ○11 ○12 ○13 ○14 ○15 ○16

5 RUNE TRACK COMPOSITION






3 RECRUITED FOLLOWERS _____

6 HERO OF DAREN BACKGROUND AND TRAITS
 FOLK HERO REDEEMER
 KNIGHT OF AMIRA PASSIONATE

7 OUTCOMES
(OUTCOMES REMAIN IN EFFECT FOR THE ENTIRE CAMPAIGN UNLESS SOME OTHER EFFECT CHANGES THEM.)

STATUS
(STATUSES ARE REMOVED DURING THE NEXT CAMP PHASE.)

UNFOLDINGS/ EPILOGUE

FIRST ACT 	SECOND ACT 	THIRD ACT 	FOURTH ACT (EPILOGUE) 
<p>8</p>			

SEQUENTIAL ADVENTURES

Many of the Adventures in your party's journey will be Sequential Adventures.

As usual, such Adventures record the game state at the end of a Chapter and use that information for the next Chapter. Since this mechanic was developed to simulate the effects of the wear and tear of one long Adventure, agility (*not to be confused with haste*) in achieving goals can be an interesting strategy.

That is to say, the more Runes a party returns from the board to the bag in the fewest possible number of rounds, the smaller the composition of the Rune Track will be for a possible Commander or Boss Fight. Thus, the strategic counterweight of staying one more round in an empty room to prepare for the next one must be taken into account when your party has the ability to do so.

Choosing a very safe combat approach could lead your party to run out of Rune time, while an advance without strategic planning, can be dangerous. After all, Runes that were not removed from a Pile of Runes are returned to the Initiative Track and not to the bag.

The secret, as always, is to know how to balance and decide whether it is the right moment to rest and prepare, to step up and abandon some Runes, or to maintain the rhythm.

In *Apocalypse*, whenever an Adventure is in a sequence (that is, if the Chapter that follows uses the game state at the conclusion of the current Chapter), this symbol will appear in the header:



ADDING OR REMOVING PLAYERS

Every player who loves Dungeon Crawlers knows that, from time to time, a new member appears to change the party and a new space at the table must be created in the middle of a Campaign. When this is the case, the information in this section will help you add (or remove) a party member without affecting the balance of the system, your gaming experience, or the outcome of your Campaign.

You can check the details below on what to do (and what not to do) when you reform your party to add or remove a player:

REMOVING A HERO

Sometimes, bad things happen: a party member ends up caught in the traps of life and will no longer be able to be present at every game session. It's also possible you started a solo Campaign and, over time, you realized that controlling two or three Heroes was too much to handle, so you decide to remove a Hero. Immediately, a question arises: what will be done with their loot?

Perhaps contrary to how it appears, not all of that Hero's resources would be inherited by their party. Consumable Items can be stashed and redistributed among other Heroes. However, Equipment awarded as Spoils of the Veteran (those that replace Camp Items) must be discarded.

Such a balance is necessary, since Equipment is designed according to the number of players rather than the number of actions or consequences that unfolded during an Adventure. Therefore, with the exception of Consumable Items, all of the removed player's resources must be returned to the box.

ADDING A NEW HERO

First of all, it's good to know the design intent behind your Campaign: *Apocalypse* is an expansion that takes place after the completion of the events that took place in *Age of Darkness*. It was intended to be about the return of a Hero from their retirement, forced to fight again the enemy they imagined they had defeated before.

The preface at the start of the *Apocalypse* Campaign attempts to convey the Hero's feelings through a narrative approach. The Hero of Daren, the one you represent in the game, relives the exploits of the past, as you create a character that has many resources representing the experience gained by your Hero. However, this process of building a character might be long. If you had to go through this every time you add a new member to the party, it would be too much work and not much fun.

That's why we've listed below all the rewards a Hero will receive right at the start of the Campaign. Once this starting point has been established, in the following topic, we will work on the progression so that they match your party's current level:

- **Hero Board** (8 base Skills)
- **Hero Initiative** card (5 starting Action Cubes)
- **Dungeon Role** cards I and II

- **3 Level 1 Skills** learned
- **1 Level 2 Skill** learned
- **4 Class Abilities** learned
- **2 pieces of Apocalypse Starting Gear**

The details you need to know (or remember) about each of these features can be found in the *Age of Darkness* Rulebook, pages 7 to 9. To summarize, at the end of this process, your hero will have 9 AC. It is important to note that they will not get any more during this Campaign.

MATCHING A NEW HERO TO YOUR PARTY

Once the new character has been created (as if they were going to start the Apocalypse Campaign), the next step is to match them to your party's experience.

In order to do so, check in the table below the rewards this Hero should receive to be equal to the other Characters in your party. Details regarding a game feature that does not belong to the *Age of Darkness* Rulebook (*like Skill Upgrades, for example*) can be found in their respective sections in the Book of Rules and Interactions.

ONE-SHOT ADVENTURES

As much as *Apocalypse* has given greater focus to the game as a Campaign, it is still possible to play it in a more casual way, in sessions of a single Adventure as presented on page 52 of the *Age of Darkness* Rulebook.

However, due to the strong connections that are formed between the Chapters of an Act, this experience can end up too distorted and some care is necessary to avoid this break in immersion and game fluidity.

So, instead of establishing that any Chapter can be played in One-Shot mode, we have selected 5 of them (*the first of each Act*) for which the experience of the two modes will be most similar—the so-called "One-Shot Friendly Adventures".

Naturally, before playing an advanced Adventure, your party will need to level their Heroes according to the intended difficulty for that Chapter, simulating the progression they would have if they were playing in Campaign mode.

Check the table below for the rewards that each Hero will need to have IN ADDITION to all those mentioned when creating a Character for the *Apocalypse* Campaign.

Table - One Shot Friendly Adventures		
Chapter	Friendly	Rewards
Chapter 01	✓	Only the rewards received for creating the Character
Chapter 02	✗	1x Skill Upgrade
Chapter 03	✗	1x Skill Upgrade
Chapter 04a or 04b	✗	1x Skill Upgrade, 1x Spoils of the Veteran (Standard) Equipment,
Chapter 05	✗	1x Skill Upgrade, 1x Spoils of the Veteran (Standard) Equipment, 1x Class Ability (to a total of 5)
Chapter 06	✓	1x Skill Upgrade, 1x Spoils of the Veteran (Standard) Equipment, 1x Spoils of the Veteran Equipment Upgrade, 1x Class Ability (to a total of 5)
Chapter 07	✗	2x Skill Upgrade, 1x Spoils of the Veteran (Standard) Equipment, 1x Spoils of the Veteran Equipment Upgrade, 1x Class Ability (to a total of 5)
Chapter 08	✗	2x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 1x Spoils of the Veteran Equipment Upgrade, 1x Class Ability (to a total of 5)
Chapter 09	✗	2x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 1x Spoils of the Veteran Equipment Upgrade, 2x Class Ability (to a total of 6)
Chapter 10	✓	2x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 2x Spoils of the Veteran Equipment Upgrade, 2x Class Ability (to a total of 6)
Chapter 11	✗	3x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 2x Spoils of the Veteran Equipment Upgrade, 2x Class Ability (to a total of 6)
Chapter 12	✗	3x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 2x Spoils of the Veteran Equipment Upgrade, 3x Class Ability (to a total of 7)
Chapter 13	✓	3x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 3x Spoils of the Veteran Equipment Upgrade, 3x Class Ability (to a total of 7)
Chapter 14	✗	4x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 3x Spoils of the Veteran Equipment Upgrade, 3x Class Ability (to a total of 7)
Chapter 15	✓	3x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 3x Spoils of the Veteran Equipment Upgrade, 3x Class Ability (to a total of 7)
Chapter 16	✗	4x Skill Upgrade, 2x Spoils of the Veteran (Standard) Equipment, 3x Spoils of the Veteran Equipment Upgrade, 3x Class Ability (to a total of 7)

TAKING IT EASY

Your *Apocalypse* Campaign is a direct expansion that takes place chronologically as if it were your 29th *Age of Darkness* Adventure. Therefore, naturally, the challenges your party will face won't seem so easy, especially in the beginning.

If you're feeling like it's hard to get ahead in the game, don't worry. The perception of increased difficulty is natural, given the number of interactions that the *Chronicles of Drunagor* system has. We have made an effort to reduce the number of decisions at the beginning of the Campaign, and we have tried to simplify the processes as much as possible, but, even so, the amount of information can be overwhelming for a more casual party.

Whenever this is the case and you want to have an experience that is more focused on narrative outcomes and a little less on the tactical part of combat, you can use some strategies to reduce the perception of difficulty for your party.

We even recommend that you do so whenever you need to replay a Chapter: after all, playing the same Adventure for the third time can be more tiring than fun.

INCREASING TRAUMA CUBE LIMITS

One of the simplest and most effective ways to reduce difficulty for the players is a minor change in the Trauma Cube limits that a Hero can hold before being defeated.

As a rule, each Hero can hold one Trauma Cube. When they receive a second, they are defeated and the Adventure ends in failure. Some Skills acquired by players during the game may allow them to hold more Trauma Cubes before being defeated, of course, but if you prefer, you can simply increase this amount by one to make the game less tense. Thus, each Hero could hold two Trauma Cubes. When they receive a third, they are defeated and the Adventure ends in failure. A simple and elegant solution.

Naturally, the abilities that allow a Hero to hold more Trauma Cubes continue to function normally. Note that when playing in a team of five players, you may find that you run out of Trauma Cubes.

NOTE: The opposite also applies. If you want to have an even more challenging experience, try reducing the number of

Trauma Cubes each Hero can hold by one. Thus, as soon as they receive their first Trauma Cube, they would be defeated and the Adventure ends in failure.

EMPOWERING TIE-BREAKING

Another simple way to reduce the difficulty of your Campaign is to establish that, when executing the Special Action provided by the **"Special Mechanic – Tie Breaker"**, a Hero receives FOCUS 1 AND CLEANSE 1 instead of having to choose between the two benefits.

Much of the difficulty provided by the **"Special Mechanic – Tie Breaker"** Action consists of the dynamics between winning Rune time at the cost of Cube Actions. This helps you not fail Adventures, but contributes nothing to reducing the threats on the board.

If your Hero manages to win this Rune time while managing their losses through Recall Actions and adding FOCUS, in the end, they will be able to mitigate the delay and complicated decision-making that this mechanic was developed to provoke.

This way, you will be able to effectively deal with threats on the board and manage your party's chances of failing an Adventure at the same time.

RELEARNING

Sometimes, some Skills or Class Abilities seem spectacular and attract the attention of players. However, when they try them in practice, they end up realizing that these effects are not so useful or do not fit their playing style.

Whenever a party feels that this process may be happening and that this may be the reason an Adventure fails, one way to correct this problem may be to run a Relearning. That is, by re-choosing a reward received for completing an Adventure or even during the construction of the character.

Out of the three suggestions presented in this topic, Relearning does not directly affect the balance of the system itself, but instead the tactical options a player can use, which may better suit an adventure or player's playing style.

The exchange of a Skill or Equipment is often enough to make a Hero completely different in the eyes of the player.



ENTERING THE APOCALYPSE...

Your Apocalypse Campaign starts here.

At this point, you don't need to pick up any other components of your game yet. Everything you need to do, and when, will be instructed during this preface. Your party will then be ready to begin the journey with the narrative excerpt "Prologue".

If you don't know Chronicles of Drunagor and haven't played the Age of Darkness Campaign, we recommend that you complete the Corebox "Start Here" first, as it will teach you the basics of the game.

In the following section, you will find questions that will lead you to make decisions based on some of the previous Campaign's events. Therefore, having played it beforehand can make your experience richer. However, don't worry: you can always make a choice even if you haven't played the Age of Darkness Campaign or if you don't remember the decisions you made.

To get started, take a Story Record sheet and keep it at hand. Your party will use it to take notes of your choices and the rewards and conditions you acquire for the Campaign.

So, choose your Hero, get all their basic components (model, Hero Board, Initiative Card, Action Cubes, Health Tracker, and Campaign Log) and prepare your playing area.

Important: If you have not yet read the "What is New" section in the Apocalypse Book of Rules and Interactions, we recommend that you do so before starting your Campaign. This section will be important to update you on the recent changes to some of the system rules, as well as give you information on new features such as Furnitures and the new progression of your character.

Finally, read the Hero of Daren tale brought to us by Kellam, the Umbralian Bard:

"Good evening, ladies and gentlemen! Fellow Umbralians, body and soul! My name is Kellam. Today, this humble artist will tell the story of a very famous character who—I do not confirm or deny—may even be here among us now..." An eloquent bard cheers and craves the curiosity of a tavern audience! "This Hero has fought their way up to the top, they were destined for great things. Everyone who knew the witty child they once were said that they would have a splendid life as a grown up, but they had no idea what was to come..."

Mark the **Folk Hero** Background on the Story Record.

Then, each Hero chooses a **Dungeon Role to play and picks up their first two cards (I and II). After that, you will be able to change your Dungeon Role every time you visit Camp. Take note that you will never learn any Skills on the third card (III) during your Apocalypse Campaign. You can store those in the box if you prefer.**

"However, as if fate had found a way to prove all of them right, albeit in the wrong way, our hero grew up aspiring to a different life than the one their parents had imagined for them, and thus became an adventurer. A looter's life can be exciting, after all. But, the emergence of the Darkness has made this the most dangerous profession of all. At first, no one knew what that creeping tar really was, nor the terrible things it did to anyone who crossed its path. Such ignorance led many adventurers to accept almost any job dealing with it, unaware that they were headed towards their doom."

"These were the enemy's first victims. Among them, there was someone very close to our protagonist; the one who would eventually introduce them to the infamous enemy for the first time. At first, our Hero thought that their corrupted loved one was hurt, sick, possessed even... As if there was any remedy for that strange behavior."

"Even though they tried their best, our protagonist was unable to make an empty carcass listen to reason. They had no alternative but to take the life of the person they loved the most, in order to prevent them from fulfilling a nefarious destiny."

"The Doctrine took some time to understand what the Creatures of Darkness really were, and by the time they finally did, the damage had already been done: Countless inland villages had already fallen under the judgment of the powerful Undead King and his executioners, much like that loved one. Both these monsters and their victims were nothing but tools used by the great villain."

"This painful confrontation was the first faced by our hero on a journey that they did not yet know they were going to embark upon. In the end, it would change the lives of all Darenians, including ours. Devastated by guilt, they ran away, but no one can simply escape themselves..."



Each Hero learns three **Level 1 Hero Skills**. Take the appropriate color cubes for them. (Each learned Skill provides you with a cube that matches the color of the Skill tree associated with it, even if it is Passive).

"Fate led our hero to an early confrontation with the great villain of our story, but their glorious destiny had only just begun to be revealed—even though they didn't want to accept it at first!"

"Our protagonist survived, but they were not willing to pursue their tormentor and preferred to try to stay away from it all. And it was by trying not to get involved that they ended up getting involved for good: Having accepted a job here in Umbral, far from Valarai and away from the concerns of the Doctrine, our hero imagined that they would be of help to those most in need, a purely altruistic and unpretentious gesture. However, they arrived here precisely on the fateful night when Luccanor docked with his corrupted Seawing at the pier. Once again, our hero was forced to act to prevent an even greater tragedy."

"But they had come to escort our good old Tharmagar, the mad alchemist, from the tower at the foot of the lighthouse back to the Cathedral of the Setting Sun. Little did they know that the notorious scholar had other plans..."

Each Hero learns one **Level 2 Hero Skill** among the Skill trees where they have already learned Level 1 Skills. (Each learned Skill provides you with a cube that matches the color of the Skill tree associated with it, even if it is Passive.) At this point, your Hero should have a total of nine Action

Cubes. Take note that until the end of the Campaign, your Hero will not receive any additional Action Cubes.

"As he knew that the Undead King was not just any villain, Tharmagar persuaded our reluctant protagonist to help him resume some research he had begun twenty years before but had never finished. The hero accepted, as they mistakenly believed that this would be the last task they would do in the service of the Doctrine. Truth be told, by then our hero was too involved to simply turn their back on the suffering of so many people they had encountered along the way. A part of them believed that it was through helping others that they could find peace for a broken heart..."

"Or was our hero simply unable to stay away from the tempting promises the Darkness had made? The truth was yet to come, but the probations and temptations would certainly be plenty!"

"Together, the scholar and our protagonist faced battles in the city of the Draconians, in the Underground Galleries of the Ragnar Mountains, in the valleys of picturesque communities... All of this took place before they arrived in Valarai and completed what was supposed to be their 'last task'."

"In the end, a bond of trust had been forged between the two, a deep connection in this terrible moment that would be known as the 'Age of Darkness'. For the services provided, our protagonist was awarded the title that we have since come to know them by: Hero of Daren. At this point, they were no longer considered an amateur adventurer..."



Each Hero learns **four Class Abilities**. To learn a Class Ability higher than Level 1, you must have learned the Level 1 Class Ability from the same tree first (and also Level 2, if it is a Level 3 Class Ability). It's important to remember that you can learn both Level 2 Class Abilities from the same tree if you wish, and you are not obliged to learn the Level 2 Class Ability from a tree before moving to another tree.

"From that moment on, the testimonies become unreliable, but they all share one thing in common: the Hero of Daren embarked on a new journey, a transcendental one, in which the Setting Sun itself revealed to him how to defeat the Undead King."

"Although they found answers, the High Priest and his Small Council doubted the veracity of our hero's claims, due to the unorthodox methods used by the scholar Tharmagar in order to discover the truth: a Valkyrian Spirit Away—In a reality as volatile as that of the world of dreams and spirits, everything may be nothing but an illusion, a personal sensation."

"At the risk of being branded apostates, the two disobeyed the Doctrine's guidelines and fled Valaraj, for they knew that the future of all Drunagor depended on their success in this task. The fate of these noble adventurers, ladies and gentlemen, was the capital of the Mage-King Ulthar and the occasion you know well: the terrible Siege of Nera!"

The Hero of Daren's journey through the Spirit Realm was marked by many encounters (some unexpected, others, not so much) in that idyllic world. On one of these occasions, someone they found there asked them for an overt favor. Before completing their Campaign, the Hero was faced with the possibility of doing this favor, but they may have changed their mind and decided not to do so. If you want to have done the spirit a favor, mark the **Passionate Trait** on the Story Record. Otherwise, if you prefer not to have done so, just continue reading without marking it.

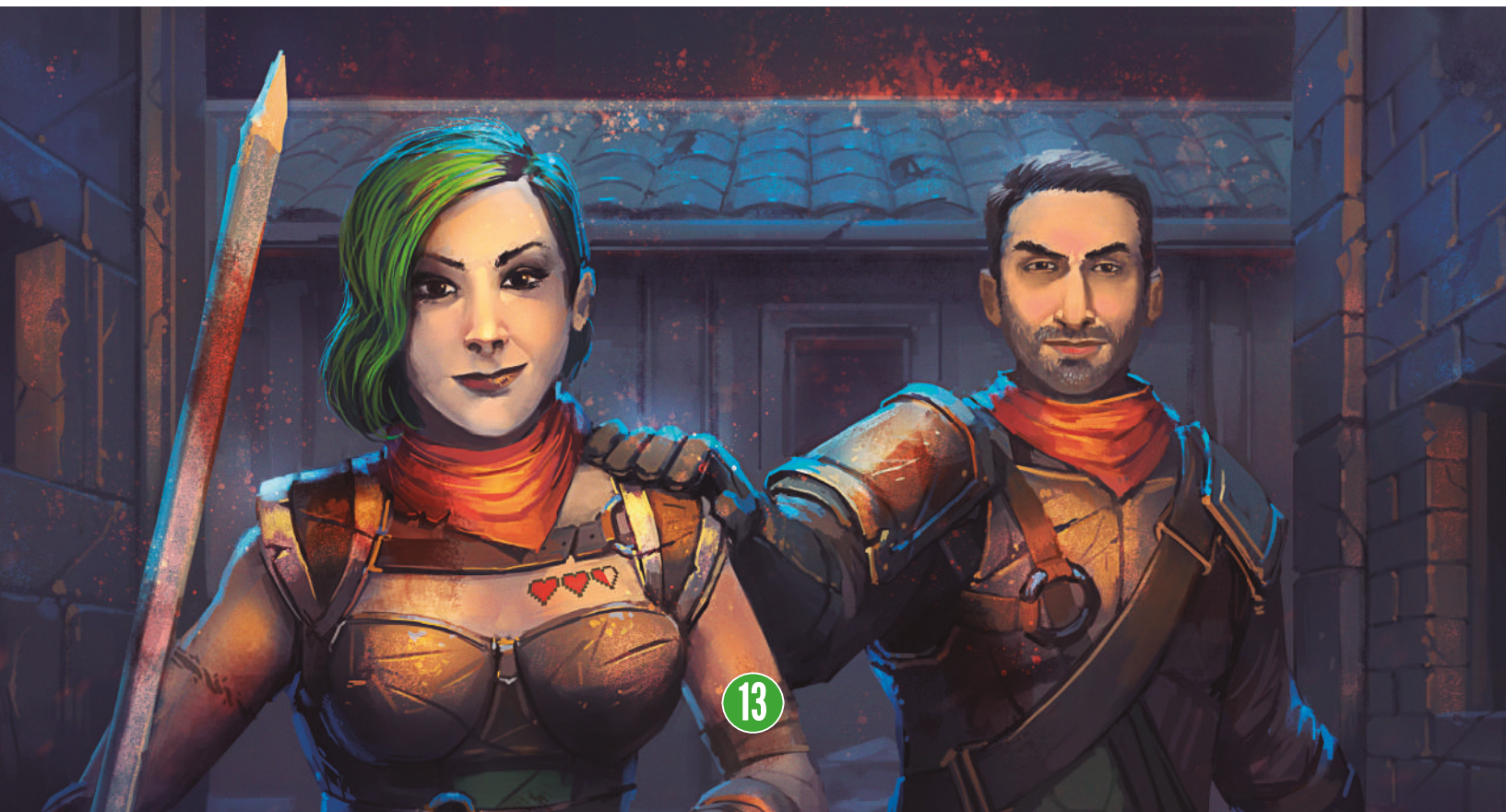
"Our songs recall this event as a triumphant victory: a battle that lasted for weeks, which was won thanks to the unwavering resilience of the Amirans and the invaluable help of the Hero of Daren. As far as the good ones say, Tharmagar and our protagonist performed a 'sacred ritual' to imprison the spirit of the Undead King in the royal mausoleum of the Nera catacombs, where they were finally able to defeat the great villain, once and for all. However, even though Drunagor's champions were seen reaping due credit in the ceremonies that followed this victory, something very unfortunate must have happened on that occasion. After all, following the battle, neither they nor the scholar were ever the same again..."

At this point, the Hero of Daren, who had accompanied Tharmagar on his journeys, may have made a choice that changed their future forever. If you wish you had made this choice, replace the **Folk Hero Background** with the **Knight of Amira Background** on the Story Record. Otherwise, if you prefer not to do so, just continue reading without making this change.

"In the following weeks, as the former adventuring companions went their separate ways, Sultan Xandross, ruler of Shaddanay, sent messengers in search of the famous Hero of Daren: Darkness had reached the Desert of Hellscar. The Doctrine had not yet noticed, as they were completely focused on the battle against the Undead King."

"The Kingdoms of Daren were too weak to send aid, but the great champion of Drunagor would never leave the desert peoples helpless! Once there, our protagonist became aware of the terrible situation in which Hellscar's survivors found themselves: expelled from the desert, crammed into the capital, almost devoid of provisions."

"Risking the future of the Efreeti and the countless nomadic desert tribes, the warleaders of all the cultures of the



sands decided to launch a single onslaught against the natural fortress where the villainy was hiding: the lair of Wermungdir, an old and mythological creature and the patron of that region."

"The battle was not easy, and countless lives were lost, but once again, the Hero of Daren prevailed. Although this was one of the most difficult battles of their career, as not all of the comrades recruited by the Sultan returned, the enemy was defeated and the deserts were purged of corruption again. What happened to the patron of the sands of Hellscar is a mystery, but the Dunedancers of Hellscar have said that the Hero didn't have to kill it. Wermungdir survived, and so did the desert."

If you played the **Desert of Hellscar** expansion, you may take all of the **Epic Items** from that expansion **except the Weapon of the Ancients** and add them to your Stash. Heroes on your team can equip those at this time. Also, mark the **Redeemer Trait** on the Story Record. Otherwise, if you haven't played this expansion—or prefer not to have done so—just continue reading without taking these actions.

NOTE: Heroes taking Epic Items might feel a little overpowered in the first few scenarios of this Campaign.

"Weeks later, while our protagonist finally enjoyed their well-deserved rest, the call to arms surprised them again. This time, baffling visions of fire made them believe that a possible ally could still be in Daren, dormant. But reality proved to be much sadder: Aral'Hezec, the dragon in flesh, was indeed hidden in the Burning Steppes, but the enemy had reached him first, just as had happened to Wermungdir. Proud and belligerent, the peoples who lived there were not even aware of the threat they faced."

"For them, it was as if the Undead King's Age of Darkness had never ended. And truth be told, for the Hero of Daren it seemed to be the same thing. Once again, they responded to a call for help. Our champion broke into the lair of the evil creature and slaughtered it before it could spread terror across Daren, which had barely begun to heal its scars from the Undead King. With a heavy heart for having slain such a formidable creature, the Hero of Daren returned to Valarai. This would be the last time they would march to face the Creatures of Darkness, the Hero swore... But they should have known better..."

If you played the **Rise of the Undead Dragon** expansion, you may take the five **Epic Items** from that expansion and add them to your Stash. Heroes on your team can equip those at this time if you wish. Otherwise, if you haven't played this expansion—or prefer not to have done so—just continue reading without taking these actions.

NOTE: Heroes taking Epic Items might feel a little overpowered in the first few scenarios of this Campaign.

"It was then, ladies and gentlemen, that I heard the most incredible rumor of all. I am sure you will doubt my words: in an attempt to flee from the past, the Hero of Daren has

moved here, to the Jewel of the Free Peoples! People say that they used part of their treasure to set up a warehouse, and that today, almost two years after the beginning of their journey, the Hero lives modestly on everyday exchanges. Some say that they have seen them, and that they have gained weight and grown old. In just two years! Well, people can say anything..."

"Now between us, can you imagine, that the Hero would actually keep a weapon under the counter, eagerly awaiting the day when Daren would need their services again?"

Each Hero takes a **Weapon** and **Armor** from the **Apocalypse Starting Gear (Retirement Gear)** according to their proficiencies. During the Campaign, whenever your Hero disposes of this Starting Gear, you will be able to recover it during the Camp Phase.

"Well, with this incredible story I say goodbye to you, my most esteemed audience. I hope you had as much fun as I did reliving the facts and, perhaps, the good laughs we had this evening will help ward off the evil spirits that are haunting our beaches again. Remember, at the slightest sign of 'sweat' symptoms, stay home and stay safe. This may not be the first time we have faced the Lucannor Plague, but it certainly won't be our last... May Daren always prevail!"

And with thunderous applause, Kellam finishes his majestic performance.

At the end of this process, each Hero should have:

- 9 Available Action Cubes (colors may vary according to the Skills they have learned);
- 3 Level 1 Hero Skills learned;
- 1 Level 2 Hero Skill learned;
- 4 Class Abilities learned;
- The Cards I and II from the chosen Dungeon Role;
- 2 pieces of Apocalypse Starting Gear.
- They may or may not have the Epic Items acquired in the first two AoD expansions.

This is the standard starting point for the Apocalypse Campaign.

Just one more thing—before you start your Apocalypse Campaign, remove the **Cosmic Gemstone** and **Forgotten Treasure** Consumable Item cards from the Chest deck and replace them with one copy of **Artisan's Tools** and one copy of **Treasure Trove**. This change is permanent, so you can store the replaced cards.

Now that you've completed this step and prepared your character and your party's Story Record, you're ready to start your Apocalypse Campaign. The next step is to read the Prologue: it will lead you into the first Chapter of the first Act — Plague.

Have a great game!

PROLOGUE

The anniversary of the Undead King's fall is approaching. But for you, the Hero of Daren, retirement has arrived—A privilege few heroes survive to enjoy, to be sure. The Darkness has been gone for months, and it is as if it had never existed. Your victory was celebrated across the continent. Swapping your sword for the plow, or rather, for the scales, life couldn't seem more peaceful to you...

Spring is dawning after a harsh winter, suggesting rebirth; but many fields remain empty. The battle for Daren cost a third of the farmhands, and the famine that followed wasn't more severe only for the same reason. Garrisoned in their stone houses, all the Lords are in a cold sweat, not knowing what to do. These will be difficult times for everyone, but in the port city of Umbral, your new home, the situation is even worse: The sweating disease has returned.

The tragedy brought about by the arrival of the Seawing is repeating itself. Collectors cross the districts, pushing wagons crammed full both day and night without rest. The people are confined to their precarious residences, deprived of even their clothes and sheets, which are incinerated on pyres in

the middle of the street. Curious eyes peek through cracks in the windows, intrigued by the work of the supposed healers who were hired to smoke out the contaminated houses, as if that was the solution.

How can these people live like this? Prisoners in their own homes, without clothes, blankets, and surviving on crumbs distributed by the Council of Merchants' task force? You go to the streets, but your help isn't welcome. Not by the rulers. Your constant interference has earned you the nickname "troublemaker," but you don't care. You display it with pride whenever you face an inhumane situation in progress.

And this is what the last few days have become. From renowned champion, you became a volunteer in the fight against the outbreak of a disease that insists on not disappearing. Your glory days may be behind you, but you are still a hero. One of that other kind, those who don't wear capes, but no less important.

But then, one night, after the eighth day, everything changes...





ACT 1 – PESTILENCE

CHAPTER 01 – A FRIENDLY VISIT

As if it would split in half, the world shakes.

It shakes so hard and for so long, that a minute lasts an hour, and it is as destructive as a catapult bombardment. Buildings beyond count are brought to the ground and a thick cloud rises. You can't stand up. Not even a dwarf could.

As soon as the tremors calm a bit, you grab your coat and rush outside the joyful tavern you were in, knowing that you won't rest tonight. This time, you know everything will be different.

It will be even worse...

Desperate screams fill the silence left by the crashes. But you were already expecting that. What you didn't imagine is that, right there, in front of you, an emerald mist would descend from the celestial darkness, mixing with the dust and smoke that seem to have no end.

And that isn't all.

Your spine freezes as your ears catch sickening grunts you've never forgotten. But that is not possible. It doesn't make any

sense.

Why here?

Why now?

Why again?

Could you be hearing things? No, you aren't.

The black miasma that brought you fame and took your life away creeps through the piles of rubble and, sure as where there's smoke, there's fire: the Creatures of Darkness soon follow. Your eyes can hardly believe that they are looking at those same shapeless silhouettes, after so long. Wasn't that crisis over? Did you miss something?

Overwhelmed, you know that only one person can help you understand all this. Someone you haven't seen in a long time.

Yes, you know who can help, and you go to meet him...



DARKNESS SPAWNING RULE – Sower Cultists:

In this Adventure, the Darkness treats all **Sower Cultists** as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*), place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated*), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.



SPECIAL PREPARATION – STIRRING DARKNESS:

Before starting to play this Adventure, take 5 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the map).

SPECIAL PREPARATION – DARKNESS NODES:

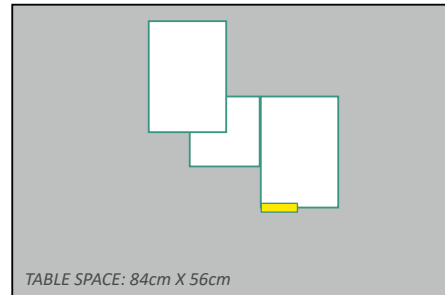
As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup, if any), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.





SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. Also, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL RULE – LOCKED DOORS:

Door #01 is locked until the last enemy is defeated.



-  1 Chest Token
 -  2 Pile of Crates Tokens
 -  1 Sower Cultist
 -  1 WM: Shadow Witch - **Champion**
-
-  2+: GM - **Champion**
 -  2+: WM: Shadow Witch - **Champion**
 -  3+: Sower Cultist
 -  4+: GM - **Champion**
 -  5+: Sower Cultist

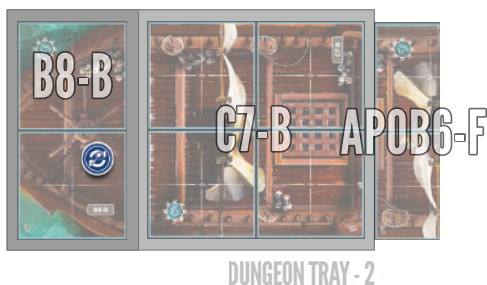
SPECIAL MECHANIC – ADRIFT

The tide formed by the collapse of the building revealed something you hadn't realized: The ship is adrift! If she strays too far from the reef, you will no longer be able to reach the Wharf Square and hence Tharmagar's workshop.

A race against time will start now, and the moment any Hero can no longer reach the Square or the reef that surrounds it, the Adventure ends in failure.

First, remove Bridge BR1-F and all the First Setup's elements from the board. Any character who was on top of Bridge BR1-F when it is removed is shoved to a square adjacent to the end of the bridge on Map C7-B and suffers **KNOCK DOWN**.

Then, place a Recurring Interaction token as shown in the illustration below.



 1 Recurring Interaction Token: **Page 44**

Now, place a Special Event token on top of the Initiative card of the Hero who opened Door 02 as a reminder. Starting on their next turn, whenever the Initiative Marker reaches their card again and after they finish their turn, you must move the ship a little further from the dock. To do so, grab both Dungeon Trayz 2 with Map tile APOB6-F between them and drag them horizontally one area (blue square) away as shown in the illustration below:

STARTING POSITION



FIRST MOVEMENT



SECOND MOVEMENT



After you do this for the fourth time, the Heroes will no longer be able to reach the docks due to the distance between the stern of the boat (Map tile B7-B) and Map C3-B. When this happens, you must remove the ship and all elements on her from the board. Characters removed this way are considered defeated while any Runes removed must be placed on the Initiative Track.

Then, after you read all these instructions carefully, you may continue to play the Adventure.



CUTSCENE – BULLIES GONNA BULLY

Only a brief moment after the last of the creatures has been defeated—and the way to Tharmagar's workshop seems to be clear at last—a deafening crash interrupts the night as another old mansion crumbles across the square.

The flames are relentless tonight, but they aren't solely responsible.

From the rubble emerges the menacing figure of a mighty Commander of Darkness, unlike any you have ever seen. Spurred on by the skills it has witnessed, it now only has eyes for you, having finally found an opponent who can equal it...

Summon the **Underworld Flyer** Scenario Commander with **CP 2+(2xP)** on the Runed Circle on Map tile APOE-4F. If you have an **Overlord**, you may summon them instead. When this enemy is defeated, read **"End of the Adventure – Fair and Square"** on page 19.

Then, if the **"The Umbralian Guardsman"** Interaction is resolved, you may just continue the Adventure. Otherwise, if it is still on the board, read the Resolution below:

...however, it can't help but notice the weakened guardsman. A proud Creature of Darkness like it may enjoy a challenging battle, but nothing compares to the delight of murdering helpless prey.

From now on, the **Underworld Flyer** treats the Interaction token as if it were Furniture and thus, it will crush it if it end its movement on top of it. If it does, read **"Cutscene – An Act of Cruelty"** on page 19.

Finally, you may continue to play the Adventure.



CUTSCENE – AN ACT OF CRUELTY

The fight proves itself as challenging as you imagined. Few adventurers would dare to stand up to an Overlord face to face as you have done before and now do again—and even fewer would survive to tell the tale. A feat that filled you with glory, but also with hubris. You might know how to handle this level of threat, but the same isn't true for everyone.

Especially for a dying person.

Taking advantage of a careless moment, your adversary lunges at its helpless prey, capturing it underfoot. Then, facing you as if to provoke you, it grabs the man from the ground by the neck, lifts him into the air as high as its arms can reach, and then delivers the killing blow by squeezing his throat. And so, without letting out a peep beyond the disconcerting sound of his neck snapping like a twig, the guardsman dies, fading away in the grasping creature's hands.

Empowered by the gruesome display, the Overlord renews its resolve, becoming more dangerous than ever.

The **Underworld Player** gets stronger. It gains 8 Health per Hero (this health can exceed its starting total) and draws 1 additional Attack card.

Then, you may continue to play the Adventure.



END OF THE ADVENTURE – FAIR AND SQUARE

The fight against that monster was intense, but once again you prevail, and the Wharf Square finally seems safe. At least for now.

Wasting no time, you make your way through rubble, pyres of flaming linens and robes, and signs of struggle; until you reach the gates of Tharmagar's workshop, the same place where the tide threw you almost two years ago.

In haste, you grab the iron rings and slam them hard against the wood, calling out the scholar's name. The delay in response makes you anxious, until you consider something obvious: maybe he was going to meet you too!

Before you can lament the irony of this story you've fabricated in your mind, the portal opens—but the eyes that answer you aren't old ones. On the contrary, they are young, blue, and belong to one of the most beautiful women you have ever seen.

"By the Grace of the Six, Hero, I'm glad you're here!" Demera Kaz, the spirit mentor of the Valkyries of Hel, invites you inside...

Congratulations, the Adventure ends here! You can now proceed to the Camp Phase and read "**After the Adventure – Spirit Away**" aside.



AFTER THE ADVENTURE – SPIRIT AWAY

Around the hearth and holding a tea cup, you and the Valkyrie chat. Your hands are shaking. You aren't as used to adrenaline as before, it's true, but that isn't the only reason.

"I'm sorry, Hero, I should have come to you earlier," Demera justifies herself, but you have a hard time accepting that she complied with Tharmagar's imprudent request. As she once said, at his age, a trip to the Spiritual Realm is very dangerous. If not lethal.

Does this have anything to do with the attack? Would the Valkyrie herself really know the answer to that question? Intrigued, you ask. "He went looking for Yithzak..." She remains reticent.

And you are deeply angry. Demera shouldn't have done that. She had no right. The Undead King is dead and gone, and should have stayed that way. Tharmagar was instrumental in the fight, as were you, but that didn't give him the right to put everything on the line. Not after so much suffering.

You lift your finger toward the Valkyrie, crafting a stern lecture in your head, but before the first word escapes your tongue, a grunt echoes from the corner of the room, where the old man lies amid incense sticks.

"Hero... Is that you?" He gasps, as sweat runs down his face.

"Tharmagar, wait, calm down..." Demera promptly sits beside him and takes his hand gently, offering her support. "Your body is very weak. If you make too much effort, you may not be able to recover."

"So... Let this be my last testament... Or my silence will do for all of us."

You can now read "**Interlude – The Apocalypse**" on page 20. You will find instructions on how to proceed to the next Chapter at the end of it.



REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.





INTERLUDE – THE APOCALYPSE

Surrounded by everyone's apprehensive looks, Tharmagar does the thing he likes most: talking everyone's ears off. You and the Valkyrie listen like this could be his last words and, when he finishes, you would prefer not to have heard any of it.

Nevertheless, you have no choice—because Daren is in danger once again...

Yithzak, as the old man still calls the Undead King, was indeed defeated, but that isn't the whole story. After becoming that vile creature, the former scholar spent the last two decades advancing the nefarious enemy's agenda—although he had many talents, he wasn't really his own master.

Traveling across Daren as a mortal, he carefully planted seeds even as he shared meals among those people he would later put in danger. The Darkness didn't follow him during this task, and he did not even rely upon his necromancy. He was disguised, and there wasn't anyone who could look at the man and realize the evil he was doing, let alone prevent it.

Then, the time for harvesting arrived, and the enemy came out from the shadows. The Age of Darkness seemed to be the beginning of the end, and that was exactly how it would unfold: Only the beginning.

Daren was victorious, and every weed that emerged from the ground was rooted out. But not all of the seeds had sprouted. The most dangerous, wombs that would give birth to the Varatash nobility, continued to slumber for there wasn't sufficient sacrifice to awaken them.

These seeds have hunger for only one type of suffering, because they were created to embody terrors from humanity's ancestors; so even the unbridled carnage of the Undead King was not enough to feed them fully. Each of these so-called "Varatash Knights" is bound to a single evil, and they're ordered into a hierarchy based on their destructive abilities.

As tragedies follow tragedies, they will rise up, one by one; bathing the land in their illnesses, killing without distinction. This process won't happen all at once, but once it starts, they won't stop until they fulfill their prophetic purpose: the annihilation of all life.

These are the true enemies of Drunagor. The warriors built to win the battle that Narang'Erel stopped with her sacrifice.

The Undead King's defeat slowed the process, because many Creatures of Darkness faltered when their patron

was destroyed. No matter though, the job was done, the slumbering seeds were awakened. There's only one last thing for the enemy to do: nurture the seeds according to their unique tastes.

This delay is all that your past victories have granted to Daren.

Tharmagar's words leave you concerned. He shared many revelations for you to reflect upon and understand. However, when he starts to prophesize about upcoming events, you feel your heartbeat flutter in your chest:

"The first of these Knights will rise when the land is soaked by the suffering of plague victims, for it is the Horseman of Pestilence. As such, he will unleash unimaginable evils upon us—and that will make him so powerful there won't be any other option, save for running.

"Frightened, people will turn against each other, because this is what they do when fear comes upon them. Then, the second monster will rise, for it is the Horseman of War—and every time people murder themselves for the ownership of anything, the blood shed upon the land feeds it.

"Then, after so many have died that the nations are unable to fight against each other, they will realize that only a few young ones remain and the fields were forsaken, reclaimed by nature. Starving, there won't be any child or elder able to survive, for the pleasure of the third conqueror, the Horseman of Famine.

"Deprived of meaning, life won't have any value left, and those who are left behind will be melancholic and lonely, wandering as hollow husks. Many will make attempts against their own lives, but even if they don't, it's certain that sooner or later they will face the last of the tormentors, the Horseman of Death, who's also their master.

"Then, be it by disease, the sword, starvation, or sadness, they will claim their titles and take the life from every creature to the very last."

Demera and you look at each other, perplexed. Now, more than ever, you see that the reappearance of Darkness isn't a coincidence. The outbreak of fever, the earthquake, the presence of so many corrupted creatures like the Commander... The end has begun.

The fearful silence of you both is sufficient clue for the scholar to know what's going on. Pushing his body's limits, he keeps going, because there is something far more important to share:

"The process of waking up a Varatash like these Horsemen isn't anything easy or common, and defeating them isn't either. Destroying their bodies won't suffice to accomplish the task. Once again, you will need to find their phylacteries first.

"But not all is lost: As every lord has a castle, each of the Horsemen has their own fortress, and there in those places, inside their mockeries of throne rooms, the phylacteries are guarded. These artifacts are the source of all the power that emanates to fuel these structures, summons the vile miasma, and warrants the Horsemen's influence over the land."

From the window of Tharmagar's room, the highest point in the workshop, you look upon the impressive black obelisk that has taken over Umbral's downtown, devouring the Council of Merchants' Hall. At its top, you can see a glob of emerald light, glowing over the rooftops as strongly as a lighthouse beam. Not even the cover of night or the plumes of smoke and dust obfuscate its shining, and you know that it is what you must destroy...

In the end, Tharmagar's stubborn desire to find Yithzak one last time was the lucky move that gave Daren a chance to react.

After giving you these last instructions, Tharmagar finally allows himself to rest. Now, he must fight a battle of his own, and you can't do anything to help him. But that doesn't mean that you won't fight, too.

If the Horseman of Pestilence really is here, and everything seems to confirm it, you will need to face him. Now.

Nevertheless, another problem presents itself: Umbral's downtown is overrun with fog, mists as pale as a sickened person's face—And you don't like it, not even a bit. Crossing through it certainly won't be safe, but Demera Kaz has an unexpected solution.

Right before all this started, the old alchemist had been working alongside an inventor colleague, the infamous Maren K., who was developing an airship powered by a different kind of magic. Promising to cross the skies instead of the seas at incredible speed, the project had its revelation delayed by the outbreak of plague in the city, although it is almost finished.

The Valkyrie's proposal is bold: Use the airship to get to the top, avoiding in this way the downtown area. But even if this crazy plan works, you won't be free of dangers. The airship is anchored in the Workshop of Wonders, right at the border of the Inventors' District: a place that is densely inhabited—and is also occupied by Darkness, for sure.

Without further ado, and after thanking the spiritual master, you prepare yourself to start a new, exhausting, and challenging Campaign—for the sake of Daren.

But truth be told, you were anxious for something like this...

Now, depending on your game state, you will be directed to a specific Chapter. If your party does not have the "Friendly Advice" Outcome noted on the Story Record, you

will proceed to "Chapter 02 – The Elder's Way" as normal. Otherwise, if your party has it, read the entry below:

...However, while you regain your breath and prepare yourself to go, you remember the guardsman's words: "...the odd fog spread quickly, up the Elder's Way... Avoid it at any cost..." An alert that now seems important to pay attention to. Considering your options again, you decide to avoid the obvious path and go around the Wharf District through the Old Way. Even though longer, this path will surely be safer. Or rather, might not have any unpleasant surprises...

Skip "Chapter 02 – The Elder's Way" and proceed straight to "Chapter 03 – The Old Way" instead. Also, erase the "Friendly Advice" Outcome from the Story Record.





ACT 1 – PESTILENCE

CHAPTER 02 – THE ELDER’S WAY



Back on the streets, you take the Elder’s Way directly to the District of Inventors. A short trip normally, but many people cross your path in need of help and attention. Something you can’t give them, as you are heading in the opposite direction and have the most important task ahead of you.

Half a mile later, you find complete silence. Only the crackling of flames keeps you company. It is all very strange, and you have almost reached your destination when your eyes behold something truly out of the ordinary: a mist, pale as a bay horse and thick as a straw fire, creeping through streets and across rooftops.

Slow and steady, foot by foot, it swallows and hides everything in its path. Suddenly, no doubt attracted by some meaty scent, a mongrel walks towards the mist, determined to cross it. It enters the pale curtain snout-first, but before the tip of its joyful tail is gone, a muffled bark reaches your ears and the poor animal’s body collapses into the gutter.

It took only a single breath.

Your heart beats hard and adrenaline rushes through your body. You turn around the first corner off the main street, but there is the fog again. Behind you, the same. Pale death is everywhere. Desperate, you take the first open path you see, hoping it will lead you to the beautiful vessel that floats not so far away.

Struggling through half-open houses, down alleys, and around corners, using the sails of the tall ship as reference, you press on.

But it doesn’t take long for you to be in bad shape again...

DARKNESS SPAWNING RULE – SOWER CULTISTS:

In this Adventure, the Darkness treats all **Sower Cultists** as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*), place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated*), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – STIRRING DARKNESS:

Before starting to play this Adventure, take 5 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the map).

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

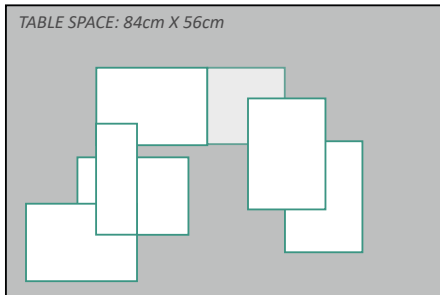
To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. Also, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL MECHANIC – PLAGUE RAID:

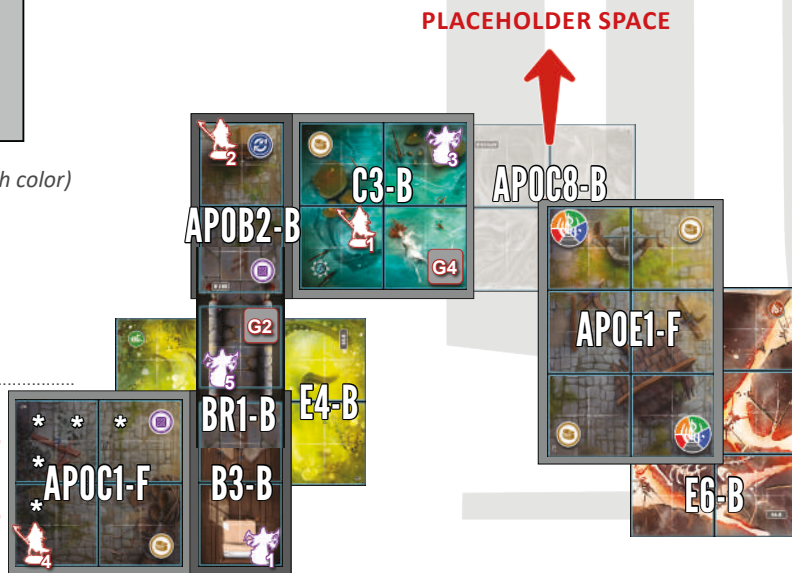
During this Adventure, there are creatures everywhere and they might attack at any time. Take the Rotten Flesh miniatures, the Plague Carrier Minion Card (do not use the Rotten Flesh as a random Monster), and place the Dreadful Raid Special Mechanic Card above the top end of the Initiative Track with face "A" up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 12 of the Book of Rules and Interactions for details).

EVENT TRIGGER – THE HUNGRY MIST:

Place a Special Event token on top of the Rune card as a reminder. When the Initiative Marker reaches it for the first time, remove it and read "Special Mechanic – Death Approaches" on page 24.



- 2 Piles of Runes (A stack of one of each color)
- 1 Recurring Interaction: **Page 46**
- 4 Chest Tokens
- 2 Pile of Crates Tokens
- 1 **Sower Cultist**
- 1 WM: Shadow Witch - **Champion**
- 2+: GM - **Champion**
- 2+: WM: Shadow Witch - **Champion**
- 3+: **Sower Cultist**
- 4+: WM: Shadow Witch - **Champion**
- 4+: GM - **Champion**
- 5+: **Sower Cultist**



SPECIAL MECHANIC – DEATH APPROACHES

You fight bravely, but the creatures slow you down and the murderous fog comes closer and closer, threatening to swallow you if you don't get out of there. You think you've reached a dead end, but there is still hope. A sign warns citizens not to bathe in the cistern: drains and floodgates could drag them into the sewer. An underwater exit? That sounds like an invitation to you...

Take the Pale Death Special Mechanic deck and place it face down next to the Rune card. All of its cards must be kept in sequence (from 1 to 5). Then, place 1 Collapsing token on Map tile APOC1-F in a square of your choice. This token is just a reminder and is not considered an Object of any sort. Whenever the Initiative Marker reaches the Rune card again, after resolving its effects, you must also draw the top card from the Pale Death deck and resolve it.

HINT: Be careful! Map tiles with Collapsing tokens will be removed from the board, which will cause your Adventure to end in failure if a Hero is removed along with them. Do not linger on them.



CUTSCENE – UNWANTED GUESTS

The floodgate pours a deluge into the cistern's next level, diluting the pale cloud that was there. The resulting mix flows through the sewer drains, but there's still plenty to form a mirrored surface. The receding water exposes a toxic bridge. With a third of the water volume gone, it won't be much longer for the reservoir to run dry...

First, replace Map tile APOC8-B with C10-B.

Then, place 2 Time tokens on top of the Darkness Hunting Rune card. Whenever the Initiative Marker reaches that card, after resolve its effects, remove one of these tokens. When the last one is removed, you must also replace Map tile C10-B with Map tile APOC8-B. Remove any objects on top of it. Characters removed in this way are considered defeated. Be careful! This may cause your Adventure to end in failure.



CUTSCENE – DOWN THE HOLE

With more than half of its thousands of gallons spilled, the bottom of the reservoir can be seen for the first time. Your legs tremble, and a sense of relief that no words could describe fills you as you lay eyes upon the iron railing in the corner of a stone box. There is still too much water for you to move on, but you know there is hope...

First, if Map tile C3-B is on the board, remove any Darkness tiles from it, replace it with Map tile APOC3-B. Otherwise, if this Map tile has already been removed (due to a Pale Death event), just carry on to the next instruction.

Next, prepare the following Setup. If needed, shove aside any Characters in order to clear space for these new Monsters.

Then, add 1 Time token on top of the Darkness Hunting card.

Finally, place Door #01 as indicated by the illustration below. Door #01 is locked until an effect states otherwise.



- 1 WM: Skeleton Knight - **Champion**
- 2+: BM: Shadow Knight - **Champion**
- 3+: WM: Skeleton Knight - **Champion**
- 4+: BM: Shadow Knight - **Champion**
- 5+: WM: Skeleton Knight - **Champion**



CUTSCENE – WHAT LIES BENEATH

After an agonizing wait that forced you to deal with various dangers, the reservoir is finally empty and you can break through the fence to get off this doomed path. The way is very narrow, and you'll have to crawl through the mud to get through it. Knowing where the path will take you, this will not be a hygienic or pleasant experience, but, for sure, staying here wouldn't be either...

If Map tile APOC3-B is on the board, remove any Darkness tiles from it and replace it with Map tile APOC2-F. Otherwise, if this Map tile has already been removed (due to a Pale Death event), just carry on to the next instruction.

Then, remove the **Flowing** Rune card from the Initiative Track and add 1 Time token on top of the Darkness Hunting card.

Finally, Door #01 is now unlocked.



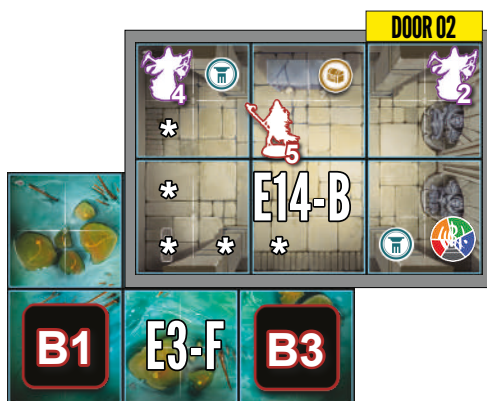
CUTSCENE – A PLUMBER'S JOB

Although you are going down the sewers to run away from a killing fog, you can't deny: sliding in the ooze is fun. After a thrilling descent that lasts less time than it would take to count your fingers, you are spilled into a broad place, hitting stone again. As you expected, a new path opens before you. You escaped the murderous mists, but are you really safe?

First, remove any Piles of Runes from the board, add them to the Initiative Track, and undo all current Setups. Followers and Pets removed this way are not considered defeated. Place them on the board when preparing the next Setup.

Next, each Hero that is not a Dwarf or Halfling suffers 2 non-preventable damage and KNOCK DOWN (Dwarves and Halflings ignore this effect). This effect pierces any kind of Condition Immunity a Hero has.

Then, prepare the following Setup:



1 Pile of Runes (A stack of one of each color)

1 Chest Token

2 Stone Pillar Tokens

1 BM - **Champion**

2+: **Sower Cultist**

3+: BM - **Champion**

4+: **Sower Cultist**

5+: WM: **Shadow Witch - Champion**

Now, in Initiative order, each player places their Hero in one of the spaces marked with * on Map tile E14-B.

Also, remove the **Dreadful Raid** Special Mechanic card from the Initiative Track along with any Time tokens on top of the Rune card. Consider "**Special Mechanic – Plague Raid**" resolved.

Then, end the current round and return the Initiative Marker to the first card of the Initiative Track (this does not activate any turns), starting a new round from there.

SPECIAL RULE – LOCKED DOORS

Door #02 is locked until there are only two or fewer Monsters alive.

CLARIFICATIONS – A PLUMBER'S JOB

To escape a terrible fate, the Heroes are forced to throw themselves into the sewers of the port city to an uncertain destination. While they are sliding through the pipes, observe the following special rules:

- Stored Heroes are considered removed from the board and thus can't take any actions, make reactions, or be targeted by Monsters or abilities, and their abilities do not affect other Heroes.
- Whenever the Initiative Marker reaches a stored Hero's card on the Initiative Track, just move it forward and skip that Hero's turn. A skipped turn doesn't trigger any Triggered Abilities or Condition damage.
- NPCs such as Cohorts or Followers do not need to be stored. If the party manages to move to the next stage of this Adventure, you will be instructed to summon them in the next Setup automatically.
- When a Hero is stored, remove any Pets affiliated with that Hero from the board, but they are not defeated. When that Hero is instructed to place themselves on the board, they can also place their Pets.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.



END OF THE ADVENTURE – RISING UP

Having overcome your latest challenge, you look for a way out. You spot a trapdoor protruding through the ceiling. It isn't even hidden. A monster wouldn't know what to do with it, but you aren't one of them: Your mind is still yours and what might seem like an insurmountable obstacle even for a Commander of Darkness won't take you more than a few moments to resolve.

What they have in strength, they lack in intelligence.

You return to the surface, emerging through the kitchen of a shack that, luckily for you, was built on the back of the Workshop, home to its caretaker. Contemplating a huge vessel that floats just a few meters from your head, you allow yourself a moment of rejoicing.

You made it.

The pale death isn't here yet, but that doesn't mean it isn't around or that you are safe from danger. Creatures of Darkness roam freely here, as the guards who had established a defensive perimeter have already been defeated. Taking turns between fighting the flames and fighting the monstrosities, all they could do was buy some time, and the tragic signs of this clash are scattered everywhere.

However, had it not been for the heroic resistance these men and women offered, the flames would have reached the Workshop and Demera Kaz's plan would have failed. Once again, if you prove yourself up to the task, you will be decorated as the savior of Umbral while so many other heroes will be forgotten.

Honoring their memory and sacrifice, you launch yourself against the siege of the Workshop, drawing ever closer to the final hour...

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

By concluding this Adventure, you must skip Chapter 03 and proceed straight to opening "B" of "Chapter 04 – The Workshop of Wonders (Inside)". Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however,

are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

REWARDS:

Reveal all cards from the Spoils of the Veteran Equipment Deck – Standard. Each player can choose one of these cards. You can find clarifications about this Equipment on page 16 of the Book of Rules and Interactions.





ACT 1 – PESTILENCE

CHAPTER 03 – THE OLD WAY



Changing your plans at the last minute, you follow the Old Way, one of the most ancient streets in the city. The journey is longer, but without surprises.

After half an hour of small mishaps, you see the silhouette of a ship's polished hull glistening in the flames just up ahead. It's a memorable sight to behold: A deck more than thirty meters long, stretching over the rooftops; its tall rigging lost in the darkness amid the smoke and dust.

It wouldn't take long for fire to claim this marvel of engineering, putting your plans at risk, but fire seems to be the only enemy it has. The invaders pay no attention to it whatsoever. Their empty minds are unable to imagine a use for it.

Their purpose is much simpler and crueler: scouring every house, alley, and basement, looking for the next victim. And you stop them as best you can, causing more than a dozen of them to meet their end, but it doesn't make the slightest

difference. Before a minute passes, a new enemy appears, replacing the one you just took down.

Fighting them like this, one by one, will not lead you to victory even if you pile up hundreds of bodies until dawn. It is becoming increasingly clear that the only way to save Umbral will be nipping it in the bud.

Now under the shadow of the Workshop of Wonders, the price for taking the long road reveals itself: As if they were hunting you, or just because there is almost no one else around, the Creatures of Darkness converge here and make your advance much more difficult.

But who said it wouldn't be?

DARKNESS SPAWNING RULE – SOWER CULTISTS:

In this Adventure, the Darkness treats all **Sower Cultists** as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*), place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated*), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – STIRRING DARKNESS:

Before starting to play this Adventure, take 5 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the map).

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

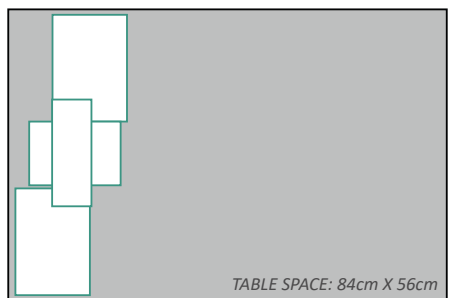
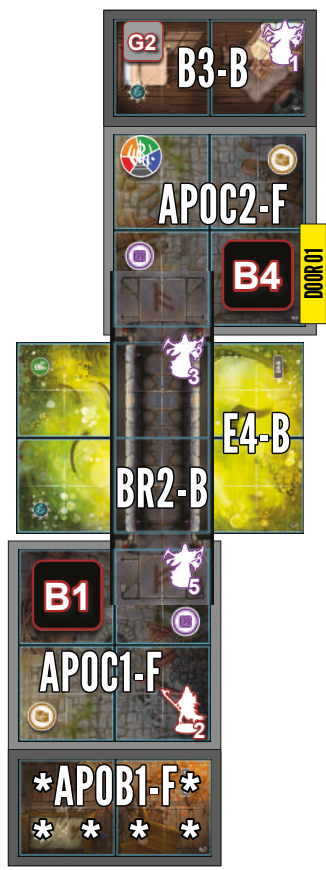
To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. Also, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL MECHANIC – PLAGUE RAID:

During this Adventure, there are creatures everywhere and they might attack at any time. Take the Rotten Flesh miniatures, the Plague Carrier Minion Card (do not use the Rotten Flesh as a random Monster), and place the Dreadful Raid Special Mechanic Card above the end of the Initiative Track with face "A" up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 12 of the Book of Rules and Interactions for details).

SPECIAL RULE – DEATH CLOUD:

During this Adventure, all Characters lose their Immunity to POISON regardless of its source.



- 1 Pile of Runes (A stack of one of each color)
- 2 Pile of Crates Tokens
- 2 Chest Tokens
- 1 Sower Cultist
- B1** 1 BM - **Champion**
-
- 2+: WM: Shadow Witch - **Champion**
- G2** 2+: GM - **Champion**
- 3+: **Sower Cultist**
- B4** 4+: BM - **Champion**
- 5+: **Sower Cultist**



CUTSCENE – FIGHTING BACK

As soon as the last of the Creatures of Darkness is defeated, you approach your new companions, having earned their gratitude for your help.

“The plague of Luccanor took my parents last year. I’ll be damned before I allow this to happen to my children!” says the woman with the firmness that a soldier would use.

“And we’re not the only ones who got tired of it! The militia was summoned and hundreds more turned up. We ended up separated from our battalion between one retreat and another, but we must regroup to retake the center of the city.” Now the speaker is the man: *“And you, my fellow, are you looking for someone?”*

That’s when you introduce yourself and feel the weight of your title once again.

“The Last Light has shone on us! The Hero? Here now?” He is excited, finding the same joy in his companion. *“You’ve come to kick that damn pirate’s treacherous ass again, haven’t you? Please tell us how we can help?”* the woman offers, speaking for the couple.

First, dismiss the Cohorts **Christi and Jeffrey**.

Then, open the Book of Rules and Interactions to page 49. As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to decide which of the tied choices will be taken.



END OF THE ADVENTURE – THE STAREDOWN

Pushing your way through another wave of enemies, you reach the end of the path.

Flames rage fiercely around the square, bending dozens of buildings under their power, but they will never reach the flying ship.

You made it.

However, your victory is an exception: The resistance is struggling throughout the city, losing ground in every district they fight for. As with anything that is different, sooner or later it will catch unwanted attention. But you don't worry about that. Not now.

The only thing that matters to you is crossing this square and feeling that you can fight back; That you can take the fight to the enemy and chase the invaders the same way they've been chasing you for years.

However, you are not able to fulfill what you intend, for the enemy finds you first:

Descending from the sky like an emerald fireball, a pale and decrepit creature appears in your way. Its violent landing lifts a curtain of dust that forces you to cover your eyes, but you don't need them to know who has arrived. The stench of sweat and disease accompany it, and even the Darkness seems diminished under the paws of the horrible creature it rides. It looks like a man, but you know better than to let your eyes fool you.

Your heart is racing and your hands are shaking. It isn't fear that afflicts you. You are already used to that. There is something else, something strange, something like... as if your life is just escaping from your body. Slowly, but steadily.

Compared to whatever these Horsemen are, the Undead King seems to have been an amateur.

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

By concluding this Adventure, you must proceed straight to opening "A" of "Chapter 04 – The Workshop of Wonders (Outside)". This is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however,

are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

REWARDS:

Reveal all cards from the Spoils of the Veteran Equipment Deck – Standard. Each player can choose one of these cards. You can find clarifications about this Equipment on page 16 of the Book of Rules and Interactions.



ACT 1 – PESTILENCE

CHAPTER 04.A – THE WORKSHOP OF WONDERS – OUTSIDE



And so, the tormentor you went looking for finds you first. Mounted on his giant and disgusting rat, he faces you with the certainty that no one would dare confront him, for he is the nightmare of every Umbralian made flesh.

You are a champion. A hero with a long list of victories over the Varatash, and you let him know it. And that is something new to him.

“So it's true... The Hero of Daren isn't just a body. They are a warrior, a survivor,” he teases with husky, muffled words. “Know that your affront does not offend me, mortal. I take no delight in your death. On the contrary, I celebrate those who prosper because I came to prepare them, to separate the wheat from the tare. Under my reign, it will not be the titles you bear or the clothes you wear that will protect you from my judgment. Kings or beggars, you are all the same. There are only those who will respect, fear, and survive in hiding; and those who will deny my authority and return to

dust. So, as the seasons pass and life meets autumn, your people will either become unstoppable and will find no match in the universe, or it will not even be remembered that they ever existed at all. Which one it will be, we'll know soon enough. I'm just a tool...”

You are astonished. You already expected that the Horsemen would be enemies unlike any others, but not this. Not like that. This monster babbles a twisted truth to convince you that all this destruction serves a purpose!

How can there be any plausible justification for tonight? Fed up with his speech, you refuse to listen any more and advance upon him...



DARKNESS SPAWNING RULE – SOWER CULTISTS:

In this Adventure, the Darkness treats all **Sower Cultists** as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at time*), place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated*), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.



SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup, you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. Also, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL PREPARATION – PLAGUE HORSEMAN BOSS FIGHT:

The Plague Horseman has cornered you and now a Boss Fight will ensue and you need to make a few additional preparations:

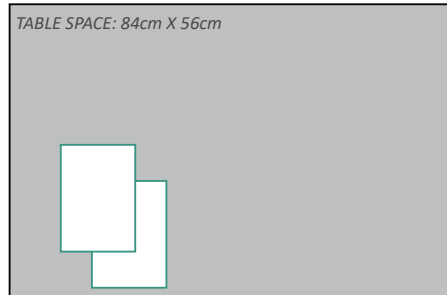
- Take the Plague Horseman board and set his initial Health accordingly. He has 60 Health per Hero.
- Place the Plague Horseman Attack cards on the Initiative Track in their indicated positions (matching their Runes).
- The Special Mechanic token is used to represent the space where the Pile of Runes will be formed when his "Lay/Claim" Attack card activates. Take note that at the beginning of the Adventure, there is no Pile there.




CUTSCENE TRIGGER:

Place 2 Time tokens on top of the Rune card. Whenever the Initiative Marker reaches that card, you must remove one of these tokens. When the last one is removed, read "Cutscene – A Flash of Hope" on page 36.

SPECIAL RULE – LOCKED DOOR:

Door #01 is locked until an effect states otherwise.



