

**AGE OF DARKNESS**



**ADVENTURE BOOK**





**CHRONICLES OF DRUNAGOR**  
AGE OF DARKNESS



**ADVENTURE BOOK**

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**CREATIVE**  
Games Studio

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# A WORD FROM THE AUTHORS

To me, **Age of Darkness** is like a dream coming true. This game was designed with those who love RPGs in mind: those people who want to play, but don't have time or availability to do it. Making this game, with RPG feel and elements, for this audience, is an achievement that pleases me the most - because I also have myself several friends with whom I want to play, but can't; hindered by my daily responsibilities. Now, with this game, I can.

It is a big challenge that we won, here: a gateway for our future projects, that enabled our company in the path to be cemented

with the fans of the dungeon crawler genre. The challenge of designing a new game, with its own new mechanics and elements, that isn't a mere copy from the successful cases in the market.

A rather unique initiative, created from scratch: what brought many difficulties upon us; difficulties that our team conquered with strong passion and sharp skill.

What I feel about this game is gratitude and satisfaction. And I hope you all can feel the same.

**Eurico Cunha**

I must confess to you guys that I became really, really surprised to see what **Age of Darkness** grew to be. One day, me and my friends are playing our boardgames and debating for hours over what changes we would do if the games were ours to design. And just on the other day, we are here, presenting our own game for thousands of experienced players around the world. Our own pieces, arts, characters, maps, story, everything!

I won't lie to you: it's a enormous responsibility; so we committed ourselves to better up everyday. And I think that the resultant game from this project stands out as a masterpiece

in the genre. We learned to love the very process of making it, caring about details, minding every piece of it, struggling to give you the best we can, and even more.

I would like to thank our backers, that believed in this project; the testers that helped us to improve it; and our team that placed every stone and brick in place to build this wonder of a game.

See you soon in Daren,

**Daniel Alves**

**Age of Darkness** is a very powerful game. Since the first time I played it, in 2020, I knew this. Playing RPGs for decades, not mentioning my love for dungeon crawler games, it would be impossible not to feel this gravitational force.

It was love at first sight, and I knew that I would certainly want to work on it. Many things were different back then, but the cube system had its own charm - and a big potential. The resource management, the choices, everything was fun to me.

When the first version was finished, the feedbacks from the community came in, and the answer was mostly positive. Something invigorating for us all, that fought so strongly to deliver a game that fulfilled our backers' expectations.

Although we hit most of the targets, we learned some others where we could improve the game. In parallel, the prototype for **AoD: Apocalypse** got to the reviewers, and its better received response from them made Eurico and Daniel (the development managers back then) believe in my skills, giving me this new and challenging task: align the **Core Box** experience with this new approach I delivered in **Apocalypse**. On the eve of launching our second crowdfunding campaign.

It would be little time to make it, an herculean labor. However, the task was partially under way: After hearing many suggestions from the BGG and Facebook communities, I dared to stray out from the original design and work in a new perspective of Chests, Monsters, Equipments, Interactions and Storyline; nearer to RPG premises, but sticking to that beloved and promising CoD system.

Once I presented the project and received the clearance I needed, our team struggled hardly to accomplish this new vision in the months that followed August 2021, and every one of them deserves their merit and my gratitude here: Claudinei, Guilherme, Luigi, Daniel, Eurico. Fundamental pieces that we needed in the process to develop a mostly "new game", so efficiently and in so few time.

Our journey wasn't any easy, but I give to you all the fruit of a job done with all our dedication, love and evolution. I was ready to accept delays, knowing that a well-made game would be better than a game fastly given, but underdeveloped.

However, in the meantime, after crossing our internal deadlines for two times (and I hope Márcio and Rick don't read this) we managed to accomplish the mission yet in time.

We are very grateful to our community, for all feedbacks it gave us (including the criticisms, that helped us to grow much more than you can imagine) and for all the experience that this brought us. If this is the day when we grew up and were capable of delivering a project even more audacious than our first, it is because we learned to dialogue with suggestions not only for just one person, but tenths, hundreds, even thousands!

I sincerely wish that you all can enjoy this work with the same happiness we found developing it. Know that we made our best - but this is far from what we'll be capable of, having you with us.

With my most sincere thanks, **Mauro Carvalho**

# PROLOGUE

*Ascension: A word coined to represent the state of mind a person's soul—a righteous one—reaches at the moment of their death. Without the ties of the body and with a light conscience for having lived a virtuous life, the ascended one rises into the sky and finds its place in the blanket of night, becoming one of the thousands of stars that watch over Drunagor.*

*An eternity spent in the truest fullness.*

*You have never considered yourself the greatest of the faithful. And you even began to doubt that the promised and desired reward was true when you learned that you had been deprived of the one person closest to you. For that loss, you have been wracked with guilt, and there seems to be no remedy for that.*

*Wandering the roads of the old continent, you arrive at a parish house near a village far from the big cities—a true sanctuary for travelers. You stood in front of its doors for over an hour, unable to go in. But there was nothing wrong with it: the problem was within you. You didn't feel worthy of stepping into a holy place. Not after what you had done.*

*And so, all that was left for you to do was to surrender to tears under a late afternoon rain; and this would not be your first time...*

*"A great scholar once taught me that we are all 'stardust'..." says the priest who took care of the place, after he had found you, dragged you into the building, and listened to your story over supper. "I like that, because I feel that we are always in communion, even with those who have already embraced the earth... Your Dearest One's spirit may not have crossed the Way of the Arcana, but it may still be here, in the come and go of the seasons just like us, and I like to believe that they too are at peace."*

*This wasn't the first time you'd heard this sermon. However, you couldn't deny it: there was a little comfort in that thought.*

*"However, it's you that I worry about, traveler..." he continues, and you know that the most important thing he has to say would come next: "The grief that afflicts those who remain, when accompanied by guilt, becomes an unbeatable force to lead someone astray. I see that you are distressed, that nothing can bring you comfort. However, this does not seem fair to you. No matter what you've done, if you fall to your knees and acknowledge your pain, it's a sign that you can still find your way."*

*You know that you only did what needed to be done, but that doesn't make your pain any less. A father, a sibling, a friend, a lover... Being responsible for the departure of someone so close to you was not an easy thing to deal with, and there was nothing that could convince you that everything which had happened was not a great injustice, and that the world itself was to blame.*

*"The winds have changed," he continues. "Even good people have become victims of despair, and no soul seems to be prepared for the strange things that have happened. More than ever, it is essential to do the right thing, to stick to the doctrine so that you can find peace."*

*You want to ask why, if that was true, that you still feel so bad for doing the right thing? You want to ask why you still feel that something inside of you was broken, out of place, making you wonder if what you've been taught all these years was 'the right thing' was, in fact, 'the right thing'? However, words fail you, and in the end, you just remain silent, brooding over the same thoughts you had brooded on through the last cycle of the moons.*

*All that could be heard was the symphony of raindrops falling on the roof.*

*Now understanding the depth of your despair, your host does not speak another word, but neither does he leave you alone.*

*And truth be told, that's just what you needed.*



# CHAPTER 01: A Cry for Help

*A sharp, desperate scream awakens you in the middle of the night.*

*It's still drizzling outside, but you remain dry, having fallen asleep in front of a fireplace in one of the parlor's rooms. Taken by an impulse from whence you don't know where, you hurriedly gather your belongings and rush out the door into the woods, in search of the source of the cry, determined to lend your aid.*

*You don't know exactly where you are, but you know it isn't far from Blackriver, a small town in Elan's kingdom. It was precisely by following the aforementioned river that you came to this rural settlement, cozy and hidden in the hills among dense pine forests.*

*Suddenly, something buzzes past your ear, and you are alarmed to see an arrow thud into a tree right next to you, missing your forehead by just a few inches! You look into the woods ahead and spy the shooter as it prostrates itself on the*

*ground: a reassembled skeleton bearing the ensign of Amira, carrying a short bow in its hands.*

*You cannot help but feel intrigued. This isn't the first time you've come across such a foe, but you certainly didn't expect to see another one now or here. After all, you believed that you had defeated the one responsible for the resurgence of such horrors—and, indeed, it was the guilt you still carry from that confrontation that made you lose yourself out there in the woods.*

*Could others also be involved? In truth, are not these creatures always under the command or judgement of some controller? Someone who has learned how to raise the dead and decided to take a kingdom for themselves? The more you reflect on these strange events, the more confusing it all seems to you.*

*A second arrow whizzes past you, this time grazing your arm, and you realize that these are reflections for another time.*

*Someone needs your help...*

## **DARKNESS SPAWNING RULE - NO DARKNESS:**

There is no Rune card at the start of this Adventure.

## **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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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.



**DOOR 01**










 G4	 1
 5	 3 G2
<b>E4-F</b>	
* * *	* *

TABLE SPACE: 84cm X 56cm



-  1 WM: *Skeleton Archer - Rookie*

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-  2+: GM - *Rookie*
-  3+: WM - *Skeleton Archer - Rookie*
-  4+: GM - *Rookie*
-  5+: WM - *Skeleton Archer - Rookie*



## SPECIAL EVENT #01 – A SWEET OLD LADY

You deliver the final blow to the last of the invaders, and finally, the surroundings seem safe to you. As their otherworldly screams fade into echoes, they are replaced by the shouts of villagers calling to each other in the dark.

The battle has been won.

Taking advantage of the calm, you approach your hosts—an older woman and a little girl. Naturally, they don't seem as calm as you are. After all, facing crazed men and unearthed skeletons is not part of everyday life in the country.

"Go away!" shouts the old woman, brandishing a knife in your direction as soon as you take the first step towards them.

**Open the [Book of Interactions](#) to page 05. 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 RIGHT THING

A little later, you rejoin your host in the village square, as around him a caravan of just over two dozen people begins to form. Hurriedly, men and women pile everything they own onto the few carts that are there.

"I saw how you left after hearing that desperate scream, my friend. If I'm not mistaken, this is the first time I've seen even a small smile on your face," he tells you while you help the villagers with their preparations.

And you are calmer, even if you didn't realize it at first. Back there, you recall, you forgot your anguish and focused only on helping, choosing virtue, and doing what was right. Acting like that was always natural for you. But now you can see that you had started to give up this conduct.

"I wouldn't dare tell you what's best for you, as I believe it's up to each of us to figure that out; however, I can see that you want to move on, and maybe the cure for you isn't brooding over what was," the priest throws into the air. "Few people I've seen run toward a scream in the dark."

The adventure ends here. You may now proceed to the Camp Phase and read "[After the Adventure – The Road to Blackriver](#)".

## AFTER THE ADVENTURE - THE ROAD TO BLACKRIVER

When the caravan stops to rest in the middle of the night and the camp has been raised, the parish priest sits by your side and admires the crackling bonfire with you.

"What happened to your Dearest One and what you saw just now are not coincidences. Stories like these have been repeated across the land for the past few weeks," explained the priest. "The woods are no longer safe, many people have strayed from the path, and the villages are suffering from incursions. There are not enough soldiers, and not all places have well-trained militias prepared in time. Something is wrong..."

You listen in silence, keeping your gaze steady on the embers as you fan them with a stick. The air is freezing cold.

"Blackriver is one of those places. The mayor has warned us to seek refuge far away in Valarai because he cannot protect us. However, I think that it is in times of greatest difficulty that we need to stay together, and that is precisely why we're going there, to help with what we can," he continued.

"You've been wandering the crooked roads looking for something and even you don't know what it is... But, seeing what I saw back there, I'm sure you already have what you're looking for inside yourself. You cannot see this because you have chosen to wander the crooked roads, and that is normal. Throughout my life, I have seen people like you come and go through my parish, and I am sure, by helping Blackriver deal with their problems, you'll be helping yourself deal with yours. Isn't it worth a try?"

Having said his peace, the priest went silent. Even though you didn't exchange another word for the rest of the night, you knew perfectly well what you were going to do next.



### REWARDS:

Each player chooses and unlocks a Level 1 **Hero Skill** or **Dungeon Role Skill** for their Hero.





## CHAPTER 02: Blackriver's Missing

The caravan arrives at the town of Blackriver just as night falls at the end of the following day. The town is in turmoil, as the militias had been called in for the many strong arms that would be needed to build a palisade around the settlement.

Having introduced yourself to the mayor, Matthias Cormack, as a volunteer adventurer, you walk alongside him as he inspects the construction of the town's defenses, learning about its problems and how you might help deal with them.

"The last time we built one of these..." says Matthias, pausing to watch the work of some men, "was half a century ago, and my grandfather believed that it would be the last time our people would face a wave of incursions. However, now we have no choice but to arm peasants, fishermen, and artisans against those... things that have arisen in the woods," he concludes with a heavy voice.

"Almost every night, monstrosities attack us like maddened men, lassoing those who cannot fight or flee as if capturing animals," he

explains with a frown. "I know these bastards have made their nest in James Eerst's old fortress, but the two times I tried to fight them there I was forced to retreat with less than half my men. However, where direct confrontation has failed, it could be that a more subtle approach will work..."

Following the advice of the priest you met the day before, you offer to help, leaving early in the morning under the day's protection. The journey through the riverine forests is calm, and after half a day's march you come across the ruins of the aforementioned fortress, built upon a high bluff that overlooks the mighty Black River. On another occasion, you would even be content to spend time here, enjoying a view adorned by the patina of time.

The silence makes you wonder if anyone actually inhabits the place, but recent tracks that look as though heavy loads were dragged into the keep indicate that something is going on here. Without hesitating, you advance towards the fortress on the mountainside, preparing for the worst...

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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.

# DOOR 01



TABLE SPACE: 84cm X 56cm



 1 Interaction Token 2: Page 06

## DUNGEON TRAY - 1



## SPECIAL EVENT – AN AUDIENCE WITH YOUR MAJESTY

*As the last of your enemies falls and you finally begin to understand what is going on, you notice a passage underneath the base of the statue that appears to descend into a hidden chamber.*

*The humming dirge continues to emerge from down there, along with a strange greenish light, and that is something new to you: You don't remember seeing such a light before, or at least not one this strong. Certainly, whatever is making people lose their minds is coming from this place and you need to go down and confront the evildoer behind these spells to put an end to it.*

*You descend the stairs, foot by foot, and when you step back onto solid ground your eyes can hardly believe what you see: a sort of catacomb adorned with alchemical paraphernalia, with bones scattered everywhere, along with more of that strange tar-like substance.*

*However, nothing draws your attention more strongly than the being that you see up ahead, leading the chant which now reverberates from the walls, like the conductor of some blasphemous orchestra.*

*Is this the culprit you're looking for? The creature responsible for your Dearest One's downfall? Could it be that in the end, as you feel in your heart and wish with all your forces, that you are just another one of his victims?*

*"You are not welcome here, mortal..." the figure intones, its tattered robes floating into the air as he recognizes your intrusion. His voice is husky, cadaverous, and its echoes are distorted through the air, unlike any sound you've ever heard. "But now that you've come, you can join us!" He completes the threat with a terrible laugh, and somehow you know that if it isn't the last thing you hear in this life, this certainly will not be the last time you hear it...*

*Twisted by the will of the crowned skeleton before you, the bones scattered across the vast, dark water mirror covering the floor reassemble and rearm themselves. A strange fog hovers around you, as if wanting to swallow you up and make you disappear into the darkness.*

*Just as it seems to have done to the passage you emerged from...*

Remove the **Darkness Hunting** Rune card from the Initiative Track; remove all Heroes from the board, and undo all current Setups. All Runes must be left on the Initiative Track, but no other cards besides the Heroes' Initiative cards should remain there at this point. Then, make the following preparations:

- Place the **Undead King board** face-up and set his initial Health according to the number of players in this Adventure (*the Undead King has 30 Health per player, or just 30 if you are playing solo*).
- Place the **Undead King's** Attack cards, First Encounter side up, on the Initiative Track at their indicated positions (*matching their Runes*).
- Build the Setup as shown. All players must place their Heroes in one of the Starting Positions of their choice.
- Summon **Y Skeleton Archer – Minions** on the spaces indicated by the Setup, where Y is the number of players in this adventure. In all cases, whenever they

are summoned during this encounter, there can never be more than four.

- Each Hero takes a Free Recall Action, recovers all of their Health, and removes all Conditions affecting them. FOCUS, SHIELDS, and any other resource tokens are kept for this encounter.
- Remove all Trauma Cubes that the Heroes are holding and add 5 Health to the Undead King for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 2 Health to the Undead King for every cube removed this way.
- Move the Initiative Marker back to the first card on the Initiative Track. The current round is over and a new round starts from there.
- After you have made all of these preparations, you may start the encounter with the **Undead King**. Once a Hero is defeated or your party manages to defeat the Undead King, you must read the appropriate **"End of the Adventure"** entry on page 15 (*there will be one for each of those results*).



## END OF THE ADVENTURE - ALL HAIL THE KING (THE HEROES WERE DEFEATED)

The fight was intense, but your enemy proved stronger than you. Having reached your limit, you fall to your knees as a thousand thoughts race through your head.

“You are a fighter! I’ll give you that!” he says, along with another husky laugh. Even though his decomposed face doesn’t offer any expressions, you could swear he looked pleased. “Although I feel compelled to give death to those who seek it, your audacity has entertained me. Because of that, and because I have completed what I came here to do, I will spare you... THIS TIME.”

You continue to contemplate the dreadful figure without knowing what to say, or even if you should or deserve to speak.

“The Darkness has come, mortal. The time of the Darenians is over, and I, at last, will wear the crown that is my due. Return to your people with the life I took and gave back to you, but let everyone know that the true king, the Undead King, has arrived!”

And these are the last words you hear before you fall into unconsciousness.

The Party Leader writes down the **“Humbled”** Outcome on their Campaign Log (Outcomes remain in effect for the entire Campaign unless some other effect changes them). The adventure ends here. You may now proceed to the Camp Phase and read **“After the Adventure – The Aftermath”**.



## END OF THE ADVENTURE – DOWN WITH THE KING (THE HEROES WERE VICTORIOUS)

The fight was intense, but against all odds, you have prevailed, and your last blow seems to have hurt the creature!

“You are a fighter! I’ll give you that!” he says in a choked voice, and even though the decomposed form doesn’t indicate any kind of expression, you could swear he was upset. “Although I feel compelled to give death those who seek it, your audacity has entertained me. Because of that, and because I have completed what I came here to do, I will call our meeting closed. But this will not be the end of our history.”

You continue to contemplate the dreadful figure, imagining that you are ready for a second round. However, your body falters, your sight blurs, and you fall to your knees. You aren’t doing so well yourself..

“The Darkness has come, mortal. The time of the Darenians is over, and I, at last, will wear the crown that is my due. Return to your people with the life I took and gave back to you, but let everyone know that the true king, the Undead King, has arrived!”

And these are the last words you hear before you fall into unconsciousness.

The Party Leader writes down the **“Unbroken”** Outcome on their Campaign Log (Outcomes remain in effect for the entire Campaign unless some other effect changes them). The adventure ends here. You may now proceed to the Camp Phase and read **“After the Adventure – The Aftermath”**.

## AFTER THE ADVENTURE -THE AFTERMATH

Suddenly, you wake up in the inn at Blackriver, gasping for breath as if you were drowning. Somehow, you had managed to return to the small village, although you cannot remember how. The mayor is nearby, apprehensive but with a look of gratitude on his face. An emissary from the Doctrine of the Setting Sun is also standing beside you, a bowl of porridge in his hand.

“You did well, my fellow. Mayor Cormack has informed me of your incursion, and since that day two moons ago, the rangers have reported that the old fortress has been quiet, and appears to be unoccupied.” He offers you the bowl. “Whatever you did, it worked.”

You discovered the tragic fate of Blackriver’s missing but that wasn’t all, and you report everything you saw that you didn’t quite understand:

- There was an Undead King.
- He was bewitching and sacrificing people for a ritual, for what he only hinted.
- The ritual was complete.

After you share those details, the envoy ponders for a moment. “This is serious, VERY serious... And it can’t just be between us. My fellow, I know I am in no position to ask you for anything, but we need your help once more. I must return to the Cathedral and inform the Doctrine of what you have reported to me. However, I have been dispatched on another mission, also very important, that I will need you to fulfill for me: you must find the sage Tharmagar in Umbral and escort him to Valarai. His knowledge will be crucial for what is to come,” he concludes, handing you a badge and a writ.

You accept the task. Now, more than ever, this has become a personal matter for you. The path to your redemption seems to lie in helping your people fight and finding the truth behind it all. Yet, you notice, this is also the first time in weeks that you don’t feel guilty, and in the end, you conclude the priest was right. You want to thank him, but you can’t find him anywhere.

And no one in the caravan you came to Blackriver with remembers seeing you in the company of a priest...



### REWARDS:

Reveal all cards from the Level 01 Equipment Deck.  
Each player chooses one **Equipment** card.



## CHAPTER 03: The Jewel of the Free People

*As night falls in the fifth day of your journey, you wander into the market square of the city nicknamed the “Jewel of the Free People”—as it is ruled by a council of representatives, not a king—A place that offers big opportunities to anyone who has deep pockets or shallow morals; Where every day seems to be a carnival.*

*But this evening, the mood was anything but jubilant.*

*The City Guard seems worried, torches fill the streets, and the heralds shout a curfew amidst the pandemonium. All the passersby are too uneasy to help you find Tharmagar—and you don’t blame them. Their distress is great, and wherever you look, you can see macabre figures dressed in beaked robes and walking by carts that—you realize in horror—are piled with corpses under the rags.*

*Some disease has come over the Umbralians, and with the city overcrowded by refugees from everywhere it spread like wildfire. The “sweating disease,” as the mob has started to call it, is “Admiral Luccanor’s revenge, he who was injured by the Council of Merchants last year.” Or so you hear through the grapevine.*

*Dazed by all this madness, you are still trying to cope with everything, when your eyes meet a familiar shape moving over the barricades that have been assembled at the wharf. Those things are here! The disease, the chaos... None of that is a coincidence. The city is under attack!*

*Could the Undead King come here? You can’t keep yourself from asking. Knowing the danger, you try to warn the Guard’s commanders, suggesting they use their soldiers to search for any uncommon gathering: any chanting, or ritual... Anything! But the confusion is too great, and nobody listens.*

*Then, at a nearby pier, you see an old warehouse where the now-familiar emerald lights flicker like pulsars, glimmering through the black of night. Like a moth attracted to the flame, you want to chase it—even if that demands fighting your way across a dock cluttered with enemies, certain that it was your own decision, for the good of the city...*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – MONSTER RAID**

During this Adventure, there are creatures everywhere and they might attack at any time. Take the Shadow Vampire miniatures, the **Shadow Vampire Spawn** Scenario Monster Card (*do not use the Shadow Vampire as a random Monster*), and place the **Monster Raid** Scenario 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 18 for details*).

**SPECIAL MECHANIC – AREA CONTROL**

By using improvised barricades, the Heroes can block the Monsters’ entry points. To do so, they must be adjacent to a Rune that they want to block and Expend 1 AC. If they do, remove that Rune from the board and place it on the Initiative Track. Then, remove two Runes of the same color from the bag (*they are not placed on the Track*). Also, the Hero gains FOCUS 1. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Rune.

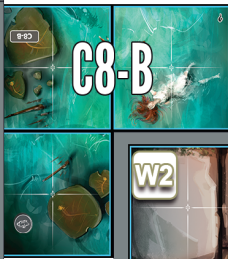
**EVENT TRIGGER – THE HAUNTED WAREHOUSE**

When a number of Runes equal to the number of Heroes have been removed from the board, at the end of the current Hero’s turn, read “**Special Event – A Captain in Distress**” on page 18.

DUNGEON TRAY - 2



DUNGEON TRAY - 2



DUNGEON TRAY - 1



DUNGEON TRAY - 3

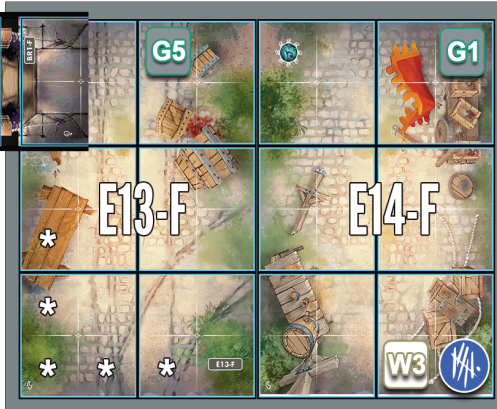
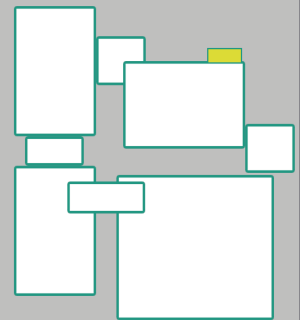


TABLE SPACE: 84cm X 56cm



- 1 GM - **Rookie**
- 1 BM - **Rookie**
- 4 Chest Tokens
- 1 Rune Token Blue
- 1 Rune Token Orange
- 1 Rune Token Green
- 1 Rune Token Grey
- 1 Rune Token Red
- .....
- 2+: GM - **Rookie**
- 2+: WM - **Fighter**
- 3+: BM - **Rookie**
- 3+: WM - **Fighter**
- 4+: GM - **Rookie**
- 4+: WM - **Fighter**
- 5+: GM - **Rookie**
- 5+: WM - **Fighter**

## FAQ: MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The Monster Raid card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the Monster Raid card's effect, it spawns in a square adjacent to their Spawning Point (or as close as possible) of the Party Leader's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).

Add the following Setup:



W1 1 WM - *Fighter*

2 1 Interaction Token 2: Page 10

G2 2+: GM - *Rookie*

W3 3+: WM - *Fighter*

G4 4+: GM - *Rookie*

B5 5+: BM - *Rookie*

## SPECIAL EVENT – A CURSE IN DISGUISE

As the Commander of Darkness falls, your attention turns back to the enormous black ark. The emerald light was still there, contained as a shy glow, echoing below the loosened lid.

You don't hear any dirge, now. Yet, a curious buzzing perseveres in your ears, and your gut twists more and more each step you take towards the strange piece of furniture. Even if gazing at the ark is somewhat nauseating, you feel irredeemably compelled to do it.

The wooden planks creak and scream as you walk over them, and you sense this place isn't safe. The building was already weak by itself, but you suspect that the same power that unnerves you also undermines the wood that forms the beams of the shed.

Nevertheless, and even though it probably houses an evil artifact, you cannot help yourself from wanting to reach for the ark and open it. A lonely drop of sweat rolls down your forehead while you ponder one of the most important decisions you will make in your entire life—totally clueless about what the consequences might be.

Open the [Book of Interactions](#) to page 11. 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.

## SPECIAL EVENT – A CAPTAIN IN DISTRESS

Doing your best, you manage to clear some ground on the docks and hold the assault at bay, creating hurdles in the alleys from where the enemies came. The battle continues all over the port, but at least in this district, you have turned the tide in favor of the defenders.

However, you still can't find a pathway to the warehouse, and the fumes from the blazing fires aren't helping.

Suddenly, you witness a curious scene: from the lower decks of a ship docked nearby, a man runs onto dry land. "Ahoy, mate! Would ye mind giving me a hand?" he yells, without even looking at you.

You could feel some amusement from this situation, if it wasn't such a tragic one, because, right behind him, more and more of those things emerge from the ship's sides—something you've never seen before. You wouldn't even have noticed it if not for a small detail that caught your attention: on the other side of the vessel, slightly sunk into the reef, rests the entrance you were looking for!

## END OF THE ADVENTURE – YOU BETTER RUN

The noise of wood snapping and breaking echoes around you. That burst of light damaged the warehouse structure for good. Certain of what will happen next, and driven by an unknown willpower, you grab the cube.

The following moments prove themselves the most terrifying this night so far. Pieces of wood and lumber fly everywhere, below and above, and you could swear that you'd be buried, pressed against the sharp, pointed reef.

You run as if your life depends on it (and it really does), and without looking back you go fast as lightning through the first window that you see. You dive deep into tides corrupted by death and Darkness, while the building collapses in a cacophonous symphony ringing across the wharf.

Dragged by the waves to some shore break a hundred yards away, you almost feel grateful when you realize that you are, surprisingly, facing a seaside keep from which a strong alchemical scent flows warmly, cutting through the cold air.

Almost.

The adventure ends here. You may now proceed to the Camp Phase and read **"After the Adventure – Meetings in Mismatches"**.

## AFTER THE ADVENTURE – MEETINGS IN MISMATCHES

Near a fireplace, rolled in a blanket, you turn yourself again and again, trying to avoid the cold... or something. Your host is the sage Tharmagar—luck brought you to his workshop. Introductions made, you all now share a kettle filled with the best infusions from Hearth, land of the little ones.

"Valarai? The High-Priest really doesn't know what to do!" Tharmagar replies after hearing of your mission. "I have rummaged through the most obscure tomes in the Library of the Stars, and I'm certain the answers they seek aren't there. The Doctrine of the Setting Sun did its work well in the past..." he adds with an indignant tone, inviting you to agree, but you don't have a clue what he's talking about.

The sage is tall, grizzly, and with Amiranian features, he could easily pass for someone's grandfather. Although he is old, he seems healthy and proud. Maybe a little anxious. You suspect that constantly handling alchemy stuff could have something to do with his frantic attitude, but he shows certainty and erudition when speaking.

"Ignispyra. We need to go there," he presses you, brushing aside your natural inquiry about the destination. "Of all people who preserved the true story, they are the closest. This isn't the first time we have faced this enemy, my fellow. Problem is that we chose to forget..."

You argue and protest as best you can, but convincing Tharmagar is impossible—and mentioning your previous encounter with the Undead King just worsens it. Understanding that the worrying and

urgency of the sage will make him unmovable, you offer a bargain: visit the Draconian town first, then Valarai.

The night will be long and full of rhetoric and eloquence exercises. Although you talk about everyone and everything, you don't say a word of the mysterious cube you just found—and you don't know why...

If any Hero has the **"A Courier's Job"** Outcome on their Campaign Log, they may choose to return the **Golden Locket** to Tharmagar. If they don't, just erase the Outcome and continue the Camp Phase as normal. Otherwise, if they do choose to, read the following:

In a brief moment of truce on the battlefield of heated discussions, between one infusion and another, you recall the captain's plea and return the golden locket to the sage. "My locket..." Tharmagar says, receiving the item in deep wonder. He sneaks a peek at the lock of hair stored inside it. "... I thought it was lost! Thank you my fellow, it is very important to me."

The Hero who has the **Golden Locket** discards it. Then, the Hero who has the **"A Courier's Job"** Outcome on their Campaign Log erases it and writes down the **"Soulmates Reunited"** Aura in its place. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever that Hero rolls 1 on the d20, they score a Critical Hit instead of a Critical Failure and gain FOCUS 2.

### REWARDS:

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

### SIDE QUEST ADVENTURE:

If you have the **"Ruin of Luccanor Adventure Pack"**, you can play it now; or you can go straight to **"Chapter 04 - The Raid of Ignispyra"**.



## CHAPTER 04: The Raid of Ignispyra

*Tharmagar and you walk for almost ten days, taking a long detour to the land of the Draconians. Seen as outcasts by the other kingdoms—since they refrain from politics and quarrels among the other states—the Draconians are a strange folk, happy to maintain their own traditions and satisfied with the volcanic soil of the province that holds the only town they inhabit: Ignispyra.*

*You've imagined finding an unbreachable city befitting the Children of the Dragons' adamant reputation, but the reality is otherwise: The Darkness arrived first. The Undead King's forces weren't interested only in conquering cities of men. No, his war was broad; and it seems he would not content himself until all the peoples of Daren were defeated. Even all Drunagor, perhaps.*

*The night has already fallen when you arrive, and the clangs of battle can be heard from afar. But no despair or horrified scream reverberates among them, however. The Draconians were too proud to succumb that way.*

*"The enemy isn't a fool! He won't attack Valarai as the High Priest suspected. At least not so soon... He needs to be certain that we won't be able to defend ourselves, and our hope for repelling them is in rediscovering the past we chose to forget," Tharmagar explains, justifying his insistence for you to follow this path together. "Quickly! We need to reach the Sanctum of the Ancients, the temple where the Draconian sages guard their history. I'm sure that is where the Darkness will head!"*

*Even though you didn't understand what the scholar wanted to say with all this talk of "rediscovering the past," you couldn't contradict him. He was right in all his assumptions so far. Stubborn as he was, in the end he seemed to be the only one who understood what was happening. And maybe it was for this that he was so important to the Doctrine.*

*Keeping along with him, you throw yourself into a new battle for the fate of another besieged city. A condition that seems to be more and more constant...*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – A PRECIOUS CARGO

During this Adventure, **Tharmagar** will follow you and you'll need to protect him. Take his Companion card and place an NPC Token adjacent to you to represent him. You can find details about Companions on page 22. At first, the sage is LOYAL. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

### SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the Shadow Vampire miniatures, the **Shadow Vampire Spawn** Scenario Monster Card (*do not use the Shadow Vampire as a random Monster*), and place the **Monster Raid** Scenario 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 22 for details*).

### SPECIAL MECHANIC – STIRRING DARKNESS

Before starting this Adventure, you must take 5 Runes of each color from the bag (*a total of 25 Runes*). Place one of each color on the Initiative Track and leave the other 20 to the side, near the board. During this Adventure, every time a setup notes a "Pile of Runes," you must take 1 Rune of each color from those that were set out to create it.

### SPECIAL MECHANIC – AREA CONTROL

By fighting for the control of crucial pathways, the Heroes can reclaim the district and gain more time. To do so, they 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, return them to the bag and gain FOCUS 1. A Hero can use this Action more than once per turn. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Pile of Runes.

### ADVENTURE TIPS – SEQUENTIAL CHAPTER

This is a Sequential Chapter, so the Camp Phase will not take place after the end of this Adventure. Therefore, you may prepare yourself and save Rune time, trying to be as fast as you can. You will find more instructions on how to proceed after the end of this Adventure.

The image shows a dungeon map layout. On the left is 'DUNGEON TRAY - 1', a 4x4 grid of tiles. The top row has tiles G3, C9-F, and B6-F\*. The second row has G1, E2-B, and W4. The third row has G5, E14-F, and W2. The bottom row has a Pile of Runes icon, B1, and a yellow 'DOOR 01' tile. To the right is 'DUNGEON TRAY - 2', a 2x2 grid of tiles. Below the trays is a grey rectangle labeled 'TABLE SPACE: 84cm X 56cm'. A legend on the right lists items: B1 (1 BM - Rookie), G1 (1 GM - Fighter), 2 Chest Tokens, Pile of Runes (A stack of one of each color), W2 (2+: WM - Fighter), G3 (3+: GM - Fighter), W4 (4+: WM - Fighter), and G5 (5+: GM - Fighter).

**B1** 1 BM - Rookie  
**G1** 1 GM - Fighter  
2 Chest Tokens  
Pile of Runes (A stack of one of each color)  
.....  
**W2** 2+: WM - Fighter  
**G3** 3+: GM - Fighter  
**W4** 4+: WM - Fighter  
**G5** 5+: GM - Fighter

## FAQ: MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The **Monster Raid** card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the **Monster Raid** card's effect, it spawns in a square adjacent to their Spawning Point (*or as close as possible*) of the Party Leader's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (*each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation*).

## FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

## SPECIAL EVENT – THE HOUSEKEEPER

*Just as you strike the final blow against the last of the creatures, thinking you've brought the fight to a close, a figure leaps from the beautiful temple's parapet, landing in front of you. Like lightning, you raise your guard again, but it isn't another of those things blocking your path.*

*"Whoa, wait!" says the scarred, mysterious figure—a man, but different from any you've ever seen. "We're on the same side! I'm not a Varatash, and from what I'm seeing, you aren't either," he concludes.*

*"You're dressed in ceremonial garments... Are you the priest in charge of this place?" Tharmagar hastily takes the front. "Has the Sanctum been taken?" The sage's worry is crystal clear.*

*"Yes, I am. Around here, they call me 'the Halfblood,' because I'm Draconian only on my mother's side—but this is a story for another occasion..." Then the half-Draconian presents himself, assuming a more relaxed stance: "Well, since you came to my home, I'm the one asking the questions. What would you be, by any chance, doing here at a moment like this?"*

Open the **Book of Interactions** to page 13. 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 – A TASTE OF REGRET

“Well, I suppose you intend to go down before I lock this place up, don’t you?” the Halfblood asks, turning to Tharmagar, who cannot hide his distress. “I don’t want to seem ungrateful, but tell me, sage: what do you expect to find here, that you couldn’t find anywhere else?” he finally says.

“That which I knew someday, but forgot...” the scholar answers, raising a mystery that clamored for resolution. “The past that the Doctrine narrates doesn’t mirror the war Daren lived through, but the peace that the Kingdoms were eager for building after it. The name ‘Varatash,’ that you Draconians still use, was lost through the ages, and the Darkness it brought about became a metaphor. Nevertheless, some of my colleagues and I have devoted ourselves to studying the First Scriptures, unburying the truth wherever it may be. This is how I know that an important tome is here, because I have already translated it long, long ago! But in a night when grief took the best of me, however, I set fire to the works that I was proud of. And only ashes remained. Just now, a score of years after that, I realize how much of a fool I was,” Tharmagar regretfully explains, and the silence weighs for a moment.

**First, remove every Rune that is still on the board and place them on the Initiative Track. Then, the adventure ends. You may read “After the Adventure – One Way Trip” below.**



## AFTER THE ADVENTURE – ONE WAY TRIP

Screeches and moans echo up the misty stairways, bringing you back to reality: now is not the time for chatting.