-  1 Special Mechanic Token
-  2 Stack of Barrels Token
-  1 Plague Horseman



ACT 1 – PESTILENCE CHAPTER 04.B – THE WORKSHOP OF WONDERS – INSIDE



Moving on, you open the way through a dining hall crowded with monsters. The overturned tables, the dead bodies all over the place, and even the smell tell you the story of a terrible tragedy.

The defenseless apprentices did all they could to protect the entries to the workshop, but the enemies were in large numbers and the doors, exquisite but weak, fell beneath them. Even so, the infants did not retreat. With rapiers in hand once used as decoration on the wall, they defended the house that they chose to be theirs.

The Darkness prevails, it's true, but not without casualties.

The brutality of this combat was evident and Yithzak did not exaggerate.

Not so long ago, when the Undead King set upon the cities and people believed that was the end, the City Guard resisted and confined the threat to the pier, allowing that heroes like you could do your work.

Now almost dismantled, the magnificent Umbralian force and the proud Condottieri find themselves supported by the bravery of citizens whom they believed were only worthy of protection, but not admiration. In a way, the Apocalypse has undermined the bases of Darenian society already.

Arriving at a kitchen attached to the back workshop, where the fighting seems controlled for the moment, another curious scene brings you back to the present.

A master craftswoman, completely terrified, is defending her perimeter, brandishing a candlestick like a halberd.

To your surprise, you know this woman! It is Maren Krack, a decorated sailor who made her name many years ago.

DARKNESS SPAWNING RULE – SOWER CULTISTS:

In this Adventure, the Darkness treats all **Sower Cultists** as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*), place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated*), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – DARKNESS NODES

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC - TIE BREAKER

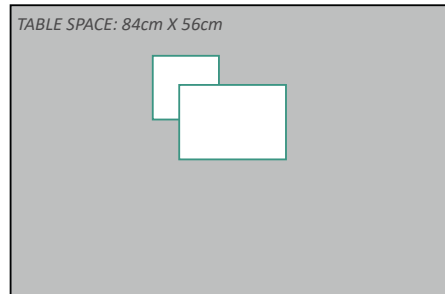
To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. Also, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.






SPECIAL MECHANIC – PLAGUE RAID:

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Rotten Flesh** miniatures, the **Plague Carrier** Minion Card (do not use the **Rotten Flesh** as a random Monster), and place the **Dreadful Raid** Special Mechanic Card above the top end of the Initiative Track with face "A" up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 12 of the Book of Rules and Interactions for details).

SPECIAL MECHANIC – LOCKED DOOR

Door #03 is locked until the "The Cornered Master" Interaction is Resolved.



-  1 Pile of Runes (A stack of one of each color)
-  1 Book Shelf Token
-  1 Pile of Crates Token
-  1 Interaction Token 2: **Page 51**
-  1 Chest Token

CUTSCENE – A FLASH OF HOPE

Fighting valiantly, you stand firm.

The Plague Horseman is a relentless opponent, but still, you withstood the first round. Your chest heaves and your arms start to waver, while your opponent doesn't even look hurt and you wonder if he can be beaten.

Before you can find out, an emerald glow pulses before your eyes, radiating from the tower. The Horseman's tower.

There is still hope!

Immediately, the monstrosity turns towards his lair, and you'd swear that beneath that hooded face, a wrinkle of worry has formed. Rider and mount spring off together without a word, as suddenly as they had come.

The timing could not have been more providential, as Creatures of Darkness suddenly burst through the barricade in front of you, invading the Workshop. As much as your confidence is shaken, you know it's too soon to give up. If this battle can't be won, then you will die trying...

First, remove the Plague Horseman and all of his components from the board and the Initiative Track.

Next, open Door #01 and prepare its Setup.

Then, you may continue to play the Adventure.



CUTSCENE – MAIDEN FLIGHT

And then you have one of the best experiences of your life...

As if she was a feather adrift, the vessel glides through the sky, sailing low. Keeping the floating sphere under control isn't easy, but you are excited by the way you dodge the rooftops like they were reefs: you seem to get the hang of it.

However, as soon as you pass the first smog, your eyes behold the might of the enemy and you bitterly swallow the silly smile off your face. Glistening in the flames and dust, a black obelisk as tall as a six-story building sprouts from the heart of the port city. Death flows through its loopholes as if from the veins of a waterfall flowing into a rotting pond. From there, the rolling fog advances through the districts like a green sandstorm, silencing everything in its path. You have never seen anything so deadly and so dazzling in your entire life.

Your horrified wonder is short-lived: Creatures of Darkness spring from the hold and sides of the ship...

With the Airship in the sky, the dynamic of the Adventure will change.

First, remove all Setups except the ship (APOB3-B, APOC3-B, APOB5-B, APOC4-B, and APOB4-B), including Bridge BR1-F. Any Rune removed from the Board this way returns to the Initiative Track.

Next, the current turn ends (the turn's owner may take a Willing Recall if able).

Then, add the following Setup and read its special instructions:



2 Piles of Runes (A stack of one of each color)

1 **Sower Cultist**

1 **BM - Champion**

2+: **Sower Cultist**

2+: **GM - Champion**

3+: **Sower Cultist**

3+: **GM - Champion**

4+: **Sower Cultist**

4+: **GM - Champion**

5+: **BM - Champion**

SPECIAL PREPARATION – KNOWN ENEMIES

After completing this Setup, if your Party has the **"Bad Hosting"** Status noted on the Story Record, remove every **BM: Black Monster – Champion** added by this Setup. Do the same to all **GM: Gray Monster – Champion** if the **"Perimeter Kept"** Status is noted there.

ENDGAME TRIGGER

Mind this battle's outcome, because this Adventure may be concluded in two distinct ways, according to your performance:

- If your party manages to defeat all enemies, when the last one is defeated, read **"End of the Adventure – Dramatic Entrance"** on page 38.
- Otherwise, if your party is defeated, or if the Hero holding the **Control Sphere Token** leaves their square (losing the Sphere in the process), read **"End of the Adventure – Forced Landing"** on page 37 instead.

NOTE: If a Hero swaps positions with the Hero holding the **Control Sphere Token** (swap position is the result of a SWAP effect), that Hero takes the **Control Sphere Token** for themselves, without triggering this condition. The **Control Sphere Token** can't be exchanged in any other way.

Once you have made all these preparations and read all instructions, you may continue to play the Adventure.



END OF THE ADVENTURE – FORCED LANDING

When this day dawned, you could never have imagined that it would end with you once again fighting the Darkness for Umbral's salvation. Especially under the command of such a powerful General. However, even though the task seemed impossible at first, after some good bleeding and sweating, you thought you could accomplish it.

But that was all: Just a thought. In the end you made a single misstep, and that was all the enemy needed...

The airship, now out of control, whirls like a broken wagon wheel, tossing you around violently—An unpleasant experience that makes you have second thoughts about all the fun times you had with snowglobes. The deck, control panel, mast, barrels, crates... Colliding with everything on deck, you try to grab hold of anything that could hold you down, but the world spins frantically around you and you have no idea what is nearby.

Truth be told, at this point, you don't even know if being thrown overboard would be worse than being inside this hurricane. To your luck or misfortune, you manage to get tangled up in the handrail, tying yourself to the fate of this ungoverned wonder.

However, you are still an easy target for loose furniture...

Battered in every possible way, you find your vision narrowing and the lights starting to dim, driving you into unconsciousness. What the future holds for you or for the Jewel of the Free People is no longer your concern.

The only thing you know now is the bitter taste of defeat...

First, write down the "Shattered Dreams" Outcome on the Story Record.

Next, if your party has the "Luccanor's Redemption" or the "Possessed" Outcomes noted on the Story Record, erase it from there. Disappointed, the ghost of Luccanor vanished without saying goodbye.

Then, congratulations, the Adventure ends here, but do not consider this a failure. Instead, you may now proceed to the Camp Phase, and after you have resolved it, skip "Chapter 05 – The Cure" and read "Interlude – A Bittersweet Victory" on page 44.

Your party still earns the following reward for completing this Adventure.

◆ —●| |◆

REWARDS:
Each Hero learns a Class Ability.

◆ —●| |◆



END OF THE ADVENTURE – DRAMATIC ENTRANCE

The Second Battle for Umbral proved to be the toughest of your career. Not even during the Siege of Amira were the monsters as determined as they were here. Breaking down doors, jumping across rooftops, climbing the ropes of an airship... There was no obstacle that would stop them from fighting.

However, you were also relentless tonight. Turning as you could to fight the Creatures of Darkness while still controlling the ship, you prevailed and the deck is secured once again. And it is about time. Before you can lift your head and prepare for what is ahead, you are already facing tonight's final showdown, without knowing how you are going to dock this flying boat.

And you don't like the solution your host has provided you at all...

Leaping with an emerald flash, his foul rat invades your ship, tearing a hole in her hull. With ill intentions, it lunges for the engine and smashes it to pieces with its fangs. All of a sudden, the shimmering light that once shone all around fades and the hum you'd already grown accustomed to falls silent, as if the vessel had died. From there, the first gust of wind is enough for her sails to shuffle and the ship to be lost from her course. Although you could almost touch the black tower, it never seemed so far away...

But you can still do one last thing.

Desperately, you climb onto the rail at the stern of the ship and dive into the darkness ahead. With eyes closed and arms open, you bet your life and the lives of all Umbralians on one last heroic leap into the open air.

This is a real leap of faith!

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:


- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:


- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.



REWARDS:
Each Hero learns a Class Ability.







ACT 1 – PESTILENCE

CHAPTER 05 – THE CURE

Even though the fate of Umbral weighed heavy on you while you were in the air, to your surprise, you jumped well and farther than ever before. It was almost as if fate itself stepped in just to see it happen.

Twisting and turning aimlessly, the flying wonder crashes against the evil fortress, creating a spectacle that could be seen from any part of town, with noise, ship fragments, and all types of wreckage; curtains of dust and smoke and death. The crash was so violent, it threw you to the floor of the platform where you had jumped, and you hope it doesn't collapse under your feet.

The Horseman, on the other hand, barely felt it.

Only when things stopped shaking did the putrid smell of disease and death reach you. For your enemy was sickness made flesh, and facing him was like facing a dying man reveling in his own tragedy. It is one of the most hideous things you have ever seen.

“So, you have survived,” he greets you with a nasal voice. “I see... You think you serve Justice and that you are imbued with holiness and purpose and therefore you will prevail. Your people teach that virtue will always beat villainy, but

you forget that I'm not the hand behind all of this. Is it really the hammer that beats down the nail?” the Horseman provokes you like a snake.

“Have you met my friend?” The rat reappears with a poor soul wrapped around its tail. You recognize his face because he personally gave you your warehouse keys, as he is the Grand Duke of Umbral!

“Do you dare ask him the truth?” the Horseman spits venomously.



DARKNESS SPAWNING RULE – GROWING INFLUENCE:

Although Darkness is present in this place, its smoky manifestation is too fragile to condense into a miasma. Thus, during this Adventure it won't chase the Heroes and there will be no rules for spawning Darkness. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – NO DARKNESS:

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.



BOSS FIGHT PREPARATION – PLAGUE HORSEMAN:

The final clash against the Plague Horseman has started. Preparations need to be made to adjust the narrative's outcome and the game mechanics. Therefore, follow these instructions carefully—done right, they are very easy to follow. Start with the standard preparations:

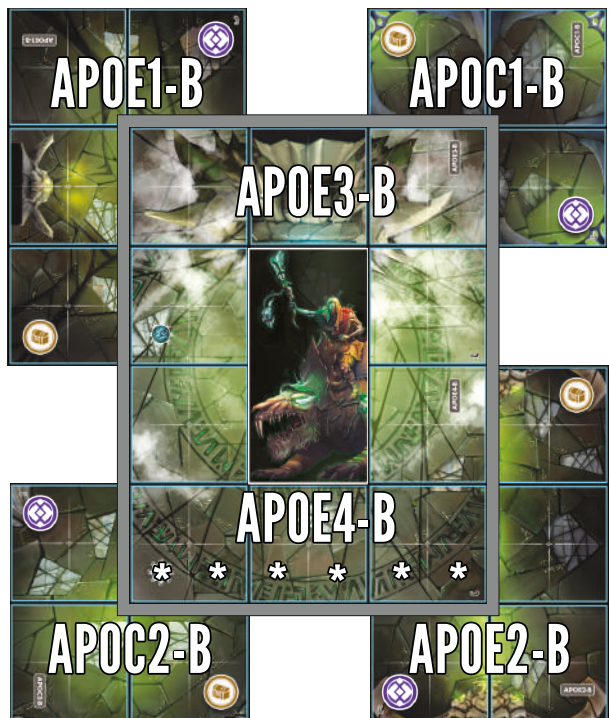
- Place the **Plague Horseman** board face-up and set his initial Health according to the number of Heroes in this Adventure. The Plague Horseman has 70 Health per Hero.
- Remove all Trauma Cubes that the Heroes are holding and add 20 Health to the Plague Horseman for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 5 Health to the Plague Horseman for every cube removed this way.
- Write down the Plague Horseman's Starting Health and the composition of the Rune Track on the Story Record. If you have to restart this Adventure, use this value as the Plague Horseman's Starting Health, this Rune composition on the Initiative Track, and treat the Heroes as if they had just returned from the Camp Phase.
- Place the Plague Horseman's Attack cards on the Initiative Track in their indicated positions (matching their Runes).




ENDGAME TRIGGER:

When the Plague Horseman is defeated, read **"End of the Adventure - Nightmare's End"** on page 43.

INTERACTION TRIGGER:

After you have prepared the First Setup and read all the previous instructions, open the Book of Rules and Interactions to page 53. As a group, you must resolve the Interaction presented. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.



-  4 Special Mechanic Tokens
-  4 Chest Tokens
-  1 Plague Horseman

SPECIAL PREPARATION – HEARTS ON FIRE

Realizing that the Horseman's Phylactery must be his weakness, you find the advantage you sought to exploit. Use the Emerald Heart token to represent the artifact on the board. Observe the following rules:

- The Emerald Heart token occupies the center intersection of the Throne Area (*as a Trap would, for example*) and is an Immovable Ground Object. Therefore, characters can occupy any square inside this area as normal.

NOTE: If the Plague Horseman steps on the area occupied by the Emerald Heart and ends up covering it with his model, consider the line of sight to the Phylactery blocked. The Heroes can't hit the Heart as long as the Horseman remains there.

- The Emerald Heart has two sides and is placed with its Bright side up.
- From now on, you can also hit the Emerald Heart with your attacks as if it were the Plague Horseman himself (*melee attackers must be inside its area in order to reach it*).
- When the Emerald Heart takes damage with the Bright side up, consider it a Critical Hit (*even if you hit with a ✱, a Pet attack, or a Follower attack*) and flip it over.
- When the Emerald Heart takes damage with the Dim side up, the Horseman takes the damage as normal, but you must flip it back, turning the next hit it takes into a Critical again.
- The Emerald Heart is immune to all Conditions.

The Emerald Heart token is placed in the position indicated by the illustration below:



BRIGHT SIDE UP



DIM SIDE UP

Finally, start the encounter against the Plague Horseman.

SPECIAL PREPARATION – GAME ON

The Grand Duke was released, but he is still in danger. Place the Grand Duke NPC token on a square adjacent to the Plague Horseman's back chosen by the Party Leader. During this encounter, it's up to the Heroes to guarantee his survival (or not) during the battle. Although he is a NPC, observe the following rules as well:

- The Grand Duke is considered to be Furniture and is immune to damage and all Conditions.

NOTE: Furniture are Movable Solid Objects the Heroes can manipulate while adjacent to them with a Minor Action. When they do with the Grand Duke, they may either throw him against another Solid Object or move him on the board to a square that is adjacent to them.

- As Furniture, if the Plague Horseman assaults the area the prisoner is in, he is destroyed and therefore defeated (remove him from the board).
- If the Heroes throw the Grand Duke against another Solid Object, he is also destroyed and therefore defeated.
- Defeating the Grand Duke doesn't cause the Adventure to end in failure.

Finally, start the encounter against the Plague Horseman.



END OF THE ADVENTURE – NIGHTMARE'S END

The night deepens to the sound of flames cackling furiously below. It is the symphony that serves as soundtrack for your fight and that of the city. The Plague Horseman is by far the strongest enemy you have ever faced, but tonight... tonight you are not just willing to fight. You are determined to win.

After your astonishing exhibition of skill, strength, and will, the monster who was so sure he would conquer Umbral was now crawling on the floor like a helpless animal. His loathsome mount was already dissolving into the puddle of blackish matter and smoke that would soon be his end.

And he knows it.

Not wasting any of his breath on words now, the Horseman keeps going, scraping his elbows trying to reach his throne. Contemplating that decrepit figure, you almost feel sorry for him. You almost feel moved by the despair of a creature fighting for its life. You are almost fooled into mistaking that thing for a man, a being of flesh, blood, and suffering.

But you know better. And honestly, you were kind of missing the popping sound of the crushing of a Phylactery. The whole city watches as you shatter the Emerald Sun over his seat into pieces. The thunder and green lightning that springs from it is so strong that, for a moment, it is as if the storm was bringing in the new dawn.

But you don't see it.

The energy that the destruction of the artifact releases is so great that you are knocked out even before your body is cast through the air. Whether you fell off from that tower or the stars hold you up, you don't know and you don't care.

All you can think, is that it is over.

This battle has different outcomes depending on the game state you completed in.

First, you must check if you were instructed to make the "Special Preparation – Game On".

- If you didn't, you must also check if your party has **"The Duke's Betrayal"** Outcome noted on the Story Record.
 - If it is noted there, nothing else happens at this point and you must skip the next instruction, going straight to the Adventure ending part.
 - Otherwise, if you both were not instructed to make that Special Preparation and your party does not have this Outcome, write down the **"Misery Ended"** Outcome on the Story Record instead.
- If you did, just move on to the next instruction.


Now, considering that you have made the **"Special Preparation - Game On"**, you must also check if the Grand Duke survived the battle.

- If he did, write down the **"Mob Justice"** Outcome on the Story Record.


- Otherwise, if he didn't, you must also check if your party has the **"Luccanor's Redemption"** Outcome noted on the Story Record.
 - If your party has it, read **"Cutscene - A Silent Goodbye"** below.
 - Otherwise, if your party does not have it, nothing else happens and no other special instruction is required.

Finally, congratulations, the Adventure ends here!

You may now proceed to the Camp Phase, and after you have resolved it (only after), you may read **"Interlude – A Bittersweet Victory"** on page 44.



REWARDS:
Each Hero can upgrade by one step one Spoils Equipment they own for free.



CUTSCENE - A SILENT GOODBYE

However, that was not all that had happened there.


As soon as the battle was over, and the Hero of Daren fell beaten to the ground, an image projected once again from the host that was carrying it: "But doesn't fate have a wicked sense of humor, Ludovic?" Luccanor's ghost glided towards the Great Duke's body. Mockery and disdain overflowed from his words, which hissed from his smiling face.

"Behold, here you are, defeated, corrupted, small... In life, you made me your enemy and tried to get away from me. Now, your broken soul's fate will be the same as mine, and we will be doomed to live our cat-and-mouse game for all eternity!" he teases with a hoarse laugh.


"In the end, my dear enemy, what I can say about all of this is: to surrender is a bitter medicine, which cures the disease and helps us survive, but to take revenge is the sweet nectar that gives us the reason why it is worth being alive..." The silhouette begins to fade with a breath: "And I prefer the taste of the last one, hahahaha!"

Finally, congratulations, the Adventure ends here!

You may now proceed to the Camp Phase, and after you have resolved it (only after), you may read **"Interlude – A Bittersweet Victory"** on page 44.



REWARDS:
Each Hero can upgrade one Spoils Equipment they own one step for free.





BETWEEN ACTS INTERLUDE – A BITTERSWEET VICTORY

Suddenly, you wake up, gasping for air desperately, as if you were drowning.

“Hush, hush...” the melodic voice of Demera Kaz soothes you back into bed. Your body is covered in bandages, with wounds of all kinds. “Easy, now... You are alive, you are at a city temple, and you have done the impossible...” she informs you with a sweet satisfied smile on her face. It was a sight from heaven.

“However, this is only the beginning,” someone interrupts your moment of grace, but you are not angry. Quite the opposite, you are very glad, as that serious tone belongs to Tharmagar! The crazy old man survived! “But we’ll talk about it soon enough. First, you need to regain your strength, Hero. Narang'Erel herself knows how much you deserve it,” he concludes, helping you get on your feet.

Your body aches everywhere, but you are able to walk and that is something, as you didn’t think you would survive those last moments. But in the end, you did. Just as Umbral did.

Truth be told, you were kind of missing this...

The good part, you mean.

The First Act of the Apocalypse Campaign, The Plague, ends here. Now, for each Outcome noted on the Story Record, check the list below and read, in order, the corresponding Unfolding. They might give you new choices, rewards, or lead to another Unfolding. Be careful to read only the ones that match the Outcomes for your party:

- If the **“Shattered Dreams”** Outcome is noted on the Story Record, erase it and read the **“Unfolding – To Be Or Not To Be?”** to the right. Then, write down this Unfolding on the Story Record.
- If the Follower **Carmilla Reinard** is in your party and survived the final encounter with the Plague Horseman, read **“Unfolding – Carmilla's Goodbye”** on page 45. Then, write down this Unfolding on the Story Record.
- If the **“Late Guests”** Outcome is noted on the Story Record, erase it and read the **“Unfolding – Heroic Folks”** on page 45. Then, write down this Unfolding on the Story Record.
- If the **“Misery Ended”** Outcome is noted on the Story Record, erase it and read the **“Unfolding – The Good Duke”** on page 46. Then, write down this Unfolding on the Story Record.

- If **“The Duke's Betrayal”** Outcome is noted on the Story Record, erase it and read the **“Unfolding – Truth Untold”** on page 46. Then, write down this Unfolding on the Story Record.

After these readings, there should be few (or no) Outcomes on the Story Record and several Unfoldings. Otherwise, check again to make sure your party did not miss anything (this can happen during the writing and erasing of information).

When you are ready to move forward, read **“Prologue – The Winds of War” on page 48. It is the beginning of the next Act of your Campaign: War.**



UNFOLDING – TO BE OR NOT TO BE?

You are walking slowly through the gardens, as the blows from last night are hurting now more than before. You bend over a fountain to wash your face. The relief you get from this is very small, but it brings on a refreshing feeling and that helps you order your thoughts.

Looking at your own reflection in the water brings to the surface a flood of memories. You were on the flying ship, but there was an accident. An awful accident! Therefore, you never faced the Plague Horseman, and yet Umbral survived. Who should you thank?

“Was it hard? I mean, fighting that thing?” Demera Kaz’s face rises up behind yours. Her voice is low as a whisper. “What was it like? We all saw that emerald beacon explode with such brightness that, for an instant, it seemed as if dawn had broken.”

That’s when you realize that there was a misunderstanding. Whoever was responsible for defeating the villain did not survive the battle, which led the Umbralians to believe that it was you who had defeated him.

You now face a dilemma: As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker. On the one hand, if your party wants to maintain that it was you who defeated the Plague Horseman, go to Resolution #112. On the other hand, if your party wants to undo the misunderstanding, go to Resolution #113.



UNFOLDING – CARMILLA'S GOODBYE

As soon as you leave your room, your eyes meet the contagious smile that is always on Carmilla's pleasant face in the temple's cloistered corridor. "You didn't think I was going to sneak out, did you, hotshot?" she greets you with joy, which was unusual among the other survivors.

"I have come to thank you. Properly, I mean. That night was crazy and we barely had time to breathe, but I want you to know that, despite my mockery, I still have a heart." She brings her hand to her chest as she speaks the words you would never imagine hearing from her. Perhaps it was precisely Carmilla's serious tone that made you suspect that this whole scene was actually a timid farewell. Besides, the "entrepreneur" was not the type that likes the role that you started to play: the center of attention.

"And this is for you to remember me by," she teases, sealing her speech with a kiss on your cheek. "I'm leaving for Blackriver along with a few of the survivors, and from what I've seen, pretty soon you'll have to do the same. We've won the battle, but lost the town. Take care, Hero. You are one of the good ones." She says goodbye, but part of you believes that this will not be the last time you see her.

If the Follower **Carmilla Reinard** is in your party, dismiss her. Otherwise, if she was already dismissed during the Campaign, just carry on to the next instruction.

Then, if your party does not have the "Gal's Fate" Outcome noted on the Story Record, this is all Carmilla has to say to you before she leaves and this reading is done. Otherwise, read the following:

"Ah, I remember something I was about to forget!" The stealthy silhouette that was about to disappear through the door freezes for a moment.

"It wasn't just my 'proper gratitude' I wanted to give you." she goes back and hands you an exquisite hand crossbow, similar to the ones she uses. "You let me take care of that 'gal' at the moment you most needed help, and even so, you went to face this 'Apocomplices' thing everyone is talking about and saved all our asses. This gift is the least I can do for you."

The masterpiece Carmilla gave you is really impressive, but looking at it reminds you of that scene in the tavern. The girl you rescued is alive, she's safe, but will she be okay? You can't help but think that maybe you saved her from the danger only to doom her to an empty existence, with no homeland, family or love.

Is there really salvation, or just vengeance for Daren?

Take the **Carmilla's Kisses** card from the Adventure deck.



UNFOLDING – HEROIC FOLKS

Walking through the surroundings of your makeshift home, you finally contemplate the extent of Umbral's tragedy. The sky is dark, but it is the soot that has taken over: The fire burned through the night and it hasn't died out completely yet.

Amidst so much destruction, nobody cares about the disease anymore. It was as if it had simply disappeared, or had been cleansed in the face of such devastation. Few were still standing, and those that weren't were mixed with bodies of fellow countryman and Creatures of Darkness in almost the same proportion. How could the Umbralians move on after all of this?

To your surprise, instead of a bereaved community, you find a strong spirit of union and organization for the tasks of scavenging, nursing, and sheltering. Impressed, you walk around until you find the reason: it was Christi and Jeffrey! The couple had not only survived, but also earned the leadership of the task force. Even the guardsmen are taking orders from them!

Happy to see that, you continue your rounds, more certain than ever that in this new battle for Daren, each life saved will make a big difference.

Your party advances one step on the **Perseverance** Legacy Trail.



UNFOLDING – THE GOOD DUKE

Barely a day has passed since Umbral's bittersweet victory, and its denizens are already scavenging the remains of the city, searching for missing relatives, licking their wounds from the invasion... Even though they have survived, no one has the courage or the strength to celebrate, and the whole city seems like a huge funeral.

And in a way, it is.

Amidst the wailing and questioning, one doubt stands out above all others: What happened to Grand Duke Ludovic Portblau? Has he deserted his people at their direst moment? Or was he the first to fall defending his city? You don't waste time in conjectures, since you already know the answer. And you feel you owe at least this to the soul of the fallen prisoner.

The dark skies of the afternoon do not clear up when the truth is told to your countrymen. Nevertheless, every time you narrate the events that happened at the top of that tower, you feel the people around you fill up with satisfaction. Even if it was only for a moment.

The Umbralian people can respect a dead prisoner, but never a living coward.

First, your party advances one step on the **Perseverance Legacy Trail**.

Next, if your party does not have the **"Luccanor's Redemption"** Outcome noted on the Story Record, the Duke being remembered as an honorable man by his people is not an offense to anyone and thus, nothing else happens. Otherwise, if your party has this Outcome there, read the following instead:

"You had to let Ludovic die without telling the truth, didn't you?" Luccanor's ghost leaps out of your body with a disappointed look. "Fate seems to have a wicked sense of humor... The ruler's death will serve his memory well, but not mine. People will remember me for the last night my body walked this earth and that does no justice to the life I lived: a puppet whose strings were pulled by the enemy."

Luccanor was so distraught at that outcome that you could swear his intentions were sincere. It would make sense that they would be, since you know very well that the Varatash's victims no longer have control of themselves. The Seawing attack was an exception to the career of the man Luccanor was: patriotic, friendly, loyal. An image that will never be restored again. With a heavy heart, you watch the spectral silhouette of the former Admiral vanish with the wind, carrying him straight to Narang'Erel's arms.

Or so you believe...

Erase the **"Luccanor's Redemption"** Outcome from the Story Record and write down the **"Luccanor's Regret"** Unfolding on its place. This Unfolding does not redirect you to another reading.

Then, your party advances one step on the **Tragedy Legacy Trail**.

UNFOLDING – TRUTH UNTOLD

Barely a day has passed since Umbral's bittersweet victory, and its denizens are already scavenging the remains of the city, searching for missing relatives, licking their wounds from the invasion. Even though they have survived, no one has the courage or the strength to celebrate, and the whole city seems like a huge funeral.

And in a way, it is.

Nevertheless, their spirits quickly pick up when you gather the survivors and explain to them that, this time, the Admiral was innocent. Duke Ludovic Portblau had confessed and taken responsibility for his part in it.

But suddenly, the crowd goes angry.

You thought you were acting with integrity, so you didn't expect the crowd to react so badly to the news, even though now it seems to make perfect sense to you. A feeling of revulsion takes over the hearts of the citizens, and the tension is so high that you fear it will be your end. And it almost is. Reasoning with the Umbralians after your revelation isn't easy, but even so, they deserve the truth.

Or so you thought...

First, your party advances one step on the **Tragedy Legacy Trail**.

Next, if your party has the **"Mob Justice"** Outcome noted on the Story Record, read **"Cutsценe - Mob Justice"** on page 47. Otherwise, if your party does not have it, the anger eventually dissipates and nothing else special happens.



CUTSCENE – MOB JUSTICE

Hungry for vengeance, the crowd quickly turns into a mob, and weakened as you are, you cannot fight them off. Pushing you aside almost gently, dozens of citizens drag the Grand Duke to the center of the square where a gallows stands.

You can't believe it.

This was not what you had in mind. You expected there would be a trial so Ludovic could explain his reasons and, if convicted, his sentence would serve the advancement of Umbral and its community, not add to the body count.

What you see, however, is an old man being beaten and tied to a pole, for the people are so angry that they don't even hang him. They want their justice right there, on their own terms. With clenched fists and teeth.

Letting the tears the enemy couldn't wring from you roll down your cheeks, you close your eyes and for the first time in a long time you feel powerless...

And afraid.

Words fail to describe what the Umbralians will do to their former leader and this act can lead to two consequences.

First, if your party has the "Luccanor's Redemption" Outcome noted on the Story Record, read "Cutscene – Luccanor's Redemption" to the right. Otherwise, if your party does not have it, just move on to the next instruction.

Next, if your party does not have the "Heroic Folks" Unfolding noted on the Story Record, you witness in shock the horrors of mob justice and your party advances one step on the **Doom Legacy Trail. Otherwise, if your party has this Unfolding there, read the following instead:**

"In the name of the Stars, stop this madness right now!" rages the strong voice of a woman, and the noisy crowd immediately falls silent. It is Christi, and with the setting sun blazing behind her, it is as if she were Narang'Erel herself. That woman is no legend; however, she is so much more. She is one of them, and this not even the Dragon Princess could ever be.

"I don't care what the hell this man has done, I won't see us lose what's left of our humanity because of him. Not after all we've been through!" she pleads, walking amongst the crowd. And even though she is half a foot shorter than their average, her bearing is so strong that no one would look her directly in the eyes. "The enemy has returned. The true enemy! The moment we forget this to be at each other's throats, is the moment we will lose all we stand for."

And thus, by delivering the words you failed to, she saved a life and started the long and hard process of redemption.

Your party advances one step on the **Heroism Legacy Trail.**



CUTSCENE – LUCCANOR'S REDEMPTION

Fueled by the hatred he has brewed against the Grand Duke, Luccanor's ghost can't contain his joy, leaping out of your body again. The revolt of the Umbralians has become so intense that no one pays the slightest attention to the spectral silhouette of a man towering above the crowd.

"Can you see it, mate!? Ludovic's mask has fallen off, and the good citizens of the Jewel of the Free People have finally seen their ruler for the rotten fish he is!" the Admiral celebrates the chaos as if it was his victory. "That scoundrel convinced the Council to cast me out, to wander unpatriciated, unprotected, until the Enemy got the better of me, forcing me to commit the greatest crime: slaughtering my own people... The very crime this man did willingly and with his sanity intact!"

"I may have been many things in this life, but I was never a traitor. Finally, my soul will find peace in the afterlife, for as the seasons pass, little by little, Ludovic's memory will be immortalized by the despicable creature he was, while I will be remembered by who I sought to be..."

"Thank you!" The man smiles before his figure vanishes with the wind, carrying him straight to Narang'Erel's arms. Or so you believe...

First, erase the "Luccanor's Redemption" Outcome from the Story Record and write down the "Luccanor's Redemption" Unfolding on its place. The latter does not redirect you to another reading.

Next, your party advances one step on the **Heroism Legacy Trail.**

Then, if your party does not have the "Heroic Folks" Unfolding noted on the Story Record, you witness in shock the horrors of mob justice and your party advances one step on the **Doom Legacy Trail. Otherwise, if your party has this Unfolding there, read the following instead:**

"In the name of the Stars, stop this madness right now!" rages the strong voice of a woman, and the noisy crowd immediately falls silent. It is Christi, and with the setting sun blazing behind her, it is as if she were Narang'Erel herself. That woman is no legend; however, she is so much more. She is one of them, and this not even the Dragon Princess could ever be.

"I don't care what the hell this man has done, I won't see us lose what's left of our humanity because of him. Not after all we've been through!" she pleads, walking amongst the crowd. And even though she is half a foot shorter than their average, her bearing is so strong that no one would look her directly in the eyes. "The enemy has returned. The true enemy! The moment we forget this to be at each other's throats, is the moment we will lose all we stand for."

And thus, by delivering the words you failed to, she saved a life and started the long and hard process of redemption.

Your party advances one step on the **Heroism Legacy Trail.**





ACT 2 – WAR PROLOGUE – WINDS OF WAR

Still sore three days later, you leave the refugees under the competent guardianship of the task-force and depart with Demera and Tharmagar towards Valarai. The Doctrine needs to know first-hand what happened at Umbral.

It is a long trip, and you can't help but worry about the arrival of the next Horseman. Would you know if it was about to happen? Would you be able to stop it? The uneasiness caused by these questions leads to a series of restless nights, and in the end you hope he would be just that: a figment of your imagination.

Without a festival of tents around it, the capital of the Moon Elves' Realm can be appreciated in all its splendor. The enclave's spiraling towers are breathtaking and cloud-defying, but they are not the only beautiful thing that stands out in this place. The streets are clean and the paving stones were fitted perfectly, as only a people unconcerned about the fleetingness of life could afford to do. The Valaryans' homes envelope the geometry of the trees without hurting them during construction, and many of them don't even have a door—They use curtains instead.

It is a true architectural wonder. However, it is mostly deserted.

The remaining elves are so few that almost all of them can live together in the palace. So the city is an open-air museum.

"May the Stars protect us," High Priest Lochtiss prays when he hears about Umbral's fate. "This news couldn't have come at a worse time! Winter has been harsh, and many of the lords of Elan, Amira, and Solekk are suffering from hunger and riots. There are no troops to gather anywhere," he explains, his face lined with concern. "I doubt even the barons would come to the Cathedral if I called! I don't know how we can win this battle."

But the Doctrine has to try.

In order to spread the word, the High Priest summons all of the messengers the Doctrine has at its disposal, while writing dozens of letters and finishing them with his seal. He doesn't know exactly what to ask of his bannermen, but it is important that the news of Umbral's fall reaches the Great Kings as quickly as possible. The Darkness has revealed itself once again and the people of Daren have to be prepared to face it, even if they are not marching under the same banner.

As the need for the pen increased, so the need for your sword decreased, as well as the need for you and your friends.

Demera went back to her people and Tharmagar, despite the teas and thoughts he shares with you when he is able, spends most of his time poring over old tomes, hoping for a discovery that might give you some leverage in the conflict.

Your days, on the other hand, become increasingly empty and restless. From time to time, Lochtiss requests your presence with an urgent tone, and you fantasize about the next adventure, the next heroic task that no one else would be capable of fulfilling, and the adrenaline flows easily...

But always it is nothing but rituals and formalities: Commendations for bravery displayed at a time that now seems so far away, even though it was just over two years ago. Time flows oddly in Drunagor. The Age of Darkness didn't last for more than two seasons, but it was as devastating as half a century of war, and because of that, the list of posthumous investitures only grows.

In this way, four reflective and restless weeks go by, before the arrival of a messenger suddenly turns things around.

Seduced perhaps by grass freshly sprouted by a miracle or merely on a whim, the task-force from Umbral led the survivors to the north, towards the ruins of old Gil Garoth. There, golden prairies and shrub forest defied the dryness of the land. The discovery of this blessing made the anxious people rejoice—It was not a great wealth, but it was enough to ensure survival in this moment of need.

But, this land of rebirth was also the hope of the Hellscarians: Coming down from the great desert, caravans in equal need of a land to support them arrived in the promising valley, and felt that they were worthy of the rewards. After all, a little over a year ago, they were the ones who bled in the scorching sands of the Hellscar Desert to stop the villainous advance of their beloved patron, Wermunggdir, when the Enemy corrupted him and turned him into a weapon.

Conflict was inevitable.

Terrified by the idea that two of your most-beloved peoples should be involved in a bloody territorial dispute, you ask for the authority to mediate between them: You know that you alone are capable of knocking some sense into both the Umbralians and the Hellscarians. To your surprise, you don't even need to invoke the prerogatives of your title of Hero, as the consent is granted unanimously, and your departure set as soon as possible.

"Don't worry, my fellow. We have spoken a lot about my visit to the Spirit Realm and I have said everything there was to be said," the old alchemist finds you in the middle of the

night. He knew you would be making your preparations, too worried to sleep. "I know that the burden which falls on your shoulders is heavy, and it pains me to let you leave alone, but age and exertion have caught up with me. I know you are capable of handling one campaign on your own. Or three, as far as I know." He forces a shy smile out of you.

"You'll do well. You always do."

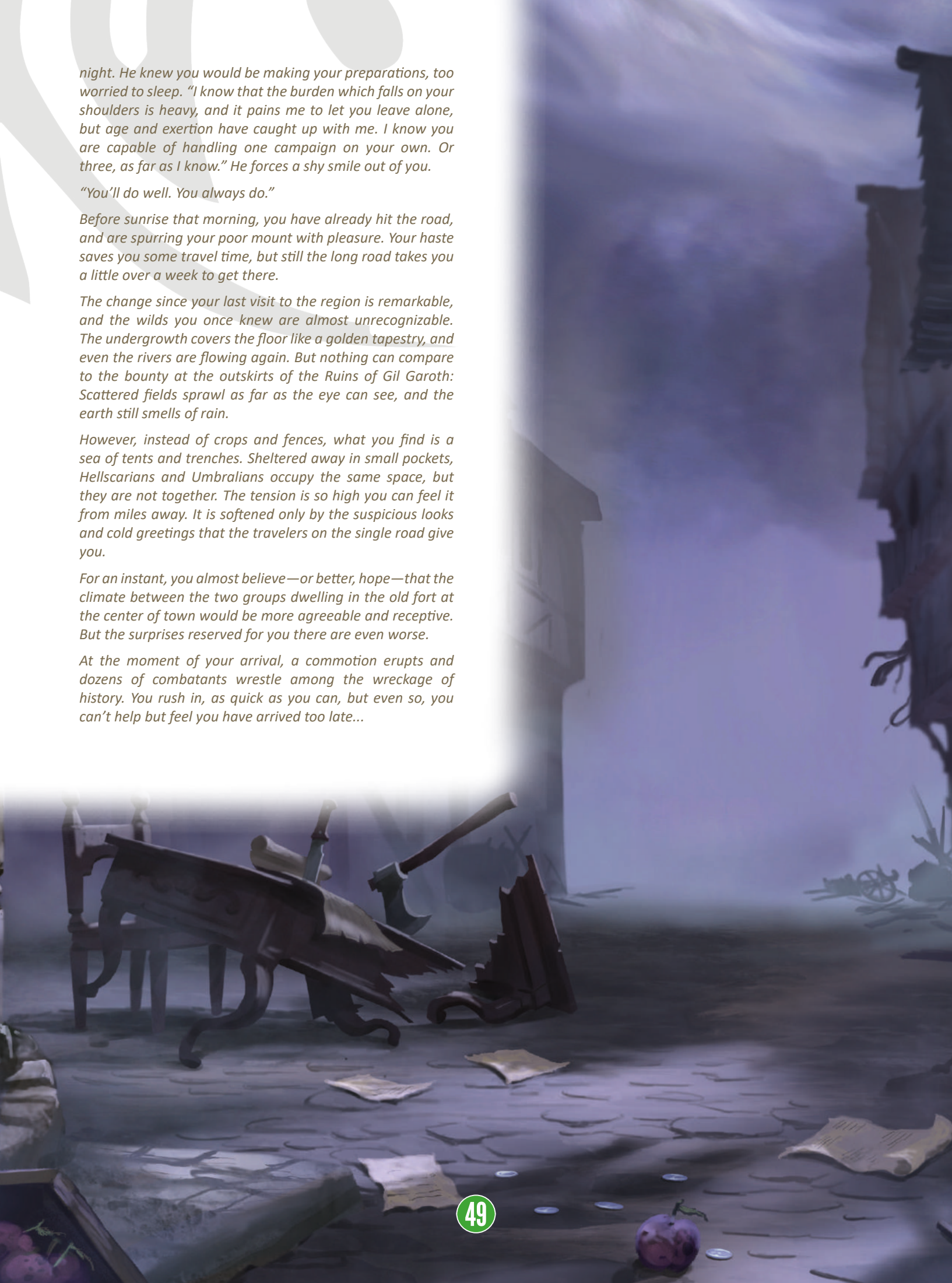
Before sunrise that morning, you have already hit the road, and are spurring your poor mount with pleasure. Your haste saves you some travel time, but still the long road takes you a little over a week to get there.

The change since your last visit to the region is remarkable, and the wilds you once knew are almost unrecognizable. The undergrowth covers the floor like a golden tapestry, and even the rivers are flowing again. But nothing can compare to the bounty at the outskirts of the Ruins of Gil Garoth: Scattered fields sprawl as far as the eye can see, and the earth still smells of rain.

However, instead of crops and fences, what you find is a sea of tents and trenches. Sheltered away in small pockets, Hellscarians and Umbralians occupy the same space, but they are not together. The tension is so high you can feel it from miles away. It is softened only by the suspicious looks and cold greetings that the travelers on the single road give you.

For an instant, you almost believe—or better, hope—that the climate between the two groups dwelling in the old fort at the center of town would be more agreeable and receptive. But the surprises reserved for you there are even worse.

At the moment of your arrival, a commotion erupts and dozens of combatants wrestle among the wreckage of history. You rush in, as quick as you can, but even so, you can't help but feel you have arrived too late...





ACT 2 – WAR CHAPTER 06 – THE LION AND THE LAMB



Holding back the fuss was not easy, but little by little, as you separate the Hellscarians and the Umbralians from each other's throats, they recognize what you stand for, and no one dares raise a hand against their Hero.

Besides, they need your leadership.

You are guided to the ruined patio of an old fortress that serves as neutral ground and negotiation table. You are introduced to the culprits for the uproar, and your intuition tells you this will not end well.

A blood feud was developing between a clan of Dunedancers and a few Condottieri. The reason was the theft of some goats a few days ago. Since then, they have been exchanging small retaliations back and forth. But today, the situation has gone out of control. In an alleged settling of a score, because of a beating the boys suffered from the girls, four men invaded the tent of one of the suspects and tried to get their revenge—An offense to any woman, but a deadly outrage for a Hellscarian warrior.

And they were aware of that.

Outnumbering the warrior girl, the men thought the battle was already won. However, the Dunedancer pulled out her

knife—and she was the first to draw steel, by the way—and cut the throats of two of the aggressors in the blink of an eye, finishing her masterful performance by slashing the leader of the gang.

Up to this point, no disagreement had ended in homicide, but now that it had, you can imagine the rest.

After the first life was taken, the bloodbath began and many other deaths followed. After a count that was in excess of a hundred among the dead and injured, the matter of what to do with the troublemakers persists, and the responsibility for dealing with it falls on your shoulders.

Taking on the role you asked for, you realize how unprepared you are to make such a difficult decision...

DARKNESS SPAWNING RULE – NO DARKNESS (BATTLE FOR GIL GAROTH):

During this Adventure, the Darkness is too spread out to be able to gather and chase the Heroes. As such, Darkness does not spawn, but its influence will still be felt on the battlefield. Place the **Growing Influence** Rune card with face A up at the end of the Initiative Track. When the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time); check the **Battle for Gil Garoth** card to see what effects are triggered (*you will be instructed to create this deck at some point during the Adventure*); place the drawn Rune(s) on the Initiative Track; and then flip the Rune card over.

DARKNESS BEHAVIOR – NO DARKNESS:

Darkness does not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

RECALL ACTION CURSE PENALTY - TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – RESERVE TROOPS:

At some point during this Adventure, two kinds of Minion Raid Parties will be spawned and thus you must save their components in advance. Take the **Skeleton Archer** and the **Skeleton Knight** miniatures and the **Garothian Marksman** and the **Garothian Revenant** Minion cards (*do not use them as random Monsters*) and set them aside for now.

SPECIAL PREPARATION – STIRRING DARKNESS:

Before starting this Adventure, take 6 Runes of each color from the bag and place them on the Initiative Track (*do not place their Darkness tiles on the map*).

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify their influence. Each time a Pile of Runes is shown in a Setup (*including the ones shown in the First Setup*), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Knot, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes. **NOTE:** Removing a Pile of Runes does not cause the Spawning token on/under them to be removed.

SPECIAL MECHANIC – CHASMS:

Tremors, excavations, and landslides are punishing the landscape of Gil Garoth's ruins. The spaces occupied by Special Mechanic tokens are strategic points where your Hero can use special features described on page 53.

INTERACTION TRIGGER:

After you have read all the other instructions and finished the First Setup, open the Book of Rules and Interactions to page 54. As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.



- 6 Piles of Runes (A stack of one of each color)
- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Red Spawning Token
- 1 Orange Spawning Token
- 6 Chest Tokens
- 2 Stack of Barrels Tokens
- 4 Pile of Crates Tokens
- 6 Special Mechanic Tokens
- 2 Stone Pillar Tokens
- 1 WM: Fell Warcaller - **Champion**
- 1 GM: Hellish Flayer - **Champion**
- 1 GM - **Champion**
- 2+: BM: Shadow Knight - **Champion**
- 2+: GM - **Champion**
- 3+: WM: Fell Warcaller - **Champion**
- 3+: GM: Hellish Flayer - **Champion**
- 4+: BM: Shadow Knight - **Champion**
- 4+: GM - **Champion**
- 5+: WM: Fell Warcaller - **Champion**
- 5+: GM: Hellish Flayer - **Champion**

CUTSCENE – THE BATTLE FOR GIL GAROTH

Once again, Hellsarians and Umbralians have turned against each other, but this time it is even worse. Bewildered as you are, you don't have the strength to do anything besides watch with a heavy heart the rapidly spreading war between those two beloved peoples.

Like a fire in a field of straw, all of the survivors quickly find themselves involved in the conflict somehow, either fighting or running from the fight. As if heaven itself mourned such an outcome, it begins raining heavily. However, when a lightning storm comes out of nowhere and starts to hit trees, grass, and people without distinction, you realize something is different.

Suddenly, your body shakes, but it wasn't because of the thunder.

Another earthquake!

Remembering the tragic night almost two months ago, you know that a new Horseman was being born, fueled by this indiscriminate killing.

Desperate, you scream, asking your countrymen to stop, but it is in vain. They cannot or do not want to listen.

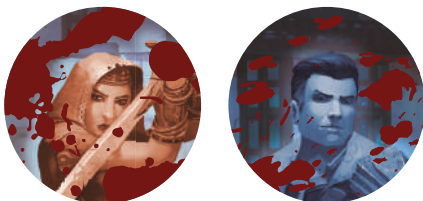
But the Creatures of Darkness were listening intently, and they want to slaughter you as well as any Hellsarians or Umbralians...

Now, carry out the preparations for the Special Mechanic described below:

SPECIAL MECHANIC – BATTLE FOR GIL GAROTH

Place the **Battle for Gil Garoth** Event deck with the cards arranged from 1 to 9 next to the Rune card. This will serve as a guide for the sequence of events in this battle. However, there are some things that you should have in mind and use as clarification when needed:

- Whenever you activate the Rune card, you must also draw the top card from this deck at the same time. The color of the drawn Rune will determine where the elements summoned by the **Battle for Gil Garoth** Event card must be placed.
- The injured Characters described on these cards are represented on the board by their respective NPC tokens. When rescued, an Injured NPC might join the fight or run to safety. This distinction is based on the choices your party made during **"The Judgment"** Interaction.



This are examples of Injured NPC tokens

- In order to rescue an Injured NPC, a Hero must be adjacent to them and declare their rescue intention. When they do so, they must Expend 1 AC, remove that NPC token from the board, and place it on their Hero Board to keep track of the count. They also gain their choice of FOCUS 1 or CLEANSE 1. This counts as a Cube Action and cannot be taken while the Hero is engaged in combat.
- Whenever an Injured Dunedancer is rescued in this way, if your party has the **"Hellsarian Ally"** Outcome noted on the Story Record, recruit her into the party. She is a Cohort (see Clarifications on page 53). The same is true for an Injured Condottieri, if your party has the **"Umbralian Ally"** Outcome there.
- If your party doesn't have either of these Outcomes noted on the Story Record (*you can have both, one, or none of them*), nothing special happens when rescuing an injured NPC of either faction.
- Whenever you are instructed to Summon elements NEAR a Spawning token, that means you must place them within RANGE 1 of the Spawning token that matches the drawn Rune's color. Two Monsters can't be placed in the same area (blue square) unless there aren't enough areas to place them all separately.
- There is no Blue Spawning token on the board and thus, whenever the Blue Rune is drawn, that means the Heroes got lucky, and they are able to choose which of the other four Spawning tokens will be used as the point of reference for Summoning those elements.
- Injured NPCs are immune to damage and are Movable Solid Objects for rules purposes.

Finally, read the Cutscene Trigger instructions and then you may continue the Adventure.

CUTSCENE TRIGGER

When your party rescues the fourth Injured NPC, place a Special Event token as a reminder on top of the Rune card at the end of the Initiative Track. When the Initiative Marker reaches that card, after resolving its effects, read **"Cutscene – Turning the Tide"** on page 54.



CLARIFICATIONS – CHASMS

Tremors, excavations, and landslides are punishing the landscape of Gil Garoth's ruins. Winning a battle on this terrain will be very difficult, but unlike the Creatures of Darkness, you can use creative thinking to your advantage. The spaces occupied by Special Mechanic tokens are strategic points where your Hero can use the following options:

- **Leap:** By spending 3 movement points, a Hero, a Cohort, or a Pet can leap from one Special Mechanic token to the one directly in front of them in a straight line, crossing an impassable chasm in this way. If the position a Character would land on by leaping a chasm is occupied, they can't take this action at this time.
- **Heel Kick:** If a Small Character on top of a Special Mechanic token suffers a PUSH or TELEKINESIS effect, the Character casting that effect may choose to throw them into the chasm, effectively defeating that Character. Monsters will choose to do so if they catch a Hero in this position.
- **Toss a Dwarf:** As a Minor Action, a Hero that is on top of a Special Mechanic token may toss an adjacent and willing Dwarf to the one directly in front of them in a straight line. Unlike for a leap, a tossed Dwarf may shove any Small Character in their way, even throwing them into a chasm, in order to clear space for their landing. At the beginning of the tossed Hero's next turn, if no Hero other than the tosser has mentioned about this action, that Dwarf gains EMPOWER.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

CLARIFICATIONS – INJURED COHORTS

During this adventure, you need to rescue wounded soldiers to help in the battle, and according to your party's affiliation, some of these warriors may go back to the fight. Every time you rescue an Injured NPC in this way, follow these instructions:

- Keep the rescued injured NPC token on your Hero Board. This is important in order to keep track of how many your party has rescued.
- A NPC rescued this way may become a Cohort recruited into your party. If they do, place their card in the matching slot on the Initiative Track and then place the respective model for that character adjacent to you.
- A Cohort's turn consists of a Movement Action followed by an Attack Action. They cannot Attack and then Move.
- Use the same card on the Initiative Track to represent all Cohorts of that type you recruit. Any resource tokens they receive are shared between all of them, and if they need to be used by two or more Characters at the same time, the Party Leader will choose which individual Character will benefit from each resource. Effects (such as PREVENT) function as normal, since they already target a specific Character.

These instructions are meant to cover the main doubts about this mechanic. However, if any persist, you can find further Clarifications about Cohorts on page 18 of the Book of Rules and Interactions.

CUTSCENE – TURNING THE TIDE

Cries of war and of agony mingle throughout Gil Garoth, now turned into a collapsing marsh by the rain and earthquakes.

Sinkholes slowly develop wherever the blood of the survivors—and not all of it was shed by monsters—is spilled, and you know this was not a coincidence or a good sign. Hiding in the entrails of this place, the second Seed of Darkness gorges itself, for it belongs to the Warlady, and nothing could feed it better than a battlefield.

If it happened by chance or was the work of a masterful plan, you can't say.

Emerging from the marsh where the carnage was worst, a fierce amazon covered in blood rides forward on her giant lion, as if she had violently given birth to herself, coming out from an earthly womb. Around her, the Darkness becomes agitated, dancing and making the world shake as the dire rider builds her twisted fortress.

Thirsty for blood, the War Horsewoman instinctively turns her manic and menacing look upon her most formidable opponents, standing in the field defiantly, as if she was drawn to them.

An invitation that, to you, feels like flirting with death.

Sustained by the blood both Hellscarians and Umbralians have shed on the old ruin's grounds, the War Horsewoman is born. Now, a Boss Fight will ensue and you need to make a few additional preparations:

- Summon her at the center of the board on both of the water mirror areas (the intersection between Map tiles APOE5-B and APOE6-B). Characters occupying any of the War Horsewoman's areas are Shoved.
- Take the **War Horsewoman** board and set her initial Health accordingly. Weakened by her birth, she has only 40 Health per Hero.
- Place the War Horsewoman's Attack cards on the Initiative Track in their indicated positions (matching their Runes).

Finally, read the Endgame Trigger instructions and then you may continue the Adventure.

ENDGAME TRIGGER

This Adventure can end in two different ways, depending on your party's performance against the Horsewoman. If your party is defeated (even if a Monster other than the Horsewoman delivered the last blow), read "**Cutscene – The Fall**" to the right. This Adventure is not considered a failure. Otherwise, if the War Horsewoman is defeated (you don't need to defeat all Monsters), read "**End of the Adventure – Tactical Retreat**" on page 57 instead.

CUTSCENE – THE FALL

That was too much for you.

The speed with which everything has happened caught you off guard: You started your day on the road, miles away from where you are now, and as soon as you arrived—just in time for a well-earned and much-needed rest—you were engulfed by the refugee quarrel, which culminated in the birth of the Horsewoman.

Despite feeling in top form again, you are still a mortal and have limits imposed by your body and your spirit. And today you reached them. Even though you fought bravely, you fall to the ground, defeated, and all of Darren holds its breath for a second.

Overpowered, and under the giant paw of the Warlady's mount, you see your life flash before your eyes while the rain falls, slowly as a dead leaf, and your mind fades.

Could this be your end?

Will you let it be your end?

Gathering what little strength you still have, you chase away the bad thoughts and concentrate on the thousands of lives that are counting on your victory, and you allow yourself the boldness of a final movement.

Write down the "**Humbled**" Outcome on the Story Record.

Then, the last hero to fall—the one(s) who triggered "**Cutscene – The Fall**"—must open the Book of Rules and Interactions to page 55 and resolve the scene presented there.



END OF THE ADVENTURE – ROLLING IN THE DEEP

All of a sudden, you and the Horsewoman are dragged below the unstable ground, falling for many yards into a sinkhole that grows larger and deeper. Drowning in a mudslide, you can't pay attention to anything around you, but you really don't have to: There is nothing that can be done.

You don't hear, for example, the last roar from the lion as the broken branches of a tree impale it. Neither do you hear when a ruined tower shatters in a shower of massive wreckage that crushes the mount and its rider. But still, you feel relieved, even as you are being run over by a cascade of debris.

Your struggle is not quick, but for you it passes by in an instant, as an errant stone hits you in the midst of all the confusion and from that moment on you do not even feel the taste of the earth anymore. That isn't a good sign for you.

If the ground had swallowed you in any place other than the ruins of Gil Garoth, where the underground palaces are even bigger than the ones on the surface, this certainly would have been your end. Nevertheless, it is your salvation that, just as in the underground halls of Hellscar or the Endless Galleries of the Ragnar Mountains, there was always another chamber dug beneath you.

When the hellish tidal wave ends, you lie unconscious somewhere in the midst of the mud and all kinds of wreckage, but your head remains unscathed. The world around you is still shaking, as your enemy is still building her fortress. But that is a problem for another time.

You survived, and that's what matters.

Congratulations, the Adventure ends here!

You may now proceed to the Camp Phase. There will be no "After the Adventure" this time.



REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.



END OF THE ADVENTURE – A HELPING HAND

All of a sudden, you and the Horsewoman are dragged below the unstable ground, falling into a sinkhole that grows larger and deeper. Drowning in a mudslide, you can't pay attention to anything around you, but you really don't have to: There is nothing that can be done.

At least, nothing you can do.

A saving hand finds your arm and pulls you at the right moment, dragging your carcass to solid ground. You get up quickly, and led by your mystery savior, you start running. The ground is crumbling under your feet, and many times you stumble, but you recover in the end.

You are dispirited, tired, and hurt, but yet, you are alive.

A privilege that might not still be said about your enemy.

Swallowed by the earthy storm, the Horsewoman as well as her mount vanish from sight amidst the shredded trees, rolling walls, and other types of wreckage. Even if they survived, they certainly won't be back at their fortress—which is still being built up ahead—any time soon.

Her Phylactery is unprotected, and you know you have to take advantage of that.

Catching your breath, you prepare yourself for a new attack, amidst the unstable ground and landslides that are happening all around you. Ironically, the safest passages are the ones covered by the miasma, the tar-like mass that, once hardened, will serve as mortar for the bridges and walls being constructed, with the old ruins as a base.

"Hero, wait!" the saving hand grabs you again, and...

Congratulations, the Adventure ends here!

Now, the outcome will vary according to some of the Party's decisions during the Campaign up to this point. Read the following options in order and apply only the first one you meet the requirements for, ignoring all others that come after it. When you return from the appropriate Resolution, continue your preparations for a Sequential Adventure, as shown in the following paragraph:

- If your party has the **"Hellscarian Ally"** Outcome noted on the Story Record, go to Resolution #082.
- If your party has the **"Umbralian Ally"** Outcome noted on the Story Record, go to Resolution #083.
- Finally, if your party has neither of these Outcomes, go to Resolution #084.

Next, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, each Hero gains CLEANSE 3 and removes a Trauma Cube from their board.

Then, skip **"Chapter 07 – The Fall"** and proceed straight to **"Chapter 08 – Raiding the Rider's Home."** This is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.

In addition, reveal all cards from the Spoils of the Veteran Equipment Deck – Standard. Each player can choose one of these cards. You can find clarifications about this Equipment on page 16 of the Book of Rules and Interactions.

END OF THE ADVENTURE – TACTICAL RETREAT

Although your tiresome journey has ended with a battle against a challenging adversary, as if you were made of steel, hard and unbreakable, you have prevailed. Not even the powerful War Horsewoman was capable of defeating you.

And she tried. Hard.

Delivering the final blow, you knock the newborn Amazon from her giant mount, and watch her grisly demise. Even though she was mortally wounded, she crawls towards you with clenched teeth, refusing to be defeated. But in vain. Moments later, her corpse dissolves into a nasty puddle of blood and tar. But somehow you know this isn't her end.

And neither is it the end of the battle for Gil Garoth.

The earth around you is reforming. The ground, the walls, even the trees are sliding into the sinkholes from which a black castle is rising, made from the bones of the old fortress. You know right away that only a Phylactery could be powerful enough to accomplish such a feat.

Knowing what has to be done, you only have eyes for the wavering path that leads to the heart of where all this corruption is coming from. Catching your breath, you begin your incursion, determined to find the Throne Room before your enemy can recover.

First, write down the **“Unbroken”** Outcome on the Story Record.

Congratulations, the Adventure ends here!

Next, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, each Hero gains CLEANSE 3 and removes a Trauma Cube from their board.

Then, skip **“Chapter 07 – The Fall”** and proceed straight to **“Chapter 08 – Raiding the Rider's Home.”** This is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.



REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.

In addition, reveal all cards from the Spoils of the Veteran Equipment Deck – Standard. Each player can choose one of these cards. You can find clarifications about this Equipment on page 16 of the Book of Rules and Interactions.





ACT 2 – WAR CHAPTER 07 – THE FALL



And all of a sudden, you wake up in the dark.

Determined not to have these ruins for your grave, you crawl your way out of the collapsed ravine where you were buried alive, feeling only the cold floor of an underground chamber. Touching your body, you see that you have no broken bones and your most precious belongings are still with you. But the same could not be said about your bag.

It was an acceptable loss in comparison to the destiny you escaped from.

The earthquakes haven't stopped yet. On the contrary, they are even worse, and there isn't any place that could be considered safe up on the surface. But waiting here is not an option either: With every stronger tremor, you feel the earth heave and a piece of the ceiling falls somewhere near you, which makes you think it's only a matter of time before this place is buried.

With unstable breathing and a body still suffering from the beating it took, you stop for a moment to catch your breath before moving on, looking for your Guide-Stone in your pockets. Once lit, the magic crystal shines as bright as a

torch, revealing both a passage and an unpleasant surprise: not even here are you alone.

In silence, the miasma has protruded through the cracks in the walls and ceiling, sliding towards you with the patience of a predator. Knowing that you are blind, it advances slowly, giving time for the tar-like mass to gather into a large black trunk before attacking.

A plan that was carefully calculated, but thankfully brought to light before materializing...



DARKNESS SPAWNING RULE – DARKNESS HUNTING:

During this Adventure, the Darkness will emerge from the Darkness Spawning points or from Darkness already on the board. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. When the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*); place their respective Darkness tiles on the board; place the drawn Rune(s) on the Initiative Track; and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.



SPECIAL PREPARATION – LOST TREASURE:

Before starting this Adventure, all Heroes must discard all the Consumable Items they are carrying in their bags.

SPECIAL PREPARATION – STIRRING DARKNESS:

Before starting this Adventure, take 6 Runes of each color from the bag (a total of 30 Runes) and place them on the Initiative Track (do not place their Darkness tiles on the board).

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify their influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

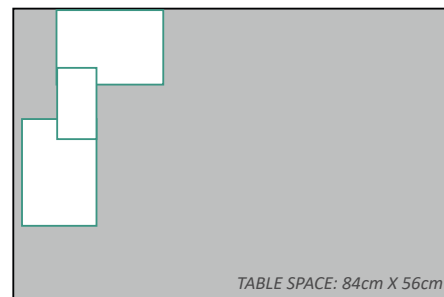
To untie a Darkness Knot, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.




SPECIAL RULE – LOCKED DOORS:

Door #01 is locked until an effects states otherwise.

CUTSCENE TRIGGER:

Place a Special Event token on the Rune card as a reminder. When the Initiative Marker reaches that card for the first time during this Adventure, after resolving it, remove this reminder and read "Cutscene – Unearthed Entombment" on page 60.



-  1 Pile of Runes (A stack of one of each color)
-  1 Stone Fountain Token
-  2 Chest Tokens



CUTSCENE – UNEARTHED ENTOMBMENT

Suddenly, the ground shakes even harder and you lose your balance as the walls crumble, opening up into a cliff-like abyss around you.

All Heroes must make an Agility (green) Skill Challenge of Difficulty 15. Each Agility cube they have grants a +2 bonus to their roll. Each Hero that fails this Challenge takes 2 non-preventable damage and KNOCK DOWN.

Then, read the Resolution below:

...a curtain of dust and black mold rises up in the confusion, but not even that is capable of diminishing the bright blue glow gleaming everywhere. The burnt smell of a botched spell reaches your nose as the arcane power that it set free fills the room with its fleeting presence. Or almost fleeting. Turning this energy into necrotic power, the Darkness defiles the sanctity of the funerary rites that preserved the bones of fallen soldiers from yore, just so they can obstruct your path.

Now, open Door #01 and prepare its Setup.

Then, place 2 Collapsing tokens on each Map tile and Bridge in the First Setup (3 Map tiles and Bridge BR1-B). Whenever the Initiative Marker reaches the Rune card at the end of a round, after resolving its effects, remove one of these tokens from each Map/Bridge tile. When the last one is removed, remove the respective Maps/Bridges from the board as well, along with any objects on them. Characters removed in this way are considered defeated whereas any Piles of Runes must be placed on the Initiative Track. You can find clarifications about this Mechanic on page 62.

NOTE: The Trayz holding the Bridge BR2-B's Bridgehead will remain empty on the board until that Bridge is also removed at some point during this Adventure.

SPECIAL MECHANIC – RESTLESS RAID

From now on during this Adventure, there are creatures everywhere and they might attack at any time. Take the **Skeleton Knight** miniatures, the **Garothian Revenant** Minion card (do not use the **Skeleton Knight** as a random Monster), and place the **Dreadful Raid** Special Mechanic card above the end of the Initiative Track with face "B" up. Restless Raid works just like Plague Raid (see page 12 of the *Book of Rules and Interactions for details*), with the following modification:

- When the Initiative Marker reaches it, you must resolve its effects, but **do not flip** the card over. It will remain with face "B" up through the entire Adventure.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

Finally, after you have read all these instructions, you may continue the Adventure.

CUTSCENE – THE EXODUS OF THE PROMISED

"Remembering is living, isn't that what they say?" the translucent image speaks as if you were friends. "The Exodus of the Promised is the story of the alliance between Elves and Humans, of the event that built the foundations of our society!" he concludes, telling the story that you have long heard in the sermons of the High Priest.

"Almost a millennium ago, those exiled from Old Amira left a devastated land and took on a mortal journey across the Infinite Seas, led by Gilgamesh, their king and hero. The land they discovered, Daren, was abundant, however, the ruined Elvish palaces they found indicated that it wasn't uninhabited.

"Nevertheless, the hostility they encountered came not from the ruin-builders, but from another people.

"The Orcs had spread throughout the land, and along with the first encounters with that people there also came bloodshed. The defeats suffered at that time subjected Humanity to one of its greatest trials, for their beloved Mage-King was killed in battle, and his children, who had married into different families, couldn't keep the armies united.