“As soon as you enter, I will lock down the Sanctum doors, to give my people a chance of retaking the town,” explains the Halfblood. And for a moment, you wonder if this wasn’t a trip to your tomb. “You’ll still be capable of opening the gates from the inside, however. To do this, just speak the verses of the poem that encircles the doorframe. But I warn you, this won’t be possible until tomorrow, because the enchantment only works when sunlight bathes the Sanctum’s gates.”

You and Tharmagar nod in assent, although you were starting to doubt if this was really a good idea. A question that you felt relevant to point out, before risking yourselves.

“I don’t recall every detail about the powers of Darkness, but what I most certainly know is that it came here through planar travel, possible only by magic. Powerful magic. One of its most basic principles, as you should know, is ‘Reversibility’: everything that can be done, can be undone. So, if these things were brought here, I’m sure they can be blown back there,” the wiseman answers you, emphasizing the importance of this dire task. “This is why we’re here, to discover how we can expel them from our land.”

Even though you appreciate the enlightenment the scholar casts upon his plans, you can’t help but note that he didn’t answer the most important question you made: “Will you manage to survive so much time down there?”

“Don’t be worried, friend. If we perish or not on this trip won’t make any difference. If we fail to discover any means to counter this ‘Undead King’, interrupting whatever is bringing the Darkness

here, we’ll perish anyways, in some battle that won’t take long to come,” concludes the old sage, entering the mists like he didn’t fear anything in the world.

Then you follow him, being the first to hear the bang of the iron gates closing behind you, not knowing if they’ll ever be opened once more...

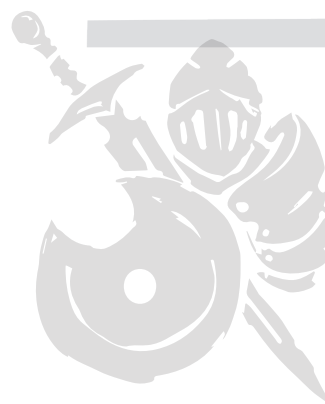
**This is a Sequential Chapter and thus there will be no Camp Phase between this adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal. Now, every Hero must carefully, in order, complete the following instructions:**

- **First, take the appropriate reward for this adventure’s conclusion, as described below.**
- **Next, take a Free Recall Action and recover all your Health. Then, remove all Conditions affecting the Heroes, but retain any Resource tokens you have. Finally, pets are dismissed between the two adventures, while Companions are kept.**
- **If you aren’t ending the game session right now, keep your Hero Board and the Initiative Track as they are now, with the only exception of adjusting the Rune Card so face “A” is up (if it isn’t already). Finally, you can undo all Setups from the board, and carry on to the next adventure, starting turns normally from the first card placed on the Initiative Track.**
- **Otherwise, if you’re ending the game session right now, note in the Campaign Log the quantity of Curse Cubes and Trauma Cubes that you have. At the start of the next adventure, you will redistribute them to your board again (you don’t need to place them exactly in the same skills where they are now).**
- **Finally, do the same with the Runes that are on the Initiative Track: note their quantity and, at the start of the next adventure, draw the same number of Runes from the bag and place them on the Track, but don’t place any Darkness tiles on the board. Also, the quantity of Runes of each color doesn’t need to follow the same set-up as at the end of this Adventure (it can be random).**



### REWARDS:

Each player chooses and unlocks a Level 1 **Hero Skill** or **Dungeon Role Skill** for their Hero.



## CHAPTER 05: The Sanctum of the Ancients

*And there you were once more, Tharmagar and you.*

*The first atriums of the cloister, built into the mountain, were occupied by few errant monstrosities, and defeating them wasn't difficult. Yet you are already feeling the fatigue gathered over a whole night of fighting. Between one clash and the next, when you stop to regain your breath, you take a glance at the wonderful frescoes that decorate the Sanctum's galleries and bedazzle yourself with the Draconians' skill.*

*Majestic dragons are shown in flight, casting their destroying breath on the sea while humanoid beings are celebrating on the beaches. Many seem Draconian, but there are other peoples, too. Dwarves and Elves? Or could it be humans? You ask yourself, thinking aloud.*

*"The first time Darkness came over Daren was before the humans' arrival, my friend. I recall reading about that time, the 'Shadow Wars', through several elven ballads. But that was long ago, and I don't have any of the manuscripts..." The didactic spirit of Tharmagar compels him to teach you, as if he is your tutor. To*

*your next question, he would prefer to be silent, but he answers nonetheless.*

*"Yes. I burned it also," he speaks once again with sorrow. "We were five fellows, when we started to look for the Scriptures. A work that took from us our youth, and bound us together as no bloodlink could ever do. Out of our naivety, we believed that we could bring a spiritual, philosophical, even social reformation... But, one by one, I started to lose all my fellows in our excavations, until Yithzak and I were all that remained. He was the one I held in highest regard because we grew up together at the Seminary in Valarai. When I learned that he was also buried on some remote islet in service to the Mage-King Ulthar, rage overcame me so strongly that I started to blame our dream for taking from me everyone I loved..."*

*And in that very moment, as a thin curtain made of embarrassment rises up, you are conveniently interrupted by the new lords of this place. And you know immediately that it is a conversation that you will never have again.*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – A PRECIOUS CARGO**

During this Adventure, **Tharmagar** will follow you and you'll need to protect him. Take his Companion card and place an NPC Token adjacent to you to represent him. You can find details about Companions on page 26. At first, the sage is LOYAL. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

**SPECIAL MECHANIC – STIFLING MISTS**

A mysterious fog, formed as the Darkness evaporates, fills the area and hinders the Heroes' sight. Consider the Range of all Agility Skills, Wisdom Skills, Focus Abilities that aren't Weapon Attacks, and Consumable Items reduced to 1 area away, maximum (1 blue square). The same applies for Multi-Colored Skills activated with Agility cubes or Wisdom cubes.

**SPECIAL MECHANIC – CONDENSED DARKNESS**

During this adventure, the Heroes' time is running out, and nodes will appear in their way. Every time a Pile of Runes is shown in a Setup (note that there is no Pile of Runes in the First Setup of this Adventure), you must create it by taking a Rune of each color from the Initiative Track. By clearing these nodes, the Heroes can extend their stay in this place.

**SPECIAL MECHANIC – AREA CONTROL**

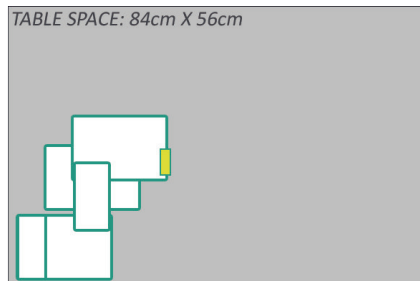
By fighting for the control of breaches, the Heroes can reclaim the Sanctum and gain more time. To do so, they must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes, return them to the bag and gain FOCUS 1. A Hero can use this Action more than once per turn. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Pile of Runes.

**DUNGEON TRAY - 1**



- G1** 1 GM - Fighter
- B1** 1 BM - Fighter
- Chest** 1 Chest Token
- W2** 2+: WM - Fighter
- G3** 3+: GM - Fighter
- W4** 4+: WM - Fighter
- G5** 5+: GM - Fighter

TABLE SPACE: 84cm X 56cm



## SPECIAL EVENT – ODD REMEMBRANCES

*Emerald pulsars cause cracks from floor to ceiling, and Tharmagar lets out a terrified gasp, foreseeing tragedy. Still, you fight until you find yourselves alone again. Or so you imagine.*

*Emerging from the shadows like they were part of them, a figure—probably the culprit of this attack—seizes the cube so similar to the one you have. They turn to face towards your cube, as if capable of seeing through your belongings and clothes.*

*That stance, the shine in those eyes, this situation... The whole scene is terribly familiar to you.*

*“Resisting the unavoidable is only a waste of time...” The figure taunts, with a distorted voice that reminds you so much of... your Dearest One! “I can see that you carry a part of us. Don’t be shy... Come forth, let us see it!” they continue in a tone so compelling that, without realizing, you offer them the damned cube, even though you don’t want to.*

*At the last moment, your willpower prevails, and you regain control over yourself for a moment, knowing that you need to make it worthwhile...*

Remove **Tharmagar’s** components from the board and consider his Special Mechanic resolved. He has not been defeated, but won’t follow any Hero from this moment on. Then, open the **Book of Interactions** to page 15. 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.

## FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

## END OF THE ADVENTURE – A BROKEN TRUST

At the end of the dreadful fight, your eyes and Tharmagar's both seek the two cubes, forgotten in the confusion and rolling on the floor, masterless. The emerald flame that ignites from them grows larger when they are close, shedding even more pulsars, tendrils, and fumes.

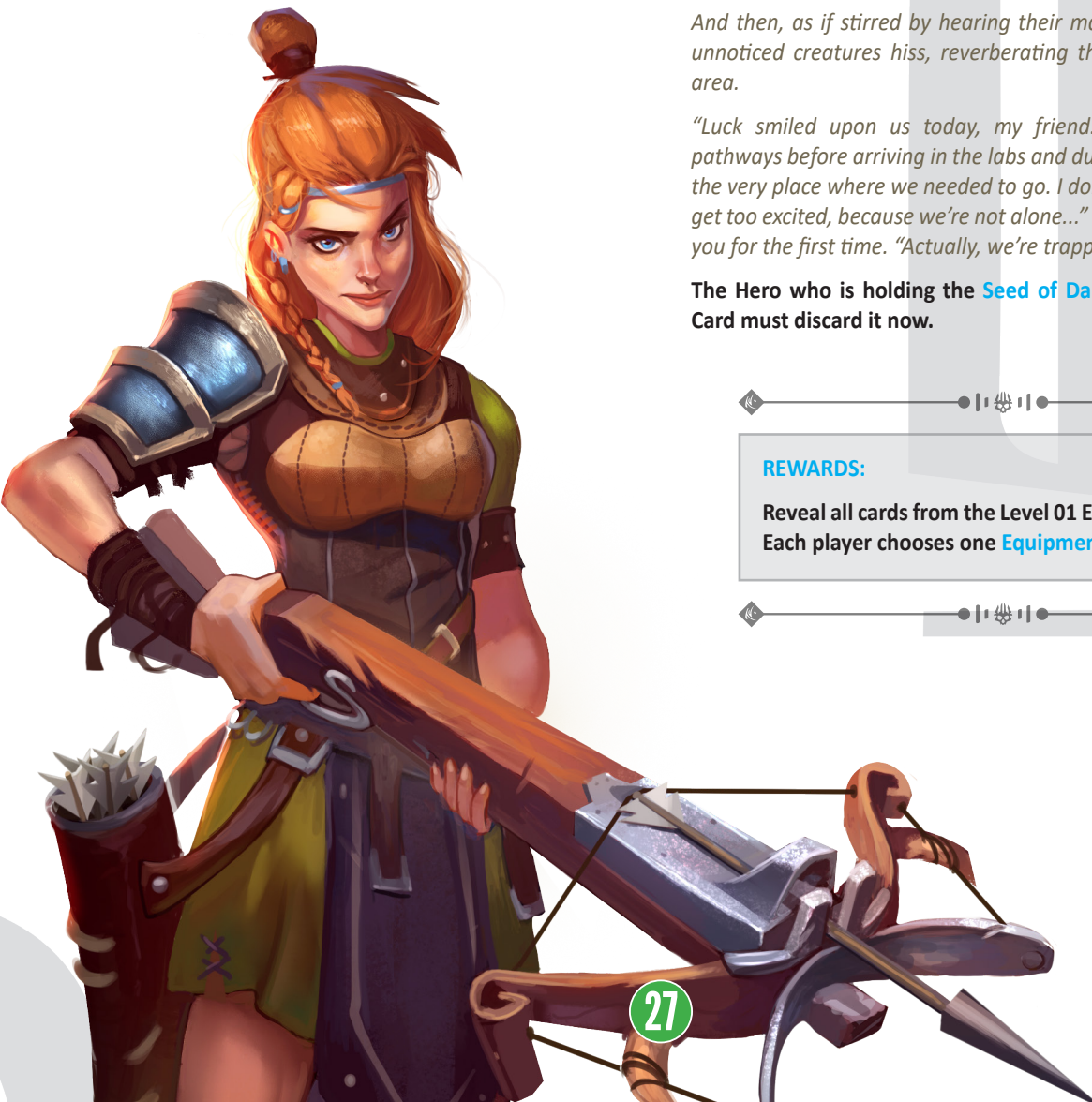
"They are the enemy, friend!" the sage rants. "They are what's bringing this... thing... here! That's why we came here, to learn how to fight it, not keeping it for ourselves! The Darkness wants you to keep it, that's how it comes into our world..."

Then, hurried by the quakes and the rubble that falls from the ceiling, Tharmagar pulls out a grenade, facing you for a moment. He is truly terrified, but you can tell it is the flask he is scared of.

"Cover your eyes, it will be quite a pyre..." He advises, shaking the volatile, bluish substance. A part of you screams inside, begging for you to stop him. But you stand still and just observe as the projectile hits its mark.

A flash like the very sun, followed by a thundering rumble, throws you back, making the walls tremble as if you are inside an erupting volcano. Naturally, this is the last straw needed to collapse the whole structure, and in a chaos of rolling stones and ruins, you fall towards blackness and unconsciousness...

The adventure ends here. You may proceed to the Camp Phase and read "After the Adventure – Revelations".



## AFTER THE ADVENTURE – REVELATIONS

Some time later, you open your eyes, ears buzzing, body hurting like it was trampled by some stray cart in the road, but you are alive. "Ah, you woke up..." Tharmagar's voice echoes, out of focus, and you could imagine all the questions that would follow. "I was asking myself... Why had you kept one of those things? And, perhaps, until when did you intend to hide it from me?"

To be honest, even if you don't have an answer to this. Although you really wanted to tell him about it on some occasions, the words just didn't come out of your mouth, and the willingness to do it simply vanished from your mind, quickly as that.

"The First Belligerents called them 'Seeds of Darkness', by the way..." he continues, diverting the matter while you slowly recover your senses, "...because, as the sources tell, the Darkness is like a weed that only sprouts from them. Thus, if we're seeing it everywhere, for sure many of these Seeds are scattered all over Daren..."

In the end, you realize, the sage was willing to turn a blind eye to what had happened; a conversation that you also would prefer to avoid, especially right now. Seizing the opportunity given by him, you show interest in the discoveries he was sharing, leaving the misunderstandings behind.

"It's all around us, in the frescoes..." he goes on, casting a light over the walls. "Heroes, places, battles... Countless names, but what catches my attention is this: 'Black Prince'. I suppose this could be a moniker for the Undead King."

And then, as if stirred by hearing their master's name, dozens of unnoticed creatures hiss, reverberating through the surrounding area.

"Luck smiled upon us today, my friend. We fell by unknown pathways before arriving in the labs and dungeons of the Sanctum, the very place where we needed to go. I don't know how. But don't get too excited, because we're not alone..." he concludes, turning to you for the first time. "Actually, we're trapped in their nests."

The Hero who is holding the **Seed of Darkness** Adventure Item Card must discard it now.



### REWARDS:

Reveal all cards from the Level 01 Equipment Deck. Each player chooses one **Equipment** card.



## CHAPTER 06: The Draconian Dungeons

When, at last, you recover your senses and look around, you see: on the right side, a mound of buried ruins, alongside a frowning Tharmagar; on the left side, barriers made of a kind of... luminous glass... confining a lot of those creatures, in halls overrun with them. By their squeaks, they already know you're there. What you don't see any sign of is the Seeds of Darkness. Maybe for the best.

"These halls are protected by magical barrier traps, set to prevent anything down here from running out of control, or that some monster could find its way up there," the sage satisfies your curiosity. "The tome we're looking for is there, resting atop that altar, guarded like the precious treasure it is," he finishes, pointing to an alcove sculpted between the frescoes where stands an open book, behind another wall made of that same energy.

And to think you imagined that your sole trouble on this voyage would be fulfilling the quest that the paladin tasked you with too slowly. But look at how it all unrolled itself: Now you're stuck under

many, many floors of rubble, fighting to recover some book that, supposedly, has information about the mysterious enemy and how to defeat it.

"But that's not everything. For us to be able to lift the barrier protecting the tome, we'll need to collect at least three runekeys, which are stored in the halls around us. In the end, fate has played a trick on us: we're the very ones who will need to lift the barriers holding back the monsters..." Tharmagar sighs. "...Oh, yeah, last of all: we cannot linger here for long, because the old walls and columns that hold this floor aren't steady and strong. They won't endure the battering of these agitated creatures for much longer."

You sigh in frustration at the irony, but assent with your head, preparing yourself for the upcoming battle.

"When you're ready, my fellow, pull one of the levers over on that arcane panel, so we can settle this at once."

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – A PRECIOUS CARGO

During this Adventure, **Tharmagar** will follow you and you'll need to protect him. Take his Companion card and place an NPC Token adjacent to you to represent him. You can find details about Companions on page 30. At first, the sage is LOYAL. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

### SPECIAL MECHANIC – RANDOM LOCKED DOORS

In this Adventure, all Doors may be placed in any slot—and that's why they all have the number #00 and the Setup shows all four slots with the same number. Additionally, all Doors are considered Locked until an effect changes this. No character can enter a Map tile inside a tray behind a closed door.

### SPECIAL MECHANIC – COLLAPSING ROOF

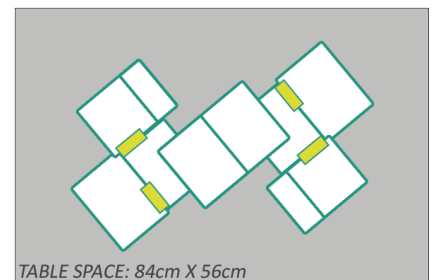
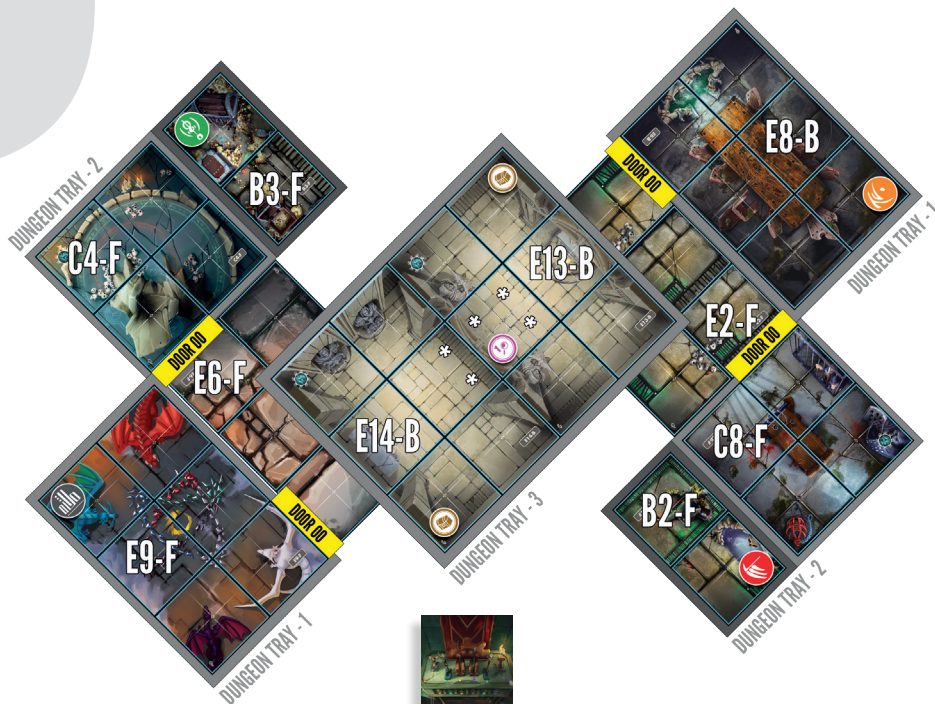
Before starting this Adventure, you must reorganize the Rune Bag, leaving only 3 Runes of each color (a total of 15 Runes) inside it. Every time the third Rune of the same color is placed on the Initiative Track, you must remove from the board the room associated with that Rune color (remove the *Dungeon Tray*, the *Map tiles that are on it*, and the *Door connected to it in the First Setup*). You skip this removal if the Door to that room is already open.

### SPECIAL MECHANIC – BURIED SURPRISES

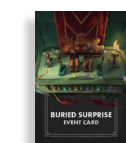
As an additional preparation for this adventure, take the **Buried Surprise** Special Event Deck, shuffle it, and place it next to the board. When any Door is opened, after you complete its Setup, draw a card from this deck and resolve its effect immediately.

### SPECIAL MECHANIC – RUNEKEYS

The Runes placed on the board in the First Setup are Runekeys. To collect one of them, a character needs to be adjacent to it and use the Search a Chest Minor Action, taking it from the board. Additionally, a Hero who loots a Runekey may immediately be placed on one of the Hero Starting Positions of their choice. Once three of the four Runekeys are collected and the last enemy is defeated, read **"End of the Adventure – What we came here for"** on page 30.



- 1 Gray Rune Token
- 1 Green Rune Token
- 1 Orange Rune Token
- 1 Red Rune Token
- 1 Interaction Token 1: Page 16
- 2 Chest Tokens



BURIED SURPRISE  
EVENT DECK

## END OF THE ADVENTURE – WHAT WE CAME HERE FOR

The battle was pretty intense, and the remains of the creatures of Darkness were scattered all over the halls. Once again, you prevailed, and—with the three Runekeys—now the path is clear for claiming what you came to take.

“That’s it! I’m sure, that’s it!” Tharmagar says excitedly, glancing at his reward as the magic barrier around it vanishes. “I can recall the details of all these engravings, these silvery filigrees, even if time and age have taken my eyesight...”

Feeling your duty is done, you allow yourself to loosen and relax. Having the tome, you could finally depart to Valarai, as was your desire and assignment in the first place.

“Varatash Veritas’, or ‘Truth about the Varatash’. The chronicles that tell of the first clash between Daren and the Darkness... A sharpened sword can defeat a foe, but a sharpened mind is the one that can win a war, my friend...” he finishes in the didactic tone that you now recognize so well.

The adventure ends here. You may proceed to the Camp Phase and read **“After the Adventure – And What’s Next?”**.

## AFTER THE ADVENTURE – AND WHAT’S NEXT?

Made eager by the precious tome’s retrieval, Tharmagar gently leafs through some pages of thick parchment, confirming the suspicion that already was in his heart and memory: “It’s here! Everything’s here! The ballads narrating the struggle of the First Belligerent against the Darkness, the research they made about the enemy’s forces, the spells they used to turn the tides of battle! All of it!” he thinks aloud, certain of having made the most important discovery of the age.

Despite all the blood and sweat shed, the first step of your journey together was a success. But now another question poses itself: how can you both move forward? The stairways that led you down here are buried now, and there isn’t any other way out.

“Don’t worry yourself, my fellow. This Sanctum is built to serve also as a fortress. The same way they designed the dungeons, they planned tunnels for evacuation,” the sage continues, with his eyes bent to read, almost as if he wasn’t paying any attention to you. “I’ll start my job, indeed. We don’t know when we’ll be alone and threat-free again. You, on the other hand, be alert for any creatures, in case they find their way here; and look for the hidden causeway that leads to the tunnels. I remember seeing some pickaxes that may help you, near the frescoes.”

You sigh in frustration. After all, you weren’t expecting to break stones to survive. Or rather, to have a chance of surviving! Sooner or later, you know, your provisions will be consumed. You know you must find the promised tunnels (that might not even exist), or you both will face a horrible fate. You don’t even reckon the odds of the Draconians miraculously managing to get to you in time to rescue you. That is, if they survived the incursion. Once again, time isn’t on your side.

Definitely, you didn’t imagine how far answering that call for help in the woods would take you...

You may read **“Interlude 01 – Making Amends”** on page 31.

### FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

### REWARDS:

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



## INTERLUDE 01: Making Amends

There you stayed, both Tharmagar and you. How much time? It was impossible to tell. Accounting the hours was difficult, without sun or moon helping you. However, the candles extinguished themselves and, from time to time, you took turns to rest. The bright side of this overwhelming solitude was that, once all of them were slain, none of the monstrosities pestered you. Truth be told, you were starting to miss them.

“The First Belligerent called them ‘Creatures of Darkness.’ Any humanoid taken by it, serving only as a number, I mean...” Tharmagar opens the subject. The echo was so strong, that you were capable of exchanging words from one side of the chamber to the other, without even needing to speak loudly. “And the ways of Darkness are not so different from other parasites we know: it slithers over our wounds, corrupts our blood, and if we succumb, it seizes our body and transforms us into those... things.”

You let yourself think for a moment, reflecting upon the encounters that stood out the most, while doing a meticulous job of inspecting the masonry to look for any secret passages. Maybe that was what happened to your Dearest One? If that was the case, could you possibly have saved them in any way?

Suddenly, that deep anguish that you imagined you had surpassed emerged from inside you, stronger than ever.

“I don’t believe you could have, my dear fellow. Considering what we witnessed here, I don’t believe that your Dearest One was even themselves any more when you confronted them. As soon as Darkness possesses a victim, it devours their mind the same way it does their body—and all that is left is just a carcass,” Tharmagar answers, when you finally decide to expose your feelings. To you, those words taste bittersweet. On the one side, you feel relieved to imagine that you didn’t take the life of someone you have always held close to your heart, but only from a villainous entity that seized their body. On the other side, you feel pain thinking of all the suffering they must have endured at the moment they were taken, and you weren’t there to help.

But the lectures about Tharmagar’s new discoveries didn’t stop there.

As you came to learn from the long talks you and the sage shared, the “masters of the Art”—spellcasters—were the favorite lackeys of the Darkness, because they had a fundamental role in the enemy’s logistics: they were the only ones capable of performing the ritual that awakened the Seeds.

Nicknamed “Varatash,” they were the backbone of the Darkness’ forces but, nonetheless, had no mind of their own. They were puppets, whose strings were pulled by a general, the true master of the invader army: the rank held by the Black Prince—or the Undead King, as Tharmagar suspects we have come to know it this time

around.

Then, at a certain point while drifting through those thoughts, your hands find a lever hidden in a secret hollow amidst the grouts of a fresco. Breathing heavily, you pull it down, hoping it isn’t a trap. To your surprise and relief, a large stone slab leaps out of the wall, revealing a tunnel rudely dug into the mountain... and complete darkness.

Excited by the discovery, you turn back to bring Tharmagar over. Carefully, the sage rises up from the nest he has made, closes the thick tome and, with arms trembling from the effort, puts it inside his pouch. How was it possible that a book so heavy could fit in a strap bag without weighing down the scholar’s shoulder?

“I carry a whole laboratory in here, without taking our supplies and the infusions I use into account... How could you possibly think I would be able to hold it all, if my bag wasn’t special?” The sage answers the question you make with your eyes. “Don’t worry, the book will be safe. That’s what matters. Now, let us go. I’m so sick of this place that I’m starting to miss Valarai...”



## CHAPTER 07: The Galleries Under the Mountain

The galleries seem endless, and even though Tharmagar and you camped on four occasions, and rose by some promising stairways, you never found an exit. These corridors don't look like evacuation tunnels. Moreover, the tunnels are large enough to accommodate a robust person: support columns raised in stone, straight and steady, aren't a rare sight; and, from time to time, you arrive in big halls where dozens of men could be lodged. This, of course, without taking the many branches and forks that you found along the way into account.

"All of this cannot be the Draconians' doing," the sage thought aloud. "The Children of the Dragons wouldn't traverse distances this far under the ground..."

You are already bracing yourself for another round of lectures and learnings when, suddenly, sounds of hammering reverberate through the walls around you, and you both cut off the small talk. There is something ahead.

Raising your guard, you step furtively while listening to the knocks becoming more and more clear.

Then, turning another corner, you find another dead end.

Yet, you are already savvy to this place's quibbles. Not losing a second, you throw a hand to the wall, searching for the hidden mechanism that you know is there.

And so it was.

Pulling the lever down, you thrust the massive slab that, with a perfect fit, posed as a wall. It rolls inside a partially buried hall, with a high ceiling and embellished masonry where, as you suspected, was the reason for the knocks: a man dressed in light, functional clothes like an adventurer, hitting a door's frame with his pickaxe.

"Who the hell are you!?" He rants, startled, raising his torch for a better look at you. "Didn't anyone tell you that it isn't polite to sneak up on an honest worker?"

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – A PRECIOUS CARGO**

During this Adventure, **Tharmagar** will follow you and you'll need to protect him. Take his Companion card and place an NPC Token adjacent to you to represent him. You can find details about Companions on page 35. At first, the sage is LOYAL. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

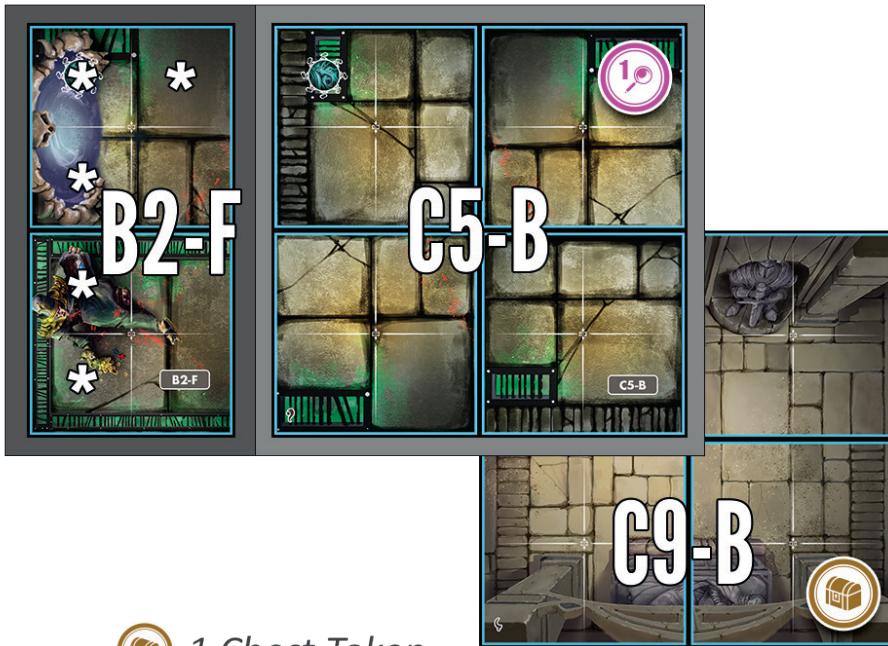
**SPECIAL MECHANIC – STIRRING DARKNESS**

Before starting this Adventure, you must take 6 Runes of each color from the bag (a total of 30 Runes). Place three of each color on the Initiative Track and leave the other 15 to the side, near the board. During this Adventure, every time a setup notes a "Pile of Runes," you must take 1 Rune of each color from those that were set out to create it.

**STARTING THE ADVENTURE – TOMB ROBBERY**

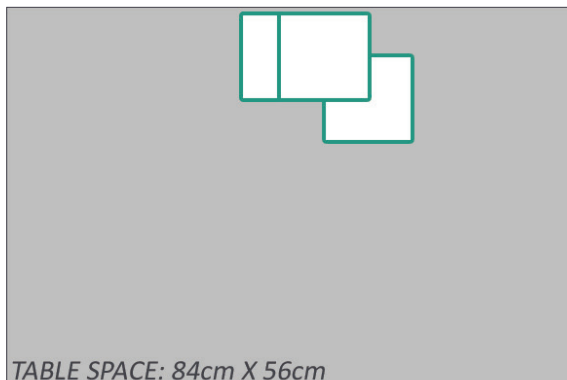
After you have completed the Setup, start the adventure by opening the **Book of Interactions** to page 17. As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken.

DUNGEON TRAY - 2



 1 Chest Token

 1 Interaction Token 1: Page 18



## FAQ: MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The **Monster Raid** card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the **Monster Raid** card's effect, it spawns in a square adjacent to their Spawning Point (or as close as possible) of the Party Leader's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).

## SPECIAL EVENT – WE ARE ALL ROBBERS

As soon as the first of the chests is opened, a thundering voice resounds over the hall—the ornate throne isn't empty anymore: “Scoundrels! You came back to steal what's left of James Lakin's wealth? It was not enough to seize my treasure most dear?” yells the ghost of a Dwarf almost as tall as a human, rising from his seat.

“By the grace of Gil Garoth! That smell!” he continues, sniffing the air with a nose that doesn't feel any scent. “And as if it isn't enough, this time you brought the Varatash? Damn you! Damn you all!”

And so, suddenly, the hall shivers and a rumble echoes everywhere, followed by a curtain of dust. In the following moments, as the dust settles, a sharp, abyssal cliff appears where before stood a thick wall. Rising from the rubble that remains, and held together by the enemy's blackened tendrils, is a bridge offering passage to more Creatures of Darkness beyond...

Make the following additional Setup (do not forget about all Special Rules, Triggers, and Events):

### SPECIAL RULE – TUMBLING DOWN

Every empty space adjacent to Bridge BR-2B is considered abyss, and Heroes may use this in their favor. If an effect of PUSH or TELEKINESIS places a monster in one of these empty spaces, that Monster is thrown into the abyss and is defeated.

### ENDGAME TRIGGER – RESPECT THE DECEASED

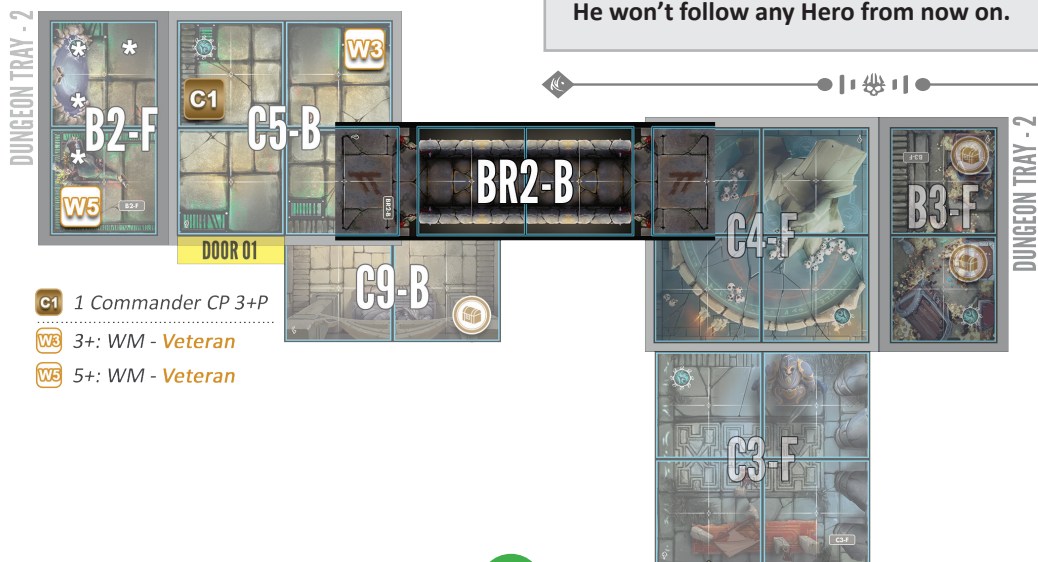
When the last enemy is defeated, read “End of the Adventure – The Calm Before the Storm” on page 35.

### EVENT TRIGGER – TAKING MY LEAVE

If **Simon Klibisch** isn't following any Hero, nothing special happens and you may consider this event resolved. Otherwise, if Simon is following anyone, read the resolution below:

...It is hard to miss the mighty figure of a Commander of Darkness. However, the one that you missed this time was the tomb robber: after the ground shook and the dust rose, you lost sight of him once and for all...

Remove **Simon Klibisch's** Token and Companion card. He won't follow any Hero from now on.



## FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

## AFTER THE ADVENTURE – THE KING UNDER THE MOUNTAIN

After presentations were made, and misunderstandings undone, you can finally enjoy the famous Dwarven hospitality for a few hours. Rather, almost enjoy: Even though your host offers you a sip of the brown ale he hoarded with high esteem, the decayed wood of the barrel dissolves in your hands as quickly as you try to take it from the shelf where it was stored. Nevertheless, the rancid liquid that spilled from it could hardly be called a "drink."

Then, the Dwarf decides to ask what year this is. You almost feel the heart he didn't have falter when he discovered that his spirit has slumbered for almost seven centuries. "Actually, your Majesty..." Tharmagar speaks gently, softening the blow that would follow, "It would be seven centuries according to the Doctrine's calendar. To you, the people of Udun, the count precedes ours by almost eight hundred years..."

Appalled as if he had been told of a relative's death, the ghost slumped upon his throne. You didn't know how his incorporeal silhouette didn't penetrate the stone. If not for the sorrow that overcame the king, the scene would be comical.

"By the fire of the Six..." Lakin babbles, perplexed. "...What followed the War of Shadows? We won? They won? This is why they're everywhere?" he asks, dazed.

"You won, in your time. But the enemy came back, and now we're at war once again," the sage explains, thrilled by the same fact that devastated the dwarf: To him, finding a witness to his studies was a dream come true. "I researched this tome, Varatash Veritas, and although it tells much about our enemy, nothing is told about its general: the Undead King," he continues, explaining why he is so excited. What the book couldn't say, maybe the dwarf could teach...

"Undead King? What the hell is an Undead King?" his Majesty frowns, finding the words strange.

## END OF THE ADVENTURE – THE CALM BEFORE THE STORM

Even though you are at the limit of your powers, Tharmagar and you prevail over one more deadly battle. The corpses of the Creatures of Darkness are all around you, but not everything is resolved: a furious ghost waits patiently to see the outcome of the battle.

"The first time I saw you, I thought you were robbers, and I was ready to teach you good manners... However, you fought the Varatash valiantly, and for that, you deserve my respect. Therefore, I will give you the chance to explain yourselves before deciding what I'll do with you," the Dwarf states, offering you the pleading spot before his throne.

Grunts continue to reverberate in the distance, running through the darkness of the collapsed paths and, though they seem far away, you know it is only a matter of time until their owners reach you.

Without wasting any time, Tharmagar and you burst out the tale of your quest, trying to convince the Dwarf King of your good nature.

The adventure ends here. You may now proceed to the Camp Phase and read "After the Adventure – The King Under the Mountain".

## REWARDS:

Each player chooses and unlocks a level 2 Hero Skill or Dungeon Role Skill for their Hero.

## CHAPTER 08: The Dwarven King's Manor

The creatures grunt louder and louder, signaling that they are closer to finding a way to you. Tharmagar, however, remains euphoric, unstoppable in asking questions. For each new answer, memories from his life's work slowly come back to the sage—a name recalled here, a story unburied there...

Nonetheless, there wasn't any mention of the Undead King.

"The only Varatash sovereign I know is the Black Prince, and I never found him on the battlefield. Besides, the elvish ballads always describe him as a proud knight, donning heavy armor and wielding a sword with unparalleled skill. Of him, to have the power over death itself, that I never heard. But bear in mind that they were the ones who brought necromancy to this world," the King explains, as if he was talking to someone of his time.

"Prince... King..." Tharmagar considered. "He may have been someone that he's not anymore. A prince who inherited the crown? One who set the sword aside with the coming of age? Do those things even age?" But before you can explore the subject, the first

wave of the expected Creatures of Darkness arrive, pouring from the pathways like ants from an anthill.

And that was only a stray patrol.

Prevailing after another long round of battle, you know that it is time to go, but the sage is reluctant. He is eager to discover the link between the Undead King and the Darkness, sure that he is not a mere necromant.

"I don't know, Master Tharmagar. All I can say is that the Varatash are masters of themselves. If the Darkness follows this so-called king of yours, it's because he served it before," the Dwarven King answers hastily, perceiving that the hall was trembling and the ceiling crumbling in anticipation of the tide that was coming through the hallways. "Go! Through that door! You will pass through some galleries, and then keep going ahead, always up. You will reach the surface! The path won't be easy, but death is certain if you remain here. Now, quick! Tell me how I can help you one last time!"

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – A PRECIOUS CARGO**

During this Adventure, **Tharmagar** will follow you and you'll need to protect him. Take his Companion card and place an NPC Token adjacent to you to represent him. You can find details about Companions on page 38. At first, the sage is RESENTFUL. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

**SPECIAL PREPARATION – THE GATHERING DARKNESS**

Before starting to play this adventure, take 3 Runes of each color from the bag (a total of 15 Runes) and place them on the Initiative Track (do not place their Darkness tiles on the board).

**SPECIAL RULE – TUMBLING DOWN**

Every empty space adjacent to Bridge BR2-B is considered abyss, and Heroes may use this in their favor. If an effect of PUSH or TELEKINESIS places a Monster in one of these empty spaces, that Monster is thrown into the abyss and is defeated.

**STARTING THE ADVENTURE – THE KING UNDER THE MOUNTAIN**

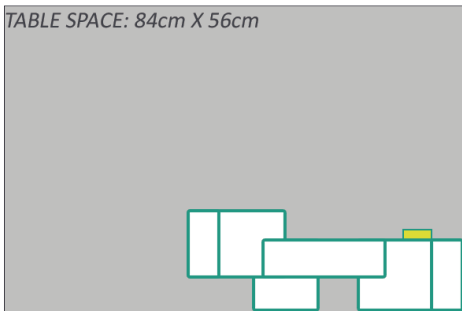
After you have completed the Setup, start the adventure by opening the **Book of Interactions** to page 20. As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken.

**DUNGEON TRAY - 2**



DUNGEON TRAY - 2

TABLE SPACE: 84cm X 56cm



- B1** 1 BM - *Fighter*     **W2** 2+: WM - *Veteran*
- G1** 1 GM - *Veteran*     **G2** 2+: GM - *Veteran*
- B3** 3+: BM - *Fighter*
- G4** 4+: GM - *Veteran*
- W5** 5+: WM - *Veteran*

## FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

## SPECIAL EVENT – THE CURSED GUARDIAN

*And there you are, fighting another round in the endless battle against the Darkness. Although your body is exhausted, your determination still stands firm. At this point, whether because you better understand the fate of those captured by the enemy or because you have just become used to it, slaying a Creature of Darkness becomes easier and easier.*

*So, one kill after another, until you find yourself in front of the last of the Creatures. At that very moment, a buzz runs past your ears and an arrow hits your target, right between the eyes, taking the last blow from your grasp.*

*"You don't seem akin to these monsters. Therefore, I'll give you the chance to introduce yourselves... Who are you in the service of?" threatens a voice.*

*Emerging from the shadows with a dramatic entrance, showing firmness and—unlike you—without the smallest sign of being tired, a man dressed as a ranger captures all of your attention as he readies another arrow from his quiver. Even more arresting is his strange, cadaveric arm...*

The **"Special Rule – Crumbling Path"** is resolved and the current turn ends immediately. Then, move the Initiative Marker to the next card on the Initiative Track (*but do not start that turn*) and open the **Book of Interactions** to page 21. 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 choose which of the tied choices will be taken.



## END OF THE ADVENTURE – THE CURSED BRACELET

The archer's body dissolves, scorched by flames that painlessly burn him, if such a thing is possible. Where once the man was, all that is left is a pile of ashes and a golden bracelet which, as if it was alive, jumps to your left wrist and closes with a pop. It is a perfect fit, and for some reason, you know that it will never leave you...

You just need a few tries to realize it.

"We can worry ourselves about that later, my fellow. Time is pressing. The tremors haven't stopped, and we haven't reached the surface," the sage draws your attention to the plight you're facing, perceiving that you are glancing at the artifact with a strange look of wonder and fear.

But he is right. Now isn't the time to worry about it.

Nodding, you both move ahead. However, the burden of Tharmagar's old age is evident—a fact he tried so much to hide from you—and he can barely keep up the pace. The sage is already trespassing his limits, and you start to worry if he will manage to make it to the end...

If any Hero has the **"Cursebreaker"** Status on their Campaign Log, they take the **Cursed Bracelet** card from the Adventure deck. If no Hero has it, the Party Leader takes it instead. Then, the Hero who took it must write down the **"Guardian's Curse"** Outcome on their Campaign Log (*Outcomes remain in effect for the entire Campaign unless some other effect changes them*) and equip the **Cursed Bracelet** immediately. As long as that Hero has this Outcome on their Campaign Log, they cannot unequip the **Cursed Bracelet**.

The adventure ends here. You may now proceed to the Camp Phase and read **"After the Adventure – The Final Ascent"**.



## END OF THE ADVENTURE – THIS IS NOT OVER YET

"If you do not mind a last word..." the archer asks. He doesn't seem to be concerned at all with the imminent collapse of these halls. "We are in the catacombs of a Sanctuary built long, long ago, honoring the Six. Being one of the few places like it that still stands, it has always attracted the attention of pilgrims from everywhere, which made it natural to establish a village at the foot of the mountain," he continues.

"I managed to slay all of the monstrosities that I found below ground, but I wasn't able to do anything about those that are on the surface..." he says, and you can imagine what request will follow: "Hezechia is a peaceful place, distant, with few people... They won't be able to survive without help from capable people like you," he concludes, making a masked solicitation.

Nodding, you both follow his hint. However, the burden of Tharmagar's old age is evident—a fact he tried so much to hide from you—and he can barely keep up the pace. The sage is already trespassing his limits, and you start to worry if he will manage to make it to the end...

The adventure ends here. You may now proceed to the Camp Phase and read **"After the Adventure – The Final Ascent"**.

## AFTER THE ADVENTURE – THE FINAL ASCENT

So you proceed through galleries, halls, and stairways with thousands of steps, under the constant threat of being swallowed by rolling avalanches of dust, pebbles, and murderous tendrils. Tharmagar's strength is faltering, and in those moments when your legs are most required, you carry him on your shoulders, always escaping a tragic fate only narrowly.

You even imagine that the end of you both has arrived. And not only once or twice. However, powered by the persevering instinct that every living creature has inside of it, deep down, that makes the impossible possible in order to survive, you pass through the labyrinthine paths amidst dust and confusion, blind as moles.

Guiding yourselves like those creatures—or merely by chance—you take every turn that, somehow, leads you towards the surface, until you reach a place of corridors and halls crammed with sarcophagi: a catacomb where, at last, the tremors vanish and you have the feeling of treading over steady ground for the first time in a long time.

Fresh corpses of some Creatures of Darkness lie everywhere, mingled with the butchered remains of people dressed as priests. The macabre scene repeats itself in the Great Hall of the Sanctuary, just a flight of stairs above, where thick columns of stone hold an arched ceiling more than three stories tall.

Resting against an old altarpiece topped by an animal statue destroyed above its ankles, the sage finally gives in, despite the fact that you are the winners. He lets himself enjoy a fresh night breeze running through the hall, howling like a mountain wolf.

A feeling that you had forgotten just how it felt.

However, the wind doesn't bring only relief, but also the desperate screams of a village that is suffering its worst nightmare, just a few hundred yards down the mountain...



### REWARDS:

Each player chooses and unlocks a level 1 **Hero Skill** or **Dungeon Role Skill** for their Hero.



## CHAPTER 09: The Battle for Hezechia

Yet another distressed scream echoes over Xereth Valley, reaching your ears.

*“They won’t have a tiny chance, my fellow...” the sage observes while regaining his breath and looking over the hideous massacre spread around you. “My old body needs to rest, but yours doesn’t. You still seem well—and all those people down there need our help. Your help!”*

*You are tired, you can’t deny it. But you are also standing upright, and that can’t be said of your companion. Knowing that, leaving him alone at the mercy of the Creatures of Darkness doesn’t sound like a good idea, and you argue against it—Also because Tharmagar himself appears to be the specialist when it comes to slaying the enemy. However, as in every argument when the sage has his opinion fixed, he proves immovable.*

*“Don’t worry about me. Indeed, I’ve managed to deal with worse situations. You don’t have the smallest idea about how things can get out of control in alchemical practices...” he insists, crowning the*

*phrase with a weary smile. “I’ll be fine. Now go! Go quickly, or I won’t be able to be at peace knowing I held you while you could be saving these poor, unfortunate people’s lives.”*

*Agreeing to the sage’s will, you hurry down the mountain and come to the village in trouble. Desperate villagers try their luck crossing the foothills in the dark, carrying who or what they can. But the Creatures are relentless. The enemy doesn’t care about conquering the town. No, its goal is singular: killing everyone it finds.*

*Making your way through the thickets and foes, you find yourself in the chaos of a settlement struggling to survive. Women and children running or hiding, while all those old enough to wield spears, scythes, forks, or even rakes fight bravely but rashly against the endless waves of Creatures.*

*It was about time for someone to step in and do something about it...*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - SINGLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube 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 – THE GATHERING DARKNESS

Before starting to play this adventure, take 4 Runes of each color from the bag (a total of 20 Runes) and place them on the Initiative Track (do not place their Darkness tiles on the board).

### SPECIAL RULE – VICTORY CONDITION: SAVE THE VILLAGERS!

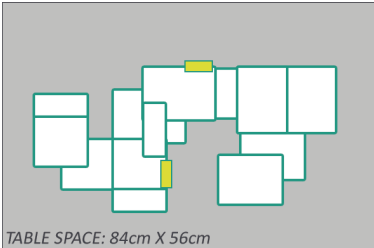
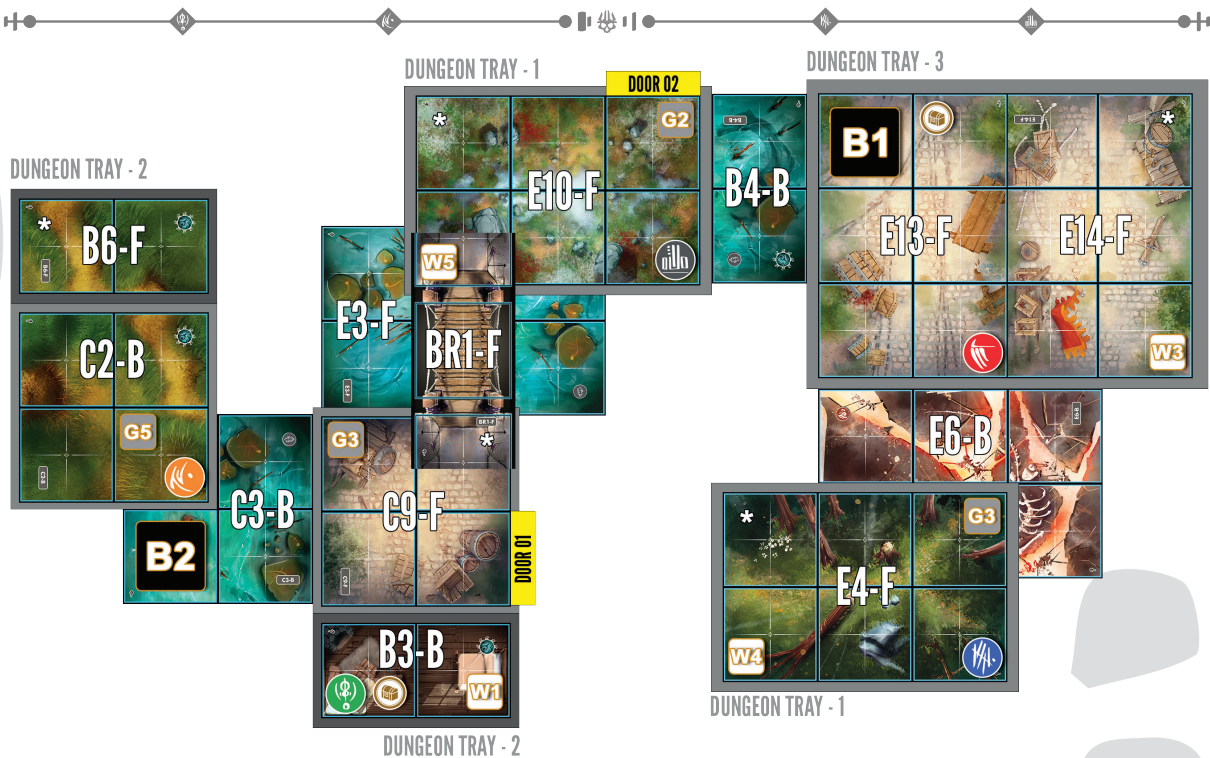
In this adventure, Creatures of Darkness overrun the settlement and it is up to you make a difference in the battle. For this, you'll need to rescue villagers and fight enemies as they appear on the board. When your party rescues the third villager, read "End of the Adventure – Rise of a New Dawn" on page 42. Otherwise, if you don't make it before all the Runes are used up, the adventure ends in failure.

### SPECIAL RULE – RESCUING A VILLAGER

The NPC Tokens represent the villagers in this adventure. To rescue one of them, a Hero must be adjacent to it and use the Interact Minor Action. Then, remove the NPC from the board (place the token near the Party Leader's Hero board to keep track of how many villagers were rescued in total). If a villager is attacked by any means, they have STURDINESS 4.

### SPECIAL RULE – SETTLEMENT DEFENSE

Take the two Settlement Defense Scenario decks (Villager in Distress and Wandering Monsters, 6 cards each) and shuffle them separately. Then, place the SETTLEMENT DEFENSE Scenario card above the end of the Initiative Track with face "A" up. Whenever the Initiative Marker reaches it, you must resolve its described effects, then flip the card over. Also, place two Time tokens on top of that card as part of the First Setup. The first two times the Initiative Marker reaches it, you must remove one of these tokens instead of resolving this mechanic.



- 1 Blue Rune Token
- 1 Gray Rune Token
- 1 Green Rune Token
- 1 Orange Rune Token
- 1 Red Rune Token
- 1 WM - Veteran
- 1 BM - Veteran
- 3+: WM - Veteran
- 3+: GM - Veteran
- 4+: WM - Veteran
- 4+: GM - Veteran
- 5+: WM - Veteran
- 5+: GM - Veteran
- 2+: GM - Veteran
- 2+: BM - Veteran
- 2 Chest Tokens

## END OF THE ADVENTURE – RISE OF A NEW DAWN

*So that is how, gradually, the fuss of the murderous Creatures started to silence, muffled by the shouts of the brave townsfolk who didn't surrender themselves to fear and despair. The battle wasn't easy, and you bounced against the limit of your powers many times. But your determination prevailed, as always. And truth be told, you're already becoming someone experienced in this job.*

*VERY EXPERIENCED.*

*That person that you were one day, broken by grief, can't be found or recognized in your figure, not even a bit. In fact, the old sayings uttered by stubborn elder commanders proved right: "true soldiers are forged on the battlefield." And with you, it isn't any different.*

*Nothing of all you lived until now prepared you to face the Darkness. Yet, look how far you have come... And imagine all you'll be capable of, before everything ends...*

*All of this started about a month and a half ago, although it seems, now, that it was a lifetime...*

**The adventure ends here. You may now proceed to the Camp Phase and read "After the Adventure – The Final Ascent". Additionally, if any Hero has the "A Man's Best Friend" Status on their Campaign Log, read the entry below. Otherwise, if no one has it, nothing special happens.**

*...Unfortunately, not all of those who cross their paths with the Darkness can survive. Searching through the rubble after the battle, you come upon the corpse of that brave folk hero you met in the backyard, mingled with what is left of a formidable Commander. In the end, the man accomplished what you asked of him, and defeated the fearful monstrosity. But now, curling around the body of their steward, a pair of dogs snivel, softly. A bitter reminder that, as much as you have won up to now, the enemy is still a deadly power...*

**The hero who has the "A Man's Best Friend" Status on their Campaign Log must erase it and take the Dewey & Guss' Collar card from the Adventure deck.**

## AFTER THE ADVENTURE – THE FINAL ASCENT

*The sun is already rising from behind the range that encircles this province like a crown: the Ragnar Mountains. Followed by the golden dawn that shines on his back, good old Tharmagar arrives with short steps supported by a stick, to gather with you and the survivors of the night.*

*The light smoke from the extinguished flames fuses itself with the mists and, together, they cover the trees, rooftops, and alleys, turning everything into blurred forms. It also serves to hide the village's devastation – but that doesn't help anything, because the villagers don't need to see it to feel it. Nonetheless, they insist on thanking you for the help, and offer you the little that remains to them. They have survived, but they won't celebrate it as a victory.*

*"I can see that you are disappointed, my fellow," the scholar says, while you turn the carbonized debris, looking for who-knows-what. "But don't be so hard on yourself. See that villager there, for example. If you hadn't come, she wouldn't be here now. You did what you could do—and that's all that anyone could ask. This is no failure at all." Tharmagar was right, as usual. More than anyone, you know the weight of regret, and know that rambling in those thoughts won't help with anything. Neither would it do any justice to your efforts.*

*Letting yourself use that day to help the mourning people of Hezechia in the dire task of recognizing the victims and turning over the wreckage of their homes, you both rest and recover your energies for the long journey that awaits you.*

*The promised road to Valarai isn't easy, though. On the way, you cross ruined settlements, destroyed farms and fields, crushed caravans, wandering creatures, and even desperate people that resort to thieving to survive. These encounters become so frequent, and so striking, that after the three-week journey, you start to ask yourself if there is anything remaining to be saved, after all...*

**You may read "Interlude 02 – A Late Arrival" on page 43.**



### REWARDS:

Reveal all cards from the Level 02 Equipment Deck. Each player can choose one **Equipment** card.

### SIDE QUEST ADVENTURE:

If you have the "Shadow World Adventure Pack", you can play it now; or you can go straight to "Chapter 10 - The Journey to Nowhere". In both cases, begin your chosen adventure after you have read the Interlude and made the Realmshift.

## INTERLUDE 02: A Late Arrival

Behind the walls with high battlements of in the Highborn Elves' capital, a sea of colorful tents depicting many coats of arms filled the view. Almost every great family of every kingdom came to the Council of the Sun—a meeting called hastily to form a unified battlefield. Of the most influential flags, only the Amiran royal family's was missing.

At this point, more than a month with no news from you, the Doctrine had lost any hope of finding Tharmagar. However, there you were, standing in front of High Priest Lochtiss, showing the discoveries that would justify the delay.

"It's here, it's all here..." said Tharmagar, displaying the tome you recovered from Ignispyra to the Small Council, gathered in a round hall with an adorned dome. "...the Seeds are what brings the Darkness, and they lie scattered across the continent. The Varatash, as the First Belligerent called this enemy in the past, need the energy they emanate to live," he continued, taking his familiar, didactic tone.

And the sage didn't stop there. He dared even to speculate that the work of the enemy couldn't be the result of only one season of efforts. Conversely, it should have taken many years, maybe a decade, considering what was necessary to "sow" the continent and form a "trellis" of wide influence, sufficient to allow the creatures to move freely from here to there. This attack would have been planned long before. For sure, the enemy must know the kings would act exactly as they did: hiding behind their fortresses' walls, leaving the countryside naked.

"Pardon us, brother Tharmagar," the High Priest took the lead, speaking in the name of himself, his chamberlain and counselor, and the King of the Highborn Elves: the Small Council. "Be sure, I understand your concerns. Nevertheless, you forget important details: our enemy's army is made of heathens and living dead; their very leader, the Undead King, is a necromancer: a practitioner of the Forbidden Art. What's happening now isn't any different from what we have dealt with many times over the ages, save for the terrifying proportion it has reached. You would know this earlier if, unfortunately, your escort wasn't so slow," he completed, letting his glance fall upon you. But his words cut the sage like a sharp razor.

Heathens? Necromancer? The Doctrine seemed to think that the attacks were the coordinated efforts of a single man instead of the whims of a higher power—an alien, conquering power. And by the look on the face of Tharmagar, you see that it was surprising to him, too, hearing Lochtiss' conclusions.

"The crown that is due to me..." the High Priest acknowledged your own report. "Wasn't this what the Undead King said to you, Hero of Daren?"—Yes, you had been awarded the title for your bravery in a quick and secluded ceremony—"Well, do you remember that counselor of the Mage-King Ulthar, Roger Klee?"

The year was 1389 of the Sun Reckoning, thirty years ago. That infamous counselor was found practicing necromancy, strengthening Amira's depleted legions that had fallen during another unsuccessful military campaign. Having come through a time of many dire difficulties, the Mage-King saw his people on the verge of rising up, threatening even more the frail stability of the Kingdom. A culprit needed to be blamed, to calm down the mobs, so the immoral Counselor was judged and sentenced to death.

As his last words, laughing out of madness or maybe despair before the unfair verdict's execution, Klee swore he would rise from his grave to claim the Amiran Empire's glory, no matter what.

On that occasion, it was the Mage-King Ulthar who had made the treacherous denunciation of the crimes committed by his Counselor on his own orders. Tharmagar was the main prosecution witness of that Court; and High Priest Lochtiss, in turn, was the judge who issued the decision.

The tormentor of Daren may have been created by the same men who, today, are gathered to try to find a way to destroy him, three decades later. The logic of the Council seemed flawless. However, you have seen the Seeds of Darkness activated—even had one in your very hands. Could the Darkness really be only a product of the Undead King's power?

What, in all the hells, was going on in Daren, after all?

**The next arc of the campaign will take place in a different Realm than the world of Drunagor. Because of that, you will need to tune some of the Campaign procedures to keep the storytelling and gameplay in sync. Follow these instructions carefully so the Realm Shift runs correctly:**

- **First, each Hero must record on their Campaign Log all of their Equipment, including which Items they are carrying, which Items are stashed, and which Consumables they have. Auras and Outcomes, since they are morale and/or spiritual features, are kept as they are.**
- **Then, all Consumables must be returned to the Chest Deck. Remove all Epic Items from it, also. They won't be available in the Spiritual Realm.**
- **Over the next three Chapters, you will not have access to the Camp Phase, so you will not be able to retrieve any stashed Items! Therefore, you must set them aside and concentrate on the Items your Hero is equipped with.**
- **At the end of this process, your Hero will have a set of equipped Items and empty bags, and your Campaign Log will list all of the Consumable Items, stashed Items, Auras, and Outcomes you have.**

## CHAPTER 10: The Journey To Nowhere

At the following day's first light, Tharmagar knocks at the door of your chambers, accompanied by a winged, muscular woman—one of the Valkyries. Sharing with them a kettle of infusions and a seat near the fire, you talk between sips to soften the blow that was coming.

"I've met the leaders of the Council once again. And I've questioned their assumptions," Tharmagar goes straight to the point. "But all the coincidences made them blind. Undead King or not, the Darkness wouldn't bow to his will. Because of this, I know that we aren't facing just a 'revengeful necromancer.' This is a cosmic invasion. To prove it, I'll need to invoke means that Lochtiss would never resort to due to his pride... And also your help."

Then, he explains the presence of Demera Kaz: she is a shamaness, one of Hel's sovereigns and well-versed in spirit magic. Klee was killed after refusing the Ascension Ritual, so his soul couldn't pass through the Way of Arcana and remained bound to this plane. Yet,

the Spiritual Realm lies in another dimension, a reality that cannot be perceived by the material one.

"I can deliver you to the other side, Hero, but this won't be an easy trip. Wandering in the mists may take you where you want, even nowhere," the valkyrie explains. "There, the same trail may be a hundred yards or also hundred miles long; and time flows matching what you feel, and not what the seasons command. Straying away is easy, but finding someone is even easier."

Tharmagar's plan is simple: If you manage to find the counselor's soul there, then you have evidence that he hasn't been revived, contrary to the assumptions of the High Priest.

Despite not understanding very well what you have accepted, you let Demera put your body to sleep under powerful incenses and enchantments. When your eyes open again some time later, you are in a different place, where the ground is wet and only cloud-white mists swirl around you...

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

### **DARKNESS BEHAVIOR - STANDARD MISTS:**

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 suffer STUN. 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 – ENGULFING MISTS**

Darkness isn't present in the Spiritual Realm. However, the very Mists making up the fabric of this dimension are dangerous. Thus, Darkness tiles deal no damage during this adventure, but all other effects apply normally (*HIT penalty, Monster's damage boost, and interactions with Class Abilities, for example*). Also, if the Heroes should receive Crush damage, they suffer STUN instead. Finally, if a Map tile becomes completely covered by Darkness tiles (*or just its revealed part, if it is under a Tray*), you must remove it from the board along with any characters and objects that are on top of it. Any character removed in this way is considered defeated.

**SPECIAL RULE – APPARITIONS**

This Adventure uses special Monsters instead of the regular ones. Take the **Murderous Apparition**, **Drifter Apparition**, and **Manifestation of Wrath** cards from the Adventure deck. These Monsters use the **Shadow Vampire**, **Executioner**, and **Shadow Knight** miniatures, respectively, to represent them when they are summoned.

**SPECIAL RULE – WATER MIRRORS**

Water tiles in this adventure are considered shallow and easy walkable. Do not apply SLOW when a character steps on them.

**SPECIAL PREPARATION – STIRRING DARKNESS**

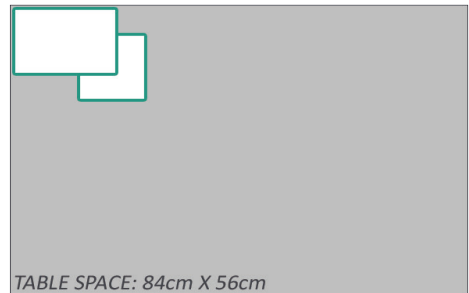
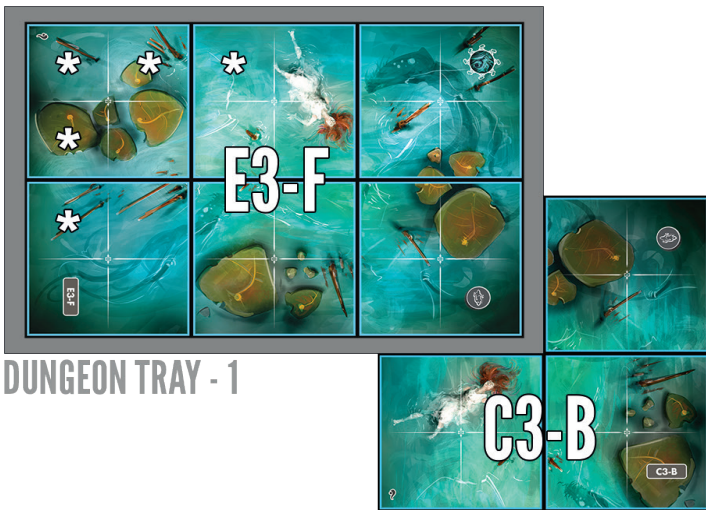
Before starting to play this adventure, you must take 3 Runes of each color from the bag (*a total of 15 Runes*). Place them directly on the Initiative Track (*don't place their respective Darkness Tiles on the board*).

**EVENT TRIGGER – LURKERS IN THE FOG**

When the first Rune is drawn and placed on the Initiative Track (*Runes revealed due to MANIFEST or added due to Stirring Darkness do not count as drawn*), read **"Special Event – Lurkers in the Fog"** on page 46.

**ADVENTURE TIPS – SEQUENTIAL CHAPTER**

This is a Sequential Chapter, so the Camp Phase will not take place after the end of this Adventure. Therefore, you may prepare yourself and save Rune time, trying to be as fast as you can. You will find more instructions on how to proceed after the end of this Adventure.



## SPECIAL EVENT – LURKERS IN THE FOG

Mists.

Everywhere.

No matter where you look, except for the mysterious watery mirror under your feet, a thick fog obscures your sight, forming a roiling wall all around, seeming to swallow you up. Dense as the smoke from a fire, it seems to be impenetrable, and you ask yourself how anybody could travel through a place like this.

“What is that?” echoes a hoarse voice, reverberating in the hollow vastness that your eyes cannot penetrate. “You do not belong here! This is the realm of the dead! Those who dare to disturb our rest, must share our fate...”

Demera Kaz forgot to mention that this realm has other dwellers: apparitions, filled with disdain for those still alive and breathing. The most curious thing about them, however, isn’t their existence or the deathly voice they have, but how you see them.

Except for their spectral figures, like ghosts, they have exactly the same appearance that you imagined they would: not by accident, they appear to be Creatures of Darkness, the embodiment of enemies before your eyes...

**Add the following Setup (just to summon Monsters) and do not forget to read the Event Trigger.**

### EVENT TRIGGER – TIMELY INTERVENTION

When the last enemy is defeated, read **“Special Event – Timely Intervention”** ahead in the next column.



- 1 Murderous Apparition (Shadow Vampire)
- 1 Drifter Apparition (Executioner)
- .....
- 2+: Drifter Apparition (Executioner)
- 3+: Murderous Apparition (Shadow Vampire)
- 4+: Drifter Apparition (Executioner)
- 5+: Murderous Apparition (Shadow Vampire)



## SPECIAL EVENT – TIMELY INTERVENTION

The battle stretches on, and you are troubled, not knowing if you will be capable of defeating the apparitions before the mists swallow you for good.

And even if defeating them would change anything.

Nonetheless, as you prepare yourself to strike the final blow against the last of them, a mighty roar blares like thunder and an axe takes from you the taste of slaying your foe. The attack’s power is so great that the shockwave from it chases off the mists like a typhoon.

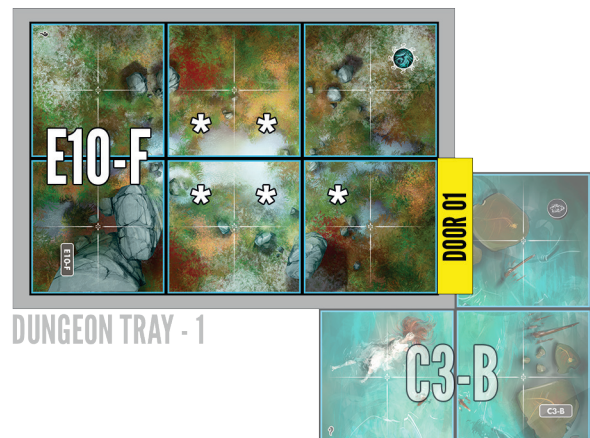
In the blink of an eye, much to your surprise, you find yourself in a completely different situation, without any clue of how it changed.

The wind howls in what seems to be a spring morning in the foothills of a tall chain of mountains. You can feel the faltering ground of a thawing tundra where once stood the water mirror—and nothing makes sense to you anymore.

Standing in front of you, watching your amusement and confusion, is the warrior who made the attack, axe resting in her shoulders, a friendly face, and a pair of babies held close to her body. Lovely as a woman, fierce as a mother...

**Remove all Heroes and all Darkness tiles from the board. Then, replace Map E3-F with Map E10-F, place Door 01 at the indicated position, and place the Heroes on their new starting positions.**

**Then, open the Book of Interactions to page 24. 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 – DIPLOMACY TIME

And finally, there was the man you came here for. The former counselor to the Mage-King Ulthar: Klee, as you wished, right in front of you.

*“In the very moment I knew you were looking for me, I barely could believe it,” he says, as if he wants to show that he knows you are just passing through. His tone is assertive, firm. You wouldn’t, ever, say that this was just someone’s ghost. “In my endless, tedious stay in this place, I’ve never been visited by someone from across the Veil. This was the reason I’ve allowed myself to be in your path.”*

*Saying this, he rises from his chair and moves towards you. You can’t deny it: his figure has its own majesty—Someone that really could be the Undead King, as Lochtiss suspects. But you know he isn’t. After all, wasn’t it exactly to prove this that Tharmagar made you come to the Spiritual Realm?*

*“So, wanderer, you have my curiosity; and now, you have my attention,” he resumes. “What do you want from me?”*

**Open the [Book of Interactions](#) to page 26. 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.**



## AFTER THE ADVENTURE – THE KING OF UNDEATH

*Without being capable of anticipating anything evil that someone’s soul could do, you tell everything to the Counselor—the whole truth: That an Undead King arose and brought with him the Darkness, restarting a war supposedly won a thousand years ago. The Doctrine of the Setting sun believes he, Klee, is the villain behind the necromancy, but Tharmagar suspects that he isn’t. That’s why the sage sent you here.*

*Much to your surprise, after a brief silence, the man bursts out laughing. He was stern until that moment, so severe that you believed he agreed with your story.*

*“So, after all these years, my executioners are still mulling over the verdict they gave me?” he says, resuming a hard look. “This seems like justice to you? I know it isn’t, because it wasn’t then. I was the whipping boy, chosen to justify the failed ambitions of Ulthar. Each and all of them know this. I didn’t face a tribunal, but a circus!”*

*It seems as if the sage’s suspicions were proven right: Klee was innocent of being the main perpetrator of the crime. And by the stars! The way he speaks, he could persuade you to believe he never practiced necromancy! His skill with words is undeniable, but you didn’t come to judge the dead...*

*“Nevertheless, wanderer, consider yourself lucky. Because I know who—or, yes, even better, what—your Undead King is, or rather, King of Undeath. Heh, because I coveted myself to possess that power when I was alive.”*

*A shiver runs down your spine. What the counselor is about to say, you know, could be the most important speech of your entire life.*

*“A Lich! Or so our ancestors nicknamed him,” he continues, and you can feel the anxiety in his tone. “A powerful, undying creature, made*

*by dark magic to be the sovereign over all the dead. Nonetheless, don’t think that becoming one of them is a feat for just any sorcerer. The price charged by this power is too high, and the ritual that bestows it to someone is almost impossible to reproduce.”*

*You know, now, that this conversation will be a long one. But, unfortunately, nothing in this place seems to last for long...*

**This is a Sequential Chapter 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. Now, every Hero must carefully, in order, complete the following instructions:**

- **First, take the appropriate reward for this adventure’s conclusion, as described below.**
- **Next, take a Free Recall Action and recover all your Health. Then, remove all Conditions affecting the Heroes, but retain any Resource tokens you have. Finally, pets are dismissed between the two adventures, while Companions are kept.**
- **If you aren’t ending the game session right now, keep your Hero Board and the Initiative Track as they are now, with the only exception of adjusting the Rune Card so face “A” is up (if it isn’t already). Finally, you can undo all Setups from the board, and carry on to the next adventure, starting turns normally from the first card placed on the Initiative Track.**
- **Otherwise, if you’re ending the game session right now, note in the Campaign Log the quantity of Curse Cubes and Trauma Cubes that you have. At the start of the next adventure, you will redistribute them to your board again (you don’t need to place them exactly in the same skills where they are now).**
- **Finally, do the same with the Runes that are on the Initiative Track: note their quantity and, at the start of the next adventure, draw the same number of Runes from the bag and place them on the Track, but don’t place any Darkness tiles on the board. Also, the quantity of Runes of each color doesn’t need to follow the same set-up as at the end of this Adventure (it can be random).**



### REWARDS:

Each Hero unlocks a **Class Ability**.



# CHAPTER 11: The Haunting

Counselor Klee tells you everything he knows, as if he is revelling in seeing Daren begging for his help. While the words pour out of his mouth, below your feet the water mirror begins forming again, solid as if you were walking over the sea, mists rising as a curtain around you.