"All of the crown princes fled, leaving the burden of keeping the royal lineage unbroken and their people safe to fall on the shoulders of Gilgaerd, the youngest of them all.

"And he fulfilled his task for four generations, until an opportunity presented itself before the gates of the small settlement: A caravan coming from Valarai requested the hospitality of Gil Garoth, who was the Mage-King of New Amira and great-grandson of Gilgaerd. They disclosed to him the true purpose of their pilgrimage: the Setting Sun had revealed to them that the young king was chosen to found an empire in his name and guide the Free Peoples into a New Age.

"Accepting conversion to the Doctrine of the Setting Sun, Gil Garoth took up the burden of fighting the Orcs—the only enemy then capable of preventing him from claiming that which rightfully belonged to our people—with the support, skill, and magic of the Elves. Victory in this endeavor would confirm what has been revealed: Humans were predestined to reign, and the Elves to serve as their counselors.

"An arrangement that lasts until today and that will go on as long as the New Age lasts."

First, all Heroes gain FOCUS 2.

Next, each Human in your party writes down the **"Empathetic"** Status on their Campaign Log. As long as they have it (**Statuses are removed during the next Camp Phase**), whenever a Hero from their party receives a Curse Cube, they may take it instead (**they may choose individually if they receive more than one in a single effect**).

Then, you may continue to play the Adventure.

CUTSCENE – THE FANGS RIOT

“The Fangs Riot... A real betrayal, right?” says the host, thoughtfully. “The naivety of the Elves almost caused their extinction. However, at the cruelest moment, the Humans were there to help them, and that’s why the Elves are so grateful to that people.” He goes on, narrating the tale of the struggle between the Valaryans and the Lords of the North.

“After a long journey through the Borean Tundra, forty clans of Orcs arrived at Daren’s territory a little after the victory of the First Belligerents in the Shadow War. Traumatized by catastrophic losses, the Dwarves and Draconians refused to extend hospitality to the travelers, leaving solely on the shoulders of the Elves of Valarai the responsibility to aid the helpless survivors coming from the north.

“Having lived two generations subjected to the rigors of the weather and the agonies of the frozen desert, the Orcs were resistant to Elvish customs, especially those related to care and subtlety. The world they knew was hard, fierce, and everything was conquered with blood, not jest.

“Even so, for ten generations the Elves tried to impose their values on the Orcs, driven by the belief that they were the people predestined to uphold Narang'Erel’s sacrifice. However, in the eleventh generation, the refugees no longer agreed to live with the abuse disguised as care that their hosts offered—and which they had never asked for—and they formed a huge army.

“After a decade of battles, the Orcs’ victory was close. However, the advances of the now-rebels were held back by a plateau on the edge of the Irallian forest. Led by Gil Garoth, another equally large and desperate people—the Humans—had allied themselves with the Elves, and from that unlikely union, an invincible army was born.

“Since then, Orcs and Humans have fought for control of the Darenian provinces, motivated by the need for space for their increasing populations, as well as the grudges of a battle fought over a millennium ago.”

First, all Heroes gain FOCUS 2.

Then, if the Hero of Daren belongs to any people other than the Orcs, this is all they know and you may continue to play the Adventure. Otherwise, if they are an Orc, carry on to the entry below instead:

However, the Garothians have only done what every victor does: spread their truth as if it were the only one. But the steppes people have never forgotten what happened.

The ancestors of the forty clans had abandoned their homeland to the north, far beyond the Everlasting Ice, setting out in search of a land they could live off of. The journey had begun when many of the patriarchs were still children, and finished at the foot of the Solekk taigas when they had already become grandparents.

On that occasion, instead of offering their sincere hospitality, the Elven hosts confined the refugees to those valleys,

forcing them to follow Elvish customs, laws, and religion to the detriment of their own. Few and malnourished, the Orcs became prisoners as soon as they resisted.

The Elvish prison was terrible, and the refugees were kept under constant vigilance. They were forbidden to leave the Valleys of Solekk and were forced to pay many tributes, which varied from peasant servitude to the surrendering of children for purposes that were never known.

As the generations followed, one after another, many families escaped confinement, running away to the far reaches of the continent. The clans that achieved that feat prospered, while their kin who remained in Solekk lived under strict population control. Two hundred painful cycles had gone by in this war of attrition before one leader was able to unify all of the outlaw clans and fight their oppressors.

Conclaves had fallen, chains had been broken, but the Orcs still thirsted for vengeance, and Valarai was the grand prize they aimed for. Only ten days away from the Elven capital, however, an army made up of Elves and Humans faced them, and after a terrible battle, it was they who claimed the ultimate victory.

The real defeat for the Orcs, however, was not reflected in the casualties they had sustained, but in the realization that the oppressive ideals they fought to extinguish were voluntarily embraced by another people. No blade could ever pierce them deeper than that heartbreak.

Each Orc in your party writes down the "Orcish Perseverance" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), they can hold one additional Trauma Cube on their boards.

Then, you may continue to play the Adventure.



CUTSCENE – THE SHADOW WAR

“Ah, the origin of our fight, isn’t it? A splendid choice!” the ghostly host addresses you. “The Shadow War was the most dangerous time the Children of the Setting Sun have ever faced. But it was also the most glorious, for the first heroes among us, the Ascended, arose in those times...” he goes on, starting to tell a story you already know a little about.

“Coming from the ends of the Cosmos, the Varatash arrived on Drunagor to sow death, just like they had done to many other worlds they had visited. They do what they do because they are hostages to a memory, to the remembrance of ideas that were once cultivated by their society. Even though these ideas led them to ruin, those ideas remain alive as if they have taken a body and a life of their own.

“In the face of such a threat, the three peoples who transformed this land into the blessed stronghold we know—the Elves, the Dwarves, and the Draconians—formed an alliance to fight them, but even together they were not successful. With the Astral Gates open, the Darkness poured into our lands at a speed greater than it could be fought off.

“It was then that the Sun, taking pity on the suffering of his children, decided to intervene and became incarnate in the body of a woman: the priestess Narang'Erel. Through her words, he taught us the values that we mortals would need to follow in order to achieve victory in this battle. As his last act, which cost him his own spirit, he, through her, uttered a powerful spell blocking any and all extraplanar travel to Drunagor, allowing us to change the course of the war.

“The first followers to master this path became known as the ‘Ascended,’ a position they reached at the end of their own lives through a ritual which sent their spirits to the Trial of the Stars. Crossing the Arcane Way—the great starry path that cuts through our night sky—they would reach Elísia’s Fields, where they would be rewarded with eternal life.”

First, all Heroes gain FOCUS 2.

Then, if the Hero of Daren has the Knight of Amira Background, this is all they know and you may continue to play the Adventure. Otherwise, if they have Folk Hero instead, carry on to the entry below instead:

But that story was incomplete, to say the least. Having stepped into the Spirit Realm with your own feet, you know that the plenitude promised by the Doctrine is not the only lasting way of life.

Over the course of the last thousand years, the purpose of the Ascension has been re-signified, as the High Priests of the past feared the harmful effects that the truth could have on their followers. Thus, the ritual that was created to reproduce the selfless sacrifice of Narang'Erel became a test where a devotee, at the end of their life, would put themselves through a challenge to see whether or not they were worthy of eternal life.

The true purpose of the ritual was clouded, but its consequences remained the same: a mortal would give up their spirit’s arcane power in order to intensify the spells

that prevent the Varatash from invading our world through planar portals.

Whether the followers would still offer themselves to the ritual if they knew its purpose and the uncertainty of the promised heaven, you couldn’t say. Nevertheless, two important truths remain: it was thanks to this narrative conceived in the past that Daren has been able to prosper for over a millennium; and whether there is or isn’t a special world of plenitude for the devotees of the Rite of Ascension, nobody can say for certain—just like no one believed a Spirit Realm existed, and nevertheless, it was there, so amazing that you don’t even have words to describe it.

Write down the “Afterlife Mysteries” Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), whenever any Hero scores a Critical Hit, they may Recall up to one AC.

Then, you may continue the Adventure.



CLARIFICATIONS – COLLAPSING FLOORS

During the Apocalypse Campaign, some Adventures will ask you to remove a given Map tile from the board (Bridges are considered Maps for these purposes) as part of an effect. This process can present some complications, and whenever there is doubt, follow these guidelines:

- If any Hero is defeated because they were removed from the board along with a Map tile, the Adventure immediately ends in failure.
- If any part of a Darkness tile larger than a Small Darkness tile is removed along with a Map tile, remove that Darkness tile completely, as opposed to leaving part of it floating in the air.
- The squares occupied by Bridgeheads are safe, if that Bridge is not removed, when the Map tiles under them are removed (even if that leaves it floating over empty Trayz).
- Dungeon Trayz may be empty and remain on the board if they still hold a Door or a Bridgehead (even though the characters can’t step on any of their spaces anymore).
- Any Dungeon Trayz that are completely empty (note the point above) should also be removed from the board.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

END OF THE ADVENTURE – THE CLIMB

And so, after a grueling journey through Gil Garoth's underworld, you find the much-desired passage back to the surface. Knowing you have survived the fate of being buried alive is a comforting thought. But it is too soon to celebrate victory yet, as the never-ending tremors are a constant reminder that the power of the War Horsewoman still endures.

The real clash is just beginning.

As the Darkness flaunts its power in all its magnitude and digs through the foundations of the fortress as if separating meat from bone, you move up the carved steps of a staircase that winds around a bottomless abyss. The guardrail that accompanies you along the way indicates that the gap, from which sounds of shattering earth resonate like thunder, was not the work of your enemy—it was here long before her arrival.

Bad experiences aside, the dungeons down there were amazing, and it is even more amazing to imagine that if it wasn't for your accident, you would never have found them, just like no one has for so many years.

Just like they never will again.

Imagining that what is left in those arcane catacombs will be lost forever gives you a strange feeling of remorse. But glimpsing the stairs crumbling below makes you too anxious to concentrate on anything other than the race for your life.

You are so worried that even a praise to Narang'Erel escapes your lips when you pass a fake door and find yourself back at the keep...

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have except for **Soul Shard** tokens. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.



REWARDS:

Reveal all cards from the Spoils of the Veteran Equipment Deck – Standard. Each player can choose one of these cards. You can find clarifications about this Equipment on page 16 of the Book of Rules and Interactions.





ACT 2 – WAR CHAPTER 08 – RAIDING THE RIDER'S HOME



Finding your way through a castle still in transformation, you continue your incursion towards the War Horsewoman's Throne Room.

The landslides keep destroying the ground, and the dangerous crossing through the unstable bailey makes it clear this will be your first and last chance to confront her, because soon enough there won't be a passage leading to the Keep left.

The extensive plateau where the city had been built has crumbled into a river of mud and tar into which the bones of history have sunk to be forgotten. Even more terrible than witnessing this was the realization that if the Darkness hadn't clung to the walls as it excavated them from their underground lairs, this archeological gem wouldn't even be standing.

It seems the Varatash Knights didn't come just to finish a cycle, but also to begin a new one.

They have come to reform, to rebuild...

Hellscarians... Umbralians... Amirans or foreigners, such as Aral'Hezec himself had been once: The origin of the Darenians is now irrelevant. Only their bodies, their homes, and their land matters. Even though you and Tharmagar have talked extensively about the interests of the invaders, you never stopped asking yourself what could be their true purpose.

Are they looking for a place to rebuild their society?

But aren't they just an unnatural destructive force?

Before your thoughts can lead you to never-ending daydreams, reality intervenes: The entrance that guards the heart of the enemy is not unprotected...

DARKNESS SPAWNING RULE – SOWER CULTISTS:

During this Adventure, the Darkness considers all **Sower Cultists** as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. When the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*); place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated*); place the drawn Rune(s) on the Initiative Track; and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify their influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Knot, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL MECHANIC – CALL TO ARMS:

In order to increase your chances of success in this battle, you will be able to reenlist soldiers you have rescued. To rescue one, a Hero needs to be adjacent to an Injured NPC token and Expend 1 AC. Remove the Injured NPC token from the board. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if that Hero is adjacent to an enemy.

Then, if the rescued NPC token was a Hellscarian and your party has the "Hellscarian Ally" Outcome noted on the Story Record, you may recruit her as a Cohort **Dunedancer** into your party. The same is true for Umbralians as a Cohort **Condottieri**, if the "Umbralian Ally" Outcome is there. If your party doesn't have either of these Outcomes noted on the Story Record (you can have both, one, or none of them), nothing special happens when rescuing an injured NPC of either faction. Injured NPCs are Movable Solid Objects for rules purposes.

SPECIAL MECHANIC – WAR RAID:

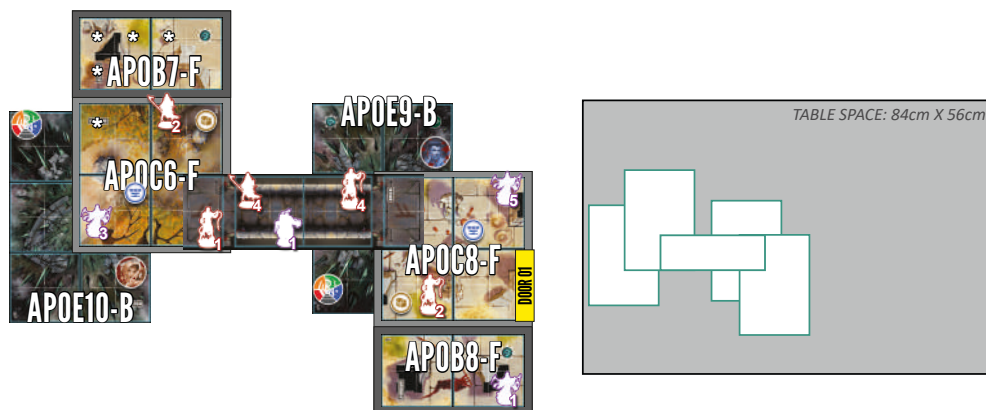
During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Skeleton Knight** miniatures, the **Garothian Revenant** Minion Card (do not use the **Skeleton Knight** as a random Monster), and place the **Dreadful Raid** Special Mechanic Card above the top end of the Initiative Track with face "A" up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 12 of the Book of Rules and Interactions for details).

SCENARIO MONSTER – UNSTABLE DEVOURER:

The **Unstable Devourers** are Scenario Monsters. Take their card from the Adventure deck and use the **Rotten Flesh** miniatures to represent them on the board.

SPECIAL RULE – LOCKED DOORS:

Door #01 is locked until the last enemy is defeated.



- 1 **Sower Cultist**
- 1 **Unstable Devourer**
- 1 GM: Hellish Flayer - **Champion**
- 1 Injured Umbralian NPC Token
- 1 Injured Hellscarian NPC Token

- 2 Piles of Runes
- 2 Chest Tokens
- 2 Stone Fountain Tokens

- 2+: WM: Fell Warcaller - **Champion**

- 2+: GM: Hellish Flayer - **Champion**
- 3+: **Sower Cultist**
- 4+: WM: Fell Warcaller - **Champion**
- 4+: GM: Hellish Flayer - **Champion**
- 5+: **Sower Cultist**

CUTSCENE – A LIBERATING MOMENT

With your hand propped against the wall, you feel that you look like a fool, but soon you sense energy resonating in your fingertips and penetrating your heart.

When it runs through your body, you feel enraged, melancholy, and to your surprise, even scared! You know these feelings are not yours, but could they belong to the Darkness? Before you can ponder the matter, the black mass retracts into the wall, carrying everything with it but the prisoners which, now freed, fall lifeless at your feet.

And then you can see how ruined their bodies are on the inside. Cuts and bruises are everywhere. It surprises you that they are even still alive.

But you quickly realize why.

The dark bruises are not only a result of the blows they suffered but also of the enemy's infection, which has sunk deep roots into them. As if they were waiting for this moment, the two corpses start moving and squirming into a puddle of blood, guts, and bones which, pulled together by black tendrils sprouting from them as if for a hideous puppet show, are merged into a single and powerful Creature of Darkness!

Replace this Interaction token with the [Lovers Scenario Commander](#) with [CP 2+\(2xP\)](#). When the [Lovers](#) are defeated, the Party Leader flips its card over and takes the [Vow Keeper Adventure](#) card as loot.



CUTSCENE – THE ENEMY OF MY ENEMY

Prevailing once again, you join the monster whose life you saved instead of taking it. Approaching with weapons in hand, your presence scares it, but still, it was more comfortable in your company than with its own people.

“Long live the Hero of Daren, whose prowess is spoken of over all of the Domains,” it greets you with the hoarse voice only an undead throat would have. “I thank you for your help, but I don’t have time to waste here. Mil’khemett’s minions are on my heels and I have to leave.”

Even more intrigued, you voice the burning question and demand to know who it is. After all, it has the face of an enemy.

“The name I had I don’t recall, as it doesn’t matter anymore. You can call me Scavenger, because scavenging is all I do since I’ve found myself in this miserable un-life. Now that we’ve met, Hero, will you let me go in good faith or will I have to bargain for it?” it presents you with the proposition.

Open the [Book of Rules and Interactions](#) to page 60. As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.



CLARIFICATIONS – RAID SPAWN

The influence of the Darkness is so strong in this region that the areas controlled by it are full of Monsters. Thus, when your Party explores a new path, they may find the remains of a battalion. Every time a Setup instructs you to make a [Monster Raid Spawn](#), you must:

- **Summon enemies as if you were instructed by the [Dreadful Raid Special Mechanic](#) card, using a [Pile of Runes](#) as reference.**
- **When you do this, do not move the Initiative Marker to the [Dreadful Raid Special Mechanic](#) card or flip it over (if the Adventure has a [Raid Mechanic](#)). Leave it as it is and consider this a special summoning that will occur whether or not Monsters are on the board.**
- **As explained on page 13 of the [Book of Rules and Interactions](#), if a Minion "Fails to be Summoned", you must Activate the [Non-Boss Monster](#) occupying the Highest Rank on the board.**

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.



END OF THE ADVENTURE – THE RECKONING

Putting away the ghosts from your last encounter, you allow yourself a small break to catch your breath. Your body is complaining about the pains it has suffered, both in the past and now, but you can't listen to it at the moment. A little over a week ago, all you felt was boredom and anxiety to get back to the adventurer's life, didn't you?

Very well, here you are.

Going on ahead, you reach an antechamber where a long and dark double gateway is guarded by a pair of watchful Shadow Knights. The battle is hard, but they could never be enough to stop someone like you. Pushing the two black slabs, one with each hand, you open your way to the throne room of this insult of a fortress, where the emerald light is shining brightly over the polished black alabaster.

Here, the walls and the ceiling are lost in the darkness, resonating to the ruffle of drums in such low notes that your body trembles with their beating. But there is no drummer here. It is just the ghost of a sound, if such a thing was possible. In the center of the room, Umbralians and Hellscarians have killed each other in an arena as they were watched by a silent audience who didn't need to be there—After all, Creatures of Darkness are incapable of feeling joy.

The structure was built like a circus, made to entertain the War Horsewoman, who proudly oversees the sinister spectacle from her throne. All this bloodshed in her honor, you are frightened to observe, is healing her wounds...

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have except for **Soul Shard** tokens. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.

- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

REWARDS:

Each player chooses and unlocks a Class Ability for their Hero.



ACT 2 – WAR CHAPTER 09 – THE GRIM CARNIVAL

“Behold the Hero of Daren!” the War Horsewoman greets you sarcastically while the eyes that were on the arena—where prisoners killed each other for her delight—turn to you.

She had separated them to opposite corners of the room so that, from time to time, she could ask for a representative from each faction to entertain her in a deathly spectacle. The unfortunate combatants, however, didn’t fight only for their own lives, as she also demanded a blood tribute from the losing faction, just to incite them even further. The perverse game, just like the beating of the drums, was interrupted thanks to your arrival.

“Because you survived our first encounter, Hero, you no doubt see yourself as a real champion, but only fools or the arrogant confuse luck with skill,” she provokes you, and only then does she rise. Her feline monstrosity, loyal and domesticated as if it were not a beast, promptly emerges from the shadows to accompany her. “Now, tell me, which one are you?”

You can barely believe it, but her defeat seems not to have hurt her at all. Quite the opposite: she now seems to be in peak form, completely born, the face of a colossus that seems unbeatable.

But you are not alone.

Going down to the center of the arena, you try, heatedly, to talk some sense into the Hellscarians and Umbralians one last time, as the final hour for all survivors has arrived. You even believe you have their attention for an instant. However, your pleas fall into ears that have already been seduced by the words of another.

“My prisoners, listen well!” she calls for the attention of her audience while coming down in your direction. “I swear before you that the people who bring me the head of the Hero of Daren will inherit Gil Garoth and will rise up and have my protection. You and this place have done for me what they could and, therefore, I don’t need either anymore.” The Horsewoman makes her proposal, and by the Stars she knows how to be persuasive!

DARKNESS SPAWNING RULE – WARRIOR'S DEN:

The battle for Gil Garoth’s fate will be dynamic and will involve many belligerents from different factions, but the influence of the enemy isn’t strong enough to be manifested on its Darkness form. Take the **Skeleton Knight** miniatures, the **Garothian Revenant** Minion card, and place the **Warrior’s Den** Rune card at the end of the Initiative Track with face A up. When the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time); summon their respective Cohorts or Monsters; place the drawn Rune(s) on the Initiative Track; and then flip the Rune card over. You can find Clarifications about these summons on page 70.

DARKNESS BEHAVIOR – NO DARKNESS:

In this Adventure, the Darkness is so widespread across the area it can’t condense into its plasmoid form and follow the Heroes. Thus, there is no need to track its behavior. In the same way, no Runes will be drawn: there will be no Crush damage during this Adventure.

RECALL ACTION CURSE PENALTY - TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Knot, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

BOSS FIGHT PREPARATION – WAR HORSEWOMAN:

The final clash against the War Horsewoman has started. Some preparations need to be made to adjust for the narrative's outcome. Therefore, follow these instructions carefully. Start with the standard preparations:

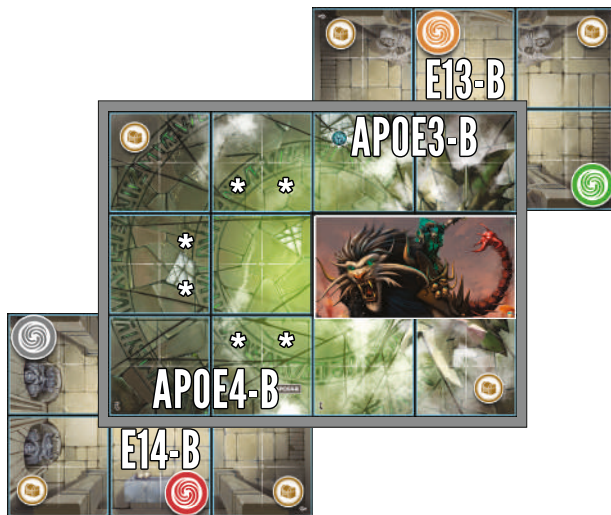
- Place the **War Horsewoman** board face-up and set her initial Health according to the number of Heroes in this Adventure. The War Horsewoman has 80 Health per Hero.
- Remove all Trauma Cubes that the Heroes are holding and add 20 Health to the War Horsewoman for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 5 Health to the War Horsewoman for every cube removed this way.
- The Party Leader must write down the **War Horsewoman's** Starting Health and the composition of the Rune Track on the Story Record. If you have to restart this Adventure, use this value as the War Horsewoman's Starting Health, this Rune composition on the Initiative Track, and treat the Heroes as if they had just returned from the Camp Phase.
- Place the **War Horsewoman's** Attack cards on the Initiative Track in their indicated positions (*matching their Runes*).
- Then, if your party has the **"Wounded Eye"** Outcome noted on the Story Record, erase it and return, by your choice, all blue or green Runes from the Initiative Track to the bag.
- Also, if your party has the **"Wounded Paw"** Outcome noted on the Story Record, erase it and return, by your choice, all orange or red Runes from the Initiative Track to the bag.

ENDGAME TRIGGER:

When the War Horsewoman is defeated, read **"End of the Adventure – Pepper Hot"** on page 71.

INTERACTION TRIGGER:

After you have read all the other instructions and finished the First Setup, open the Book of Rules and Interactions to page 61. As a group, you must resolve the Interaction presented. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.



- 1 War Horsewoman
- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Orange Spawning Token
- 1 Red Spawning Token
- 6 Chest Tokens

CUTSCENE – THE FINAL HOUR

Thus, the spectacle begins anew as you and the War Horsewoman charge each other. Hellsarians and Umbralians, who once had been the main attraction of this grim carnival, have joined the monsters as spectators and, for an instant, it is as if the order of things has been inverted. In every sense.

The fight rages on brutally, as all single combats promise: blows thrown and deflected everywhere, last second parries and dodges, carefully calculated movements as if it was all a dance. The War Lady has strength in her arms, more than even you can bear.

Worried about dodging the powerful blows she throws, you tire too fast, taking in the kicks and the charges to avoid the blades. Round after round goes on like this, until you can't take any more and fall to your knees. Uneasy, the audience that was almost hopeful about your victory hold their breath and pray for a miracle. Even more amazing is realizing that Condottieri and Dunedancers were embracing and cheering as if they had never been rivals.

"So, this is the power of the Hero of Daren? It's pathetic," your enemy mutters to herself, showing her displeasure. "It doesn't matter. It's time we end this farce once and for all. Aryeh! With me!" she commands her beast, which promptly leaps to her side for her to mount.

"Hero, blood has been spilled and our audience has been entertained. It's time we put an end to it."

First, write down the **"Broken"** Outcome on the Story Record.

Next, the Party Leader takes a Free Recall Action.

Then, if your party has the **"Humbled"** Outcome noted on the Story Record, go to Resolution #137. Otherwise, if the **"Unbroken"** Outcome is there, go to Resolution #138 instead.



CUTSCENE – THE GREAT TRIUMPH

Thus, the spectacle begins anew as you and the War Horsewoman charge each other. Hellsarians and Umbralians, who once had been the main attraction of this grim carnival, have joined the monsters as spectators and, for an instant, it is as if the order of things has been inverted. In every sense.

The fight rages on brutally, as all single combats promise: blows thrown and deflected everywhere, last second parries and dodges, carefully calculated movements as if it was all a dance. The War Lady has strength in her arms, but she lacks the instinct for preservation every frail creature has.

Worried only about hitting you, she suffers many counterblows, because she doesn't care to keep her guard up. Round after round goes on like this, until the impossible becomes improbable and then, possible. Astonished, the audience can barely believe it when they see the warrior

who bragged about her thousand killings on her knees, screaming in frustration. Even more amazing is realizing that Condottieri and Dunedancers were embracing and cheering as if they had never been rivals.

"What the hell are you made of? How can you be so powerful?" your enemy asks herself as she experiences feelings she didn't even know she had. "It doesn't matter. It's time we end this farce once and for all. Aryeh! With me!" she commands her beast, which promptly leaps to her side for her to mount.

"Mortal, our audience has already been entertained. It's time for the real fight to start!"

First, write down the **"Triumphant"** Outcome on the Story Record.

Next, the War Horsewoman loses half her Health, rounded up.

Finally, if the **"Humbled"** Outcome is noted on the Story Record, go to Resolution #135. Otherwise, if the **"Unbroken"** Outcome is there, go to Resolution #136 instead.



CLARIFICATIONS – WARRIOR'S DEN

A complex battle rages around you, in which many factions are involved. If you have any doubts about the summoning of a Minion or a Cohort (*which may have become a Minion*), check the instructions below:

- There is no Blue Spawning token on the board and thus, whenever the Blue Rune is drawn, the Heroes are able to choose which of the other four tokens will be used as the point of reference for Summoning those elements.
- If there are no empty spaces adjacent to a Spawning token so that a model can be summoned, place it in the closest possible space of the Party Leader's choice.
- A Minion Raid Party consists of a number of Minions that relate to the number of Heroes in this Adventure, as explained on page 13 of the Book of Rules and Interactions. Refreshing your memory: 1 Minion for a party with 1 or 2 Heroes; 2 Minions for a party with 3 or 4 Heroes; 3 Minions for a party with 5 Heroes.
- Also as explained on page 13 of the Book of Rules and Interactions, if a Minion "Fails to be Summoned", you must Activate the Minion occupying the highest hierarchical position on the board (*which will be another Minion*).

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

ADDITIONAL PREPARATION – ALLEGIANCES

Depending on the choices made by your Party during the first Interactions of this narrative arc, you will face the War Horsewoman with the alliance of the Hellscarians, the Umbralians, both peoples, or neither. Whatever the case, in order to adjust the mechanics for this Boss Fight, carry out the following steps:

- First, if your party does not have the “**Hellscarian Ally**” Outcome noted on the Story Record, write down the “**Hellscarian Enemy**” Outcome there. Otherwise, if your party has it, nothing happens in this step.
- Then, if your party does not have the “**Umbralian Ally**” Outcome noted on the Story Record, write down the “**Umbralian Enemy**” Outcome there. Otherwise, if your party has it, nothing happens in this step.

Now that your Party has defined who your allies and your enemies are, you must place their respective cards on the Initiative Track:

- First, if your party has the “**Hellscarian Enemy**” Outcome noted on the Story Record, place the **Dunedancer** card as a Minion (it is on the back of her Cohort card) on the Initiative Track. From now on, Dunedancers are Monsters.
- Otherwise, if your party has the “**Hellscarian Ally**” Outcome noted on the Story Record, place the **Dunedancer** card as a Cohort. From now on, whenever a Dunedancer is summoned, they are recruited into your party.
- Then, if your party has the “**Umbralian Enemy**” Outcome noted on the Story Record, place the **Condottieri** card as a Minion (it is on the back of his Cohort card) on the Initiative Track. From now on, Condottieri are Monsters.
- Otherwise, if your party has the “**Umbralian Ally**” Outcome noted on the Story Record, place the **Condottieri** card as a Cohort. From now on, whenever a Condottieri is summoned, they are recruited into your party.

After you have made all these Additional Preparations, you may finally begin your final encounter against the War Horsewoman.



END OF THE ADVENTURE – PEPPER HOT

Gil Garoth’s nightmare is finally reaching its end. The War Horsewoman fought with unparalleled savagery, but blow after blow, her stamina faded, and you were still on your feet. Still, she insisted on the battle, even though there were many opportunities for backing out, because in her eyes, she wasn’t in danger.

She doesn’t know pain, nor does she know despair. Only the frenzy of battle. And that is her only weakness.

Your enemy is so powerful that not being able to beat you never even crossed her mind, because that is something only our defeats can teach us. The Horsewoman has followed the same strategy since the beginning of the battle. Once you learned how to fight her, your victory was just a matter of time.

“This is impossible,” she babbles, on the floor, defeated. Her monstrous mount has already dissolved into black mold by now. But you notice none of this, because you have more important things to do than exchange words with a dying woman.

However, after a thorough search, you can say with certainty that her Phylactery is not here.

“Did you really think these ruins are the only battlefield in Daren?” she retorts, cackling for the last time, black tar-like blood running from her mouth. “The people of the steppes are killing each other right now, as we speak. You may have won the battle for Gil Garoth, Hero, but I will win the War for Daren!” she completes her speech with her last breath, uttering words that you have to swallow, hotter than pepper.

Finally, congratulations, the Adventure ends here!

You may now proceed to the Camp Phase, and after you have resolved it (only after), you may read “**Interlude – The Aftermath**” on page 72.



REWARDS:

Each Hero can upgrade one Spoils Equipment they own one step for free.





BETWEEN ACTS INTERLUDE – THE AFTERMATH

Thus, the War Horsewoman was defeated, and the task accomplished.

You didn't make it in time to stop her birth, but you would not have been able to do that anyway—The peoples of the Burning Steppes of yore are also fighting for habitable territories, and the War Lady has hinted that was her true home.

But you saw her being born, didn't you? Then why wasn't her Phylactery here? These Varatash Knights don't seem to be of the same kind as the Undead King, despite their similarities. With more doubts than answers, you know you need Tharmagar's help once again.

Landslides continue around the edges of the newly formed valley, but the rhythm is slow, following the course of nature, for the Darkness has waned and the tremors are weaker with the death of its hostess. Nevertheless, her passing has left its mark. The plateau has been so deeply dug into that all that is left is a rocky mushroom where the castle and its dungeons sit, surrounded by a muddy lake damned up in the newly emerged valley.

The earthy stem, which spans six stories or more, is composed of a cacophonous brickwork of ruins, roots, and black alabaster which holds aloft the earthen cap where the bailey, the curtains, and the keep stand firm, as if defying the laws of nature.

A monument as beautiful as it is frightening—and that will change Gil Garoth's landscape forever.

The Second Act of the Apocalypse Campaign, War, ends here. Now, for each Outcome noted on the Story Record, check the list below and read, in order, the corresponding Unfolding for each. They might give you new choices, rewards, or lead to another Unfolding. Be careful to read only the ones that match the Outcomes for your party:

- If both the **"Hellscarian Enemy"** and **"Umbralian Enemy"** Outcomes are noted on the Story Record (and only if it has both of them), erase them and read **"Unfolding – No One's Land"** on page 73. Then, write down this Unfolding on the Story Record.
- If neither of the **"Hellscarian Enemy"** nor **"Umbralian Enemy"** Outcomes are noted on the Story Record (and only if it doesn't have either of them), read **"Unfolding – Gil Garoth Reborn"** on page 73. Then, write down this Unfolding on the Story Record.
- If only the **"Hellscarian Enemy"** Outcome is noted on the Story Record, erase it and read **"Unfolding – The Last Dance"** on page 73. Then, write down this Unfolding on the Story Record.
- If only the **"Umbralian Enemy"** Outcome is noted on the Story Record, erase it and read **"Unfolding – A Crown with no Jewels"** on page 73. Then, write down this Unfolding on the Story Record.
- If the Follower **Dunedancer Khadija** is in your party and survived the final encounter with the War Horsewoman, read **"Unfolding – The Desert Flower"** on page 75. Then, write down this Unfolding on the Story Record.
- If the Follower **Condottieri DaViggo** is in your party and survived the final encounter with the War Horsewoman, read **"Unfolding – A Broken Man"** on page 74. Then, write down this Unfolding on the Story Record.
- If the **"Hero's Journey"** Outcome is noted on the Story Record, read **"Unfolding – A Hero Restored"** on page 75. Then, write down this Unfolding on the Story Record.
- If the **"Hellscarian Ally"** or the **"Umbralian Ally"** Outcomes are noted on the Story Record, just erase them from there. They won't have any effect anymore.
- If the **"Truthful"** Outcome is noted on the Story Record, just erase it from there. It won't have any effect anymore.

After these readings, there should be few (or no) Outcomes on the Story Record and several Unfoldings. Otherwise, check again to make sure your party did not miss anything (this can happen during the writing and erasing of information).

When you are ready to move forward, read **"Prologue – War of Attrition"** on page 76. It is the beginning of the next Act of your Campaign: Famine.



UNFOLDING – NO ONE'S LAND

Unfortunately, at the moment you needed them the most, Hellscarians and Umbralians alike abandoned you to your own luck, seduced by the empty promises of the Varatash Knight.

Heartbroken, your burden weighs heavy on your shoulders once again, and you face it begrudgingly. You had to prevail in this battle to give Daren another chance to overcome this Apocalypse, but raising your hand against the survivors has hurt you deeper than any blade, and it is the deafening silence that takes over the newly formed valley that distresses you the most.

You feel responsible for the fall of those people, so dear to you, even after everything you did to help them.

Contemplating the dark and fertile lands that sit right below the castle, you glimpse—even if only for a second—a utopia where farmlands are shared by the survivors of the two factions after learning to put their differences aside and become one prosperous and fraternal people. Just like the Doctrine has always dreamed for Daren.

A ghost that will haunt you for a long time.

Your party advances one step on the **Doom** Legacy Trail.



UNFOLDING – GIL GAROTH REBORN

Thanks to your example and your leadership, at the moment you needed them the most, Hellscarians and Umbralians alike gave up their personal quarrels and united against the real enemy.

The splendor of your title shows the weight and merit it carries, and in the final moment, in order to give Daren a chance to win this Apocalypse, you prevailed!

The enemy has not been completely vanquished yet, but in inspiring Condottieri and Dunedancers to fight side by side to save their world, you realize you have won a great victory today.

Maybe the most important of your career.

Contemplating the dark and fertile lands that sit right below the castle, you glimpse—even if only for a second—a utopia where farmlands are shared by the survivors of the two factions after learning to put their differences aside and become one prosperous and fraternal people.

Just like the Doctrine has always dreamed for Daren.

The lesson of union might have been learned with great difficulty. But, it is only after we fall that we learn to balance, isn't it?

Your party advances one step on the **Heroism** Legacy Trail.



UNFOLDING – THE LAST DANCE

Unfortunately, in order to give Daren a chance of survival in this Apocalypse, you were forced to consider the Dunedancers of Hellscar your enemies.

Raising your hand against your friends has hurt you deeper than any blade, but you take comfort that you were able to save at least one of the peoples who took shelter in these ruins.

The Condottieri saved by you free the rest of the prisoners, easily killing the straggling monsters, which became inert upon the death of their Lady, and gain control over the region. Many Umbralians survived. However, among the Hellscarians, only the men and the elderly did.

As soon as the dust has settled, you know that they will convert to the Doctrine and the Umbralian laws of this new Gil Garoth or they will be expelled back to the desert where, without any warriors to protect them, they will certainly die.

One way or another, with the death of the Dunedancers, the culture of the nomadic people of the Hellscar Desert has also died, and this was the greatest victim of your campaign against the War Horsewoman.

Your party advances one step on the **Tragedy** Legacy Trail.



UNFOLDING – A CROWN WITH NO JEWELS

Unfortunately, in order to give Daren a chance of survival in this Apocalypse, you were forced to consider the Condottieri of Umbral your enemies.

Raising your hand against your friends has hurt you deeper than any blade, but you take comfort that you were able to save at least one of the peoples who took shelter in these ruins.

The Dunedancers saved by you free the rest of the prisoners, easily killing the straggling monsters, which became inert upon the death of their Lady, and gain control over the region. Many of the nomads survived, protected by their warriors. However, among the Umbralians, only the women and the elderly did.

As soon as the dust has settled, you know that they will convert to the lifestyle and the Hellscarian laws of this new Gil Garoth or they will be expelled back to the barren region that one day was called "The Jewel of the Free People," where with the first harsh winter, they will certainly die.

One way or another, with the death of the Condottieri, the pillars of Umbralian society have also died, and this was the greatest victim of your campaign against the War Horsewoman.

Your party advances one step on the **Tragedy** Legacy Trail.



UNFOLDING – A BROKEN MAN

Seeing that your encounter with the War Horsewoman did not have the best outcome, you are in a hurry to get back on the road.

You put together a caravan with the survivors who are not ready to face the ghosts of the battle for Gil Garoth. As you check your equipment one more time so you can leave at dawn, a silhouette approaches through the shadows of your fire-pit, under the starry sky.

It is DaViggo, the Condottieri you would have sacrificed to prevent the battle in which he would fight so hard to enable your victory.

If the **“A Crown with no Jewels”** Unfolding is noted on the Story Record, read **“Cutscene – Appeals Court”** on this page. Otherwise, read the entry below:

“Hero, may I have a word with you?” DaViggo approaches as humble as a knight to his lord. *“Bleeding by your side, I realized how trifling were the battles I have fought and the things I have been proud of. After witnessing your example, I beg you, execute the sentence you condemned me to. Gil Garoth will rise again, but there is no space for someone like me in it.”* He kneels before you with an open heart.

Knowing you are in debt to him now, you see no other choice than to ask for his sword, but not to strike a killing blow—being the Hero of Daren has some privileges. Reinstating his title to that redeemed man, you ask him to rise up, for this land will need someone to teach them how to rebuild despite the blemish on its face.

Just like he had.

If DaViggo isn't worthy of leading the Garothians into the future, by the Stars, who else would be?

Dismiss the Follower **Condottieri DaViggo** from your party. Also, Your party advances one step on the **Perseverance** Legacy Trail.



CUTSCENE – APPEALS COURT

“Behold the Hero of Daren!” the nobleman repeats the words and the tone of the Horsewoman, visibly intoxicated. *“Even after you had done me an injustice, I fought by your side as if we were brothers in arms. But what have you done, then? You pitted the Umbralians—who had welcomed you so well—against us, and thanks to that, my hands are as dirty with the blood of my bannerman as with that of my enemies. He points a dagger at you, drenched in a viscous red-black substance.”*

“My boats are burned, my lands are dry, barren and inhospitable, and all the men who were under my command are dead. You took everything that belonged to me. And for what? To save the people of Daren? And what do you think you saved for me?” he questions you, and even though you point out that he is still alive and everything else could be rebuilt or regained, his mind was made up.

“I wouldn't stoop to serving those hideous creatures, but neither will I accept you making me and my people doormats! Prepare to die!” He charges towards you with eyes filled with pain and tears...

The Party Leader must make a **Strength (yellow) Skill Challenge of Difficulty 20**. Each Melee cube they have grants them a **+2 bonus to their roll**. Also, if they follow the **Path of Strength**, this Challenge is successful without the need to roll.

FAILURE: ...Even though you could see the Condottieri coming, you don't react right away, for you can't believe it is really happening. *“And this is for you to remember me by!”* he whispers in your ear. Pulling you into an embrace, he thrusts his dagger half a foot between your ribs. Your eyes widen in pain—must you always fight against your friends? It is a struggle, but you knock DaViggo out with a blow to the head. His dagger had been aimed at your heart, though he failed to reach it. Now you have DaViggo's life in your hands again, but this time you abstain from judgement.

Dismiss the Follower **Condottieri DaViggo** from your party. Also, your party advances one step on the **Tragedy** Legacy Trail. Finally, the Party leader writes down the **“Deep Wound”** Outcome on their Campaign Log. As long as they have it (*Outcomes are removed only when specified by an effect*), they can hold one less Trauma Cube.

SUCCESS: ...But you have no patience for it today. Countering DaViggo's blow as fast as lightening, you knock him out with a single blow and, once again, his life is in your hands. Deciding not to play the executioner, you drag the man closer to the fire-pit and cover him with a blanket. You know it isn't you he is angry at.

Dismiss the Follower **Condottieri DaViggo** from your party. Also, your party advances one step on the **Tragedy** Legacy Trail.



UNFOLDING – THE DESERT FLOWER

Seeing that your encounter with the War Horsewoman did not have the best outcome, you are in a hurry to get back on the road.

You put together a caravan with the survivors who are not ready to face the ghosts of the battle for Gil Garoth. As you check your equipment one more time so you can leave at dawn, a silhouette approaches through the shadows of your fire-pit, under the starry sky.

It is Khadija, the warrior you would have sacrificed to prevent the battle in which she would fight so hard to enable your victory.

If **"The Last Dance"** Unfolding is noted on the Story Record, read **"Cutsce - Sands and Sorrows"** on this page. Otherwise, read the entry below:

"I'll stay here, Redeemer, but I still have a debt to settle with you," the Dunedancer goes straight to the point. "You sentenced me to death while you acted as the representative of my people, and because of that I don't feel worthy of sitting with them at the table. Bleeding by your side, I looked for redemption, and we were blessed with a victory. Therefore, I beg you, repeal your decision. Only then will I be able to find peace again." She pleads with her head down as a sign of respect, but the words to answer her seem to have escaped your mouth.

After all, words are not enough to express that which only a tight hug could say. After everything she had done for Gil Garoth, any debt the Dunedancer thought she had was paid with interest and more.

Dismiss the Follower **Dunedancer Khadija** from your party. Also, Your party advances one step on the **Perseverance** Legacy Trail.



CUTSCENE – SANDS AND SORROWS

"The battle is over, Redeemer, but I still have a debt to settle with you," the Dunedancer goes straight to the point. "You sentenced me to death while you acted as the representative of my people, and because of that I was ashamed of sitting with them at the table. Thus, I followed you into battle and looked for redemption, to be worthy of their love again..." She completed, falling at your knees.

"...But what you sought for us, nonetheless, was only death and, one by one to the last, my sisters were slain for the sake of Daren. Even then, I kept my vows and, bound by my word, I have partaken in your killing to honor the very traditions you were putting an end to. By saving your people, Hero, you doomed my kin and there's nothing left for me in the sands anymore. Therefore, I have only one thing to ask you... Carry out the sentence you once gave me! If this wasteland

is the promised future you made me live for, I forsake it. Let the Battle for Gil Garoth always be remembered as the fall of the Hellscar Dunedancers, for without them, my people, I'm but a grain of sand in a hourglass: a piece of the desert forever trapped..."

She pleads with her head down as a sign of respect, but the words to answer her seem to have escaped your mouth.

Could you deny Khadija's last request after all she has done? After all you have made her do for you? Your hands shake in hesitation, but to her eyes, the only Hellscarian eyes left, you were the butcher you tried not to be.

The Redeemer who killed the people he redeemed. Now, answer me this: isn't it precisely what executioners do?

With a heavy heart, you play your part...

Dismiss the Follower **Dunedancer Khadija** from your party. Also, Your party advances one step on the **Tragedy** Legacy Trail.



UNFOLDING – A HERO RESTORED

Gil Garoth's nightmare is over, but it isn't the only one:

Beating the War Horsewoman also brought an end to the painful conflict you had going inside yourself. Your demons accused you of being a fraud for taking credit for a victory that wasn't yours.

Your triumph today has proven, mostly to yourself, that if you had faced the Plague Horseman, you would also have come out victorious and, therefore, you don't need to feel ashamed or impotent.

Though you may not have been the person who was fighting the villain when he fell, that didn't stop you from giving your best and saving countless lives that night, as a real Hero would.

Gaining the laurels for an achievement is important, but today you have learned that deserving them is even more so. You had the recognition of the Umbralians and you were decorated as a champion. But under the blanket of glory they put on you, you felt completely helpless and there was no feeling that bothered you as much as that.

Truth be told, the bards could even undermine your role and not immortalize you as the author of this victory, but inside, you've never felt so great.

Erase the **"Impostor"** Outcome from the Story Record. Also, your party advances one step on the **Heroism** Legacy Trail.





ACT 3 – FAMINE PROLOGUE – WAR OF ATTRITION

The return trip was one of the most exhausting of your career, for the entire time you contemplate the horror that the War Horsewoman could regenerate after such a defeat. During the fifteen days your walk back takes, you question if defeating her was even possible, if she can move her Phylactery in the blink of an eye.

With that in mind, you hope the big guys in Valarai have the answers you don't. But it seems things are not going very well there either.

"Our messengers haven't been returning anymore," High Priest Lochtiss comments when you have the opportunity to join him and the scholar. "The roads are empty and the people distrust each other. My counts have locked themselves in their fortresses, and the courtesy of hospitality is no longer granted to our bannermen," he mourns, explaining the diplomatic blindness that has taken over the leaders of the Highborne Elves' capital.

The High Priest's influence has weakened to the point it has become symbolic only, and it is certain that none of his bannerman would answer a call to arms. Alone and poorly informed, you see yourselves fated to follow the clue given by the War Horsewoman herself: The Burning Steppes. Knowing the region and the combative people who live in it, it is impossible not to feel you are walking right into a trap.

"Stop, wait! Rest first!" Tharmagar begs you. Your distress is visible, but even exhausted you were prepared to leave as soon as possible. "What has passed is past. She's already been born and there is nothing we can do to placate the conflicts of the people of the steppes. They are on their own now, but I'm sure they'll put their differences aside and fight as one people when they realize who they're dealing with," the scholar opens a long round of arguments to dissuade you from this reckless haste.

And you give in to the old man's pleas, because you are one of the few fighters who have faced the enemy head-on and survived to tell the tale. Your life is so valuable to Daren that risking it shouldn't be your decision anymore. Even though you are anxious, enraged, and frustrated for having been made a fool in Gil Garoth, you know he is right. Your role in this Apocalypse is bigger even than you, and that is the meaning of being the Hero of Daren.

"But it's not all bad news we have to share," the scholar uses the occasion to inform you of his most recent discoveries. "If, on the one hand, the First Belligerents knew little about the Undead King, on the other hand, they were already

aware that the Varatash Knights were coming. Although Narang'Erel's sacrifice..." Tharmagar pauses to make sure he is among friends before continuing in a whisper "...did put the Seeds of Darkness to sleep all at once, preventing their birth at that time."

And that was when you understood why the scholar did not seem surprised when you described that the War Horsewoman had moved her Phylactery, probably to hundreds of miles away from where it was. He already knew this could happen; moreover, he also knew about other peculiarities of this power.

Including its weakness.

The first of them is, as you already know: The only energy that can feed them is that absorbed through the suffering of the people a Knight claims sovereignty over. Thus, it is true that they can move their Phylactery through planar portals just as Lorelannor—the Elf prince who was one of the authors of the Varatash Veritas—wrote, but they are restrained to living only in those regions where their influence is wielded.

Furthermore, they are not capable of regenerating that easily. This process is actually finite and very limited, for, although powerful, the evil magic of the Varatash is very expensive and always charges a high price. Rotting the earth, pouring the Miasma into our world, or reconditioning the body of a Knight: any of these demand a great amount of energy that they have to siphon from their victims.

In the end, the Apocalypse can be summed up with very simple math: They kill to feed the Seeds and grow their influence in our world; in the same way, they are weakened when their master is defeated and the knots where the Miasma has manifested are untied. The arrival of the War Horsewoman made clear what a Varatash invasion really is: a War of Attrition.

And this will be a terrible one, it seems.

"So, if Tharmagar is right, marching into direct combat against the War Lady would be madness, because she would grow even more powerful since war is the affliction that strengthens her," Lochtiss reflects, assimilating everything you've talked about. "Just as we need to prevent quarrels amongst our congregation becoming conflicts," he concludes, apprehensive, because he knows that although he had the first problem under control, the second was a failure in progress.

However, you are so obsessed with finding the War Horsewoman that you take all this conversation as a good

thing, since her next defeat could be her last, if you are fast enough. “It is possible, certainly,” the scholar replies, careful not to incite you even further. But in the end, he knows that you have no alternative other than confronting her.

With the blessing of the leaders of Valarai, you are assigned the task of marching to the Burning Steppes, finding the War Horsewoman’s lair, and destroying her Phylactery once and for all.

And you are anxious to get started.

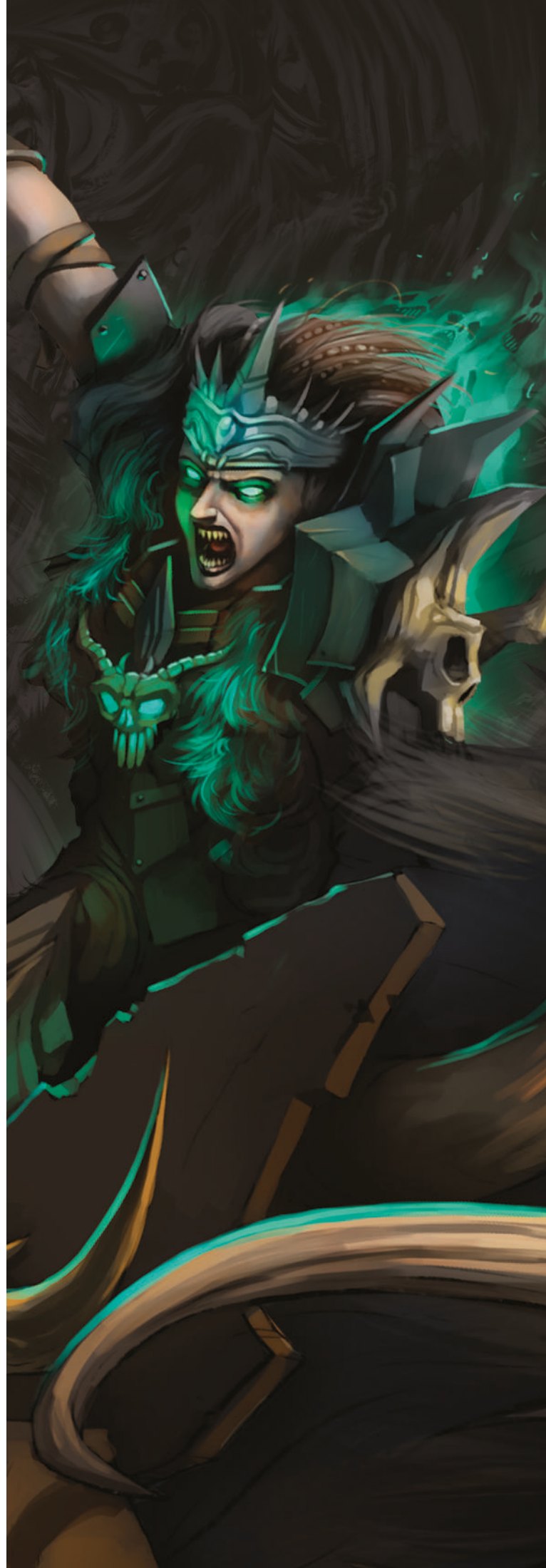
Regaining your strength and organizing your departure takes the better part of a week, and on the morning of the fifth day you are ready. Your journey begins by following the Blackriver Road, and you hope the riverine lands, densely populated and abundant, will supply you with provisions and company along the way.

However, there is something weird about this journey: The inns along the road are all empty; abandoned even by their owners. The woods are silent and not even the clatter of crows is heard. The desertion is so complete that even the streams seem empty, for not even the fish will take the baits—after all, you find only very few worms. There is a strange feeling in the air, but you still can’t say what it is.

On your seventh and final day along this road, however, everything starts to make sense:

Coming through the trees, an army of the Creatures of Darkness advance on your camp soon after dawn. But they are acting oddly: They are more aggressive and voracious, many of them devouring anything in their path regardless of any threat to themselves. As always, you prevail in exchange for a few wounds, but it is your mounts who pay the highest price.

Putting an end to the agony of your mortally wounded horses, you honor their deaths by parting what little flesh their lean bodies can afford you. In the end, traveling on foot, will you have provisions enough to reach your destiny?



ACT 3 – FAMINE

CHAPTER 10 – SPOILED SURPRISE



Once you finish the unpleasant but necessary work of butchering your animals, you go wash in a nearby stream. It saddens you, but the tragic fate of your horses is all that will prevent you from going hungry after so many days of finding only empty inns and woods.

Another long day of walking brings you to the last settlement where you still hope to find help. But even here you are not greeted kindly: A series of battle-worn palisades are all that welcome you. You quickly realize that the attack you suffered earlier was not mere chance, but rather the result of a terrible fact that you could not even have guessed: Blackriver has fallen!

The War Horsewoman maneuvered her troops with far more speed than you could have anticipated. But even this unpleasant surprise could prove a blessing. After all, if she has brought her Phylactery here, maybe you can beat her without having to journey to the Burning Steppes.

You swear the sacrifice of the Blackriverines will not be forgotten.

With weapons drawn and increased caution, you advance through the overpowered village, expecting to be greeted by an army, but only the noise of the rapids keeps you company. The fact that the cottages are still standing intrigues you, but it is what you don't see that has you worried: The indications of a battle are clear, but there isn't a single body in sight.

And that is too strange to be a good thing.

Ironically, you only calm down when your eyes fall once again on the misshapen silhouettes that roam the desolate alleys.

You can deal with Creatures of Darkness, but not with uncertainties.

DARKNESS SPAWNING RULE – UNAWARE SOWERS:

During this Adventure, the Sower Cultists are distracted and thus they won't spawn Darkness unless they have Spotted the Heroes. Everything else follows the **Sower Cultists** rules as usual: The Darkness considers all Sower Cultists as Spawning Points (*you can ignore the ones printed on the map*). If a Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. When the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*), place their respective Darkness tiles on the board (*only if the Sower Cultist has not been defeated and is aware of the Heroes*), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – FACE TO FACE:

From now on, the positioning of a Monster’s “face” will be relevant to the gameplay. Every time you summon a Monster, make sure that it is facing the direction indicated by the Setup and do not turn it while handling it unless told to. See the clarifications on page 80 for further details.

SPECIAL PREPARATION – STIRRING DARKNESS:

Before starting this Adventure, you must take 6 Runes of each color from the bag (a total of 30 Runes) and place them on the Initiative Track.

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify their influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup, if any), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Knot, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL MECHANIC – UNAWARE MONSTERS:

Mysteriously stunned, the Creatures of Darkness have trouble noticing the presence of the Heroes during this Adventure and therefore they will not attack right away; they need to “Spot” you first. Place the Awareness token on the Monster Status board with "Unaware" face up. As long as this face is up, all Monsters will move according to the Errant Behavior cards instead of following their regular Behavior rules, until they can Spot a Hero. Take the Errant Behavior Special Mechanic deck, shuffle it, and set it near the gameplay area (this is the same deck you use for Polymorphed Monsters). See the clarifications on page 80 for further details.

SPECIAL RULE – BATTLE FRENZY:

When a Monster Spots a Hero, a Follower, or a Pet, flip the Awareness token to "Aware". They will now behave normally. A Monster Spots such Characters whenever: a) they step on one of its Aware squares; b) the Monster moves due to its Errant Behavior and catches them in one of its Aware squares; or c) any Monster is hit by an effect or an attack. When the last enemy is defeated after a Battle Frenzy trigger, flip the token back to it's "Unaware" face. See the clarifications on page 80 for further details.



TABLE SPACE: 84cm X 56cm

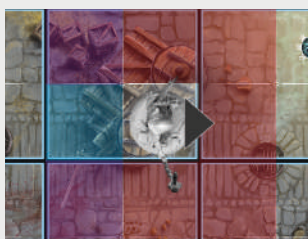
- 2 Chest Tokens
- 2 Pile of Crates Tokens
- 1 Sower Cultist
- 2 GM: Faceless Conjurers - *Champion*
- 2+: 2 GM - *Champion*
- 3+: Sower Cultist
- 4+: GM - *Champion*
- 5+: Sower Cultist



CLARIFICATIONS – FACE TO FACE

During this adventure, the facing of a Monster will affect the gameplay while the **“Special Mechanic – Unaware Monsters”** is active. It will become inactive every time the Heroes are found out. Below, you will find the details to manage this mechanic:

- The direction in which the Monster’s face is turned is their “north.” Every time you turn them, you must consider only the four cardinal directions. The Errant Behavior cards will indicate 90° or 180° turns.
- Whenever a Monster moves, the movement will be in a straight line. If a Monster is supposed to move to one of the edges of the board or into an occupied square, the Errant Behavior card provides alternative instructions that must be followed instead.
- Each Monster is adjacent to 8 squares. The following picture shows which of those squares are **“Aware”**, **“Blind Spot”**, or **“Back”**. The mechanics of this Adventure will interact with those areas.



- The **“Aware”** squares are those in which the Monster can Spot a Hero, causing the Awareness token to flip over so “Aware” is up.

NOTE: Since a Jumping Character does not step on a square—they jump over it—they won’t be Spotted if they jump over the Aware squares of a Monster, only if they land on them.

NOTE: The same can be said of a Character in STEALTH while MOVING. It will not be spotted if they move through the Aware squares of a Monster that is not Immune to STEALTH, only if they stop on them. Likewise, during its movement, a Monster can still spot Characters in STEALTH as normal, even if they are not Immune to STEALTH.

- The **“Blind Spot”** squares are those where a Monster can’t see a Hero even if they finish their turn on them, but don’t give any advantage to the Heroes.
- The **“Back”** is the square that, in addition to being a Blind Spot, will also allow the Heroes to perform a Takedown when this Special Rule is introduced during the Adventure.
- Whenever you move a Monster, be careful not to change its facing accidentally, as this will change the Aware, Blind Spot, and Back squares for that Monster. It may even cause an accidental Spotting.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

CLARIFICATIONS – BATTLE FRENZY

Up until now, the Heroes have only met Monsters in “Battle Frenzy” status. This is the only status when the “Normal Gameplay Rules” are in effect, as opposed to the “Unaware Monsters” mechanic. The transition from one to the other must follow these guidelines:

- Monsters are considered Unaware as long as the Awareness token has the “Unaware” face up on the Monster Status Board.
- Whenever a Monster Spots one of its enemies, all other Monsters on the board are considered to have Spotted the same enemy and thus, as long as an Aware Monster is alive, any Monster summoned is automatically Aware of its enemies.
- As long as the Awareness token has the “Aware” face up, the Unaware Monsters Special Mechanic is suspended until the last enemy on the board is defeated. Then, flip the token back to the “Unaware” face, making it functional again.
- Aware Monsters cannot be targeted by the **“Special Mechanic – Takedown”**.
- Here are the two faces of the Awareness Token:



UNAWARE



AWARE

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

CLARIFICATIONS – ERRANT BEHAVIOR

Unaware of the presence of enemies to give them purpose, the Monsters here wander aimlessly through the ghost town. As long as the Awareness token has the “Unaware” face up, use the following rules for these Monsters:

- At the beginning of an Unaware Monster’s turn, draw the top card from the Errant Behavior Special Event deck. That Monster must follow that card’s instructions.
- If in following the instructions on the card the Monster Spots a Hero, they will not act immediately, but starting from the next Character’s turn (including any other Monster of this same kind that have not yet acted) the rules go back to normal.
- Do not forget: Whenever a Hero takes a Takedown action, every Unaware Monster within Range 1 of the slain Monster draws another Errant Behavior card.
- Whenever the Errant Behavior deck runs out of cards, reform the deck by shuffling the discard pile.
- Polymorphed Characters also use the Errant Behavior deck as part of their mechanics. Disregard any instructions related to this part when resolving an Unaware Monster’s behavior.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

SPECIAL EVENT – CRY WOLF

And just like that, with only one bad decision taken in an instant, your heart breaks in a way that a knife would never be able to cause.

Your prediction of facing a battalion of Creatures of Darkness will certainly come true with all this screaming, but you don't have the courage to ask for silence.

With no time to waste, you accept the role of the villain and order the people who are left to take their loot and go before you hurt them, too. Your words are harsh, but you know there is no other way to make them get out of there fast.

Demonstrating all her willpower, the mother stands her ground for the sake of the children. She collects the coveted reward, grabs the smaller children by the arm, and leaves the macabre scene in a hurry.

She doesn't even look you in the eye.

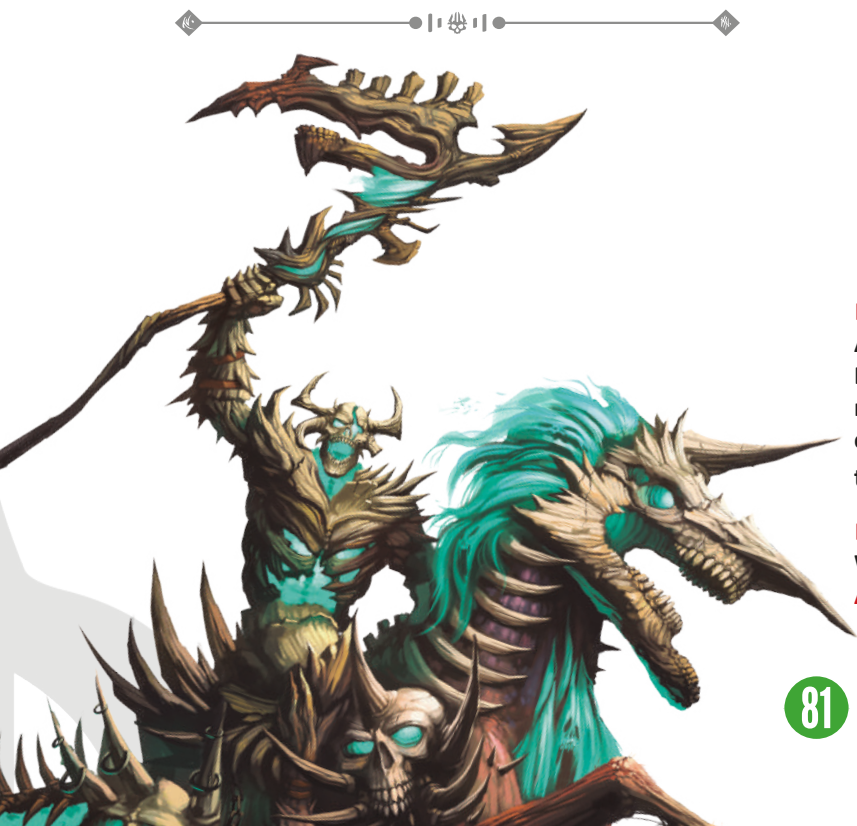
The way the Blackriverines have learned to deal with tragedy shocks you, but now isn't the time for such musings.

Attracted by the turmoil, the monstrosities come to pay you a visit.

First, flip the Awareness token to the "Aware" face.

Next, Open Door #02 and prepare its Setup. You may disregard the Door's flavor text, but not its Special Mechanics and Rules. Since the Monsters are aware of the Heroes, you won't be able to use Take Down against them now, but you may later on in the Adventure.

If you are instructed to summon a Monster but are unable to because the 12 slots on the Monster Status Board are already occupied, skip these summonings that do not fit. For each Monster you cannot Summon this way, Activate each Sower Cultist on the board. These are special activations and thus do not move the Initiative Marker to these Monsters.



CUTSCENE – A SPOILED SURPRISE

As soon as the dust has settled and the miasma takes a recognizable form, you gaze up at the menacing figure that stands before you.

Though he was not the one you expected to find here, his presence needs no introduction. Instantly, you realize that his influence is the only cause that can make sense of everything you have seen.

Mounted on a skeletal horse—a horrifying monster made of muscles, bones, dripping sludge, and stench—he stares at you with an enigmatic smile. He is the most decrepit one you have seen so far: Having no face, guessing his expression is almost as hard as telling whether he is even alive. Which is true for almost all Creatures of Darkness, to be honest.

“So, that party of misfits weren't alone, after all,” he speaks with the same cadaverous voice as the Undead King, rasping in his exposed throat. “I just hope you are a more formidable opponent than your allies.”

All the while, you had assumed Blackriver was conquered by an ingenious move by the War Horsewoman that went unnoticed by the Doctrine. But now you realize that the desolation here doesn't suit her style. The truth proves to be even worse: The third Horseman, the Famine Horseman, was born unseen by anyone and claimed this place unchallenged.

However, one doubt about this encounter still remains: Who the hell are these “allies” he is talking about?

SPECIAL ENCOUNTER – FAMINE HORSEMAN:

The Famine Horseman has surprised you, and now a Boss Fight will ensue. Although impressive as an opponent, he seems to be injured somehow. Now, make the following additional preparations:

- Remove Bridge BR3-B and all elements from Door 02, Door 01, and the First Setup from the board. Runes removed this way are placed on the Initiative Track.
- Take the Famine Horseman board and set his initial Health accordingly. He has 45 Health per Hero.
- Place the Famine Horseman's Attack cards on the Initiative Track in their indicated positions (*matching their Runes*).
- The current turn ends. Move the Initiative Marker forward, but do not start that turn until you resolve the following Interaction.

INTERACTION TRIGGER:

After you have read all the other instructions, open the Book of Interactions to page 64. As a group, you must resolve the Interaction presented. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.

ENDGAME TRIGGER:

When the Famine Horseman is defeated, read “End of the Adventure – Mismatches” on page 82.

END OF THE ADVENTURE – MISMATCHES

The battle drags on, and the ghost of defeat haunts you once again. But you are still the Hero of Daren and the outcome of this battle was not predetermined, for the Famine Horseman has also taken some good blows, and his imposing figure now bears his own wounds.

And that is why you are surprised when, instead of pressing his attack, he takes a step back.

“This is it, mortal! This is what I was expecting! The savagery that only starvation can awaken,” the Monster rejoices after reaching his senseless goal. “This is the motivation that makes us overcome our limits. And that’s all I wish for all of you: that you become stronger!”

Confused by that nonsense, you keep your guard up, but an emerald flash lights up the sky for an instant and your enemy, without any notice, gives up the fight.

“Clever, but not too much,” he praises you, assuming you had a plan you don’t even know. “You Darenians deserve my admiration for devising such a treacherous ruse. But you would have had a better chance if you had fought me together. Now, I’ll just finish you one by one.”

Without saying another word, the Horseman dissolves into a black column of plasma and ascends into the sky like an inverted torrent, leaving as suddenly as he had come.

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.

- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don’t need to place them exactly on the same skills where they are now).
- Then, it’s time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

◆ ———— ● | | | | ———— ◆

REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.

◆ ———— ● | | | | ———— ◆



END OF THE ADVENTURE – THE BACKDOOR

So you have chosen a most dangerous move: not even knowing what the Famine Horseman was capable of, you turn your back to him and go straight for his lair. You are in such a hurry and so determined that you don't even look back, in spite of there being a part of you that is dying of curiosity to see the expression of your enemy.

Suddenly, something dawns upon you. Something important that was right before your eyes, but you didn't even see: he is mounted. And even if he wasn't, he is able to transform into a flying black shroud. Therefore, escape is impossible.

Realizing the incredible blunder you've made, you come to a halt and plant your feet, turning around with weapons at the ready. But the Varatash Knight isn't there. Or even anywhere you can see him. By the Stars, he was nowhere—as if all that flaunt was nothing but an illusion.

The horrible sensation of being watched by a predator proves to be even worse than facing him, and you are sure some trap waits for you at each step you take. But in the end, the attack never comes. Although intrigued and unable to detect whether you are walking into a trap, you know you have no choice but to take the bait.

Suspicious of your own shadow, which you can't even see, you move on, certain that the scythe will hit you in the dark.

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.

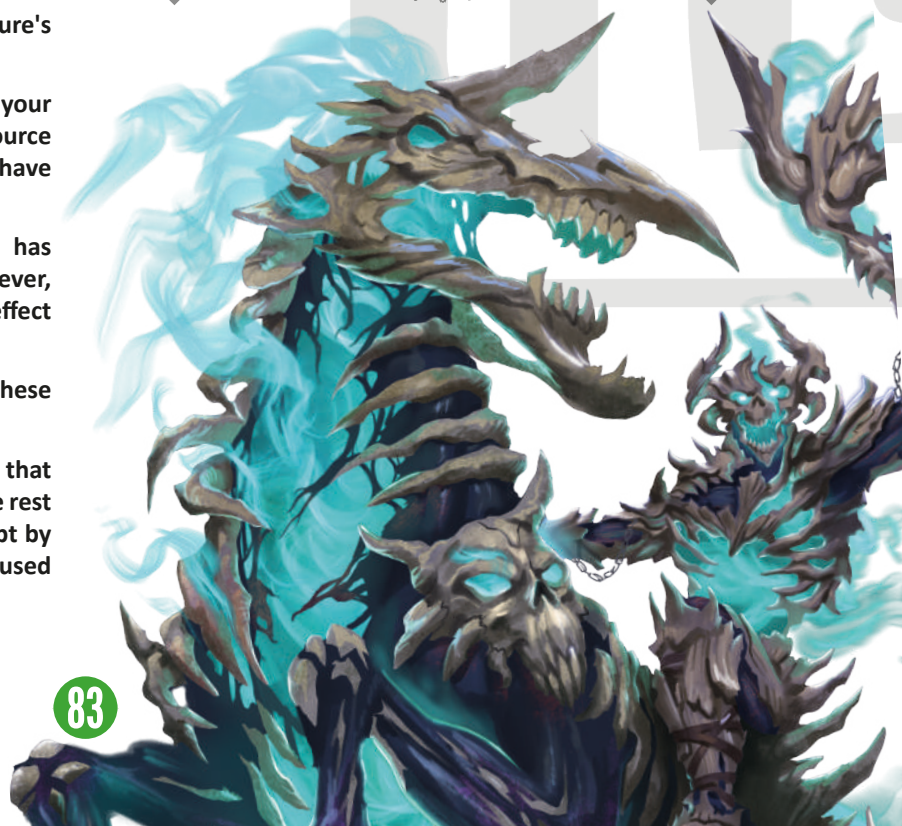
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.



ACT 3 – FAMINE

CHAPTER 11 – THE HUNGRY FORTRESS



The confrontation with the Famine Lord was completely unexpected. And though you have your doubts that the moment was right for a final battle, you cannot help but find the encounter very strange. Add to the strangeness the poorly told story of "allies", and you cannot help but question your strategy in this campaign all over again.

But that's not what makes you upset.

You know the Famine Horseman retreated without a definite outcome. He was too afraid of defeat and there can only be one reason for that: his Phylactery is here! He was afraid his body would not regenerate in time to protect him if he was defeated, and so he did the most reasonable thing: he fled to confront the invaders of his lair while he was still strong enough. But what is that threat anyway?

Even though you are exhausted, you know you have to take advantage of this distraction and move on, as this could be your only leverage.

So that's what you do.

Going through the walkway, which the Darkness has embraced like a tree tunnel, you get to a bailey devastated by black vines. The resistance here is low, and you soon arrive at the unprotected keep: The Varatash do not build gates or obstacles; that, or someone has already removed them before you.

The main hall has a high ceiling and your steps echo like a hammer hitting an anvil. The floor is marbled but misshapen, and it reflects the dim light in an architectural accident that makes the floor a kind of emerald kaleidoscope.

What is most disturbing, though, is the way the Darkness that makes up the alien brickwork here runs down the walls in rivulets, forming a gelatinous pool which—as if it were alive—rushes in your direction like a rising tide, swallowing everything in its path.

The castle is hungry for your flesh...

DARKNESS SPAWNING RULE – CONSUMING TIDE:

During this Adventure, the Darkness will come after you like a rising tide, destroying everything in its path, represented by the Darkness Map tile E5-B moving around the board. Put the **Consuming Tide** Rune card at the end of the Initiative Track. When the Initiative Marker reaches it, you have to advance the Tide, replacing the Map tile it is closest to (*do not flip the Consuming Tide card over*). Map tiles replaced in this way are removed from the board, but any objects there remain on Map tile E5-B as if they were caught by Darkness until the Tide moves again (*which would cause those objects to be permanently removed from the board*). You can find clarifications about the Tide on page 86.

NOTE: During this Adventure, you will not place or remove any Runes from the board; therefore, the Runes on the Initiative Track will remain unchanged.

DARKNESS BEHAVIOR – CONSUMING TIDE:

In this Adventure, the Darkness will advance as an ordered Tide, following the boards and not the Heroes. Thus, there is no need to track its behavior. In the same way, no Runes will be drawn: there will be no Crush damage during this Adventure.

RECALL ACTION CURSE PENALTY - TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – FACE TO FACE:

From now on, with the exception of the Monsters summoned by the First Setup, the positioning of a Monster’s “face” will be relevant to the gameplay. Every time you summon a Monster, make sure that it is facing the direction indicated by the Setup and do not turn it while handling it unless told to. See the clarifications on page 80 for further details.

SPECIAL MECHANIC – UNAWARE MONSTERS:

Mysteriously stunned, the Creatures of Darkness have trouble noticing the presence of the Heroes during this Adventure and therefore they will not attack right away; they need to “Spot” you first. Place the Awareness token on the Monster Status board with "Unaware" face up. As long as this face is up, all Monsters will move according to the Errant Behavior cards instead of following their regular Behavior rules, until they can Spot a Hero. Take the Errant Behavior Special Mechanic deck, shuffle it, and set it near the gameplay area (*this is the same deck you use for Polymorphed Monsters*). See the clarifications on page 80 for further details. **NOTE:** Monsters are Aware of the Heroes in this First Setup. Therefore, flip the "Unaware" token to its "Aware" side up. Only when all revealed Monsters are defeated can you flip the token back to its "Unaware" face. Be careful! If you open Door #01 before defeating all Monsters from this First Setup, Monsters summoned in that Setup will also be Aware of the Heroes.

SPECIAL RULE – BATTLE FRENZY:

When a Monster Spots a Hero, a Follower, or a Pet, flip the Awareness token to "Aware". They will now behave normally. A Monster Spots such Characters whenever: a) they step on one of its Aware squares; b) the Monster moves due to its Errant Behavior and catches them in one of its Aware squares; or c) any Monster is hit by an effect or an attack. When the last enemy is defeated after a Battle Frenzy trigger, flip the token back to its "Unaware" face. See the clarifications on page 80 for further details.

SPECIAL RULE – STUCK DOORS:

The presence of the Darkness in this Keep is very strong and its tendrils have taken over the entire building, jamming the hinges of the Doors. During this Adventure, the rules for opening a Door have been modified: Heroes can no longer open them as a Minor Action. A Hero can only open a Door at the end of the round, after resolving the Rune Card. To do so, they must be adjacent to the Door, not be engaged with any Monster, and choose to open it.



- 3+: GM: Faceless Conjurer - **Champion**
- B2 2+: BM - **Champion**
- G1 1 GM - **Champion**
- 5+: GM: Faceless Conjurer - **Champion**
- 2 Chest Tokens
- B4 4+: BM - **Champion**
- 4 Stone Pillars Tokens
- 5+: GM: Faceless Conjurer - **Champion**

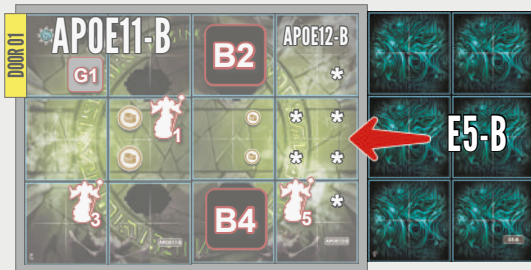
CLARIFICATIONS – THE CONSUMING TIDE

The Darkness is more aggressive than ever during this Adventure, and instead of emerging slowly, it will advance against you as if it were a devouring tide, without sparing the Monsters nor other obstacles in its path. Every time you are instructed to advance the Tide, follow these directions:

- Map tile E5-B represents the Consuming Tide, but this is not the only form it can take during an Adventure. Some Setups will ask you to adjust the Tide to the size of the Map to be devoured. Hence, it can also be represented by Map tiles C2-F and B5-F.



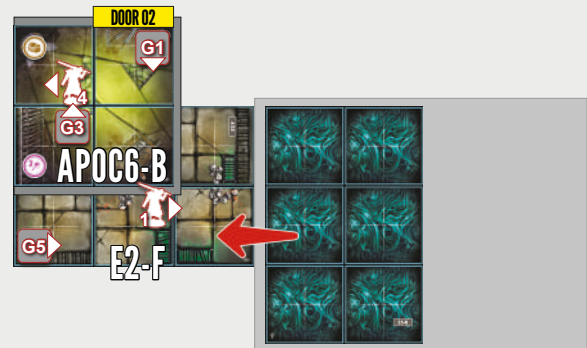
- When the Tide advances, use it to replace the Map tile that is directly next to it. Any object on this Map tile is placed on the Tide tile, and any characters are considered caught by the Darkness.



- After advancing, the Tide will leave an empty space behind it, be it on the board or on Trayz. If an object needs to be placed on one of these empty spaces, remove it from the board instead. Characters removed in this way are considered defeated and thus, if it happens to a Hero, the Adventure ends in failure.



- As it advances, the Tide will end up leaving empty Trayz on the board. Whenever this is the case, you should also remove those.



These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

CUTSCENE – REBIRTH OF A MAN

Finally free, the man walks to his belongings, which had been taken from him when he was captured and stored close by, resting beside one of the many terrifying instruments that decorate the dungeon.

“We were not ready for this. On the night my people rebelled, the sky tore up as if it was made of cloth, and an emerald comet fell on us, making the ground shake as never before,” he explains while testing the balance of his faithful sword. “But what it did was vomit black bile on us, making this fortress its first victim.” His eyes waver to the painful memory.

“Two or three weeks ago, a messenger from Valarai came and told me everything. The Apocalypse, the Horsemen, and even the suspicious scarcity of my lands. However, things were so bad that I didn’t want to accept that they could be even worse, and I paid him no heed. But running away from the truth didn’t make things better for me.” He turns to you now. “So, when we meet my jailer again, I ask you, give me the opportunity to win back my honor and make him pay for what he’s done to Blackriver!” the swordsman asks you, his knightly pride wounded.

Remove this Interaction token and recruit the Follower **Robin Rising** into your party. He is "Healthy" right now.



CUTSCENE – A HATEFUL REBIRTH

Finally free, the man walks to his belongings, which had been taken from him when he was captured and stored close by, resting beside one of the many terrifying instruments that decorate the dungeon.

“We were not ready for this. On the night my people rebelled, the sky tore up as if it was made of cloth, and an emerald comet fell on us, making the ground shake as never before,” he explains casually. But before he can finish, a sharp jab in the side attacks him and he falls to his knees, his eyes rolling with pain.

Bright red blood foams from the mouth of the ex-prisoner amidst inhuman screams, and you know this won’t end well. Purulent bubbles pop out all across his forearm, as if it were being boiled in oil.

Faced with such a dramatic situation, you reflect on the drastic solution your mind has devised.

You find yourself in a personal dilemma: On the one hand, you can try to save the man by amputating his arm. If you choose this, go to Resolution #168. On the other hand, if you don’t want to take any chances, you could deliver a coup de grace. If you do that, go to Resolution #169.



CUTSCENE – THE FINAL ASCENT

The trials of this night have been intense, but overcoming your exhaustion and even the very walls of this keep, you go up the spiral staircase that leads to the great hall, arriving there for the last battle for Blackriver.

And the Famine Horseman is there, seated on his throne, bored, as if he was already expecting your arrival. But you were not the only opponent to face him tonight: The defeated heroes of a recently finished fight lay spread across the floor, their lives at the mercy of the Famine Lord's bodyguards.

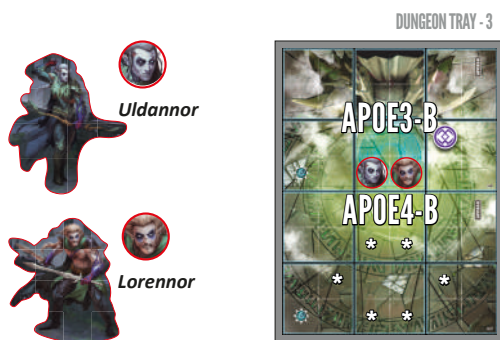
You arrived too late to join the battle, but still in time to avoid a greater tragedy, because all attention turns to you as soon as your silhouette shows through the emerald light coming from the staircase.

"You see, mortal, you should all have faced me together. You who hold the title of Heroes of Daren are formidable opponents, but your success has also brought arrogance, and with it ruin." Your host taunts you, assuming a connection between you and the fallen combatants. "Now, Lorennor and Uldannor, the first amongst you, are in charge of making you my prisoners."

Again, the Lord of Famine seems to assume things of which you know nothing, and you feel as if you are speaking to a sphinx. However, of everything he has said, nothing intrigues you more than him calling the monsters by their names.

Now, some preparations need to be made. First, undo all current Setups and remove all Characters from the board. Next, consider the "Darkness Spawning Rule – Consuming Tide" and all Special Rules, Mechanics, and Preparations presented by this Adventure resolved. Remove the Consuming Tide Rune card from the Initiative Track.

Then, prepare the following Setup:



- Fallen Hero Uldannor with CP 1+(2xP)
- Fallen Hero Lorennor with CP 1+(2xP)
- 1 Special Mechanic token

Lorennor and Uldannor are Commanders for rule purposes, but you must draw only a single hand of Attack cards to be shared between them. Consider Lorennor as the casting Commander for any Attack card that is on top of the Initiative Track whereas Uldannor, in turn, is responsible for cards below it.

Then, each player places their Hero in one of the spaces marked with * on Map tile APOE3-B. Also, end the current

round and return the Initiative Marker to the first card of the Initiative Track (this does not activate any turns), starting a new round from there.

Afterwards, if your Party has the "Carmilla's Goodbye" Unfolding noted on the Story Record, as a Cube Action, a Hero may interact with the Special Mechanic token by Expending 1 AC while not engaged with an enemy. If they do, go to Resolution #175. Otherwise, if your Party does not have that Unfolding noted there, just remove that token from the board and this action can't be taken.

SPECIAL RULE – SHARED LIFELINE:

As long as either brother is alive, both Lorennor and Uldannor are NOT defeated when they are reduced to 0 Health. Instead, they are all defeated together once all of them are reduced to 0 Health.

ENDGAME TRIGGER:

When the last enemy is defeated, read "End of the Adventure – The Rematch" on page 89.

Moreover, if the Hero of Daren has the Knight of Amira Background, finally, you may continue to play the Adventure. Otherwise, if they have the Folk Hero Background instead, read the entry below:

"The first amongst you..." The Horseman's speech resounds in your mind for an instant, and then everything makes sense. He called them by their names because they had been Heroes of Daren in the past, just like you. However, unlike you, they did not resist the tempting offers that the enemy whispers in your ears when you hold a phylactery in your hands. Could some part of the champions they once were still be inside those corrupted carcasses?

Write down the "Past-Life Hauntings" Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), if the Scenario Commanders Lorennor or Uldannor receive a HEAL effect, they will take that same amount of non-preventable damage instead of regaining Health. Similarly, if they receive CLEANSE, they suffer INTIMIDATE 4 instead of removing a Curse Cube.

Then, you may continue to play the Adventure.



END OF THE ADVENTURE – THE REMATCH

It is true that your passage through Blackriver was never going to be pleasant, after all. Few travelers were venturing on the roads in recent weeks, and news from the neighboring kingdoms no longer reaches Valarai. High Priest Lochtiss warned you not to expect hospitality, but neither of you could have imagined what your short stay would have in store for you.

You found a conquered town; the product of an uprising that culminated in the birth of the third Varatash Knight, hidden from the eyes of the Doctrine's leaders. But that was not your only discovery: As Tharmagar suspected, the kingdoms of the East were also facing the Apocalypse as best they could. And you even met another party of heroes.

Where did they come from? Did they know about the birth of the Famine Horseman? Have they learned things about the Horsemen that you, being from the West, have not seen? These questions would never be answered, because your two groups failed to meet before they were defeated.

In the end, the skeletal Knight was right: your chances would have been better if you had faced it together. But in truth, that was never an option. You firmly believed that the resistance should come from those of the Doctrine, so how could you have joined forces with this other group?

Nevertheless, fighting with the strength you have always displayed, you have overcome your host's veiled challenge and earned a rematch in his eyes. To your surprise, he does not take advantage of your exhaustion, kindly waiting for you to catch your breath.

Indeed, the Generals of this Apocalypse are not like other villains.

Congratulations, the Adventure ends here!

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way except for **Robin Rising** (if your party has recruited him). Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

REWARDS:
Each player chooses and unlocks a Class Ability for their Hero.

ACT 3 – FAMINE

CHAPTER 12 – BLACKRIVER'S LIBERATION

There you are, facing the Famine Horseman once again. Your body is still complaining about the pains from a night spent in great effort, but your enemy's patience is over.

"Impressive, Hero..." he congratulates your victory. "Because you succeeded in the battle of generations, you have proven to be the greatest amongst all the guardians of today and yesterday. Thus, I will face you again. But you should know that it shall be the last time. There shall be no force which will prevent me from reaching victory," the Horseman finishes, still not moving an inch.

You know you will need all the strength you have left to win this battle, and the arrogant attitude of your enemy may come in handy for that purpose: Keeping him busy for these precious moments spent in recovery is too easy, all it takes is a bit of trash talk and empty promises of victory.

"Victory?" he answers, hooked by the bait made of words. "The Black Prince faced six of the High Dragons of Epyrea, your

Lords. And still, if it wasn't for the High Spell cast by Narang'Erel, all of you would have been defeated all the same," he speaks with the confidence of a historian, although the names and the facts mean little to you.

"Cultivating hope is useless, because those who suffer the torments of the flesh are easily corrupted by a power as great as ours. They just need to listen to the right song. After all, don't you know Lorennor's story?" he points to the carcass of one of his bodyguards, confirming that which you already knew.

"I respect your thirst for knowledge, but enough chit-chat. You thought you were distracting me all this time, but actually, once again, it was I making a fool out of you while I sent my heart elsewhere," he reveals the plot that justified his inertia. "As I said, Hero, it is useless..."

Truth be told, this Varatash Knight is really getting on your nerves.

DARKNESS SPAWNING RULE – FAMINE'S DEN:

Unlike most Creatures of Darkness, the Famine Horseman seeks to absorb the miasma around him to strengthen his attacks rather than letting it stalk his enemies. Therefore, place the **Famine's Den** Rune card with the front face up at the end of the Initiative Track. When the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time) and resolve the described effect for each. Then, place the drawn Rune(s) on the Initiative Track, and flip the Rune card over.

The front face will instruct you to form a Pile of Runes under the corresponding Spawning token, while the back face will ask you to check their shapes: If there is a Darkness tile on the board corresponding to the shape drawn, remove it and place a +1 DMG token on top of each Boss Attack card except for "Starve". Those attacks are now stronger, and whenever you calculate their damage, if it is an attack capable of causing damage, remember to add the +1 DMG token.

DARKNESS BEHAVIOR – HERO'S CHOICE:

As mentioned in the Famine Horseman's Passive Ability, Darkness only condenses into a miasma and is invoked during this Adventure when a Hero takes a Recall Action. Thus, the Hero responsible for spawning that Darkness Tile is also responsible for its positioning. You can find details about this mechanic in the Famine Horseman's Boss Clarifications on page 38 of the Book of Rules and Interactions.

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Knot, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

BOSS FIGHT PREPARATION – FAMINE HORSEMAN:

The final clash against the Famine Horseman has started. Some preparations need to be made to adjust for the narrative's outcome. Therefore, follow these instructions carefully. Start with the standard preparations:

- Place the **Famine Horseman** board face-up and set his initial Health according to the number of Heroes in this Adventure. The Famine Horseman has 90 Health per Hero. that the Heroes are holding and add 20 Health to the Famine Horseman for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 5 Health to the Famine Horseman for every cube removed this way.
- The Party Leader must write down the Famine Horseman's Starting Health and the composition of the Runes on the Initiative Track on the Story Record. If you have to restart this Adventure, use this value as the Famine Horseman's Starting Health and these Runes on the Initiative Track, and treat the Heroes as if they had just returned from the Camp Phase.
- Place the Famine Horseman's Attack cards on the Initiative Track in their indicated positions (*matching their Runes*).

ENDGAME TRIGGER:

When the Famine Horseman is defeated, read **“End of the Adventure – The Liberation of Blackriver”** on page 93.

INTERACTION TRIGGER:

After you have followed all other instructions and finished the First Setup, open the Book of Interactions to page 67. As a group, you must resolve the Interaction presented. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.

DUNGEON TRAY - 3



- Famine Horseman
- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Orange Spawning Token
- 1 Red Spawning Token

CUTSCENE – PLOT TWIST

The Famine Horseman accepted your challenge, certain that he would emerge victorious, just like his predecessor. However, it is easy to say you will win a battle; it is another thing to do it. It doesn't take long for him to realize that.

The sharp thuds of your blows to his bony shell echo through the room as you deliver counterstrikes after dodging the heavy swings of the Varatash Knight's scythe. You are hit a few times, but only grazed. For an instant, when you stumble and fall to your knees after being forced to perform a badly planned evasive maneuver, the monster even believes that he has you where he wants you, but the advantage in this battle has always been yours.

Rolling on the floor to dodge a hit from the scythe that seemed final, you rise from the ground in a somersault, drawing a dagger from your boot during the acrobatics. A short and simple blade that, even though you use it to cut cheese and bread is always sharp and always at hand, was a mortal instrument when jammed into the unprotected neck of your enemy.

"This is impossible..." the villain complains in disbelief as he feels his legs wobble. "Mil'khemett defeated you! I know that! How could I fail where she succeeded? What have I done wrong?" he babbles, knowing victory is on its way to becoming yours. But he isn't going to make things easy.

Rejecting defeat at the very moment you are preparing to deliver the blow that would take his life, the Famine Horseman dissolves into a torrent of flying miasma and glides back to his throne. When he reappears, already on his mount, you notice that black and viscous blood oozes from the severe wound you have inflicted.

"Damn the rules of single combat!" he protests. "I'll do whatever it takes to prevail, and you, Hero, will be my prisoner for the future of darkness that awaits Drunagor!" he declares, preparing himself for a new round.

First, the Party Leader takes a free Recall Action.

Next, the Famine Horseman takes 15 damage per Hero and BLEED 4. This BLEED does not fade when triggered and cannot be removed by any means.

Next, start the encounter with the Famine Horseman.



CUTSCENE – SWALLOWED PRIDE

The Famine Horseman accepted your challenge, certain that he would emerge victorious, just like his predecessor. By the way, upon reflection, you suspect this isn't the best way to fight these knights...

The sharp thuds of your blows to his bony shell echo through the room as you deliver counterstrikes after dodging the heavy swings of the Varatash Knight's scythe. You are hit a few times, but only grazed. For an instant, when the monster falls to his knees after receiving several blows to his flesh, you even think you can win the fight—but it is just a thought.

Parrying with his hand a blow that would have hit him in the throat, the Lord of Famine lets go of his weapon and grabs you by the neck, lifting you off the ground. "Pathetic!" the villain cackles, looking deep into your eyes. "Is this all the most powerful of the Heroes of Daren can do? You are not worthy of a warrior's death. Beg for your life and I promise I'll spare you," he rejoices, squeezing even harder.

At that moment, as you feel your life fade and you reflect on the consequences of your defeat, the memory of a conversation with Tharmagar about the true meaning of the title you carry comes to mind: Your decoration was not a reward for victory in battle, but for the hard choices you've made. Swallowing your pride, you comply with your executioner's wish and beg for your life, ready to play his game if that will distract him.

And the ruse works. Proud as only he can be, the monster doesn't take your life, choosing to throw you to the floor and laugh at your misery once again. He babbles moral lessons, intricate tortures, and stupid threats which you no longer care to hear, because you aren't really willing to surrender.

Damn the rules of single combat! Your enemy was fighting without actually being in danger, why should you risk your life in a duel against him? Banging your hand on the floor, you recover the breath that was taken from you by that squeeze, pick yourself up, and prepare for the real battle.

First, the Party Leader takes a Free Recall Action and a Trauma Cube.

Next, write down the "Swallowed Pride" Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), whenever a Hero scores a Crit, that Hero also gains FOCUS 2.

Then, start the encounter with the Famine Horseman.



CUTSCENE – THE LAST STAND

After saying his last words, Robin Rising draws his sword and roars fiercely, impressing even the Famine Horseman enough to make him rise to his full, imposing ten feet. His corpse face doesn't show any expression, but you know he cautiously admires the bravery of the former Earl.

The sharp thud of steel hitting bone echoes through the hall as the swordsman unleashes counterblows after dodging the heavy swings of his enemy's scythe. For a moment, when the monster falls to his knees after receiving several blows, you even believe that Robin could win the fight—but reality comes too soon.

Parrying with his hand a blow that would have hit him in the throat, the Varatash Knight lets go of his weapon and grabs your ally by the neck, lifting him off the ground. "Since you dared to defy me with the life I gave back to you after I defeated you and your army a few nights ago..." the villain declares, looking the son of Matthias in the eyes. "I have the right to take it again," he continues, squeezing with all his might at once.

The terrifying snapping sound of vertebrae breaking echoes through the room while you are too stunned to make a move to try to save him—though you doubt that you could have anyway.

"I had intended to make a prisoner out of you, Hero," the Horseman now turns to you as he throws aside the body of the former Earl and summons his mount out of thin air. "But after all this nuisance, I've decided I'll make a trophy of your head and display it here, in the same place you thought you would save the world."

The Famine Horseman takes 30 damage per Hero.

Then, start the encounter with the Famine Horseman.



END OF THE ADVENTURE – THE LIBERATION OF BLACKRIVER

Dusk turns into dawn as you and the Famine Horseman fight in the disfigured Throne Room of Grayrock Castle. Any spectator who knew the challenges you had faced up to now would never have bet on your victory. However, after a few long rounds, you succeed!

"No! This cannot be!" the Varatash Knight blubbers behind his cracked bony mask. You hit his skeletal horse squarely, dissolving it in full swing and depriving the debilitated horseman of his mount, causing him to fall and roll on the floor—and sealing his defeat. "How... How can someone as incomplete as you oppose me?" he asks himself.

You can't deny the jolt of pride and relief you feel, and a part of you wishes to admire that helpless monster a little longer. After all, feeling victorious for a change—even for an instant—would do you a lot of good. However, your enemy still has one last resource...

On his knees, with his hands on the floor, the Lord of Famine accepts his fate and does the only thing he still can: "You are powerful, Hero, I'll admit, but that won't do you any good," he utters the harsh words as his body dissolves again. This time, he merges into the brickwork, which trembles in response, as if the black tide had awoken once again. "Because you'll rule over nothing but wreckage!"

Realizing what is happening, you rush to finish him off, but a piece of the floor caves in and you fall, grabbing at the slabs as they are released into the darkness below. Hanging on desperately, you notice with apprehension that the miasma is evaporating, dying away with its master and transforming the brickwork for which it served as mortar into a pile of loose boulders.

The dust and noise cloud your senses, and it isn't long before your eyes close once again as the keep crumbles around you. You are so tired at this point that, if you survive this, you wouldn't complain about being able to rest for a few days.

Congratulations, the Adventure ends here!

Now, if your party has the **"Heirloom Blade"** Status noted on the Story Record, erase it and the Party Leader takes the **Lionhearted's Sword** card from the Adventure deck. Otherwise, if it is not there, don't take that card.

Then, you may proceed to the Camp Phase, and after you have resolved it (and only after), read **"Interlude – Hopeless Perspectives"** on page 94.



REWARDS:

Each Hero can upgrade one Spoils Equipment they own one step for free.





BETWEEN ACTS INTERLUDE – HOPELESS PERSPECTIVES

Words fail to describe the frustration you feel in realizing that the victory which was in your hands has run through your fingers at the last minute. The Famine Horseman surprised you by making use of his last resource and collapsing the fortress beneath the both of you. Hurt as he is, you know the villain must have been destroyed by this maneuver.

But would you survive it?

You had prepared for a journey to the Burning Steppes, where you expected to confront the Lady of War once again. However, your passage through Blackriver, where you thought you'd make just a short stop, revealed that the third Horseman had already been born. Given the damage the monster has caused in that once-prosperous county, you knew you had to prevent the influence of his terrible suffering—hunger—from continuing to spread over the towns in silence.

So, you were forced to change your plans and your enemy became the talkative Knight; a First Belligerents history buff. The knowledge of the creature was so extensive that it was not restricted to the participation of his own faction in the fight, as if he was proud of his own knowledge. He even mentioned the rise of the first Heroes of Daren, bragging about having received the corrupted carcasses of the first among you as spoils.

The Lord of Famine was certainly an uncommon opponent.

One could look at the course of your adventures and see progress. However, you see yourself in a situation where all your plans have been undone; where not just one, but two Varatash Knights were loose out there and you didn't even know if you were alive.

From that point of view, what hope was there for Daren?

The Third Act of the Apocalypse Campaign, Famine, ends here. Now, for each Outcome noted on the Story Record, check the list below and read, in order, the corresponding Unfolding. They might give you new choices, rewards, or lead to another Unfolding. Be careful to read only the ones that match the Outcomes for your party:

- If the **“Exquisite Friends”** Outcome is noted on the Story Record, erase it and read **“Unfolding – What Goes Around, Comes Around”** on page 95. Then, write down this Unfolding on the Story Record.
- If the **“A Good Deal”** Outcome is noted on the Story Record, erase it and read **“Unfolding – The Bargain”** on page 95. Then, write this Unfolding on the Story Record.

- If the **“Long Live!”** Outcome is noted on the Story Record, erase it and read **“Unfolding – The Earl of Nothing”** on page 96. Then, write this Unfolding on the Story Record.
- If the **“The Earl of Blackriver”** Outcome is noted on the Story Record, erase it and read **“Unfolding – Connecting Dots”** on page 96. Then, write this Unfolding on the Story Record.
- If the **“Strong Bonds”** Outcome is noted on the Story Record, erase it and read **“Unfolding – The Bonds Uniting Us”** on page 97. Then, write this Unfolding on the Story Record.
- If the **“No Quarter Given”** Outcome is noted on the Story Record, erase it and read **“Unfolding – The Safeguard Corporation”** on page 98. Then, write down this Unfolding on the Story Record.
- If the **“Insured Trip”** or the **“Uncertain Journey”** Outcome is noted on the Story Record, read **“Unfolding – Crossroads”** on page 99. It will tell you which Outcome you must erase and which Unfolding you should write down on the Story Record.

After these readings, there should be few (or no) Outcomes on the Story Record and several Unfoldings. Otherwise, check again to make sure your party did not miss anything (this can happen during the writing and erasing of information).

When you are ready to move forward, based on the Unfoldings your party has noted on the Story Record, you will proceed to a different ending for your Campaign: The possible beginnings of the last Act of your Campaign, Death. Please note that, at this point, your Story Record should have one (and only one) of the two following Unfoldings:

- If the **“Unfolding – What Goes Around, Comes Around”** is noted on the Story Record, read **“Prologue – Future Sights”** on page 100.
- If the **“Unfolding – The Safeguard Corporation”** is noted on the Story Record, read **“Prologue – The East Campaign”** on page 114.



UNFOLDING – WHAT GOES AROUND, COMES AROUND

You finally open your eyes, and what lies before them is the emerald glow that is born from the encounter of two powerful arcane forces. It fills your surroundings, holding up a pile of debris as if it were a glass dome. The light flickers, waning, announcing tragedy.

The miasma, squeezed between the wreckage and the invisible wall, runs down the protected perimeter until it drips through the cracks that are slowly emerging. But it is not a threat—it is so weak that it evaporates as soon as it touches the floor.

A dark power has protected you from certain death, of that you are sure. The only thing left to know is what it would cost you.

“So, you’ve finally awakened,” a distorted voice answers, as if it had read your thoughts. You are so surprised that only now do you notice a silhouette right behind you, its owner standing with its back to you, unmoving, like a statue. When the figure turns its face to reveal a familiar countenance, you can’t believe your eyes: it is Scavenger!

“You helped me when I needed it, Hero, therefore, I helped you when you needed it. Reciprocity is a language all peoples understand and respect.” He clears up the doubt you couldn’t bring to your lips before going on: “However, that is not all. I saved you because an opportunity has arisen and I need the help of someone with your talents. So, luck has smiled on us both. In helping me, you’ll also help your world,” he finishes his speech with a negotiator’s slickness.

“Take a seat, recover your strength, and when you are ready, I’ll give you the opportunity to survive the Apocalypse and destroy every Varatash Knight, all at once.”

By the Stars, he even knows exactly what you want to hear!

First, your party advances one step on the **Doom** Legacy Trail.

Next, for each Follower your party has recruited who survived the final battle against the Famine Horseman, you must write down an appropriate Outcome on the Story Record. They will lead to new Unfoldings later in this Interlude:

- If **Amsterd deHanse** survived, write down the “**A Good Deal**” Outcome;
- Then, if **Robin Rising** survived, write down the “**Long Live!**” Outcome;
- Finally, if **Carmilla Reinard** survived, write down the “**Strong Bonds**” Outcome.

Then, you may carry on with the reading of your party's Unfoldings.



UNFOLDING – THE BARGAIN

While you ponder Scavenger’s speech and go through your stuff after the last crumbs of bread and cheese, your merchant companion becomes restless, lost in his own fantasies.

“What now? What will become of good old Amsterd?” he asks himself, wandering from side to side. “Buried, stuck, poor... By the Stars, I am also a celebrity now! My heroic and belligerent fellows, what is your plan for getting me out of here?”

Although you are already used to the ways of the petty Blackriverine, you can’t help yourself this time: Grabbing the man by the collar, you unleash on him all your frustrations before giving him an answer. The victories tasting of defeat, the interrupted plans, the lack of important information... Everything.

Concerning what bothered the merchant, not only do you not know what to do, but you are also thinking of leaving him here, that’s how big of a burden he has become.

“Wait, wait, wait!” he begs, seeing the fury in your eyes. “I’m sorry, fellow, I meant no harm. Our empty stomachs are speaking louder than our hearts. Look at this medicine I brought, it heals the nerves and the misunderstandings,” he negotiates as he escapes your grip, drawing a majestic piece of ham from his bag.

“Let’s dine as the good companions we are. United and well fed, I’m sure you’ll find a way of getting me out of here,” he proposes, as is typical of him, but you are already too mesmerized by that smoked work of art to pay any attention to his babblings.

Which, in the end, was good for both of you.

First, your party advances one step on the **Perseverance** Legacy Trail.

Next, if your party has the “**Scarce Provisions**” Outcome noted on the Story Record, erase it. Otherwise, if your party does not have it, write down the “**Well Fed**” Status on the Story Record. As long as your party has it (*this will last for the rest of your Campaign since Statuses are only removed during the next Camp Phase*), Heroes receive only two Curse Cubes as a penalty when taking a Recall Action.

Also, the Follower **Amsterd DeHanse** remains in your party.



UNFOLDING – THE EARL OF NOTHING

As you were defeated and confined to a pocket that isn't any bigger than a tavern's saloon, keeping your spirits in check is a hard task, but the Mayor and Earl seems to have found the secret.

"It is very easy not to care about anything when there is nothing left you care about," Robin answers your opening question. The man is under control because he is profoundly sad. His lands were taken, his people cast away or slaughtered, and his castle destroyed. He wasn't calm, really, he just wasn't there.

"The rocks that threaten to bury us were built over five centuries ago, by riverine hands at the behest of the Amiran Mage-Kings: A monument that served to remind us who were the true rulers of the land where my ancestors were born. Since the rebellion, when the counties bordered by the Black River united to put an end to this oppression, my family has restored it and made it a symbol of our perseverance and commitment to our people.

"The first time the Darkness came, my father was able to protect my people behind its walls, keeping the Undead King from putting his hands on most of them. The success made him believe that these stones were unbeatable, an eternal haven for the unfortunate. However, in the weeks preceding the next invasion, the walls of Grayrock were only used to keep the hungry from the silo, which was increasingly empty.

"Almost every night, the guards caught someone trying to plunder it stealthily. In pronouncing the prison sentences for these people, I couldn't help but feel that I was acting just like the Amirans. The proof of this is the punishment the Stars have dealt me: the legacy the last of the Cormacks will leave is a pile of rubble, a mockery of a mausoleum to decorate the ghost town their fief has become." He clenches his fists, determined. "But I will not be broken by grief, Hero. Wherever you go, if we are going to pay these bastards back, count me in."

Your party advances one step on the **Tragedy Legacy Trail.**

Also, recruit the Cohort **Robin Rising back into your party. He is "Injured" right now.**



UNFOLDING – CONNECTING DOTS

The world seems to shatter. The urgency of the situation you are in captures all of your attention. Yet in the midst of all that chaos and uncertainty, a treasure weighs down your pocket: It is the Grayrock Signet, the Earl of Elan's jewel. Contemplating it for a moment brings you memories of how all things are carefully intertwined, as if fate were a capricious spider, weaving and scheming...

The dawn of a new era came in the year 1350, 72 years ago. From what the chronicles tell, the former Empire of Amira lay weakened after a disastrous campaign to contain peasant uprisings in the Solekk Mountains. Inspired by the bravery of those peasants, artisans, and outlaws led by a few druids, it was the Umbralians' turn to declare their independence. On this occasion, the failure of the 800-year-old Imperial Navy against merchants, mercenaries, and privateers caused the morale of the Knightly class of Amira to become compromised.

When he realized that the moment was propitious, in 1354, Robins' great-grandfather, the Earl of Elan, decided that he was sick of all the tributes his people paid to the Mage King. Amira, on the other hand, knew that the Blackriverines could never be allowed to emancipate, for it was from there that the bulk of the army came, as well as almost all the wood, iron, horses, people, and goods that circulated in Nera.

The Amiran armies fought with the savagery of cornered lions. The campaign for the liberation of the Blackriverines ultimately caused all the death and destruction that the rulers expected from a war against Amira. Peace was only achieved almost seven years later, when the young King Ulthar inherited the crown from his father's bloody hands and agreed to marry Matthias' aunt, on the promise of alliance and freedom for all kingdoms through which the Black River ran.

From there, the chroniclers insist on saying that they were happily ever after, but you and Tharmagar have talked extensively about it... The rumors of a bastard son ran through the court's sharp tongues. In addition, their inability to provide an heir made the marriage a very unhappy one. Some said that after a few years, Ulthar did not even perform his conjugal duties, for he carried the guilt of having deserted family and love in the name of war. But the unresolved past is never buried forever, is it?

For you came to know that Yithzak Zamir was the name of that illegitimate child...

Your party advances one step on the **Perseverance Legacy Trail.**



UNFOLDING – THE BONDS UNITING US

Despite the terrible situation you are in, you still have reasons to celebrate a small victory after all: you've found a familiar face again. Your journey has taught you not to expect good things to happen, but here is the "informal market entrepreneur," safe and sound, rekindling your hopes.

"Thinking about the bonds that bind us together, big guy?" she teases when she notices your eyes stop on her for a second. The pun about the chains in which you always find her bound is the cue she was looking for to sit by your side.

"They pulled me out of a dungeon, you know," she makes small talk, talking about the things that messed with her. Listening to Carmilla disarmed of her sense of humor was new to you: "...if it wasn't for that, I would be buried now as well. Just as they are. You shouldn't be around me, Hero. I only bring misfortune to those around me," she continues, lamenting the fate of the people who saved her life. The Champions you never met.

You know your friend needs a hug and a good listening ear, so you lend her yours, making her comfortable enough to pour out her anguish. She speaks of things that have been bothering her for a long time, such as the loneliness she felt after her loved ones were taken by Luccanor, on the night he came back home with his cursed Seawing two years ago.

She even mentions the subtraction of a shipment of copper from her warehouse, whose perpetrator she never found, and that she even had a fight with Captain Mesick about it. However, she justifies herself by saying that the hand crossbows she gave you a few months ago were more than enough to make you even.

You just laugh. That was all she needed: allowing herself to recreate stronger bonds with someone. A privilege we only value after we've lost it.

A privilege the Darkness has taken away from many Darenians...

Your party advances one step on the **Heroic Legacy Trail**.

Also, the Follower **Carmilla Reinard** remains in your party.



UNFOLDING – THE SAFEGUARD CORPORATION

You open your eyes and what lies before them are the cozy flames of a fireplace. The Stars seem to like you very much, but not even they are capable of protecting you from everything. Your body is complaining, and just the thought of getting up from the bed is painful enough to make you change your mind.

“Hey, hey, hey, calm down, mate.” First a nice voice greets you. Then, a gentle touch helps you to settle, sitting up. “We were able to rescue you from that rubble, but you are still all banged up.” The voice is from a man dressed in Doctrine attire, but he doesn’t seem to be the pious kind. Still, he practices hospitality really well, and he even has your breakfast in his hands.

“My name is Richard Bach Cater, you are still in Blackriver. We found you two days ago, and yes, unfortunately, the only thing I’m able to cook with what’s left is this ‘brown soup’. Believe me, you don’t want to know what’s in it.” He answers your most urgent questions: “Well, now that you are wide awake, I’ll call the boys so we can talk about what happened and what still needs to happen. Things are not well at all, Hero. But there is always a solution, as long as we are honest and transparent with each other.”

Catching up with the news, you find out that you were rescued by the “Safeguard Corporation”, or SGC for short, a party of veteran adventurers from the Espera Islands. They had come to Daren for other business, landing on the night when Umbral was attacked by the Plague Horseman. Since then, not much different from you, they have found themselves compelled to join the fight against the Apocalypse.

Their strategy, however, wasn’t to report these events to the High Priest, but to the contacts they have on the continent, and that’s why they have come to Amira instead of Valarai. Now that you’ve found each other in the Reverine Lands, finally the reports of catastrophes endured on both sides of the continent can be compared to paint a general picture of this invasion.

Indeed, perhaps there is a light at the end of the tunnel!

Despite your luck of being rescued, it seems you are the only survivor of Blackriver's demise.

Therefore, dismiss any Followers your party may have. For each Follower dismissed this way (they can be zero to three), your party advances one step on the **Doom Legacy Trail. Fate does not always give us the opportunity to say goodbye.**

At last, if the “Beautiful Lie**” Outcome is noted on the Story Record, erase it and read “**Cutscene - The Confession**” on this page. Otherwise, if it is not there, just carry on with the reading of any Unfoldings your party has left.**



CUTSCENE – THE CONFESSION

After hearing that the boys from SGC had joined the battle during the fall of Umbral, you can’t help being haunted by your ghosts. After all, there was still a mystery surrounding the events of that night.

As you started to suspect, it was the Safeguard Corporation that beat the Plague Horseman when you accidentally crashed the flying ship and thought all was lost. Now, in front of the real people responsible for that victory, you have something very important to say.

“Oh, I understand...” Nathaniel White, one of the associates who seems to be the expert ranger type, starts talking after hearing your confession. “But don’t you worry, this is how things are. People from the continent don’t know our work, but they know very well those who go to the ceremonies and take on the title of Hero of Daren. In those moments, fame speaks louder and they assumed what was easiest to imagine. It’s not your fault. You were just at the right place, at the right time.” He tries to comfort you, but still, you don’t feel very good about all that.

Deep down, although the brave adventurers from the Safeguard Corporation have seen things on the bright side, you know nothing justified taking credit for an achievement that wasn’t yours. You played a fundamental role in that battle, of course, especially as the inspiration your legacy has given to the hearts of the Umbralians.

However, you shouldn’t have let your title overshadow your companions’ fight, because that is pride and not heroism, as you and Tharmagar have already discussed over a few cups of tea. After all, if it wasn’t for those brave unknown warriors, you may not have survived your last fight.

Your party advances one step on the **Perseverance Legacy Trail.**

Also, write down the “Clean Conscience**” Status on the Story Record. As long as your party has it (*This will last for the rest of your Campaign since Statuses are removed only during the next Camp Phase*), at the beginning of each Hero’s turn, if they are holding no Curse Cubes, they receive INSPIRE.**



UNFOLDING – CROSSROADS

Before you read this Unfolding, check if your party has the **“What Goes Around, Comes Around”** Unfolding noted on the Story Record.

On the one hand, if it does, you have not met anyone who can tell you about the fate of the villagers you helped. Therefore, erase the **“Uncertain Journey”** or the **“Insured Trip”** Outcomes from the Story Record. You should not continue to read this Unfolding.

On the other hand, if your party has **“The Safeguard Corporation”** Unfolding noted on the Story Record instead, you may continue this reading.

Later that day, after getting up from bed and risking your first steps, you find yourself walking beside Marten Assis in the deserted town. That group’s rogue was the quiet type, restrained, but he carried in his look and his words the experience of someone who has traveled the world.

“Unfortunately, no. We have canvassed the castle grounds, but we only found you alive. And even that wasn’t totally by chance,” he explains a few details of your rescue. “On second thought, I may know the fate of someone else you might know. On that same night, two days ago, we also came across a family on the outskirts of town.”

If the **“Uncertain Journey”** Outcome is noted on the Story Record, roll the D20. This roll cannot be rerolled by any means. If you roll 11+, replace that Outcome with the **“Insured Trip”** Outcome. Otherwise, if you roll 10-, your party keeps the **“Uncertain Journey”** Outcome instead.

Then, if the **“Insured Trip”** Outcome is noted on the Story Record (regardless of whether you had it all the time or just noted it right now), read **“Cutscene – Renewed Hopes”** on this page. Otherwise, if your party has the **“Uncertain Journey”** noted there, read the following instead:

“...but what we found was an ongoing massacre. The Creatures of Darkness got to them first. Erick and Nathaniel chased away the monsters while Richard and I tried to help the injured, but there was nothing we could have done.” He spoke with grief in his eyes and words. “And still, the mother made a point of saying three words as life left her: ‘Hero, Black River.’ In that instant, a great ‘boom’ echoed from the city, and that’s how we knew we needed to come here.” Marten’s account strikes you like a blow from a scythe.

That family’s chances of survival were slim, but still, you were hopeful. Maybe if they had listened to you and run away to Valarai instead of Elan, or if they had enough supplies to be able to choose—who knows, the outcome might have been different. And thus, another ghost was born. But you know that mulling over it now won’t do any good...

Your party advances one step on the **Tragedy** Legacy Trail.

Then, erase the **“Uncertain Journey”** Outcome from the Story Record and write down the **“Tragic Fate”** Unfolding in its place. This Unfolding does not redirect you to another reading.

CUTSCENE – RENEWED HOPES

“...they were lost, looking for the road to Valarai. Surprisingly, however, they had enough provisions for such a long trip,” Marten tells you, gladly. “When we asked them how they had been so lucky, when we were relaxed, sitting around a fire, they told us that an Ascended had crossed their path and given them the meat. An Ascended who had stayed there because they seemed to have a very important task to finish.”

The silly smile you unintentionally crack confirms the suspicion the adventurer already had: you were the one the family was talking about.

“On that same night, we heard a huge boom coming from the town, and then we knew we needed to come here. That is how we ended up finding you.” He puts his hand on your shoulder proudly. “They were well; hopeful, pleased. You saved the lives of those people, Hero, and I believe, maybe yours as well. By the way, that reminds me of something else. They wanted you to have this,” the rogue finishes, handing you a fine silver necklace with a sapphire pendant.

“They said it was the only thing they could find in the city, but they wanted you to have it, in order to repair for any offense or misunderstanding, in case we found you alive. Well, and here we are, aren’t we?”

First, your party advances one step on the **Heroism** or **Perseverance** Legacy Trail (your party’s choice).

Next, the Party Leader takes the **Sapphire Pendant** card from the Adventure deck.

Then, erase the **“Insured Trip”** Outcome from the Story Record and write down the **“Survivors Survived”** Unfolding in its place. This Unfolding does not redirect you to another reading.





ACT 4 – DEATH PROLOGUE – FUTURE SIGHTS

Time has never gone by so fast.

Scavenger had promised you a plan to vanquish the Varatash Knights, but what you really wanted was for him to get you out of there. After all, it wasn't as if your luck over the last few weeks helped you believe in miracles...

"I can't," your mysterious savior answers. "The miasma here is dying, and there is not enough anymore to open a path to the surface. I'm using all that's left of it to hold those boulders, and it won't be long before it runs out and my containment collapses.

Indeed, you are stuck here—but not for long.

"Don't worry, I can still save you from this place, but you need to trust me, as I trusted you when we met at Mil'khemett's lair." That proposal doesn't sound good at all, and you are very wary, but it isn't as if you can do anything about it. After getting your consent, the human monster starts to scratch symbols on the floor with his dark claws. The emerald traces left by the runes are unmistakable, and you soon realize that he is practicing Varatash magic.

As fast as lightning, in a matter of mere instants, the creature has already made a semicircle around himself as if it were a sundial. Each rune is accompanied by a verse hummed in such a way that any listener would think it was just a buzz, but you will never forget that sound—because it is the same that you heard in the Undead King's lair.

It is the sound of a summoning ritual!

Your hand grasps the hilt of your weapon as if it knows what to do by itself. The thought of drawing it crosses your mind many times; however, you only watch, dumbfounded, while your savior finishes his ritual. As soon as the last symbol is drawn, the magic shows its true nature and an emerald vortex is born within the circle as if it were a sinkhole, sucking everything around.

But you know the truth. It is a planar portal: a powerful magic capable of taking travelers from one side of the cosmos to the other in a single step.

It was the vehicle used by the Enemy to invade your world.

"It's time, Hero," Scavenger speaks only once before casting himself into the green light's kaleidoscope. He doesn't care if you follow him or not, and maybe because of that you think his purpose in taking you with him could be sincere. Or he simply knows you have no choice.

When entering the portal, the feeling is like that of diving into a wild river. At first, you close your eyes and nose.

Afterwards, when you feel the weight of your body disappear and the world around you silence, you open your eyes, expecting to see a wet and muddy world—but it is neither. It is clear and as detailed as a garden bathed in starlight, in all its magnitude.

You can't breathe, but you are not drowning either. Finding the words to describe the inexplicable is difficult, but you don't have to try hard, for your journey is brief.

Back in reality, you find yourself in a totally dark place, where a grey mist is constant and the soil under your feet is arid. It is a landscape that reminds you of your nights in the Hellscar Desert, especially because it is just as cold. However, different from there, here neither the stars nor the silence keeps you company. Voices echo restlessly in the darkness, one after the other, speaking things that don't make sense.

"What is this place?" the question you ask yourself resounds around you. "What are those voices?" The ghosts of this place guess your thoughts once again. "Is someone mocking me?" The darkness doesn't let up.

In face of so many strange things, seeing the macabre features of your guide once again is a relief.

"The voices you hear, Hero, are your own thoughts. Here, they overflow your mind and take on life," he explains to you the first of the peculiarities of this new world, and, for some reason, that reminds you of the Spirit Realm. "I have never heard of that place, but I know we are not in it, because this is Empyrea," Scavenger explains, invoking a name you aren't hearing for the first time.

That's when you realize that maybe, just maybe, he is capable of fulfilling his promise to you: because now it was you who have invaded the world of the Varatash!

This is a revelation that triggers a torrent of questions. And your host answers all of them while you walk and talk for a long time; so long that though you can't measure it by the sun, you can with the fatigue of your body. You even try to sleep once, but finding the peace to do so here is impossible.

The sky is a continuous vastness of clouds that occasionally exchange lightning with each other, but the ground on which you travel isn't always the same: You cross swamps, caves, and rotten woods; staircases carved in stone, brickwork; and even fancy rooms where the floor is made of marble. Everything is as wonderful as it is overwhelming to you, but Scavenger doesn't seem impressed.

From what you have been told, you understand that this is the world of the High Dragons, the birthplace of Narang'Erel and all her kin.

As well as that of the Darkness.

In the past, this world was not so different from Drunagor: its lands were fertile and sunny, filled with lush forests where wild rivers ran and life was abundant. A singular prosperity was cultivated thanks to the indiscriminate use of arcane magic; the powerful tool that the lords of Emyrea mastered earlier than any other known people.

And there didn't seem to be any limit to the power of the High Dragons. They levitated mountains, terraformed continents, traveled between worlds... Whatever they or their society could ever need or desire was always within reach, except one thing: eternal life. Thus, it wasn't long before solving the inconvenience of mortality became the sole focus of the most powerful of the High Dragons.

Obsessed, a very powerful and ancient Dragon, whose name Scavenger can't remember, violated every ethical limit of his society to find a way to solve this problem. However, instead of finding a formula for a youth elixir, he gave birth the greatest predatory force ever known.

In a way, the Dragon achieved what he wanted, and found a way to overcome his mortality. However, the creature, once awoken, proved to be more powerful than its creator and took him as its own, condemning him to a crusade to consume all life in order to sustain it. In the end, the Darkness was the product of a failed experiment born from a perverted desire.

Thus, all Creatures of Darkness are minions of the plasma node that embodied this force, and are bound to it as if they were tentacles of a large interplanar octopus. Arms that try to reach ever further, guided by the thoughts of a brain that was once their creator's. And the weakness of this bizarre anatomy you have met up-close: if you cut off the arm at the shoulder, the whole arm will die.

That's what happened when the Undead King was beaten, and that's what happens every time you beat one of the Horsemen of the Apocalypse. Scavenger has brought you here because he knows that this is where the Varatash Knights rest while they are not summoned to other worlds. But that's not all...

"Mil'Moot, the sovereign among the Varatash Knights, cannot run from you if you fight her here, because this is her only home. If you kill her, Mil'Raev and Mil'Khemett will also perish just like Mil'Makhalah, because they are subordinate to her and not to the head of the Varatash," your host finally reveals his plan.

And you can't deny, the plan is simple and bold, just the way you like them.

Scavenger intends to take you to the birthplace of the Death Horsewoman, so you can beat her and save Drunagor. Indeed, he doesn't have a good relationship with his people. Nevertheless, why didn't he speak of this possibility the first time you met? It was impossible not to suspect his intentions, and, naturally, Emyrea gives voice to your thoughts.

"At that time, I didn't know whether I could trust you. If I brought you here and you betrayed me or failed, I would die as well. And I don't want to die." Even when confronted, his voice sounds no different. "I need you to prevail, because Mil'Moot's lair is the only place amongst the domains where I still can't look for that which I need to find. But no Varatash will help me on this search, and you are the only mortal I've seen who has prevailed over them. After finding you on the verge of death, I had to either act or wait for time on end until another like you showed up to rise against the Varatash."

The butterflies that once again flutter in your stomach after such a long time leave no doubt that you are convinced. Realizing your interests are aligned, you encourage your host to continue on the way.

The plan is very good, but truth be told, at this point nothing is as seductive as an opportunity to pay back in kind the bitter taste in your mouth left by the Knights who made a fool of you...

Recruit the Cohort [Scavenger](#) into your party.





ACT 4 – DEATH CHAPTER 13 – THE CRADLE OF DEATH

And so, you continue your journey through the decadent world of the High Dragons. Despite the darkness, you can still see and marvel at the shadows of the colossal columns and domes that were built by this people.

The architecture of this palace—a four-story wonder, your guide explains—was planned to accommodate the giant bodies of the lords of Emphyrea, and that’s why everything was so big. The small passages you use, however, crisscross the place as if they were a path made by rats in the floor; built for use by the servants—creatures of your size who inhabited this place by the thousands.

For most of the journey, you have the feeling that you are traveling on a plateau, but the truth is that each lair was so broad that you could very well cross it by horse. Still, you didn’t have to fight a single enemy during your passage through the first three chambers. After all, they were the homes of the Knights who were summoned to Drunagor, and that’s why they are completely empty.

However, in the fourth and last of these, things are different: The Death Horsewoman is still there, kept in a kind of daze at the center of the room. “A powerful magic keeps Mil’Moot stunned and guarded. In order to kill her, we need to breach those protections and awaken her fury first,” Scavenger explains as a horde of the Creatures of Darkness emerge to confront you, right below the floating island where she rests.

That which could be your next-to-last battle has begun.

“Your job is to protect me, because only I know the spell to undo her charms. Keep those things away from me and perhaps the plan might work,” your host instructs you, but you cannot deny that there is something very suspicious about him...

Nonetheless, since he brought you here, you are too committed to regret it now.

After all, how could this situation get any worse?

DARKNESS SPAWNING RULE – GROWING INFLUENCE:

Although Darkness is present in this place, its smoky manifestation is too fragile to condense into a miasma. Thus, during this Adventure it won’t chase the Heroes and there will be no rules for spawning Darkness. However, the enemy’s threat is still real and its growing influence can be felt like a bad omen. Therefore, place the **Growing Influence** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – NO DARKNESS:

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

RECALL ACTION CURSE PENALTY - TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

SPECIAL LOSING CONDITION – BODYGUARD:

Scavenger is the only Character who knows how to break the enchantment protecting Mil’Moot, the Death Horsewoman. Thus, if he is ever defeated, the Adventure immediately ends in failure.

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – STIRRING DARKNESS

Before starting this Adventure, you must take 6 Runes of each color from the bag (a total of 30 Runes) and place them on the Initiative Track.

SPECIAL PREPARATION – DARKNESS NODES

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify their influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – BLIND KNOT

The Darkness Knots here are different in that only Scavenger can untie them. To untie one, he must be adjacent to a Pile of Runes and spend his "Attack" for that Activation. If he does, take all Runes from that pile and return them to the bag. Also, a Hero of the Party Leader's choice either gains FOCUS 2 or CLEANSE 2. This Action can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL MECHANIC – EMPYREA RAID

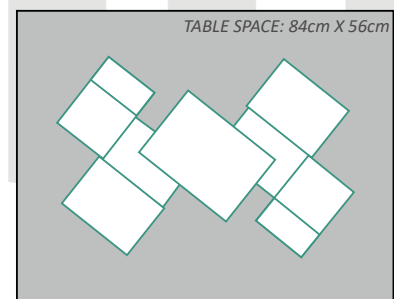
During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Shadow Vampire** and a **White Monster** of your choice, the **Ravenous Stalker** and the **Rookie-ranked Monster** card for the Monster you choose (do not use the **Shadow Vampire** or that **Monster** as random Monsters), and place the **Empyrea Raid** Special Mechanic card above the end of the Initiative Track with face "A" up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over. **NOTE:** Despite summoning Scenario Monsters on one side and ranked Monsters on the other, this Monster Raid functions in the same way as a Dreadful Raid described on page 12 of the Book of Rules and Interactions. Consider for all purposes that these Monsters are "Minions" summoned by that card.

SPECIAL MECHANIC – THE THREE SEALS

Place the **Three Seals** Special Mechanic deck with the cards arranged from 1 to 3 next to the playing area. This will serve as a guide for the sequence of events in this battle. Whenever a Pile of Runes is completely removed from the board, you must draw the top card from this deck and resolve its effects.

SPECIAL MECHANIC – COLLAPSING FLOOR

Whenever a Pile of Runes is removed from the board, place 2 Collapsing tokens on top of the Map tile that Pile was on. Whenever the Initiative Marker reaches the Rune card (including the same round you placed the tokens), after resolving its effects, you must remove one of these tokens. When the last one is removed, remove that Map tile along with the Dungeon Tray it was on top of and any elements on it. Characters removed this way are defeated. Be careful! If a Hero or Scavenger is removed this way, the Adventure ends in failure immediately.



- 4 Piles of Runes (A stack of one of each color)
- 1 Interaction Token 2: Page 70
- 1 Red Interaction Token 2: Page 69
- 1 Blue Interaction Token 2: Page 68
- 6 Chest Tokens
- G1 1+: 2 GM - **Champion**
- B2 2+: BM - **Champion**
- WB 3+: 2 WM - **Champion**
- B4 4+: BM - **Champion**
- G5 5+: 2 GM - **Champion**

CUTSCENE – REVELATIONS

However, before you can get dangerously close to the damsel, your guide warns you not to do it so emphatically that you cannot ignore him.

“She is not your Lady, but just a carcass like any other taken by the Varatash,” he starts to explain himself, stretching his hand in your direction as if to reach out to you, but it was his words that held you back first. And what he said requires an explanation: “Well, don’t you recognize Narang’Erel?” he points out with his usual serenity, while you, on the other hand, feel your knees wobbling and the words disappear from your tongue.

You are in front of the body of the most important creature you have ever heard of.

The Doctrine diluted the image of the Savior of Drunagor into the image of the Sun. Nevertheless, and you realize it only now, ever since you learned a few of the secrets behind the origin of those teachings, you have never thought about the face of the Queen of the High-Dragons. Shouldn’t it be more... Draconian anyway?

“Narang’Erel was fond of human beauty ever since she met them. In the end, it was she who claimed sovereignty over them and their homes, a world more lost in the Cosmos than Drunagor,” your guide speaks so fast that the Darkness gives a voice and a life to your thoughts once more.

First, you may take a Free Recall Action.

Next, write down the **"Royal Outrage"** Status on the Story Record.

Then, you may continue to play the Adventure.



CUTSCENE – RELEASE THE KRAKEN

...For an instant, you think the ex-prisoner is going to fall to the floor, but legs which were supposedly weakened by centuries of imprisonment support the weight of the lady without even wobbling.

And it is then that you realize that this reenactment of mythology is just another deception, like many others related to the Varatash.

Finally free, the lady shows the first signs of her true identity: serrated teeth, long claws, eldritch aura, and shadow. Whoever she once was, she is now just another Creature of Darkness, ready to execute the will of her master, as if the years under torture had done nothing to undermine her determination. She rebuilds the broken shackles into tentacles that only now do you notice have always been connected to her body. The lady composes her threatening face, ready to attack you.

However, the revelation of the monster also exposes her weakness: Lodged in her chest is a gem, emerald and hollow, shining timidly as if it was an empty and exposed heart.

First, replace this Interaction token with the **Fallen Maiden Scenario Commander** with **CP 2+(2xP)**. When she is defeated, the Party Leader flips her card over and takes the **Eldritch Symbiote Adventure** card as loot.

Next, if your party has the **"Royal Outrage"** Status noted on the Story Record, reduce her health by the half (round up). Otherwise, just carry on to the next instruction.

Then, you may continue to play the Adventure.



CUTSCENE – RISING AGAIN

“Once, I said that in order to finish the ritual that creates a lich, the gem where the celebrant’s soul was to be held had to be put beside the hips of their mother. Knowing that the bodies of noble Amirans are preserved after their death, I asked that my jewel be placed beside the heart of the Queen Mother, claiming a bond between us that never existed. I ran the risk of poor positioning, but I thought it was better not to raise suspicions,” the counselor continues his confession.

“In that moment, I was to become the Undead King, but that power had already been claimed by another. When that villain was finally defeated, my ritual was concluded, but my coveted prize proved a curse.” After listening to all of this, a chill runs through your spine. Could the Undead King be reborn? “In a word, yes,” he answers, when you give voice to your fears. “My body walks once again under his power, but my soul is in that jewel, and this sphere is a window to it,” he explains, briefly.

“Imprisonment in this place is an unparalleled torment compared to the peace I found in the Spirit Realm. There is nothing I wish more than going back there. But for that, the Undead King needs to be defeated once again. Therefore, I beg you, my dear countryman, destroy this sphere to summon the monster here so you can fight him again. Do this for me and for Drunagor, because I know the sower is preparing the field for another harvest,” the voice finally reveals his plans.

If the Cohort [Scavenger](#) is further than Range 1 from you, he is too far to give his opinion. Thus, you may continue to play the Adventure. Otherwise, if he is within Range 1, read the entry below:

“A futile battle...” Your guide intervenes after hearing the request of the counselor. “The Undead King is a minion of Mil’Moot, just like the other Varatash Knights. When you kill her, he will be destroyed anyway. Facing him now is an unnecessary risk. Just back away and let’s go,” he explains, and you can’t deny he has a point. However, Scavenger never considered that you could fail at your task. Moreover, would you dare let the villain you claim you have destroyed walk freely through Drunagor?

First, you may take a Free Recall Action.

Then, you may continue to play the Adventure.