"...the phylactery, in turn, needs to be put between the hip bones of his mother, from where it never should leave—for the foul magic enchanting it also binds it," the Counselor continues. "If you want my opinion, this part seems to be a fallacy. Moreover, you know how superstitions work: simple-minded folk are obsessed with woods and graveyards."

As you think about it, a thick wood begins to form, surrounding you both.

"In either case, Gilgamesh, the man who vanquished a lich in the past, wrote in his journal that he found the phylactery in the hip bones of his foe's mother, one of the Old Amiran queens. Maybe the myth spawned there," Klee justifies, even though he doesn't realize

the title that your contemporary enemy holds. "To be honest with you, wanderer, this lich you face today may be the very same from my story..."

The pieces seem to fall into place, at last: the Undead King is an enemy from Old Amira, which explains his claim to the crown. However, it remains to be seen how you can find the lost phylactery, and how the Darkness is associated with it all. But then, to answer your first question, you ask what everyone in Valarai wants to know...

"What's my name?" a husky, unmistakable laughter echoes through the mists, sending a shiver down your spine. Suddenly, there you are: in the woods near Blackriver, just before arriving at James Eerst's Keep. "You want to know my name, mortal? Is that it?"

It is the Undead King, as you imagined and feared, passing through the trees like a true wraith, haunting you. Unlike you—who cannot see any sign of the counselor—he isn't alone...

## **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

## **DARKNESS BEHAVIOR - STANDARD MISTS:**

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 suffer STUN. 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 SET – SPIRITUAL REALM

To save space here, because of the complexity of special mechanics in the Spiritual Realm, the Special Mechanics - **ENGULFING MISTS**, **APPARITIONS**, and **WATER MIRRORS** aren't described here. However, they are still active, and you can refer to their specifications in the text box on page 45.

### SPECIAL MECHANIC – MISTY NODES

During this adventure, the Heroes' time in the Spiritual Realm is running out, and nodes will appear in their way. Every time a Pile of Runes is shown in a Setup, you must create it by taking a 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 Misty 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 cannot be taken if there is at least one Monster adjacent to that Rune.

### SPECIAL MECHANIC – THE HAUNTING

Throughout this adventure, the Undead King will be spawning and disappearing from the board. Every time it is summoned and placed on the board, adjust its Health according to the instructions given in the summoning act—but don't use any of its Boss Attack Cards. Instead, place the **Undead King Haunting** Scenario Card at the end of the Initiative Track (together with the **Darkness Hunting Rune Card**) as a reminder. Whenever a Rune is drawn (only when it's drawn, not revealed any other way), apply the card's effects, as described. This ability triggers only once per turn. Whenever any **Undead King Haunting** is defeated or unsummoned, you must remove it from the board and the effects of its Scenario Card are suspended until it reappears again. Conditions that would be placed on the Undead King (that it isn't immune to) take effect when the Initiative Marker reaches the Rune Card at the bottom end of the track. The Undead King has 12 Health at this time.

### SPECIAL RULE – LOCKED DOORS

Door 01 is Locked until the last enemy is defeated.

### ADVENTURE TIPS – SEQUENTIAL CHAPTER

This is a Sequential Chapter, so the Camp Phase will not take place after the end of this Adventure. Therefore, you may prepare yourself and save Rune time, trying to be as fast as you can. You will find more instructions on how to proceed after the end of this Adventure.

DUNGEON TRAY - 1



TABLE SPACE: 84cm X 56cm



- 1 Murderous Apparition (Shadow Vampire)
- 1 Undead King Haunting
- Pile of Runes (A stack of one of each color)
- 2+: Drifter Apparition (Executioner)
- 3+: Murderous Apparition (Shadow Vampire)
- 4+: Drifter Apparition (Executioner)
- 5+: Murderous Apparition (Shadow Vampire)

## END OF THE ADVENTURE – YOUR NAME

Then, in the same sudden manner that it appeared, the haunted silhouette of the Undead King disappears in a pale cloud as the last blow is driven into it. All that is left is the infamous, cadaverous laughter that echoes from nowhere.

“Don’t be so hasty in celebrating your victory,” your enemy provokes you. “You have accomplished nothing! You know that the battle that matters is happening in another Realm. There, I am indestructible!”

But you know he isn’t. You know that someone defeated him once, and to repeat the feat, you’ll need to find his phylactery. The task won’t be easy, for sure, and time is against you. But, at least, you know where to start—because you know the story of the man behind the nickname.

More laughter echoes, answering your assumptions.

“Bahabal? You’re wrong, foolish mortal. That is someone I once was. But Gilgamesh destroyed me. Now I am someone else, and you know this: I am Yithzak! Just one among thousands who were born in Daren in the last millennium...”

Remove all Runes that are still on the board and place them on the Initiative Track. The adventure ends here. You may read “After the Adventure – A Lover’s Request” below.



## AFTER THE ADVENTURE – A LOVER’S REQUEST

Thus, without much ado, the Undead King told you his true name.

Maybe you won’t ever understand his motivations, but that doesn’t matter at the moment. What really matters is that, once again, you received an answer that doesn’t bring you to any conclusion, just more questions.

“Yithzak...” repeats the counselor, appearing again. At this point, the mists are shifting once more, and the floor under your feet dissolves to form the mirrored surface you already know. “...That was unexpected.”

Wishing you had never had to hear that name, you question the authenticity of what the Undead King said, and point out that all of it could be a mischief, a last resort to try and divert you from your correct path.

“You’ve tried, anytime, lying to yourself? Haunts can’t lie. I don’t know if what it said to you is true or not, but I know that this is what you believe,” Klee answers, as the mists roll slowly towards you.

“Your time is running out, wanderer, and now it’s my turn,” your guide adds as the mists swallow him, leaving only his voice. “I told you the forgotten stories of Old Amira, and helped you know the enemy when everyone else couldn’t. Therefore, I deem myself worthy of asking you a favor, in exchange: place my heart where it belongs,” he continues, telling you another disturbing story.

The counselor shared a bed with the Queen until her last days—Another character flaw that makes you doubt your decision to trust the man. However, according to him, from that unlikely relationship in face of their uneven ages, true love was born. He kept a locket given to him by her with him, a reminder of their bond, and had it stitched into his own body the night before his execution. All that

Klee wants from you is that the locket be put to rest near his beloved dame’s remains; Something that could bring him some comfort in the eternity he will face, stuck in the Spiritual Realm.

Unfortunately, you are too shocked to say anything.

The Party Leader writes down the “A Lover’s Request” Outcome on their Campaign Log.

Also this is a Sequential Chapter 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. Now, every Hero must carefully, in order, complete the following instructions:

- First, 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 affecting the Heroes and Resource Tokens you have. Pets are dismissed between the two adventures, while Companions are kept.
- If you aren’t ending the game session right now, keep your Hero Board and the Initiative Track as they are now, with the only exception of adjusting the Rune Card so face “A” is up (if it isn’t already). Finally, you can undo all Setups from the board, and carry on to the next adventure, starting turns normally from the first card placed on the Initiative Track.
- Otherwise, if you’re ending the game session right now, note in the Campaign Log the quantity of Curse Cubes and Trauma Cubes that you have. At the start of the next adventure, you will redistribute them to your board again (you don’t need to place them exactly in the same skills where they are now).
- Finally, do the same with the Runes that are on the Initiative Track: note their quantity and, at the start of the next adventure, draw the same number of Runes from the bag and place them on the Track, but don’t place any Darkness tiles on the board. Also, the quantity of Runes of each color doesn’t need to follow the same set-up as at the end of this Adventure (it can be random).



### REWARDS:

Every player chooses and unlocks a level 1 Hero Skill or Dungeon Role Skill for their Hero.



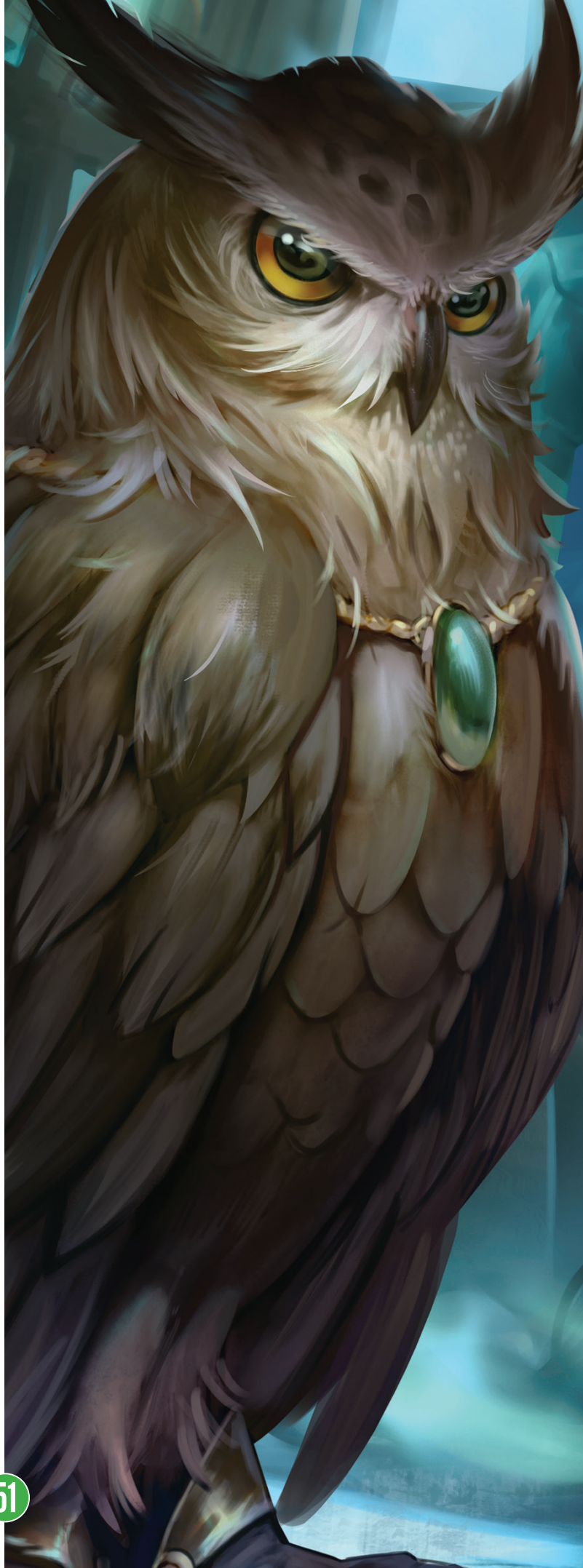
## FAQ

### THERE AREN'T ENOUGH RUNES TO FORM A MISTY NODE

It's possible that, sometimes, there aren't sufficient Runes of one or more colors on the Initiative Track at the moment you need to form a new Misty Node. If this is the case, form the Node using only the available Runes, ignoring any Runes that couldn't be added to it. Example: If there are only orange, blue, and grey Runes on the Track, the new Node will have only these three instead of all five.

### COUNSELOR'S SPECIAL POWERS

The final interaction in Chapter 10 gave the Party Leader (*and only them*) a special action that can interact with this Adventure's special mechanics, offering better options than the traditional ones to deal with them. The Party Leader can use them in the manner they are written. The purpose of these is helping you accomplish this Adventure's tasks.



## CHAPTER 12: The Closure

*“Wait!” A voice echoes through the hazy vastness that has already embraced you from all sides, making even the watery mirror vanish. “...I didn’t believe it could really be you, when I felt your presence for the first time. But then, dedicating my thoughts and feelings to you, I suddenly felt sure!”*

*And that’s when you recognize the voice that reverberated, distorted: it is your Dearest One. Oh yes, it’s true, since they didn’t become one of the Ascended—a fatality that you still blame yourself for—this place is where they came. You were so intent on discovering the identity of the Undead King that, for an instant, you forgot that your coming here could afford you the privilege of a terrifying and incredible reunion.*

*How many people wouldn’t do everything they could to reunite themselves, even for a single, quick talk, with someone they’ve mourned? How many people have found themselves distracted, rehearsing the lines they would speak on this occasion? The voice calls to you, lost in the vastness, but you can’t answer.*

*You can’t tell if what you feel is such a great joy that it leaves you stunned; or if you are so ashamed and confused that the words fail to reach your tongue; yet you break out in cold sweat and you hesitate, standing like an old willow in a bleached field.*

*But wait, shouldn’t you go to your Dearest One, and ask them to forgive you for what you’ve done? Haven’t you spent sleepless nights wishing for that?*

*As if telling you what to do, the mists open up, revealing a new scene ahead. Your feet walk over a beautiful spring field that stretches out in all directions, offering several paths to you, and at the same time none.*

*“Come, follow my voice!” your Dearest One insists, while the opportunity seems to slip through your fingers. But you won’t let them get away!*

*Emerging from the mists, more and more of the relentless apparitions stand in your way, intending to share their bitternesses with you.*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

### **DARKNESS BEHAVIOR - STANDARD MISTS:**

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 suffer STUN. 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 SET – SPIRITUAL REALM

To save space here, because of the complexity of special mechanics in the Spiritual Realm, the Special Mechanics - **ENGULFING MISTS**, **APPARITIONS**, and **WATER MIRRORS** aren't described here. However, they are still active, and you can refer to their specifications in the text box on page 45.

### SPECIAL MECHANIC – MISTY NODES

During this adventure, the Heroes' time in the Spiritual Realm is running out, and nodes will appear in their way. Every time a Pile of Runes is shown in a Setup, you must create it by taking a Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

### SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Mournful Apparition** Scenario Monster card, and place the **Monster Raid** Scenario 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 54 for details). The Event Token at the center of the board is the Spawning Point for these Monsters (you may skip the **MANIFEST** step).

### SPECIAL RULE – RANDOM LOCKED DOORS

In this adventure, all Doors may be placed in any slot—and that's why they all have the number #00 and the setup shows all four slots with the same number. Additionally, all Doors are considered Locked while there are three or more Monsters on the board.

### SPECIAL MECHANIC – TIE BREAKER

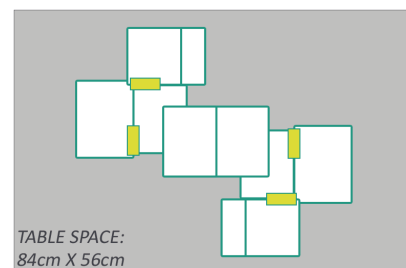
To untie a Misty Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. Also that Hero gains either **FOCUS 1** or **CLEANSE 1**. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Rune.

### SPECIAL OUTCOME – NO TIME FOR GOODBYES

If this Adventure would end in failure (because the Party didn't find the Endgame Trigger, or was defeated in battle, by corruption, or by drawing the last Rune from the bag), instead of restarting the Adventure, read "**End of the Adventure – No Time for Goodbyes**" on page 54.

### EVENT TRIGGER – STEADFAST

When the Party Leader writes down the "**Certainty**" Status for the third time during this Adventure, read "**Special Event – The Resentful Jailer**" on page 54.



*There isn't any Pile of Runes in this First Setup.*

-  1 **Murderous Apparition** (Shadow Vampire)
-  1 **Drifter Apparition** (Executioner)
-  1 Event Token (triggered by an interaction)
-  2 Chest Tokens

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-  2+: **Manifestation of Wrath** (Shadow Knight)
-  3+: **Manifestation of Wrath** (Shadow Knight)
-  4+: **Drifter Apparition** (Executioner)
-  5+: **Murderous Apparition** (Shadow Vampire)

## SPECIAL EVENT – THE RESENTFUL JAILER

*Then, for the third time, the dwellers of this Realm show you the path you always knew how to walk, but something seemed to want to stop you from doing it. Or maybe you were the one holding yourself back? Forever ashamed of the gesture you were forced to make: taking the life of someone you loved.*

*Answering your thoughts or fears, there is the ghost of your Dearest One, waiting among the woods in an everlasting twilight. The scene you last remember from before it all happened. No privilege is more envied in this place than the opportunity to untie a knot of the past, the pain that lacerates the soul of those who live forever.*

*Corroded with envy, a last apparition so terrifying that the mere presence of it startles all the others, sprouts as if it had emerged from the ground and engulfs your Dearest One's soul, holding it between its plates. The last jailer you would face in this place that is called home by many, but is more like a prison...*

Remove all other Monster from the board and replace the Event token in the First Setup with a **Shadow Knight** miniature. It is a **Torment of Grief** Commander Scenario Monster with CP 4+Players (draw the appropriate number of **Commander Attack** cards as normal). Then, remove from the board any Doors that weren't already opened.

When this Monster is defeated, read **"End of the Adventure – An Unexpected Reunion"**.



### FAQ: MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The **Monster Raid** card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the **Monster Raid** card's effect, it spawns in a square adjacent to their Spawning Point (or as close as possible) of the Party Leader's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).



## END OF THE ADVENTURE – AN UNEXPECTED REUNION

*So, the time has come. There is nothing that can stop you now, but you could swear you have an anchor tied to your feet.*

*Though you have had experiences as intense as the frisson of escaping death by a thread, nothing has left you so shaken as the imminent reunion with your Dearest One. You are breathless, restless, and your legs wobble, as if you were a youngster about to kiss for the first time.*

*"So, we meet again, my darling..." greets the voice you thought was silenced forever. Their face, full of life once again, the same way you remember from the better part of your time together.*

*The mists swirl, as if forming a storm around you. However, it's not the hissing winds that are passing through you: but a whirlwind of scenes, moments, and memories... For a moment, it's as if they had made a play with all that is inside your heart.*

*Overwhelmed by this moment, you fall to your knees and beg for forgiveness as you've already rehearsed dozens of times...*

If the Party Leader has the **"Curiosity"** Status on their Campaign Log three times, they must erase them all and write down the **"Storyteller"** Outcome in their place. Otherwise, if they have it just two or fewer times, they must erase them all and nothing special happens. Then, remove any Companions from the board. They are no longer following the Heroes.

The Adventure ends here. You may now proceed to the Camp Phase and read **"After the Adventure – the Atonement"** on page 55.



## END OF THE ADVENTURE – NO TIME FOR GOODBYES

*Through untying mysterious cloudy nodes, meeting peculiar souls in incredible places, and incessantly fighting apparitions that disdained your presence, you carve your way through this place, but everything must come to an end.*

*You fought bravely, but the mists overcame you, and in a raining embrace they take your spirit away, fading your sight to the black jet of a deep slumber. For a moment, for a brief moment when your thoughts were still yours and were coherent, you imagined that it would be the end of you, that your soul would be lost in this place the same way that were those you met here.*

*Could it be that this way you would be able to find your Dearest One? Was this the final ordeal the mists kept for you? Almost lose yourself to find what you wanted? You thought for the last time, without knowing exactly how would you feel about it.*

*Maybe it was for the best and you weren't ready for this encounter.*

*Maybe you won't ever be. Regardless, you learned what you came here for, and all else is just story...*

The Adventure ends here and the Party Leader take the **Bracers of Endurance** card from the Adventure deck. Then, proceed to **"Interlude 03 – The Hand of Fate"** on page 60, skipping **"Chapter 13 - The Ugly Truth"**. At the end of that interlude you will find instructions for completing the Realmshift. Do not forget to read and apply them.



## AFTER THE ADVENTURE – THE ATONEMENT

*The sands of time flow away, as you drift along and the mists surround you, but you are too involved right now to worry about outrunning it.*

*“...I was in prison. I couldn’t move, speak, or feel anything. All I could do was watch through my own eyes what this thing that kidnapped me did with my body as if it was always theirs,” your Dearest One tells you about the terrible fate of becoming a Varatash, something that even Tharmagar does not fully comprehend. “I didn’t feel hungry, I didn’t get tired, and I didn’t need to sleep. All I did was utter the spells to awaken the Seeds of Darkness at the cost of the other victims’ souls... It was a torture. One from which you set me free, by destroying my body,” they finish, raising your chin to look you in the eyes for what they would say next.*

*“So... You shouldn’t ask my forgiveness, my darling. Instead, I’m eternally grateful to you for what you’ve done...”*

*And just like that, through a sentence that crowned the speech you dreamed of hearing, you felt your wound begin to close itself.*

*“That is not everything,” your Dearest One resumes, wiping the tears from your face, shed without any shyness. “If you had hesitated, I would have been lost forever. The Varatash feed on the Anima, which, defined in simple words, is our lifeforce, our soul... This is what you see of me, now.” Was that what enabled one to conquer the promised eternal life, to rest in this place as an Ascended One? you wonder.*

*Nevertheless, a thought hits you like a lightning bolt: your Dearest One is not one of the Ascended. Actually, no one in this place is...*

*What the hell was this Ascension, after all?*

*“Oh, that is something else, entirely... But that’s not for me to say. After all, our time is fading and anything that is half-said would be worse than no explanation at all,” they say, as if they heard your anguished thoughts. “However, you are young; and just as you struggled to find me, you are also able to extend your stay here a little longer. But you need to make up your mind soon, because we need to leave. You must hear this truth from whom it belongs.”*

*And once again, you are facing a fatal moment: you could either seek the truth about Ascension, or be satisfied with your journey here. Whatever was your fate, you had to make up your mind that very moment...*

If any Hero has the **"Adamant"** or the **"Sowing Winds"** Outcomes noted on their Campaign Log, that Hero may choose to erase any of them. Then, any Hero that has the **"A Hideous Act"** or the **"Guardian's Curse"** Outcomes noted on their Campaign Log, may also choose to erase those.

Finally, you face a dilemma: As a group, you and your partners must choose whether to end your journey through the Spiritual Realm now, or follow your Dearest One’s advice and seek answers about Ascension. In case of a split decision, the Party Leader has the power to decide which of the tied choices will be taken. Please note that this adventure has not lead to the Camp Phase yet, which will happen only after **"Interlude 03 – The Hand of Fate"**.

- You may awaken from this Realmshift. If you do, take the **Bond of Superation** card from the Adventure deck. Proceed straight to **"Interlude 03 – The Hand of Fate"** on page 60,

skipping **"Chapter 13 – The Ugly Truth"**. At the end of that interlude, you will find instructions for completing the Realmshift. Do not forget to read and apply them.

- Alternatively, you may pursue the truth about the Ascension. If you do, you do not receive any reward for this Chapter right now but instead proceed directly to **"Chapter 13 – The Ugly Truth"**. Consider this Adventure (*the twelfth*) a Sequential Chapter 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. Now, every Hero must carefully, in order, complete the following instructions:

- First, take the appropriate reward for this adventure’s conclusion, as described below.
- Next, take a Free Recall Action and recover all your Health. Then, remove all Conditions affecting the Heroes, but retain any Resource Tokens you have. Finally, pets are dismissed between the two adventures, while Companions are kept.
- If you aren’t ending the game session right now, keep your Hero Board and the Initiative Track as they are now, with the only exception of adjusting the Rune Card so face **"A"** is up (*if it isn’t already*). Finally, you can undo all Setups from the board, and carry on to the next adventure, starting turns normally from the first card placed on the Initiative Track.
- Otherwise, if you’re ending the game session right now, note in the Campaign Log the quantity of Curse Cubes and Trauma Cubes that you have. At the start of the next adventure, you will redistribute them to your board again (*you don’t need to place them exactly in the same skills where they are now*).
- Finally, do the same with the Runes that are on the Initiative Track: note their quantity and, at the start of the next adventure, draw the same number of Runes from the bag and place them on the Track, but don’t place any Darkness tiles on the board. Also, the quantity of Runes of each color doesn’t need to follow the same set-up as at the end of this Adventure (*it can be random*).

### REWARDS:

This chapter’s reward is given at the end of **"Interlude 03 – the Hand of Fate"** and is received only when instructed.

## CHAPTER 13: The Ugly Truth

*Intrigued by what you discovered, you postpone your departure once more for one last adventure.*

*Moving forward, you find yourself on the steps of a masterful hall, where a throne stands flanked by statuary of the dragon people: A decor that is very reminiscent of the Sanctum of the Ancients.*

*"The abodes of the Ancient Sovereigns are paved over by the culture of the Draconians, for they were the ones charged with preserving the Doctrine of the Six," your companion explains, satisfying your curiosity. "Which, incidentally, is precisely where we're going: to meet them."*

*Since the first time you heard about the War of the Shadows, through Tharmagar's lectures and the encounters you have had throughout your adventures, 'The Six' is an often-evoked title—A forgotten pantheon that you were never interested in knowing about, because your fight has always been in the present, not the past. However, something inside you always had the feeling that they are somehow connected to the origin of everything.*

*On the one hand, you are right. On the other hand, you couldn't be more wrong...*

*"But look what we have here..." a voice reverberates through the mists, hissing, as inaudible as a whisper, but ominous enough to scratch the back of your ears, inside your head. "...Nothing less than someone decorated for their bravery, a paragon of their people, a Hero! Or just the shadow of one? That remains to be seen..."*

*You swear you can see a dark silhouette slipping through the misty, pale curtains, watching you. But before you manage to figure out if it is a friend or a foe, a bunch of apparitions come from nowhere, stronger than ever, for their hatred only grows the longer you stay.*

*"Gil'Garoth, the Lone Shadow, was not known for his sympathy, but he was no less virtuous than the others," - your guide says. "Stay firm, my dear: the path will be full of trials, but they are of no use except to teach us the value of victory. Get ready! We have just began..."*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

### **DARKNESS BEHAVIOR - STANDARD MISTS:**

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 suffer STUN. 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 – ENGULFING MISTS

Darkness isn't present in the Spiritual Realm. However, the very Mists making up the fabric of this dimension are dangerous. Thus, Darkness tiles deal no damage in this Adventure, but all other effects apply normally (*HIT penalty, Monster's damage boost, and interactions with Class abilities, for example*). Also, if the Heroes should receive Crush damage, they suffer STUN instead. Finally, if a Map tile becomes completely covered by Darkness Tiles (*or just its revealed part, if they are under a Tray*), you must remove it from the board along with any characters and objects that are on top of it. Any character removed in this way is considered defeated.

### SPECIAL MECHANIC – MISTY NODES

During this adventure, the Heroes' time in the Spiritual Realm is running out, and nodes will appear in their way. Every time a Pile of Runes is shown in a Setup, you must create it by taking a 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 Misty 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 cannot be taken if there is at least one Monster adjacent to that Rune.

### SPECIAL RULE – APPARITIONS

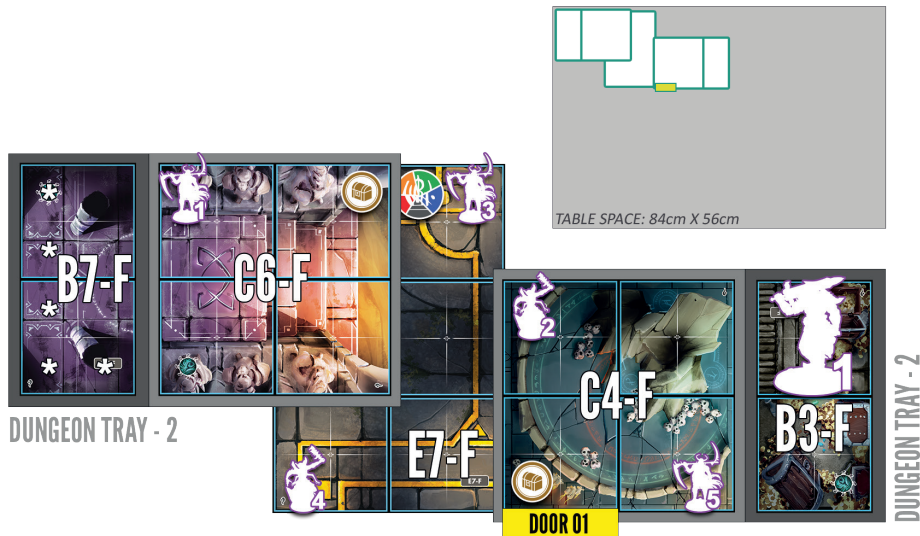
This adventures uses special Monsters instead of the regular ones. Take the **Murderous Apparition**, **Drifter Apparition**, and **Manifestation of Wrath** cards from the Adventure deck. These Monsters use the **Shadow Vampire**, **Executioner**, and **Shadow Knight** miniatures, respectively, to represent them when they are summoned.

### SPECIAL RULE – WATER MIRRORS

Water tiles in this adventure are considered shallow and easy walkable. Do not apply SLOW when a character steps on them.

### SPECIAL RULE – DRAGON'S TRIAL [GIL'GAROTH]

Whenever an orange Rune is drawn (*do not count those taken for Stirring Darkness*), if any Hero has the **"Sowing Winds"** Outcome on their Campaign Log, the Party Leader receives a Curse Cube. On the other hand, if any Hero has the **"Adamant"** Outcome, the Party Leader receives CLEANSE 1 instead. Otherwise, if no Hero has either of these Outcomes, ignore this Special Rule.



- 1 **Drifter Apparition** (Executioner)
- 1 **Manifestation of Wrath** (Shadow Knight)
- Pile of Runes (A stack of one of each color)
- 2 Chest Tokens
- 2+: **Murderous Apparition** (Shadow Vampire)
- 3+: **Drifter Apparition** (Executioner)
- 4+: **Murderous Apparition** (Shadow Vampire)
- 5+: **Drifter Apparition** (Executioner)

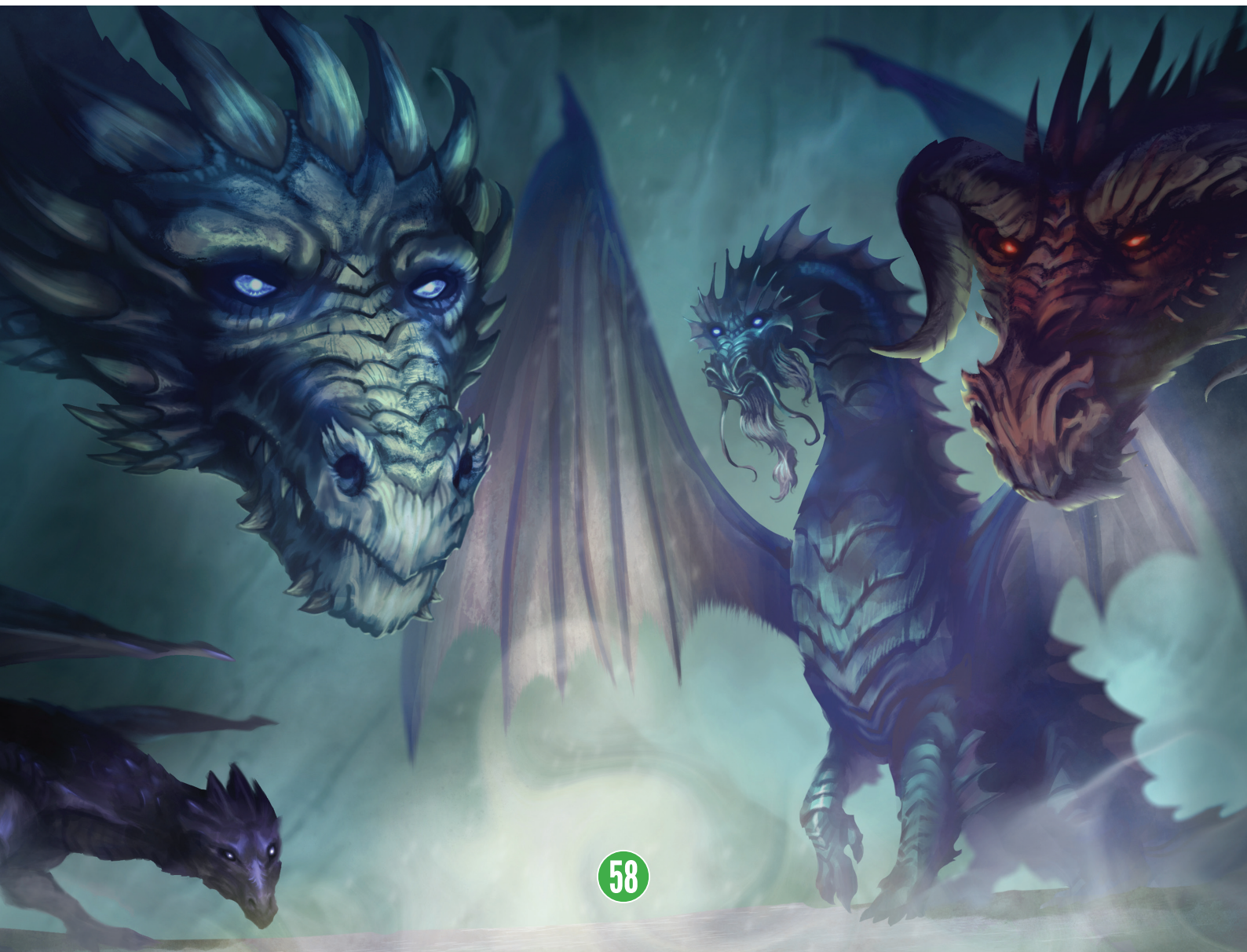
## END OF THE ADVENTURE – THE AZURE WIND OF CHANGE

As suddenly as it appeared, the dreadful apparition dissolves into a column of black smoke as it suffers what would be the final blow. This is the cue that your host was waiting for to come down to meet you. And it is not alone: The other three entities you met on this journey emerge from the mists, gazing down at you.

The myth-like figures are impressive. They are as long as a sailing ship from snout to tail, with a wingspan that looks twice that. They all have thick, chipped scales, their coloration faded as if the age of their species had caught up with them, something confirmed by the long, thick bristles that protrude from their muzzles and behind their horns like a mane.

“I am Zulan’Thallas, the Azure Wind of Change. My brothers and I are the High Dragons of Drunagor, parents of all the children of your land.” The last of them introduces itself, sending a shiver down your spine as you realize the majesty of the four, not six, gathered before you.

The adventure ends here. You may now proceed to the Camp Phase and read **“After the Adventure – The Ugly Truth”** on page 59.



## AFTER THE ADVENTURE – THE UGLY TRUTH

*“Do you want to know what Ascension really is, mortal?” Zulan’Thallas queries, acting as spokesperson for his people.*

*“Well, here’s the truth: High Magic, the true power to shape worlds and fates, fuels the quintessence of all living things; the energy we call Anima, and you, souls.”*

*And that’s when he told you the most unbelievable story you’ve ever heard:*

*The Varatash want to devour all life in the cosmos, motivated by sordid purposes that the High Dragons themselves claim they could never understand. They were always at an advantage against the natives of the worlds they raided, as they didn’t mind paying the abominable price of burning Anima from those who stood in their way, sweeping their smaller traces completely from existence.*

*Realizing that this was also the fate that awaited Drunagor, Narang’Erel, the only matriarch among the Ancient Sovereigns, also resorted to this aggressive but powerful way of practicing magic in order to thwart the enemy’s advance. However, having taken pity on her children, the Dragon Princess, as they called her, determined that unlike the Varatash, no one would be forced to sacrifice themselves. The resistance of the Drunagorians would be based on virtue, not tyranny.*

*And that’s how the High Dragons managed to cast the ‘Cosmic Seal’, the most powerful enchantment ever bestowed on any land, isolating our world from all others. No transplanar portal could bring or take Anima from Drunagor, thus cutting off at once the fuel that strengthened the Varatash, the black miasma that you call ‘Darkness’.*

*However, she was the one who paid the highest price for it, having offered her own Anima in sacrifice. Narang’Erel believed that this was the only way to convey the crucial message that the battle could only be won through the collective effort of all Darenians, no matter what people or caste they belonged to. The legacy of this gesture, the set of teachings she left as a testament to her sacrifice, became the mortar that brings together all the customs of all our peoples for one sole purpose: defeating the Varatash.*

*The Doctrine was born.*

*However, lest all her effort be in vain, this burden could not be hers alone. Since the energy that sustains the Seal would wither away as time passed, it would be up to subsequent generations, the survivors of the Shadow Wars, to contribute to the maintenance of it. As you suspected, this would require new, and many, Animas to join Narang’Erel’s, in a constant cycle of sacrifice. The spell responsible for fulfilling this role was given the name Ritual of Ascension, and a moral and philosophical connotation was added to it.*

*Which teachings of this first Doctrine remain unchanged through the narratives coined by the High Priests, you are not able to say. Certainly, this is a subject that would interest Tharmagar much more than it would you, even though you are wary of what he might at first think. Nonetheless, the truth had been told. The ritual was not the preparation which would lead supplicants to an ordeal that would judge them deserving or not of eternal life, but a replica of the martyrdom of Narang’Erel in the conjuration of the Cosmic Seal: The ultimate sacrifice.*

*How or why it came to change over the ages, you don’t know. Nor do the High Dragons themselves, reduced to existence on the borders of this place. The purpose of hiding the truth was noble, you can’t deny it. But on the other hand, wasn’t building such a sordid lie around such an altruistic act a crime in its own right? Intrigued, confused, and even enraged, you put these thoughts out of your mind and denounce to the Ancient Sovereigns the perverse lie the Ritual of Ascension has become.*

*“A ‘lie’, you say?” Zulan’Thallas interrupts you when your anger seems to be endless. “Oh, but that doesn’t look like a lie to me. What we still don’t understand can never be called a ‘lie’, by the very definition of the term. Maybe a ‘theory’, at best,” he concludes, inviting you to rethink what you said.*

*“Before our bodies’ death, even with all our wisdom, we questioned the existence of this place we are now in. Many of us speculated about the existence of an abode for disembodied Animas, but what was propagating in the courts of our people was the premise that there was no force beyond matter, beyond that which could be perceived through the senses,” the High Dragon looks around, inviting you to glimpse the irony present in his hissing words.*

*“As you can see, even though we were resourceful enough to travel between worlds, we were, in the end, ignorant. Narang’Erel may actually be in yet another Realm, patiently waiting for us all, just like the Spiritual Realm waited for us, and we never believed it. Until we saw ourselves as we are now, sliding through this endless canvas...”*

*You are forced to admit that it makes sense to you.*

*With this last thought, unable to ask anything more or even having the right to a decent farewell, your time in this place is definitely up, and the mists finally swallow you in the embrace you have been putting off for so long. You certainly have a lot to learn, think, and even feel after this encounter. However, this is something for later. The last thing the already-weakened Coalition needs now is a dissenting voice to question the foundations of the Doctrine. Especially dealing with such delicate topics at such a decisive time. Armed with other revelations more pertinent to the battle you all are now waging, you have only one concern in mind...*

*Yithzak.*

**You may now proceed to “Interlude 03 – The Hand of Fate” on page 60. At the end you will find some instructions for the Realmshift. Do not forget to read and apply them.**

### REWARDS:

**The Party Leader takes the [Sigil of Narang’Erel](#) card from the Adventure deck.**

## INTERLUDE 03: The Hand of Fate

You open your eyes in the Cathedral of the Sun's infirmary. Soon, a young priestess flees the hall in a panic, in search of Tharmagar. You and Demera Kaz keep each other company while you slowly wake from a deep sleep that had nothing to do with rest. The Valkyrie has been accompanying you on your journey at all times: Could she have seen what you saw? Before you can broach the subject with her, the scholar suddenly appears before you, agitated as usual.