CUTSCENE – THE FALLEN PRINCE

Intrigued by the words of your enemy, you decide to ask your guide why that Creature seemed different from the others, just like he does. Ironically, you can’t say if you are more surprised by your guide’s answer or the indifference with which he offers it.

“Maybe it’s because he’s not just any Varatash. He is the Black Prince, the first Varatash General ever created,” he explains. And only then do you realize how formidable an opponent you just faced. “But that was a long time ago. After his defeat in the Shadow Wars, his consciousness was absorbed by the miasma and what was left was just a frail carcass and a few bitter memories,” he explains, but his speech raises more questions than answers.

“I don’t know, but probably this consciousness is still alive somewhere. The Black Prince received that name because he was the son of Tenebraellum: the young body chosen by him to host his soul. It was by failing in this task, as we have discussed, that the Darkness was born. And that’s why I believe it can’t be recycled, since it is the origin of everything; the first node.”

Your first reaction is outrage for Scavenger having kept this to himself for so long, but you soon remember your guide’s personality. In fact, he would never go into a subject that wasn’t mentioned by someone else—not because he was discreet or to keep secrets, but just because he doesn’t feel the same yearnings we do.

First, you may take a Free Recall Action.

Then, you may continue to play the Adventure.



CUTSCENE – THE THIRD HORN

And so, thanks to your efforts to protect Scavenger against waves and waves of monsters, he has managed to untie the third and final knot, undoing the enchantment that kept Mil'Moot in her deep sleep.

The thunderous sound of a horn rings out for the third time, and this time it is accompanied by many tremors. This realization solves the mystery of its origin, but to your surprise, the truth is even more disturbing: for it is as if it reverberates from the collapsing ground itself.

The chaotic and intimidating atmosphere, however, holds no sign of a Seed of Darkness or Varatash Knight, and for a moment, you doubt your guide. It is true that this place reacted as if he was on his way to accomplish something, but whether such a thing was for your good or ill, you cannot tell.

As your mind wanders over the intentions of the macabre creature who accompanies you, once again another wave of enemies emerges from the darkness and demands your attention, dissuading such thoughts once again. Among them strides a hideous, misshapen creature, a mighty Commander of Darkness who is determined to be the last barrier between you and your goal. Although the monster's arrival has brought you together in purpose once again, your guide's resentful gaze shows that he senses your hesitation...

Summon the following Battalion near the remaining Pile of Runes on the board. If there is already a Commander on the board, use colored Action Cubes from your game box to identify which Attack card belongs to each Commander.

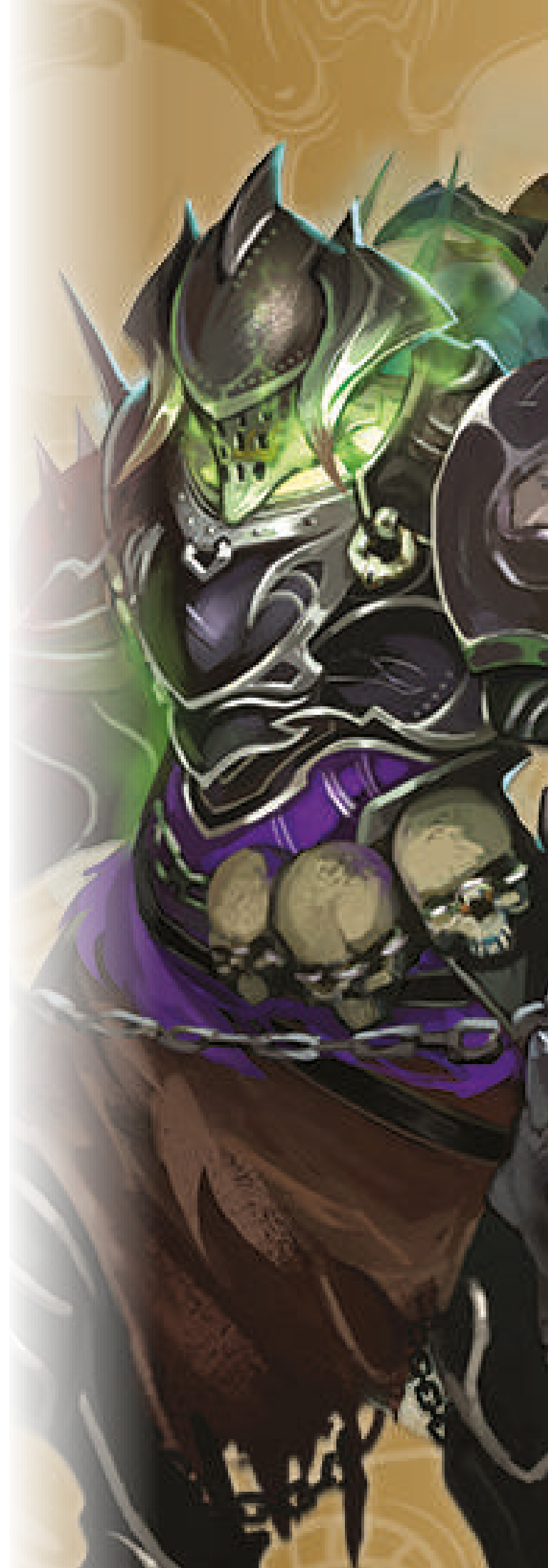
- C1** 1 Random Commander with **CP 2+(2xP)**
- B2** 2+: **BM - Champion**
- G3** 3+: **GM - Champion**
- B4** 4+: **BM - Champion**
- W5** 5+: **WM - Champion**

Consider the **“Special Mechanic – The Three Seals”** resolved (therefore, if your party chooses to remove the remaining Pile of Runes from the board, you won't have to draw another Special Event card).

ENDGAME TRIGGER:

When the last enemy is defeated, read **“End of the Adventure – The Showdown”** on page 107.

After you have summoned these Monsters and read these instructions, you may continue to play the Adventure.



END OF THE ADVENTURE – THE SHOWDOWN

As the hideous guardian falls and the last creature collapses, the fortress shakes even harder, assuring you that the plan worked and the Death Horsewoman is coming. That's how it happened from Umbral to Blackriver, and naturally, it would be so here.

However, things seem different this time, for the ruined walls of this lair are not being dragged down into sinkholes as you are used to seeing. Instead, the pieces that come off the ceiling of the vaulted hall go up, into the sky, in a total inversion of nature.

As the earthquake increases in intensity, the ceiling falls apart. You are able to witness the bizarre phenomenon in all its splendor: walls, pillars, and all kinds of wreckage orbit around you as if they were being dragged by a smoky hurricane. The howling wind, the thunder, and emerald lightning that crackles, ripping through the darkness, make you feel as if you were in a real tempest.

And yet, your eyes are focused on a single image.

Standing in the eye of the storm, you watch with racing heart the giant winged shadow that comes down amidst the pandemonium towards you. "This cannot be! Is that Aral'Hezec?" is what you think as you see the draconic figure, but your host corrects you promptly: "No. That is not him. That is Sahar'Azsharalon, and he is just Mil'Moot's mount."

Such was the majesty of the Lady of the Varatash Knights that her mount was nothing more, nothing less than a High Dragon!

Or what was left of it...

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- **Take the appropriate reward for this Adventure's conclusion, as described below.**
- **Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.**
- **Also, dismiss any Cohorts your party has encountered along the way except for **Scavenger**. Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.**

Next, players must save the game state by following these steps:

- **Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.**
- **Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.**
- **If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.**
- **Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.**

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- **If you are not going to end the game session now, just carry on to the next Adventure.**
- **Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).**
- **Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.**



REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.





ACT 4 – DEATH

CHAPTER 14 – THE FINAL BATTLE

And so, after a long journey, you find yourself before the great villain whose coming Yithzak had prophesied to Tharmagar. You know that the outcome of this battle could be terrible for you, but you take comfort in the thought that Daren won't be a collateral victim should you fail.

Controlling the adrenaline that runs through your veins is a task as difficult as facing your impressive opponent, but your determination is so strong that even the pandemonium goes silent around you as you focus on that final moment.

But it isn't just because of your state of mind.

The chime of the fourth bell has soothed the hurricane and the earthquakes, containing what was left of the hall in a floating ball of wreckage and lightning. The emerald flashes reveal, if only for an instant, tendrils as large as a city that slide through the dark sky behind the dust cloud that orbits your battle stage.

Your body pulsates along with the low tone of a silent orchestra, which starts to resonate on your skin, rather than in your ears, at the moment you understand, deep down,

who the villain before you really is—even before the words can take shape in your mind.

“Yes, I feel it too,” Scavenger confirms your suspicions. Mil'Moot guards the All Mind, the first node! “And I feel even more; I feel that she hides that which I need to find!” he adds with singular excitement.

All of a sudden, the solution to all problems seems to be in front of your eyes! If you defeat the Death Horsewoman, you will defeat all the Varatash at once!

Another adrenaline surge takes over your body as soon as you realize that this time, and maybe for the first time since the Shadow Wars, the odds of the battle between Drunagorians and Varatash were even. If on the one hand, your defeat could mean the end of hope for your people, on the other hand, your victory would mean the end of a war started over a millennium ago.

And knowing that, your enemy doesn't seem to have the least interest in exchanging words with you...

DARKNESS SPAWNING RULE – GROWING INFLUENCE:

Although Darkness is present in this place, its smoky manifestation is too fragile to condense into a miasma. Thus, during this Adventure it won't chase the Heroes and there will be no rules for spawning Darkness. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the **Growing Influence** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – NO DARKNESS:

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

SPECIAL LOSING CONDITION – BODYGUARD:

Scavenger is the only character who knows how to break the enchantment protecting Mil'Moot, the Death Horsewoman. Thus, if he is ever defeated, the Adventure immediately ends in failure.

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL RULE – JACK OF ALL TRADES:

Unlike other Cohorts, Scavenger can do many things, especially when fighting in his homeland. From now on, during the Cohort's activation, the Party Leader may command Scavenger to take a Tie Breaker Action (the Party Leader chooses which Runes will be removed and which Hero will gain the benefit of FOCUS 1 or CLEANSE 1) instead of an attack.

BOSS FIGHT PREPARATION – DEATH HORSEWOMAN:

The final clash against the Death Horsewoman has started. Some preparations need to be made to adjust for the narrative's outcome. Therefore, follow these instructions carefully. Start with the standard preparations:

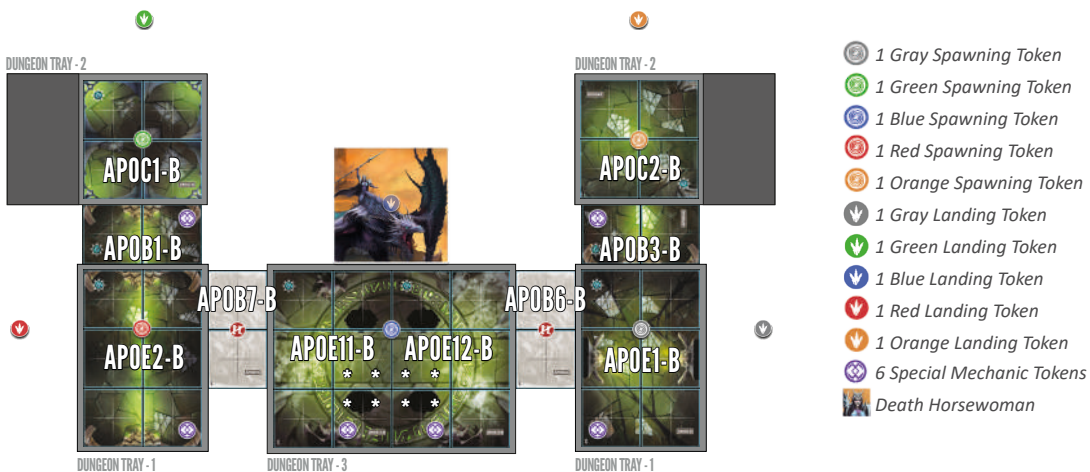
- Place the Death Horsewoman board face-up and set her initial Health according to the number of Heroes in this Adventure. The Death Horsewoman has 100 Health per Hero.
- Remove all Trauma Cubes that the Heroes are holding and add 20 Health to the Death Horsewoman for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 5 Health to the Death Horsewoman for every cube removed this way.
- The Party Leader must write down the Death Horsewoman's Starting Health and the composition of the Runes on the Initiative Track on the Story Record. If you have to restart this Adventure, use this value as the Death Horsewoman's Starting Health and these Runes on the Initiative Track, and treat the Heroes as if they had just returned from the Camp Phase.
- Place the Death Horsewoman's Attack cards on the Initiative Track in their indicated positions (matching their Runes) with their front face up.
- Then, if this is a Retry for this fight, for each time you have already played this Adventure, take 1 Rune of each color from the Initiative Track and return them to the bag.

SPECIAL MECHANIC – WURMHOLE

In this world taken over by Chaos, time and space behave in ways they should not, but the Characters can use this to their advantage. By expending only 1 movement point, a Character that is on top of a Wurmhole (Special Mechanic token) can place their model on top of another unoccupied Wurmhole of their choice.

CUTSCENE TRIGGER

Place 4 Time tokens on top of the Rune card. Whenever the Initiative Marker reaches that card, after you resolve its effects, remove one of these tokens. When the last one is removed, read "Cutscene – Dark Deal" on page 110.



CUTSCENE – DARK DEAL

At last, the final battle for the fate of the entire Cosmos has begun. Even if the Varatash see themselves as a conquering, immortal, and unbeatable force, you have proven once again that flesh is not a weakness—for those who fight for survival, fight harder.

Even if you had missteps along the way, you fought against the invasion of every Knight, and here you are again. Your perseverance has made clear that while your body is still breathing, Drunagor will not perish. And it is exactly because she realizes this that your enemy chooses a different approach before restarting the fight:

“So, Hero of Daren, you have proven the value of your soul by paying the blood price time and time again.” The distorted feminine voice resounds in the darkness as if it were the beat of a drum; for in reality, all of this world is a part of the All Mind bearer. “It is clear to me that your carcass will never serve me with the same commitment as it serves you, and because of that, having you as my ally is better than just taking your body by force,” the Horsewoman continues, but by the content of her words, you know who they really belong to...

“Commerce is a language all peoples understand and respect, regardless of their origin, therefore I propose a simple trade. You give me something I want and, in return, I give you that which you wish for more than anything.” The sibilant words you hear next sound as seductive as the nectar from the forbidden fruit. “I’ll leave Drunagor to never come back, even after all the stars have gone out.”

And your heart skips a beat.

“What do you say?”

Open the Book of Rules and Interactions to page 71. As a group, you must resolve the Interaction presented. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.



END OF THE ADVENTURE – THE WORLD WHO SOLD THE MAN

Adrenaline runs through your veins as if this was the first and not the hundredth time you found yourself in this situation: racing thoughts, heaving chest, shaking hand... You missed that in your retirement, but come to think of it, you realize it really is time to exchange the sword for the plough, because the regrets are starting to weigh heavier than the body’s wounds.

To your surprise, Scavenger remains calm even after hearing you betray and sell him for the salvation of Drunagor.

“And so, this is how I lose,” he concludes. Although his eyes are dry, your tears run down uncontrollably. “We played a game Hero, but I was never in control. It has always been you, and it will always be you, for you are the protagonist of this story, whether you want it or not. All I could do was hitch a ride and hope that the outcome would turn in my favor,” he explains, relaxing his arms and his posture, for resistance would be in vain.

And so, in a split second, you take advantage of his lowered guard and deliver the lethal blow with a roar of fury, without batting an eyelash. You know that if you thought twice you might regret it, but the clinking of the helm on the cold stone tells you that what was done was done, and there was no turning back.

“Through the eyes of my servants, I have witnessed each event, each battle, since I touched Drunagor for the first time, and one thing I can say for sure, mortal... No warrior, at any moment among all those millennia, has had such a heavy heart as you have right now. Corrupted by that feeling, I could take you as my own in the blink of an eye. But a deal is a deal and, therefore, you and your world are free from me.” The All Mind speaks, and each word that comes out the mouth of the Death Horsewoman hits you like a punch in the face.

“You have paid the price, you take the prize.”

The Adventure, the Fourth Act: Death, as well as the Apocalypse Campaign ends here. You may now proceed to “Epilogue – The Bitter End” on page 113.



END OF THE ADVENTURE – DEAD END

Adrenaline runs through your veins as if this was the first and not the hundredth time that you found yourself in this situation: Racing thoughts, heaving chest, shaking hand... You missed that in your retirement, but come to think of it, you realize it really is time to exchange the sword for the plough, because you have earned a life getting fat in front of a fireplace.

When this Apocalypse started, it was impossible not to think that this event would be just a rebound from the campaign against the Undead King. However, during your journey you realized that in fact it was much worse, because the lich was just a pawn on the cosmic board of a much bigger game.

As it was, the bittersweet outcomes of your confrontations led you to believe that you were losing.

Your despair was such that you placed hope in the bold plan a rogue Varatash concocted. But in the end, that was your salvation. Scavenger gave you the opportunity to reduce a strategy and friction confrontation down to a single battle, and fighting is what you do best.

And so, that's what you did.

Against all odds, you breached the lair of the invaders, fought whoever they put in your path, hunted their master, and now you are walking slowly towards her to deliver the final blow that will bring an end to a war that has lasted for over a millennium. Perhaps, even in other worlds besides Drunagor!

Defeated under the embrace of her dead mount, the Death Horsewoman chokes on her own black blood. She doesn't even have the strength to stand, and the All Mind has gone silent. The scales of the dragon, which were once bright and hard as steel, just fall off as if they were autumn leaves, and under them the reptilian body starts to dissolve into black mold; and you know that very soon that will also be the fate of the great villain.

Victory is yours!

The Adventure, the Fourth Act: Death, as well as the Apocalypse Campaign ends here. You may now proceed to [“Epilogue – End of the World”](#) on page 112.





EPILOGUES

THE END OF THE WORLD

"Finally." Your guide's voice echoes right behind you. By his tone, you could swear he was even a little excited. "I can see now. All this time, Mil'Moot was holding within her that which I needed to find!" He points to the defeated Varatash Knight.

At that moment, a dozen feelings flood your heart, but two stand out in intensity: relief in knowing that it is all over; and gratitude for your host who made this victory possible. And that is exactly why you are incapable of refusing him anything, and you encourage him to claim the treasure that was taken from him as payment for his help in the liberation of Drunagor.

And that's what the creature does.

Scavenger walks solemnly to the body of the enemy and kneels beside her. Then, he jams his tainted claws into her head and starts to push, and for an instant, you think that he is going to rip it off in a grotesque scene. But the emerald flashes that come out of the dead eyes make you realize that it is in fact a magical process.

Or something close to that.

"So that's it?" the rogue Varatash asks himself while he contemplates a cracked sphere in the palm of his tainted hand. "Now I understand. This... This is me! All this time, that which I needed to find was my own consciousness, my ego. That which was taken from me when I made the biggest mistake of my life." He seems stunned, as his excitement starts to subside before the weirdness of the conversation.

"I dreamt of finding a method to overcome the twilight of life, but I couldn't get anywhere trying to extend the body's longevity," as the words come out of your guide's mouth, your heart starts racing again in a different rhythm: Worried. It was enough for Scavenger to contemplate that unstable emerald energy for his speech to suddenly change, as if he had found his feelings. What he sought, you realize now, was not a material treasure, but his own soul!

"So I decided to change perspectives. I decided to work with the mind, and it was like a world of possibilities opened up for me! Our consciousness, the perception that we are who we are, is nothing more than a network of subtle and sensitive energy which is stored in our brains. Each thought you ever had, each event you remember, everything is nothing more than a spark lodged in your head." He rises and finally turns to you.

The delight of victory was brief and bitter. Your chest is heaving as never before, for in your heart, you know that you have to attack him now—for he is who he could not be.

Who you never thought he would be.

"Thus, after much research and many tests, I built the arcane-alchemical machinery capable of extracting this energy from someone's brain and transferring it somewhere else, another body, a younger body," the creature explains while slowly pushing his prize against his own head, demonstrating in practice what his words explained abstractly. "But I failed. For despite being considered an elder among my species, I was but a child in the eyes of the Cosmos, and I completely ignored the existence of another force, one that is not palpable, but which inhabits us anyway."

That is when the pieces of the puzzle all start to fit together: The first Varatash developed a technique to transfer his mind to another body, and chose his son for the first experiment. From this failed attempt, Scavenger was born; his body was devoid of its own thoughts, memories, and even complex feelings, a carcass moved only by one desire and its instincts, to the point that even after a few millennia of life, it had learned very little, for it did not have that capability anymore. His mind, the thinking part, had awakened a consciousness of its own, and from that point on, it became the All Mind, the First Node.

"Yes, Hero, yes!" The creature celebrates your reasoning, which was exposed through the echoes of this dark and sinister place. "And that's why this 'All Mind' wanted to destroy what was left of my body, because it knew that I could claim what was mine and once again make it simply cease to exist. Or better yet, cease to exist as an awakened consciousness, aware of itself. And so, our cosmic 'cat and mouse game' started, as you Darenians say, and parallel to it, the All Mind tried to consume the Universe, believing it was about to die of old age, for that was my paranoia."

Your hands shake as if you were naked in the harshest winter of the north provinces. Putting into words the turmoil that devastates your heart would be an impossible task, for regret, revulsion, and the humiliation of feeling that you were made a fool all fight amongst themselves as if they were the joining of three oceans.

"But that doesn't matter anymore, because now the cycle has finally closed and I have become something bigger than I longed for. Not only have I learned to cheat death, I have learned to control it. At this exact moment, my friend, I feel my tendrils, my tentacles, extending throughout all the Cosmos. There are many people, people I've never met, dying in foreign places, in worlds other than Drunagor," the creature exults, accepting his triumph. The idea you once had of confronting him, you now realize, was a delusion. The deathly carcass he now wears fooled you into imagining that he is still Scavenger, but you know that is not the truth.

It is not possible to fight against so much power.

"I wished for death to never catch up with me. Now I'll make it reach everyone, but under my reins, feeding my hunger to live!" And after hearing those words, you just close your eyes and accept your fate. All that is left for you is to hope that your soul, that power which not even the High Dragons understood, is not consumed when the creature kills you, for in that way you would become an Ascended and awaken in the afterlife of the Spirit Realm.

A privilege you once wished for, without knowing that everything you were taught about it is actually the opposite of the truth: all mortals receive it for free, as long as no one interferes.

"The time for chit chat is over, Hero," the creature brings you back from your daydreaming. "If it wasn't for you, maybe I would have never been able to complete my purpose, and because of that, for you and you alone, I will grant a wish. Tell me what the mighty All-Mind can do for you before we move on in our Definitive Conquest?"

He offers, and you think hard on the only answer you can give.



EPILOGUES THE BITTER END

Sometime afterwards—a time you could not measure or you just did not care anymore—you find yourself in front of the Small Council once again. All the princes of Daren are gathered in the Setting Sun Cathedral, because the Darkness has been vanquished again and it is time to rebuild the Continent once more.

And of course, it was also the moment to discuss the reward for their savior, the Hero of Daren.

Promises and more promises are made amidst bows that go beyond the curtsey of cordiality. If you claimed the post of Lochtiss for yourself, no one would disagree. On the contrary, they would all probably feel more comfortable if you did. You have become the most respected lord among the survivors, the strong and protective leadership that all of them seek in the figure of the High Priest.

However, you don't wish for that.

"Ever since you've come back, you have been distant, fellow," Tharmagar approaches you in the corridors between one ceremony and the next. The scholar had already noticed your mood, but as he is also a veteran in this fight, he knew it was too soon to ask for details. "I can only imagine the horrible hardships you have faced before the final battle, and because of that, I will not bother you about this subject. However, know that me and my shoulder are here if you need to share anything. If you need to share a little of that anguish that has been piercing your chest like an arrow."

Oh, yes, there is that. You did not comment to anyone about the battle against the All Mind, not even your old adventuring partner.

The following days have proven to be terribly unsettling, as new frontiers, kingdoms, and monarchs are instituted amidst ceremonies that don't make any sense to you anymore. More than ever, the princes of Daren swore loyalty to the Church of the Setting Sun, to the Doctrine, and to the authority of the High Priest as their sire, because they had learned from the mistakes of their predecessors and now they fear the third coming of the enemy.

As soon as the crowns were placed on their heads, those Lords and Ladies would meet with builders and priests, planning monuments that would be as much memorials as instruments of surveillance. Becoming an Ascended would not be a matter of privilege, of altruism, but an obligation of every subject in the entire realm.

Just like the elves of the past had dreamed.

But for what? In the eyes of Lochtiss, Demera Kaz, and Tharmagar, the maintenance of the power of the Cosmic Seal—that is, the reinforcement of the Doctrine and the Ascension culture—even if done through surveillance pedagogy, was a necessary evil. They know this isn't the ideal scenario, but just like the founders of the Doctrine, they learned the hard way that the Varatash threat is a lot worse. Even though Daren has written its history in blood over the last almost one and a half millennia, it has also known prosperity, and that's the balance that needed to be reached again.

The Church of the Setting Sun will become an evil institution in the eyes of educated people, perverting the intention and the teachings of Narang'Erel, its patron. But your fellows turn up their noses and accept that this is the price, as expensive as it may be.

They don't know what you know. They don't know about the deal you made with the All Mind and that everything was now irrelevant. For it won't be the High Dragon Queen's spell that would protect Drunagor from future invasions, but a bargain struck in secret.

Thus, every time you watch a monarch promise loyalty and sell the souls of his subjects—unknowingly—for an empty purpose, the hole in your chest gets even bigger and sweat runs down your temples. Has the time to speak the truth finally arrived? About the true purpose of Ascension and the phantom threat of a third war?

Your eyes see dozens of princes pledge unquestioning and lasting loyalty to an institution that trades the souls of its people as if they were bargaining chips, but there, in that instant, the gratitude of each of them is genuine. They firmly believe they are doing the best for their people, because they faced the Creatures of Darkness, and the image of horror for them isn't an old man in a robe.

Do you have the right to unmask this establishment in favor of a truth you deemed essential? Is that really more important than the peace? Your thoughts race, and you can't keep any food down. Ironically, your consequent breaches of decorum due to that ailment are seen as signs of trauma, as if it was a toll you paid so that Drunagor would have a future.

Each time you let a meal out, another prince who was fearful of everything restates his conviction in the Doctrine and thanks you for your efforts in the war. It is clear to whoever sees you that Daren survived, but it was by the skin of its teeth, and no one wanted to be the weak link that would cause this sacrifice to be wasted. And this behavior only contributes to you getting even more anxious.

What would happen if you said what you have to say? What would happen if the Hero of Daren, the true protagonist of this victory, said that the Ritual of Ascension is a sacrifice, not a blessing? And that it is no longer necessary, because you never defeated the enemy, but made a deal with him guaranteeing that Drunagor would be free of the Varatash forever. Would you be starting a war that would end up in the same extinction the Apocalypse promised? Or would your revelations touch the hearts of the Lords and Ladies and make them rethink the way they rule over their subjects?

You don't know what you should do, but you know for sure that whatever you do or don't do will shape everyone's future. So, tired of carrying this burden on your shoulders, you finally ask for the floor. You swear your legs are shaking now more than they shook when you found yourself before the mighty Death Horsewoman. Noticing your countenance, Tharmagar lowers his head and closes his eyes, because he knows you made a fateful decision. The scholar fears enough what you know about the Ritual, and perhaps he would have stopped you at all costs if he had known the rest.

But he doesn't know, and that's why he doesn't stop you.

Once at the center of the domed hall, you take a deep breath, try to control your anxiety, and then, for the first time since you came back from the confrontation, you speak about your journey, about the fight of the Hero of Daren.

Drunagor will never again be the same.



ACT 4 – DEATH PROLOGUE – THE EAST CAMPAIGN

A laugh.

By the Stars, you don't even remember when you had a good laugh like that. For an instant, it was as if the world had ended. The boys from the Safeguard Corporation were nice, and you have come to find out that you have many things in common. Including a few peculiar things, such as the experience of having faced the Varatash Knights in combat, because they have also defeated the War Horsewoman!

"Yes, the very same. Riding a lion, wasn't it?" Erick Sheriff, the classically smiling warrior in plate armor confirms. "Yes. She appeared out of nowhere some two or three weeks ago, bringing with her an earthquake and a fortress at the foot of the mountain of the Burning Citadel. With a platoon of good men and the help of my faithful sword, Andrezza, we entered her lair, defeated her beast, and destroyed that funny little box. From then on, it was shadows and sparkles craziness, and I was too drunk to remember the details right now. I thought she was a bit weak, don't you think?"

The Lady of War was very weakened by the defeat she suffered in Gil Garoth, that was for sure. Still, the SGC's merit was impressive: They had vanquished the second Horseman of the Apocalypse once and for all. You once feared these Knights' ability to regenerate so fast, but experience has shown that the process is not so simple, and imagining that the Lord of Famine would be reborn weakened is a comforting thought, to say the least.

"You said these Horsemen can only make their lair in places that suffer from the malady they claim to command, right?" now Marten Assis shares a thought, conjecturing about the place that could be the stage for the next final battle. "He won't be in the east: The Burning Steppes are flourishing as never before. It seems the Stars decided to revert the order of things just for fun."

The only place left is the Ragnar mountain range, but figuring out the right destination in a range with over a thousand miles of extension is an almost impossible task. However, you already know where to start, because in between bravados, the enemy ended up giving you a tip to his whereabouts: The Famine Horseman grows stronger as people starve, and that wouldn't be possible if there weren't people there in the first place. Soon, he will need a populous region that isn't used to dealing with food shortages, just as happened in the riverine lands.

So, HellsScar wouldn't be the probable destination, as besides the people already being used to the rigors of life, you found them in Gil Garoth, already refugees. Very few people must

have stayed in the desert. The north, on the other hand, is a lot more promising for that reunion, considering it has been the abundant supplies the little ones from Hearth produce that maintained Valarai and Hel this season.

"Wherever we go, Valarai is not far and will be on the way," Richard adds his knowledge to the discussion, since it is he who takes care of the rations for the caravan. "You said, Hero, that things are not so good over there, but we have more chance of restocking our provisions there than in Gil Garoth, according to what you've told us. Even if we went to Shadday or Hearth, I recommend we make a stop at the High Elves' Capital."

The decision is unanimous.

After defining a course, you start marching towards Valarai once again. Fate seems to want to take you there, because you have barely left and are again on your way back. The journey on foot takes almost two weeks, but thanks to the cautious rationing Bach Carter imposes, you survive without knowing the worst side of hunger. Nevertheless, even though you plan and travel well, you are not prepared for the reception that awaits you in the city which is the heart of Daren.

Dead leaves and upturned earth cover the forest floor, and it isn't even midsummer. The autumn equinox was set for two months from now, but the yellowed tops seem to tell a different story. Besides, this deep into the Irallian Forest, you rarely see the clutches of the fall season, let alone a discolored sea you don't remember seeing a little over two weeks ago.

The weather has changed drastically in the High Elves' Capital, and you know that this could only mean one thing— One thing that the apprehensive looks the boys from SCG give you confirms. During this season, refugees from Solekk and the Omekka Mountains looked for aid under the care of the Church of the Setting Sun. Sheltering all these people was easy, but providing for them was not, and the complaints about empty stomachs were a part of everyday life in the city, even before you left for Blackriver.

And maybe because of that, come to think of it now, it became the perfect place for the Famine Horseman's influence to grow.

Your first sight of the ruined domes and broken spires was enough for you to be sure that this time, and for the first time in its history, the most important city of the most prosperous people Drunagor has ever known has fallen. In

silence. As if it were a prey that was already waiting to be taken, instead of the fierce predator that the paintings on its own walls claimed it to be.

Adrenaline starts to run uncontrollably through your body again, and you quicken your step. But further down the road, heading in the opposite direction as you, a caravan of refugees and wounded soldiers is leaving the city. There is no banner accompanying the march, because they don't expect that there will be anyone to offer them hospitality in the south. Their faces are the embodiment of defeat, and after staring at them, you ask yourself again, demoralized, if there really is any purpose to this campaign...

However, when all hope seems to have gone, another light goes on in the darkness. Among the little over fifty souls you can see, you know very well the silhouette of one of them: it is Tharmagar!

It is a warm reunion, and even at the risk of being ambushed, you set up camp there, because you and the scholar have a lot to discuss. Knowing that this could be the last night for the survivors, Richard doesn't spare the remainder of the provisions and makes sure every man and woman there can sleep on a full stomach at least tonight. Thus, around the fire at the falling of silent twilight, the Heroes of Daren talk about the destiny of their world.

Having studied the Shadow Wars in depth, the scholar imagined that the calamity that befell the city was a consequence of the birth of the Famine Horseman, and to your surprise, the news you share with him about your encounters in Blackriver gets him excited. Tharmagar had set off to find you, worried that you would be too late to hear about the threat of the third Varatash Knight. However, not only are you already aware of it, but you have already defeated him once, which means he could be weakened.

"I thought we wouldn't be able to escape when I saw enemy troops reanimated by necromantic magic take to the streets by the hundreds. But we were saved by the bravery of a few warriors who delayed the advance of the enemy at the Cathedral of the Sun..." The scholar tells the events, as they were still fresh in his memory. "It was thanks to this anonymous battalion that we, the men of the clergy, were able to escape. The High Priest took the road to Hel along with most of the survivors. I, as I said, came looking for you."

The battle for Valarai was lost in just one night, just like all the others that came after the birth of a Varatash Knight. The fall of the Darenian resistance command center and of such an important symbol for your culture represented an unquestionable victory for the enemy, but just like Tharmagar, you believe that once again there is still room for a counterattack, while the influence of the Horseman is getting established in the region.

"Winning back the city won't be easy, and I don't know for sure where the Horseman keeps his Phylactery, but I suspect it is in the catacombs of the Cathedral, where from afar I have seen the skeletal silhouette battle against someone," the scholar narrates his memories, organizing a plan of invasion with you and the boys from the SGC.

"So..." now it's Nathaniel White who takes the floor as the first rays of light, shy and weakened by the overcast sky, touches your foreheads. "We'll invade the city with what is left of our troops, trying to breach a way to the Cathedral. Once there, our objective will be to secure the perimeter in order to isolate the Horseman from his troops so that the Hero can invade his lair and destroy his Phylactery. Sounds simple enough," he concludes the summary of your plan, waiting for everyone's confirmation.

And he was right.

The plan was everything it needed to be: simple, bold, and efficient. However, although you were certainly expecting trouble, it didn't take into account the strength of the resistance the Creatures of Darkness would put out, and rapidly your flash incursion turned into a battle.

A battle that you cannot say whether it will be your last.

In every sense.





ACT 4 – DEATH

CHAPTER 15 – THE BATTLE FOR VALARAI



Shortly afterward, you were fighting again.

On an overcast summer morning, you, the boys from the SGC, and the rest of the Valaryan troops—composed mostly of refugees—march to seal Daren’s destiny.

Despite its importance, today’s clash would prove to be one of the least exciting from a narrative standpoint: There are no army files, no beating of drums, no war cries. With the exception of one grunt or another, the Creatures of Darkness fight without making a sound. Especially those under the command of the Famine Horseman.

As it happens, his strategy has changed.

The monsters went back to behaving as they had always behaved, and all it took was a glance at a victim for their bloodlust to take over. Still, everything happens very quietly, despite the first screams of pain and the thuds of blows interrupting the silence of the empty streets.

The advance isn’t easy. However, your union counts in your favor, since the enemy forces are scattered. When the

Varatash Knight realizes that his spread-out troops could never stand up to an organized battalion, he regroups his forces in a hurry, and that’s when the battle really begins.

The monstrosities come from all directions, and you and your few dozen warriors are cornered at the ruined building that was once the Cathedral of the Sun. If on the one hand, the Horseman has confined you to a killing zone, on the other hand, the battle has been brought to his lair and all it takes is an opening for you to claim your victory. Because, as improbable as it may seem, in all his pride, the Famine Horseman has made the High Priest’s throne his own, and now his Phylactery lies exposed just ahead—Lochtiss knew he should always be in sight and always at the reach of his subjects, because he knew he needed to be accessible to maintain the influence that his title needed to have, despite what the elves preached.

And in the end, it is thanks to his humane gesture that humanity would have a chance to prevail...

DARKNESS SPAWNING RULE – GROWING INFLUENCE:

Although Darkness is present in this place, its smoky manifestation is too fragile to condense into a miasma. Thus, during this Adventure it won’t chase the Heroes and there will be no rules for spawning Darkness. However, the enemy’s threat is still real and its growing influence can be felt like a bad omen. Therefore, place the **Growing Influence** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY - TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: “The Adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL PREPARATION – STIRRING DARKNESS

Before starting this Adventure, you must take 6 Runes of each color from the bag (a total of 30 Runes) and place them on the Initiative Track.

SPECIAL PREPARATION – DARKNESS NODES:

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify their influence. Each time a Pile of Runes is shown in a Setup (including the ones shown in the First Setup), you must create it by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

SPECIAL MECHANIC – FIXED TIE BREAKER (3 RUNES):

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take 3 Runes of their choice and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and cannot be taken if there is an enemy adjacent to that Pile of Runes.

SPECIAL MECHANIC – ENDGAME RAID:

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Shadow Vampire** miniatures, the **Mindless Reaver** Minion Card (do not use the **Shadow Vampire** as a random Monster), and place the **Endgame Raid** Special Mechanic Card above the top end of the Initiative Track with face “A” up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 12 of the *Book of Rules and Interactions for details*). **NOTE:** This Raid is a little different and it is very likely to spawn Minions every Round. For all other purposes, however, the Endgame Raid follows the same rules as the Dreadful Raid.

SPECIAL RULE – ELDRITCH PLUMBING:

The Darkness' nefarious influence has luckily made Stone Fountains important avenues for traveling across the battlefield. During this Adventure, they will function a little differently: Heroes cannot interact with them (so their token will never be flipped), but they can use them to travel across the board. Therefore, Heroes (and only Heroes) can step on Stone Fountains and, by Expend 1 movement point while on top of them, they may place their Hero on top of another Stone Fountain of their choice. **NOTE:** Large Monsters crush the Stone Fountains if they end their movement inside an area with them.

CUTSCENE TRIGGER:

When the third Pile of Runes is completely removed from the board, place a Special Event token on top of the Rune card as a reminder. When the Initiative Marker reaches that card at the end of the round, after resolving its effects, remove the Special Event token and read “**Cutscene – Setbacks**” on page 118.

- 4 Piles of Runes (A stack of one of each color)
- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Orange Spawning Token
- 1 Red Spawning Token
- 4 Stone Pillar Tokens
- 4 Stone Fountain Tokens
- 2 Bookshelf Tokens
- 2 Pile of Crates Tokens
- 2 Stack of Barrels Tokens
- 6 Chest Tokens
- W1 WM - **Champion**
- G1 2 GM - **Champion**
- B2 2+ BM - **Champion**
- W3 3+ WM - **Champion**
- G3 3+ GM - **Champion**
- B4 4+ BM - **Champion**
- W5 5+ WM - **Champion**
- G5 5+ GM - **Champion**

CUTSCENE – SETBACKS

The battle for the chambers of the ancient building has begun, and with the intention of establishing control of the area, the boys from SGC direct the Valaryan troops to the wings of the Cathedral, blocking the passage of enemy minions.

The seat of power of the Doctrine of the Setting Sun, however, is too wide, and the ruined foundation of the building has already been taken over by the Darkness, making control of the area difficult.

Concentrating on your objective, you try to see beyond the fight in the corridors and search for the throne of the High Priest. Your eyes contemplate, in horror, the sinister ritual that is ongoing: Shadow Cultists, probably recruited from yesterday's victims, chant around the Seed of Darkness that, once again, floats like an emerald sun.

Under the heat and the powerful waves that the artifact radiates, part of the floor and the walls have caved into sinkholes that bring to light the ruined and labyrinthine tunnels of the catacombs beneath you. You can't help but feel you will be buried again. But then the dust settles and you realize what is really happening...

First, replace the **Growing Influence** Rune card with the **Fell Dominance** Rune card. If **Growing Influence** had its "B" face up, you must also place **Fell Dominance** with its "B" face up. From now on the Rune drawing is doubled! Be careful to not run out of Runes!

Next, place the **Shadow Weave/Unravel** Special Mechanic card above the Blue Rune Slot on the Initiative Track (*as shown on the card*) with its "Shadow Weave" face up. Whenever the Initiative Marker reaches that card, you must: Manifest a Rune; resolve the described effects; then, flip the card over. You can find Clarifications about this Special Mechanic in the gray box aside.

Also, remove the **Endgame Raid** Special Mechanic card from the Initiative Track for now. During this stage of the Adventure, there will be no Monster Raid Mechanic active (*any Minion already summoned must be kept on the board until defeated as normal*).

Then, if the **Hero of Daren** has the **Passionate** Trait, go to Resolution #213. Otherwise, read "**Cutscene – The Rematch**" on page 119 instead.



CLARIFICATIONS – SHADOW WEAVE

Darkness is agitated and you'll need to manage your influence on the board to turn the tide in this battle. Whenever you're in doubt about the effects of the Shadow Weave/Unravel Special Mechanic card, you can check out the details below:

- This Special Mechanic card has two faces. One will attempt to form (or complete) a Pile of Runes on the board, while the other will attempt to remove it to add the Runes back to the Initiative Track.
- Completing a Pile of Runes means placing 1 Rune of each color that is missing in that respective Pile. A Pile of Runes is a stack of 1 Rune of each color.
- Whenever a blue Rune is manifested, the Party Leader can choose which Spawning token will be used as reference to perform the described action. This detail is particularly important in the "Shadow Unravel" action, as it increases the chance of Heroes choosing an empty Spawning token.
- We suggest that you place the Spawning token on top of any Pile of Runes that you form there in order to see it better. Following the rule, you should place the Pile of Runes (Solid Object) on top of the Spawning token (Ground Object) and not the other way around, but this reversal will not cause any rule problems in this case.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

CUTSCENE – SKELETAL REVOLUTION

“Oh, that’s right. You were expecting to find the Famine Horseman, weren’t you?” the tormentor speaks in your mind, disappearing in a column of smoke right afterwards. “Very well. He was weak and the Darkness could no longer rely on him and his offspring because of their failures. The Knights are warriors of the past. Obsolete machines that were created for a war that is no longer theirs.”

The rebirth of the Undead King has brought a revelation even more impressive than the resilience of the great villain: the Varatash Knights are as disposable as any other Creature of Darkness. Although knowing the enemy, that makes sense. The struggle you have faced these last few months has led you to believe that they were very valuable. But in the end, just like all the others, they are just tools created for a purpose. A purpose they’ve failed to fulfill.

“Don’t be fooled!” the voice of the Lich resounds again through the ruined domes of the Cathedral of the Sun, as he reappears in front of you all at once. “The deaths of these Varatash in no way hinders the Apocalypse, for I too am a bannerman of the Death Horsewoman, and the sovereignty they claim over the calamities that bear their names are rightfully mine!” he reveals, resuming his General’s rank.

“Now, enough chit chat, for the shadows crave the flavor of your soul. Mil’Moot has already awoken from her slumber, and thanks to the sacrifice I’ll offer her—this world’s most powerful soul, your soul—the fourth trumpet will sound to announce her coming to Drunagor! You think that the fall of three Horsemen brings us closer to the end, but in fact, this is just the beginning!”

Summon the **Undead King** as a Scenario Commander with **CP 2+(3xP)** inside the area the Party Leader is in. Shove any Characters aside and destroy any Furniture caught in this way. You don’t need to use the Undead King Boss Monster Status board or Attack cards, just use the regular Monster Status board to track his Health (*as you would for a Commander*), his Scenario Commander card, and the Commander Attack cards.

CUTSCENE TRIGGER:

When the **Undead King** is defeated, place a Special Event token on top of the Rune card as a reminder. When the Initiative Marker reaches that card at the end of the round, after resolving its effects, remove the Special Event token and read “**Cutscene – The Dark Ritual**” on page 120.

After you have made all of these preparations, you may continue to play the Adventure.



CUTSCENE – THE REMATCH

The cathedral was being renovated, becoming more open and wider, as if it wanted to become an amphitheater. The black mortar moved the debris from one side to the other, but the Darkness is struggling. The rebirth of the Famine Horseman demanded too much power from the enemy.

If on the one hand, the armies of Daren were depleted, on the other hand, the Varatash Knights also had nowhere to get fuel to feed their voracious war machine. Reflecting on this attrition on both sides, you start to convince yourself that this could really be the final battle: first the enemy lost its influence in the west, then in the east, and in a desperate attempt and at great cost, it risked a final attack straight at the heart of the Darenians. Everything starts to make sense.

“Ah, Hero of Daren. And so, we meet again,” says the Famine Horseman when your eyes meet in the middle of the battle. He rises immediately. “I should have known you were behind this suicide ploy,” he provokes, but his words sound empty now that you have defeated him.

This time your enemy doesn’t even wait for your attack: he promptly dissolves into his plasmoid form and flies in your direction. Once again, he makes a point of having a dramatic landing, but you already know him well enough to counter his movements and avoid the blow.

“After all, we are up for a reckoning,” he continues, starting the rematch both you and he are anxious for.

BOSS FIGHT PREPARATION – FAMINE HORSEMAN:

A battle for the control of the Cathedral of the Setting Sun has started and some preparations need to be made:

- Place the Famine Horseman board face-up and set his initial Health according to the number of Heroes in this Adventure. The Famine Horseman has 30 Health per Hero.
- Place the Famine Horseman’s Attack cards on the Initiative Track in their indicated positions.
- Place the Famine Horseman inside the area the Party Leader is in. Shove any Characters aside, destroy any Furniture, and place on the Initiative Track any Pile of Runes caught in this way.
- If the Famine Horseman assaults an area with a Stone Pillar or Stone Fountain token with his Attack cards, destroy that Furniture and prevent all damage the assault would cause to any Character this time.

CUTSCENE TRIGGER:

When the **Famine Horseman** is defeated, place a Special Event token on top of the Rune card as a reminder. When the Initiative Marker reaches that card at the end of the round, after resolving its effects, remove the Special Event token and read “**Cutscene – The Dark Ritual**” on page 120.

After you have made all of these preparations, you may continue to play the Adventure.



CUTSCENE – THE DARK RITUAL

The outcome of the battle for the Cathedral of the Sun wasn't very pleasant, but your determination remained unshaken and you, once again, faced the skeletal creature on even grounds. An impressive feat that vexed him very much.

"This is impossible!" the cadaverous voice echoes. "You're a mortal! How can you be so strong with such a frail body? Does your title hide some power after all?" your enemy questions you and, sensing that he was beaten again, dissolves into a plasmic column of miasma and retreats to the safety of darkness.

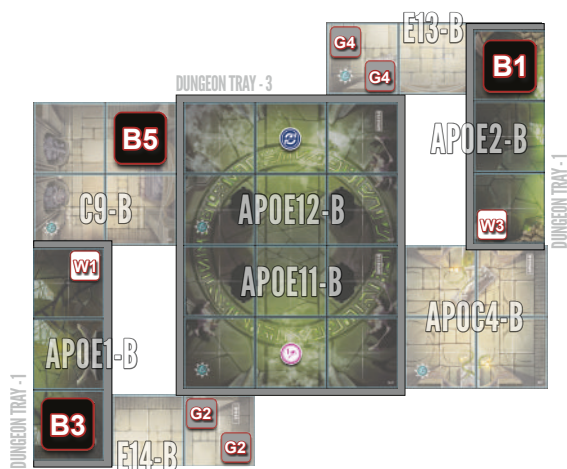
"I didn't expect you to survive Blackriver, but that doesn't matter!" The monster is once again next to the High Priest's throne—now his throne—where his Seed of Darkness floats in flames. The emerald glow is not as strong as it once was, and it wanes as if the villain himself is getting weaker. "Chamberlain, come forth! It's time to prove your value once more!" he commands at last, allowing himself to rest at the highest seat of power of the Doctrine as if he were a king and not an invader.

However, nothing makes your jaw drop as much as contemplating the creature who answers his call. "How may I serve you, master?" Radek, High Priest Lochtiss' right arm, emerges from behind the throne with a malicious smile on his face.

You can hardly believe it, but it's true: The Small Council has been corrupted!

First, the villain retreats to a safer position and starts to rebuild his strength. Remove the Boss Monster Status Board (if any, you may be facing different enemies based on your game state), the Boss model, and its Attack cards from the Initiative Track.

Next, prepare the following additional Setup. If a square you would place an Object on is already occupied, Shove these elements aside (to a square adjacent to the one they were in) in order to make space for it.



- 1 Interaction token 1: Page 73
- 1 Recurring Interaction token: Page 72
- WM - **Champion**
- B1 - **Champion**
- G2 2+: 2 GM - **Champion**
- WM3 3+: WM - **Champion**
- B3 3+: BM - **Champion**
- G4 4+: 2 GM - **Champion**
- B5 5+: BM - **Champion**

NOTE: These Interaction tokens were purposely placed in center intersections. To Interact with one of them, a Hero must be in one of the four spaces in the area that Interaction token is in. Be aware, since Interaction tokens are Immovable Solid Objects, Large Monsters will not be able to enter these areas.

Also, take the **Endgame Raid** Special Mechanic card back and place it above the top end of the Initiative Track with its "A" face up again. Now, until the end of the Adventure, the **Monster Raid Mechanic** is active once more.

Afterwards, read the Resolution below:

"Why, what is it? Are you surprised, Hero of Daren?" the Chamberlain provokes you as he walks along the main hall to meet you. "Oh, yes. How could another member of the Small Council think for themselves and ally himself with the Varatash, right?" he mocks the message your incredulous expression conveys.

Your unhappiness is so great that, for a moment, the battle goes silent around you and the only thing you see or hear is Radek, his steps, and his justifications, even though they don't make sense to you.

"Your failures disguised as successes blinded the High Priest to the only truth: we were losing! In our indolence as the Doctrine, we failed to feed the Cosmic Seal, wasting Narang'Erel's sacrifice. Because of that, there is no more salvation for the Darenians," he shouts the secrets you both swore never to talk about anymore. "But, enough! Instead of going on with this failed struggle for survival, I say we embrace the unlife, since this, at least, is a guaranteed afterlife."

To finish his words, the Chamberlain conjures a semi-translucent and semi-indestructible magic barrier around the steps before the throne. Inside this dome, his master will be protected while he heals from the wounds you fought so hard to inflict.

No matter how, you have to get the Chamberlain out of the way.

Finally, after you have made all these special preparations, you may continue to play the Adventure. In order to succeed this time, your party must find a way to break Radek's protective barrier and confront the villain again. This can only be achieved through the Interactions that have been added to the Setup.

NOTE: You were not instructed to remove the **Shadow Weave** Special Mechanic card. This Special Mechanic will remain active until the end of the Adventure.



END OF THE ADVENTURE – REARRANGING THE BOARD

Too wounded to react, the great villain can't do anything except watch Radek's defeat. Whether he was naive or arrogant in trusting that the Chamberlain would stop you, there is no way to be sure, but the awkward smile that shows through the skeletal face implies that it was his only option.

Before the prostrate figure can react, you charge in and hit the Phylactery with all your strength right there, with him sitting on the throne in front of you. Frail and brittle, the metallic artifact is covered in cracks while an emerald glow and a hoarse, cadaverous scream of pain fills the hall.

"So, you have beaten me once again." The creature's speech is already waning, for as the Seed of Darkness loses its glow, he loses his strength. "I don't know from where you get so much determination while all the others die along the way, Hero. Contemplating the champion you have become, what saddens me most in my defeat is knowing I will not be there to watch the end of this campaign. The outcome of the battle that is yet to come."

The monster mumbles, but the point of no return has already been crossed and the evil artifact crumbles into dust and black smoke. Although you can barely wait to deliver the final blow and put an end to all of this once and for all, you stop to listen to the last babblings of the villain, his last testament, even if you don't know why.

"For you see, Hero, the truth is, by destroying the third Phylactery, this one I claimed for myself, you sounded the third trumpet and broke the third seal, awakening the true ruler of the Varatash: the Death Horsewoman." The devastation caused by the three Knights up to now was so great that, for an instant, you had forgotten there was a fourth General. "Oh, yes, she is death incarnate, but not just for you. Her power is so strong and lethal, that not even the Varatash Knights can survive under her influence, and because of that, only when the last Phylactery falls, does the Lady of Death reveal herself."

The elation of victory keeps you firm, unshaken, but what the monster said makes the heart of every Darenian skip a beat. The downfall of every great villain up till now, from the Undead King to the Famine Horseman, did not represent any real progress in this war. Each one of the great victories that you thought you had pulled off has actually put the enemy one step closer to their objective.

Yithzak... The Varatash Knights... They were nothing more than major pieces on this game board. Used at the right moments of the battle, they forced your confrontation against your opponent with every move they made; and even as those pieces were sacrificed in the process, their objective has been completed: the field is open, exhausted. It is ready for the Queen to join the battle and lead the victory of the match, of the war.

However, in this game of Drunagorian Chess there is one more piece.

There is you.

Congratulations, the Adventure ends here!

Now, remove any remaining Piles of Runes from the board and add them to the Initiative Track.

Also, this is a Sequential Adventure and thus there will be no Camp Phase between this Adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal.

Every Hero must, in order, complete the following instructions:

- Take the appropriate reward for this Adventure's conclusion, as described below.
- Next, take a Free Recall Action, recover all your Health, and remove all Conditions and Resource tokens you have. Dismiss all Pets you have summoned.
- Also, dismiss any Cohorts your party has encountered along the way except for **Randy Ribeiro** (if your party has recruited him). Followers, however, are kept between Adventures until an effect specifies that you must dismiss them.

Next, players must save the game state by following these steps:

- Rebuild the Chest deck by shuffling the cards that are in the Chest deck discard pile back into the rest of the deck. Consumable Items that were kept by the Heroes remain in their bags until they are used or discarded.
- Remove all cards from the Initiative Track except for the Hero Initiative cards. The Runes, on the other hand, must be kept as they are.
- If the Heroes wish, at this moment they can switch Dungeon Roles, as long as they follow the rules described on page 33 of the *Age of Darkness* Rulebook.
- Then, you can undo all Setups from the board and reset the Initiative Marker to the first card on the Initiative Track.

Finally, players must choose if they want to move on to the next Adventure immediately or if they will leave it for the next game session:

- If you are not going to end the game session now, just carry on to the next Adventure.
- Otherwise, each player must note in their Campaign Log the quantity of Curse Cubes and Trauma Cubes their Hero has. At the start of the next Adventure, each player will redistribute them to their Hero Board again (they don't need to place them exactly on the same skills where they are now).
- Then, it's time to record the number of Runes on the Initiative Track: write down the quantity for each color on the Story Record and, at the start of the next Adventure, place the same number of Runes of each color on the Initiative Track.

◆ —●—●—●—◆

REWARDS:

Each Hero learns a Primary Skill Upgrade (*They don't gain additional Action Cubes*). Passive Skills cannot be upgraded.

◆ —●—●—●—◆



ACT 4 – DEATH

CHAPTER 16 – THE ENDGAME

And so, the fourth trumpet has sounded.

You thought your decrepit opponent was speaking metaphorically when he said something about a trumpet, but he wasn't. Suddenly, a beam of light, as bright as daylight, springs from the Phylactery and ascends into the clouds, and thunder resounds so loud and so deep that it makes the sky open up and your skin crawl. Instead of a sunny morning, however, what lies above you is a dark sky where an emerald halo draws a runic circle in the air.

The Cosmic Seal has been broken. The consequences of this act, despite being celestial, will be felt with greater strength here on the ground.

The stone slabs that make up the Cathedral floor as well as its walls and its destroyed ceiling are ruined for good by the tremors, but they do not fall into sinkholes. To your amazement, the terrain is changing, recasting the resulting wreckage upwards, conducted by a violent hurricane that starts to blow around you. You don't even notice when the skeletal carcass of the villain dissolves or is devoured by this pandemonium in the making.

When the orchestra of tremors and rumbles finally decreases in intensity, you turn your attention to the gigantic draconian silhouette that is coming down through the eye of the storm. Looking at it, you would have said that the Horsewoman of Death was a High Dragon herself. However, the truth ends up being even scarier: the beast is just her mount!

Unlike the other Knights you've met, this one does not care for chit chat and goes straight to the action. Without saying a single word, the Horsewoman's mount opens its giant mouth wide, allowing you to contemplate the horrific sight of the emerald death: the powerful breath that comes up from its throat.

By far, this is the strangest General you have ever met.

DARKNESS SPAWNING RULE – GROWING INFLUENCE:

Even though the Darkness is present here, its manifestation is too smoky and too frail to condense into miasma. Thus, during this Adventure, it will not pursue the Heroes and therefore there will be no rules for spawning Darkness. However, the enemy's threat is still very real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR – NO DARKNESS:

As mentioned before, the Darkness will not manifest in its miasma form in this Adventure and therefore there is no need to track its behavior. Similarly, since it will not spawn on the board, there will not be any Crush damage.

RECALL ACTION CURSE PENALTY – TRIPLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 3 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

SPECIAL MECHANIC – TIE BREAKER:

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

BOSS FIGHT PREPARATION – DEATH HORSEWOMAN:

The final clash against the Death Horsewoman has started. Some preparations need to be made to adjust for the narrative's outcome. Therefore, follow these instructions carefully. Start with the standard preparations:

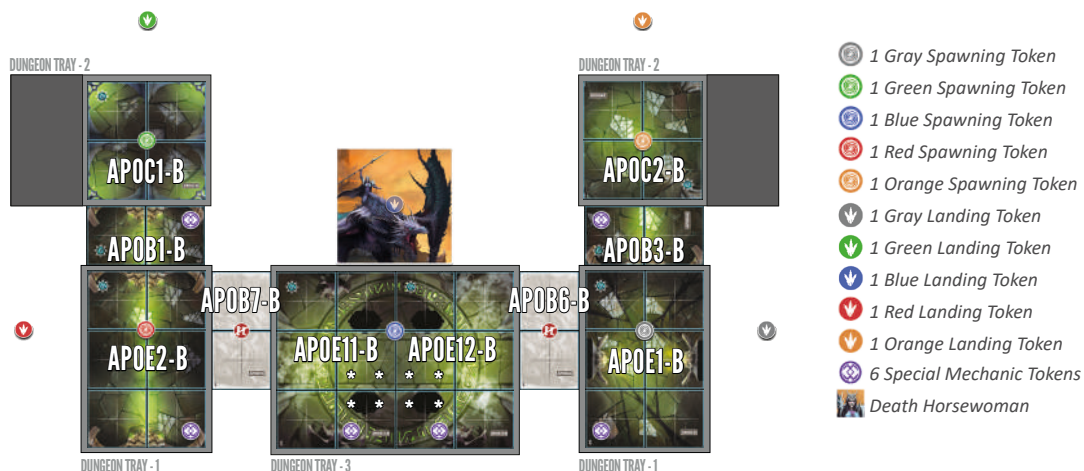
- Place the Death Horsewoman board face-up and set her initial Health according to the number of Heroes in this Adventure. The Death Horsewoman has 100 Health per Hero.
- Remove all Trauma Cubes that the Heroes are holding and add 20 Health to the Death Horsewoman for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 5 Health to the Death Horsewoman for every cube removed this way.
- The Party Leader must write down the Death Horsewoman's Starting Health and the composition of the Runes on the Initiative Track on the Story Record. If you have to restart this Adventure, use this value as the Death Horsewoman's Starting Health and these Runes on the Initiative Track, and treat the Heroes as if they had just returned from the Camp Phase.
- Place the Death Horsewoman's Attack cards on the Initiative Track in their indicated positions (matching their Runes) with their front face up.
- Then, if this is a Retry for this fight, for each time you have already played this Adventure, take 1 Rune of each color from the Initiative Track and return them to the bag.

SPECIAL MECHANIC – WURMHOLE

The arrival of the Death Horsewoman has brought Darkness and Chaos, making time and space behave in ways they should not, but the Characters can use this to their advantage. By expending only 1 movement point, a Character that is on top of a Wurmhole (Special Mechanic token) can place their model on top of another unoccupied Wurmhole of their choice.

CUTSCENE TRIGGER:

When the Death Horsewoman reaches a fourth of her Starting Health (rounded up), read **"Cutscene – The Bargain"** on page 124.



CUTSCENE – THE BARGAIN

Water, earth, fire, and air... The elements get mixed into the stygian storm that forms around the ravaged Cathedral, devastating the capital of the Highborn Elves. The Death Horsewoman's power perverts the nature of all things: the wreckage falls upwards, the lightning rises up from the earth, and the rain never reaches the ground. It hangs over you as a dark cloud, decorating the eye of the hurricane.

Any audience watching the battle would say that it was impossible to survive it, but you remain there. Steady, strong, and triumphant. Overcoming once again the limits of the mortal body that, at times, you believed you had reached, you fight the Lady of the Varatash toe to toe, gaining her attention.

"So, Hero of Daren, you have proven the value of your soul by paying the blood price time and time again," the Death Horsewoman takes advantage of a moment when you two break apart between one charge and the next. She restrains her mount and lowers her guard, taking on a receptive stance. "It is clear to me that your carcass will never serve me with the same commitment as it serves you, and because of that, having you as my ally is better than just taking your body by force." The content of her words, however, remain terribly hostile.

"Commerce is a language all peoples understand and respect, regardless of their origin, therefore I propose a simple trade: You give me something I want and, in return, I give you that which you wish more than anything." The sibilant words you hear next sound as seductive as the nectar from the forbidden fruit: "I leave Drunagor to never return, even after all the stars have gone out."

And your heart skips a beat again.

"What do you say?"

Open the Book of Rules and Interactions to page 74. As a group, you must resolve the Interaction presented. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.



END OF ADVENTURE – COMPROMISING

The dawn of this fateful autumn day started a counter-attack in which you, Tharmagar, and the boys from SGC would risk everything for another bittersweet victory. The Apocalypse has forced the Darenian kingdoms to their knees, and the overthrow of the Doctrine made it seem that the War was lost. However, among all the possible outcomes of the Battle for Valarai, no one could have predicted this one.

Just as you imagined you were fighting the War Horsewoman in Blackriver, only to find out your opponent was the Lord of Hunger, you thought you would find that skeletal tormentor for a rematch in Valarai, but the real enemy today was the Death Horsewoman.

More than that, Varatash himself!

How that was possible, you never knew and you didn't care. As soon as your real opponent revealed himself and you realized the Cosmic Seal was too frail for the Darkness to be expelled by force, you struck a deal for the safety of Drunagor in an act of faith and at the cost of your own life.

A selfless act that has honored, once and for all, the title you bore—not because of your ability for violence, but because of your love and devotion to your people.

Not much different from what Narang'Erel did, ultimately.

Without saying another word, you closed your eyes and took what would be your last breath. To your surprise, the everlasting smell of lavender that overflowed from the gardens of the Cathedral of the Sun survived the pandemonium, and even though faint, it reached your nose so tenderly that it felt as if the world was hugging you goodbye.

After that, all you could see was a hurricane of shadows. As suddenly as it appeared, it disappeared. Like butter touching a hot pan, the miasma that had spread through the streets, buildings, and even through the air of the capital of the Highborne elves turned into smoke and then dissolved, as if it had never existed. Some say the same happened with the smell.

Creatures of Darkness, disconnected from their source of sustenance, simply crumbled into the pile of dead, corrupted corpses they were.

The ultimate victory seemed to have been attained, for even when the Undead King fell for the first time, the monstrosities didn't die so suddenly.

Your eyes never open to contemplate this scene, not even for a second.

But truth be told, you don't need to.

Next to Narang'Erel, in the realm only the Ascended can reach, you can dream of this moment, over and over again.

The Adventure, the Fourth Arc: Death, as well as the Apocalypse Campaign ends here. You may now proceed to “Epilogue – A New Age” on page 126.

END OF THE ADVENTURE – THE FALLOUT

The dawn of this fateful autumn day started a counter-attack in which you, Tharmagar, and the boys from SGC would risk everything for another bittersweet victory. The Apocalypse has forced the Darenian kingdoms to their knees, and the overthrow of the Doctrine made it seem that the War was lost. However, among all the possible outcomes of the Battle for Valarai, no one could have predicted this one.

Just as you imagined you were fighting the War Horsewoman in Blackriver, only to find out your opponent was the Lord of Hunger, you thought you would find that skeletal tormentor for a rematch in Valarai, but the real enemy today was the the most powerful Varatash of them all.

However, you didn't cower away. Your legs were wobbly and your chest heaved under the pressure that weighed down on your shoulders. However, your determination remained steady as a rock. In his babblings, your last enemy confessed a dangerous secret without realizing it: If not even the most powerful Varatash are capable of surviving under the influence of the Death Horsewoman, she must be the last of the Generals. Maybe the last among all the Varatash.

That could have been no more than mere speculation, if it wasn't for a small detail that would come to serve as proof: this Knight didn't have a Phylactery.

Holding onto the thought that this could be the definitive victory in this War, you refuse to throw away everything for a deal, and you carry on the fight. Your mortal body was giving signs that it would give in, as if it wanted to betray you and declare itself a vassal to your enemy, whose influence covers mortality as a whole. But your heroic spirit keeps you standing and determined to make the impossible possible.

A mortal has beaten the embodiment of death.

The first consequence of this victory was noticed immediately after the Death Horsewoman fell: The Creatures of Darkness that roamed the battlefield crumble as if the evil power that sustained them had been cut at the root. Overwhelmed by the relief this vision brings, you fall to your knees, desperately shedding tears of gratitude.

Your emotional deluge was promptly followed by another, more mundane one, as if the sky was also thankful for being released from the dark, oppressive clouds. The capital of the Highborne Elves is bestowed a temporary blessing, but what it represents will resound through eternity, just like Narang'Erel's sacrifice, for this is the birth of a New Age.

One question remains, however: Would the heroes themselves be a part of this process? Part of me believes they will finally be able to retire and live peacefully as they deserve. Far from it all.

What will happen in the end, only time will tell...

The Adventure, the Fourth Arc: Death, as well as the Apocalypse Campaign ends here. You may now proceed to “Epilogue – A New Age” on page 126.





ACT 4 – DEATH EPILOGUE – A NEW AGE

The conclusion of the Battle for Valarai was definitive.

As the days went by and the dark threats disappeared once and for all, the surviving people started to reorganize around their new homes and leaders, but there was no trace of the Hero of Daren. Tharmagar and the boys from SGC, the spectators closest to the storm that wrapped around the fighters on that fateful autumn day, couldn't see what happened in the eye of the hurricane.

However, the consequences of the battle were clear.

Days, weeks, and even months passed after the confrontation with the Death Horsewoman, and no Creature of Darkness was ever seen again—better yet, no living Creatures. The rotten, corrupted corpses lay spread across everywhere, as if all of them had been vanquished with a single blow, all at once. Despite all the mishaps, the bitter taste of setbacks disguised as progress, the devastation of almost every community on the continent, and all the suffering, Daren has survived.

Drunagor has survived.

With the last remaining trace of authority left to the High Priest, he requested, in the name of the Doctrine, that messengers be sent to the four corners of the old continent once again, summoning the leaders of every community for a very important Council. Assessing the extent of the damages and losses was a painful task, but it was necessary so the survivors could begin the hard work of the reconstruction of their counties and their relationships.

Even though the Highborne Elves' capital was as destroyed as old Gil Garoth, the privileged geographic position the city occupied in Daren made it the ideal headquarters for that reunion. In a not so distant past, when a general summoning like this happened, there would be hundreds of dynasties gathered around dozens of kings, sultans, war chiefs, and so on as the leaders of all cultures and races would answer the call. Today, even though two seasons of peace have passed since the final conflict, not even a fifth of that number showed up.

However, the problem was not a diplomatic matter: Less than a third of all Darenians had survived the Apocalypse. Among those, more than half will carry some scar on their body or in their spirit for the rest of their lives.

The War had been won, but the trail of destruction left by it was revolutionary for the Darenians. Countless baronies were destroyed, royal lineages were interrupted or extinguished, empires had fallen. The transformation was so profound, that the reality which had been known for less than half a decade seemed to belong to another world. However, amidst this widespread suffering and destruction, there was an opportunity for new and good things to flourish.

The ties that bound master and bannerman would be reassessed after almost a century without any reformulation, for this was the first time since their establishment that the life of a peasant and their family would be more valuable to their master than the land they worked and lived on.

The Doctrine would go from vigilant to protector, and the true faith—the one based on the selfless teachings of Narang'Erel—would be restored. The meaning of the Ritual of Ascension would be revealed and the dark truth it carried would be debated and forgiven, for it was thanks to this sacrifice that Drunagor was able to be free from the enemy's threat for over a millennium.

The future of Daren is promising, for just as fire is a part of the natural cycle of life in the great plains, destruction brings the opportunity of reconstruction. Living is, in a way, sailing through this sea of uncertainties, of advances and setbacks, trying to always move forward while adversity tries to cast us from one side to the other. There is no growth without pain, no victory without loss, no courage without fear.

After all, isn't that what the journey of the Hero of Daren has taught us?



BOOK OF RESOLUTIONS

- #001 – Lower the anchor completely

You place both hands on the pulley's rods, and...

If your party has the **"Anchor Locked"** or **"Anchor Sunk"** Status noted on the Story Record, the anchor won't move. You may continue to play the Adventure. Also, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, if any of these Statuses are not noted there, read the Resolution below:

Turning the mechanism clockwise, you loosen the pulley and the anchor sinks to the bottom of the reef. But the sea is shallow here—less than half of the chain was needed to do it. You can tell by the strength of the tide that the ship will drift far away before the chains lock by themselves...

First, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, just carry on to the next effect.

Next, write down the **"Anchor Sunk"** Status on the Story Record.

Then, you may continue to play the Adventure.



- #002 – Lock the anchor pulley

You take hold of the central wooden piston and observe...

If your party has the **"Anchor Locked"** Status noted on the Story Record, the anchor is already locked. You may continue to play the Adventure. Also, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, if this Status is not noted there, read the Resolution below:

Satisfied with the placement of the anchor, you lower the wooden piston and lock the pulley, ensuring it won't shift.

First, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, just carry on to the next effect.

Next, write down the **"Anchor Locked"** Status on the Story Record. If your party has the **"Anchor Sunk"** Status noted on the Story Record, remove this Interaction Token and consider the **"Special Mechanic – Adrift"** resolved (the ship won't move anymore).

Then, you may continue to play the Adventure.



- #003 – Unlock the anchor pulley

You take hold of the central wooden piston and observe...

If your party does not have the **"Anchor Locked"** Status noted on the Story Record, the anchor is already loose. You may continue to play the Adventure. Also, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, if this Status is not noted there, read the Resolution below:

Dissatisfied with the position of the anchor, you raise the wooden piston and unlock the pulley, allowing it to be moved to retract or lower the anchor.

First, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2.

Next, erase the **"Anchor Locked"** Status from the Story Record.

Then, you may continue to play the Adventure.



- #004 – Raise the anchor completely

You put your hands on the pulley rods and get ready...

If your party has the **“Anchor Locked”** Status noted on the Story Record, the anchor is locked and you can't raise it. You may continue to play the Adventure. Also, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, if this Status is not noted there, read the Resolution below:

You turn the pulley counterclockwise, bringing the anchor near the ship again.

First, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2.

Next, if your party has the **“Damsel in Distress”** Status noted on the Story Record, go to Resolution #006. Otherwise, go to Resolution #007 instead.



- #005 – Look through the ship's railing

If your party has the **“Damsel in Distress”** or the **“Anchor Sunk”** Status noted on the Story Record, there's nothing else to see there. You may continue to play the Adventure. Also, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2. Otherwise, if any of these Statuses are not noted there, read the Resolution below:

You approach the handrail of the vessel and look out to sea, in the direction in which the anchor is sunk. Mist, smoke, and the dark, choppy sea make it difficult for you to see, but still you spot the figure of a woman hugging the anchor-chain with half her body in the water, her chin shivering in the cold. When your eyes meet, she shoots you an embarrassed smile that is worthy as a cry for help...

First, if this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2.

Next, write down the **“Damsel in Distress”** Status on the Story Record.

Then, you may continue to play the Adventure.



- #006 – A surprise brought by the tide

You hear the heavy chain hit the hull of the vessel and immediately the woman climbs onto the ship over the handrail. “Thanks so much for the help, stranger...” she thanks you, shivering with cold. “I picked a bad place to hide from those things and if it wasn't for you I would surely have become fish food! By the way, my name is Carmilla Reinard, and I'm an... Umbralian informal market entrepreneur.” You return the courtesy of the introduction, albeit suspiciously. Hurried, and worried about her fate, you waste no time with small talk, inviting her to join your mission. “Of course, with pleasure! After all, I'll need to return this to you here at some point...” she consents, making you realize only now that she's pilfered your coat.

Recruit the Follower **Carmilla Reinard** to your party.

Then, you may continue to play the Adventure.



- #007 – A fish too big to reel in

You hear the heavy chain hit the hull of the vessel and immediately a tentacled arm emerges over the rail, pulling its owner onto the deck shortly thereafter: a mighty Commander of Darkness, its body pierced by the anchor like a hook. However, it doesn't scare you. On the contrary, you burst into laughter upon seeing it. Enraged, it storms toward you, ready to serve you the frustration of being reeled in like a fish...

Replace this Interaction token with a **Random Commander** with **CP 2xP** (two times the number of players). After you have set its Initial Health, reduce it by half (rounded up). When it is defeated, replace it with a Loot token.

Then, you may continue to play the Adventure.



- **#008 – Inspect the guardsman’s wounds**

Calloused from the countless times the dying became Creatures of Darkness and attacked you, you inspect the guardsman’s body. The lacerations look like they have been treated, but they are covered in bandages that don’t allow you to see them clearly. “Hey, what are you doing?” he asks you, annoyed.

You find yourself in a dilemma: On the one hand, you may explain your concerns about the man’s wounds to him. If you do, go to Resolution #014. On the other hand, if you want to leave him in peace, read the Resolution below instead:

Preferring not to bother the man since you didn’t see anything to worry about at first, you decide to leave him alone, stepping back a bit.

Write down the “Inobtrusive” Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), a Monster can’t attack you unless you or an NPC from your party (your Pets included) have already attacked them or affected them with an effect of any sort.

Then, you may continue to play the Adventure.



- **#009 – Try to heal the guardsman**

Knowing that every moment counts, you place your hands on the guardsman’s chest and ask him to focus. You will try to cure him.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the Path of Devotion or the Path of Nature, this Challenge is successful without the need to roll.

FAILURE: *Saying a powerful prayer, you channel the mystical energy that flows through Drunagor to your fingertips, but the wounds are too deep and the bandages turn red as they are bathed in the waning light of your magic. “Stop, stop, you’re killing me!” The man screams in pain as the Darkness molds a new soldier from his body...*

Replace this Interaction token with a GM: Shadow Vampire – Champion.

Then, you may continue to play the Adventure.

SUCCESS: *Saying a powerful prayer, you channel the mystical energy that flows through Drunagor to your fingertips, bathing the guardsman with it. Your magic is powerful, but the internal injuries are many, and despite your efforts, the man still can’t get up. “The Last Light smiled at me... Thank you, comrade! I may not be whole, but at least I won’t die here. I just need to breathe a little more...” He thanks you, a little less prostrate.*

First, you gain FOCUS 2.

Next, write down the “Lifesaver” Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#010 – Ask what he knows about the earthquake**

Imagining that the City Guard might know something, you ask about the earthquake that devastated the city tonight. “We don’t know much, just that it all started in the city center. The ground shook, buildings collapsed, and an evil mist spread, advancing down the Elder’s Way. That thing... I’ve never seen anything so deadly. No matter what happens, don’t go there, it’s suicide,” he answers, breathlessly.

First, you gain FOCUS 2.

Next, write down the “Friendly Advice” Outcome on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#011 – Search the guardsman’s belongings for something useful**

Noticing that the guardsman is too injured to keep on fighting, you conclude that your need outweighs his—and so you rummage through his belongings for something you can use...

If your party has the “Lifesaver” Status noted on the Story Record, go to Resolution #015. Otherwise, read the Resolution below:

“You scoundrel! I’m not dead yet!” the guardsman protests, using the last of his breath. And his effort doesn’t go unpunished: Afflicted with an overwhelming spasm, the man falls to the ground screaming, his wounds reopened. Black tendrils ooze everywhere. Apprehensive, you find yourself in a dilemma...

You find yourself in a personal dilemma: On the one hand, if you want to cure the guardsman, go to Resolution #016. Otherwise, if you would rather strike a mercy blow instead of taking any chances, read the Resolution below instead:

Knowing what this macabre festival of inhuman contractions will result in, you decide to put an end to the man’s misery: by delivering a coup-de-grace. A harsh but merciful measure in the face of the fate it prevents...

First, remove this Interaction token from the board.

Next, write down the “Stern” Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Monster attacks you: before taking any damage, you gain SHIELD 1.

Then, you may continue to play the Adventure.



- **#012 – Ask how you can help the City Guard**

Looking to make a difference tonight, you ask how you can help the City Guard. “Fighting like this? You’ve helped the City Guard even more than I have,” the guardsman responds in a good-natured way, despite his downcast expression. “We fight to protect our people. If you want to help us, survive. Honor our bravery so that those of us who have fallen will become Ascended and live forever.”

Write down the “Helpful” Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you defeat a Monster (you must be the one delivering the final blow): SELF, INSPIRE.

Then, you may continue to play the Adventure.



- **#013 – Invite the guardsman to accompany you in your fight**

Needing all the help you can get, you invite the guardsman to join you in the fight. “I can’t. If I still had the strength to fight, I wouldn’t be here. Of that you can be sure,” he answers, breathlessly.

First, you gain FOCUS 2.

Next, if your party has the “Lifesaver” Status noted on the Story Record, go to Resolution #017. Otherwise, you may continue to Play the Adventure and this Resolution does not reduce the Interaction token.



- **#014 – You explain your concerns to the guardsman**

Realizing you’ve angered the guardsman, you try to explain yourself. “Stop blabbering! I am a captain of the Umbral City Guard, I would never let those things get to me! This is my city and I will defend it until my last breath!” the man pulls himself up, reopening his old wounds. Apprehensive, you find yourself in a dilemma...

You find yourself in a personal dilemma: On the one hand, if you want to cure the guardsman, go to Resolution #016. Otherwise, if you would rather strike a mercy blow instead of taking any chances, read the Resolution below instead:

Knowing what this macabre festival of inhuman contractions will result in, you decide to put an end to the man’s misery: by delivering a coup-de-grace. A harsh but merciful measure in the face of the fate it prevents...

First, remove this Interaction token from the board.

Next, write down the “Stern” Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Monster attacks you: before taking any damage, you gain SHIELD 1.

Then, you may continue to play the Adventure.



- **#015 – The man has much to be thankful for**

...Sensing your search, the guardsman struggles to reach his sword. “Please take my blade! It is my family’s legacy. A weapon made by Umbralians to protect Umbralians. Knowing that it will continue to fight in your hands will be an honor for me...” He offers it to you willingly.

Take the **Sword of Kane** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#016 – You try to help the guardsman with the pain**

Without batting an eyelid, you kneel beside the dying guardsman and channel the mystical energy that flows through Drunagor to aid him with a healing prayer. However, as soon as you start the treatment, his blood emerges from his wounds with even more force and the man screams in despair. The Darkness molds a new soldier from his body...

Replace this Interaction token with a **GM: Shadow Vampire – Champion**.

Then, you may continue to play the Adventure.



- **#017 – The Guardsman can help you though**

...Having a second thought, the guardsman grabs your hand: “Hang on. See this armor I’m wearing? Commander Giustinianni himself left it to me on his deathbed, wishing it would always be used in defense of our city,” he explains between gasps. “Wounded as I am, I don’t know what will become of me, but this legacy cannot end here. Take it with you and keep the memory of Giustinianni fighting.”

Take the **Condottieri Breastplate** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#018 – Move the crank to release the floodgate**

You reach out to the crank, but feel the mechanism resisting you...

If the **Flowing** Rune card has face “B – Crank Unlocked” up, the floodgate is already loose and it can’t be released again. If this is the first time a Hero interacts with this scene during this round, gain FOCUS 2 and you may continue to play the Adventure. Otherwise, if it has face “A – Crank Locked” up, read the Resolution below:

With a little effort, you turn the crank clockwise, causing the rusty mechanisms to creak as if they were complaining about being awakened. Then the floodgate slowly lowers itself and water begins to flow into the sewer drains.

First, if this is the first time a Hero interacts with this scene during this round, gain FOCUS 2.

Next, flip the **Flowing** Rune card over (any token on top of that card remains on it, do not activate it right now.)

Then, you may continue to play the Adventure.



- **#019 – Move the crank to block the floodgate**

You reach for the crank, but feel the mechanism resisting you...

If the **Flowing** Rune card has face “A – Crank Locked” up, the floodgate is already lifted and it can’t be blocked again. If this is the first time a Hero interacts with this scene during this round, gain FOCUS 2 and you may continue to play the Adventure. Otherwise, if it has face “B – Crank Unlocked” up, read the Resolution below:

With some effort, you turn the crank counterclockwise and make the floodgate rise again. Fighting the water pressure isn’t easy, but you manage to stop the reservoir from flowing, in the end.

First, if this is the first time a Hero interacts with this scene during this round, gain FOCUS 2.

Next, flip the **Flowing** Rune card over (any token on top of that card remains on it).

Then, you may continue to play the Adventure.



- **#020 – Destroy the statue and the shrine**

Upset by the misled devotion shown by your compatriots, you grab a torch from its holder and hit the shrine with all your strength and rage. You can't believe that people still respect the old Admiral after all he's done; and you are determined to correct that. Ruining the unholy scene doesn't bring you only peace of mind, but also a new weapon to fight the Darkness...

First, you gain FOCUS 2.

Next, take the **Righteous Torch** card from the Adventure deck.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



- **#021– Read the prayer notes left at the altar**

Shocked, you take the notes, trying to understand the reason for all this. All the little pieces of folded paper, without exception, beg Luccanor's mercy as if he was still the master of the sweating disease. In exchange for the desired protection, people have left offerings at the foot of the statue, as was the custom of the ancient Darenians. You even find a prayer written in memory of the "wronged Admiral"...

First, you gain FOCUS 2.

Next, write down the **"Drowned Prayer"** Status on the Story Record.

Then, you may continue to play the Adventure.



- **#022– Remove the dagger from his chest**

Luccanor was faithfully portrayed. Even the dagger embedded in his chest, a detail known to few, was included in the composition of this image. And it isn't just any piece: With a pommel made of something that looks like gold and empty sockets that once housed encrusted jewels, you're amazed it was left here until now. The people really seem to love or fear the old Admiral...

Take the **Kraken Slayer** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#023 – Taste Luccanor's offerings**

Seduced by the irresistible mix of aromas and flavors, you can't restrain yourself and taste a little of each delicacy. When you are about to take a sip from a bottle of wine from the volcanic lands of Ignispyna—the best in Daren—to wet your whistle and help everything go down, a hoarse cry suddenly stops you. You can hardly believe your eyes: It is the ghost of the old Admiral...

If the Hero of Daren has the **Folk Hero** Background, go to Resolution #025. Otherwise, if they have the **Knight of Amira** instead, read the Resolution below:

..."Take me' food, me' gold, me' pride, but leave me' booze alone!" he tries to stop you. However, cynically, you take the last sip of the coveted drink, making sure the ghost sees it going down your throat. "Ye half-bowl mussel! I was anchored to that wine!" he roars with wide eyes, moments before dissipating into cadaverous laughter. And this moment is when you ponder if maybe, just maybe, it wasn't a good idea after all...

First, if this is the first time a Hero interacts with this scene during this Adventure, you gain FOCUS 2.

Next, write down the **"Possession"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you move the third space in a turn, you must make an Agility (green) Skill Challenge of Difficulty 11. Each Agility cube you have gives you a +2 bonus to your roll. If you fail, you suffer KNOCK DOWN. If you succeed, you gain EMPOWER instead.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



- **#024 – Say a prayer for Luccanor’s soul**

Despite having died corrupted, Luccanor's trajectory was marked by tragedy, by his failure when confronting the enemy. A fate shared by nearly a third of Daren's population, it was nothing to be ashamed of. Respecting the man as a victim and not an executioner, you reserve for him a prayer that his spirit can find comfort in the never-ending canvas of the Spiritual Realm...

First, you gain FOCUS 2.

Next, write down the “Compassion” Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), Heroes do not roll the Trap Die when opening Chests.

Then, if your party does not have the “Drowned Prayer” Status noted on the Story Record, noting else special happens and you may continue to play the Adventure. Otherwise, if your party has it, read the Resolution below:

...and that's when you remember the prayer you just read: “May the salt bath protect us from the ills of the sea and gold.” Thus it ended, alluding to the injustice of which the Admiral claimed to have been a victim, driven by the greed of the Grand Duke. And a heartfelt prayer from the Hero of Daren seems to be very powerful: You could swear you see a tear slip from the woody eyes of the statue of old Luccanor.

Write down the “Pirate's Luck” Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), whenever the first Monster is defeated on each new Setup your party makes, replace its miniature with a Loot token. If that Monster is a Large Monster, Commander, or Overlord, replace it with two of these tokens instead.

Then, you may continue to play the Adventure.



- **#025 – The Admiral recognizes you**

“Well, well, well, look who the tide has brought back to shore...” Luccanor declares with a small smile. His tone is menacing, but you can't help but notice his surprise, too. “You really don't intend to deprive a dead man of his drink, do you?” he scolds you, and you return the wine. Taking advantage of the leverage, you ask him what he wants of you. “You were there when I died the second time, but you weren't there the first time...”

“The Grand Duke set me up, ruining my reputation with my beloved city. As you know well because you have wandered among the dead, that prevented me from achieving my well-deserved peace. Make the damned cheater confess and restore my glory. I beg you, not as an order, but as a favor. Do it for this old Admiral and you will have my eternal gratitude...” And without waiting for an answer, the ghost disperses, leaving you to ponder the matter. You have experienced Luccanor's downfall, can you also see his redemption?

First, if this is the first time a Hero interacts with this scene during this Adventure, you gain FOCUS 2.

Next, write down the “Luccanor's Redemption” Outcome on the Story Record.

Then, write down the “Pirate's Luck” Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), whenever the first Monster is defeated on each new Setup your party makes, replace its miniature with a Loot token. If that Monster is a Large Monster, Commander, or Overlord, replace it with two of these tokens instead.

Also, remove this Interaction token.

Finally, you may continue to play the Adventure.



- **#026 – Loudly ask who’s on the other side**

Curious about all the noise, you ask loud and clear, “Who’s there?”

Roll the d20: if the result is an even number, go to Resolution #031; if the result is an odd number, go to Resolution #032 instead.



- **#027 – Seek an alternate path around**

Suspicious, you look for an alternate path, trying to avoid whatever is on the other side. The mound of rubble, the smoke, and the dust do not help in this task at all...

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning** or the **Path of Nature**, this Challenge is successful without the need to roll.

FAILURE: *...and it soon proves fruitless. No doubt to contain the transmission of the sweating disease, many streets, alleys, and houses had already been barricaded by the City Guard itself last week. Some of them, you regret to remember, with their residents still inside them. It all started as safe havens for a quarantine, but now these homes seem more like mausoleums...*

First, you gain FOCUS 2.

Then, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens and you may continue to play the Adventure.

SUCCESS: *...but your eyes are well-trained and you find a trapdoor hidden under some logs nearby. “The Hanged Cod” is written on it—you know the place and its grumpy owner. Moving the rubble aside, you clear the passage, and a strong breeze blows out of the basement. This place doesn’t look like it was just closed for the night...*

First, you gain FOCUS 2.

Next, remove this Interaction token.

Then, add Door #03 to the current Setup as shown in the illustration below:



Finally, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens and you may continue to play the Adventure.

- **#028 – Push the barricade down away from you**

Without putting much effort into it, you push the pile of things forward and the barricade breaks apart at once, in an avalanche of rubble that buries whoever was behind it...

First, check if your party has the “Even Number” or “Odd Number” Status noted on the Story Record. If they do, move to the next step of this Resolution. Otherwise, roll the d20 and write down the “Even Number” Status on the Story Record if the result is an even number or the “Odd Number” Status if it is an odd number.

Then, if your party has the “Even Number” Status on the Story Record, go to Resolution #034. Otherwise, if your party has the “Odd Number” Status on the Story Record, go to Resolution #035 instead.



• #029 – Pull the barricade down toward you

Carefully, you pull the heap of things to your side, without much effort, safely breaking down the barricade. As the tide of rubble and dust settles, you contemplate what awaits you ahead...

Remove this Interaction Token and add the following Setup paying attention to its special Characters.

Christi and Jeffrey are Cohorts and they are recruited into your party. Each of them has their own Standee, but they use the same card on the Initiative Track. Thus, they act individually on their turn, all damage they take from any source applies to both of them, and they share their resources and effects they receive.

The **Ravenous Stalkers** are Scenario Monsters. Take their card from the Adventure deck and use the **Shadow Vampire** miniatures to represent them on the board.



- 2 Piles of Runes (A stack of one of each color)
 - 2 Stack of Barrels Tokens
 - 2 Chest Tokens
 - 1 Christi
 - 1 Jeffrey
 - 2 **Ravenous Stalkers**
-
- 2+: **Sower Cultist**
 - 3+: **Ravenous Stalker**
 - 4+: **Sower Cultist**
 - 5+: **Ravenous Stalker**



When the last enemy is defeated, if both **Christi and Jeffrey** survived, read **“Cutscene – Fighting Back”** on page 30. Otherwise, if they are defeated, nothing special happens. Finally, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens and you may continue to play the Adventure.



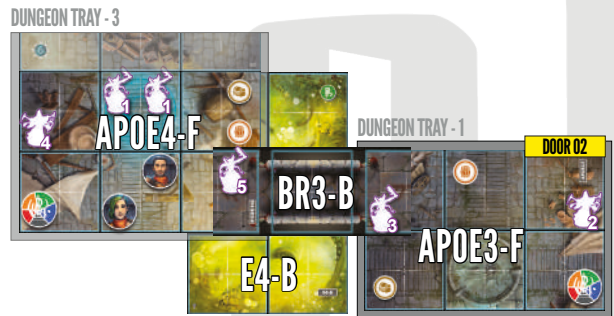
• #030 – Search the barricade for anything you can use

Sniffing around the barricade, you rejoice when you get your hands on an old chest you find there. The tremors from pulling it out breaks its lid, revealing a beautiful jeweled necklace, but not before causing an avalanche of rubble upon you. Your situation, however, is still much more comfortable than the pair you encounter on the other side, fighting for their lives: Surrounded by monsters, they need your help...

Take the **Jewelled Necklace** card from the Adventure deck and suffer 2 non-preventable damage. Next, remove this Interaction token and add the following Setup paying attention to its special Characters.

Christi and Jeffrey are Cohorts and they are recruited into your party. Each of them has their own Standee, but they use the same card on the Initiative Track. Thus, they act individually on their turn, all damage they take from any source applies to both of them, and they share their resources and effects they receive.

The **Ravenous Stalkers** are Scenario Monsters. Take their card from the Adventure deck and use the **Shadow Vampire** miniatures to represent them on the board.



- 2 Piles of Runes (A stack of one of each color)
 - 2 Stack of Barrels Tokens
 - 2 Chest Tokens
 - 1 Christi
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 - 2 **Ravenous Stalkers**
-
- 2+: **Sower Cultist**
 - 3+: **Ravenous Stalker**
 - 4+: **Sower Cultist**
 - 5+: **Ravenous Stalker**



When the last enemy is defeated, if **Christi and Jeffrey** survived, read **“Cutscene – Fighting Back”** on page 30. Otherwise, if they are slain, nothing special happens. Finally, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens and you may continue to play the Adventure.



- **#031 – An even number**

Moments later, a response echoes through the confusion: “Citizen, flee! Monsters are everywhere, we cannot protect you!” a high-pitched, breathy voice alerts you. From the tone, you can tell he is in trouble...

First, you gain FOCUS 2.

Next, write down the “**Even Number**” Status on the Story Record.

Then, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens, you may continue to play the Adventure, and this Resolution does not reduce the Interaction token.



- **#032 – An odd number**

Your inquiry falls on deaf ears. The noises on the other side persist and the fragile structure shakes from time to time, but no response other than screams and grunts is heard.

First, you gain FOCUS 2.

Next, write down the “**Odd Number**” Status on the Story Record.

Then, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens, you may continue to play the Adventure, and this Resolution does not reduce the Interaction token.



- **#033 – The district is in flames**

...Helped by the wind, the flames reach the clouds of volatile gas that hang over the famous channels of the port city, causing them to explode in shades of blue, white, and orange. Not even the sturdiness of the masonry can withstand the impact, turning the stone walkway into crumbs, with rubble thrown everywhere—A sight as terrifying as it is beautiful...

First, remove all non-character objects that are on Map tile B5-B from the board.

Next, each character on it is placed on a square that is adjacent to it and on the Dungeon Trayz. They also suffer 2 non-preventable damage and BURN 4.

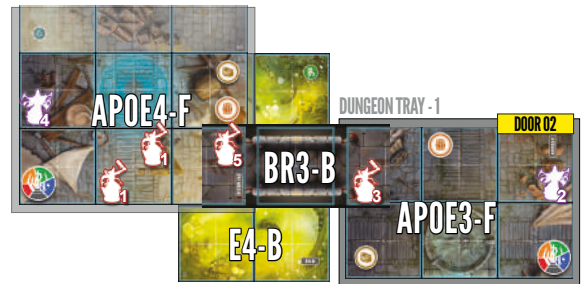
Then, replace Map tile B5-B with Map tile B1-B and remove Bridge BR1-B from the board. Any object that is on top of it and is not a Darkness tile is placed on the square it was above.



- **034 – You push the barricade on top of the survivors**

The barricade collapses to the other side, falling upon a couple of conscripts who were already in trouble. Forced out of the way by the avalanche of rubble, they let their guard down for just a moment, but that is all it takes: With the advantage of their carelessness, the monsters that pursued them advance, tearing with their fangs and claws in a spectacle horrific and painful to watch...

Remove this Interaction token and add the following Setup:



- 2 Piles of Runes (A stack of one of each color)
- 2 Stack of Barrels Tokens
- 2 Chest Tokens
- 2 GM: Shadow Vampires - **Champion**
- 2+: **Sower Cultist**
- 3+: GM: Shadow Vampire - **Champion**
- 4+: **Sower Cultist**
- 5+: GM: Shadow Vampire - **Champion**

Then, write down the “**Bloody Mess**” Status on the Story Record. As long as your party has it (Statuses are removed during the Camp Phase), whenever a Hero drops to 0 Health, each other Hero suffers CURSE 1.

Finally, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens and you may continue to play the Adventure.



- **#035 – You push the barricade onto the Creatures of Darkness**

The barricade collapses to the other side, collapsing on top of the Creatures of Darkness that were trying to tear it down. The impact is strong enough to knock them off guard, and that is an advantage that neither you nor the two militiamen fighting them will fail to take advantage of...

Remove this Interaction token and add the following Setup paying attention to its special Characters.

Christi and Jeffrey are Cohorts and they are recruited into your party. Each of them has their own Standee, but they use the same card on the Initiative Track. Thus, they act individually on their turn, all damage they take from any source applies to both of them, and they share their resources and effects they receive.

The **Ravenous Stalkers** are Scenario Monsters. Take their card from the Adventure deck and use the **Shadow Vampire** miniatures to represent them on the board. Finally, both Monsters that are adjacent to the space previously occupied by this Interaction token take 4 damage and **KNOCK DOWN**.

DUNGEON TRAY - 3



2 Piles of Runes (A stack of one of each color)

2 Stack of Barrels Tokens

2 Chest Tokens

1 Christi

1 Jeffrey

2 **Ravenous Stalkers**

2+: **Sower Cultist**

3+: **Ravenous Stalker**

4+: **Sower Cultist**

5+: **Ravenous Stalker**



Christi



Jeffrey

When the last enemy is defeated, if **Christi and Jeffrey** survived, read **"Cutscene – Fighting Back"** on page 30. Otherwise, if they are slain, nothing special happens.

Finally, if this is the first time that a Hero interacted with this scene during this Adventure, go to Resolution #033. Otherwise, if you have already read it, nothing special happens and you may continue to play the Adventure.

- **#036 – Explain that, this time, it's not Admiral Luccanor's fault**

Tired of the fallacies the populace perpetuates, you explain that Luccanor is dead and gone. Lost forever. The evil that Umbral faces today is the work of another creature. A more powerful one. Even though you sound a little rude, you can't deny it: venting does you a lot of good. As they withdraw, the disconcerted couple thanks you for your help and for the "clarifications"...

Write down the **"Herospaining"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero rolls 1 on the d20 while attacking, they score a Critical Hit instead of a Critical Failure.

Then, if the Follower **Carmilla Reinard** is not in your Party, nothing else happens and you may continue to play the Adventure. Otherwise, if she is, read the Resolution below:

...the rogue, on the other hand, can barely hide a laugh. She muffles it as if Luc... the Plague Horseman itself had covered her mouth. "Did you see their faces? I loved it!" she congratulates you with a pat on the back. "Nothing seems more important than pointing fingers at the real culprit..." she finishes, mocking you, and as incredible as it sounds, you laugh...

All Heroes gain **INSPIRE** and take a Free Recall Action.

Then, you may continue to play the Adventure.



- **#037 – Try to dissuade them from pursuing this dangerous fight**

Fearing that luck will not accompany the couple for the rest of the night, you discourage them from pursuing the fight. Your words are a cold shower, but necessary. "You're right... I wanted revenge, but I'm not a warrior, not like you..." the woman nods in agreement. Moved, you direct them to look for Tharmagar's Workshop, one of the few places you now think of as safe...

First, write down the **"Late Guests"** Outcome on the Story Record.

Next, write down the **"Downer"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), Critical Hits no longer double the damage of an attack.

Then, you may continue to play the Adventure.



- **#038 – Teach them how to rebuild the barricade: there are more monsters around**

Moved by the warrior spirit of this couple, you guide them to rebuild the barricade and form a resistance here. You'll head on to the workshop, but your rear will be guarded. "If this is what you need from us, Hero, consider it done!" the man consents to your request. "We will keep this perimeter even if it costs our lives," the woman adds, even though you hope it doesn't come to that...

First, each Hero gains FOCUS 2.

Next, write down the **"Perimeter Kept"** Status on the Story Record.

Then, you may continue to play the Adventure.



- **#039 – Ask them for anything useful they can give you**

Knowing that the journey you will face will be more dangerous than that of the couple, you ask them for anything they can dispose of. "We found some things that might be useful out there. Look, take whatever you need," says the woman, showing you their bag. Giving thanks once again, the couple sets out in retreat.

The Party Leader searches the Chest deck for two different cards. They may immediately use any Consumable Item they have in order to make space for these new items and/or distribute them among the party as they see fit.

Then, you may continue to play the Adventure.



- **#040 – Ask to examine the woman**

Concerned about the woman's well being, you approach to examine her, claiming that you are a healer. "Healer?" the man turns to you with a snap, looking almost inhuman. "Why would Margareth need a healer? She is perfectly fine, are you blind? You came to take her from me, but I won't let it happen! I WILL NOT LET IT!"

Make a Wisdom (blue) Skill Challenge of Difficulty 20. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Devotion** or the **Path of Nature**, this Challenge is successful without the need to roll.

FAILURE: Flustered, you hurriedly try to explain yourself, but the man doesn't listen to reason. Muttering his own truths, he hugs himself so tightly to her body that you can swear you hear the sound of bones breaking. But that doesn't stop him. He doesn't even notice. Blood is running from his nose, mouth, and ears; and even though you know what will happen next, you can't react: It is too much, even for you. Consumed by his rage, the man gives birth to a new Creature of Darkness, born of grief and madness...

First, you gain FOCUS 2.

Next, replace this Interaction token with a **Shadow Vampire – Champion**. It will treat you as its Primary Target.

Then, your current turn ends and you may continue to play the Adventure.

SUCCESS: By displaying enormous empathy and self-control, you convince the man that you are here to help. Reluctantly, he lets you examine the woman and, to your surprise, she is still alive! Sick, down, and famished, but alive. However, beyond your healing skills. But not Demera's...

If the Follower **Carmilla Reinard** is in your Party, go to Resolution #045. Otherwise, read the Resolution below:

...but you have no way of getting her to the Valkyrie, not now, not this close to the end, with so much at risk. Deeply regretful, you stick to your disguise to avoid ruining the already broken man. As you move away from them, you feel a flame rekindling inside your chest. In the end, the fight against Darkness is never impersonal...

First, write down the **"Heartbroken"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you or another Hero from your party suffers damage: you gain FURY 1.

Next, remove this Interaction token.

Then, you may continue to play the Adventure.



- **#041 – Command the man to release the woman and go away**

Uncomfortable with that embarrassing scene, you order the old man to release the girl and leave. She is already dead and her corpse should not be molested. "Dead? Are you blind? My Margareth is not dead! She's just resting! Resting!" he snarls, getting up from the corner where he was crouched. His fists are clenched, strangling a ragged doll in his grip...

If the Follower Carmilla Reinard is in your party and your party has the "Broken Man" Status noted on the Story Record, go to Resolution #046. Otherwise, if your party does not fulfill both criteria, read the Resolution below:

"You will not take her from me!" He insists. Blood is running from his nose, mouth, and ears; and you know how this is going to end. The wounds caused by the enemy are as predictable as they are frightening. Consumed by his rage, the man gives birth to a new Creature of Darkness, born of grief and madness...

First, replace this Interaction token with a Random Commander with CP 2+(2xP). It will treat you as its Primary Target. When this Monster is defeated, the Party Leader takes the Ragged Doll card from the Adventure deck.

Next, your current turn ends.

Then, you may continue to play the Adventure.



- **#042 – Ask the man what's happening here**

Intrigued, you prefer not to jump to any conclusions, asking him what is going on. "What? Collectors? Here?" the old man suddenly stares at you, eyes glazed over as if sanity has already deserted him. "I won't let them take my Margareth! She's fine, look! She's just sleeping..." he argues, desperately wiping the sweat from the girl's brow.

First, you gain FOCUS 2.

Next, write down the "A Broken Man" Status on the Story Record.

Then, you may continue to play the Adventure.



- **#043 – Rummage the place in search of anything useful**

Ignoring whatever is happening to the pair, you focus on your goal and look for something that can help you accomplish it. The place is a mess, but the shield proudly displayed over the fireplace has not been touched. The legacy of a man who surely no longer exists, lost within the withered carcass you just met...

First, take the Commodore's Shield card from the Adventure deck.

Next, remove this Interaction token.

Then, you may continue to play the Adventure.



- **#044 – Leave it be, and don't get involved**

Feeling that this man is beyond any salvation you could provide, you focus on your goal and decide to leave things as they are. In your experience, when people are on the brink of physical or mental breakdown as this man is, they are easily claimed by the enemy. And that is something you'd rather avoid...

Write down the "Empathetic" Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever a Hero from your party receives a Curse Cube, you may take it instead (you may choose individually if they receive more than one in a single effect).

Then, if the Follower Carmilla Reinard is not in your party, nothing else happens and you may continue to play the Adventure. Otherwise, if she is, read the Resolution below:

"Hey, Hero, what is this?" Carmilla catches your eye. "What are you doing? Are you really going to leave them like this?" she looks at you with open arms, in disbelief at your indifference or lack of understanding.

Choose another Resolution for this Interaction that hasn't been chosen yet and resolve it immediately.



- **#045 – Surprisingly, Carmilla wants to help**

“Alive!?” Carmilla is amazed at your diagnosis. “You’re not thinking of leaving her behind, are you?” She asks you with a blazing look. You can’t help but wonder at her solidarity. “Gals’ got to look out for each other, am I right? Leave it to me. I’ll take these folks to your big badass bird-girl at the old man’s workshop while you take care of this ‘Apocomplices’ stuff, okay?”

First, you gain FOCUS 2.

Next, dismiss **Carmilla Reinard** from your party and write down the **“Gals’ Fate”** Outcome on the Story Record.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



- **#046 – Carmilla doesn’t like anything she sees**

...“Forget it Hero, this dope isn’t talking straight anymore. Allow me the ‘courtesy’ of handling this for you.” Carmilla intervenes with a bolt between the old man’s eyes. “I just can’t stand broken men around helpless gals...” she adds, using a coat to cover the girl’s body. Your coat, by the way. You don’t understand why she did this, but you don’t ask. Maybe you don’t have to...

First, you gain FOCUS 2.

Next, write down the **“Angered Entrepreneur”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero rolls 16+: Activate **Carmilla Reinard**. This Ability can trigger only once per turn.

Then, you may continue to play the Adventure.



- **#047 – Try to calm the Master down—you’re a friend**

Finding her reaction strange, you raise your arms and introduce yourself as the Hero of Daren, trying to calm the Master down. Is she right in the head?

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is successful without the need to roll.

FAILURE: *However, the whirlwind of emotions sparked tonight may have been too much for the woman. She is so disturbed, she can’t distinguish friend from foe and as a*

reflex, strikes you with the candlestick. The Master is tired, but what she lacks in strength, she makes up for in skill...

You gain FOCUS 2 and take 3 non-preventable damage.

Then, you may continue to play this Adventure. This Resolution does not reduce the Interaction token.

SUCCESS: *With soft words and the manner of an artist, you reach the Master. “The Hero of Daren, did you say? By the Stars! I thought you took care of these things last time...” she greets you, shrugging her shoulders and sighing. Truth be told, you thought so too. “Luccanor came back even more powerful didn’t he? There were no earthquakes, landslides, or invasions last time... How can we stop this?”*

First, you gain FOCUS 2.

Next, write down the **“Declawed Beast”** Status on the Story Record. Also, Resolution **“#051 – Take the candlestick from her”** is no longer available.

Then, you may continue to play the Adventure.



- **#048 – Ask her about the airship**

Knowing that the Master would be the best person to tell you about the flying ship, you don’t waste any time and ask how to get there. More importantly: how do you sail it...

If your party has the **“Declawed Beast”** Status noted on the Story Record, go to Resolution #052. Otherwise, read the Resolution below:

“I knew it! Your master, the Fallen Admiral, is looking for a new vessel after the destruction of his beloved Seawing, am I right?” She answers you delusionally. “But he will never have her! Without the Jump-Start Power Rod to control her, the strongest of winds would only make her drift! You can take my life, but you will never take my work!” she exclaims, striking you with the candlestick to keep her distance...

You gain FOCUS 2 and take 3 non-preventable damage.

Then, you may continue to play this Adventure. This Resolution does not reduce the Interaction token.



- **#049 – Instruct her to run to where you came from**

Having seen the wonders of this place that lives up to its name, you realize that the Master and her brilliant mind could be of great help to Umbral's future...

If your party has the **"Declawed Beast"** Status noted on the Story Record, go to Resolution #053. Otherwise, read the Resolution below:

...and you try to save her by guiding her to go where you came from. "And leave the work of my life in the hands of a monster? I'd rather die a thousand times!" she reluctantly says... and then hits you with the candlestick.

You gain FOCUS 2 and take 3 non-preventable damage.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#050 – Search the surroundings for something useful**

Amid so many amazing things, you can't contain yourself and start rummaging through tables, drawers, shelves, and chests looking for anything that might be interesting...

Draw two cards from the Chest deck. You may immediately use any Consumable Item you have in order to make space for these new items and/or distribute them among the party as you see fit.

Then, if a Hero from your party has the **"A Strange Rod"** Status noted on their Campaign Log, nothing else needs to be found. Remove this Interaction token and you may continue to play the Adventure. Otherwise, if no Hero has it, read the Resolution below:

...and your search proves fruitful: Beyond the treasures you find, one object catches your eye: a metallic rod with a filigree-carved body. When you touch it, you have the feeling that it is good for something more than just being pretty...

Write down the **"A Strange Rod"** Status on your Campaign Log.

Then, you may continue to play the Adventure.



- **#051 – Take the candlestick from her**

Having no time to deal with an aggressive Master, you reach for the candlestick and try to disarm her...

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have gives you a +2 bonus to your roll. If you follow the **Path of Strength**, this Challenge is successful without the need to roll.

FAILURE: *However, the tired woman is not as helpless as she seems. Proving that what she lacks in strength she makes up for in skill and training, she twists the candlestick, releasing it from your fingers. Then, catching you by surprise, she hits you on the back of your hands, your right arm, your left arm, your chin, and finally your chest. An impressive sequence...*

You gain FOCUS 2 and take non-preventable damage until you drop to 1 Health.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.

SUCCESS: *The tired woman reacts by making a bunch of fluff stunts with the stem of the candlestick, yet your grip is firm as a press and you don't budge. "By the Stars! Hero of Daren, is that you? I did it again, didn't I? I'm sorry. I'm SO sorry. They have returned haven't they?" she composes herself, eyes glazed over as if she woke from a lucid dream.*

First, you gain FOCUS 2.

Next, write down the **"Declawed Beast"** Status on the Story Record. Also, Resolution **"#047 – Try to calm the Master down—you're a friend"** is no longer available.

Then, you may continue to play the Adventure.



- **#052 – Willingly, the Master shows you the ship**

"She's docked out there, beyond this door, but she won't work without the Jump-Start Power Rod you see on the table," she points to where she remembers leaving the object. "Now, don't forget, she has an engine, a machine that will make her move by herself, and it is controlled by a lever. Don't ever pull her out before activating it! Not ever!"

You gain FOCUS 2.

Then, if a Hero from your party has the **"A Strange Rod"** Status noted on their Campaign Log, nothing else needs to be found. Remove this Interaction token and you may continue to play the Adventure. Otherwise, if no Hero has it, read the Resolution below:

"Building her mechanical parts took the last two years of my life. As for carpentry, who knows how many other good builders'. She is a work of art more valuable than many manors. Please, don't ruin her on the maiden voyage..." she warns you, placing a metallic rod in your hands.

Write down the **"A Strange Rod"** Status on your Campaign Log.

Then, you may continue to play the Adventure.



- **#053 – But the Master is too stubborn**

"I appreciate your concern Hero. Really. But I will not depart from what took me a lifetime to build, knowing that these things could destroy her. Do what you need to do to save this city, and if the Stars wish, we will meet again in this lifetime." The Master appreciates your worry, but she has the spirit of a warrior and the stubbornness of an old lady...

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#054 – Handle the lever**

A brass lever can be slid forwards or backwards...

If your party has the **"Lever Pushed"** Status noted on the Story Record, go to Resolution #058. Otherwise, go to Resolution #057 instead.



- **#055– Place the rod in the empty hole**

If your party has the **"Ship's On"** Status noted on the Story Record, the engine is already powered. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, read the Resolution below:

You notice the metallic hole and realize that it is the perfect shape for some kind of rod to fit into...

If you have the **"A Strange Rod"** Status noted on your Campaign Log, go to Resolution #059. Otherwise, read the Resolution below:

...after a quick analysis, you realize that maybe you don't have an object that would fit perfectly in that space... but it would certainly fit the pommel of a sword, dagger, or staff. Should you improvise?

You face a personal dilemma: On the one hand, if you are equipped with a Heavy Weapon, a Light Weapon, an Implement Weapon, or an Off-Hand Weapon, you may choose to place it in the hole. If you do, go to Resolution #060. On the other hand, if you don't want to, you just gain FOCUS 2 and continue to play the Adventure instead.



- **#056 – Manipulate the metallic sphere**

If any Hero is holding the **Control Sphere** token, go to Resolution #062. Otherwise, read the Resolution below:

You reach your hands toward the floating metallic sphere...

If your party does not have the **"Ship's On"** Status noted on the Story Record, the metallic sphere remains silent. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, if you have it, read the Resolution below:

...and they cling to it as if seized by invisible tentacles. You could pull them out of there if you forced yourself a little, but thanks to this connection, you can manipulate the sphere with just one of your hands. Your control is so smooth and precise that the stern of the ship moves as if you were holding her by the hips...

First, you gain FOCUS 2.

Next, take the **Control Sphere** token. From now on, until the end of the Adventure, if you leave your current square, you must immediately discard it.

Then, you may continue to play the Adventure.



- **#057 – You push the lever forward**

You push the lever forward, but the mechanism is very new, and the scraping metal doesn't give up easily. Nothing that a little bit of strength can't fix...

Make a Strength (yellow) Skill Challenge of Difficulty 20. Each Melee cube you have gives you a +2 bonus to your roll. If you follow the **Path of Strength, this Challenge is successful without the need to roll.**

FAILURE: *...or so you thought. Forcing the movement too much, the lever is released all at once and slides with force, crashing into the panel. A shiver runs down your spine when you realize that the piece has broken off in your hands...*

First, you gain FOCUS 2.

Next, write down the **“Lever Pushed”** Status on the Story Record. Also, Resolution **“#054 – Handle the lever”** is no longer available.

Then, if your party also has the **“Ship's On”** Status noted there, go to Resolution #061. Otherwise, all you see is a broken lever pushed to its limit. Therefore, nothing else happens and you may continue to play the Adventure.

SUCCESS: *...with a not-so-slight push, the lever is released and slides forward. It seems that not all the mechanisms are in perfect working order. Should you be concerned?*

First, you gain FOCUS 2.

Next, write down the **“Lever Pushed”** Status on the Story Record.

Then, if your party also has the **“Ship's On”** noted there, go to Resolution #061. Otherwise, all you see is a lever pushed to its limit. Therefore, nothing else happens and you may continue to play the Adventure.



- **#058 – You pull the lever backwards**

With a little effort, you pull the lever back to the neutral position, feeling the mechanism start to grip when you are almost done. Realizing how much work it takes to manipulate this lever, you hope it isn't necessary to control the ship...

First, you gain FOCUS 2.

Next, erase the **“Lever Pushed”** Status from the Story Record.

Then, you may continue to play the Adventure.



- **# 059 – You fit the strange rod into the socket**

Noticing the similarity of shapes, you fit the strange scepter into the hole and a click echoes from the pulpit. Instinctively, you turn the rod and a slight tremor runs through the craft. As if by magic, the runes and the carvings on the metallic sphere begin to glow with a faint welcoming light, accompanied by a low steady humming, like a bee. The ship is alive!

First, you gain FOCUS 2.

Next, erase the **“A Strange Rod”** Status from your Campaign Log and write down the **“Ship's On”** Status on the Story Record.

Then, if your party has the **“Lever Pushed”** Status on the Story Record, go to Resolution #061. Otherwise, the ship just stays put, vibrating. Therefore, nothing else happens and you may continue to play the Adventure.



- **# 060 – You find something that fits**

Noticing the similarity of shapes, you find something to fit into that hole and a click echoes from the pulpit. Instinctively, you turn the makeshift rod and a slight shiver runs through the vessel, culminating in unsettling crackling. Your daring plan worked: the ship woke up, but not before hitting you full-on with lightning!

First, You take 4 non-preventable damage and STUN.

Next, write down the **“Ship's On”** Status on the Story Record.

Then, you may continue to play the Adventure.



- **#061 – The ship jumps like an outraged bull**

...once you started the engine and pressed the lever to move, the ship does what she was built to do: fly...

If any Hero is holding the **Control Sphere** token, remove this Interaction Token and read **“Cutscene – Maiden Flight”** on page 36. Otherwise, read the Resolution below:

...however, she was not designed to control herself. As soon as she takes the first leap towards the skies, a gust of wind capsizes one of the sails, and with no one to guide her, the vessel spins out of control—and you are sure this is not going to end well. Two milestones were reached tonight: The first voyage and the first crash of an airship...

Read **“End of the Adventure – Forced Landing”** on page 37.



- **#062 – The sphere is already being handled**

If you are holding the **Control Sphere** token, you already have the metallic sphere. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, if a Hero other than you is holding it, read the Resolution below:

Imagining that you can help with this task, you ask your companion to let you hold the sphere...

If this is the first time a Hero interacts with this scene during this round, you gain FOCUS 2.

Then, the Hero that is holding the **Control Sphere** token may choose to give it to you. If they do, take the **Control Sphere** token from them. Otherwise, they keep the metallic sphere and nothing special happens.

Finally, you may continue to play the Adventure.



- **#063 – Take advantage of his being off guard and charge towards the Horseman**

Tired of this chit-chat, you charge your enemy and catch him off guard. The Horseman's arrogance—or innocence—in not imagining that you wouldn't listen to him may have been a costly mistake. But it is costly to you as well. Prepared for battle, the rat rapidly disposes of the prisoner, tossing the old man to plummet to his death...

First, if any Hero has the **"Possession"** Status noted on their Campaign Log, they erase it and write down the **"Luccanor's Redemption"** Outcome in its place. Otherwise, if this Outcome is already noted there, just move on to the next instruction.

Next, write down the **"Misery Ended"** Outcome on the Story Record.

Then, write down the **"Initiative"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero from your party takes a Reaction, roll the 20: If they roll 16+: Recall the AC they just spent.

Also, starting from the Hero who occupies the highest slot on the Initiative Track, each Hero takes a turn, but do not move the Initiative Marker to them. This is a Special Activation.

Finally, after each Hero has taken their special turn, you may begin the encounter against the Plague Horseman.



- **#064 – Examine the Horseman looking for a weakness**

Taking advantage of your enemy's blather, you carefully note his figure. His skin is of a brown-yellow color, as if it was rotten, and he is dressed in clothes instead of armor. Is he really as defenseless as he seems?

The Party Leader makes a **Wisdom (blue) Skill Challenge** of **Difficulty 15**. Each **Wisdom** cube they have grants them a **+2** bonus to their roll. If they follow the **Path of Mystics**, this Challenge is successful without the need to roll.

FAILURE: *You try, but you can't find anything on that man that you could exploit. That is, if he is a man at all. "As I imagined," your enemy concludes, reading your silence as an answer. "Since you do not care about the truth, neither do I," he adds, and your eyes bulge in astonishment when you see the Grand Duke cruelly released to plummet to his death...*

First, if any Hero has the **"Possession"** Status noted on their Campaign Log, they erase it and write down the **"Luccanor's Redemption"** Outcome on its place. Otherwise, if this Outcome is already noted there, just carry out to the next instruction.

Next, write down the **"Misery Ended"** Outcome on the Story Record.

Then, start the encounter with the Plague Horseman.

SUCCESS: *So maybe he is defenseless after all, since his body is of no importance. A sphere of emerald energy, an imitation of the Sun that could only be his Phylactery, beats like a heart right behind him. When he realizes what you are looking at, he promptly changes his tactics. Jumping onto his mount, the rat rapidly disposes of the prisoner, tossing the old man to plummet to his death. As you watch, you know two things for sure: He has a weakness, and the time for nonsense is over.*

First, if any Hero has the **"Possession"** Status noted on their Campaign Log, they erase it and write down the **"Luccanor's Redemption"** Outcome in its place. Otherwise, if this Outcome is already noted there, just move on to the next instruction.

Next, write down the **"Misery Ended"** Outcome on the Story Record.

Then, carry out the **"Special Preparation – Hearts on Fire"** described on page 42.



- **#065 – Confront the Horseman and demand that he release the prisoner**

Dismissing the sermon, you demand the Grand Duke's release. It is a firm command that takes away from the Plague Horseman the moment he's been waiting to savor. "As you wish," he complies with your request. Your heart skips a beat the moment your eyes witness the Grand Duke plummeting to his death. "Now he is free," your enemy mocks you, but all this scene has only served to reinforce your resolve.

First, if any Hero has the **"Possession"** Status noted on their Campaign Log, they erase it and write down the **"Luccanor's Redemption"** Outcome in its place. Otherwise, if this Outcome is already noted there, just move on to the next instruction.

Next, write down the **"Misery Ended"** Outcome on the Story Record.

Then, write down the **"Obstinate"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero takes a Willing Recall Action, they may immediately take a Cube Action before ending their turn.

Finally, start the encounter with the Plague Horseman.



- **#066 – Ask the Grand Duke what the Horseman is talking about**

Provoked, you question the Grand Duke about all of this. With tears running from his eyes, the old man talks, for this could be the last opportunity to make amends in life. "This new disease outbreak..." he starts, then hesitates for a moment. "It wasn't Luccanor's work. I plotted all this to get revenge on the Council for my dismissal, but I could never have imagined that it would end up like this!" he blurts out.

If any Hero has the **"Possession"** Status noted on their Campaign Log, go to Resolution #067. Otherwise, if no Hero has it, read the Resolution below:

"I was with Giustinianni when he died and he told me in secret that the reason was the sweating disease. Knowing that, I organized the holiday and the funeral with an open casket, so the people could say goodbye to their beloved Commander and perform the hand-kiss ceremony," he prattled on, crying and sobbing, because you both know that the sweating disease started less than a week after that...

On hearing the Grand Duke's confession, your party may have changed their opinion and therefore you now face a dilemma: As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus,

the Party Leader will be the tie-breaker. On the one hand, if your party wishes to save the Grand Duke and deliver him to Umbral's justice, go to Resolution #068. On the other hand, if you no longer care about the Grand Duke's fate, go to Resolution #069 instead.



- **#067 – Hearing this, Luccanor goes wild**

...What the Grand Duke said is too much for Luccanor's ghost. "I knew it! The scoundrel! Not happy with ruining my life, he tarnished my memory as well!" The Admiral rages, projecting himself outside of your body. "I'll forever be remembered as the villain of this story. But I will taste my revenge!" he threatens. But the decision is yours. For better or for worse, you are still his anchor...

After hearing the request of Luccanor's ghost, the Hero who holds him now faces a personal dilemma: On the one hand, if they want to let Luccanor have his revenge, go to Resolution #070. On the other hand, if they wish to save the Grand Duke and deliver him to Umbral's justice, go to Resolution #068 instead.



- **#068 – You wish the Grand Duke to be tried by the city**

Even though the Grand Duke has committed an atrocity and taken advantage of Luccanor's bad reputation, it is up to the court of the very people he's wronged to judge him, and no one else. "Can you trust man's justice?" your enemy rages. "So be it!" Vexed, he consents, dropping the prisoner close to the platform's edge. The time for small talk is over.

First, if any Hero has the **"Possession"** Status noted on their Campaign Log, they erase it and write down the **"Luccanor's Redemption"** Outcome in its place. Otherwise, if this Outcome is already noted there, just move on to the next instruction.

Next, write down the **"The Duke's Betrayal"** Outcome on the Story Record.

Then, write down the **"Righteous"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), Heroes from your party can hold one additional Trauma Cube.

Finally, carry out the **"Special Preparation – Game On"** described on page 42.



- **#069 – You no longer care about the fate of the prisoner**

After listening to the details of the atrocity, you feel your stomach churning and you hand over the Grand Duke's fate to the Varatash, since, in your eyes, they are of the same ilk. "If you truly think that he is yours to give, then I'll do with him as I please," the Horseman savors your contempt before using the body of the old man to create a Creature of Darkness, born of hate and regret, and thirsty for your blood.

First, write down the **"The Duke's Betrayal"** Outcome on the Story Record.

Next, write down the **"Contempt"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero inflicts damage to the Plague Horseman with a ✨ or ✂ attack, they gain CLEANSE 1.

Then, summon the **Commander Betrayer** Scenario Commander with **CP 2+P** in a square that is adjacent to the Plague Horseman's back of the Party Leader's choice.

Finally, if your party does not have **"Luccanor's Redemption"** Outcome noted on the Story Record, nothing else happens and you simply start the encounter with the Plague Horseman. Otherwise, if it is noted there, read the Resolution below:

The macabre scene, however, serves one person's delight. Or almost a person. "Hahahaha! But doesn't fate have a wicked sense of humor? The same hand that led me to my death at the mercy of Darkness was taken by it today!" Luccanor's ghost projects from his body, excited and joyful. "Thank you, comrade! My soul will be able to rest now..." And without saying another word, the spectral silhouette fades into thin air as if it had never been there at all.

First, erase the **"Luccanor's Redemption"** Outcome from the Story Record.

Next, write down the **"Luccanor's Revenge"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero inflicts damage to the **Commander Betrayer** with a ✨ or ✂ attack, they gain FOCUS 1.

At last, start the encounter with the plague Horseman.



- **#070 – You let the Admiral have his revenge**

Touched by his situation, you agree to release the Admiral from his captivity in your body and he charges forward like spectral lighting, grabbing the prisoner by the throat. "A man can try to drown his secrets, but they always wash back up on the shore," he quotes a proverb as he chokes his victim's soul beneath his flesh. If the man died of fear or otherwise, you will never know, as Luccanor vanishes without saying goodbye.

First, the Hero who has the **"Possession"** Status noted on their Campaign Log must erase it.

Next, write down the **"The Duke's Betrayal"** Outcome on the Story Record.

Then, write down the **"Ghostly Plunder"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), as a Cube Action, a Hero may Expend 1 AC to: If there are three or fewer Chests on the board, place a Chest in a square that is adjacent to them.

Finally, start the encounter with the Plague Horseman.



- **#071 – Appease the situation by considering the offense and retaliation resolved**

Trying to avoid a new confrontation, you determine that the offense and the retaliation are resolved and that is the end of the matter. The crowd looks at each other and a hopeful smile shows on the face of every Hellsarian, which does not go down well with the Umbralians. “This is absurd! Besides being a Condottieri, I’m also a DaViggo, born from Umbral’s nobility!” he rants. “I will not put up with this!”

If your party has the **“Heroic Folks”** Unfolding noted on the Story Record, go to Resolution #075. Otherwise, read the Resolution below:

Without hesitating, the man who was accompanying the Condottieri pulls out his blade and prepares to stab the defenseless Dunedancer. But she was not alone either: As quick as lightning, the Matriarch draws her scimitar and cuts the throat of the man before he could deliver his blow. Falling to his knees, the man tries hopelessly to stop the bleeding and the crowd watches, terrified, as he takes his last breaths. You barely have time to regret it, as you know this won’t end well.

First, write down the **“Hellsarian Ally”** Outcome on the Story Record.

Next, the Party Leader writes down the **“Peace Broker”** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Hero takes a Recall Action, after resolving it, that Hero gains SHIELD 4.

Then, read **“Cutscene – The Battle for Gil Garoth”** on page XX.



- **#072 – Condemn the Condottieri and absolve the Dunedancer**

As you are familiar with the dune people’s culture, you recognize the offense and the appropriate punishment and, therefore, you declare the Condottieri responsible for the carnage. “This is absurd!” he rants, already picturing what was in store for him. “I will not put up with this! Umbralians, take arms!” he incites his people who, as if they were just waiting for it, fall upon the Hellsarians with their weapons at hand and evil intentions at heart.

First, write down the **“Hellsarian Ally”** Outcome on the Story Record.

Next, the Party Leader writes the **“Justiciar”** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Hero takes a Recall Action, after resolving it, that Hero receives CLEANSE 1 or FOCUS 1.

Then, read **“Cutscene – The Battle for Gil Garoth”** on page XX.



- **#073 – Condemn the Dunedancer and absolve the Condottieri**

You know that all it would take is the first spilling of blood for the bloodbath to begin. You declare the Dunedancer guilty and impose a lesser punishment on the Condottieri. “This is absurd, Almuhal’Ilsu!” the Matriarch complains, calling you by the title you bear amongst them. “If we can’t count on your protection, then we’ll count on ourselves, as we always have.”

If the **Hero of Daren** has the **Redeemer** Trait (Check your Main Character Origin), go to Resolution #076. Otherwise, read the resolution below:

Rejecting your verdict, the Matriarch calls out her battle cry, and her warriors fall upon every Umbralian who was wearing any armor, starting with the Condottieri. Before the man can react, his head rolls on the floor, reaching your feet. You barely have time to regret it, as you know this won’t end well.

First, write down the **“Umbralian Ally”** Outcome on the Story Record.

Next, the Party Leader writes the **“Justiciar”** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Hero takes a Recall Action, after resolving it, that Hero receives CLEANSE 1 or FOCUS 1.

Then, read **“Cutscene – The Battle for Gil Garoth”** on page XX.



- **#074 – Show austerity and condemn both of them**

You know you have to be harsh not to lose control of the situation, so you declare both of them guilty and sentence them to capital punishment, respecting the traditions of both peoples. That decision seems reasonable at first, but, in the end, it sounds unfair to both sides, since neither of the parties feel that they broke any rules. Thus, even before any punishment could be dealt, the Dunedancers and the Condottieri grapple with each other again, as if they were just waiting for an opportunity to do so.

The Party Leader writes down the **“Steadfast”** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever a Hero takes a Recall Action, that Hero gains FOCUS 2.

Then, read **“Cutscene – The Battle for Gil Garoth”** on page 52.



- **#075 – The task-force, however, will not tolerate the contempt**

Oh, but they would tolerate... Putting herself between you and the Condottieri, Christi arises from the crowd, demanding obedience to her authority. No Umbralian, of any lineage, would dare defy her or Jeffrey, but her voice can only reach the first few ranks. The other Umbralians, who cannot hear her appeasing the situation, decide to take justice into their own hands. Thus, before any punishment could be dealt, the men fall upon the Dunedancers with their weapons in hand and evil intentions at heart.

First, write down the **“Umbralian Ally”** and the **“Hellscarian Ally”** Outcome on the Story Record.

Next, the Party Leader writes the **“Justiciar”** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever a Hero takes a Recall Action, after resolving it, that Hero receives CLEANSE 1 or FOCUS 1.

Then, read **“Cutscene – The Battle for Gil Garoth”** on page 52.



- **#076 – But you are Almuhal'lsu, the Redeemer**

“Stop, Fahatma! The Redeemer has spoken!” the defendant yells, holding the Matriarch’s blade. “If they want my life in exchange for peace, I accept it, for I have already defended my honor and that is all that matters to me.” She expresses her will, and no Hellscarian would dare to contradict her, but her voice can only reach the first few ranks. The other sisters, who cannot hear her self-sacrifice, decide to take justice into their own hands. Thus, before any punishment could be dealt, the Dunedancers fall upon the Condottieri with their weapons in hand and evil intentions at heart.

First, write down the **“Umbralian Ally”** and the **“Hellscarian Ally”** Outcome on the Story Record.

Next, the Party Leader writes the **“Justiciar”** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever a Hero takes a Recall Action, after resolving it, that Hero receives CLEANSE 1 or FOCUS 1.

Then, read **“Cutscene – The Battle for Gil Garoth”** on page 52.



- **#077 – Hit the lion’s paw and run away**

You draw your knife from your boot and stab the lion’s paw.

Make a Dexterity (red) Skill Challenge of Difficulty 20. Each Ranged cube you have grants you a +2 bonus to your roll. If you follow the **Path of Nature, this Challenge is successful without the need to roll.**

FAILURE: ...but you don’t even scratch the mighty beast. Enraged, it roars, making your hair stand up, and moves its mouth towards you. However, by a whim of destiny, at the exact moment the bite was going to destroy your head, the ground gives way under you and opens up into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Read **“End of the Adventure – Rolling in the Deep”** on page 52.

SUCCESS: ...and from your knowledge of animal anatomy, you hit a tendon! Roaring in pain, the giant lion rears up as if it were an untamed steed and you roll to the side, barely free of your enemy’s deadly grip. However, your salvation is fleeting: The unbridled mount stomps the ground and it gives way beneath you, opening up into a great crater, and casting all of you into an avalanche of earth, trees, and ruins.

Write down the **“Wounded Paw”** Outcome on the Story Record.

Then, read **“End of the Adventure – A Helping Hand”** on page 52.



• **#078 – Throw something at the Horsewoman**

You draw your knife from your boot and throw it at the Horsewoman.

Make a Dexterity (red) Skill Challenge of Difficulty 20. Each Ranged cube you have grants you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is successful without the need to roll.

FAILURE: ...but you fail miserably. “Pathetic!” your enemy cackles. “Zimba, feast yourself on this one’s heart. Let’s give a blessing to this world!” she sneers, ordering her giant mount to devour you. However, by a whim of destiny, at the exact moment it opens its mouth to destroy your chest, the ground gives way under you and pours into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Read **“End of the Adventure – Rolling in the Deep”** on page 55.

SUCCESS: ...and it hits the Horsewoman straight in the eye! Howling in pain, she leans backwards, forcing the giant lion to rear up as if it were an untamed steed. Without hesitating, you roll away from there, but your salvation is fleeting—The unbridled mount stomps the ground and it gives way under you, opening up into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Write down the **“Wounded Eye”** Outcome on the Story Record.

Then, read **“End of the Adventure – A Helping Hand”** on page 56.



• **#079 – Strike the ground beneath you so it will give way**

Realizing that the ground beneath you is about to sink in, you concentrate all your strength on a last blow—one not aimed at your enemy.

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have grants you a +2 bonus to your roll. If you follow the **Path of Strength**, this Challenge is successful without the need to roll.

FAILURE: ...but you are not strong enough. “Pathetic!” your enemy cackles. “Zimba, feast yourself on this one’s heart. Let’s give a blessing to this world!” she sneers, ordering her giant mount to devour you. However, by a whim of destiny, at the exact moment it opens its mouth to destroy your chest, the ground gives way under you and pours into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Read **“End of the Adventure – Rolling in the Deep”** on page 55.

SUCCESS: ...and as incredible as it may seem, it works! The weight of the giant mount combined with the earthquakes and landslides is too much for the ground under you to hold up. Giving way under the impact of a well-delivered blow, it opens up into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Read **“End of the Adventure – A Helping Hand”** on page 56.



• **#080 – Cry for help**

Accepting that you won’t be able to escape from this on your own, you cry for help.