"I knew it! We're not facing a necromancer, but a Creature of Darkness!" Tharmagar confidently asserts his suspicions. They aren't wrong, but they aren't entirely correct, either.

You have more to say. Much more to say. As the words leave your mouth and you recall the encounters you had—which you learn that costed you three whole days and a good few pounds—the scholar's expression shifts from eager to a frightened grimace. His plan to send you to the Spiritual Realm turned out to be a smart idea. Nonetheless, it is clear that even he didn't know what awaited you there.

There is no word to describe the look in Tharmagar's face when he hears the real name of the Undead King. "It can't be..." he babbles in denial, as if the ground had vanished beneath him. You realize that he knew this Yithzak, and in fact he has told you much about him. "Whether it was truly a haunting or not," the Valkyrie explains, "if you saw him and he told you his name, it means that deep inside, in a place where even thoughts may not reach, you have put together the pieces of the puzzle and concluded that he IS the Undead King."

Yithzak, you recall, was one of Tharmagar's inspired colleagues who sought the truth about the Darkness, and who had died two decades ago. His death was responsible for the surge of emotion that led Tharmagar to set fire to his own work, and that of his deceased fellows. This Yithzak was THAT Yithzak!

This revelation proves overwhelming for poor Tharmagar, who collapses into a couch nearby. Assisted by the priestesses, he shivers and sweats as though giving birth, babbling memories as they come to him. Despite his desire not to believe, the coincidences cannot be denied. Somehow, somehow, Yithzak had unearthed the Undead King from the wreckage of Old Amira... and became him.

"Demera! Without delay, take me to the other side! I need to look for Yithzak!" Tharmagar pleads, but the Valkyrie persuades him otherwise: "The older someone is, the harder it is to come back." Regardless, she cannot make another pass right at that moment; It will take at least a cycle of seasons for her spirit to recover.

The next few days prove difficult to bear. You lost a lot of weight, your head hurts like you've been kicked, and you can't make a thing stay in your stomach. As you recover, Tharmagar argues as best he can to convince the Small Council that they must march on Amira immediately with all the force they can muster.

You are appalled to learn that not only did Lochtiss also know the villain, but that he was ultimately responsible for preventing him from assuming the crown that was rightfully his: Yithzak was the eldest son of the Mage-King Ulthar, born from an impossible love between the heir to the throne and a chambermaid—a family that could never be, because the ways of diplomacy must always control the hearts of princes.

"He confessed this secret to me on the eve of his departure that last time, when we were at the Royal Crypt of Amira leaving an offering on his mother's coffin in the servants' wing of late Mage-King Melchior's crypts," Tharmagar explains, as tears spill from his eyes. Even then, he knew that moment would mark his life, but he could never have imagined it would steer all Drunagor's fate...

The Spiritual Realm's story arc is complete, and now we must return to Drunagor. Because of that, you will need to tune some of the Campaign procedures to keep the storytelling and gameplay in sync. Follow these instructions carefully so the Realm Shift runs correctly:

- First, each Hero must return all Chest Items they are holding to the Chest deck. Also, return all the Epic Items to the Chest deck.
- Then, each Adventure Item they acquired during Chapter 10, Chapter 11, Chapter 12, and Chapter 13 must be flipped over. They become Patterns that can be remade in the Material Realm through the expenditure of some resources. As Adventure Items, you may leave them in your stash if you wish to.
- Auras and Outcomes, since they are morale and/or spiritual features, are kept as they are.
- Also, each Hero must check their Campaign Log for all the items they had before taking the first Realm Shift. The Equipment they were carrying is noted there, as well as their Consumable Items. Each Hero recovers all of these items.
- At the end of this process, your Hero will have all the Items they had before taking the Realm Shift, plus any Patterns they found along the way.
- Finally, each Hero receives the reward below.

### REWARDS:

Reveal all cards from the Level 02 Equipment Deck. Each player can choose one Equipment card.



## CHAPTER 14: The Omekka Pass

Just three days after your spiritual journey, you are back on the road; this time on your way to the Kingdom of Amira. Tharmagar failed to convince Lochtiss to call up the banners and march to battle in the lands of the Mage-King Ulthar, even though he made a strong case when explaining your experience and his bond with Yithzak. The High Priest was convinced that Counselor Klee is not the Undead King; however, he was also unwilling to gamble Daren's last army guided by the "reveries of a dream," as he put it.

Regardless, the scholar had already made up his mind. Even if he has to go alone, he would participate in the final battle, which he believes will take place in Nera, where surely the Undead King will soon attack with all his strength. And he can count on you. So, once again, there you are, side by side.

With the countryside lost and the roads crammed with enemies, you have no choice but to take the path through the Omekka Pass, an ancient trail that cuts through the escarpments between

the mountains of Khai-Udun and the northern lands closer to the kingdom's capital. Any other time, you would risk entering the mountain and landing among the Dwarves, but the absence of news from the Dwarvenlords forced you to assume that the fate of dozens of other cities also befell the Kingdoms Under the Earth.

The path through the Irallian Forest to the foothills proves tiring, and is marked by frequent and unwanted encounters with wandering creatures. But as you suspected, the narrow, winding paths through the mountains are free of them.

At the end of your third week marching, you arrive at a Dwarven outpost, where the path suddenly ends. This would be just another ordinary step along the way, if it weren't for a detail that can't escape the eye: blackened tendrils protruding, as if they were veins of ore, from the walls of the building carved into the mountain.

Knowing that this was one of the passages into Khai-Udun, you regret confirming what deep down you already knew...

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 – A PRECIOUS CARGO**

During this Adventure, **Tharmagar** will follow you and you'll need to protect him. Take his Companion card and place an NPC Token adjacent to you to represent him (*you can find details about Companions on page 64*). At first, the sage is **LOYAL**. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

**SPECIAL PREPARATION – EMPOWERED DARKNESS**

Before starting to play this adventure, you must take 3 Runes of each color from the bag (*a total of 15 Runes*). Place them directly on the Initiative Track (*don't place their respective Darkness Tiles on the board*).

DUNGEON TRAY - 1

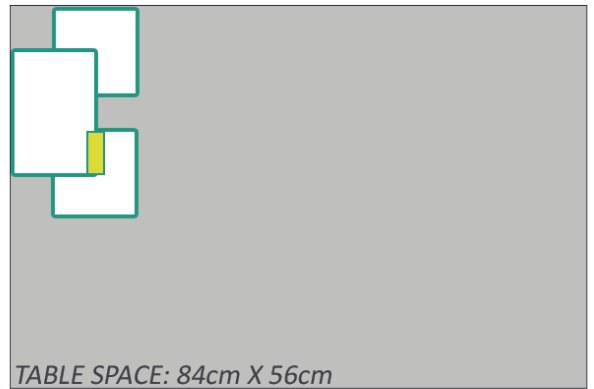


TABLE SPACE: 84cm X 56cm

- B1** 1 BM - **Veteran**
- W1** 1 WM - **Champion**
- 1 Chest Token
- G2** 2+: GM - **Veteran**
- W3** 3+: WM - **Champion**
- G4** 4+: GM - **Veteran**
- W5** 5+: WM - **Champion**

## END OF THE ADVENTURE – A FORGOTTEN WAY

As soon as the danger is under control, the woman drops to her knees before you, as grateful as you've ever seen anyone. She reveals that she is a refugee from Nera, and the news she brings isn't good. Surrounded by a horde of tens of thousands, the city was put into lockdown and no one could enter or leave. However, the order was a mere formality: crossing the ranks of the Creatures of Darkness that encircled the ancient walls, day and night, would be madness.

Faced with such a threat and without any shadow of hope, the determination of the Amiran people faltered. The desperation to form patrols was so great, the militia was forced to recruit even young men who have barely grown their first beard.

Between a slow but certain death; or a brief but maybe avoidable one, many people ventured through the forgotten mines and sewer tunnels, looking for any underground passage that could lead them behind the enemy army. The problem is, this leak does not always go unnoticed...

The adventure ends here. You may now proceed to the Camp Phase and read **"After the Adventure – The Last Road"** on page 65.

### FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.





## AFTER THE ADVENTURE – THE LAST ROAD

The sunlight has already escaped over the horizon by the time you erect camp, without a fire this time. This will be a night spent with raw provisions. "They were everywhere, we had nowhere else to run..." the woman explains hopelessly, contemplating the immensity of the night-clad valley. Her children are all huddled around her, still suspicious of you. "It's been three moons since Nera has known any peace. Night after night, a battalion marches against the walls and gets lost in the palisades as if their lives were worth nothing to their master. But that doesn't matter either, because when dawn shines, more than half of those monsters are gone, as if they had crawled out of their own tombs." Even though you and Tharmagar are well acquainted with necromancy by now, the reports are still unsettling. How long could Amira withstand a siege against an army like this?

The night is anything but peaceful. Grunts of every intonation echo from all distances, composing a symphony that keeps you preoccupied and unable to fall asleep. Wandering Creatures of Darkness roam the foothills, covering an ever-increasing territory. You encounter nothing, but the terrified looks of the poor children is even more painful than fighting.

And you know that the worst is yet to come, as you will have to take these people back to the nightmare they had worked so hard to escape. "Please travelers, don't do this to us, don't take us back there!" Janina pleads on her knees, after hearing about your plan. "The only protection those walls can offer is the same as a slaughterhouse," she adds, and you agree that going there is a bad idea. However, you don't have a choice. After all, you know that being inside or outside Nera won't make any difference if you aren't able to defeat the Undead King.

### REWARDS:

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



## CHAPTER 15: The Beginning of the End

*Afraid that you might be late again, you hasten your march in hopes of reaching Nera's gates before losing the light. Giving all that is left of you, you descend the winding path until the peaked roofs—and the stone ring that guards them—loom over the horizon. However, when contemplating the Capital, your determination suffers a blow that it didn't expect to receive.*

*The Final Act has begun.*

*The tolling of old bronze bells echoes through the field, alerting the city to the upcoming battle. The horde, too many to count, creeps through the ditches and the palisades, finally crashing into the walls as if that were their only purpose. And nothing seems to contain their advance: arrows, stones, even burning oil. Before long, the defenders' ammunition runs out and they are forced to dump all sorts of rubble from the battlements, trying to push back the mountains of corpses that form like a ramp.*

*A doomed effort that, sooner or later, will prove fruitless.*

*Suddenly, almost three months after your first meeting, you see your tormentor again. The Undead King is here. He doesn't bark any orders nor move a tendon of his rotting body. He doesn't need to. He participates in the final moment only with his presence, without showing any sign of disdain, contentment, euphoria, or any other emotion whatsoever; A silent judge who awaits the execution of the verdict he proclaimed.*

*It being impossible to approach the gates, you find yourself forced to do the exact thing you didn't want to do: drag Janina and her proteges into the fray. However, Daren's salvation resides in her hands now, for she is the only one who can guide you through the same passages that, the day before, she used to escape this very hell you are now heading toward.*

*Considering the vastness of the territory the enemy ranks occupy, you manage to get surprisingly close to the breach before your presence is noticed...*

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at the 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 – PRECIOUS GUIDE

During this Adventure, both **Tharmagar** and **Janina** will follow you and you'll need to protect them. Take their Companion cards and place two NPC Tokens adjacent to the Party Leader to represent them. You can find details about Companions on page 68. The sage is LOYAL and the matriarch is ARMED (so you'll use their Companion cards with that side up). If **Tharmagar** or **Janina** is defeated, the Adventure immediately ends in failure.

### SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Shadow Vampire** miniatures, the **Shadow Vampire Spawn** Scenario Monster card (do not use the *Shadow Vampire as a random Monster*), and place the **Monster Raid** Scenario 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 69 for details).

### SPECIAL MECHANIC – STIRRING DARKNESS

Before starting this Adventure, you must take 6 Runes of each color from the bag (a total of 30 Runes). Place 2 of each color on the Initiative Track and leave the other 20 to the side, near the board. During this Adventure, every time a setup notes a "Pile of Runes," you must take 1 Rune of each color from those that were set out to create it.

### SPECIAL MECHANIC – AREA CONTROL

By fighting for the control of crucial pathways, the Heroes can reclaim the crypts and gain more time. To do so, they 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, return them to the bag and gain FOCUS 1. A Hero can use this Action more than once per turn. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Pile of Runes.

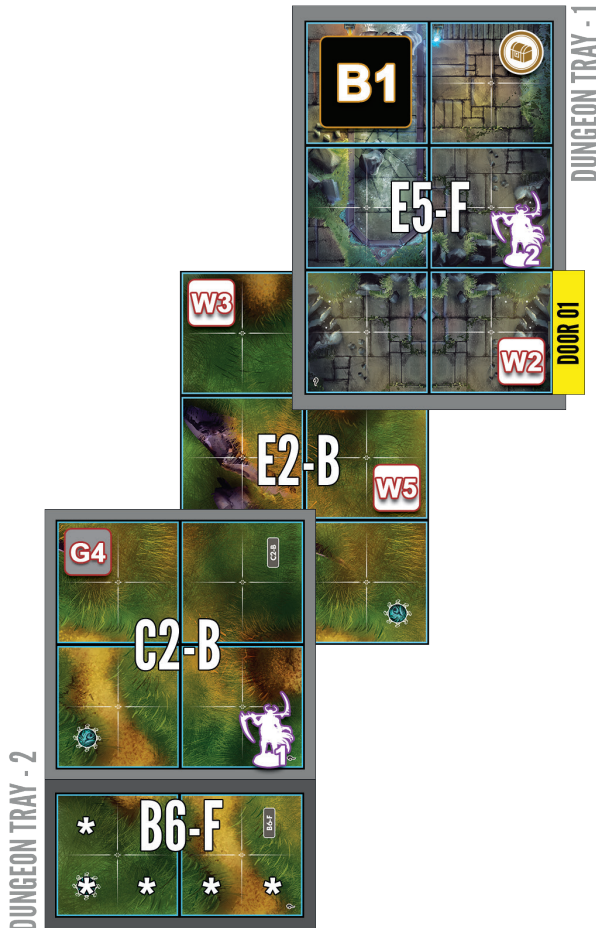
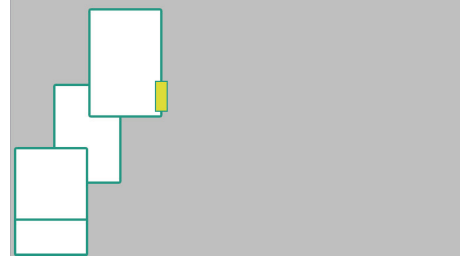


TABLE SPACE: 84cm X 56cm



-  1 **Dire** (Executioner)
-  1 **BM - Veteran**
-  1 **Chest Token**
- .....
-  2+: **Dire** (Executioner)
-  2+: **WM - Champion**
-  3+: **WM - Champion**
-  4+: **GM - Champion**
-  5+: **WM - Champion**

## SPECIAL EVENT – THE RECKONING

Needless to say, the scene ahead gives you the creeps: signs of a fight, corpses, and a dead Commander. The components of a massacre. However, for one member of your party, it is particularly terrifying.

"Wait a moment..." Conner notices in disbelief what is evident to his eyes. "No, no, no, it can't be! These are my men and this thing... This thing was the Commander I killed earlier today!"

Did he really? You wonder.

Before the rescued captain can even make sense of what is happening, the misshapen creature dissolves into pure Darkness that crawls across the bright red-tarnished floor, advancing on its supposed executioner.

Everything that happens next is too quick for reaction:

Like the lashing, sticky tongue of a chameleon, the black mucus leaps on its prey. Tharmagar can only turn to shelter Janina and her children while the black mass twists Conner's body in a horrifying spectacle that, conducted like a symphony of torn muscles, broken bones, and screams of pain, consumes the former prisoner into a new and powerful shape.

The Commander is whole again!

Remove Conner's components from the board. He is considered defeated. Then, flip the Commander Brute card over. This new face has a new base Health and you must adjust its Maximum Health accordingly before you resume playing the game. When the last enemy is defeated, read "**End of the Adventure – The Right Thing**".

## FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

## END OF THE ADVENTURE – THE RIGHT THING

Prevailing over another savage clash, you finally find yourself safe enough to plan your next steps. Janina fulfilled her role: she brought you to and through the maze of passages that form the Neranian sewers. From here, following the correct markings through the sewer system, you can reach both the surface and the basement of any of the capital's strongholds—including the Palace of Nera, where stands the Royal Crypt.

"My friends..." the woman turns to you, while you plan what to do next. "You brought me back to this hell by convincing me that this was the only way to put an end to it. Well, here we are. Now, I beg you, these little ones have seen too much disgrace to last a lifetime. Let me take them up there, where they can be safe. Fearing one's own death is not a feeling befitting a child..."

She is right. The end is approaching, and whatever lies ahead is no longer her responsibility. Much less the children's...

The adventure ends here. You may now proceed to the Camp Phase and read "**After the Adventure – The Hero of Daren**" on page 69.



## FAQ: MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The **Monster Raid** card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the **Monster Raid** card's effect, it spawns in a square adjacent to their Spawning Point (or as close as possible) of the Party Leader's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).

## AFTER THE ADVENTURE – THE HERO OF DAREN

Wasting no time, Tharmagar makes the decision you would eventually have reached after a debate that it would be better to avoid. He will lead the survivors to the surface safely, while you proceed to the Royal Crypt and fulfill the task you came to do.

"Worry not, my fellow. We've been through a lot of situations together and I'm sure you're the right person to do it," the scholar says, noticing your hands trembling with fear. "Over my nearly seven decades of wandering these lands, I've met only a single soul who had as much courage, determination, and passion as you... It's a shame that fate has placed the two of you on opposite sides of the battlefield, where the future of Drunagor is at stake," he finishes, looking deep into your eyes.

"However, where my dearest old friend failed, you prevailed, and that's why I know you'll be able to defeat him..."

He believes in you for sure. Maybe, because he can't trust himself.

For Tharmagar, the Undead King has a name, a face, and a story.

To him, Yithzak Zamir was not a corrupted creature who sold himself to a cosmic entity to gain supreme dominion over death. Nor the great villain who used this power for no other purpose than to raise an army of the dead and transplanar aberrations to wage war against life itself in the service of mysterious masters; spilling innocent blood in the process...

The sage still saw in him the companion of many decades. The man he shared his rooms with in his youth; the person who was by his side when he lived the ecstasy of his life's first discoveries; someone he knew he wouldn't lose no matter how far fate took them. Yet here you are...

He knew what needed to be done, but he would never be able to deliver the final blow.

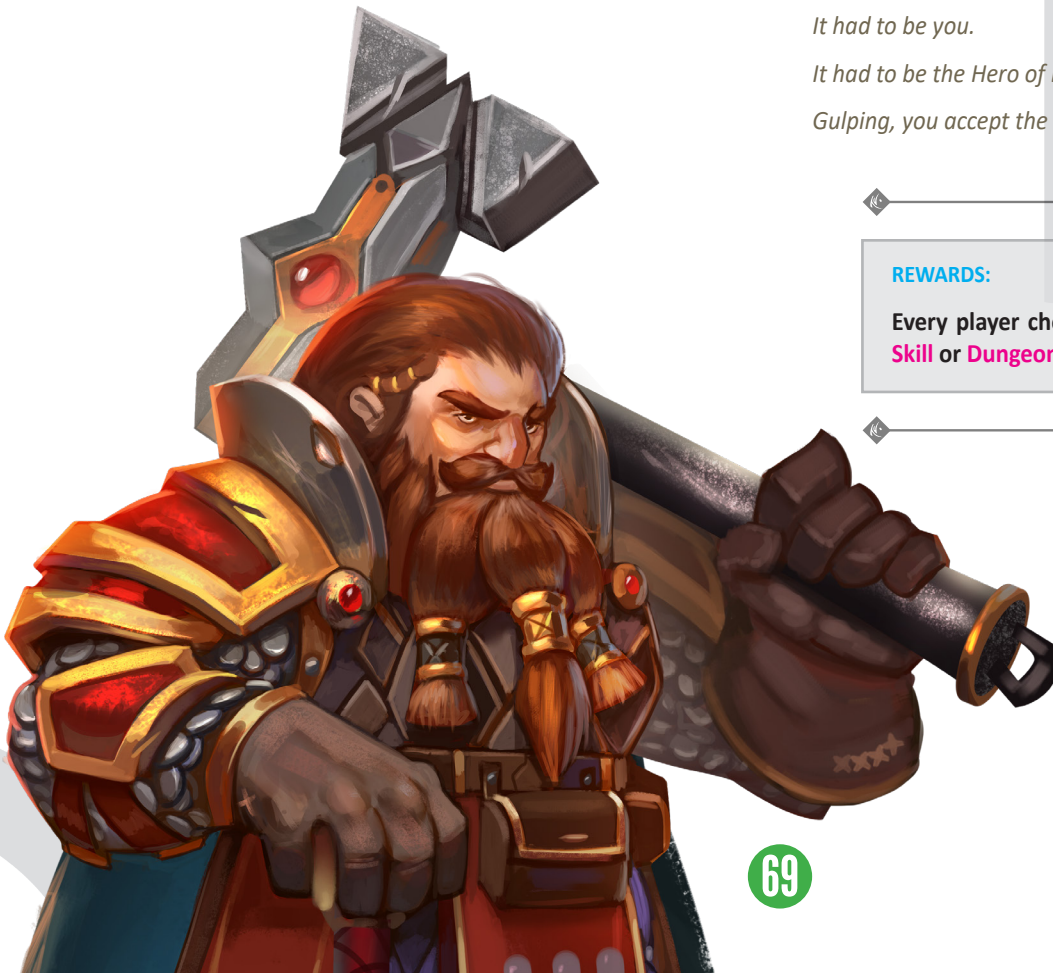
It had to be you.

It had to be the Hero of Daren.

Gulping, you accept the 'simple' task of saving the world...

### REWARDS:

Every player chooses and unlocks a level 2 **Hero Skill** or **Dungeon Role Skill** for their Hero.



## CHAPTER 16: The Royal Crypt

And so you move on.

As Tharmagar leads the survivors to safety, you thread through the tunnels of the old sewers, always following the passages that depict the carving of an eye in the frame of their arches. Open and without pupils, this was the symbol chosen to inform the Amiran smallfolk of places that they are prohibited to visit. One last history lesson provided by the scholar.

A millennium later, such passages are now reinforced by layers and more layers of barred gates. Always locked, never blocking the passage of the water drains. With every broken lock, your heart speeds up and you survey the shadows around you, certain that an attack may come any time. But it never comes... These galleries are so remote that the Darkness haven't even reached here. Only the hissing of rats and the incessant dripping keep you company.

Half a mile after you've said goodbye to Tharmagar, you come to a chamber with a stout wooden door, the masonry very well done. The statues that decorate it, like the carved eye in the frame, tell you that these secluded rooms belong to the Nera Castle's dungeons. The "backdoor" for anything too shameful or secret for the Royal

Family of Amira.

At this point, you are suspicious about the solitude of this place. You didn't realize it until now, but facing the Creatures of Darkness brings you more comfort than not knowing their whereabouts. Could the Undead King's only weakness be unprotected? Could Counselor Klee have lied to you? Or maybe you could have been mistaken about the villain's identity?

No, none of that is true! Now is not the time to have doubts. For you, the task is only this: to destroy the phylactery that rests in Kefera Zamir's sarcophagus. Nothing else matters.

Shoving away the distracting thoughts, you continue to the Crypts of Mage-King Ulthar, a burial chamber he built to house everyone he held any esteem for. If they proved themselves worthy by crossing through the Way of the Arcana and became Ascended, the old king would meet them in the afterlife, where they would all live as equals.

A reward for a life of faithful service.

Or so the Doctrine teaches...

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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:**

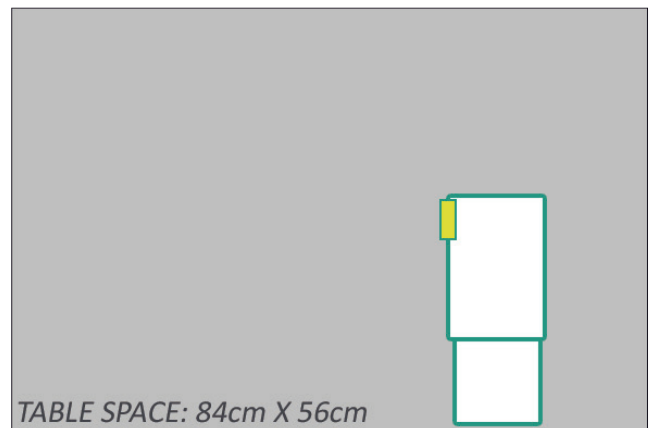
After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

**SPECIAL PREPARATION – EMPOWERED DARKNESS**

Before starting this Adventure, you must take 2 Runes of each color from the bag (a total of 10 Runes). Place them directly on the Initiative Track (don't place their respective Darkness tiles on the board).

**SPECIAL RULE – APPROACHING THE ENDGAME**

Flip the **Darkness Hunting** card over. During this Adventure, keep it always with the “B” side up. It won't flip back any longer.



## SPECIAL EVENT – THE TOMB KEEPER

As soon as the last of the Creatures of Darkness falls, the man whose life you saved approaches you with elation written all over his face.

"On behalf of the Stars, thank you!" - he thanks you breathlessly, without looking away from his companions who lay on the floor. A terrible battle took place before your arrival. "Damn it! Another waste of lives for a proud man's whim! My name is Marcin Nowacki, by the way..." the man continues, introducing himself and taking advantage of the calm moment to explain to you what is going on.

At the dawn of this day, while he was on patrol, he was surprised by the black tendrils spreading across the walls like mold, having grown overnight. Fulfilling his duty of Crypt Warden, he deployed a team to investigate the extent of this phenomenon, as any officer would do in his place. However, this mistake was exactly what the Darkness was waiting for and, as soon as the men came in numbers, they were attacked, dragged down, and taken by it: turning in Creatures of Darkness. From that point, following orders from Ulthar himself, raid after raid, more and more soldiers failed to reclaim the area and the situation got out of control.

As succinctly as you can, you explain to the warden that a terrible artifact belonging to the Undead King himself is kept in this place and that it was certainly responsible for the attack.

And you are here just to destroy it.

However, knowing that the success of your mission isn't guaranteed, you instruct him to go back and plead with his superiors, to the Amira's army, even the King himself if need be, for a battalion to be sent here: because if you fail, the fate of this war will be at risk.

You are so deadly serious that the man doesn't doubt you even for a second. Instead, he nods to you in conformation, promising that he will do it. Before he leaves, he turns to you for a last time, asking if there is anything else he could do to help you on your fateful task.

The **"Special Mechanic – Engulfing Darkness"** presented by Door 01 is resolved. Then, remove the NPC token and open the **Book of Interactions** to page 35. 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 – IT'S NOW OR NEVER

Fighting as well as ever, you honor the Hero of Daren title and bring down another formidable opponent. The creature screeches inhumanly as it collapses to the floor, crumbling into a pile of tar, rotten plates and frayed bones: The foul matter that made up the bowels of a Shadow Knight.

Without wasting any time, you advance on the sarcophagus from whence all the villainy that was pouring through this place comes. The tentacles even try to fight you, fulfilling the role of guardians of the jewel that rests in the maid's skeletal belly.

But you cut them off easily, you aren't a victim anymore. Now, you're the one that everyone else should be afraid of: an unbeatable

champion.

The Darkness knows it, and so do you...

Reaping the phylactery from its bed, you raise it in front of your eyes as if you were staring at a skull, evaluating what you should do next.

A part of you wants to crack it right away, no second thoughts. Another, however, feels the power the artifact holds and realizes that maybe you could restrain and control its magic the same way you did the Seed of Darkness. Not only defeat the enemy, but also break the cycle, preventing another Undead King from ever raising again!

Whatever you will do, you must do it now...

**You face a dilemma: 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 choose which of the tied choices will be taken.**

**#189 - Break the Phylactery**

**#190 - Try to restrain the Phylactery.**



## AFTER THE ADVENTURE – BREAKING THE DEAL

It may be a fruit of your tired mind, but as the black gale expands around you and begins to take on a new form—one you already know well—you think you hear a subtle thanksgiving reaching your ears. The weirdness was brief, however.

"No, no, no! This cannot be!" - the Undead King's husky, cadaverous voice echoes. This time he isn't a haunt, not at all. This time he is here, before your eyes, more and more real as the clouds form his body. "How did they find it!?" he asks himself, imagining his jewel was forever protected by the fact that his mother was a 'nobody'.

Even though the villain's gaunt face conceals most of his feelings, by the way his eyes are almost jutting out from their sockets, you know you hit him hard and where it hurts most. He can't believe this is happening—not only because you managed to do what he thought was impossible, but most of all because it was... You.

Oh, yes, the life he vainly spared a few months ago, thinking that his plan was completely failproof.

A mistake so common to such brilliant minds.

Fate should never be underestimated...

"This is unbelievable! This is an outrage! Of all mortals, how could it have been you!? Who are you after all!?" he continues, bereft of reality.

He failed and he knows it. He made a single wrong move in his flawless scheme and because of it, he is frail again. Now, just like us all, there is something that the "almighty" Undead King is powerless against and most afraid of. Something that he bragged to be the master of, only to be betrayed by it...

"I should have killed you when I had the chance... But it matters not!" he thunders again. The regret is disguised in his words. "After



*I finish you, I'll build my heart again, carving it out of your blood and bones! This is but a minor setback... One that I'll deal with once and for all!"*

*He tries as hard as he can, but at this point, you no longer fear him...*

**Skip the "Chapter 17 - The Fallen Hero" and proceed straight to the "Chapter 18 - The Endgame".**

**REWARDS:**

Reveal all cards from the Level 03 Equipment Deck. Each player chooses one **Equipment** card.

### AFTER THE ADVENTURE – A FALLEN CHAMPION IS BORN

*So, the long journey of the Hero of Daren comes to an end. You fought as bravely as you could, but trying to subdue the enemy, you were confronted by your own weaknesses and succumbed to them. You weren't the first and you certainly won't be the last...*

*Many men and women deem themselves austere enough to face the mirror of their own stripped reflections, that is, deprived of all clothes and masks they wear on a daily basis, just to discover that deep down, we are all fragile, human, susceptible to falling.*

*For this very reason, whenever we resist temptation, we are overcoming ourselves, being better than our incomplete nature.*

*A flaw that the enemy knows how to exploit in its favor...*

*As the precious tome you retrieved from Ignispyra teaches, however, whenever a person becomes one of the Varatash, they receive the power they longed for, even though it isn't given in the way they intended. The ability to use the lives of others to perform arcane feats flows through you, making you feel like the most powerful creature in Daren, or rather, in all of Drunagor!*

*And your body manifests this feeling...*

*First, your muscles grow, because your veins need to dilate as, along with your blood, there also flows the black slime that tried to hurt you so many times, but which now empowers you. Your eyes glow with the emerald flame that now burns in you, filled with the malice that surfaces in your personality, as it is no longer contained by the love you had for your land, for the people you loved, even for yourself.*

*In the end, you will never know exactly what price you paid for it, as everything you held dear, even who you were, is nothing but distant memories now. Something that could very well be someone else's story. All you care about now is using and abusing this new power that you so painstakingly conquered...*

*Or was it the one who won you over?*

The Hero of Daren is defeated, but this is not the end of your Campaign. Several procedures will need to be followed now. Read each instruction below carefully so the transfer of protagonism in this Campaign is made.

*This Hero of Daren was defeated, but they aren't the only hero involved in the fight against the Darkness. Other champions, yet anonymous, fought battles equally hard and, just like you, overcame challenges until they found themselves tangled in the outcome of the final battle at Nera. Our story will take their perspective from now on, so a few adjustments need to be made.*

- First, each Hero in this Adventure must record in their Campaign Log all the information about their Character: Which Hero they picked, their chosen Class Abilities, chosen Skills, and every item they are holding, except for Consumables (*which must be discarded now*). All stashed Equipment must be put back in either the Camp Deck or the Adventure Deck, as appropriate.
- Then, the Party Leader must write down on their Campaign Log each Outcome that is on the Campaign Log of all the other members of the party. The other players must erase those Outcomes from their Campaign Logs. If this was done correctly, the Party Leader now has all Outcomes on their Campaign Log (*if they did not already*). Except for the Party Leader's, save these Campaign Logs.
- The Party Leader must write down the "**Corrupted Hero** - " Outcome, followed by the name of their character when the Hero of Daren was defeated.

This adjustment is intended to create a "save" state that reflects exactly what was lost with the Hero of Daren in their defeat.

- Second, each player must choose a new Hero and Dungeon Role (*as they would do, to start a new Campaign*). The new Party Leader takes the previous Party Leader's Campaign Log.

*Additional Heroes can be found in packs sold separately. If you have any, we recommend that all players use different Heroes from those they used in the first Campaign, in order to create a more believable experience. However, this isn't required. Players can choose Heroes already used in this Campaign, especially if there aren't other Heroes from expansions.*

- Third, each player must add upgrades to their new Heroes, to make them equal in experience and power (or near to this) with the previous Heroes. To do this, each Player must choose and unlock four Class Abilities; four Lv. 1 Hero Skills or Dungeon Role Skills; two Lv. 2 Hero Skills or Dungeon Role Skills.
- Finally, reveal all cards from the Level 01 Equipment Deck. Each player chooses two Equipment cards. Repeat this process with the Level 02 Equipment Deck. At the end of this process, each Hero will have four Equipment cards.
- Heroes won't receive any Adventure Items for these new characters.

*This way, the new Heroes will be built and equipped so they are as powerful (or nearly so) as the former Heroes. However, the players' familiarity with their former Heroes also needs to be taken into account for the challenges' equilibrium. For this reason, Chapter 17 will be an opportunity for the players to experience these new characters and prepare for the final battle.*

Each player must take a new Campaign Log (*except for that already with the Party Leader*) and that's it: you are ready to continue with the Campaign from now on. Proceed to "**Chapter 17 - The Fallen Hero**".

## CHAPTER 17: The Fallen Hero

While the Hero of Daren faced their destiny, Tharmagar managed to guide the survivors to the surface. The elderly, women, and children were sheltered in the courtyard of the Castle, where he now finds himself, but not by his choice.

Though it could count on the vigorous protection of the walls that form a ring around Nera, the Royal Castle has its own stone curtains surrounding it atop the city's only hill. From the top of its watchtower, the Mage-King can see the fields around his capital for miles—Something he has not done since the enemy's arrival, because he already knew what he would see.

Yet, every now and then, some Creatures of Darkness find their way there, just to be quickly shot down. As long as the city's defenses hold, Ulthar's subjects need not worry, even though it is more difficult to deal with the turmoil caused by such incursions than with the raiders themselves.

One of these comes to the scholar's attention.

"Please sir, trust me! Sealing the passage is a mistake!" a wounded soldier argues, panting, to the captain of a small troop. Though

Tharmagar had seen other scenes like this repeated over and over, this time he knows something is wrong because it is in front of the entrance to the Royal Crypts that the two men are arguing.

"Yes, yes, the Hero sent me here... Some nasty business about the Undead King that I don't quite understand, but I know for sure that it is a matter of life or death!" the soldier answers the scholar when he asks about it.

The man might not know what it is, but Tharmagar has no doubts. Asking for volunteers among the militia, he states that Daren's fate is being decided down there in those Crypts right now, and no one had any idea of it.

He needs heroes, and he needs them now!

Before he can muster the help he seeks, however, the enemy makes its move. Pouring from the Crypt like rats fleeing a house on fire, a wave of monsters boils into the courtyard, attacking everyone and everything.

Observing all this from the corner, you are eager to show your worth once again...

### **DARKNESS SPAWNING RULE - DARKNESS HUNTING:**

In 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. 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, 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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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 RULE – LOCKED DOORS

The Door 01 is locked until the Adventure states otherwise.

### SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Shadow Vampire** miniatures, the **Shadow Vampire Spawn** Scenario Monster card (do not use the Shadow Vampire as a random Monster), and place the **Monster Raid** Scenario 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 76 for details).

### SPECIAL MECHANIC – STIRRING DARKNESS

Before starting this Adventure, you must take 3 Runes of each color from the bag (a total of 15 Runes). During this Adventure, every time a setup notes a "Pile of Runes," you must take 1 Rune of each color from those that were set out to create it.

### EVENT TRIGGER – INTO THE DARKNESS

When the last enemy is defeated, the current turn ends. Move the Initiative Marker forward, but do not start the next turn (even if it is a Rune card turn). Pause the game and read "**Special Event – Into the Darkness**" on page 76.



**W1** 1 WM - *Champion*

**G1** 1 GM - *Champion*

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

2 Chest Tokens

**W2** 2+: WM - *Champion*

**B3** 3+: BM - *Champion*

**G4** 4+: GM - *Champion*

**B5** 5+: BM - *Champion*

TABLE SPACE: 84cm X 56cm



## SPECIAL EVENT – INTO THE DARKNESS

*Fighting valiantly, you and the other defenders dispatch the first wave from the crypts. You can feel the weight of the scholar's gaze upon you, but that isn't a bad thing. He is impressed.*

*Your skills have earned you the title Knight of Amira, bestowed by the Mage-King himself to those who demonstrate prowess in fighting on behalf of the Kingdom, one of the greatest decorations in all of Daren.*

*"Hey, you!" Tharmagar now speaks directly to you. "I could use your help! How do you fancy saving the world?" He is humorous even when he is being serious. Before you can answer him, you hear the tumult of more creatures coming up the stairs and once again the old man demonstrates his leadership skills.*

*"I want a group with me, a second one to stay here guarding our backs, and a third to get word to Ulthar... His son has come home and he must do his father's duty to teach him a lesson! This is no time to hesitate, folks, Drunagor's fate is at stake!"*

*Even though you don't know exactly what you are getting yourself into, you just feel you should follow this crazy man.*

*Well, what else could you do? Who doesn't have the habit of signing contracts without reading them, right?*

Take the **Tharmagar** Companion card and place an NPC Token adjacent to the Party Leader to represent him. You can find details about Companions below. At first, the sage is **RESENTFUL**. If **Tharmagar** is defeated, the Adventure immediately ends in failure.

Then, open Door 01 and add its Setup. Afterwards, resume playing the Adventure with the turn of the card the Initiative Marker is on.



### FAQ: COMPANIONS

In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Endowed with special abilities, they use Pet-like mechanics for their turns and activations. Despite the similarities, Companions have their own mechanics as well:

- Companions do not have Health. Instead, they have a value called "Sturdiness." In short, Companions are only defeated if they take damage that exceeds this value all at once.
- Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). If a Monster could attack either a Pet or a Companion, the Party Leader chooses which one of them will be the target.
- Companions can hold SHIELD tokens and receive PREVENT effects like any character.
- Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster.
- Companions are discharged during the Camp Phase.

### FAQ: MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The **Monster Raid** card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the **Monster Raid** card's effect, it spawns in a square adjacent to their Spawning Point (*or as close as possible*) of the Party Leader's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (*each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation*).

## SPECIAL EVENT – THE TRIUMPH OF DARKNESS

*As the last of the monstrosities crumbles to the ground, you find your way free to descend one more floor into the halls Tharmagar could never forget.*

*Two decades have passed but the walls are still the same, while the scholar's face has turned what were just signs of weariness into wrinkles. Time passes more slowly for things built in stone or in the heart...*

*Tharmagar's nostalgic look, however, soon breaks down as he beholds the terrible scene in this chamber which the Darkness has taken over: the Hero of Daren is here, above what can only be Kefera's coffin. But the Hero isn't the same. Not at all.*

*Hunched awkwardly in the shadows with a malignant shine in its eye, like only a Creature of Darkness would have, Tharmagar's former companion skulks. Bloated muscles protrude through its clothes and it grasps carefully in its hands—as if the most precious thing in the world—a strange jewel that the scholar can't take his eyes off of.*

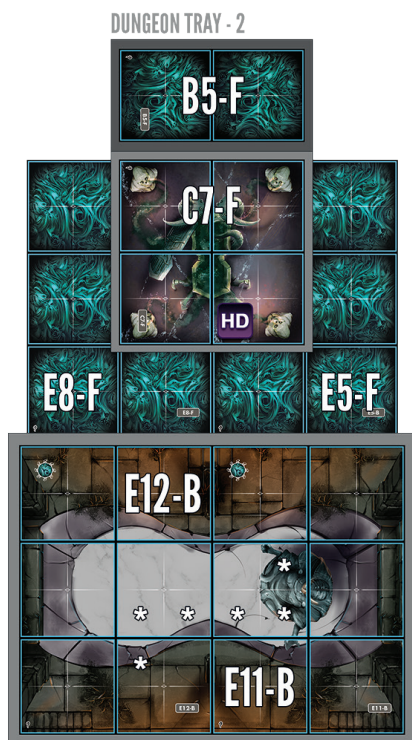
*You know right away that it is the source of all of this evil.*

*You know that it must be destroyed...*

Remove any Runes left in the Pile of Runes placed by Door 02's Setup and return them to the bag. No Piles of Runes should remain on the board. Also, remove all Heroes from the board and undo all current Setups.

Then, move the Initiative Marker to the next Hero card on the Initiative Track. If the marker passes the Rune card when doing this, draw Runes as normal but do not place any Darkness tiles on the board.

Next, make the following Setup:



DUNGEON TRAY - 3

**HD** 1 Hero of Daren CP 4+P

This is no ordinary foe: It is the Corrupted Hero of Daren and thus, to represent it on the board, the Party Leader must check their Campaign Log for the Hero that is noted in the Outcome "**Corrupted Hero**". To prepare this encounter, follow these steps:

- Take that Hero's Initiative card and use its back side: Each Corebox Hero has a Corrupted version of themselves on the back of their card to serve as a Fallen Hero. If the Corrupted Hero is being used as a Hero in the new party, take the Placeholder Initiative card from the Adventure deck and use it to represent that Hero on the Track, and use the original card to represent the Fallen one, since it has information you will need for this encounter.
- To represent the Corrupted Hero on the board, use their Miniature. If the Corrupted Hero is being used as a Hero in the new party, you may use a **Shadow Vampire** miniature to represent it instead.
- If the Corrupted Hero is not a Corebox Hero, use the **Fallen Hero** Scenario Monster in their place.
- Then, shuffle the Commander Attack cards and draw the first hand, placing those cards in their respective slots on the Initiative Track (*this Monster has the MAELSTROM ability, do not forget about it*).
  - Additionally, if the Party Leader has the "**A Hideous Act**" Outcome on their Campaign Log, take the **Murder** Special Attack card from the Adventure deck and place it on the Initiative Track in the indicated position (*matching its Rune*).
  - Likewise, if the Party Leader has the "**Guardian's Curse**" Outcome on their Campaign Log, take the **Guardian's Duty** Special Attack card from the Adventure deck and place it on the Initiative Track in the indicated position (*matching its Rune*).

**Important:** These two cards are not reshuffled into the Commander Attack deck due to the Fallen Heroes' MAELSTROM ability.

Finally, if the Party Leader has the "**Gentle Dismiss**" Outcome on their Campaign Log, read "**Special Event – In the Nick of Time**" on page 78. Otherwise, if the Party Leader doesn't have it, you must read the resolution below:

*"I'm sorry, my friend..." Tharmagar whispers to himself. He can't look away from the broken figure that had once been his companion, shedding tears like you've never seen. "...I failed you." Then, turning to you, the scholar speaks the words that tear his heart and entrusts to you the dreadful task of slaying the one who once was called the Hero of Daren...*

Flip **Tharmagar's** Companion card over and use the **LOYAL** side. Resume the Adventure. When the Fallen Hero is defeated, read "**End of the Adventure – A Sad Departure**" on page 78.



## SPECIAL EVENT – IN THE NICK OF TIME

However, where most people would only see a monster, Tharmagar notices the subtlest remnant of humanity in the figure's gaze.

His former companion isn't entirely lost, not yet. The warden did his job very well! "My fellow, please! You have to believe me!" the scholar turns to you. He carries with him an enthusiasm never seen in Nera these days. "The transformation is not yet complete; Not entirely. The Hero is still struggling!" he argues, but your distrust is stamped on your face.

"The source of the evil is that dark jewel, the phylactery. If you manage to take and destroy it, maybe they can still be saved!" the scholar urges, arguing for the redeeming spirit that lies within you. And you can't deny it: he is managing to be quite persuasive.

Saving someone from the tragic fate of becoming a Creature of Darkness would certainly do wonders to the Darenians' morale. However, if Tharmagar is wrong or you aren't strong enough, you'd be committing suicide...

Is this the time to play the hero?

**You face a dilemma: 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 choose which of the tied choices will be taken.**

#191 - Wrestle with the Hero of Daren for the Phylactery

#192 - Fight the Hero of Daren without risking so much

## END OF THE ADVENTURE – A SAD DEPARTURE

Giving the last bit of yourself, you overcome adversity and manage to defeat the powerful corrupted creature that the Hero of Daren has become.

A truly incredible feat.

Taking advantage of your opponent's struggle to recover after the beating you gave it, you run to the jewel that had rolled across the crypt during the fight, and without hesitation crush it under your foot.

As if it was made of sugar, the gem crumbles into tiny pieces and dust, releasing a dark smoke that quickly covers the whole hall. In the same instant that the phylactery breaks apart, the control it held over the former Hero of Daren also seems to be broken with it.

Sweating as if struck by fever, the awkward creature lies on the ground, their body slowly returning to normal under Tharmagar's embrace.

But that isn't all...

"No, no, no! This cannot be!" the Undead King's husky, cadaverous voice echoes as its silhouette forms in the black gale that springs out of the broken jewel.

The true battle is just beginning...

**Remove any Pile of Runes that is on the board and place them on the Initiative Track. The Adventure ends here. Read "After the Adventure – Here Comes Your Majesty" on page 79.**

## END OF THE ADVENTURE – DOUBLE THE TROUBLE

Quickly, Tharmagar rushes to the aid his former companion. The awkward creature is laying on the ground, sweating like it is struck by fever, but a good one—One that seems able to purge away all of the Darkness that was in it, making its body slowly return to normal under the scholar's embrace.

"What have I done?" The Hero of Daren seems to be recovering their consciousness. "Tharmagar... Is that you? Is this really happening?" the Hero struggles to realize that they are free from the enemy's hold.

"No, no, no! This cannot be!" The Undead King's husky, cadaverous voice echoes as its silhouette forms in the black gale that springs out off the broken jewel, making you imagine that the true battle is just beginning.

And you know that you will need all of the help that you can possibly get...

"You can count on me, friend!" the Hero heeds your call, grabbing your hand to stand up again. "I don't know what you did, but I'm grateful and I'm with you. This isn't the first time I've met this villain, but it will be the last... You can count on it!"

**The Adventure ends here. Read "After the Adventure – Here Comes Your Majesty" on page 79.**



## AFTER THE ADVENTURE – HERE COMES YOUR MAJESTY

*And there he is: The infamous villain of which people say no one who stands up to him survives to tell the tale.*

*Being a part of this fight for the last three months, you learned to be afraid of him, hoping that the day you would face him in battle would never come.*

*But it came.*

*The unbeatable foe is there, right in front of you.*

*And he is pissed off...*

*However, even though the villain's gaunt face conceals most of his feelings, by the way his eyes are almost jutting out from their sockets, you know you hit him hard and where it hurts most.*

*"You think you have achieved something here, don't you? But it matters not!" the creature thunders, regret disguised in its words. "You have only hastened your death and once I've finished with you I'll build my heart again, carving it out of your blood and bones! This is but a minor setback!"*

*Could a jewel be so important as this? You still don't quite understand what is going on, but you can see that the scholar isn't the least bit surprised. By the Stars, he even seems to have known that the great villain would appear out of thin air like he did! And worst of all, the old man isn't impressed; much less scared.*

*"Do not listen to him!" Tharmagar interrupts; and for a moment you swear that he is struggling to hold his tears. "He is bluffing! The phylactery is gone for good and now, if this rotten carcass is destroyed, the Undead King dies with it! Just like any other Creature of Darkness... Just like any one of us... It is afraid of you!"*

*In the end, the scholar manages to provoke the skeletal creature.*

*Waving his arm, the Undead King unleashes a dark torrent against Tharmagar, leaving him no chance to defend himself. Brutally thrown against the wall, the old man is knocked out even before he hits the ground again. A ruthless display of power and villainy.*

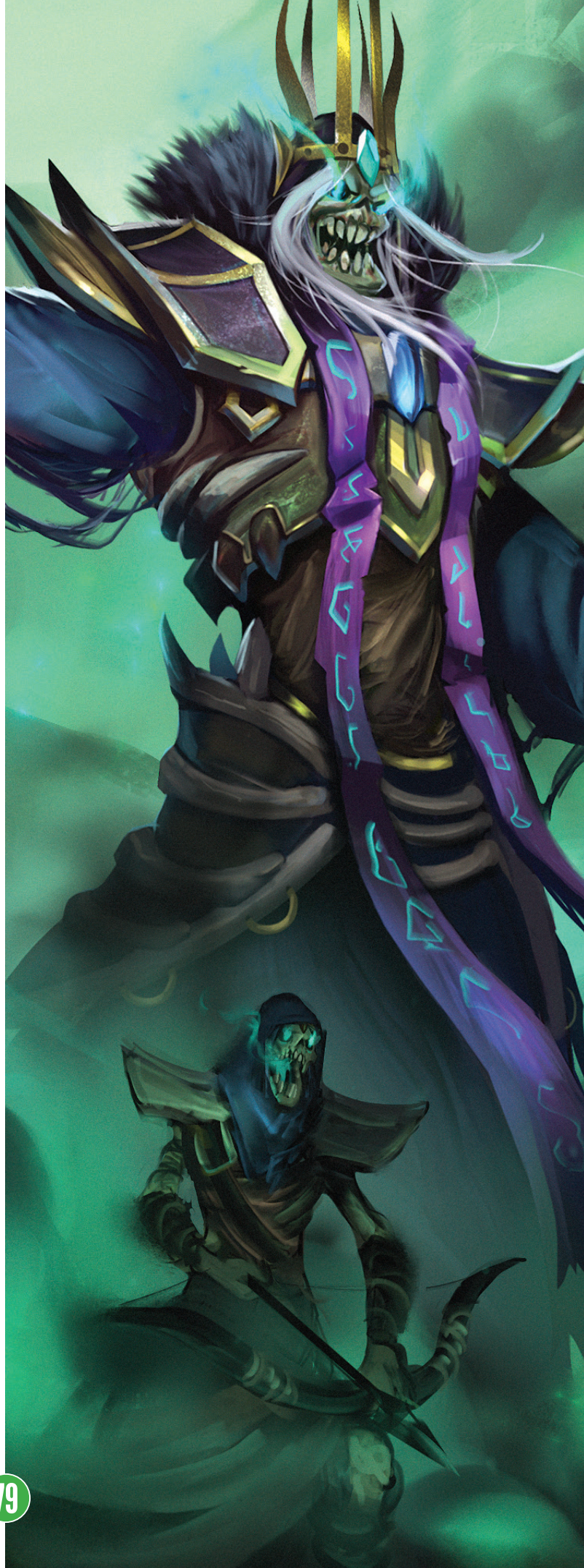
*But it isn't enough to dissuade you from facing it. On the contrary, you feel more determined than ever to prove to the soldiers that the stories about this villain were exaggerated, that he could indeed be defeated.*

*Or so you prefer to feel. After all, Daren's fate is in your hands...*

**Remove Tharmagar's components from the board and consider his Special Mechanic resolved. He has not been defeated, but won't follow any Hero from this moment on.**

### REWARDS:

Reveal all cards from the Level 03 Equipment Deck. Each player chooses one **Equipment** card.



# CHAPTER 18: The Endgame

So, the last stage of your journey has arrived.

The large skeletal figure is there, floating above his mother's sarcophagus where his phylactery remained hidden—and supposedly untouchable—for the past twenty years. However, once discovered and destroyed, the so-called master of the undead was summoned to its bed like a misbehaving child.

Darkness swirls all around, overpowering the Royal Crypt's masonry as if it was trying to scare you, but you are no longer afraid of the dark. The same way a broken jar won't ever be the same after being rebuilt, a myth overcome won't cause any awe.

And the Undead King knows that.

But he won't give up so easily, either...

"All of this... Even if you are victorious, all of it will be for nothing! For even a king answers to an emperor... Do you mortals really think that this is the end? Oh, don't be silly, we are just beginning!" he speaks again. Eloquently. Showing strength even when weakness was evident. However, you are fed up with this.

It is time to put a grave silence to this cadaverous voice...



### **DARKNESS SPAWNING RULE - NO DARKNESS:**

There is no Rune card in this Adventure. The **Undead King's** Attack cards will instruct you when the Darkness tiles will spawn. When this happens, the Darkness tiles will follow the standard behavior as described below.

### **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 - DOUBLE:**

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 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.



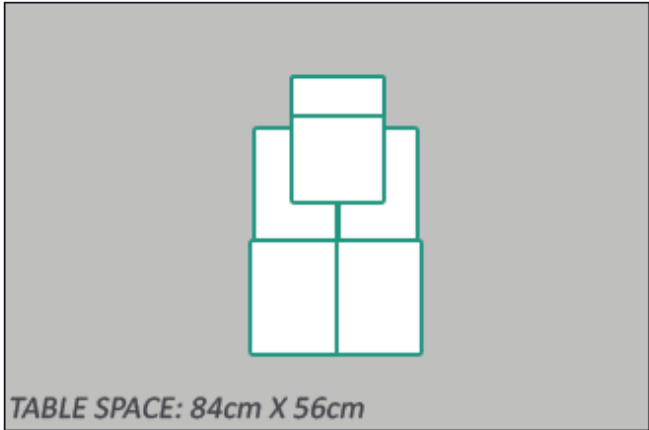
**SPECIAL MECHANIC – STIRRING DARKNESS**




Before starting this Adventure, you must take 6 Runes of each color from the bag (a total of 30 Runes). Place two of each color on the Initiative Track and leave the other 20 to the side, near the board. During this Adventure, every time you would form a “Pile of Runes,” you must take 1 Rune of each color from those that were set out to create it.

**SPECIAL MECHANIC – AREA CONTROL**

By fighting for the control of crucial pathways, the Heroes can reclaim the crypts and gain more time. To do so, they must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes from that pile equal to 6 minus the number of Heroes, return them to the bag and gain FOCUS 1. A Hero can use this Action more than once per turn. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Pile of Runes.

DUNGEON TRAY - 2



-  1 Undead King
-  X Undead King's Minions (one per player)
-  4 Special Event token

DUNGEON TRAY - 3

The final clash against the **Undead King** 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 **Undead King** board face-up and set his initial Health according to the number of Heroes in this Adventure (*The Undead King has 60 Health per player, or just 60 if you are playing solo*).
- Place the **Undead King's** Attack cards, Final Encounter side up, on the Initiative Track at their indicated positions (*matching their Runes*).
- Build the Setup as shown. All players must place their Heroes in one of the Starting Positions of their choice. Leave the **Pile of Runes** for later, there will be special instructions for them.
- Summon X **Skeleton Archer – Minions** on the spaces indicated by the Setup, where X is the number of Heroes in this Adventure. In all cases, whenever they are summoned during this encounter, there can never be more than four.
- Remove all Trauma Cubes that the Heroes are holding and add 10 Health to the **Undead King** for every cube removed this way.
- Remove all Curse Cubes that the Heroes are holding and add 5 Health to the **Undead King** for every cube removed this way.
- The Party Leader must write down the Undead King's Starting Health on their Campaign Log. If you must restart this Adventure, use this value as the **Undead King's** Starting Health and skip the three previous steps. Treat the Heroes and Runes as if you had just returned from the Camp Phase.

After completing these standard preparations, it is time to make these additional preparations, adding elements that could have been gained by you during the Campaign that will weigh in this final battle:

- If the Party Leader has the **"Relic Breaker"** Outcome on their Campaign Log, the **Undead King** loses 15 Health per player.
- If the Party Leader has the **"Lovebirds Reunited"** Outcome on their Campaign Log, the **Undead King** loses 15 Health per player.
- If the Party Leader has the **"Dynamic Duo"** Outcome on their Campaign Log, read the **"Special Preparation – Baton Pass"**. Then, resolve its effects and return to this list.

After completing these steps, you can proceed to the final preparation, which will lead you to the Startgame and Endgame Triggers:

- After you have made all of these preparations, you may start the encounter with the **Undead King**. When he is defeated, read **"End of the Adventure – The Death of the Death"**.

## SPECIAL PREPARATION – BATON PASS

*Fed up with the skeletal figure's bravado, you step forward ready to jump on him, when all of a sudden you feel a tug on your shoulder and your heart freezes for an instant. How could you have been caught off guard so soon? You wonder.*

*"Wait, my friend!" To your relief, it is a cordial face: the person you saved from their doom. The so-called "Hero of Daren."*

*"Tharmagar is injured, but alive! I know I have no right to ask anything of you. But please, help me save him. I can't do this alone, but we can do it together!"*

*Do you dare risk losing the final battle in exchange for a single life? You question yourself, immersed in a momentary dilemma. On the other hand, if you were the injured person on the ground, what would they do in your place? To be a Hero is not about doing what is easiest, but what is right.*

*Nodding in confirmation, you strengthen your resolve, for it is time for you to earn a fancy title of your own...*

The Party Leader takes the **Hero of Daren** Companion card that has the same name as the Hero noted after the **"Corrupted Hero -"** Outcome on their Campaign Log, or the **A Hero Reborn** Companion card if they are not able to. The Party Leader must also take an NPC token to represent that Companion on the board (*or use their miniature, if available*). They start the Adventure in a square of the Party Leader's choice that is adjacent to them (*The Adventure won't end in failure if the Hero of Daren is defeated*).

Once these special preparations are done, you can return to the main list and keep making preparations for the final battle against the **Undead King**.



## END OF THE ADVENTURE – THE DEATH OF THE DEATH

*You knew that this battle would not be easy, if even possible. However, with the future of thousands of lives in your hands, you rise to the challenge and give all of yourself to the task.*

*The skeletal figure takes a long time to become really hurt. Nonetheless, just as dragons with their impressive size have their weaknesses, the lord of the undead must also have his limits.*

*In the exchange that makes up a fight, of hitting without being hit, of surpassing the limit that the other can withstand before they surpass yours, there are blows that you must choose to receive, and others you have to avoid at all costs.*

*We, frail mortals, learn this lesson early in our lives, whereas the Undead King never needed it after becoming a Creature of Darkness.*

*Being able to remake his body as if wearing an outfit, sparing injuries was never a concern for him. On the contrary, it was always his advantage. But, not being destroyed by the death of his body and being unable to feel pain had never taught him to be careful.*

*This time he does learn, but some lessons come too late...*

The Adventure ends here. You may now proceed to the Camp Phase and read **"After the Adventure – The Hero of Daren"** on page 83.



## AFTER THE ADVENTURE – THE HERO OF DAREN

*Back when this all started, you had no idea what the Darkness was or what nefarious purposes it and the Undead King had. What kind of creature would want to annihilate everything that is alive, just like that? Can this even be considered a goal?*

*Your journey brought you to a world of discoveries, that the lord of death used a very ancient power to become what he was: the supreme master of necromancy. A power so influential that in the end, no one could say when the man's consciousness ended and that of the monster began; the obedient servant of this murderous urge to raise an army and purge all life from Drunagor was born.*

*When you least expected it, you found yourself embroiled in this war and the fate of the Kingdoms of Daren and their people. Trying to revert the tide for their sake, you fought many battles over the most diverse fields to get where you are, though your task seemed impossible. This war could not be won.*

*However, for the living to have a chance of defending themselves, one thing was certain: the serpent's head needed to be cut off. A huge problem when no one even knew how to harm said snake. Considering these probabilities, there would be no one to bet on the success of Daren's defenders.*

*However, the improbable happened...*

*Against all odds, you reach this final moment when the majestic figure of the Undead King lies thrown to the ground, defeated, broken, and hopeless.*

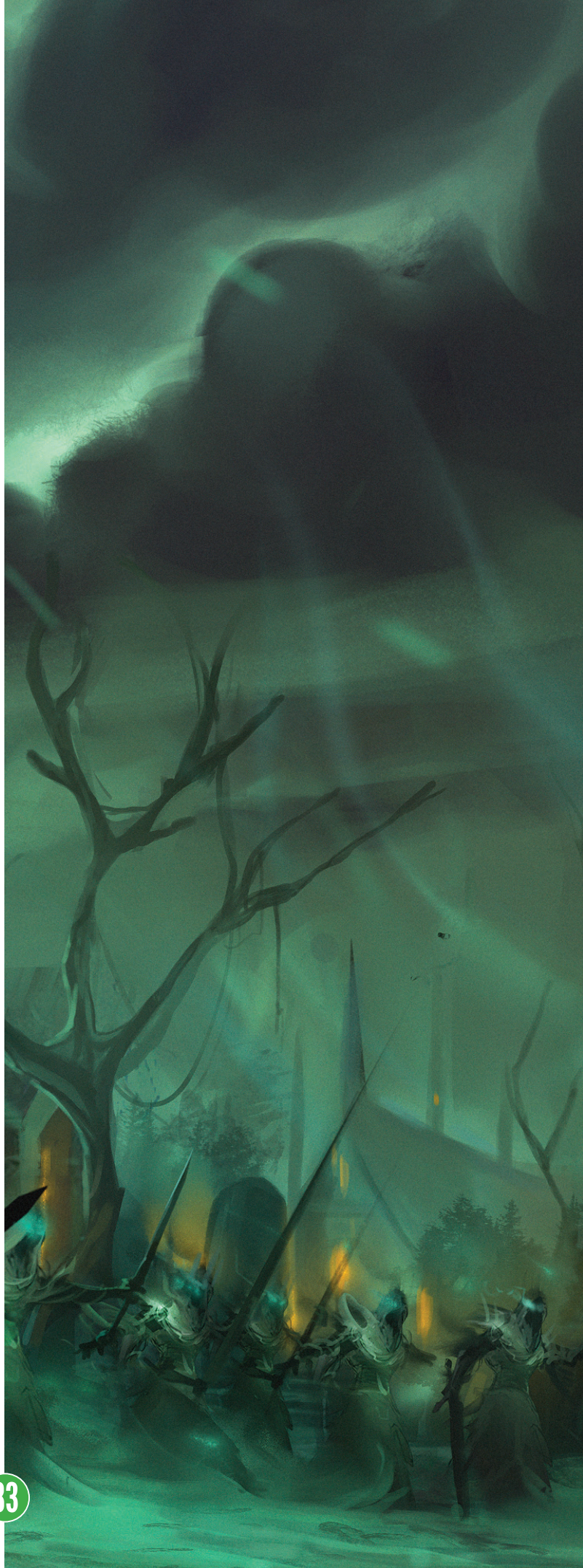
*With his skeletal arms raised as if begging for his unlife, the creature that once made an entire continent afraid now fears his own destiny, clamoring for mercy he knows that he doesn't deserve and will not get.*

*No. To you, he cries to be put out of his misery... And you gladly do it, delivering the killing blow that takes half a life and saves tens of thousands!*

*Screaming for the last time, the collapsing figure shouts a roar that makes the walls tremble and the Darkness stir as if on fire. You can swear that you hear the tar-like miasma screaming too as it slowly dries and withers like brambling vines roasting under the sun, waiting for the wind to blow it away like shattered dust.*

*The victory at the Siege of Nera brought the war against the Undead King to an end, staving off the so-called "Age of Darkness"—which that Creature of Darkness supposed would last forever.*

*Title or not, you are the Hero of Daren...*



# The Adventure Interactions

- **#01: Talk to the girl**

*Seeing that the girl is terrified, you kneel next to her and greet her, asking how she is doing. The older woman pulls the girl even closer, as if to protect her. "She'll be fine; go away! There, in the fireplace, there's our family's jewelry... Take it for your service and leave us alone!" she shouts at you, still pointing the knife in your direction.*

**You face a dilemma: 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 choose which of the tied choices will be taken.**

**#04 – Collect the jewelry and walk away**

**#05 – Insist on talking to the girl**

----

- **#02: Try to calm the lady down**

*Realizing that the older woman is too scared for rational thought, you lift your arms and ask her to calm down. "Stay away! The Earl's men may have abandoned us, but I still breathe and fight like the faithful subject of Elan that I am! You won't take any of my family!" she threatens desperately while scratching at the air with the weapon she holds. "Stand back, or I'll hurt you!"*

**You face a dilemma: 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 choose which of the tied choices will be taken.**

**#03 – Step away and leave them alone**

**#06 – Insist on trying to calm the lady**

----

- **#03: Step away and leave them alone**

*Keeping her weapon pointed to you, the older woman carefully leads the girl out of the hut. Trying to not cause any trouble, you keep your arms high and walk slowly behind them, holding back in hopes of preventing a tragedy. The child glances at you one last time, offering a shy smile of gratitude as she leaves, and this is enough for you to feel that you have won the day.*

The Party Leader writes the **"Boon of Gratitude"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), their PREVENTS gain a +1 bonus. Then, read **"End of the Adventure – The Right Thing"** on page 10.

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- **#04: Collect the jewelry and walk away**

*Trying not to cause any problems, you comply with the older woman's request and go to the fireplace, where you find a modest necklace set with a precious stone, hidden inside the chimney. Without saying another word, you leave, holding back in hopes of preventing a tragedy.*

Take the **Family Locket** card from the Adventure deck. Then, read **"End of the Adventure – The Right Thing"** on page 10.

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- **#05: Insist on talking to the girl**

*Realizing that the older woman's zeal results from despair, you ignore her and insist on talking to the girl. Outraged, the older woman carries out her threat, and in a fit of fury she stabs at you, forcing you to back down! She pulls the girl out of the cabin in a hurry, and all that's left of your meeting is a deep wound in your shoulder and a teddy bear that got lost in its owner's escape.*

Take the **Teddy Bear** card from the Adventure deck. Then, read **"End of the Adventure – The Right Thing"** on page 10.

----

- **#06: Insist on trying to calm the lady down**

*Realizing that the older woman's zeal results from desperation, you ignore her threat and ask her to calm down, using a serene tone.*

Make a Wisdom (blue) Skill Challenge of Difficulty 13. 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:** *To your surprise, however, the older woman carries out her threat and in a fit of fury she stabs at you, forcing you to back down! She pulls the girl out of the cabin in a hurry, and*

*all that's left of your meeting is a deep wound in your shoulder and a bittersweet feeling in your chest.*

The Party Leader writes the **"Disdained"** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever they take a Recall Action they suffer **FATIGUE 1** after they resolve it. Then, read **"End of the Adventure – The Right Thing"** on page 10.

**SUCCESS:** *Disarmed by your tone, the older woman puts down her knife and lets the tears run down her cheeks. "These last few days... it hasn't made any sense! People have been taken away, others have reappeared wearing strange clothes and talking nonsense... Apart from the monsters... The monsters are the others!" She rattles out words almost incoherently while pulling the little girl closer to her. "I have relatives in Umbral, and I'll go there with my neighbors. Some people think it's better to go to Blackriver because it's closer, but I don't know... I no longer recognize the land I was born in..." Having said her last words, she leaves. Despite the cold goodbye, you sense their gratitude, and that is enough for you to feel like you have won the day.*

The Party Leader writes the **"Boon of Empathy"** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), as a Minor Action, they may take a Trauma Cube from a Hero that is adjacent to them and place it on their board. Receiving a Trauma Cube this way does not end the effects of this Boon. Then, read **"End of the Adventure – The Right Thing"** on page 10.

----

- **#07: Examine the running water**

*Having been built on a slope where a spring flows into the Black River, crystal clear water is abundant in this place. Although its appearance doesn't catch your attention at first, when you taste a sip you feel a chill run down your spine accompanied by a refreshing sensation.*

Write down the **"Blessed Source"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), you do not receive any Curse Cubes when you take a Recall Action.

----

- **#08: Pull the blue flame torch**

*Enchanted by the blue glow of the flame, you remove the torch from the wall and pass your hand through it. To your surprise, the flame does not burn, but it does give off heat, which seems like magic to you. Figuring it could be helpful later on, you carry it with you.*

Take the **Blue Flame Torch** card from the Adventure deck.

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- **#09: Pull the yellow flame torch**

*It's a torch—just like any other—and the scent of oil on it is still strong, indicating that it must not have been lit so very long ago. Enchanted by the glow of the flame, you remove the torch from the wall. Figuring it could be helpful later on, you carry it with you.*

Take the **Good-Quality Torch** card from the Adventure deck.

----

- **#10: Pry the gems out**

*Impressed by their beauty, you pull out your thief's tools and try to remove the sparkling eyes from the statue. However, you soon realize that the task will not be so easy...*

Make a **Dexterity (red) Skill Challenge of Difficulty 13**. Each Ranged cube you have gives you a **+2** bonus to your roll. If you follow the **Path of Cunning**, this Challenge is considered successful without the need to roll.

**FAILURE:** *The tools scratch here and there, but they do the job and the gems pop out of the statue's eyes. However, as soon as you hold them in your hands, they rapidly heat up like cast iron, and you quickly regret taking them out...*

You gain **FOCUS 2** and suffer **BURN 4** and **KNOCKDOWN**.

**SUCCESS:** *With the skill of an expert safecracker, you lever the gems and make them pop out of the statue's eyes. To your surprise, an irritating hiss emanates from them as they begin to heat up like embers. Then, as if they were moths to the flames, they start to orbit your hands, adding a powerful enchantment to your movements.*

Write down the **"Fire Ruby"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), your Spell Attacks gain **BURN 2** and your Weapon Attacks gain **"Whenever you roll 16+: This attack gains BURN 2."**

----

- **#11: Examine the parchment**

*You pull the strangely well-preserved parchment from the statue's mouth and examine it, trying to understand the confusing runes written on it in blood.*

Make a **Wisdom (blue) Skill Challenge of Difficulty 11**. Each Wisdom cube you have gives you a **+2** bonus to your roll. If you follow the **Path of Mystics**, this Challenge is considered successful without the need to roll.

**FAILURE:** *You try hard, but the symbols all seem confusing to you. Stuttering, you babble some charms that you thought you had unraveled, and even get excited when you realize that the runes sparkled in resonance with your words. However, you soon discover that this was not a good sign...*

You gain FOCUS 2 and write down the **“Spellshock”** 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 Reaction, you suffer FATIGUE 1.

**SUCCESS:** Even though a layman’s hands wrote the runes, you are able to unravel the enchantments stored in the Arcane language. It is a rune of protection, and by reciting the proper verse, you disarm it.

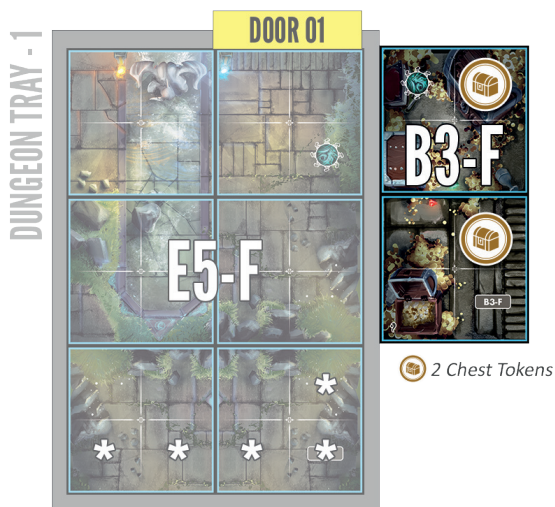
Write down the **“Shattered Barrier: Thunder”** Status on your Campaign Log, then draw cards from the Chest deck until you draw a card with the Scroll subtype. Keep this card and shuffle all the other cards that were drawn this way back into the deck.

----

- **#12: Pull the handle**

Curious, you pull the handle with a good deal of effort followed by a little jolt. The noise of pulleys and chains dragging within the ruined walls echoes around you, and a moment later a passageway opens in the masonry nearby, bringing to light a storehouse of loot.

Add the following Setup:



----

- **#13: Pick up the axe**

Certain that few things are more reliable than good heavy steel, you take the axe and risk a few swings to test its balance. Surely this formidable weapon will help you defeat the evildoers here.

Take the **Bloody Axe** card from the Adventure deck.

----

- **#14: Pick up the shield**

Certain that few things are better than having a barrier between you and your enemy, you take the shield off the wall and test its balance. Surely this formidable piece of steel will help you protect yourself.

Take the **Kite Shield** card from the Adventure deck.

----

- **#15: Pick up the crossbow**

Confident that there is no weapon better than one that allows you to hit your enemy without getting hit back, you pick up the crossbow and examine its aim. Surely this formidable weapon will help you defeat the evildoers here.

Take the **Enchanted Crossbow** card from the Adventure deck.

----

- **#16: Search the open drawer**

Curious, you open the drawer and search it. Old utensils like mugs, cutlery, and jars share space with journals. Quickly flipping through them, you discover that they were logs containing day-to-day information about the fortress from a long time ago. However, when you lift up the last of them, you discover an archaic rune of protection burned into the wood. Written with such simple scribbles, turning it off isn’t even a challenge for you.