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have grants you a +2 bonus to your roll. If you follow the **Path of Devotion**, or if your party has the **“Hellscarian Ally”** or **“Umbralian Ally”** Outcomes noted on the Story Record, this Challenge is successful without the need to roll.

FAILURE: ...but you were tired and your voice can’t beat the rain. “Pathetic!” your enemy cackles. “Zimba, feast yourself on this one’s heart. Let’s give a blessing to this world!” she sneers, ordering her giant mount to devour you. However, by a whim of destiny, at the exact moment it opens up its mouth to destroy your chest, the ground gives way under you and pours into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Read **“End of the Adventure – Rolling in the Deep”** on page 55.

SUCCESS: ...and you are not left to die alone! Having heard your cry for help, a group of Hellscarians or Umbralians—you can’t distinguish them in the mayhem—advance fearlessly against the War Horsewoman so you can escape. The heroic charge of these people saves your life, but their weight added to that of the giant mount was too much for the ground, and it gives way under you, pouring into a great crater, and casting all of you into an avalanche of earth, trees, and ruins.

Read **“End of the Adventure – A Helping Hand”** on page 56.



- **#081 – But the Horsewoman knows better**

Your eyes have the determination of someone who is still willing to fight, but the Horsewoman is not impressed: “Who are you trying to fool? You know you can’t beat us,” she spills out venomous words. “Cheer up, at least you won’t live long enough to be exposed as the fraud you are!” she sneers, ordering her giant mount to devour you. However, by a whim of destiny, at the exact moment it opens up its mouth to destroy you, the ground gives way under you and pours into a great crater, casting all of you into an avalanche of earth, trees, and ruins.

Erase the “Beautiful Lie” Outcome from the Story Record, and write down the “Hero’s Journey” Outcome in its place.

Then, read “End of the Adventure – Rolling in the Deep” on page 55.



- **#082 – Do you believe in Karma?**

...to your surprise, it is the Condottieri calling you! The man you sentenced to death was the one who saved you from the fall. What a twist! “I know we’ve had our differences, but I’d rather die a warrior than hang for some stupid thing I did. Please, take me with you!” Moved, you put your hand on his shoulder in a sign of recognition, recruiting him for what would be the most important task of his life.

Recruit the Follower **Condottieri DaViggo** into your party.



- **#083 – Do you believe in Karma?**

...to your surprise, it is the Dunedancer calling you! The woman you sentenced to death was the one who saved you from the fall. What a twist! “I know we’ve had our differences, but I’d rather die a warrior than slaughtered like a crazed animal. Please, take me with you!” Moved, you put your hand on her shoulder in a sign of recognition, recruiting her for what would be the most important task of her life.

Recruit the Follower **Dunedancer Khadija** into your party.



- **#084 – Did you just hear a call?**

...to your surprise, there was nobody there! Dazed, you turn around once, twice, three times, but you are alone. Thinking you’ve heard a voice is not such an uncommon thing, but being sure you were rescued from a tidal wave by a hand that isn’t there is something else entirely. It is an unsettling feeling, nevertheless you know that now is not the time to reflect on it. You have to concentrate on your priority: destroying the War Horsewoman’s Phylactery.

Write down the “Post-Traumatic Stress” Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), whenever a Hero is Knocked Out, each other Hero in your party gains FOCUS 1 and suffers CURSE 1. This effect pierces any kind of immunity a Hero might have.



- **#085 – Combine the air cube and the water orb**

Remembering the translation you made, you notice the statues. On the first one, the outstretched hand waits for a cube. The second could fit an orb perfectly.

If your party doesn't have the “Element Collection” Status noted on the Story Record, you are missing a piece of the puzzle. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, if your party has it, read the Resolution below:

As you suspected, the gathering of elemental objects was part of the solution to the riddle. You try your luck putting the air cube on the first hand and the water orb on the second.

If your party has the “Give or Take” Status noted on the Story Record, go to Resolution #090. Otherwise, If your party does not have it, go to Resolution #091 instead.



- **#086 – Combine the air cube and the fire orb**

Remembering the translation you made, you notice the statues. On the first one, the outstretched hand waits for a cube. The second could fit an orb perfectly.

If your party doesn't have the **"Element Collection"** Status noted on the Story Record, you are missing a piece of the puzzle. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, if your party has it, read the Resolution below:

As you suspected, the gathering of elemental objects was part of the solution to the riddle. You try your luck putting the air cube on the first hand and the fire orb on the second.

If your party has the **"Give or Take"** Status noted on the Story Record, go to Resolution #092. Otherwise, If your party does not have it, go to Resolution #093 instead.



- **#087 – Combine the earth cube and the water orb**

Remembering the translation you made, you notice the statues. On the first one, the outstretched hand waits for a cube. The second could fit an orb perfectly.

If your party doesn't have the **"Element Collection"** Status noted on the Story Record, you are missing a piece of the puzzle. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, if your party has it, read the Resolution below:

As you suspected, the gathering of elemental objects was part of the solution to the riddle. You try your luck putting the earth cube on the first hand and the water orb on the second.

If your party has the **"Give or Take"** Status noted on the Story Record, go to Resolution #094. Otherwise, If your party does not have it, go to Resolution #095 instead.



- **#088 – Combine the earth cube and the fire orb**

Remembering the translation you made, you notice the statues. On the first one, the outstretched hand waits for a cube. The second could fit an orb perfectly.

If your party doesn't have the **"Element Collection"** Status noted on the Story Record, you are missing a piece of the puzzle. Therefore, nothing special happens and you may continue to play the Adventure. Otherwise, if your party has it, read the Resolution below:

As you suspected, the gathering of elemental objects was part of the solution to the riddle. You try your luck putting the earth cube on the first hand and the fire orb on the second.

If your party has the **"Give or Take"** Status noted on the Story Record, go to Resolution #096. Otherwise, If your party does not have it, go to Resolution #097 instead.



- **#089 – Rumor has it...**

Apprehensive, you run your eyes across the writing. However, some words are a little different from the Elvish you know.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the Path of Mystics, this Challenge is successful without the need to roll.

FAILURE: ...putting things together from here and there, you are able to decipher a riddle: "In pairs we walk, each of us something different must hold. The cube is made of something the orb always tries to take." As if they had heard you, the runes start shining, awakening from a deep sleep. It seems you need to find some cube or orb around here.

First, you gain FOCUS 2 and a **Soul Shard** token.

Next, write down the **"Give or Take"** Status on the Story Record.

Then, Door #02 is now unlocked.

Finally, you may continue to play the Adventure.

SUCCESS: ...putting things together from here and there, you are able to decipher a riddle: "In pairs we walk, each of us something different must hold. The cube is made of something the orb can't live without." As if they had heard you, the runes start shining, awakening from a deep sleep. It seems you need to find some cube or orb around here.

First, you gain FOCUS 2 and a **Soul Shard** token.

Next, Door #02 is now unlocked.

Then, you may continue to play the Adventure.



- **#090 – A dance between air and water**

...however, that is not the right combination. Magically manifesting outside their crystalline receptacles, air and water take over the hall and engage in a frenetic dance. From this, dense clouds emerge and soon it starts raining. Heavily. Heavy enough to muddle your vision.

First, you must activate the **Dreadful Raid** Special Mechanic card to see if your misstep has drawn undesired attention (this is a special Activation, do not move the Initiative Marker to it).

In addition, until the end of this Adventure, the rain reduces the maximum Range of all Agility Skills, Wisdom Skills, Focus Abilities that aren't Weapon Attacks, and Consumable Items to 1 area away, maximum (1 blue square). The same applies to Multi-Colored Skills activated with Agility cubes or Wisdom cubes.

Then, you may continue to play the Adventure.



- **#091 – A dance between air and water**

...however, that is not the right combination. Magically manifesting outside their crystalline receptacles, air and water take over the hall and engage in a frenetic dance. From this, dense clouds emerge and soon it starts raining. Heavily. Heavy enough to muddle your vision.

First, you must activate the **Dreadful Raid** Special Mechanic card to see if your misstep has drawn undesired attention (this is a special Activation, do not move the Initiative Marker to it).

In addition, until the end of this Adventure, the rain reduces the maximum Range of all Agility Skills, Wisdom Skills, Focus Abilities that aren't Weapon Attacks, and Consumable Items to 1 area away, maximum (1 blue square). The same applies to Multi-Colored Skills activated with Agility cubes or Wisdom cubes.

Then, you may continue to play the Adventure.



- **#092 – A dance between air and fire**

...however, that is not the right combination. Magically manifesting outside their crystalline receptacles, air and fire take over the hall and engage in a frenetic dance. From this, dense curtains of smoke emerge, which make breathing a real test of resistance.

First, you must activate the **Dreadful Raid** Special Mechanic card to see if your misstep has drawn undesired attention (this is a special activation, do not move the Initiative Marker to it).

In addition, until the end of this Adventure, whenever a Hero takes a Reaction or an Interrupt, after resolving its effects and taking their Unwilling Recall Action (if they must), they suffer **FATIGUE 1**. This effect penetrates any kind of immunity a Hero might have.

Then, you may continue to play the Adventure.



- **#093 – A dance between air and fire**

And turns out you are right! As soon as you put the right crystals in the hands of the statues, the Elvish writing shines even brighter and, magically, the doors vanish. Spiral staircases sprawl in front of you, and although the Darkness has already taken over their walls, you would rather take your chances going up towards the surface than staying down here.

Read **“End of the Adventure – The Climb”** on page 63.



- **#094 – A dance between earth and water**

And turns out you are right! As soon as you put the right crystals in the hands of the statues, the Elvish writing shines even brighter and, magically, the doors vanish. Spiral staircases sprawl in front of you, and although the Darkness has already taken over their walls, you would rather take your chances going up towards the surface than staying down here.

Read **“End of the Adventure – The Climb”** on page 63.



• **#095 – A dance between earth and water**

...however, that is not the right combination. Magically manifesting outside their crystalline receptacles, earth and water take over the hall and engage in a frenetic dance. From this, to your despair, another tidal wave emerges, as if natural catastrophe was the only thing the stars had prepared for you today.

First, if Map tile B1-B is on the board, you must remove all Darkness tiles that are on it and replace it with Map tile APOB4-B. If it isn't, just carry on to the next effect.

Next, all Heroes on Maps APOB4-B and APOC4-B must make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube they have grants a +2 bonus to their roll. All Heroes who fail this challenge take 2 non-preventable damage, lose any remaining movement points from their current move action (if they are taking one), and suffer **KNOCK DOWN**. Monsters and Pets are hit by the wave without being able to defend themselves.

Then, you may continue to play the Adventure.



• **#096 – A dance between earth and fire**

...however, that is not the right combination. Magically manifesting outside their crystalline receptacles, earth and fire take over the hall and engage in a frenetic dance. From this, a real hell emerges and spits fire and lava everywhere, trying to prevent you from getting to the door.

Remove all Darkness tiles that are on Map tile APOB4-B and replace it with Map B1-B. Each character that was on it takes 2 non-preventable damage and **BURN 2** (this BURN is due to the Lava terrain).

Then, you may continue to play the Adventure.



• **#097 – A dance between earth and fire**

...however, that is not the right combination. Magically manifesting outside their crystalline receptacles, earth and fire take over the hall and engage in a frenetic dance. From this, a real hell emerges and spits fire and lava everywhere, trying to prevent you from getting to the door.

Remove all Darkness tiles that are on Map tile APOB4-B and replace it with Map B1-B. Each character that was on it takes 2 non-preventable damage and **BURN 2** (this BURN is due to the Lava terrain).

Then, you may continue to play the Adventure.



• **#098 – Learn about the Shadow War**

Curious about all of the representations of Elves, Dwarves, and Draconians, you choose to learn about the Shadow War.

If there are no tokens on the Rune card and you are carrying a **Soul Shard** token, discard it from your board and place it there. When the Initiative Marker reaches that card, after resolving it, discard that token and read **“Cutscene – The Shadow War”** on page 62. If you don't have a **Soul Shard**, or if there is one on the Rune card already, if this is the first time a Hero interacts with this scene during this round, you gain **FOCUS 2**. Otherwise, nothing special happens.

Then, you may continue to play the Adventure.



• **#099 – Learn about the Fangs Riot**

Instigated by the confrontational name of this event and by the dramatic representation it received, you choose to learn more about the Fangs Riot.

If there are no tokens on the Rune card and you are carrying a **Soul Shard** token, discard it from your board and place it there. When the Initiative Marker reaches that card, after resolving it, discard that token and read **“Cutscene – The Fangs Riot”** on page 61. If you don't have a **Soul Shard**, or if there is one on the Rune card already, if this is the first time a Hero interacts with this scene during this round, you gain **FOCUS 2**. Otherwise, nothing special happens.

Then, you may continue to play the Adventure.



• **#100 – Learn about the Exodus of the Promised**

Intrigued by the epic narrative that this tale offers, you choose to learn about the Exodus of the Promised.

If there are no tokens on the Rune card and you are carrying a **Soul Shard** token, discard it from your board and place it there. When the Initiative Marker reaches that card, after resolving it, discard that token and read **“Cutscene – The Exodus of the Promised”** the Rune card already, if this is the first time a Hero interacts with this scene during this round, you gain **FOCUS 2**. Otherwise, nothing special happens.

Then, you may continue to play the Adventure.



- **#101 – Take the staff**

Possessing a natural affinity for the mystical universe, many Elves are known for studying magic in depth and becoming great conjurers. It's not for nothing that they are reputed to have taught the Art to the Humans. With so much grandeur behind the Elves' talent, you can't pass up the opportunity to become the owner of a staff made by them.

Take the **Masterpiece Staff** card from the Adventure deck.

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



- **#102 – Search the large chest**

Imagining how many things could be stored in a chest like this, you can't help but open it. Although it has been abandoned for centuries, the Elvish-crafted hinges don't even squeak when the lid is opened. Inside there are plenty of potions, scrolls, and books. This is certainly the cache of some scholar of the magic ways.

Draw Chest cards until you find a card with the Potion subtype. Keep that card and shuffle all the others back into the deck. Then, do the same until you draw a card with the Scroll subtype. You may immediately use or rearrange any Consumable Items you have before having to discard them due to your bag limit.

Finally, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



- **#103 – Search the lockbox**

Imagining that the treasures of greater value and lesser volume, such as jewels, gems, and other accessories, would be stored in small fortified boxes like this, you search the lockbox. But it is locked, though there seems to be no lock on it. Realizing it weighs almost nothing, you take it with you, imagining you can find a way to open it later.

Choose a Spoils of the Veteran Equipment (Standard quality) and roll the d20. If you roll 15 or less, just keep that card as it is. However, if you roll 16+, keep that card and improve it immediately (for free).

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



- **#104 – Leave the objects as they are**

Suspicious about chance's generous offer, you prefer not to risk it and just walk away, flirting with treasures you don't dare take.

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#105 – Take the Elvish doublet**

There was plenty of praise for the Elvish armorers in the Darenian Chronicles. However, there was only timid mention of their tailors. It is true these people made steel armor that was light and strong at the same time, but they also innovated in sewing with the creation of magiweave. Faced with such a precious piece made of silk, leather, and charms, you have no choice but to take it for yourself.

Take the **Masterpiece Armor** card from the Adventure deck.

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



• **#106 – Try to decipher the glowing runes**

Wary of the glowing runes on the walls, you give them a bit of your attention. The writing is Elvish, but the words, though similar to those you know, form sentences that do not make any sense.

Make a Wisdom (blue) Skill Challenge of Difficulty 20. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Mystics**, this Challenge is successful without the need to roll.

FAILURE: *...and after frying your brain trying to understand them, you accept your ignorance and give up, hoping there is nothing important written there. Although you know the Elvish language well because the common dialect derived from it, their ancient language was very different since it was conceived to befit creatures of great wisdom and power, not mere mortals.*

You gain **FOCUS 2**.

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.

SUCCESS: *...but your skills prove true! This language was still High-Elvish, the language spoken by the first people of Daren, long before the changes brought about by its transition into the common language. Correctly abbreviating the long, convoluted words, you discover that the writings make up a **Glyph of Protection**—a trap that would never catch you by surprise.*

First, you gain **FOCUS 2**.

Next, write down the **"Glyph Unraveled"** Status on your Campaign Log.

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



• **#107 – Look for a blade**

If there is one thing the elves were always remembered for, it was definitely their skill in craftsmanship. Taking advantage of the opportunity, you examine the swords stored on the rack, looking for one that might suit you. One of them in particular meets your expectations.

Take the **Masterpiece Blade** card from the Adventure deck.

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



• **#108 – Take the bow and quiver**

Archery is a sport at which the Elves are recognized for their excellency among other peoples, and naturally, the bows made by them would be equally impressive. Searching for a bow that might be suitable, you are glad to find one that seems to have been made for you.

Take the **Masterpiece Bow** card from the Adventure deck.

Then, if you removed the last Interaction token here, go to Resolution #109. Otherwise, if this wasn't the last Interaction, nothing else special happens and you may continue to play the Adventure.



• **#109 – Right, I knew this would happen...**

Despite taking advantage of the treasures at your disposal, you are wary; Things are never given this easily. Suddenly, as if reading your mind, the runic writings start to shine brighter and an annoying buzz reaches your ears. In the blink of an eye, the pieces disappear, and it is then you know for sure you are in trouble.

If any Hero has the "Glyph Unraveled" Status written on their Campaign Log, go to Resolution #110. Otherwise, if no Hero has it, read the Resolution below:

...not knowing what to do, you hesitate for an instant as the blinding brightness takes over the hall, robbing you of your vision. After that, the floor under your feet crumbles as if it were a sand brick, opening up a pit below you.

First, remove all objects on Map tile APOB5-B and replace it with Map B4-F.

Next, the Party Leader replaces each Character and Object on it as they see fit. Each Character replaced in this way takes 2 non-preventable damage, **KNOCK DOWN**, and **BLEED 2** (the BLEED is due to the Spiked terrain). Place on the Initiative Track any Runes removed this way.

Then, you may continue to play the Adventure.



- **#110 – That was close!**

The Glyph of Protection’s magic shines before your eyes and you know you have no time to lose. Remembering the safe word, you utter, loud and clear: “Falafel!” Heeding your command, the lights dim and disperse, the runic writing fading. Finally, coming from who knows where, a crystal full of energy jumps into your hands.

Take two **Soul Shard** tokens.

Then, you may continue to play the Adventure.



- **#111 – An interesting collection**

...but that was not all. Left there unpretentiously, a collection of cubes and spheres wait to be picked up. Could they be the key to that door? Inside each crystal, a different element shakes violently, as if it was alive. The cubes hold air and earth, while the orbs hold fire and water. Luckily, the possible combinations are few.

Write down the **“Element Collection”** Status on the Story Record.

Then, you may choose one Resolution for this Interaction as normal.



- **#112 – You take credit for the victory**

Considering yourself as victorious as whoever delivered the final blow to the Plague Horseman, you narrate to the Valkyrie the details of a battle you never fought. But she does not doubt your story for a single moment: “Umbral is lucky to have you. We all are, I suppose.” She places her hand on your shoulder. “Now, don’t you stay locked away withering in this place. Go outside for a bit. Meet the people you saved. They admire you as much as I do,” Demera finishes by saying that you can’t deny that you like all this hero attention.

First, your party advances one step on the **Tragedy** Legacy Trail.

Next, write down the **“Beautiful Lie”** and the **“Impostor”** Outcomes on the Story Record. As long as your party has the latter (*Outcomes are removed only when instructed*), whenever a Hero is Knocked Out, they also receive 1 Curse Cube. This Curse effect pierces any kind of immunity your Hero might have.

Then, you may continue to read the Interlude.



- **#113 – You undo the misunderstanding**

You could never take credit for something you didn’t do. Realizing the misunderstanding, you explain to Demera that you failed your task, but someone else has done it for you. “Oh, I see...” she takes it in. “I fear our hidden Hero wasn’t as lucky as you, though. We haven’t found anyone else near that tower besides you,” Demera finishes, putting her hand on your shoulder. “Don’t be so hard on yourself. You stood your ground and fought as bravely as you could. It’s all anyone could ever ask of you.”

First, your party advances one step on the **Heroism** Legacy Trail.

Next, write down the **“Truthful”** Outcome on the Story Record. As long as your party has it (*Outcomes are removed only when instructed*), Heroes hit with ✕ and succeed on Skill Challenges whenever they roll 1 on the d20. Each Hero that also has a Class Ability that turns their natural 1 rolls into ✕ hits also scores a Critical Hit on these attacks.

Then, you may continue to read the Interlude.



- **#114 – Ask how they ended up there**

Thinking about what to do, you ask the prisoners how they ended up there. “I don’t know!” Karsten tries to answer. “I just remember I was captured by a mass and everything went black. Then, getting hit here and there, as if I had fallen from a horse, and I ended up here. I fought as hard as I could and I almost freed myself before one of those things came up to me, touched the mass as if they were talking to it with their fingers, and all of a sudden, everything hardened and I couldn’t move anymore.”

First, you gain FOCUS 2.

Next, write down the **“Bricklayer’s Assistant”** Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#115 – Examine the prisoners**

Noticing they have few visible injuries, you decide to do a thorough inspection of these two. The brickwork imprisonment technique is impressive: There is no room to slip even a needle between the marbleized wall and the bodies of the prisoners—Which could be hiding many things.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Mystics**, this Challenge is successful without the need to roll.

FAILURE: ...and although you don't understand very well how it is possible, at least one thing you know for sure: the hardened Darkness is slowly killing the prisoners. Their clothes hide darkened skin where the blood vessels are constricted and the circulation is very compromised. The risk is not imminent, but this torture won't take long to lead to death.

First, you gain **FOCUS 2**.

Next, write down the **"Terrible Fate"** Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.

SUCCESS: ...and although you don't understand very well how it is possible, one thing gets your attention: the Darkness has contaminated these prisoners. Their clothes hide the skin where the corruption has spread, so much that it won't be long before a Creature of Darkness is born here. The destiny of these prisoners was sealed, one way or another.

First, you gain **FOCUS 2**.

Next, write down the **"Sealed Fate"** Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#116 – Try to take the sword from the wall**

Impressed by that hilt, you are dying of curiosity to know what kind of blade could measure up to it. So, you try pulling the sword from the stone.

Make a Strength (yellow) Skill Challenge of Difficulty 21. Each Melee cube you have grants a +2 bonus to your roll. If you follow the **Path of Devotion**, this Challenge is successful without the need to roll.

FAILURE: ...but, even though you use all your strength, as if you believed that pulling it out would make you the new King of Amira, the sword does not come out. Even when you

put your two feet against the wall, risking serious injury in the process, the weapon doesn't even budge.

You gain **FOCUS 2**.

Then, you may continue to play the Adventure.

SUCCESS: ...as if you were destined to have it, as soon as you seize the sword handle and give it the first pull, it slides out of the marble as if it were stuck in a slab of butter. As you imagined, the blade was forged with singular expertise and charm. It is as incredible as it promised to be.

Take the **Gil Garoth's Sword** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#117 – Try to dig out the stonework**

Moved by the suffering of the prisoners, you decide to try to free them. Destroying the hardened Darkness seems to be the easiest solution, however it takes only one hit for both of them to complain: "Please, stop!" Lena Hölscher, the ranger, complains. "When you hit the stone, it's us and not it who feel the pain!" Cracks appear right at the first blow, but should you go on like this?

You find yourself in a personal dilemma: The brickwork can be destroyed, but that will hurt the prisoners somehow. If you want to keep destroying the wall, go to Resolution #119. Otherwise, read the Resolution below:

...you conclude you shouldn't. You realize that the walls look a lot like marble, but they are as resistant as glass. Although you are capable of destroying it, it is connected to the prisoners somehow, and doing so could also cause their deaths. It won't be by using brute force that you will get them out of there. That is, if there even is a way of getting them out alive.

If your party has the **"Bricklayer's Assistant"** Status noted on the Story Record, go to Resolution #120. Otherwise, write down the **"Empathetic"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever a Hero from your party receives a Curse Cube, you may take it instead (*you may choose individually if they receive more than one from a single effect*).

Then, you may continue to play the Adventure.



- **#118 – Put an end to their misery**

You know that a quick, clean death is more humane than a slow, agonizing one. You are sorry, but you make the painful decision of putting an end to the suffering of the prisoners. To your surprise, both warriors accept their fate without questioning. This was the way the best of Hel were taught since their youth. To them, death is not the end for those who did it fighting. It was just an invitation to feast among the Valkyries in their own version of the Spirit Realm.

First, you gain FOCUS 2.

Next, if your party has the **“Sealed Fate”** Status noted on the Story Record, write down the **“Veteran's Sorrow”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you miss a ✕, you may: SELF, CURSE 1. If you do, the attack hits instead.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



- **#119 – Freedom would make up for the pain**

...you conclude that lasting freedom would make up for pain suffered momentarily, and you go on. With each new blow, the prisoners scream in pain, again and again, in a terrifying, inhuman manner. In the end, the walls give way to your power and the spoils that it held spread across the floor, alongside the bodies of the wounded warriors who, sadly, did not survive the process.

First, you gain FOCUS 2.

Next, if your party has the **“Terrible Fate”** Status noted on the Story Record, write down the **“Heartbroken”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you roll 5 or less on the d20 when making an Accuracy check, the ✕ misses whether your bonus to HIT would be enough to make it hit.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



- **#120 – But there must be another way...**

Remembering Karsten's words, you realize you missed something important: the brickwork was built with the help of a Creature of Darkness. Reflecting on this, you touch the black marble, repeating the gesture made by the monster and hoping that you can soften the mass the same way it had hardened it. Are you capable of that? Should you be?

First, write down the **“Exquisite Attunement”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you take the **“Tie-Breaker Special Rule”** Action, you gain both FOCUS 1 and CLEANSE 1 instead of choosing one of them.

Next, check if you have less than five Curse Cubes. If you do, take Curse Cubes until you have at least five of them (If you have five or more, there is no need to do so). You gain that same amount of FOCUS.

Then, read **“Cutscene – A Liberating Moment”** on page XX.



- **#121 – Ask it why it keeps scavenging**

“Isn't that what all living things do?” it answers you as if inviting you for philosophical debate. “I search for that which I'm destined to find. I don't know what it is, but I know it will hurt the Darkness. Otherwise, it wouldn't bother trying to destroy me,” it explains, spilling out words that don't say much. It was difficult not feeling like you were talking to Tharmagar once again.

You are faced with a dilemma: Scavenger has answered your question and now waits for the courtesy of leaving peacefully. As a group, you can decide not to trust it and attack it. If you do, go to Resolution #125. Otherwise, if you want to let it go, read the Resolution below:

You lower your weapons, signaling that you no longer see Scavenger as an enemy, relieving a bit of the tension in the encounter. Without saying another word, it passes by you, not threatening you in any way. Despite this friendly attitude, its dark nature does not stay hidden: the mysterious figure disappears behind a wall, opening a hole in the brickwork just by wishing.

First, write down the **“Exquisite Friends”** Outcome on the Story Record.

Next, write down the **“Gold Digger”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Monster is defeated for the first time in a round, it drops a Loot token.

Then, read **“End of the Adventure – The Reckoning”** on page XX.



- **#122 – Ask what it can offer you for letting it go**

“You’ve done me a courtesy, so I’ll give you something you want in return. This is a language all peoples understand and respect,” it answers, revealing a small collection of trinkets it keeps in its robes: Jewels with golden filigree, blades forged by craftsman of the past, and arcane materials for every taste. The creature has incredible treasures, and is willing to trade.

Take the four **Scavenger's Shop** cards from the Adventure deck. As a group, you can choose one of these cards and give it to one of the Heroes in your Party.

Then, you are faced with a dilemma: Scavenger has offered you loot and now waits for the courtesy of leaving peacefully. As a group, you can decide not to trust it and attack it. If you do, go to Resolution #125. Otherwise, if you want to let it go, read the Resolution below:

You lower your weapons, signaling that you no longer see Scavenger as an enemy, relieving a bit of the tension in the encounter. Without saying another word, it passes by you, not threatening you in any way. Despite this friendly attitude, its dark nature does not stay hidden: the mysterious figure disappears behind a wall, opening a hole in the brickwork just by wishing.

Write down the **“Exquisite Friends”** Outcome on the Story Record.

Then, read **“End of the Adventure – The Reckoning”** on page 67.



- **#123 – Ask it why the monsters were attacking it**

“They wanted to destroy me. Why else would it be?” it gives you an obvious answer, but is very serious about it. Its words don’t carry tone or emotion, as if life was made solely of logical decisions and conclusions. Thus, the question remains. Did the creature not notice what it was? At the risk of sounding rude, you emphasize your point. “No, I’m not one of them. I don’t hear the voice,” it concludes simply, with no further explanation.

You are faced with a dilemma: Scavenger has answered your question and now waits for the courtesy of leaving peacefully. As a group, you can decide not to trust it and attack it. If you do, go to Resolution #125. Otherwise, if you want to let it go, read the Resolution below:

You lower your weapons, signaling that you no longer see Scavenger as an enemy, relieving a bit of the tension in the encounter. Without saying another word, it passes by you, not threatening you in any way. Despite this friendly attitude,

its dark nature does not stay hidden: the mysterious figure disappears behind a wall, opening a hole in the brickwork just by wishing.

First, write down the **“Exquisite Friends”** Outcome on the Story Record.

Next, write down the **“Back-to-Back”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), all Heroes in your party gain the WARDEN trait.

Then, read **“End of the Adventure – The Reckoning”** on page 67.



- **#124 – Ask if the name it mentioned is the Horsewoman’s**

“Mil’khemett? Yes. This is what she’s called in the language of the Varatash.” This is news to you. The Varatash Knights have names! Does that mean they used to be people? “Yes, they were humans once, but the Darkness took over their bodies a long time ago, and all you see now are shadows of what they used to be. They all belonged to the same people, those who came from a world where the land seemed to dominate the landscape, but the seas were endless.”

You are faced with a dilemma: Scavenger has answered your question and now waits for the courtesy of leaving peacefully. As a group, you can decide not to trust it and attack it. If you do, go to Resolution #125. Otherwise, if you want to let it go, read the Resolution below:

You lower your weapons, signaling that you no longer see Scavenger as an enemy. Without saying another word, it passes by you, not threatening you in any way. Despite this friendly attitude, its dark nature does not stay hidden: the mysterious figure disappears behind a wall, opening a hole in the brickwork just by wishing.

First, write down the **“Exquisite Friends”** Outcome on the Story Record.

Next, write down the **“Deep Understanding”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero takes a Willing Recall Action, they may immediately take an additional Cube Action before ending their turn.

Then, read **“End of the Adventure – The Reckoning”** on page 67.



- **#125 – You can't just let it go**

Seeing through the eloquence of the mysterious figure, you see the Creature of Darkness that it really is and stand firm in your position. If mindless minions are already dangerous, imagine a creature that can think, speak, and act like a person. "I'm disappointed, but not surprised," Scavenger says after noticing your hands reaching for the hilts of your weapons. "Violence is the consequence of impotence."

First, write down the **"No Quarter Given"** Outcome on the Story Record.

Next, flip the Cohort **Scavenger** card on the Initiative Track (note that his Rune position will change). He is now a Scenario Commander with **CP 2+(2xP)**. Do not forget to draw his hand of Commander Attack cards (one card per Hero playing the Adventure).

Then, end the current turn and return the Initiative Marker to the first card on the Initiative Track, starting a new round from there (do not take any turns from cards you skipped this way).

Finally, when **Scavenger** is defeated, the Party Leader shuffles all the remaining **Scavenger's Shop** Adventure cards and draws two of them. Distribute these cards to the party and return the rest to the box.

ENDGAME TRIGGER

At last, when **Scavenger** is defeated, read **"End of the Adventure – The Reckoning"** on page 67.



- **#126 – Search for the Phylactery directly**

Making use of a trump more reliable than the intentions of a desperate people, you look for the Horsewoman's Phylactery instead of responding to her taunts. Nevertheless, contrary to what Yithzak said and what you saw in Umbral, the emerald sun doesn't seem to be here. Is that really possible? Such a bitter surprise costs you dearly, for, bewildered, you stutter as you address the survivors to reaffirm their loyalty.

The Party Leader makes a Wisdom (blue) Skill Challenge of Difficulty 30. Each Wisdom cube they have grants them a +2 bonus to their roll. Also, for each of the following Outcomes: **"Hellscarian Ally"** and/or **"Umbralian Ally"** your party has noted on the Story Record, the Party Leader also gains a +10 bonus to their roll.

FAILURE: ...And the decisive speech of this battle fails to move your audience. You show an insecurity that was only momentary, but even those you imagined to be by your side ended up persuaded by your enemy's tempting proposal. You thought logically and planned a good strategy, but underestimating the power of words was a mistake.

First, if your party has the **"Hellscarian Ally"** or **"Umbralian Ally"** Outcomes noted on the Story Record, erase them.

Next, write down the **"Improvisation Time"** Status in their place. As long as your party has it (**Statuses are removed during the next Camp Phase**), whenever a Hero defeats a Minion, they gain either FOCUS 1 or CLEANSE 1.

Then, carry out the **"Additional Preparation – Allegiances"** on page 71.

SUCCESS: ...However, the Hero of Daren conveys solidity even through weak words. The Horsewoman's proposal may have been tempting, but the survivors know that the difference between them is not so great as to justify the support of an invader from another world in a fight against their Hero. Thus, united as Darenians once again, you prepare yourselves for the decisive battle for Gil Garoth.

First, write down any of the following Outcomes that are not already noted in the Story Record: **"Hellscarian Ally"** and/or **"Umbralian Ally"**.

Next, if you didn't write any Outcomes (because the Party already had both), write down the **"Until the End"** Status instead. As long as your party has it (**Statuses are removed during the next Camp Phase**), whenever a Hero takes the **Tie Breaker Special Mechanic** action, the War Horsewoman loses 2 Health per Rune removed.

Then, carry out the **"Additional Preparation – Allegiances"** on page 71.



• **#127 – Beg the two peoples not to fall into temptation**

You know the Horsewoman’s promised peace carries great weight, whether it is true or not. You try to remind the survivors that the fight here is not for the province of Gil Garoth, but for the sovereignty of all Daren and for the life of its people. It is us against them. Simple as that. However, motivated by the hatred that was instilled into them, Hellscarians and Umbralians both ponder their choices.

The Party Leader makes a Wisdom (blue) Skill Challenge of Difficulty 20. Each Wisdom cube they have grants them a +2 bonus to their roll. Also, for each of the following Outcomes: **“Hellscarian Ally”** and/or **“Umbralian Ally”** your party has noted on the Story Record, the Party Leader also gains a +10 bonus to their roll.

FAILURE: *...And in the end, the rivalries cultivated in the arid lands of this plateau speak louder. Even though they have to live with an alien fortress that would serve as a constant reminder of defeat, a sort of reverse pillage, the survivors prefer submitting themselves to a deal with the villain over risking their chances with you.*

First, if your party has the **“Hellscarian Ally”** or **“Umbralian Ally”** Outcomes noted on the Story Record, erase them.

Next, write down the **“Improvisation Time”** Status in their place. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a Minion, they gain either FOCUS 1 or CLEANSE 1.

Then, carry out the **“Additional Preparation – Allegiances”** on page 71.

SUCCESS: *...Nevertheless, they aren’t fools. The Horsewoman’s proposal may have been tempting, but the survivors know that the difference between them is not so great as to justify the support of an invader from another world in a fight against their Hero. Thus, united as Darenians once again, you prepare yourselves for the decisive battle for Gil Garoth.*

Write down any of the following Outcomes that are not already noted in the Story Record: **“Hellscarian Ally”** and/or **“Umbralian Ally”**.

Then, carry out the **“Additional Preparation – Allegiances”** on page 71.



• **#128 – Reaffirm your loyalty to the Umbralians**

You know the Horsewoman’s promised peace carries great weight, whether it is true or not. You find yourself forced to side with the Umbralians, even though this could result in the slaughter of the other side, because victory here, unfortunately, is more important than the existence of any one people. Thus, you ask for the help of the Condottieri, recognizing their sovereignty over this land.

If your party has the **“Umbralian Ally”** Outcome noted on the Story Record, go to Resolution #131. However, if the **“Hellscarian Ally”** Outcome is there but the **“Umbralian Ally”** is not, go to Resolution #132 instead. Otherwise, if neither of these Outcomes are there, read the Resolution below:

But that alone is not enough anymore, since the Umbralians are wary of your judicious approach.

The Party Leader makes a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube they have grants them a +2 bonus to their roll. If they follow the **Path of Mystics** or **Devotion**, this Challenge is successful without the need to roll.

FAILURE: *...And as incredible as it may seem, they would rather trust the promise of an invader from another world than your word, the Hero who bled side by side with them in the fight against the Plague Horseman. With a heavy heart, you prepare for a battle where you will face more friends than foes.*

Write down the **“Betrayed”** Status in the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a **Condottieri**, they gain either FOCUS 2 or CLEANSE 2.

Then, carry out the **“Additional Preparation – Allegiances”** on page 71.

SUCCESS: *...However, your loyalty and your support are more valuable to the Umbralians than the promises made by the enemy. Declaring their support, you prepare yourselves for a battle in which, with a heavy heart, you know you could be sealing the fate of the Hellscarian survivors.*

Write down the **“Umbralian Ally”** Outcome and the **“Umbralian Knight”** Status on the Story Record. As long as your party has this Status (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a **Dunedancer**, they gain either FOCUS 2 or CLEANSE 2.

Then, carry out the **“Additional Preparation – Allegiances”** on page 71.



• **#129 – Reaffirm your loyalty to the Hellscarians**

You know the Horsewoman’s promised peace carries great weight, whether it is true or not. You find yourself forced to side with the Hellscarians, even though this could result in the slaughter of the other side, because victory here, unfortunately, is more important than the existence of any one people. Thus, you ask for the help of the Dunedancers, recognizing their sovereignty over this land.

If your party has the **“Hellscarian Ally”** Outcome noted on the Story Record, go to Resolution #133. However, if the **“Umbralian Ally”** Outcome is there but the **“Hellscarian Ally”** is not, go to Resolution #134 instead. Otherwise, if neither of these Outcomes is there, read the Resolution below:

But that alone is not enough anymore, since the Hellscarians are wary of your judicious approach.

The Party Leader makes a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube they have grants them a +2 bonus to their roll. If they follow the **Path of Nature** or **Strength**, this Challenge is successful without the need to roll.

FAILURE: *...And as incredible as it may seem, they would rather trust the promise of an invader from another world than your word, the Hero who bled side by side with them when the rest of the continent turned their backs to the suffering of the desert. With a heavy heart, you prepare for a battle where you will face more friends than foes.*

Write down the **“Betrayed”** Status in the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a **Dunedancer**, they gain either FOCUS 2 or CLEANSE 2.

Then, carry out the **“Additional Preparation – Allegiances”** on page 71.

SUCCESS: *...However, your loyalty and your support are more valuable to the Hellscarians than the promises made by the enemy. Declaring their support, you prepare yourselves for a battle in which, with a heavy heart, you know you could be sealing the fate of the Umbralian survivors.*

Write down the **“Hellscarian Ally”** Outcome and the **“Desert Knight”** Status in the Story Record. As long as your party has the latter (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a **Condottieri**, they gain either FOCUS 2 or CLEANSE 2.

Then, carry out the **“Additional Preparation – Allegiances”** on page 71.



• **#130 – Challenge her to single combat**

Realizing what this battle is leading to, you risk a bold strategy and challenge the War Lady to single combat. “This is not a tournament, mortal. We are at war!” she cackles as if you had told the funniest of jokes, ignoring your knightly conduct. “However, I won’t refuse, because I don’t just want to defeat you, I want to make you an example for your ilk.” She accepts your challenge, taking her position on the other side of the arena. Will she rise to the occasion and be a good entertainment for herself?

You and the War Horsewoman are engaged in single combat, and its resolution, mechanically speaking, needs to be done carefully. Follow the guidelines below and proceed to the appropriate resolution afterwards:

- At this point, you will manipulate the number of Runes on the Initiative Track and the AC and Curse Cubes of the Party Leader. At the end of this process, leave them as these effects have altered them.
- Treat any orange Runes as if they were yellow.
- Disregard any gray Runes (but do not remove them from the Initiative Track).
- For each Rune on the Initiative Track, the Party Leader must Expend 1 AC matching that Rune’s color in order to return the Rune to the bag, or take a Curse Cube to return a Rune that they don’t have an AC to match.

If the Party Leader runs out of AC and there are still Runes to be returned to the bag, they cannot take a Recall Action to recover cubes and continue the fight, but they can still take Curse Cubes to return Runes of any color to the bag if they can hold them without being defeated. When the Party Leader is finally done with this (if they would be defeated by taking the next Curse Cube or all Runes have been returned to the bag) continue to the possible results:

- If the Party Leader manages to return all orange, green, red, and blue Runes on the Initiative Track without being defeated (by taking the last Curse Cube they can hold), read **“Cutscene – The Great Triumph”** on page 70.
- Otherwise, if the Party Leader would be defeated by receiving the last Curse Cube they could hold, and there are Runes other than grey Runes left on the Initiative Track, do not take it and read **“Cutscene – The Final Hour”** on page 70 instead.



- **#131 – And you were with them from the beginning**

...and they know they can trust you, for ever since this hell began, you've bled side by side with them, staying faithful to your principles of preserving Daren's sovereignty, but without forgetting your Umbralian friends. Putting themselves at your service, the Condottieri prepare for the final battle for the fate of Gil Garoth.

First, if the **"Hellscarian Ally"** Outcome is noted in the Story Record, erase it.

Next, write down the **"Umbralian Knight"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a **Dunedancer**, they gain either FOCUS 2 or CLEANSE 2.

Then, carry out the **"Additional Preparation – Allegiances"** on page 71.



- **#132 – But can they trust a traitor?**

"But wasn't it you who condemned daViggo and declared support to the Dunedancers to the detriment of the people who welcomed you with open arms in retirement? Now you want us to listen to someone with two faces?" one of the Condottieri questions you, warily. Needless to say, the Hellscarians, in turn, feel betrayed by your sudden change of affiliation. All of a sudden, the War Horsewoman's promise has proven to be the only one both peoples could trust.

Erase the **"Hellscarian Ally"** Outcome from the Story Record.

Then, carry out the **"Additional Preparation – Allegiances"** on page 71.



- **#133 – And you were with them from the beginning**

...and they know they can trust you, for ever since this hell began, you've bled side by side with them, staying faithful to your principles of preserving Daren's sovereignty, but without forgetting your Hellscarian friends. Putting themselves at your service, the Dunedancers prepare for the final battle for the fate of Gil Garoth.

First, if your party has the **"Umbralian Ally"** Outcome noted on the Story Record, erase it.

Next, write down the **"Desert Knight"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero defeats a **Condottieri**, they gain either FOCUS 2 or CLEANSE 2.

Then, carry out the **"Additional Preparation – Allegiances"** on page 71.



- **#134 – But can they trust a traitor?**

"But wasn't it you who condemned Fahatma's student and declared support to those dirty men in detriment of the people who suffered with you in the desert? Now you want us to listen to someone with two faces?" one of the Dunedancers questions you, warily. Needless to say, the Umbralians, in turn, feel betrayed by your sudden change of affiliation. All of a sudden, the War Horsewoman's promise has proven to be the only one both peoples could trust.

Erase the **"Umbralian Ally"** Outcome from the Story Record.

Then, carry out the **"Additional Preparation – Allegiances"** on page 71.



- **#135 – But today is your day**

The Horsewoman was only belittling herself by maintaining her boastful pose, which doesn't scare you anymore. You were defeated in the battle for the plateau and forced into a journey through the underground, but that only made you stronger. And the survivors notice this. You are their Hero and will do anything to vanquish the enemy before turning against your people. Ashamed by their hesitation and the rivalry they've cultivated, Condottieri and Dunedancers both pledge loyalty to the Darenian cause and, together for the first time, you prepare for the final battle for Gil Garoth.

First, write down any of the following Outcomes that are not noted in the Story Record: "Hellscarian Ally" and/or "Umbralian Ally".

Next, take five orange, green, red, and blue Runes (a total of 20) from the bag and place them on the Initiative Track.

Then, carry out the "Additional Preparations – Allegiances" on page 71.



- **#136 – But this wasn't her first defeat**

You aren't afraid of her, because you have already beaten her in the battle for the plateau, and now you've beaten her again. She isn't a match for you and everyone there can see it. "You will die here, Hero, even if it's the last thing I do!" she swears vengeance, holding up her hands to absorb the surrounding Darkness. The energy is so strong that the fortress shakes again, as even the black mass in the brickwork is being dredged by her. Inspired by your example and, at the same time knowing that your defeat would mean the fall of Gil Garoth, Hellscarians and Umbralians put their differences aside and finally join you. United as Darenians for the first time, you prepare for the final battle for Gil Garoth.

First, write down any of the following Outcomes that are not noted in the Story Record: "Hellscarian Ally" and/or "Umbralian Ally".

Next, take five orange, green, red, and blue Runes (a total of 20) from the bag and place them on the Initiative Track.

Then, carry out the "Additional Preparations – Allegiances" on page 71.



- **#137 – Maybe you are no match...**

...Once again, the Horsewoman has beaten you. You were defeated in the battle for the plateau and forced into a journey through the underground that proved to be constructive, but in the end you still don't measure up to her. However, the example of your courage and perseverance has prevailed and the survivors notice this. You are their Hero and will do anything to vanquish the enemy before turning against your people. Ashamed by their hesitation, Condottieri and Dunedancers forget about their differences for a moment and join forces to help you. To hell with single combat! You slap your hand and prepare for the next round.

First, write down any of the following Outcomes that are not noted in the Story Record: "Hellscarian Ally" and/or "Umbralian Ally".

Next, take four orange, green, red, and blue Runes (a total of 16) from the bag and place them on the Initiative Track.

Then, carry out the "Additional Preparations – Allegiances" on page 71.



- **#138 – This time you can't do it**

...And now, having all her power, the Horsewoman has bested you. "As I said, Hero, do not confuse luck with skill," she brags while having you at her mercy. "Warriors of Hellscar and Umbral, I present to you your broken champion! He is ready for slaughter, but I won't take this honor from you. My offer still stands. Who amongst you will claim the laurels of this victory?" She instigates the survivors as if the duel was already finished. But you don't care anymore. To hell with single combat! Pulling yourself up again, you address the crowd one last time and invite them to join in a new round for the fate of Gil Garoth. Will they follow a beaten Hero?

First, each Hero gains FOCUS 2.

Next, take four orange, green, red, and blue Runes (a total of 16) from the bag and place them on the Initiative Track.

Then, carry out the "Additional Preparation – Allegiances" on page 71.



- **#139 – Ask what is going on here**

Holding back the urge to vomit, you ask these people what is going on. “Why are you asking? What do you want?” The father answers with sweat running down his temples. “This was all we could find for two days! We need it!” he confesses, fumbling in his words and his gestures. Your suspicions are confirmed. But at least one thing you know for sure: that butchered member was not taken by force.

First, you gain FOCUS 2.

Next, this Resolution becomes unavailable.

Then, you may continue to play the Adventure.



- **#140 – Hit the blade to disarm the father**

Drawing your weapon with a swift flourish, you hit the blade and knock it away. It skitters into the darkness far from you. Unleashing a scream of pain, the man gathers with his family, babbling in outrage: “Ok, ok! Take it if you want! But I beg you, leave us at least a bit. The hand, so we can make bone soup!” Your heart sinks when you realize they have misunderstood your intentions.

First, you gain FOCUS 2.

Next, write down the Status “Disarmed Father” on the Story Record. Moreover, the Resolution “#141 – Hit the father to stun him” as well as this one become unavailable.

Then, you may continue to play the Adventure.



- **#141 – Hit the father to stun him**

Feeling threatened, you hit the man with the back of your hand, hoping that a strong enough blow can knock him out before his despair turns him into a danger for both of you.

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have grants a -2 penalty to your roll. If you follow the Path of Strength, this Challenge has failed without the need to roll.

FAILURE: *However, your blow is too strong for such a fragile body to bear. Whirling around disoriented, the man trips over a loose board and falls headlong into a sharp corner. Moments later, the high-pitched screams of the newly widowed woman pierce the silence of the night as a crimson stain grows across the floor towards her and her children.*

First, you gain FOCUS 2.

Next, remove this Interaction token.

Then, read “Special Event – Cry Wolf” on page 81.

SUCCESS: *You apply the right amount of force in the blow and the fragile man stumbles back and falls face down on the table, stunned. The rest of the family promptly runs to his aid, trying to protect him from you. “Take the meat if you want, but please leave us alone!” the mother pleads, making your heart sink when you realize they have misunderstood your intention.*

First, you gain FOCUS 2.

Next, write down the “Aggressive Negotiations” Status on the Story Record. Moreover, the Resolutions “#140 – Hit the blade to disarm the father” and “142 - Put your hands up and ask for calm” as well as this one become unavailable.

Then, you may continue to play the Adventure.



- **#142 – Put your hands up and ask for calm**

Trying to undo the bad impressions caused by chance, you raise your hands and ask for calm.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Devotion**, this Challenge is successful without the need to roll.

FAILURE: *Realizing the family's hesitation, you restate your request in an even softer tone, but their despair is too great and they have become so used to violence that they cannot trust your good intentions.*

If your party has the **"Disarmed Father"** Status noted on the Story Record, go to Resolution #144. Otherwise, read the Resolution below:

Giving in to despair, the father catches you off guard and does what everyone else he has encountered in recent days would have done to him: he stabs you. However, as soon as the blade penetrates you, he realizes the bad example he has set, drops the weapon, and with bloodied hands, he kneels before you. "For... Forgive me! I didn't mean to! I didn't mean to!"

First, you gain **FOCUS 2** and take **3 non-preventable damage**.

Next, write down the **"Grievous Wound"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Recall Action: You suffer **BLEED 4**. This **BLEED** overcomes any kind of immunity your Hero might have.

Then, the Resolutions **"#140 – Hit the blade to disarm the father"** and **"#141 – Hit the father to stun him"** as well as this one become unavailable.

Finally, you may continue to play the Adventure.

SUCCESS: *Recognizing the family's hesitation, you restate your request in an even softer tone, managing to break through their hard shell. "The land was too dry! Those who escaped at the beginning of spring were lucky, but those who stayed have only seen things get worse. Even the monsters have reappeared, but they don't mind us. It seems like they know we're doomed anyway," the father narrates, sobbing.*

First, write down the **"Dried Tears"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Recall Action: You receive **CLEANSE 1**.

Next, the Resolutions **"#140 – Hit the blade to disarm the father"** and **"#141 – Hit the father to stun him"** as well as this one become unavailable.

Then, you may continue to play the Adventure.

- **#143 – Share your provisions**

Certain that hunger is the cause of this family's despair, you feel sorry for them and decide to help. After all, if it wasn't for the horse meat you carry, you would be suffering the same fate. Your journey keeps growing longer.

You now face a dilemma: As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker. On the one hand, you can hand over all the provisions you have and make sure the family has enough to get to Valarai. If you choose this, go to Resolution #145. On the other hand, you can hand over only part of what you have, giving them the chance to survive without putting your own life at risk. If you choose that, go to Resolution #146 instead.



- **#144 – Desperate, the man fights with his bare hands**

Giving in to despair, the father catches you off guard and does what everyone else he has encountered in recent days would have done to him: he attacks you. He doesn't really hurt you, as weak as he is, but the feeling of being strangled was unpleasant enough. You couldn't imagine, however, that by freeing yourself from his grasp you would knock him down in such a way that his head would fatally hit the corner of the table. Horrified, the newly widowed woman starts to scream.

First, you gain **FOCUS 2**.

Next, remove this Interaction token.

Then, read **"Special Event – Cry Wolf"** on page 81.



• **#145 – Moved, you hand over all your provisions**

You know they have a long way ahead of them, so you hand over your haversack with all your provisions to the matriarch of the family, explaining that there is enough for them to get to Valarai.

If your party has the **“Aggressive Negotiations”** Status noted on the Story Record, go to Resolution #147. Otherwise, read the Resolution below:

Suspicious, the woman hesitates to accept your offer, but she isn't in a position to refuse anything at that moment. As soon as she realizes your gesture is not a trap, she accepts the provisions and falls to her knees, crying in gratitude: Courtesy had left the riverine lands.

First, you gain FOCUS 2.

Next, write down the **“Scarce Provisions”** and the **“Insured Trip”** Outcomes on the Story Record.

Then, write down the **“Empathetic”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever a Hero from your party receives a Curse Cube, you may take it instead (*you may choose individually if they receive more than one from a single effect*).

Also, remove this Interaction token.

Finally, you may continue to play the Adventure.



• **#146 – Moved, you hand over some of your provisions**

You know they have a long way ahead of them, so you separate half of your provisions into a haversack and hand them over to the matriarch of the family, explaining that there is enough for a few days of traveling.

If your party has the **“Aggressive Negotiations”** Status noted on the Story Record, go to Resolution #147. Otherwise, read the Resolution below:

Suspicious, the woman hesitates to accept your offer, but she isn't in a position to refuse anything at that moment. As soon as she realizes your gesture is not a trap, she accepts the provisions and falls to her knees, crying in gratitude: Courtesy had left the riverine lands.

First, you gain FOCUS 2.

Next, write down the **“Uncertain Journey”** Outcome on the Story Record.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



• **#147 – Resentful, the woman is suspicious of your gesture**

After witnessing what you have done to her husband, the woman give you a sideways look. It is a subtle attack order disguised as distrust. Understanding her mother's cue, the eldest daughter takes advantage of you being off guard and stabs you in the back with a hidden knife. But she isn't very good at it and you could see her coming at you.

You find yourself in a personal dilemma: On the one hand, you could avoid the jab, which could make things spiral further out of control. If you choose this, go to Resolution #148. On the other hand, you could let her hit you and feign being knocked out in order to make the family comfortable. If you do that, read the Resolution below:

So, as if you had rehearsed it, the family robs you of all your supplies, while you agonize on the floor. The whole thing didn't take more than an arrow's flight and even the man, though stunned, played his part. More impressed than hurt, you let them leave thinking they bested you, because this way they have a chance of survival. The rest could be forgiven.

First, you gain FOCUS 2 and take 3 non-preventable damage.

Next, write down the **“Scarce Provisions”** on the Story Record.

Then, remove this Interaction token.

Finally, you may continue to play the Adventure.



• **#148 – You are just too fast to be caught like that**

Before the jab hits you, you drop the haversack and grab the girl by the wrist, blocking her attack. Frightened, she screams, thinking this will be her end, and that is all that was missing for the situation to go completely out of control. Still stunned, the father charges towards you. In fright, you move your outstretched hand so that the knife is between the two of you. The blade pierces deep into the man's chest, who collapses on top of you. Terrified, the newly widowed woman starts screaming, and in that moment, you know that this will not end well.

First, you gain FOCUS 2.

Next, write down the **“Burden of Guilt”** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Recall Action: You suffer INTIMIDATE 4. This INTIMIDATE overcomes any kind of immunity your Hero might have.

Then, remove this Interaction token.

Finally, read **“Special Event – Cry Wolf”** on page 81.



- **#149 – Reprimand the man for his selfish behavior and leave him alone**

Moved by the horrors you have witnessed during your journey, you can't hold back your urge to give him a piece of your mind, and you lecture him about the suffering in Daren. Disgusted by the coldness of this man in turning his back on his countrymen, you reject his request, leaving him to his own devices—which was his wish from the beginning. You won't be responsible for holding the blade that takes his life, but you won't be his savior either.

Write down the **"Scornful"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), if you would suffer only 1 point of damage from an Attack, you suffer no damage instead.

Then, you may continue to play the Adventure.



- **#150 – Ask for his provisions and instruct him to go back to Valarai**

Noticing leftovers everywhere, you hope there is something left and ask the man to share some with you. "Share with you? The Hero of Daren? The invincible champion of truth and justice? And what will become of me, the poor peddler, doomed to a long journey in order to survive?" he retorts so naturally, that you can't help but be surprised.

Feeling disgruntled, you find yourself in a personal dilemma: On the one hand, you can extort the man. If you choose this, go to Resolution #152. On the other hand, you can accept that he won't share his provisions with you. If you do that, read the Resolution below:

You can barely believe what you just heard. Surprise quickly turns to contempt as you digest what he said. Your disgust is such that you don't even want to pressure the man to change his mind or offer an escape route. If his selfishness is really so great as to make him this blind, surely there is no salvation for his soul, and so you leave him to his own devices.

Write down the **"Disgusted"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you Search a Chest, draw an additional card, choose one of those cards to keep, and put the other on the bottom of the Chest deck.

Then, you may continue to play the Adventure.



- **#151 – Ask for his provisions and convince him to fight alongside you**

Warning the man that his hideout has been revealed, you instruct him to gather the provisions he still has, because you both need to leave this place. Nevertheless, he is not pleased to hear of your plan for going to Fort Grayrock. "Are you crazy? All the riffraff went there on the day of the pitchforks and torches. If we even survive, I'm afraid of what they might do to us if we get there with provisions."

After he found out your destination, the man changed his mind and you find yourself in a personal dilemma: On the one hand, you can also change your mind and instruct the man to go to Valarai. If you choose this, go to Resolution #153. On the other hand, you could try to motivate the man to participate in the fight. If you do that, read the Resolution below:

Letting the peddler's meaningless complaints fall on deaf ears, you reaffirm to him the gravity of the situation. Having to deal with a few hungry survivors would be the least of your problems.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Mystics** or **Devotion**, this Challenge is successful without the need to roll.

FAILURE: "Hungry survivors? Maybe facing a so-called War Knight!?" he complains. You promptly correct the term: War Horsewoman, who is a Varataash Knight. "Oh, please, thrust this knife into my chest right now and end my misery!" The man has a knack for drama, and you realize you will be better off without him. After instructing the man to go to Valarai following the same way you came in, you move on.

Write down the **"Disappointed"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you roll 1 on the d20, you score a Critical Hit and then you may RECYCLE.

Then, you may continue to play the Adventure.

SUCCESS: By evoking logical arguments in favor of community survival, you touch the man's "heart." "Urgh! Alright. You're probably right. After all, you're the Hero of Daren, aren't you? The hot shot of this game?" he speaks metaphorically about the struggle for the continent. "Okay, lead the way, but afterwards, don't say I didn't warn you." He accepts your request, offering you a beautiful piece of smoked ham.

Recruit the Follower **Amsterd deHanse** into your party.

Then, you may continue to play the Adventure.



- **#152 – Force the man to share his provisions**

In disbelief at his attitude, you grab the man by the collar of his shirt and stare at him, restating your request in a much less pleasant tone.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Cunning** or **Strength**, this Challenge is successful without the need to roll.

FAILURE: *But the unexpected happens: With hands trembling in fear, the peddler pulls out a knife that was stuck in the barrel beside you and stabs you in the side. The blow wrings a cry of pain from you that reverberates through the ghost town, making you even angrier. Knocking the man out with a backhand slap, you prepare for a new round of problems.*

First, you gain **FOCUS 2**.

Next, write down the **"Grievous Wound"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Recall Action: You suffer **BLEED 4**. This **BLEED** pierces any kind of immunity you might have. If you already have this Aura, take a Trauma Cube instead (*this will remove both of these Auras*).

Then, open Door #03, prepare its Setup, and if the Monsters are Unaware, flip the Awareness token to the "Aware" face.

Then, your turn ends immediately and you may continue to play the Adventure.

SUCCESS: *...And coerced, the man yields to your intimidation. "Ok, ok! I still have a little smoked ham in there. I think it'll be enough for us. But only for us," he restates the exclusivity of his stash. Thankful for the peddler's "generosity," you instruct him to get out of there and go to Valarai following the same way you came in—and made a little safer for him.*

First, write down the **"Bully"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you score a Critical Hit: You gain an **INSPIRATION** token.

Next, if your party has the **"Scarce Provisions"** Outcome noted on the Story Record, erase it. Otherwise, if you do not have it, write down the **"Well Fed"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), Heroes receive only two Curse Cubes as a penalty when taking a Recall Action.

Then, you may continue to play the Adventure.



- **#153 – You change your mind about keeping the man's company**

Persuaded by the perverse logic of his argument, you change your mind about taking him with you. You know that the remaining provisions won't be enough for everyone, and that could bring more problems than solutions. You decide to go on alone and instruct him to get out of there and go to Valarai, following the same way you came in—and made a little safer for him.

Write down the "Guess What" Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), at the beginning of each of your turns, you may rearrange the Skills being blocked by the Curse Cubes and Trauma Cubes you are holding.

Then, if your party does not have the **"Scarce Provisions"** Outcome noted on the Story Record, nothing else happens and you may continue to play the Adventure. Otherwise, if it is noted there, read the Resolution below:

But you still have one last request: After giving everything you had to the family you met earlier, you are now starving yourself. "So, you saved me from the hyenas just to plunder me yourself?" the peddler retorts, and you can barely believe his words. "I have a big stomach and Valarai is far away. If I give you anything, I may need it later."

Disgruntled and enraged, you find yourself in a personal dilemma: On the one hand, you can extort the man. If you choose this, go to Resolution #154. On the other hand, you can accept that he won't share his provisions with you. If you do that, read the Resolution below:

You can barely believe what you just heard. Your surprise quickly turns into contempt as you digest what he said. Your disgust is such that you don't even want to pressure the man to change his mind. If his selfishness is really so great as to make him this blind, surely there is no salvation for his soul, and so you leave him to his own devices.

You gain **FOCUS 2**.

Then, you may continue to play the Adventure.



- **#154 – You’ve had enough of that man**

You are taken over by an anger so strong it makes you lose control. You knock the man out with a backhand slap and then open the barrel in front of you to uncover his coveted stash: a smoked ham that weighs about fifteen pounds. Taking it for yourself, you abandon the selfish survivor to his own luck, as was his wish from the beginning.

First, write down the **“Lash Out”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you roll 1 on the d20, you fail the current Accuracy check or Skill Challenge you are taking and suffer **FATIGUE 4**. This **FATIGUE** pierces any kind of immunity your Hero might have.

Next, if your party has the **“Scarce Provisions”** Outcome noted on the Story Record, erase it. Otherwise, if you do not have it, write down the **“Well Fed”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), Heroes receive only two Curse Cubes as a penalty when taking a Recall Action.

Then, you may continue to play the Adventure.



- **#155 – Ask him about these allies**

Intrigued about these “allies,” you interrogate the Horseman before the battle. “So, it was just a coincidence?” the skeletal figure retorts in surprise. “The people raiding my lair and the Hero of Daren are not colleagues? This is a shame. I thought you mortals would be more prepared. But worry not, you all will have a long time to starve and regret this before I put an end to your miseries,” he concludes, crowning his speech with a rearing of his mount.

Write down the **“Suspicious”** Status on the Story Record. As long as your party has (*Statuses are removed during the next Camp Phase*), Heroes that are being threatened can take one additional Reaction against their threats.

Then, start the encounter with the Famine Horseman.



- **#156 – Examine the Horseman looking for a weakness**

Just as a crab has a hard shell to protect its soft body, you knew that his robust and dangerous armor is hiding a weakness. Determined to find it, you take advantage of the distraction caused by his trash talk to read your enemy’s mighty figure as a whole.

All Heroes make a **Wisdom (blue) Skill Challenge** of **Difficulty 15**. Each **Wisdom** cube they have grants them a **+2** bonus to their roll. Any Hero who follows the **Path of Nature** succeeds without the need to roll. Count all of the

party’s **Successes** and **Failures**. If the number of **Successes** is equal to or greater than the number of **Failures**, the **Challenge** is considered a **Success**. If the **Successes** are fewer than the **Failures**, the **Challenge** is considered a **Failure**.

FAILURE: *But your enemy isn’t a crab. He is a Varatash, a monster whose body is formed by otherworldly black matter that feeds on bodies and souls. The Horseman can take a form similar to the people he was created to fight, and he can even speak their language, but he is not their kin at all. Taking your silence as a taunt, the Horseman charges...*

Start the encounter with the Famine Horseman.

SUCCESS: *...And the Laws of Nature are true even to the Varatash. Once they came and took our shape to fight us with our strengths, their parody of our bodies also inherited our weaknesses without them even knowing it. Thus, just like with any armor, the articulations of the arms, torso, and legs are unprotected to allow mobility, offering perfect spots to attack. Ready to fight, you charge the Horseman...*

Write down the **“Weak Spot”** Status on the Story Record. As long as your party has (*Statuses are removed during the Camp Phase*), whenever any Hero hits the Famine Horseman with a ***** or a **Critical Hit**, they choose one of his **Attack** cards to receive **INTIMIDATE 2** (up to a maximum of 4 per card). The next time that card is activated, remove all of these tokens from it. The activated **Attack** deals **-1** damage per token removed this way.

Then, start the encounter with the Famine Horseman.



- **#157 – Take the initiative and attack him immediately**

Fearless and determined, you don’t hesitate, charging your enemy while he wastes the advantage of surprise. Despite his humorless mask, you can tell you hit a nerve—The Horseman clearly assumed you would waste time with trash talk, but your initiative catches him off guard. Truth be told, maybe it is better this way, because he certainly would not like to hear the only two words you have for him...

Write down the **“Two Words”** Status on the Story Record. Then, starting from the Hero who occupies the highest slot on the **Initiative Track**, each Hero takes a turn, but do not move the **Initiative Marker** to them. This is a **Special Activation**.

Then, start the encounter with the Famine Horseman.



- **#158 – Try to outrun him straight to his Phylactery**

Knowing that facing him now would be a waste of time, you make a bold move, ignoring the confrontation and running straight towards the Throne Room. However, it doesn't seem you thought this through: As soon as you take your first step, the mount's neighing echoes through the night while it gallops off to intercept you...

Place all the Runes from the bag on the Initiative Track. Then return to the bag all of the following Runes you can: 1 orange, 1 green, 2 blue, 1 red, and 1 gray.

Then, read **"End of the Adventure – The Backdoor"** on page 83.



- **#159 – The Trapdoor**

The cover of night helps hide the details of the Blackriver tragedy, but on a night when a full silver moon shines as brightly as this, not everything can go unnoticed.

Partially hidden under a few broken barrels, a wooden trapdoor guards the entrance to a basement. Taking notice of the trampled floor around it, you conclude that someone has been there not long ago. Opening the trapdoor awkwardly and in a hurry, you quickly regret it when the noise of the hinges disturbs the silence of the place.

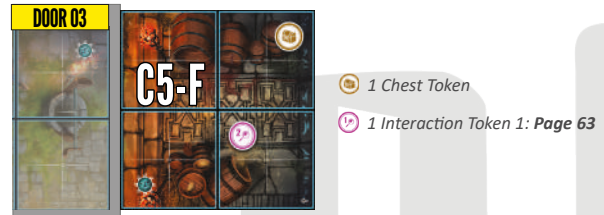
Inside, the feeble light of a candle catches your attention when a silhouette runs by in front of it, looking for a place to hide behind a barrel.