Write down the **“Shattered Barrier: Inferno”** Status on your Campaign Log, then draw cards from the Chest deck until you draw a card with the Potion subtype. Keep this card and shuffle all the other cards that were drawn this way back into the deck.

----

- **#17: Pick up the light blade**

Certain that there is nothing more versatile and reliable than a good sturdy blade, you take the short sword and risk a few swings to test its balance. Surely this formidable weapon will help you defeat the evildoers here.

Take the **Deft Stiletto** card from the Adventure deck.

----

- **#18: Search the locked drawer**

Curious about what might be hiding in a locked drawer, you examine the lock and weigh your options with your thief’s kit...

Make a Dexterity (red) Skill Challenge of Difficulty 13. Each Ranged cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is considered successful without the need to roll.

**FAILURE:** *You concentrate on your task and even stick your tongue out of the corner of your mouth. However, the lock is rusty, and the mechanisms do not respond to your handling. Preferring not to spoil your tool kit, you save it and accept defeat.*

You gain **FOCUS 2**.

**SUCCESS:** *Even though the rusty lock didn't help your work, you're too skilled for it to resist you. With a few moves here and there, you hear the "click" of the lock being defeated and break into a small smile. A beautiful, opaque gem that seems to contain the glow of a star in its heart rests alone within.*

Take the **Cosmic Gemstone #001** card from the Adventure deck.

----

- **#19: Loot the small chest**

*Knowing that the priest will no longer need the small chest, you reach out to take it...*

If any Hero has the **"Rest In Peace"** Status on their Campaign Log, read the resolution below. Otherwise, if no Hero has this Status, proceed to Interaction #24 and resolve it immediately.

*You pull the small chest out of the priest's hands, and to your disappointment there is nothing inside but some iron plates, six in number, which if assembled would form a cube. Figuring they won't do you any good, you put the chest back where it was and concentrate on your current task.*

Write down the **"Unraveling the Mystery"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever an effect would summon a Minion (*Minions are a specific type of Monster that are not White, Grey, or Black*), you may Expend 2 AC to cancel the summoning effect. You cannot cancel Minions that are added by a Setup, but you can cancel those that are summoned through your enemies' abilities.

----

- **#20: Examine the priest**

*Intrigued, you examine the priest. The gash in his belly was certainly fatal, but the reddened, vivid blood doesn't match the dry look of his body. What bothers you most is the presence of a dark ooze, like oil, that is slowly seeping out of the wound. This same substance is always present when corrupted enemies, for want of a better word, are around.*

You gain **FOCUS 2** and you may erase an **Aura** (*if you have any*) that is on your Campaign Log.

----

- **#21: Offer a funeral prayer**

*Realizing that this priest's death must have been violent and sudden, you reserve a little of your time to offer his soul—which must have lost its way—some well-deserved nurturing. You recite the brief prayer we all learned in our childhood, knowing that this is the right thing to do.*

You gain **FOCUS 2** and write down the **"Rest in Peace"** Status (*Statuses are removed during the next Camp Phase*) on your Campaign Log.

----

- **#22: Loot the treasure bag**

*Knowing that the priest will no longer need this pouch of coins, you reach out to take it...*

If any Hero has the **"Rest In Peace"** Status on their Campaign Log, read the resolution below. Otherwise, if no Hero has this Status, proceed to Interaction #25 and resolve it immediately.

*You pull the small pouch from the priest's hands and notice that there are many coins and gems in it. Even though these riches are of little value at a time like this, your eyes catch the cosmic glow of a dark, opaque gemstone among the small treasures. One you can't help but pick up.*

Take the **Cosmic Gemstone #002** card from the Adventure deck.

----

- **#23: Examine the running water**

*Down here, as elsewhere throughout the fort, the presence of water is constant. However, there is something different about its appearance here: darkened and with an unpleasant odor. You soon suspect that there are remnants of magic within it. It is not even necessary for you to taste the water to sense the disease that runs through it—it is enough to inhale a little of the mist that surrounds it for you to regret your decision...*

You gain **FOCUS 2**, suffer **POISON 2**, and write down the **"Foul Play"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you take a Recall Action, you suffer **POISON 2**.

----

- **#24: You pull the dead man's chest**

*You try to pull the small chest out of the priest's hands, but to your surprise and amazement, he clutches it and screams in a cadaverous voice so loud it makes his eyes bulge. Suddenly, with a macabre explosion that throws blood, bones, and viscera into the air, a monstrosity erupts from the body, ready to attack you!*

You gain FOCUS 2 and take 4 damage. Then, replace this Interaction Token with a **Grey Monster: Rotten Flesh – Rookie**.

----

- **#25: You pull the dead man's pouch**

*You try to pull the small pouch out of the priest's hands, but to your surprise and amazement, he clutches it and screams in a cadaverous voice so loud it makes his eyes bulge. Suddenly, with a macabre explosion that throws blood, bones, and viscera into the air, a monstrosity erupts from the body, ready to attack you!*

You gain FOCUS 2 and take 4 damage. Then, replace this Interaction Token with a **Grey Monster: Rotten Flesh – Rookie**.

----

- **#26: Try to steal something from the table**

*Engaging Alesio in small talk, you seize an opportunity during his blabbering and distraction to try to pinch one of his belongings on the table...*

Make an Agility (green) Skill Challenge of Difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is considered successful without the need to roll.

**FAILURE:** ...One word leads to another, and suddenly your hands grasp a beautiful necklace that, scratching the table, draws the attention of Alesio to what was happening. "Careful, my friend! This item is very precious! You wouldn't want to drag it so close to the table's edge..." With an embarrassed smile, you both pretend that nothing was happening.

You gain FOCUS 2 and write down the **"Embarrassed"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), you can use only Green and Blue cubes to Activate your Skills that have a four-colored AC Slot.

**SUCCESS:** ...One word leads to another, then suddenly something was absent from the table, and nobody noticed! Master Alesio doesn't seem to care about the spoils he exhibits. Maybe, for at least one person, this attack has been profitable...

Draw three cards from the Equipment Level 01 deck. Choose one of them to keep. Then return the other cards to the deck.

----

- **#27: Ask for an equipment trade**

*Knowing that winning the clash for the wharf is the most important thing to do now, for the sake of goodness, you overcome your discomfort at doing business with a freeloader*

*like him, imagining that the tools he could offer you would be more useful than cleaning the room with his face. "Just the best goods that Umbral's gullies can offer!" says Alesio, offering his stuff.*

Draw seven cards from the Equipment Level 01 deck. You may discard a non-Starter Equipment card you have (*Consumable items are not considered Equipment*) to keep one of the cards you drew. Then, return the cards that weren't chosen to the deck. If you do not take any card, you instead gain FOCUS 2.

----

- **#28: Ask for anything he can give you in good faith**

*Master Alesio is crammed with all types of goods and, certainly, one thing or another wouldn't cause him to lack. Putting the finest of your oratory to use, you ask him for anything he could dispose of, to assist in the battle for the wharf. Convinced or embarrassed, the eccentric merchant doesn't deny you a little help.*

Draw two Chest cards. You may immediately use any number of them if your bag would be full and you would have no space to store them.

----

- **#29: Scold Alesio, he should be fighting**

*Upset, you scold the man, saying he should be with the militia, fighting for Umbral. "You wound me, sir! I came to hobble on one leg, in my distant youth. Out there, they would make a pie of me! Poor Alesio here can do nothing with a sword in hand—but he certainly can help the city, by placing the right tool in the right hands..." he resentfully answers, and you are the one who gets awkward looks from all around.*

Write down the **"Inspired"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), once per turn, you may reroll a D20 when you miss.

----

- **#30: Tell Alesio to get away, he's not safe here**

*Worried about the man's safety—and of everyone around you—you explain that the wharf has been taken over and this place isn't safe. "Bargh. Don't bother yourself with that. Between running myself to death and drinking myself to death, I'll take the latter. After all, I wouldn't be capable of going much further, anyway..." Alesio answers, unconcerned, sipping his drink.*

Write down the **"Safeguard"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), your Spell Attacks gain **"SHIELD 2"** and your Weapon Attacks gain **"Whenever you roll 16+: SHIELD 2."**

----



- **#31: Try to force Alesio to give you equipment**

Tired of those smiles and all the small talk, you demand that Alesio give you one of his “gifts,” knowing that you are acting for the sake of the greater good, and the fight for Umbral can’t wait...

**Make a Wisdom (blue) Skill Challenge of Difficulty 13. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the Path of Strength, this Challenge is considered successful without the need to roll.**

**FAILURE:** ...however, your rude tone of voice catches the attention of the whole tavern. Suddenly, soldiers and men of the militia who were resting rise from their seats, and turn to you with hands on their weapons’ hilts. The smile on Alesio’s face closes into a frown. “For the sake of your well-being, my friend, I suggest you leave here, right now. The affairs of Master Alesio just aren’t of interest to you now...”

**You gain FOCUS 2 and write down the “Bullied” 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, you score a critical failure.**

**SUCCESS:** ...completely cowed, Alesio looks around, trying to catch someone’s eye, someone who could save him, but nobody seems to pay any attention to either of you. “Oh, sure, my friend... Come, take anything you want, for the sake of Umbral! It’s my duty as a citizen, to protect the city...” he says, calming you down, offering one of his possessions.

**Draw three cards from the Equipment Level 01 deck, choose one to keep and return the other cards to the deck. Then, read the resolution below:**

...“Oh, I just remembered a thing! I have to meet an encumbrancer just this evening. By heavens! I need to meet him. What will become of me, if those things get to him before me?” in this way, bidding farewell with a lame excuse, Master Alesio gathers his stuff and leaves, hobbling to the back door.

**Remove this Interaction Token. Then, if this was the first interaction made with this token, you gain an additional FOCUS 2.**

----

- **#32: Ask him what’s in the warehouse**

Wanting to know what you would find up ahead, you ask the captain if he knows what is stored in the warehouse you’re trying to reach. “That ramshackle shanty? It’s a cover for them smugglers, and now it seems they started to mess with fireworks! Watch yer step when ye’re there, matey! That place be falling apart...” the captain answers, leaving you even more assured of your suspicions.

**You gain FOCUS 2 and write down the “Watch Your Step” Status (Statuses are removed during the next Camp Phase) on your Campaign Log.**

- **#33: Ask if he knows Tharmagar, the sage**

Concerned about fulfilling your task, you ask the captain if he knows the sage Tharmagar. “Sage? The lunatic, ye mean, don’t ye? He owns a workshop located on the other side of the rim. Isn’t hard to see, just follow the white, poisonous smoke... Furthermore—if you happen to find him—would ye do me a favor and give him back this?” The captain passes a golden locket into your hands. “He paid one of me lads with it, but that I cannot accept. It’s much too precious to be given to anyone.”

**Take the Golden Locket card from the Adventure deck and write down the “A Courier’s Job” Outcome on your Campaign Log (Outcomes remain in effect for the entire Campaign unless some other effect changes them).**

----

- **#34: Tell him to get away, for you got this**

Worried about the captain’s safety, you explain to him that you are very used to facing these foes, and tell him he should get away. “Well... It’s not like this mad crowd would miss some grog barrels or silk bolts, don’t ye think? Maybe ye’re right, after all,” he answers and departs shortly thereafter, thanking you for the breach you created for him to escape.

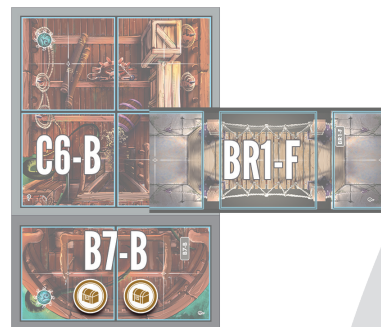
**You gain FOCUS 2. Then, remove this Interaction Token. If this is the first interaction made with this token, you must also write down the “Folk Hero” Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever you remove a Curse Cube from your board you also: SELF, HEAL 2.**

----

- **#35: Request that he give you supplies**

Noting the crammed crates all around, you ask the captain for something, anything, that could help you to survive through the night. “Up there,” he says, “in the prow, I’ve brought some trinkets from Anglaran that could serve ye. Take it all, but don’t let me precious Mesick’s Wind fall into the claws of those... things!”

**Place 2 Chest tokens on Map B7-B as indicated by the following illustration. These Chests are safe, and the Heroes don’t need to roll the Trap Die when opening them.**



DUNGEON TRAY - 2

- **#36: Request that he help you in the fight**

Realizing that the captain wasn't defenseless, and was more than capable of fighting, you urge him to help you reach the warehouse. "I was thinking ye'd never ask!" he snaps at you, "I wouldn't try me luck alone, against so many of them. But it's like the old folks always say: 'gimme a lever, and I'll sail to anywhere!'" he concludes jauntily, though you know these aren't this saying's right words or context.

Take the **Neil Mesick** Companion card from the Adventure deck and replace this Interaction Token with an NPC Token to represent him. (You can find details about Companions on page 15 of the **Rulebook**). Then, if this was the first interaction made with this token, you also gain FOCUS 2.

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- **#37: Ask if he knows Admiral Luccanor**

Curious about the mob's mockery, you ask the captain if he knows about Admiral Luccanor and his reputation. "Shiver me timbers! I've sailed many seas with him! He is a good man, loyal to the sea and his people. I recognized the Seawing moored nearby, with the sails in strips, and an unfriendly face. But I refuse to believe Luccanor would be the culprit. Someone must've taken his ship."

Write down the **"Truth-Seeker"** Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever you remove a Curse Cube from your board you also: SELF, SHIELD 2.

----

- **#38: Open the ark and inspect its contents**

With your mouth dripping in anticipation of the nefarious pleasure you imagine that will happen, you fail to resist your eagerness and knock the lid off at once. A bright emerald light flashes, overcoming your vision like a sun and making you blink for a moment...

If any Hero has the **"Unbroken"** Outcome on their Campaign Log, go to Interaction #40. Otherwise, if no Hero has it, read the resolution below:

...But you don't become enraged or scared. Instead, you jubilate for being bathed in that corrupted light. As soon as you regain your sight, you glance at the well-guarded treasure: a cube made of six chrome tablets, perfectly assembled. A tetric, verdant gleam makes it clear and distinct. Its core, you discern, flames like a greenish torch, but without any trace of warmth flowing from it, instead being cold to the touch.

The Party Leader takes the **Seed of Darkness** card from the Adventure deck and use its back side (A **Seed of Darkness** cannot be flipped by **Cosmic Gems**). If any Hero has the **"Humbled"** Outcome on their Campaign Log, they must erase it and the Party Leader writes down the **"Sowing Winds"** Outcome on their Campaign Log (Outcomes remain in effect

for the entire Campaign unless some other effect changes them). Then, read **"End of the Adventure – You Better Run"** on page 19.

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- **#39: Destroy the ark and whatever is inside**

Deducing that it would be better to destroy it, no matter what it is, you prepare yourself to deliver the first blow. A sudden flash of tetric, verdant light, though, erupts through the cracks in the lid, totally engulfing your view for a moment. As soon as you regain your sight, you glance at the well-guarded treasure: a cube made of six chrome tablets, perfectly assembled. The gleam makes it clear and distinct. Its core, you discern, burns like a shy ember, but without any trace of warmth flowing from it, instead being cold to the touch.

The Party Leader takes the **Seed Of Darkness** card from the Adventure deck and use its front side (A **Seed of Darkness** cannot be flipped by **Cosmic Gems**). If any Hero has the **"Humbled"** or **"Unbroken"** Outcomes on their Campaign Log, they must erase them and the Party Leader writes down the **"Adamant"** Outcome on their Campaign Log (Outcomes remain in effect for the entire Campaign unless some other effect changes them). Then, read **"End of the Adventure – You Better Run"** on page 19.

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- **#40: You've been tempted, but there's virtue in you**

...And at that very moment, as you recover your senses, you perceive what's happening: some strange sorcery was entralling your mind! As soon as you regain your sight, you glance at the well-guarded treasure: a cube made of six chrome tablets, perfectly assembled. The gleam makes it clear and distinct. Its core, you discern, pulses like a green, blazing heart, but without any trace of warmth flowing from it, instead being cold to the touch.

The Party Leader takes the **Seed Of Darkness** card from the Adventure deck and use its front side (A **Seed of Darkness** cannot be flipped by **Cosmic Gems**). If any Hero has the **"Unbroken"** Outcome on their Campaign Log, they must erase it and the Party Leader must write the **"Sowing Winds"** Outcome on their Campaign Log (Outcomes remain in effect for the entire Campaign unless some other effect changes them). Then, read **"End of the Adventure – You Better Run"** on page 19.

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- **#41: This place is falling apart**

As soon as you put a foot on the plank in front of the door, you hear a loud "crack" and feel a chill running down your spine, while the ground around you starts to collapse...

First, replace Map B6-F that you just placed on the board with Map B4-F (**Spikes terrain**). Then, make an Agility (green)

**Skill Challenge of Difficulty 13.** Each Agility cube you have gives you a +2 bonus to your roll. If any Hero has the **“Watch Your Step”** Status on their Campaign Log, this Challenge is considered successful without the need to roll.

**FAILURE:** *Shocked, you take some time to react, and end up being swallowed by the mess of broken wood, planks, and splinters. Knocked to the ground with your body hurting in many parts, you realize: the situation is getting out of control... You take 2 non-preventable damage, KNOCK DOWN, and BLEED 2. Then, place your Hero in a square of your choice on Map B4-F (Spikes terrain) and your current turn ends. (The BLEED 2 is due to the Spikes terrain, so don't take it twice due to this placement).*

**SUCCESS:** *Even distracted, you manage to anticipate the mess of broken wood, planks, and splinters that would swallow you up and leave you in a bad position otherwise. As it happens, the shock even helped sharpen your senses.*

You gain FOCUS 2. Then, place your Hero in a square of your choice on one of the edges of Map C6-F that is adjacent to Map B4-F. Your current Move Action or Move effect (if any) ends.

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- **#42: Offer help to the wounded warrior**

*Worried, you readily offer to help the warrior with his wounds and recite the Twilight Atonement, simple but invigorating verses that are taught to the Doctrine of the Setting Sun's subjects at the first Sacrament...*

You gain FOCUS 2. Then, if the Remove Curse Skill slot from your Dungeon Role is unoccupied, you must place one of your Available AC there (*this does not count as one of your Cube Actions*). If you can't, your interaction ends and nothing special happens. Otherwise, if you do, place 4 SHIELD tokens on top of this Interaction Token. They can be used to cancel damage that this Interaction would take from a Monster. Then, read the resolution below:

*“The wound is deep, but I think that with your help I will survive. Thank you very much!” says the man, as he rises up. “...I just need to recover my strength, and rest a little bit...”*

Write down the **“Battlefield Medic”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), as a Cube Action, you may: Expend 1 AC while adjacent to a Knocked Out Hero to remove the Trauma Cube they just received from their board (*this action can't remove a Trauma Cube from a Hero after they have regained their breath*).

----

- **#43: Ask him for help to contain the invasion**

*Feeling that you are incapable of protecting so many accesses from which the enemies could reach this place, you ask the*

*warrior to wield his sword once more...*

If any Hero has the **“Battlefield Medic”** Status on their Campaign Log, go to Interaction #48. Otherwise, if no Hero has it, read the resolution below:

*...But, with both body and spirit broken, the only thing the warrior can do is look upon you in dismay. “If I had the strength for it, I wouldn't be laying here, waiting for a warrior's death,” he answers, with harsh words and a cold look, bidding you to move away.*

You gain FOCUS 2. Then, if any Hero has the **“Greetings”** Status on their Campaign Log, read the resolution below. Otherwise, if no Hero has it, your interaction ends and nothing special happens.

*...“Wait a moment! I can't help you with my muscles, but I can tell you what I know: Rub wax in your ears. Remember that creature I told you of? The screaming? I suspect it can protect you from its bellowing roar's vile terrors, leaving only the noise—which is a pain by itself.”*

Write down the **“Waxed”** Status on your Campaign Log (*Statuses are removed during the next Camp Phase*).

----

- **#44: Put yourself between him and the stalking creature**

*Knowing that the warrior is in danger, you look around, preparing yourself to face what's coming next...*

If the **Special Rule – Monster Predator** on Door 01 hasn't resolved yet, go to Interaction #47. Otherwise, if it's already been resolved or there are no Monsters on the board, read the resolution below:

*...However, even though the battle still rages all over the city and the tension is high, you realize that the warrior doesn't seem to be under any threat anymore. You needn't worry about his safety.*

You gain FOCUS 2.

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- **#45: Ask if he can give you anything**

*Though he proved his bravery, you know the warrior doesn't have means to keep up, and as you take his burden on your shoulders, you ask if he can't relieve himself of anything to help you in the fight. “Take this, it's the only treasure I have, but I would give it ten times to help save Ignispyra,” he answers, handing over the badge he proudly wore on his armor.*

Take the **Sigil Of Honor** card from the Adventure deck.

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- **#46: Ask him what's happening here**

Revealing yourself as a volunteer for the Doctrine of the Setting Sun, you ask the warrior what's happening here. "An incursion! It all began at the very end of the afternoon, the golden hour... These... things... appeared everywhere, catching us off guard, but nothing compares to the bellowing creature that took control of the Sanctum Square. Don't go there, you'll only find a noisy death."

You gain FOCUS 2 and write the "Greetings" Status on your Campaign Log (Statuses are removed during the next Camp Phase).

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- **#47: You face the enraged Rotten Flesh**

And there was the creature you saw before, an aberration ready to claim another life for the Darkness. Determined to block it, you raise your guard and try to catch its attention. Turning its twisted head to you, it cries back, as if accepting the challenge you threw down.

You gain FOCUS 2. Additionally, replace the **Rotten Flesh – Fighter** card on the Initiative Track with a **Rotten Flesh – Veteran (Standard Behavior)**. The **Special Rule – Monster Predator** is resolved, but this particular Monster will now consider you as its target until it is defeated. If you follow the **Path of Strength**, you also write down the "Challenger" Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever you suffer 4 or more damage from an attack (damage suffered is calculated after PREVENTS): RETALIATE 2.

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- **#48: The warrior is up for battle again**

...And then, the warrior rises from what was going to be his deathbed, and looks to you in gratitude. "You brought my strength and hope back, adventurer. My days of fighting aren't over! Tell me, how can I help you?"

You gain FOCUS 2. Then, you must choose if you want to either: remove 4 Runes that were placed on the board and return them to the bag; or remove 1 Monster from the board and consider it defeated. If you can't do either of these choices, open the next closed Door (if there is still one) and then choose one of the previous options. If you are unable to complete any of these tasks, then nothing special happens.

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- **#49: Scold the priest for being disrespectful to your efforts for Ignispyra**

Thinking the priest much too ungrateful, you scold him, suggesting that he be more respectful with those who fought for his folk. "By the grace of the Six, forgive me!" begs the Halfblood, embarrassed. "My talkative mood often gives a bad

impression, when I don't mean to. It's certain that you have all my gratitude!"

The Party Leader writes down the "Proud" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), whenever any Hero drops to 0 HP or less, that Hero may make a Dexterity (red) Skill Challenge of Difficulty 15. Each Ranged cube they have gives them a +2 bonus to their roll. If they succeed, RETALIATE 10. Then, read "End of the Adventure – A Taste of Regret" on page 23.

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- **#50: Explain that you came to study any means of defeating the Darkness**

You explain to the priest that the siege of Ignispyra wasn't a one-off: Daren is at war. Worsening it all, the Coalition, led by the Doctrine of the Setting Sun, doesn't know how to defeat this powerful army or its mighty general. You came here because Tharmagar believes that this Sanctum holds the necessary knowledge to do so.

The Party Leader writes down the "Steadfast" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), whenever any Hero drops to 0 HP or less, that Hero may make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube they have gives them a +2 bonus to their roll. If they succeed, they drop to 1 HP instead. Then, read "End of the Adventure – A Taste of Regret" on page 23.

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- **#51: Explain that you were only trying to help, ending up here**

You explain to the priest that you only meant to help where it was needed. The Darkness left you with a "soul wound," one that is only being kept at bay as long as you feel you are preventing others from suffering the same fate. From one quest to another, you came here—and for yourself, feeling that you're helping is already enough.

The Party Leader writes down the "Meek" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), whenever any Hero would drop to 0 HP or less, up to one other Hero may make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube they have gives them a +2 bonus to their roll. If they succeed, they redirect the damage that would knock out that Hero to themselves (this damage can't be prevented or reacted to). Alternatively, if you are Playing a Solo Game, you may replace this Status with "Proud", described in Interaction #49. Then, read "End of the Adventure – A Taste of Regret" on page 23.

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- **#52: Ask him why he's waiting to close the Sanctum's gates**

Knowing the intentions of people with whom you relate is essential, so you point out to him, wouldn't it be better to close the gates first? "In fact, I was only waiting for the right opportunity to close them. But this square was never this empty since the incursion started... Until now," the Halfblood answers.

The Party Leader writes down the **"Practical"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), whenever any Hero would receive an Attack that would drop their HP to 0 or less; as a Reaction (✓) that Hero may make an Agility (green) Skill Challenge of Difficulty 15. Each Agility cube they have gives them a +2 bonus to their roll. If they succeed, they JUMP 2 and PREVENT ALL DMG they would take. Then, read **"End of the Adventure – A Taste of Regret"** on page 23.

- **#53: Remove the helmet**

Impressed by the details of this most beautiful piece, you remove the helmet and examine it. The item is surprisingly lightweight, with a soft, cushioned interior, but certainly the potions stashed inside it seem most useful to you.

Draw cards from the Chest deck until you draw two cards with the **Potion** subtype. Keep those cards and shuffle all the other cards that were drawn this way back into the deck.

- **#54: Remove the inlaid gem**

Charmed by the emerald gleam that seems to hide a nebulous star inside the gem, you get your thief's tools and try to remove it.

Make a Dexterity (red) Skill Challenge of Difficulty 13. Each Ranged cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is considered successful without the need to roll.

**FAILURE:** You scratch here and there, but the gem is inlaid too well in the metalwork. Out of frustration, you strike the beautiful emerald with some tool's sharp point and, inexplicably, it breaks as if made of sugar. You are astonished and soon repent blowing into the socket after inhaling the noxious fumes that emerged from the hollow space.

You gain FOCUS 2 and suffer POISON 4. Write down the **"Intoxicated"** 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 POISON 4.

**SUCCESS:** Placing your tools in the right spots, you lever the gem out of its hole, after a little effort. Its cosmic gleam is

brehtaking, and just as you glance at it, an emerald aura of enchantment bathes your hands, and you feel blessed for it.

Take the **Cosmic Gemstone #003** card from the Adventure deck. Additionally, write down the **"Emerald Blessing"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), your Spell Attacks gain POISON 2 and your Weapon Attacks gain **"Whenever you Roll 16+: this attack gains POISON 2"**.

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- **#55: Read the epigraph**

Thinking that the plentitude of runes on the armor could be something interesting, you try to decipher the epigraph, to understand what it is that you are dealing with...

Make a Wisdom (blue) Skill Challenge of Difficulty 11. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Mystics**, this Challenge is considered successful without the need to roll.

**FAILURE:** Even though you struggle to make sense of the symbols, they seem written in a language far older than the Arcane dialect and you are incapable of comprehending them.

You gain FOCUS 2.

**SUCCESS:** Unveiling an anagram that organized the runic symbols, you manage to decipher the message—and through a command word, you make its enchantment work. Suddenly, a glimmering flash fills the halls as if sunlight was brought into this place, burning off the mists like a flame that doesn't touch you.

Remove all Darkness tiles from the board. The **Special Rule – Stifling Darkness** is now resolved (*it no longer has any effect*). Also, all Monsters within Range 2 of this Interaction Token suffer BURN 4.

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- **#56: Remove the sword**

Impressed by the finesse in this blade's metalwork, you take it from the armor, sure that it will be very useful in the forthcoming battles.

Take the **Runecarved Blade** card from the Adventure deck.

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- **#57: Remove the shield**

Puzzled by the cleverness of whoever made an item so refined, massive yet also light, you remove the shield from the armor and decide to keep it. Examining it calmly, you assure yourself that this is truly masterful artwork!

Take the **Runecarved Shield** card from the Adventure deck.

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- **#58: Remove the cloak**

Most people would only have eyes for the armor when they look upon an item so gorgeous. Nevertheless, you know that some fabrics can be far more precious than steel. Hoping that is the case, you remove the beautiful cloak that adorns the plate, impressed by the indescribable softness of its touch. What material is this?

Take the **Runecarved Cloak** card from the Adventure deck.

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- **#59: Try to talk some sense into him**

Pitying and horrified by the similarity of this situation to when you dealt with the Darkness for the first time, you try to dissuade him, believing that you now have the knowledge and the arguments needed for this. "You just haven't learned, yet?" was all he says, before throwing himself at your cube, leaving you no alternative save fighting him. If it really is still who you think it is...

The Party Leader writes down the **"Well-Meaning"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a **Trauma Cube** or another Aura), whenever they use a **CLEANSE** effect on any Hero, that Hero may also Recall up to one Action Cube.

Then, summon the **Scenario Commander - Warlock Lasse** with CP 2+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#60: Try to take the cube from him**

Not knowing if you wanted to deprive him of his weapon or just steal the other cube for yourself to keep, you throw yourself at the figure, trying to take the cube from his hands...

If any Hero has the **"Sowing Winds"** Outcome on their Campaign Log, read Interaction #64. Otherwise, if no Hero has it, read the resolution below:

"...Can't you see?" he teases, pulling the object away from your grasp just at the moment you thought you had it. "You are ours already!" Letting him think he fooled you, you take the opportunity of his bravado to get an advantage for the coming fight.

Summon the **Scenario Commander - Warlock Lasse** with CP 2+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. Then, the Party Leader gains **FOCUS 2** and immediately takes up to two Cube Actions. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#61: Put your cube away**

Not knowing if you wanted to deprive him of a new weapon or just protect the cube for yourself, you try to put your cube away. Tharmagar sighs in relief, perceiving you coming to your senses...

If any Hero has the **"Adamant"** Outcome on their Campaign Log, read Interaction #65. Otherwise, if no Hero has it, read the resolution below:

"...As I said, it's just delaying the unavoidable..." the figure concludes, lunging toward you right after that. But you already imagined that was about to happen, and taking this neglect as an opportunity, you anticipate your enemy's assault...

Summon the **Scenario Commander - Warlock Lasse** with CP 1+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. Then, the Party Leader gains **FOCUS 2** and immediately takes up to two Cube Actions. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#62: Try to kill him**

Not knowing if you were fighting the Darkness or just trying to murder the owner of something you wanted to plunder for yourself, you struck at the figure, gripping him by the neck, starting a fight as if you were beasts. The big prize, the two artifacts, fell to the ground like both were worthless. Tharmagar, however, knew better. Numbly watching the scene, he wondered if this madness wasn't the work of those two cubes, after all...

The Party Leader takes a Free Recall Action. Check the quantity of Runes in the bag. If there are less than seven Runes in it, proceed to Interaction #67. Otherwise, reveal seven Runes from it, one at a time. Treat any orange Runes as if they were yellow. For each Rune revealed in this way, the Party Leader may Expend one AC that matches that Rune's color in order to return it 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 manages to return all the Runes without being defeated by the number of Curse Cubes they are holding, read Interaction #66. Otherwise, if they would be defeated by taking the next Curse Cube, they don't take it and you read Interaction #67 instead.

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- **#63: Ask Tharmagar to help you**

Desperate, and not knowing what to do, you resort to your ally. Even though his trust in you has been shaken, Tharmagar doesn't fail to answer the call. "We'll talk about it later, friend..." the sage rebukes you, but promptly turns his attentions to the

real enemy, preparing for the fight that would unfold itself in the following moments...

The Party Leader gains FOCUS 2 and recovers Tharmagar's components, placing his NPC Token in a square adjacent to them. Then, summon the **Scenario Commander - Warlock Lasse** with CP 1+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#64: Turns out that, deep down, you knew what you wanted...**

"...Can't you see?" he mocks you, pulling the object away from your grasp just at the moment you thought you had it. "You are ours already!" Realizing you were fooled by him, a strange sensation stings you from inside and, furious, you accept the gift offered to you. Then, a surge of power like nothing you've ever felt before runs through your veins, carving tiny, black rivers upon your face, demanding to be used...

The Party Leader writes down the **"Reaping A Hurricane"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), at the beginning of their turn: SELF, CURSE 1. Instead of placing the CC they receive in a Skill Slot, they hold as if it were also an AC and it can be used that turn as a Wild Cube (*it still counts toward the CC limit the Hero can hold*).

Then, summon the **Scenario Commander - Warlock Lasse** with CP 1+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#65: You are determined not to be defeated today..**

"...As I said, it's just delaying the unavoidable..." the figure concludes, lunging toward you right after that. But you wouldn't let your cube fall into the wrong hands. It didn't matter what he could do to you, you would struggle to resist. Truth be told, in that very moment you felt... invincible!

The Party Leader writes down the **"Invincible"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), as a Minor Action, they may: SELF, Remove a Trauma Cube to either make the next Weapon Attack (*a single attack, not the entire Cube Action*) or Spell Attack they make that turn deal double damage.

Then, summon the **Scenario Commander - Warlock Lasse** with CP 1+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#66: Wrestling with him, you got the better end...**

The hall trembles intensely, but you and your combatant don't care, wrestling with each other in a deadly fight. By the silhouette conjured by the light of the two cubes, the sage watches, frozen in place, as you get the better of the fight and prepare a final blow with your dagger. Certainly, the silence that followed was far more terrifying than the grunts that preceded it...

The Party Leader writes down the **"A Hideous Act"** Outcome on their Campaign Log (*Outcomes remain in effect for the entire Campaign unless some other effect changes them*). Then, read **"End of the Adventure – A Broken Trust"** on page 27.

----

- **#67: Wrestling with them, you took the worse end...**

The hall trembles intensely, but you and your combatant don't care, wrestling with each other in a deadly fight. Unraveling himself from you, he gets up and prepares for the next assault, catching you off guard.

Summon the **Scenario Commander - Warlock Lasse** with CP 2+Players and replace the Special Event Token with a **Shadow Cultist** miniature to represent it. When he is defeated, read **"End of the Adventure – A Broken Trust"** on page 27.

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- **#68: Pull the bone lever**

Even though a bit uncertain of what could happen, you pull the bone lever, and prepare yourself to deal with the consequences...

You gain FOCUS 2. Then, open the Door to the room containing the Orange Rune, and add the Setup it shows. Then, if there's another Locked Door on the board, this resolution does not reduce the value of the Interaction Token.

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- **#69: Pull the gem-encrusted lever**

Although fearful of what can follow this, you pull the lever inlaid with gems, and brace yourself to face the outcome...

You gain FOCUS 2. Then, open the Door to the room containing the Green Rune, and add the Setup it shows. Then, if there's another Locked Door on the board, this resolution does not reduce the value of the Interaction Token.

- **#70: Pull the skull lever**

*Even though you are afraid of whatever comes next, you pull the skull lever, and get ready for its effects...*

**You gain FOCUS 2. Then, open the Door to the room containing the Grey Rune, and add the Setup it shows. Then, if there's another Locked Door on the board, this resolution does not reduce the value of the Interaction Token.**

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- **#71: Pull the wooden lever**

*Ignoring the unease you feel for doing this, you pull the wooden lever, and tighten the grip around your weapon, waiting for the results...*

**You gain FOCUS 2. Then, open the Door to the room containing the Red Rune, and add the Setup it shows. Then, if there's another Locked Door on the board, this resolution does not reduce the value of the Interaction Token.**

----

- **#72: Introduce yourself as a friend**

*Happy to see a friendly face after so much time under the ground, you present yourself as a volunteer, willing to help fight the Darkness. "Ah, so is this how you call that slithering thing? Well, it was exactly what I was getting away from, before getting stuck down here—which seems to be the same fate as you guys. As we share a misfortune, maybe you could scratch my back while I scratch yours, I suppose?" the man offers, but Tharmagar interrupts: "Beware, my fellow. This man is a tomb robber. He's certainly more worried about his pocket than with me and you."*

**The Party Leader writes down the "A Friendly Approach" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), whenever any Hero resolves an effect with the keyword "SELF" on it, they may choose another character who is adjacent to them as its target instead of themselves.**

**Then, you face a dilemma: 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 choose which of the tied choices will be taken.**

- **#76 – Suggest that he goes along with you**
- **#77 – Point him to the way from whence you came**

----

- **#73: Demand he introduce himself first**

*Afraid to be the first to talk, you throw the question back to the man, who also chooses to remain silent. "Uh... as we came to a halt, here is what I suggest: You let me pass into*

*the tunnels you came from and, in return, I will give you this as a compensation for any misunderstanding between us, alright?" the adventurer offers, placing a bag on the floor. "A gladly given word of advice, however: don't follow the path from whence I came. Weird things lurk in the shadows... MURDEROUS things."*

**The Party Leader gains FOCUS 2 and draws two Chest cards. They immediately distribute them among the party as they see fit. Any Hero may use any of their Consumable Items to clear space for these new ones if they need to.**

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- **#74: Question him about this place**

*Taking the opportunity, you ask the man about this place. "You're lost, aren't you? Well, we're in a place known as the 'Anthill.' Hundreds of halls spreading through the Ragnar Mountains' bowels," he answers, sharing his knowledge. "You seem to need a guide... Could someone with my abilities be of any use to you?" he offers. But Tharmagar interrupts: "Beware, my fellow. This man is a tomb robber. He's certainly more worried about his pocket than with me and you."*

**The Party Leader writes down the "A Cooperative Approach" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), whenever a Hero searches a Chest, they may draw one additional card and choose one of the two they draw to keep. They must shuffle the other card back into the deck.**

**Then, you face a dilemma: 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 choose which of the tied choices will be taken.**

- **#76 – Suggest that he goes along with you**

- **#77 – Point him to the way from whence you came**

----

- **#75: Question what an "entrepreneur" could be doing here**

*Intrigued, you ask the man what he's doing here. "Nothing, at all. I search for relics that nobody wants, but that have value for the right people..." he answers, with all the charm he can, but Tharmagar sharply snaps: "A tomb robber, you mean." And, certainly, this is enough for him to realize he's frowned upon. "Uh... I think we started with the wrong foot... Maybe I could do something to avoid us misunderstanding each other?" he offers, suddenly afraid.*

**The Party Leader writes down the "A Suspicious Approach" Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), all Chests are considered safe and the Heroes do not need to roll the Trap die when searching them.**

**Then, you face a dilemma: 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 choose which of the tied choices will be taken.