Could it be a Creature of Darkness? Have they learned to run and hide as well now? This doesn't act like one of them.

Just as wandering numbly doesn't.

Those Varatash Knights have certainly rewritten the rules, which you had only recently gotten used to playing by...

First, prepare the following Setup:



Then, if the Monsters are Unaware, flip the Awareness token to the "Aware" face.

SPECIAL MECHANIC – AWARE RAID:

From now on until the end of this Adventure, there are creatures everywhere and they might attack at any time if the Heroes attract them with noise. Take the **Shadow Vampire** miniatures, the **Mindless Reaver** Minion Card (*do not use the Shadow Vampire as a random Monster*), and place the **Dreadful Raid** Special Mechanic Card above the top end of the Initiative Track with face "B" up. When the Initiative Marker reaches it, if the Awareness token has the "Aware" face up, you must resolve its effects and then flip the card over (see page XX for details). Otherwise, if the Monsters are Unaware of the Heroes, skip this Activation this time, and do not flip the card over.

Finally, after you have made all these preparations and read all these instructions, you may continue the Adventure.



• **#160 – The Fall of Blackriver**

“An adventurer!? By the grace of the Stars, I’m saved!” the man celebrates your arrival. “I wouldn’t say Blackriver has become a promising land for those looking for fame and fortune, but who am I to complain about my luck, am I right?”

You quickly explain to him that yes, he still has reason to complain, and that no, you are not a mere fortune seeker. A subject, by the way, that brings up your wish to understand what happened here.

“The most serious of crimes, my dear benefactor: a popular uprising!” he answers, all of a sudden. “After a harsh winter, Lord Cormack ordered the seizure and rationing of all food in the city, believing things would settle down over the course of a season. However, the grass didn’t grow and spring didn’t bring any improvements, forcing people to abandon their crops. Those who didn’t saw a rise in looting and repression, culminating in a great massacre a few nights ago.”

As the words were coming out of his mouth, everything began to make sense: Just as had happened in Gil Garoth, when neighbors turned against each other, some dormant Seed of Darkness near this place was fed by the type of power that could sustain the coming of the War Horsewoman.

“When I saw the first pitchforks and torches in the streets, I knew a blood bath was coming. Without delay, I ran to this deposit and locked myself here with the proceeds of the bribes that would support me for a few weeks. I was hoping someone would come restore order, just like you did.”

First, take a Free Recall Action.

Next, the man, however, talks too much, so if there are any Monsters on the board, activate each one of them, starting from the first to the last on the Initiative Track. This are special activations and thus do not move the Initiative Maker to these Monsters. Otherwise, if all Monsters were already defeated, just skip to the next effect of this Resolution.

Then, if the Hero who interacted with this scene was not Knocked Out due to the last effect, carry on and choose a Resolution for this Interaction as normal. Otherwise, if they have been, you may continue to play the Adventure and this Interaction does not reduce the Interaction token.



• **#161 – Evaluate the health of the prisoner**

Ignoring the prisoner’s euphoria, you try to inspect his health. His body has many abrasions, but it is the poorly healed laceration on the inside of his forearm that worries you: darkened inflammation shows through the makeshift bandages. With a festering wound such as this, it’s no wonder the man is suffering from feverish delusions, and you can’t leave him like that.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the Path of Nature, this Challenge is successful without the need to roll.

FAILURE: Knowing that this is the result of an infection caused by the Darkness’ inherent necrotic energy, you do what you are already used to doing: a cleansing prayer. “Ah... What are you doing?” the prisoner asks, trying not to show how anxious he feels. But the reliable lines you utter, you don’t why, have no effect.

You gain FOCUS 2.

Then, you may continue to play the Adventure.

SUCCESS: Knowing that this is the result of an infection caused by the Darkness’ inherent necrotic energy, you do what you are already used to doing: a cleansing prayer. And, once again, the reliable lines do not fail you. “What? How did you do that?” the prisoner rejoices at seeing the dangerous wound finally healing. “By the Stars, I’m free of that bother! Thank you so much!”

First, You gain FOCUS 2.

Next, write down the “Healed Wound” Status on the Story Record.

Then, you may continue to play the Adventure.



• **#162 – Force an opening between the bars**

Determined not to let him suffer in this cell, you decide to resolve the situation with your own hands. Grabbing two bars as tight as a vice, you try to force open a gap large enough for the prisoner to slip through.

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have grants a +2 bonus to your roll. If you follow the **Path of Strength**, this Challenge is successful without the need to roll.

FAILURE: *...But the black material is not so frail. You position your feet, straighten your torso, and gather all the strength in your arms... but the bars don't give way. Not even by grinding your teeth and making your temples wet with sweat are you able to defeat the black rods. "I've tried it already... It's pointless," the man shows you his calloused hands, crowning the futility of your effort.*

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.

SUCCESS: *...And to your surprise, it works. "By the Stars, I can't believe it!" the man can't contain his emotion on seeing your success. "I have lost count of how many times I have tried to do the same, but was never successful. I had come to believe it was impossible. Thank you! Thank you so much!" he says, showing you his hands, calloused by failure, then he leaves his dark prison right away.*

You gain FOCUS 2.

Then, if your party has the "Healed Wound" Status noted on the Story Record, read "Cutscene – Rebirth of a Man" on page 87. Otherwise, read "Cutscene – A Hateful Rebirth" on page 87 instead.



• **#163 – Ask the prisoner why he is there**

Curious about finding a prisoner, you ask him why he is there. "My countenance does not live up to my stature. Believe it or not, I am Robin Cormack Rising, the Count of Blackriver. That is why, I imagine, I have come to be in here and not in some ditch after that Monster defeated me and what was left of my brave people," the dejected man tells his history.

If the Hero of Daren has the Folk Hero Background, go to Resolution #167. Otherwise, if they have the Knight of Amira instead, read the Resolution below:

...But this man is too haggard to have lived the life of a highborn. The one thing your wandering through Daren

has taught you is that if there is one thing all kingdoms have in common, it is the peasants, soldiers, and adventurers who have calloused hands and battered faces. Are you in front of a Knight, of an exception to that rule, or of an impostor?

First, you gain FOCUS 2.

Then, if the Follower Amsterd DeHanse is in your party, go to Resolution #166. Otherwise, you may continue to play the Adventure and this Resolution does not reduce the Interaction token.



• **#164 – Break the cell lock**

It is only after you start looking for the lock that you notice a strange detail: the cell has no lock. As well as no doors or hinges. The whole structure is made of black alabaster, and it seems to have grown from the floor to the ceiling as if it were part of the fortress' brickwork. And in a way, it is. "It has no lock. I've already looked for it," the prisoner explains, noticing your search. When your hand brushes the bars, a tingling sensation runs along your arm, and a bold desire comes into your mind.

Now you find yourself in a personal dilemma: On the one hand, you may resist the urge and step away from the bars. If do, you gain FOCUS 2 and nothing else happens. You may continue to play the Adventure and this Resolution does not reduce the Interaction token. On the other hand, you MAY take Curse Cubes until you have at least five of them (If you have five or more, consider that you have taken 0). You gain that same amount of FOCUS. If you do that, read the Resolution below instead:

Concentrating on the cold feeling of that energy, the world goes silent around you while the limit between your feet and the floor they are touching disappears. In that instant, it is as if you and the Keep had become one. This deep harmony is brief, but enough for your thoughts to command the bars to dissolve into the Miasma, freeing the man from his prison.

If your party has the "Healed Wound" Status noted on the Story Record, read "Cutscene – Rebirth of a Man" on page 87. Otherwise, read the entry "Cutscene – A Hateful Rebirth" on page 87 instead.



- **#165 – Ask for a reward to help him**

Knowing that there is nothing more valuable than that which is taken from us, you offer to help the man as long as he has something to give in return. “There’s no such thing as a free lunch, right?” he retorts. “However, what is fair is fair. The riches I’ve had won’t do me any good in the last task I still need to fulfill in this life. Get me out of here and I promise I won’t leave you empty handed.”

First, you gain FOCUS 2.

Next, write down the “**Thy Kingdom Come**” Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#166 – A good bannerman recognizes his lord**

Merchant Amsterd widens his eyes in surprise on hearing this. “Milord? Oh, milord! Thank the Stars you are still alive!” he confirms, turning to you right after. “Come Adventurer, come. Don’t be disrespectful in front of the good people, find a way of getting him out of there!” Instinctively, you frown at the imperative tone of your companion, but you manage to restrain yourself.

You may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#167 – But you knew that man**

...And you know that it is the truth, because beneath that defeated countenance you recognize the face of the son of the man who received you in these lands almost two years ago: Matthias, Robins' father, was the mayor of Blackriver when the Undead King kidnapped his people and took them to James Eerst's Fortress, where you met him for the first time. Funny how you only meet in times of calamity, right?

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#168 – You try to save the man**

Burning with heroism, you decide to amputate the corrupted arm, believing this could save his life.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is successful without the need to roll.

FAILURE: ...But the man is writhing a lot, and relying on precision is an invitation to failure. Unfortunately, you miss the blow, and instants later—as if they were incited by your attempt to destroy them—black tendrils emerge from the pustules all at once, consuming the body of their victim in a disgusting spectacle of suffering, blood, and entrails, which gives birth to a powerful Commander of Darkness.

Replace this Interaction token with a **Random Commander CP 2+(2xP)**. When this monster is defeated, it drops a Loot token.

Then, you may continue to play the Adventure.

SUCCESS: ...And despite the fuss, you deliver a clean blow that amputates only the rotting part, leaving it to be destroyed in a ghastly burst of blood and bone as it detaches from its host. Now, it is just a matter of stopping the bleeding with a tourniquet prepared with a healing prayer for you to be ready to move on.

First, remove this Interaction token.

Next, recruit the Follower **Robin Rising** into your party. He is “**Injured**” right now.

Then, you may continue to play the Adventure.



- **#169 – Deliver a coup de grace and end this man’s agony**

You are moved by the prisoner’s despair, but since you know too well the infection cycle of the Darkness, you know he has passed the point of no return. Without hesitation, you deliver a mortal blow before a new Creature of Darkness is born in front of you, because you know this would be a gesture of mercy. With a heavy heart you continue on your way.

You gain FOCUS 2.

Next, remove this Interaction token.

Then, you may continue to play the Adventure.



- **#170 – Remove the helmet**

As it is an external piece, like the shield, removing the helmet doesn't seem to be a difficult task. Using your two hands, you gently pull it upwards, removing the piece without incident.

First, take the **Outlander Helmet** card from the Adventure deck.

Next, write down the **"Removed Helmet"** Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#171 – Remove the breastplate**

As it is the most valuable piece, you consider the best way to remove the breastplate and pauldrons. Certainly, with the helmet, the necklace, and the shield removed, it wouldn't be hard.

If your party has the **"Removed Helmet"**, the **"Removed Necklace"**, and the **"Removed Shield"** Statuses noted on the Story Record, take the **Outlander Black Plate** card from the Adventure deck, erase those three Statuses from the Story Record, and remove this Interaction token. Then, you may continue to play the Adventure. Otherwise, If your party does not have all of these Statuses noted there, read the Resolution below:

...However, this wasn't the case, and even though you are careful, when you try to remove the pauldrons you touch the other pieces and the tinkling of the falling plates echoes through the hall. As you had imagined, the mist comes to life, stirred up by all the noise, and incorporating a torrent of Darkness that enters the armor, awakens it from its deep slumber. Instead of a treasure, now you have a new enemy.

Replace this Interaction token with a **BM: Shadow Knight – Champion**. Shove any characters inside the area where this Monster appears.

Also, if the Monsters aren't Aware of the Heroes, flip the Aware token to the "Aware" face.

Then, you may continue to play the Adventure.



- **#172 – Remove the necklace that rests on the armor**

As it is an external piece, like the shield, removing the necklace doesn't seem to be a difficult task. Reaching out to it, you try to lift the piece as if you were passing it through the helmet.

If your party has the **"Removed Helmet"** Status noted on the Story Record, take the **Chain of the Lost World** card from the Adventure deck and write down the **"Removed Necklace"** Status on the Story Record. Then, you may continue to play the Adventure. Otherwise, make a Dexterity (red) Skill Challenge of Difficulty 15. Each Ranged cube you have grants a +2 bonus to your roll.

FAILURE: *...But the piece is too awkward when not on a stand and you can't help but touch the Helmet with it. As you imagined, the mist comes to life, stirred up by all the noise and incorporating a torrent of Darkness that enters the armor, awakening it from its deep slumber. Instead of a treasure, now you have a new enemy.*

First, take the **Chain of the Lost World** card from the Adventure deck.

Replace this Interaction token with a **BM: Shadow Knight – Champion**. Shove any characters inside the area where this Monster appears.

Also, if the Monsters aren't Aware of the Heroes, flip the Aware token to the "Aware" face.

Then, you may continue to play the Adventure.

SUCCESS: *...And in an amazing demonstration of manual control, you remove the awkward piece without letting any of the heavy metallic pieces touch the helmet. An extraordinary feat that requires a worthy reward.*

First, take the **Chain of the Lost World** card from the Adventure deck.

Next, write down the **"Removed Necklace"** Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#173 – Remove the shield**

As it is an external piece, like the helmet, removing the shield doesn't seem to be a difficult task. Carefully grasping that piece, you pull it forward all at once and displace it from the armor without causing any incidents.

First, take the [Outlander Shield](#) card from the Adventure deck.

Next, write down the "Removed Shield" Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#174 – Get away from the armor**

Still uncertain whether this gift is an invitation to a trap, you'd rather not risk it and take a step back in order to better consider what to do.

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#175 – A girl who likes to climb on chains...**

Under the orders of their master, the two bodyguards immediately ignore the fallen adventurers on the floor and turn their attention to you, their next victim.

As you prepare for battle, you notice a curious fact: one of the villains can't stop staring at a pulley that holds something on a chain high up above in the darkness. Intrigued, you decide to find out for yourself what could have caught a monster's attention like that.

With one swipe of your weapon, you release the bolt that holds the spool, unleashing the chain in one fell swoop. Even the Famine Horseman frowns when a black chandelier crafted from iron with pointy Miasmic protusions descends from the ceiling as if it were a giant hammer.

But the most incredible thing was yet to come...

"No way..." Carmilla, the thief... I mean, high-risk entrepreneur, who you met in Umbral, shares your surprise in seeing you again. "Well, I think this time I would rather have stayed up there, if you don't mind," she finishes with an awkward smile.

First, each character inside the [Rune Circle](#) (the light blue drawing on Map tile APOE3-B) suffers a quarter (rounded up) of their maximum health as non-preventable damage.

Next, recruit the Follower [Carmilla Reinard](#) into your party.

Then, you may continue to play the Adventure.



- **#176 – Charge the Horseman, exploiting his vulnerability**

If you were deceived by the Horseman's attitude and are now running towards a trap, you don't want to know: After hearing more than enough of this Varatash Knight's blather, you are too pissed off to let an opportunity to hit him pass you by.

If your party has the **"Two Words"** Status noted on the Story Record, go to Resolution #179. Otherwise, read the Resolution below:

As improbable as it may seem, all that pomp was pure arrogance: Even though he saw you defeat his bodyguards, the Lord of Famine doesn't bother to protect himself from you and is caught off guard by your initiative. An amateur mistake that you'll make him regret bitterly.

First, starting with the Hero who occupies the highest slot on the Initiative Track, each Hero takes a turn, but do not move the Initiative Marker. This is a Special Activation.

Then, write down the **"Head Start"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), Heroes can take the following Reaction (✓) by Expending 1 AC: "SELF, PREVENT ALL DMG AND FATIGUE Y where Y is the number of Time tokens on the Famine Horseman's Boss Monster Status Board; Then the Famine Horseman receives a Time token (this is just a reminder, not a Condition or Resource)."

Finally, start the encounter with the Famine Horseman.



- **#177 – Curse the Horseman for moving his Phylactery**

Frustrated once again, you lose your temper and curse at the Horseman. "Coward, me?" the monster retorts. As incredible as it may seem, you strike a nerve. "You 'defenders of Daren' think everything can be solved with brute force, but things don't work like that. The real predator is the most intelligent, not the strongest." Agitated, the Horseman rises from the throne and summons his mount. "I had intended to make you my prisoner, but now I'd rather have a trophy of your head!"

First, take one Rune of each color from the bag and place them on the Initiative Track. If this would cause the last Rune to be removed, leave a single Rune in the bag.

Next, write down the **"Anger Management"** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero suffers damage from an Attack card, they gain INSPIRE.

Finally, start the encounter with the Famine Horseman.



- **#178 – Challenge him to single combat**

In your final encounter against the War Horsewoman, you felt that she was inclined to accept solving things by single combat. Can you expect the same from this Knight?

If your party has the **"Triumphant"** Outcome noted on the Story Record, go to Resolution #182. If the **"Broken"** Outcome is there, go to Resolution #181 instead. Otherwise, if your party doesn't have either of these Outcomes, read the Resolution below:

"Single Combat?" he retorts in disbelief. "You have beaten my bodyguards, regained your confidence, and acquired the advantage in this battle. Are you really willing to give up all this and risk your world's fate? And for what? The pride of having defeated me alone? It is true, then; all Heroes lose themselves along the way. That's how it was with Lorennor, that's how it will be with you," the Horseman concludes, rising from his throne. "I accept your challenge."

You and the Famine Horseman are engaged in single combat, and its resolution, mechanically speaking, needs to be done carefully. Follow the guidelines below and proceed to the appropriate Resolution afterwards:

- At this point, you will manipulate the number of Runes on the Initiative Track and the AC and Curse Cubes of the Party Leader. At the end of this process, leave them as these effects have altered them.
- Treat any orange Runes as if they were yellow.
- Disregard any gray Runes (but do not remove them from the Initiative Track).
- For each Rune on the Initiative Track, the Party Leader must Expend 1 AC matching that Rune's color in order to return the Rune to the bag, or take a Curse Cube to return a Rune that they don't have an AC to match.

If the Party Leader runs out of AC and there are still Runes to be returned to the bag, they cannot take a Recall Action to recover cubes and continue the fight, but they can still take Curse Cubes to return Runes of any color to the bag if they can hold them without being defeated. When the Party Leader is finally done with this (if they would be defeated by taking the next Curse Cube or all Runes have been returned to the bag) continue to the possible results:

- If the Party Leader manages to return all the Runes on the Initiative Track without being defeated (by taking the last Curse Cube they can hold), read **"Cutscene – Plot Twist"** on page 92.
- Otherwise, if the Party Leader would be defeated by receiving the last Curse Cube they could hold, and there are Runes left on the Initiative Track, do not take it and read **"Cutscene – Swallowed Pride"** on page 92 instead.



- **#179 – But the Horseman already knows that trick**

“You are as predictable as you are boring, mortal,” the Horseman taunts you, and you could swear his lipless mouth shows a smile. Before you can hit him, he dissolves into that column of flying miasma again and rapidly blends into the darkness. And so, all of a sudden, from predator you are turned into prey while you desperately look for a silhouette amidst the shadows. It is an effort doomed to fail. However, it isn’t long before the Knight reappears with his mount and scythe ready to strike.

The Famine Horseman assaults the Party Leader's area (Jumps into it, Shoving any characters caught in his way), dealing damage equal to four times the number of orange Runes on the Initiative Track to each character he hits in this way.

Then, start the encounter with the Famine Horseman.



- **#180 – Robin Rising has issues**

“Hero, wait!” the former prisoner puts his hand on your chest and holds you for an instant. “This monster invaded my town, took the lives of my people, and left me imprisoned to die of hunger and insanity. My family’s legacy was built on our loyalty to the riverine people, and they would never allow my Ascension if I didn’t try to repair our honor.”

If your party has the **“Thy Kingdom Come”** Status noted on the Story Record, go to Resolution #185. Otherwise, read the Resolution below:

“So, I beg you, give me the honor of the first battle!” Robin, Matthias' son and Earl of Blackriver, expresses his wish without belittling your leadership.

You now face a dilemma: As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker. If you want to let Cormack face the Horseman in a duel, go to Resolution #183. If you prefer to face him together, go to Resolution #184 instead.



- **#181 – The Famine Horseman knows about your defeat**

And the answer is yes. Knowing of your defeat when you tried to face the War Horsewoman in single combat, the Lord of Famine accepts your challenge. “A bold challenge; nevertheless, foolish,” he says, rising from his throne. “You couldn’t beat my sister, why do you think this time would be different? In the end, maybe you are not a survivor after all. It is time we finally knew,” he taunts, walking to the center of the room where your combat will occur.

You and the Famine Horseman are engaged in single combat, and its resolution, mechanically speaking, needs to be done carefully. Follow the guidelines below and proceed to the appropriate Resolution when you are done:

- At this point, you will manipulate the number of Runes on the Initiative Track and the AC and Curse Cubes of the Party Leader. At the end of this process, leave them as these effects have altered them.
- Treat any orange Runes as if they were yellow. For each Rune on the Initiative track, the Party Leader must Expend 1 AC matching that Rune's color in order to return the Rune to the bag, or take a Curse Cube to return a Rune that they don't have an AC to match (as with the grey Runes, for example).

If the Party Leader runs out of AC and there are still Runes to be returned to the bag, they cannot take a Recall Action to recover cubes and continue the fight, but they can still take Curse Cubes to return Runes of any color to the bag if they can hold them without being defeated. When the Party Leader is finally done with this (if they would be defeated by taking the next Curse Cube or all Runes have been returned to the bag) continue to the possible results:

- If the Party Leader manages to return all the Runes on the Initiative Track without being defeated (by taking the last Curse Cube they can hold), read **“Cutscene – Plot Twist”** on page XX.
- Otherwise, if the Party Leader would be defeated by receiving the last Curse Cube they could hold, and there are Runes left on the Initiative Track, do not take it and read **“Cutscene – Swallowed Pride”** on page XX instead.



- **#182 – But the Famine Horseman knows of your victory**

And the answer is no. Knowing about your success against the War Horsewoman, the Lord of Famine refuses to fight you. “If we fight in single combat, you could come out victorious, as it happened against my sister. But I will not make the same mistake. I do not care about disgracing my honor, for it is not my pride that will bring me victory, but my intelligence,” he concludes, finally rising from his throne. His refusal could only mean one thing: behind his grandiose speeches, these Varatash Knights are afraid of you.

Write down the **“Varatash Terror”** Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), at the beginning of each Hero’s turn, they gain: SELF, INSPIRE.

Then, start the encounter with the Famine Horseman.



- **#183 – You let Mathias have his way**

Knowing that for a man of birth, the honor of his family is more important than his life, you accept Robins’ request. “Thank you, Hero. This means a great deal to me. I know we’ll meet again in the afterlife, but until then, my bones will rest in peace knowing you inherited the steel that served my family for three generations. Do not dare to bury me with my sword,” he finishes, offering you a treasure as gratitude.

First, dismiss the Cohort **Robin Rising** from your party.

Next, write down **“The Heirloom Blade”** Status on the Story Record.

Then, read **“Cutscene – The Last Stand”** on page 93.



- **#184 – You’d rather the two of you fight him together**

Although you know how important honor is for a man of birth, you dissuade Robin from fighting the Horseman alone. “I understand, Hero,” he accepts your decision, a little disappointed, but you know this isn’t the time to take risks. “Although I can’t do things my way, I know that defeating this monster is what really matters. Lead the way! I’ll stand by your side and together we’ll prevail!”

Write down the **“It Takes Two”** Status on the Story Record. As long as your party has it (Statuses are removed during the next Camp Phase), the Cohort **Robin Rising** activates two times during each of his turns.

Then, again as a party, you must choose one of the three Resolutions presented for this Interaction as normal.



- **#185 – Robin is a man of his word**

“And that’s why the first battle will be mine!” he finishes, handing you a ring he kept in his pocket. “This is the **Grayrock Signet**, passed down from Earl to Earl since the liberation of Blackriver. This means that when this is over, you’ll be the ruler of these lands. I promised my people that they would have their revenge, and promised you I wouldn’t leave you empty handed. I am a man of my word, as my father, after all,” he declares, leaving you stunned by this privilege.

First, dismiss the Cohort **Robin Rising** from your party.

Next, the Party Leader takes the **Grayrock Signet** card from the Adventure deck.

Then, erase the **“Thy Kingdom Come”** Status from the Story Record and write down the **“The Earl of Blackriver”** Outcome there.

Finally, read **“Cutscene – The Last Stand”** on page 93.



- **#186 – Stab the Draconian to make sure he is dead**

Without really knowing if you intend to put an end to the misery of that prisoner or just make sure that he would never become a threat, you take your camping knife and stab him fatally. Even though the blade enters through his neck and reaches his heart, the Draconian never makes a sound. The dark blood still pours from the perforation all the same.

First, write down the **“Frozen to Death”** Status on the Story Record.

Next, write down the **“Bloodlust”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever you defeat a Monster, you receive INSPIRE.

Then, you may continue to play the Adventure.



- **#187 – Take the necklace he is wearing**

Imagining the prisoner won't be able to react, you stretch your hands toward the impressive necklace he is wearing.

If your party has the **“Frozen to Death”** Status noted on the Story Record, go to Resolution #189. Otherwise, read the Resolution below:

...But to your surprise, the Draconian is not completely unaware of his surroundings. As soon as you threaten to take his treasure, the pointy teeth of his powerful jaw dig into your arm and prevent you from committing the crime. Hate and strength transpire from his empty look, in which, deep down, you can see the remnants of consciousness. You are about to lose a limb and need to act quickly!

You find yourself in a personal dilemma: On the one hand, if you just want to let go of the necklace, go to Resolution #190. On the other hand, if you want to try to hit the head of the Draconian so that he lets go of your arm and the necklace, go to Resolution #191 instead.



- **#188 – Try to free the Draconian**

Tired of the perverse way the Varatash Knights treat their captives, you try to free the prisoner from his macabre imprisonment. Even a corpse deserves to have a dignified burial. So, you start hitting the green crystals, choosing to target those that could be weak spots in the structure.

Make a Strength (yellow) Skill Challenge of Difficulty 20. Each Melee cube you have grants a +2 bonus to your

roll. If you follow the **Path of Strength**, this Challenge is successful without the need to roll.

FAILURE: *...But you lack precision and strength. Your blows scratch the solid rock and sometimes even chip it, but after a few failed attempts, all you can manage to achieve is fatigue and frustration.*

You gain FOCUS 2 and suffer FATIGUE 3.

Then, you may continue to play the Adventure.

SUCCESS: *...Slashing enemies and hacking things has become your specialty. With a few blows in the right places, you break the glass as if it were an ice block waiting to be carved, which makes the body of the Draconian fall face first to the floor. If by some whim of the Stars that creature isn't dead, he certainly will wake up in a frenzy!*

If your party has the **“Frozen to Death”** Status noted on the Story Record, go to Resolution #192. Otherwise, read the Resolution below:

...And he isn't. Just as you suspected, as soon as the dry thud of the breast plate hitting the floor echoes through the Death Horsewoman's lair, the Draconian starts to get up. Tiny pupils appear in eyes that were once empty, and you soon know that the creature is ready for trouble. Without a chance for diplomacy, you prepare to face the fury of a new enemy.

Replace this Interaction token with the **Black Prince Scenario Commander** with CP 1+(2xP). When he is defeated, the Party Leader flips his card over and takes the **Rod of the Prince Adventure** card as loot.

Then, read the Resolution below:

“A Darenian? Here?” the creature asks himself after setting his eyes on you. His voice is cadaverous and twisted, just like your guide's. Were they creatures of the same kind? “I don't know if you are stupid or bold, but you'll have eternity to find out,” he spits, leaping in your direction with unparalleled savagery.

Now, the **Black Prince** is enraged and gains +2 DMG (this additional damage empowers only his Monster card base attack, not his Commander Attack cards).

CUTSCENE TRIGGER

Also, when the **Black Prince** is defeated, if the **Scavenger** is within Range 1 of the Party leader, read **“Cutscene - The Fallen Prince”** on page 105. Otherwise, if he is at Range 2 or farther, skip this reading. It won't trigger anymore.

Then, you may continue to play the Adventure.



- **#189 – How to get away with theft**

...And because he was murdered, your prediction has proven correct: Without any trouble, you remove the necklace from the Draconian's body and observe its details carefully. It is as exquisite as something that does not belong to any culture you have ever met should be. Nevertheless, what really catches your attention are the runes that start to glow with an emerald light when they are tainted by the black blood that runs from his wound. Should you be worried?

Take the **Gilded Collar** card from the Adventure deck and flip it over. From now on until the end of the Campaign, you can only use its back side.

Then, you may continue to play the Adventure.



- **#190 – Message received and understood**

Scared, you drop the necklace, hoping this will appease the Draconian, but the truth is, he has found a new treasure: The prisoner wrenches your forearm with all the strength of his powerful jaw, ripping it off at the elbow. In disbelief, you scream in pain while you hurry to stop the bleeding with a healing prayer. Ingesting the flesh and blood of a real Hero, the evil creature awakens from his slumber and is freed from the crystals that had trapped him.

First, write down the **"Dismembered"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever you take a Recall Action, you suffer STUN. This STUN pierces any kind of immunity you have, since it represents your difficulty in handling your actions after the recent loss of a limb.

Next, replace this Interaction token with the **Black Prince Scenario Commander** with **CP 1+(2xP)**. When he is defeated, the Party Leader flips his card over and takes the **Rod of the Prince** Adventure card as loot.

Then, you may continue to play the Adventure.



- **#191 – Right, things are getting out of control**

...Afraid that you need to act quickly, the only idea that comes to your mind is to draw your knife and try to stab the head of the Draconian before he rips your arm off. In order to pierce his skull, it needs to be a very strong and precise stab.

Make a **Dexterity (red) Skill Challenge** of **Difficulty 20**. Each Ranged cube you have grants a +2 bonus to your roll. If you follow the **Path of Strength**, this Challenge is successful without the need to roll.

FAILURE: *But you are haunted by despair and can't land a good blow, so the worst comes to pass: The prisoner wrenches your forearm with all the strength of his powerful jaw, ripping it off at the elbow. In disbelief, you scream in pain while you hurry to stop the bleeding with a healing prayer. Ingesting the flesh and blood of a real Hero, the evil creature awakens from his slumber and is freed from the crystals that had trapped him.*

First, write down the **"Dismembered"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever you take a Recall Action, you suffer STUN. This STUN pierces any kind of immunity you have, since it represents your difficulty in handling your actions after the recent loss of a limb.

Next, replace this Interaction token with the **Black Prince Scenario Commander** with **CP 1+(2xP)**. When he is defeated, the Party Leader flips his card over and takes the **Rod of the Prince** Adventure card as loot.

Then, you may continue to play the Adventure.

SUCCESS: *...But you are too strong and experienced an adventurer to lose your spirit in a situation such as this. With a clean blow, you pierce half a foot deep with your blade, straight into the brain of the Draconian, and drain his life-force all at once. His body collapses after such a violent trauma: The terrible jaw relaxes, and now you can take the object that almost cost you your arm.*

First, take the **Gilded Collar** card from the Adventure deck and flip it over. From now on until the end of the Campaign, you can only use its back side.

Next, write down the **"Frozen to Death"** Status on the Story Record.

Also, Resolution **"#186 – Stab the Draconian to make sure he is dead"** is no longer available.

Then, you may continue to play the Adventure.



- **#192 – The Draconian is dead**

...But he really is dead, seeing that you made sure of that before freeing him. Thinking that this prisoner could finally find peace, or at least never be used as a weapon by the enemy, you feel it is your right to take the interesting gauntlet you see among the shards of his glass prison. A fair reward for an honest service.

Take the **Draconian War Gauntlet** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#193 – The Draconian only has eyes for Scavenger**

...And to your surprise, the creature barely has eyes for you. His fury is directed at Scavenger, as if this was just one of the many Creatures of Darkness that wanted your guide's death for some reason that still isn't very clear to you. Knowing you have to protect your guide at all costs, you prepare to face your new enemy.

Now, the **Black Prince** is enraged and gains +2 DMG (this additional damage empowers only his Monster card base attack, not his Commander Attack cards).

Also, from now on, he considers **Scavenger** his Primary Target. This effect only works for the activations of his Monster card and not his Attack cards (unless, of course, they grant him extra activations).

Finally, you may continue to play the Adventure.



- **#194 – Try to talk to her**

Intrigued by the lady's figure, being human, you decide to talk to her before deciding.

If your party has the **"No Maiden Fair"** Status noted on the Story Record, you know that you have already slain the girl and therefore talking to her is impossible. If this is the case, you may continue to play the Adventure and this Interaction does not reduce the Interaction token. Otherwise, if your party does not have it, read the Resolution below:

You could swear that the tiny dots of her iris turn to you when you call her, but the only reaction you are sure of is the almost inaudible words she starts to whisper. It was an invitation for you to get closer to her lips...

You find yourself in a personal dilemma: On the one hand, if you wish to lean in and listen to what the lady has to say, go to Resolution #197. On the other hand, if you don't think it's a good idea, read the Resolution below:

...But that doesn't sound wise at all. Knowing that this could be the siren's song leading you to a trap, you back away, leaving the lady to mumble her laments to herself.

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Interaction does not reduce the Interaction token.



- **#195 – Stab her to make sure she is dead**

Whether she is a damsel in distress or a Creature of Darkness dressed as human, whoever that woman is, it makes no difference to you. After all, anyone you would consider a true ally wouldn't be found trapped in this place for eras on end. So, you draw your spare knife and plunge it into the heart of the lady with the clear conscience of someone who doesn't want to be caught by surprise.

First, write down the **"No Maiden Fair"** Status on the Story Record.

Next, write down the **"Queen Slayer"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever you take a Willing or Unwilling Recall Action, the next ✕ or ✨ you make this turn does not require an Accuracy check and is considered a Critical Hit.

Then, you may continue to play the Adventure.



- **#196 – Try to free her from her prison**

You notice the tentacles that keep her prisoner are made of solidified Darkness, so, you wonder whether you can get her out somehow. Ironically, you would think twice before pressing your hand to the slimy stuff if you were in Drunagor, but you don't even hesitate here, in a world completely dominated by it, where certainly the consequences would be the worst possible...

You find yourself in a personal dilemma: You could try to tune into the Darkness and dissolve the tentacles. If you think this is a bad idea and you don't want to do it, write down the “Second Thoughts” Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign), at the beginning of your turn, you may recall one AC spent in one of your Hero or Role Skills. If you do, you must place a different AC in one of your available Skills; This effect does not activate any of your Skills.

Otherwise, if you want to try to tune into the Darkness, CURSE yourself until you have at least five cubes (If you already have five or more, there is no need to do so) and read the Resolution below:

Taking a deep breath, you gather the necessary strength to perform your next feat; although you know that is just a disguise for the reason you are able to break those chains: you have embraced the Darkness. Nevertheless, it is a beautiful scene to witness: the chains are broken as if they were made of spider webs instead of iron, which makes the lady faint elegantly over her liberator.

If your party has the “No Maiden Fair” Status noted on the Story Record, go to Resolution #198. Otherwise, read “Cutscene – Release the Kraken” on page 104 instead.



- **#197 – You get closer so you can hear the lady**

...And you accept the risk. Getting closer, you lean your ear to the lips of the prisoner, expecting to finally understand what she was mumbling about.

If Scavenger is within Range 1 of you, read “Cutscene – Revelations” on page 104. Otherwise, if he is at Range 2 or further, read the Resolution below:

...However, that damsel isn't helpless. As if she were a spider waiting for prey, her shackles come loose from her and bind you in a chained and dangerous grip. Then, opening her mouth to inhuman width, from ear to ear, the predator bites you with the brutality only a Creature of Darkness could have, and you know things could end up pretty badly for you. But defeating the mighty Hero of Daren won't be so easy.

Make a Dexterity (red) Skill Challenge of Difficulty 20. Each Ranged cube you have grants a +2 bonus to your roll. If you follow the Path of Strength, this Challenge is successful without the need to roll.

FAILURE: *...However, you are too scared and your strength and precision fail you at the final moment. After all the trails you've faced, you think you have finally met your end. But, this isn't your time: Emerging from the shadows, Scavenger impales the head of your enemy with his corrupted claws and saves you from certain death! The blow is so savage that the evil creature still thrashes about for a bit before finally melting away into a pool of blood and tar. You survive, but not without carrying the memory of that monster forever...*

First, remove this Interaction token from the board and place the Cohort Scavenger in a square of your choice that is adjacent to you.

Next, write down the “Bitten” Outcome on your Campaign Log. As long as you have it (Outcomes remain until the end of the Campaign) whenever you take a Recall Action, you suffer STUN. This STUN pierces any kind of immunity you have, since it represents your difficulty in handling your actions after sustaining such a serious injury and not a mental disorder due to physical trauma.

Then, you may continue to play the Adventure.

SUCCESS: *...Even though you flirted with death thanks to your recklessness, once again you have proven what you're made of. Freeing one of your arms, you draw your spare knife and decapitate the evil creature, letting her life fade away. The black blood falls upon you as her corrupted body melts away and the shackles go loose in a disgusting but impressive spectacle.*

First, you gain FOCUS 2.

Next, write down the “No Maiden Fair” Status on the Story Record.

Also, Resolution “#195 – Stab her to make sure she is dead” is no longer available.

Finally, you may continue to play the Adventure.



- **#198 – But you aren't it, are you?**

...You were also her executioner, isn't that so? In the end, what falls upon you is a lifeless body. You gently catch it so it doesn't splatter on the floor. Even though you only wanted to make sure a potential enemy was dead, you know she didn't deserve to spend eternity hanging like she was. Only now, upon finding the artifact the lady carried hidden behind her back, do you claim it as your reward for the courtesy of giving her a dignified rest.

Take the **Princess' Bowaeqis** card from the Adventure deck. Then, you may continue to play the Adventure.



- **#199 – Look inside the crystal sphere**

Amazed by the stellar dance imprisoned in the center of the crystal sphere, you stay awhile, admiring it. The mixture of celestial bodies reminds you of the fleeting vision offered by the portal that brought you to this world, and seeing them again proves to be an inspiring experience. The beauty of that spectacle can bewitch the eyes, but it is the mind it really wants to entrance.

First, you gain FOCUS 2.

Next, write down the **“Chaotic Wheel”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever you cast a ✨, roll the D20: If you roll an even number, it deals DOUBLE DAMAGE; If you roll an odd number, the attack fails.

Then, you may continue to play the Adventure.



- **#200 – Ask the voice what it wants**

Cutting to the chase, you go straight to the point and ask it what it wants.

If the **Hero of Daren** has the **Folk Hero** Background and the **Passionate** Trait (and only if they have both), go to resolution #205. On the other hand, if they have the **Knight of Amira** Background and the **Passionate** Trait (again, only if they have both), go to Resolution #206 instead. Otherwise, if they don't have the **Passionate** trait at all (regardless of their Background), read the Resolution below:

“Help, of course,” the voice answers earnestly, although you can't shake off a feeling of sarcasm. Help? How? “The enemy of my enemy can be my friend, right? Even if you prevail on this suicide mission, destroy the creature who walks with you. He should never find what he's looking for.” After this incitement, it goes quiet for good. As you would expect, Scavenger doesn't even say a word about the matter.

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



- **#201 – Tell the voice to shut up**

You have learned that in this place your thoughts are not secrets anymore, and therefore, starting a conversation in your mind isn't a good idea. Demanding silence, you actively ignore the dark whispers. But are you strong enough to do it?

Make a Wisdom (blue) Skill Challenge of Difficulty 20. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Mystics**, this Challenge is successful without the need to roll.

FAILURE: *...as it happens, you are not. In your heart, you want to have that conversation, as your curiosity about your enemy is greater than your fear, and that is the perfect combination for the Varatash and their minions.*

If the **Hero of Daren** has the **Folk Hero** Background and the **Passionate** Trait (and only if they have both), go to resolution #205. On the other hand, if they have the **Knight of Amira** Background and the **Passionate** Trait (again, only if they have both), go to Resolution #206 instead. Otherwise, if they don't have the **Passionate** trait at all (regardless of their Background), read the Resolution below:

"Why lie to yourself?" the voice provokes you as if it can feel your hesitation. "Don't worry, mortal, what I have to say is brief and helpful. Even if you prevail on this suicide mission, destroy the creature who walks with you. He should never find what he's looking for." After this incitement, it goes quiet for good. As you would expect, Scavenger doesn't even say a word about the matter.

First, you gain FOCUS 2.

Next, Resolution **"#200 – Ask the voice what it wants"** becomes unavailable.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.

SUCCESS: *...But you are already used to silencing your own demons and lifting up the mental barriers needed for it, so this isn't hard for you. Coming out of this contact in total control of your thoughts, you not only learn how to keep away unwanted external voices, but also how to hold back your own, in case it will be necessary in the future.*

Write down the **"Shielded Mind"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), you and every Hero within Range 1 of you are immune to INTIMIDATE. Also, whenever a Character tries to cast an INTIMIDATE effect against you or any other Hero within Range 1 of you, the target of that INTIMIDATE effect receives INSPIRE instead.

Then, you may continue to play the Adventure.

- **#202 – Hit the crystal sphere to destroy it**

Knowing that it is the right thing to do, you gather your strength for a single devastating blow, reducing the artifact to shards. Free from the glass dome, the cosmic glow transforms into a column of smoke a lot bigger than it seems should be able to fit in there.

If the **Hero of Daren** has the **Passionate** Trait, go to Resolution #203. Otherwise, read the Resolution below:

...However, as incredible as it may seem, that was all it was. Where once there was a mysterious artifact, now there are only crystal shards. You can't help the feeling that there was something wrong with it. Trying not to think too much on the matter, you move along. After all, it wasn't like you had some very important fight to win, right?

First, remove this Interaction token from the board.

Next, write down the **"Crystal Clear"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), if you would draw a Chest card, search the deck for a card of your choice and pick it instead. Shuffle the Chest deck afterwards.

Then, you may continue to play the Adventure.



- **#203 – Much, much bigger...**

...An amazing spectacle that simply is not as amazing as the way the smoke quickly vanishes, coalescing into a familiar figure. "What is the meaning of this outrage!?" the enraged figure of the Undead King demands an answer, along with one of his cadaverous laughs that, though many have tried, no one could copy.

Replace this Interaction token with the **Undead King** miniature (Shove any characters inside this area). He is a Scenario Commander with **CP 2+(2xP)**. You don't need to use his Boss Monster Status board or Boss Attack cards, just use the Monster Status board to track his Health (as you would for a Commander) and draw a hand of Commander Attack cards for him as normal.

Then, read the Resolution below:

"Ah, Hero of Daren," he keeps the mocking tone. "I thought our rivalry had finished, but I suppose you are not strong enough to put our past behind, right? If you were fool enough to bring me here just to fight me, then allow me to grant your last wish!" he taunts, ready for a rematch.

When the **Undead King** is defeated, go to Resolution #204.

Finally, you may continue to play the Adventure.



- **#204 – So you do what heroes do**

Although you could assume that the sphere belonged to the Undead King, you could never imagine that he would be reborn and that you would confront him once again. However, even though this battle wasn't in your plans, you did what Heroes are born to do and brought the monster back. The second fall of the villain of the Age of Darkness was very different from the first: falling in silence, the lich disappears forever. But no one besides you witnesses it.

The Party Leader flips the **Undead King Scenario Commander** card over and takes the **Sprout of Darkness Adventure** card as loot.



- **#205 – You recognize who is inside the sphere**

“Well, well, well... And so, we meet again, Wanderer,” Counselor Klee’s voice—the first soul you encountered when you traveled to the Spirit Realm two years ago—greeted you. “I should thank you for keeping your word, but I was a fool for manipulating you and ended up hurting myself because of it. However, destiny has reunited us once again and it’s time we set the record straight,” he confesses, shortly thereafter telling you one of the most incredible stories you have ever heard.

Write down the **“Aftermath”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever a Hero from your party takes a Recall Action, after resolving it, they receive **CLEANSE 1** or **FOCUS 1**.

Then, read **“Cutscene – Rising Again”** on page 105. This Resolution does not reduce the Interaction token.



- **#206 – The voice is from a Drunagorian**

“What I want is to help you do the right thing, even if it’s the last thing I do,” the voice answers your question with the serene tone of honesty. “In life, I was counselor to the Mage-King Ulthar during his career of failures, and for that I paid the blood price in his place. Betrayed and ruined, I conspired to become the Undead King, but the ritual was incomplete and I was executed before it could be finished. Yet, manipulating a mortal who traveled to the Spirit Realm, I was able to finish what I started. And that was my greatest mistake,” he confesses, shortly thereafter telling you one of the most incredible stories you have ever heard.

Then, read **“Cutscene – Rising Again”** on page 105. This Resolution does not reduce the Interaction token.



- **#207 – You turn against Scavenger, accepting the proposal**

In the end, you know there is only one thing to be done. Even though you would have to live with this skeleton for the rest of your life, you accept the All Mind’s proposal, because the future of Drunagor is in danger. With a heavy heart, you turn back to see your old ally, who is about to become your victim. It is a sacrifice you are willing to make for peace.

Read **“End of the Adventure – The World Who Sold the Man”** on page 110.



- **#208 – Ask why she wants Scavenger**

As you suspected, the price named was too high and you feel hesitant. Before staining your name, however, you need to know why Scavenger. “He has the face of one of my servants and he enjoys our power, but he conspires for my destruction, and that’s why he needs to be extinct,” the All Mind answers in a tone you could swear has some feeling beneath it.

If your party has the **“A Hard Bargain”** Status noted on the Story Record, go to Resolution #212. Otherwise, write down the **“A Hard Bargain”** Status on the Story Record, all Heroes gain **FOCUS 2**, and your party may choose another Resolution for this scene.



- **#209 – Ignore the offer and attack the All Mind while her guard is down**

Knowing you would never accept any price that would make such an offer even, you take advantage of the pause in the conversation to advance on your enemy while she has her guard down. Although your strategy is simple and predictable, the cosmic consciousness is taken by surprise, because, apparently, what she lacks in creativity, she makes up for in arrogance.

If your party has the **“A Hard Bargain”** Status noted on the Story Record, just carry on to the next instruction. Otherwise, if your party does not have it, starting with the Hero who occupies the highest slot on the Initiative Track, each Hero takes a turn, but do not move the Initiative Marker. This is a Special Activation.

ENDGAME TRIGGER

Now, you are fighting to the death. If the Death Horsewoman is defeated, read **“End of the Adventure – Dead End”** on page 111.

You may continue to play the Adventure.



- **#210 – Stall so you can recover before making any decision**

You know you would never make such a deal. However, rejecting the offer offhand would be to waste an opportunity. So, you take advantage of the open dialogue to adopt a reluctant behavior, while you recover for the next round. But will the All Mind notice the redundancy of your words that never reach a conclusion?

All Heroes must make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube they have grants a +2 bonus to their roll. Each Hero who follows the **Path of Cunning** succeeds in this Challenge without the need to roll. Then, count each of your party’s Successes and Failures. If the number of Successes is equal to or greater than the number of Failures, this challenge is considered a Success. If the Successes are fewer than the Failures, the challenge is considered a Failure.

FAILURE: *“So you really thought you could make me answer all those questions and I wouldn’t notice the deception?” the All Mind speaks again with the voice of the Death Horsewoman. “You mortals deserve the outcome you fear so much, because you are weak and trust false idols such as yourself. You believe that winning all the battles is what matters, but that’s what made you lose the war,” she taunts, putting an end to your disguised rest.*

All Heroes gain FOCUS 2.

ENDGAME TRIGGER

Now, you are fighting to the death. If the Death Horsewoman is defeated, read **“End of the Adventure Dead End”** on page 111.

You may continue to play the Adventure.

SUCCESS: *However, what force can handle the natural guile of a good salesperson? After mastering the art of small talk over almost two years running a warehouse in a town controlled by trade guilds, there is no merchandise you can’t fake indecision over. When the millennial cosmic conscience finally realizes it was being made a fool of, it was already too late: You are more than ready for a second round.*

Each Hero may remove one Trauma Cube from their board. Each Hero who chooses not to do so instead takes a free Recall Action and receives CLEANSE 2.

Then, your party may choose another Resolution for this scene.



- **#211 – Demand that the All Mind ask for something else**

“We have a deal, haven’t we?” the imperative tone of your enemy announces her impatience, but you ponder while your heartbeat is as fast as an untamed steed. In order to save Drunagor, you would need to betray the ally who saved your life even though he carried the blood of the enemy in his veins. Knowing that price is too high, you try to bargain, but the All Mind is adamant.

If your party has the **“A Hard Bargain”** Status noted on the Story Record, go to Resolution #212. Otherwise, write down the **“A Hard Bargain”** Status on the Story Record, all Heroes gain FOCUS 2, and your party may choose another Resolution for this scene.



- **#212 – And your enemy grows tired of your indecision**

“So, you really thought you could make me answer all those questions and I wouldn’t notice the deception?” the All Mind speaks again with the voice of the Death Horsewoman. “You mortals deserve the outcome you fear so much, because you are weak and trust false idols such as yourself. You never do what needs to be done when the final hour comes, and that’s why you’ll never win this war,” she taunts, putting an end to your indecision.

ENDGAME TRIGGER

Now, you are fighting to the death. If the Death Horsewoman is defeated, read **“End of the Adventure – Dead End”** on page 111.

You may continue to play the Adventure.



- **#213 – That wasn’t the skeletal figure you were expecting to find**

The cathedral was being renovated, becoming more open and wider, as if it wanted to become an amphitheater. The black mortar attempted to move the debris from one side to the other, but you can tell the Darkness has no strength. Nevertheless, it is scarier still finding out the identity of the villain behind all of it: The Undead King! Your eyes meeting in the middle of the battle is enough for the sound of that cadaverous laugh—which you have never forgotten—to resound once again, ensuring you it is him indeed.

If the Hero of Daren has the **Folk Hero** Background, go to Resolution #214. Otherwise, If they have the **Knight of Amira**, read **“Cutsceen – Skeletal Revolution”** on page 119 instead.



- **#214 – And all of a sudden, you remember**

However, a single note is out of place, and that is all you need to recognize the voice of someone else under all that distortion: it is Counselor Klee! “Oh, yes. You remember, right?” The creature provokes you, speaking directly in your mind. “When you put the gem that I assigned to be my Phylactery by the heart of the Queen, Mage-King Ulthar’s wife, you thought you would be fulfilling the last wish of a forbidden love, but you always knew that it was all very strange,” he goes on with an increasingly mocking tone, just as his spirit had used when talking to you. “The truth is, Hero, that she was my mother! Married for the second time to the liege of Amira, she introduced me as a servant from her court so that I could be raised close to her, for that secret would save my life,” the villain reveals, and the puzzle finally starts to fit together.

Write down the **“Aftermath”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase and thus, at this point, will last until the end of the Campaign*), whenever a Hero from your party takes a Recall Action, after resolving it, they receive CLEANSE 1 or FOCUS 1.

Then, read **“Cutsceen – Skeletal Revolution”** on page 119.



• #215 – Try to take down the barrier by force

The formidable magic barriers spellcasters bring to life are famous for being harder than a stone wall, immune to any blows less powerful than a volley from a catapult. However, some say that your determination is equally unbreakable, and the only sure thing is that the clash of these two forces will be devastating.

Make a Strength (yellow) Skill Challenge of Difficulty 30. Each Melee cube you have grants a +2 bonus to your roll. If you follow the **Path of Strength** or **Devotion**, you also gain an additional +10 bonus to your roll.

FAILURE: You gather your strength to deliver a blow, striking at your enemy's forehead. You were certain the barrier would break as if it were made of crystal and that would be the end of the Chamberlain. However, Radek's magic is too powerful, and as soon as your weapon touches the magic dome, you are shoved backwards even more violently. "What is it, Hero? You mean you are not as powerful as you think after all?" the priest mocks, laughing.

You suffer STUN and take an amount of damage (preventable) equal to the result of your D20 roll (not the entire total of your test). If you would be Knocked Out by this damage, you drop to 1 Health instead.

Then, you may continue to play the Adventure.

SUCCESS: And by the Stars, you are a real Colossus! The Chamberlain was sure that his Darkness-enhanced magic would hold against any impact, but your blow was so devastating that it broke the barrier as if it were made of crystal, landing square on your enemy. Radek utters a single yell of pain, immediately silenced as your weapon lands on his chest. A masterful blow!

Write down the **"Brute Force"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), as a Minor Action, you may Expend 1 AC to: SELF, EMPOWER.

Then, read **"End of the Adventure – Rearranging the Board"** on page 121.



• #216 – Try to break through the barrier

As unlikely as it may seem, the barrier is as hard as it is malleable, as if it were bread dough made out of stone. Magic is an incredible phenomenon, hard to explain with words, but there is much of nature in it since the two forces are governed by the same principle: balance. Noticing how the dome reacts to your touch, you decide to knead it instead of hitting it, which surprises your enemy.

Make an Agility (green) Skill Challenge of Difficulty 30. Each Agility cube you have grants a +2 bonus to your roll. If you follow the **Path of Cunning** or **Nature**, you also gain an additional +10 bonus to your roll.

FAILURE: However, the task is easy in theory, but almost impossible in practice. As soon as you merge with the barrier, the malleable dough becomes hard and starts to squeeze you and push you, as if it wants to force you out of itself. The uncomfortable embrace is getting stronger and the pain becomes too excruciating to bear, so you stop trying to advance, accepting your failure in exchange for your health.

You suffer STUN and take an amount of damage (preventable) equal to the result of your D20 roll (not the entire total of your test). If you would be Knocked Out by this damage, you drop to 1 Health instead.

Then, you may continue to play the Adventure.

SUCCESS: And by the Stars, you are very skillful! The Chamberlain watches in disbelief as you dance with the barrier and pass through it with its permission. You go through it as if it were you who had conjured it! Taking advantage of your enemy's few instants of confusion, you don't hesitate to attack him, knocking him out with a single direct blow. It is a masterful display of self-control, precision, and strength.

Write down the **"Like Water"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), as a Minor Action, you may Expend 1 AC to: SELF, SHIELD 4.

Then, read **"End of the Adventure – Rearranging the Board"** on page 121.



- **#217 – Try to dispel the barrier with your arcane powers**

Radek thought he could stop you with his arcane powers. However, you are also an adept in the Art and no cultist was ever a match for your power. Casting a counter spell, you think you will dispel the barrier all at once, but the Chamberlain is a different kind of creature: His magic is alive, pulsating, unlike the necrotic magic the Creatures of Darkness work. What is he, anyway?

Make a Wisdom (blue) Skill Challenge of Difficulty 30. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Mystics**, you also gain an additional +10 bonus to your roll.

FAILURE: Sparks fly everywhere as your translucent magic pushes on the surface of the barrier without making it crack. Radek even clenches his teeth for the effort he is making, but in the end, you are not a match for his power. Laughing at your failure, he redirects your strength back at you, converting your magic into a dark torrent that hits you squarely.

You suffer PUSH 1, CURSE 1, and take an amount of damage (preventable) equal to the result of your D20 roll (not the entire total of your test). If you would be Knocked Out by this damage, you drop to 1 Health instead.

Then, you may continue to play the Adventure.

SUCCESS: And by the Stars, you are very powerful! Sparks fly everywhere as your translucent magic pushes on the surface of the barrier without making it crack. Radek even clenches his teeth for the effort he is making, but in the end, you are stronger than him and the barrier dissolves into a silver ash cloud. Defeated and with his mind broken, the Chamberlain falls to his knees.

Write down the **“Overwhelming Power”** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), as a Minor Action you may Expend 1 AC to: Range 1, 4 (✳) DMG.

Then, read **“End of the Adventure – Rearranging the Board”** on page 121.



- **#218 – Try to instill some sense back into Radek**

Although he is now wearing the colors of the enemy, you know the Chamberlain is a Darenian and therefore, whether he wants it or not, you are on the same side. All he needs is someone to help him remember that. Searching what you have best in yourself, you prepare a convincing speech for Radek, to try to make him see the truth beyond the fear.

Make a Wisdom (blue) Skill Challenge of Difficulty 30. Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Devotion**, you also gain an additional +10 bonus to your roll.

FAILURE: However, even though you speak from the heart, Radek does not give in. But he also isn't the same. “No! Lochtiss is weak! He failed the Doctrine, we have been beaten,” he turns to you, his eyes filled with hatred. “You failed the Doctrine!” The spiritual conflict that tears him in half is apparent in his speech and, unfortunately, it was this despair born out of uncertainty that the enemy was waiting for. Flustered, the Chamberlain can't control the corruption he has taken as his ally, finally succumbing to the enemy. He is no longer an ally to the Darkness, but just another cultist. A very powerful one, by the way.

Replace this Interaction token with the **Radoslaw Radek Scenario Commander with CP 2+(2xP)**. The barrier is now linked to Radek's life, and in order to dispel it, you must defeat him in battle.

ENDGAME TRIGGER

When **Radoslaw Radek** is defeated, read **“End of the Adventure – Rearranging the Board”** on page 121.

Then, you may continue to play the Adventure.

SUCCESS: In the end, you were right. Falling to his knees, Radek dispels his barrier, his eyes bursting into tears. “Oh, Hero, what have I done?!” Despair leads people to make wrong decisions, but it is exactly because of your ability to believe in people that you are who you are. And, perhaps, Daren may still be saved. Leaving the man in tears, you turn back to your real opponent: the skeletal Varatash.

Read **“End of the Adventure – Rearranging the Board”** on page 121.



- **#219 – Defy Radek into dismissing the barrier**

You know it would be very hard to take down the barrier by force, so you resort to a bold strategy and defy Radek to stop being a coward and hiding behind the barrier. “What? You really think you can beat me, Hero?” he answers, taking your bait. “I won’t be underestimated by a hack like you! Prepare to die!” Radek falls for your ruse and dispels the magic himself, but that doesn’t mean victory is guaranteed: Screaming in hatred, despair, and pain, the Chamberlain completes his transformation into a powerful Commander of Darkness, ready to make you swallow your mockery.

Replace this Interaction token with the **Radoslaw Radek Scenario Commander with CP 2+(2xP)**. The barrier is now linked to Radek’s life, and in order to dispel it, you must defeat him in battle.

ENDGAME TRIGGER

When **Radoslaw Radek** is defeated, read **“End of the Adventure – Rearranging the Board”** on page 121.

Then, you may continue to play the Adventure.



- **#220 – Ask if he can dispose of some equipment**

Feeling you aren’t equipped with the right tools to overcome the challenge imposed by the Varatash, you ask the Spymaster for any equipment that can help you—and that he can dispense with. “Take this,” he hands you a gauntlet decorated with crystals. “This is a prototype. The craftsmen didn’t have time to refine it, but I believe it is ready for a field test.”

Take the **Rainbow Mask** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#221 – Ask him to help you fight Radek**

Wary that you might not be able to handle the corrupted Chamberlain by yourself, you ask the Spymaster to join you in the fight against Radek.

If the Interaction **“The Fallen Chamberlain”** has already been resolved and its token removed from the board, go to Resolution #224. Otherwise, if it is still on the board, read the Resolution below:

“Magic barriers are powerful, but they also require the conjurer to keep reciting the verses that hold them,” he explains, looking at you with a malicious and sarcastic look. “And so it happens that I have the perfect weapon to hinder Radek, because I know a secret: he is afraid of dogs!” Finishing his sentence with a whistle, the Spymaster throws a ball towards the Chamberlain. Right after that, a storm of joy and barks crosses the main hall with a single goal in mind: to retrieve the precious bouncing treasure. Harmless play for dogs, but a real terror for the corrupted priest, who, unfortunately, cannot control the darkness inside himself.

First, replace the **“Fallen Chamberlain”** Interaction Token with the **Radoslaw Radek Scenario Commander with CP 2+(2xP)**. The barrier is now linked to Radek’s life, and in order to dispel it you must defeat him in battle.

ENDGAME TRIGGER:

When **Radoslaw Radek** is defeated, read **“End of the Adventure – Rearranging the Board”** on page 121.

Then, you may continue to play the Adventure.



- **#222 – Ask him to help you fight the monsters in the main hall**

Noticing that this battle was open on many fronts, you ask the Spymaster for help fighting the monsters in the main hall. “Right! You can count on me,” Randy obliges to your request while cutting enemies here and there. “Ebony, Ivory, hold!” He completes the command with a whistle, and immediately two hounds establish a containment perimeter protecting your rear.

Recruit the Cohort **Randy Ribeiro** into your party.

Then, you may continue to play the Adventure.



- **#223 – Ask him to save himself, for this is your last stand**

The Spymaster was fighting to establish a safe perimeter, but you are not worried about your rear. Only the villain's defeat matters now, whatever it takes. "And leave you alone?" Randy confirms if he heard right. "Alright, Hero, I'll retreat a little, but I won't leave you alone. If I see things are getting bad, I'll come back to help you," he declares, reluctantly complying with your request.

Write down the **"Last Stand"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you would drop to 0 Health, make a Strength (yellow) Skill Challenge of Difficulty 11. Each Melee cube you have grants a +2 bonus to your roll. Also, each **"Effort"** Status you have noted on your Campaign Log carries a -5 penalty to your roll. If you succeed, you drop to 1 Health and write down one **"Effort"** Status on your Campaign Log instead. If you fail, you are Knocked Out as usual (which will cause this Aura to be removed from your Campaign Log.)

Then, you may continue to play the Adventure.



- **#224 – And you could REALLY use his help**

Noticing the corrupted countenance of the Chamberlain, the Spymaster comes to the same conclusion as you: he is the real threat. "It seems things with this one really got out of control," he jokes, taking on a new combat stance. His loyal hounds promptly take their positions next to him. "I knew Radek was plotting something, but I didn't imagine he would go that far. Nevertheless, this ends now..."

Recruit the Cohort **Randy Ribeiro** into your party.

Then, you may continue to play the Adventure.



- **#225 – Accept the Death Horsewoman's proposal**

Ignoring your instincts—which tell you not to make such an important decision under so much pressure—you accept your enemy's proposal. The Varatash are a very resilient enemy, and you can sense that the war has crossed a point of no return and victory seems farther and farther away. You may not fully trust her, but you cannot refuse any opportunity to protect Drunagor from the enemy's clutches once and for all. So, you do what heroes do: you sacrifice your own future so that your people can have theirs.

ENDGAME TRIGGER

Read **"End of the Adventure – Compromising"** on page 125.



- **#226 – Doubt that she will keep her word**

The offer is too tempting to be true. After almost one and a half millennium of war, does your enemy really hope to convince you that they intend to abandon all incursions into Drunagor? "Lies, deceits, fear... These are the worries of the flesh. I don't deal with it." Once again, a half answer. Either the Varatash are really incapable of betraying their word, or she is playing dumb to persuade you into a deal.

First, the Resolution **"#229 - Suspect that another General Might Violate the Agreement"** becomes unavailable.

Then, you face a dilemma: As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker. If you are convinced of the Death Horsewoman's authority and wish to accept her offer, go to Resolution #225. Otherwise, if you are not so sure about this offer, write down the **"Questioning"** Status on the Story Record and then, again as a group, you must choose another Resolution for this Interaction.



- **#227 – Ignore what she says and attack her by surprise**

The enemy is persuasive. Maybe too much. Imagining that she would never keep such an advantageous promise, you decide to resume the fight and take advantage of the moment to attack while the Horsewoman is off guard.

If your party has the “Questioning” Status noted on the Story Record, go to Resolution #230. Otherwise, if it does not have it, read the Resolution below:

And your boldness is rewarded, for the pause made by your enemy was not merely out of diplomatic courtesy. The truce was necessary and would serve her well so she could concentrate solely on regaining her strength. Thus, even though you didn’t know, it is a good thing you interrupted her. With you starting the second round of the battle ahead of schedule, the Horsewoman barely has time to use her nefarious powers to regenerate her wounds. Her MANY wounds.

Starting with the Hero who occupies the highest slot on the Initiative Track, each Hero takes a turn, but do not move the Initiative Marker. This is a Special Activation.

ENDGAME TRIGGER

You may now continue the encounter with the Death Horsewoman, and when she is defeated, read “End of the Adventure – The Fallout” on page 125.



- **#228 – Reject the Death Horsewoman’s proposal**

Even though you were willing to pay the highest price, just as many Drunagorians had to before you, this decision is too important for you to make in such a short time and under so much pressure. Finding yourself unable to believe her promise, you refuse it and prepare for the next round.

If your party has the “Questioning” Status noted on the Story Record, go to Resolution #230. Otherwise, read the Resolution below:

And your determination is rewarded, for the pause made by your enemy was not merely out of diplomatic courtesy. The truce was necessary and would serve her well so she could concentrate solely on regaining her strength. Thus, even though you didn’t know, it is a good thing you interrupted her. With you starting the second round of the battle ahead of schedule, the Horsewoman barely has time to use her nefarious powers to regenerate her wounds. Her MANY wounds.

ENDGAME TRIGGER

You may now continue the encounter with the Death Horsewoman, and when she is defeated, read “End of the Adventure – The Fallout” on page 125.



- **#229 – Suspect that another General might violate the agreement**

Even if you could trust the Death Horsewoman, what guarantee did you have that no other General would continue the invasion? “Mil’Moot is not my servant.” The Knight speaks with her own tongue, but the words are not her own. “She is my vessel. You are bargaining with the one the High Dragons named ‘Varatash’ when they did not know how to describe me. Each opponent the Drunagorians have faced until now, from the miasma to the Famine Horseman, is a piece of me and of my will. Whatever I say, will be,” the creature responds, leaving you speechless.

First, the Resolution “#226 - Doubt that she will keep her word” becomes unavailable.

Then, you face a dilemma: As a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker. If you are convinced of the Death Horsewoman’s authority and wish to accept her offer, go to Resolution #225. Otherwise, if you are not so sure about this offer, write down the “Questioning” Status on the Story Record and then, again as a group, you must choose another Resolution for this Interaction.



- **#230 – However, your hesitation has a price**

Pausing to make up your mind wasn’t for free. The truce achieved by your enemy’s tempting proposal served her very well, allowing her to concentrate solely on regaining her strength. By delaying the start of the second round, you gave her the time she needed to channel her nefarious powers and regenerate some of her wounds. Maybe it would have been better to accept her proposal after all. But that doesn’t matter anymore now. The dice have been cast and whatever will be, will be.

The Death Horsewoman regains 25 Health per Hero.

ENDGAME TRIGGER

You may now continue the encounter with the Death Horsewoman, and when she is defeated, read “End of the Adventure – The Fallout” on page 125.



The background is a dark, textured brown with a central skull. The skull is white with glowing red eyes and a red mouth. It is surrounded by ornate, metallic, golden-brown structures that look like armor or machinery. The overall style is dark and industrial.

CHRONICLES

OF DRUNAGOR