**#77 – Point him to the way from whence you came**

**#78 – Intimidate him into turning over the relics he found**

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- **#76: Suggest that he goes along with you**

*Tomb robber or not, this man seems to know how to deal with this place. And since you don't look a gift horse in the mouth, you ask him to help you find a way out. "Splendid! My name is Simon Klibisch! Our way out starts with that door. Come, I'll show you..."*

Take the **Simon Klibisch** Companion card from the Adventure deck and place an NPC Token adjacent to you to represent him (you can find details about Companions on page 15 of the **Rulebook**). Simon is attached to a Hero of the Party Leader's choice.

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- **#77: Point him to the way from whence you came**

*Suspicious, you suggest that the man follow the tunnel from whence you came, as someone as smart as he should know how to be alright there. "Well, I don't want any trouble. If you prefer it that way, so be it... Have a good time, mates, and remember: beware the slithering things!"*

The Party Leader gains FOCUS 2.

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- **#78: Intimidate him into turning over the relics he found**

*Believing that you are punishing the tomb robber, you demand that he turns all the treasures he found here to you in exchange for safe passage into the tunnel from whence you came...*

The Party Leader makes a Wisdom (blue) Skill Challenge of Difficulty 17. Each Wisdom cube you have gives you a +2 bonus to your roll. If any Hero has the **"Sowing Winds"** Outcome on their Campaign Log, this Challenge is considered successful without the need to roll.

**FAILURE:** *Cornered like a beast, the thief "shows his claws" and throws himself upon you with a dagger in his hands. You both roll, wrestling on the floor. Tharmagar, terrified, watches the deadly struggle, as the Darkness pours out from the cracks in the walls, ceiling, and floor, drawn to the grisly show you two present...*

Return all Runes that are on the Initiative Track to the bag.

Then, the Party Leader reveals ten Runes from the bag (treat any orange Runes as if they were yellow). For each Rune revealed in this way, the Party Leader must Expend one AC

that matches that Rune's color in order to return it 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 manages to return all the Runes without being defeated by the number of Curse Cubes they are holding, read Interaction #79. Otherwise, if they would be defeated by taking the next Curse Cube, they don't take it and you read the resolution below:

*...and with the show almost ending, badly for you, the sage intervenes at the last moment, saving you from death by shoving the man into the black pool that is forming around you. Panting, you watch the Darkness swallowing your helpless foe, while he howls in despair.*

The Party Leader gains FOCUS 2. Then, replace Map C9-B with Map C2-F. Then, flip the **Tharmagar** Companion card over and use its RESENTFUL side. Also, draw 30 Runes but don't place their respective Darkness Tiles on the board.

**SUCCESS:** *The tomb robber isn't too willing to obey your request. But, when you reaffirm it with a tone so strong that your voice reverberates, he changes his mind. With hands up as a sign of truce, he lays down everything precious that he found, and leaves through the passage from whence you came.*

The Party Leader takes the **Dwarven King's Sword** card from the Adventure deck and draws two Chest cards. They immediately distribute them among the party as they see fit. Any Hero may use any of their Consumable Items to clear space to receive these new ones if they need to.

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- **#79: The fight was hard, but you prevailed**

*Grunting and gritting your teeth, you punch and get hit by the thief, until you finally manage to overpower him, taking the dagger from his hands. The intent in your eyes is crystal clear, but Tharmagar interposes himself: "No! Not this way! We don't do like that! We aren't like this!" he says while holding your hand, his arms trembling...*

Draw 30 Runes but don't place their respective Darkness Tiles on the board. Then, you face a dilemma: 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 choose which of the tied choices will be taken.

- **#80 – Strike a deadly blow**
- **#81– Let the man get away**

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- **#80: Strike a deadly blow**

*Ignoring Tharmagar's begging, you make the final stab. Strange as it would seem, even to you, you feel a certain joy*

in this action—and it's for this reason that Tharmagar pulls away from you, stunned. "Why did you do it...?" he asks himself, fearing the answer he seeks from your pleased look, but doesn't want.

Flip the **Tharmagar** Companion card over and use its **RESENTFUL** side.

Additionally, the Party Leader writes down the "**A Hideous Act**" Outcome (if they do not have it already) and the "**Murderous Intent**" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever they kill a creature with an Attack (Spell or Weapon), they gain: **SELF, FOCUS 1**.

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- **#81: Let the man get away**

Giving in to Tharmagar's begging, you realize the atrocity that you were about to commit. Ashamed, you let the dagger fall, and get off the man. Without a word, the thief composes himself and runs away as fast as he can. "Indeed, fellow, I know you're exhausted, because I am also. But we cannot ever forget that we're here to save people, not for punishing our foes," he comforts you, calming your beast within.

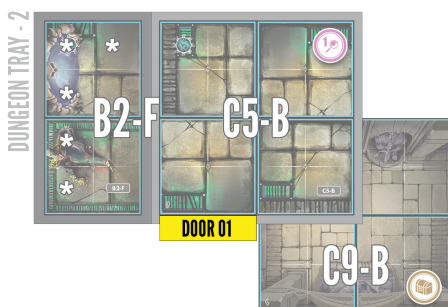
The Party Leader writes down the "**Clear Conscious**" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever they kill a creature with an attack (Spell or Weapon), they gain: **SELF, CLEANSE 1**.

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- **#82: Inspect the iron door**

"I was built by the House of Lakin, and so I will do, even long before the death of my lord: There isn't any strength capable of moving myself, other than my own," Tharmagar loudly translates the runes engraved around the sides of the tall door. "Blackplate. We won't be able to open this door without the key. The only choice we have is turning back to where the thief came from," he finishes, sadly.

You gain **FOCUS 2**. Then, place **Door 01** in the position indicated by the illustration below:



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- **#83: Ask the man if he can give you anything to help you**

More concerned about your own fight, you ask the man if he could share anything to help you. "You are already thinking of plucking my carcass like a vulture, aren't you? Very well, this pleasure I won't give you, because the only treasure I found was stolen by the same man that left me to die in this place: Simon Klibisch," he answers with disdain.

If **Simon Klibisch** is following any Hero, proceed to Interaction #87. Otherwise, read the resolution below:

...and for a moment, you imagine that he may be suffering from feverish hallucinations.

You gain **FOCUS 2**.

----

- **#84: Ask the man what the hell he's doing here**

Wondering about the coincidence, you ask the man what he's doing in a place like this. "We—my partner Simon Klibisch and me—were venturing into new entrances to the Anthill that opened here when these... things came upon us. The jerk ran and left me behind! I barely escaped alive," he tells his tale, gathering the breath that he seems to lack.

If **Simon Klibisch** is following any Hero, proceed to Interaction #87. Otherwise, read the resolution below:

"Who would have thought... Another tomb robber," Tharmagar mutters. "If it's any solace, 'adventurer,' know that you won't have any trouble with Simon, anymore."

You gain **FOCUS 2**.

----

- **#85: Examine the man's wounds**

Determined to prevent the man from perishing, you examine his wounds. To your astonishment, you find excoriations in abundance, severe lacerations, even a bone fracture. How could this man possibly still be alive? you ask yourself, without knowing where to start helping him...

If you have some Available Skill, Class Ability, or Consumable Item that allows you to move or remove a Trauma Cube, you may use it as if this Interaction Token had the injury (if your ability tells you to move the Trauma Cube to yourself, for example, you must move it). If you do, read Interaction #89. Otherwise, if you have no means of manipulating a Trauma Cube that you can use at this moment, or if you don't want to, read the resolution below:

...Unfortunately, you find that his ailments are beyond your healing skills, and all you can do is direct a dejected look to Tharmagar, sealing the man's fate.

You gain **FOCUS 2**.

- **#86: Tell the man to stand up and defend himself**

Knowing that this will be the end if he doesn't fight, you urge the man to defend himself. However, as soon as he raises his guard, a stabbing pain attacks him, driving him to his knees. Screaming in agony, the adventurer grasps his wounded belly as thick, dark blood spills from under his garments. Could this be the birth of a new Creature of Darkness?

You face a dilemma: Choose one option and proceed to its resolution.

- **#90 – Strike a mercy blow**
- **#91 – Try to heal the man**

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- **#87: As it happens, Simon is here**

...Upon hearing this name, Tharmagar and you promptly turn to Simon in time to see the terror that comes over the face of a man. "Wait a moment, guys! I saw Johan get dragged into a pool of this weird tar! I thought he wouldn't survive!" the thief explains, but you and the sage are too wary.

You face a dilemma: Choose one option and proceed to its resolution.

- **#92 – Kick Simon out of your party**
- **#88 – Defuse the situation, you have too many problems**

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- **#88: Defuse the situation, you have too many problems**

...Knowing that this isn't the right time for quarrels, you prefer to defuse the situation. You scold the two of them, urging them to focus on leaving here alive. However, the man is blinded by his rage, and cares for nothing other than revenge. "Simon, you scum! You will pay!" he thunders, but you mainly note his wound: thick, dark blood spills from it without stopping. He takes just one step before, in a blood-throwing gore show, his entrails and bones fly into the air and Darkness bursts out of that wound, claiming the man's body for its own.

You gain FOCUS 2. Then, replace this Interaction Token with a **Commander** with CP 1+Players. It targets Simon as it's primary target (this does not apply to its Attack cards, only its normal activation) until he is defeated.

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- **#89: You have one last thing to try**

...Driven by the simple desire to save the man, you dispose of every means in your grasp to accomplish the task. The treatment is aggressive, and your patient struggles violently,

sweating a rancid blackness from his temples. "Thank you, stranger..." he stammers in feverish hallucination. "You couldn't save my life, but you saved my soul." With his last breath, he hands you a medal he carried alongside his heart, in a grateful gesture.

You gain FOCUS 2 and take the **Gold Medal** card from the Adventure deck. Then, remove this Interaction Token.

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- **#90: Strike a mercy blow**

Regretting the tragic fate of the man, but not willing to risk yourselves, you make the hard decision before a Creature of Darkness may or may not emerge from him. And so, without any pride or joy from the act, you strike a mercy blow that ends the man's misery.

You gain FOCUS 2 and remove this Interaction Token. Then, if any hero has the "Murderous Intent" Aura on their Campaign Log, that Hero erases it and you write down the "Bloodlust" 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 kill a Monster during your turn: After you resolve the current Action, you may take an additional Cube Action. This ability can trigger only once per turn.

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- **#91: Try to heal the man**

Bringing up the best of your healing abilities, you recite the prayers as fast as you can. However, his wounds are too many for your efforts to be fruitful and, through a gory show throwing blood, entrails, and bones into the air, black tendrils burst from his body, claiming it for the Darkness in the shape of a new creature.

You gain FOCUS 2. Then, replace this Interaction Token with a **GM: Rotten Flesh – Veteran**.

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- **#92: Kick Simon out of your party**

Knowing that you can't trust Simon anymore after discovering he left a friend to his own luck, you order him to follow his own path. Suspiciously, he looks carefully at Tharmagar and you while weighing his options. "Well, I don't want to spark any turmoil. If you prefer it this way, so be it. Farewell, my friends," he concludes, obeying your request.

You gain FOCUS 2 and write down the "Fair and Square" Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), you score a Critical Hit whenever you roll 4 or 16 on the d20.

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- **#93: Ask him for help against the next wave of monsters**

Feeling fatigued by the succession of battles, you ask him for help to deal with the next wave of enemies. Consenting with a nod of his ghostly head, the Dwarven King takes a stand at the rubble bridge and howls the mightiest roar you've ever heard, miraculously making his spectral silhouette flesh again. "Now go forth, my fellows! Go forth and remember this, my last stand!"

The Party Leader gains FOCUS 2. Remove Bridge BR2-B, Maps C2-F, C5-B, B2-F, and the Dungeon Tray 02 that is now empty from the board, along with any Monsters on top of them. Consider those Monsters defeated.

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- **#94: Ask to go through the door with his family name**

You ask the Dwarven King to let you pass through the heavy iron door that bears his family name. "The Forgotten Halls of Xereth are not pathways, my fellows, but a fate. One that is better to avoid. Besides, even if I should wish to, I cannot open the door right now..." he says, turning his attention completely to you...

If any Hero has the **Dwarven King's Sword** Adventure Item (stored in their bag or equipped), read Interaction #97. Otherwise, read the resolution below:

"My treasure most dear and precious, the sword that is the symbol of my royal birthright, was stolen from me just before you arrived. That was why I woke up from my slumber. It is the only key that may open that keyhole," he explains, and Tharmagar and you instantly connect the dots in your heads: the tomb robber! "However, I will not let you down. If I cannot help you with this door, at least something from my royal treasure should be of use..."

Place 2 Chest tokens on Map B3-F as indicated in the following illustration. These Chests are safe and the Heroes don't need to roll the Trap Die to open them.



DUNGEON TRAY - 2

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- **#95: Ask him about the most precious treasure which he mentioned**

Curious about the mysterious "most precious treasure," you ask the Dwarven King what it was. "What could it be, if not the sword of my ancestors, passed down from father to son since the first of my dynasty?" he explains, turning his attention completely to you...

If any Hero has the **Dwarven King's Sword** Adventure Item (stored in their bag or equipped), read Interaction #97. Otherwise, read the resolution below:

"And just as it was stolen from me, I woke from my slumber. I know that it is still there, but after all we spoke of, I fear that I will not be able to recover it anymore," Lakin concludes as he draws from behind his throne a glittering object with his spectral hands. "This, by the way, is its scabbard. A true art-piece of my folk, and an artifact on its own merit."

The Hero of the Party Leader's choice takes the **Undermountain Scabbard** card from the Adventure deck.

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- **#96: Ask for any equipment that he can share**

Not wanting to waste any time, or to abuse the generous hospitality of the Dwarven King, you ask him for anything he can give you that might be useful in the journey ahead. "Anything within my power, my fellows. Quick, take what you need, and brace yourselves: the fight will be hard!"

The Party Leader gains FOCUS 2 and then searches the Chest deck for a card of their choice and gives it to a Hero in the party.

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- **#97: A Hero has the Dwarven King's Sword**

...but the ghost has eyes only for the beautiful sword in your possession. "Wait... But that is my sword, I'm sure! What are you doing with it? Don't tell me that you..." he muses, but you promptly explain, undoing the misunderstanding: You didn't steal the sword—or better: not from him.

You face a dilemma: 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 choose which of the tied choices will be taken.

- **#98 – Offer to give the sword back to him**
- **#99 – Pretend not to understand and keep the sword**

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- **#98: Offer to give the sword back to him**

*Having found its true owner, you offer to give the sword back to the Dwarven King. "You honor me, fellow, and I strongly thank you. However, if I take it now, my spirit would fall again into slumber, and I still have one last battle to fight. So keep it with you. I will be happy to know it is in good hands!"*

The Party Leader gains FOCUS 2 and writes down **"The Honorable Gesture"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), whenever they take a Recall Action, they also gain FOCUS 1.

- **#99: Pretend not to understand and keep the sword**

*"Nevertheless, the sword doesn't matter to me anymore, my fellow. I needed it to go back to my rest, but I still have one last battle to fight. So keep it with you. I will be happy to know it is in good hands!"*

The Party Leader gains FOCUS 2 and writes down the **"Play Dumb"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), they may choose not to gain any Curse Cubes when they take a Recall Action.

- **#100: Threaten the man back, demanding he introduces himself**

*Feeling insulted, you threaten the man back, demanding the respect that is due to a battle-hardened adventurer like you. Without even listening to your demand to the end, the archer shoots you, fully hitting your chest. Then, releasing the corrupted, mysterious powers within him, his body ignites into an emerald flame that burns without causing any pain...*

The Party Leader gains FOCUS 2 and takes 4 damage (*preventable*). Additionally, if they follow the **Path of Strength**, they also gain SHIELD 4 OR recover all of their Health, their choice.

Then, summon the **Jim Volin** Scenario Monster as a Commander with CP 3+Players (*draw the appropriate number of Commander Attack cards as normal*). Replace the Interaction token with a **Skeleton Archer** miniature to represent him. When the Corrupted Guardian is defeated, read **"End of the Adventure – The Cursed Bracelet"** on page 39.

- **#101: Introduce yourselves as volunteers for the Doctrine**

*You show him your volunteer badge, explaining your link to Tharmagar and your escort mission. "It seems to me, however, that you are a little far from the road to Valarai, aren't you?"*

*the archer questions, examining the piece's details. "However, my job here is prevent the entrance of curious people and prevent the monsters from leaving—not the opposite. Thus, you have my blessing to proceed in peace," he continues, whispering a prayer over the badge.*

The Party Leader writes down the **"Blessing of the Guardian"** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever any Hero Expend an AC for any effect other than FATIGUE (*as to gain an additional Move Action in a turn, for example*) they also gain SHIELD 2. Then, read **"End of the Adventure – This Is Not Over Yet"** on page 39.

- **#102: Introduce yourselves as under the protection of the Dwarven King**

*You introduce yourselves as lost adventures who, after a long journey and many battles, encountered the Dwarven King, James Lakin, and were pointed in this direction by him. "The patriarch? You've met him?" the man lowers his bow, changing the tone of his speech. You swear that you even see a little smile. "Please, help me find him! He's the only one who can help me!"*

If any Hero has the **Dwarven King's Sword** Adventure Item (*stored in their Bag or equipped*), read Interaction #103. Otherwise, read the resolution below:

*Regretfully, you explain to the archer that the patriarch is out of reach now because the paths from whence you came are buried. The information makes the man's complexion frown again. "I fear there's no salvation for me anymore, then..." the man mourns, crestfallen. "Anyway, it doesn't matter now, to you. What matters is my job here is to prevent the entrance of curious people and prevent the monsters from leaving—and not the opposite. Thus, you have my blessing to proceed in peace," he continues, stepping aside to clear the way.*

The Party Leader writes down the **"True-hearted Blessing"** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever any Hero Expend an AC for any effect other than FATIGUE (*as to gain an additional Move Action in a turn, for example*) they also gain FOCUS 1. Then, read **"End of the Adventure – This Is Not Over Yet"** on page 39.

- **#103: Turns out that the Dwarven King's symbol of power is with you...**

*You explain to the archer that the patriarch is out of reach now but, by his good fortune, the majesty of the King Under the Mountain is in your hands. "Really? If you hold the King's sword, you have the power to lift the curse that ruined my life!" he explains with the cheer of renewed hope. "However, I need to warn you: my freedom won't be free. The curse you take from me will fall upon you. Slowly, with the passing of seasons,*

*your body will reject the light, and it won't be long before you to start seeking refuge underground, running from it, as I have done," he finishes with the sorrow of his fate wrought upon his voice.*

You face a dilemma: The player who holds the **Dwarven King's Sword** Adventure Item must choose an option and proceed to its resolution.

- #104– Accept the consequences and break the curse
- #105– Lament for the archer, but don't break the curse

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- #104: Accept the consequences and break the curse

*With his eyes full of tears, the archer introduces himself as Jim Volin, and falls to his knees on the ground in gratitude. Reciting the words he teaches you, you extend the sword toward him, and watch in surprise as his body bursts into an emerald flame like an effigy set on fire. To your amazement, it is a fire that burns without hurting him...*

The player who holds the **Dwarven King's Sword** must write down the **"Cursebreaker"** Outcome on their Campaign Log (Outcomes remain in effect for the entire Campaign unless some other effect changes them). Then, read **"End of the Adventure – The Cursed Bracelet"** on page 39.

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- #105: Lament for the archer, but don't break the curse

*Thanking the man for his honesty, you lament for his fate but explain that you cannot help him because you also have a role to fulfill. "I understand... Unfortunately, the price for my freedom is too high to be paid by anyone," the archer concedes. "However, though I regret knowing that my fate will last, I give you my blessing to proceed in peace," he says, stepping aside to clear the way.*

The Party Leader writes down the **"Blessing of Good Fortune"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever any Hero Expend an AC for any effect other than FATIGUE (as to gain an additional Move Action in a turn, for example) they also recall 1 AC. Then, read **"End of the Adventure – This Is Not Over Yet"** on page 39.

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- #106: Ask him to help rescue the villagers

*Being already busy dealing with the creatures, you point to where you imagine you spotted a villager in trouble, and ask the man to help them...*

If there is a villager (an NPC Token) on the board, proceed to Interaction #110. Otherwise, if there is no villager currently on the board, read the resolution below:

*However, among the flames, fumes, and despair, your senses were betrayed: you were fooled. There isn't anyone in the direction you pointed. It seems that this will be a long night for you...*

You gain FOCUS 2. This interaction does not reduce the Interaction Token.

----

- #107: Ask for help fighting the monsters

*Feeling as if you are on the downside of this fight, you draw upon the folk hero's bravery and ask him to help you fight the creatures. "Of course! You can count on me! Dewey, Guss, come!" he urges his loyal partners, who bark in answer, ready for the assault. "How can we help?"*

Remove a Monster of your choice from the board and consider it defeated. If this Monster is a Commander, write down the **"A Man's Best Friend"** Status on your Campaign Log (Statuses are removed during the next Camp Phase). Otherwise, nothing special happens.

----

- #108: Ask if he can give you something to help

*The battle is hard, and being weary because of your underground journey, you know that you'll need to make use of every resource you can find. So, you ask the man for anything he can give you. "Dewey, fetch!" he orders, and one of his dogs returns swinging its tail, with a small leather bag in its mouth. "I was saving it for a moment of difficulties—but you seem to need it more than me. Take it."*

Draw cards from the Chest deck until you draw two cards with the **Potion** subtype. You may immediately use any Consumable Items you have (including the ones you just drew). Keep those cards and shuffle all the other cards that were drawn this way back into the deck.

----

- #109: Tell him to run and save himself, for you got this

*Worried about what could happen to this brave villager, you tell him that you came here to help and that he can focus in searching for a safe place. "Hezechia is my town. I won't leave it on its own!" the man retorts, preparing himself for another round of battle. "If you are finding it hard, friend, you can also search for a safe place..." he continues with a smile. One that you share.*

You gain FOCUS 2. Then, you may choose to write down the **"Inspired"** Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), once per turn you may reroll a d20 you just rolled. If you choose not to, this interaction does not reduce the Interaction Token.

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- **#110: And the man can help you!**

*“Dewey, Guss, that one, guard!” the folk hero commands his courageous dogs, who depart like lightning to guard the villager. “They are good boys. They’ll manage to keep these things busy until I get there. You can leave this to me,” he concludes, following right behind them.*

You gain FOCUS 2. Then, remove a villager (an NPC Token) of your choice from the board and consider it rescued.

----

- **#111: Check the armory**

*Noting some old pieces of armor stored among the sacks of grain and other provisions, you scour through the left stand, looking for something that could be useful. Between them, a breastplate made of steel and leather draws your attention, and you take it.*

Take the **Xerethian Breastplate** card from the Adventure deck.

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- **#112: Search the shelves**

*Intrigued by the bottles, scrolls, and sacred idols that are in the right stand, you scour it looking for something that could be useful...*

Make a Wisdom (blue) Skill Challenge of Difficulty 13. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is considered successful without the need to roll.

**FAILURE:** *You turn over everything here and there, but hurried and worried about the battle around you, you can’t find anything valuable that wasn’t already in sight.*

Draw cards from the Chest deck until you draw a card with the **Potion** subtype. Keep this card and shuffle all the other cards that were drawn this way back into the deck.

**SUCCESS:** *Although you are both hurried and worried about the battle, you note a fake compartment in one of the shelves of the stand. Lifting a wooden plank up, you find, wrapped in a cloth to cover its shine, a beautiful gemstone that seems to have a starry night inside it.*

Take the **Cosmic Gemstone #004** card from the Adventure deck and then draw cards from the Chest deck until you draw a card with the **Potion** subtype. Keep this card and shuffle all the other cards that were drawn this way back into the deck.

----

- **#113: Contemplate the tapestry**

*Impressed by that beautiful artwork, you contemplate the scene that is represented on it. A shadowy figure fights a warrior and, for a moment, looking directly in its eyes, you have the impression of seeing them move...*

If any Hero has the **“Sowing Winds”** Outcome on their Campaign Log, proceed to Interaction #115. If, by any chance, any Hero has the **“Adamant”** Outcome, proceed to Interaction #116 instead.

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- **#114: Look behind the tapestry**

*Curious about the alcove hidden behind the tapestry, you drag it to the side and unveil the mystery: a chest lies on the ground, waiting for someone to claim its treasures.*

You gain FOCUS 2 and draw a Chest card. You may immediately use any Consumable Items you have (*including the one you just drew*) instead of discarding any of them due to lack of space.

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- **#115: The eyes glance back at you?**

*...And it wasn’t only your impression. Rustling as if hit by some wind, the tapestry waves here and there, but the eyes of the shadowy figure are fixed on you: The Darkness draws upon you as if it had captured your smell, crawling vigorously like a worm trying to reach you, and you don’t seem to care if it takes you...*

Write down the **“Cold Hearted”** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), the Darkness always treats you as the Strongest Hero (*unless you are already on top of Darkness*) and while you are on top of Darkness, whenever you hit a Monster with a Weapon Attack or Spell Attack for the first time during your turn, that attack deals +2 damage.

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- **#116: The eyes glance back at you?**

*...And it wasn’t only your impression. Rustling as if hit by some wind, the tapestry waves here and there, but the eyes of the shadowy figure are fixed on yours: The Darkness draws upon you as if it had captured your smell, crawling vigorously like a worm trying to reach you, but you don’t let it fool you! Tearing down the tapestry with your weapon, you watch, baffled, as the object lets out screams of pain and despair while mysteriously bursting into flames...*

Write down the **“Brave Hearted”** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), the Darkness always treats you as the Strongest Hero (*unless you are already on top of Darkness*) and you take no damage from Darkness.

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- **#117: Ask her what place this is**

*Intrigued by the sudden change of surroundings, you ask the mother what place you are in. “Can’t you see? We’re in the Narang Range, that joins the Ragnar Mountains to the Solekk Mountains,” she answers, but your confusion just increases. Shouldn’t that be where the Hellscar Desert is? “The question that matters the most, wanderer, isn’t ‘where you are?’; but ‘where do you want to go?’”*

**You face a dilemma: 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.**

- **#119 – I want to go where I can find Counselor Klee**
- **#120 – I want to go back to Valarai**

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- **#118: Ask who she is**

*Curious to know what a woman could be doing with her children in a place like this, you ask her who she is. “My name is Tania, daughter of Aestrid, the Aelfar. I am one of the Axemaidens, vassals of Volar’Calix, the Everwinter,” she answers proudly, although you can’t understand most of the names she mentions. “You seem lost. What are you doing here?” she gives a question back to you.*

**You face a dilemma: 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.**

- **#121 – I came to look for someone, help me find him**
- **#122 – Am I in Hel? Who’s this Everwinter or whatever?**

----

- **#119: I want to go where I can find Counselor Klee**

*“I don’t know this person, but if you know where you want to go, you need only to go ahead, and you’ll find him. When? That isn’t for sure. What you’ll find on your way there? That depends on you. Anyway, you will get to where you need to arrive. Here, we are always on some journey. Me, for instance, I’m going to Aelfar, taking my children away from the war,” she explains, and only now you realize, sadly, that this is the soul of someone long-deceased.*

The Party Leader writes down the **“Restrained”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), all Heroes can use their green cubes as if they were blue or yellow cubes. Whenever a Hero uses a green cube to activate a Melee Skill that is NOT a Weapon Attack in this way, that Skill gains unlimited Range.

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- **#120: I want to go back to Valarai**

*“The truth, wanderer, is that we never can go back. The stream of the river of time only flows forward, and here, when and where are the same thing,” she replies. “When it’s time again to reach the same place from whence you came, you’ll arrive. But you’ll do this by going forward, too... Never forget this, and beware. The roads are long, and full of turns,” she concludes, and only now you realize, sadly, that this is the soul of someone long-deceased.*

The Party Leader writes down the **“Cautious”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), whenever a Hero without the **“Warned”** Status would be knocked out, that Hero may: SELF, CURSE 1. If they do, they must write down the **“Warned”** Status on their Campaign Log and drop to 1 Health instead.

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- **#121: I came to look for someone, help me find him**

*“If you know who you need to find, eventually you’ll find him. The path may be winding, and you’ll see everything your heart longs for but you don’t yet know with your mind. The best advice I can give you is to keep walking, because the same mists that take you where you want to go can also drive you to places where you wouldn’t want to be,” she explains, and only now you realize, sadly, that this is the soul of someone long-deceased.*

The Party Leader writes down the **“Truthful”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), each Hero can hold two additional Curse Cubes on their board.

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- **#122: Am I in Hel? Who’s this Everwinter or whatever?**

*Puzzled by so many names and titles, you deflect the question posed to you and ask for the answers you need to understand where you are. “I don’t know that place. But if it is around the Solekk Mountains, it’s the territory of Volar’Calix, the High Dragon Warden of the North,” she answers, leaving you wondering now why you haven’t ever heard about any dragon living in this region before...*

**If any Hero in the party follows the Path of Mystics or the Path of Nature, read Interaction #123. Otherwise, if no one does, read the resolution below:**



...*"If Hel is where you must go, don't worry. On this road, we always find who we seek. Just remember, always, to go forward, never staying behind," she concludes, waving goodbye.*

The Party Leader must write down the **"Mistwalker"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), whenever a Hero takes a Move Action, they may: SELF, CURSE 1. If they do, they remove their Hero from the board and place it on any revealed square of their choice instead of moving. This is considered "taking a Move Action" for purposes of triggering abilities.

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- **#123: In fact, you know why**

*Then, in a glimpse of epiphany, you understand what's happening: This is the soul of a long-deceased woman who lived centuries ago, and everything around her dates to that time, the world as she knew it. Every new encounter this place offers, you presume, will assume another form, from the cyclical reality that wraps every person, not so different from a dream... Or a prison.*

The Party Leader must write down the **"Deep Understanding"** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), whenever any Hero chooses an Interaction, they may: SELF, CURSE 1. If they do, they may undo the Interaction they just read and choose another Interaction from that same scene again. They may use this ability only once per Interaction, and the Interaction that is backtracked in this way becomes available again.

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- **#124: Ask what those things were that attacked you**

*Impressed, you ask the warrior what were those things you fought. "They are spirits of those who didn't find peace, consumed by unresolved matters they left behind. Because of this, they sow torment that afflicts themselves and everyone they meet. In fact, this agony is the only thing they know now," she answers, inviting you to ask another question.*

You face a dilemma: 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.

- **#120 – I want to go back to Valarai**
- **#121 – I came to look for someone, help me find him**

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- **#125: Just thank her for her help**

*Relieved after your victory over this unknown enemy, you thank the warrior for her help. "There isn't anything to thank*

*me for. You were in my path, and needed my help. I did only what I was taught to do," she says, pointing the direction from whence she came. "Go through that way, the path is safe. I need to resume my journey, but I think that I can give you a last boon. Take this, it will serve you more than me," she adds, bidding you farewell after giving you a sack with some supplies that you may need.*

The Party Leader gains FOCUS 2 and up to two Heroes of their choice may each draw two Chest cards. Any Hero who draws a card in this way may use any of their Consumable Items (*including the ones they just drew*) to clear space if they need to.

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- **#126: Ask what he's doing here**

*Trying to better understand what all these random encounters mean in this place, you ask the man what he's doing here. "Just existing," he answers without blinking. "But don't pity me, it isn't as tedious as it seems. I can live pleasant memories again, and even live some new ones, like this with you. Every time as if it was the first time. Just imagine how many people wouldn't give all they have, just to be capable of something like this, no?" he adds, starting you thinking about it.*

Write down the **"For the First Time"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), after you have spent your first AC during your turn, you may choose to immediately recall it (*it still counts as one of your Cube Actions*). This effect takes place before you would take an Unwilling Recall Action.

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- **#127: Ask if he was speaking of Tharmagar**

*Realizing that his robes are akin to those Tharmagar wears, you ask him if he mistook you, by any chance, for the sage. "You know him too? Oh, yes, that explains it all!" the man says, joyfully. "I've met him, yes. But he isn't my master. I was ordained by his best friend, Yithzak Zamir: another robust mentor and researcher from the Monastery," he explains, making you imagine that he is talking about his personality, and not his body type.*

Write down the **"Master of Undeath"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you take a Recall Action, after you resolve it, you may: SELF, CURSE 1. If you do, activate a small based Apparition of your choice. You control its turn during that activation (*you may ignore its targeting priorities and force it to attack another Monster instead*).

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- **#128: Ask him for anything that can help you**

*Feeling that moving forward in this place is hard to do, you ask the man if he has anything that he can dispose of to give*

you some help. "Of course! Journeying through this place is dangerous to wanderers. Apparitions are always lurking around, envying their privilege," he talks as if alone, lecturing to himself. "Don't be shy, peep through my cases and pouches, and take what you need!"

Search the Chest deck for a card of your choice and take it. You may immediately rearrange your bag, using any Consumable Items (including the one you just picked) to clear space if you need to.

----

- **#129: Ask who he is**

Impressed by this man's figure, you ask him who he is. "I'm Paschal, at your service," he answers sincerely. "Born in Umbral, as soon as I became a grown man, I turned to the Monastery at Valarai where I was ordained a Priest of the Doctrine. However, my greatest passion was always the books, and I gave myself more to studies than work. A choice that, while taking me to an early grave in the year 1399 of our Reckoning, I have never regretted," he explains, mentioning his own death, twenty years ago.

Write down the **"Bookworm"** Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever you take a Recall Action during your turn, you may retrieve a Scroll card from the Chest deck discard pile and use it immediately. This does not count as a "Use Consumable Item" Minor Action. If you do, after resolving that card, shuffle it back in the Chest deck instead of putting it again in the discard pile.

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- **#130: Ask him why your presence has someone's touch**

Puzzled, you ask him how he could mistake you for someone else. "Here, we feel the manners of a person the same way we do with the other five senses. In the end, we all are nothing more than the sum of our experiences along with the people we lived with the most. That is where my confusion came from," he explains, gifting you a little of his wisdom.

Write down the **"Trick or Treat"** Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever you take a Recall Action, choose one: inflict BURN 2 on a Target within Range 1; or, Target Hero within Range 1, HEAL 2.

----

- **#131: Ask him why he didn't help you**

Breathing heavily, as if the exhaustion you're feeling was real, you become angry about the negligence shown by the counselor to your fight, and demand he tell you why he didn't help. "And why would I?" he snaps back. "You are the one

looking for me, not the opposite. Furthermore, I needed to see 'what you are made of' to evaluate if you would be worthy of my time," he states, mocking you. Now you understand that this truly is the man you came here for; and also why he didn't have any friends when alive.

The Party Leader must write down the **"Help Yourself"** Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), as a Minor Action, they may: SELF, CURSE 1 to return an entire revealed Pile of Runes (that is on the board, not the Initiative Track) to the bag and gain FOCUS 1.

The adventure ends here. You may read **"After the Adventure – The King of Undeath"** on page 47.

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- **#132: Confirm the counselor's identity**

Knowing that caution never hurts, even with all signs pointing to this man being the one you came here for, you decide to be sure of that. "Yes, yes. I am Counselor Klee. The question isn't who I am, or why I'm here; but what the hell is happening that is so extreme that men need to send someone to disturb me even in the afterlife."

The Party Leader must write down the **"Double Check"** Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), as a Minor Action, they may: SELF, CURSE 1 to remove one Darkness tile they are on top of and gain FOCUS 1.

The adventure ends here. You may read **"After the Adventure – The King of Undeath"** on page 47.

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- **#133: Attack the Counselor**

Stirred by the heat of battle still, you take the Counselor as a foe and jump towards him. However, just as you make the first step, driven by the anger in your eyes, he pleads for you to restrain yourself: "Wait! It's me, Counselor Klee! The man you came here for, isn't it? Put down your weapons, the fight is over!" Then, realizing that you have accomplished the task, you calm yourself and relax your offensive stance. Fortunately for this curious figure...

The Party Leader must write down the **"Aggressive Approach"** Status on their Campaign Log. As long as they have it (Statuses are removed during the next Camp Phase), as a Minor Action, they may: SELF, CURSE 1 to unsummon an Undead King Haunting.

The adventure ends here. You may read **"After the Adventure – The King of Undeath"** on page 47.

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- **#134: Ask him to show you a blade**

*Preferring melee combat with a simple, reliable, and deadly weapon, you ask Morlokin, the blacksmith, to show you a blade. With a smile stamped on his face, he gives you a piece very different from any you've ever seen...*

Take the **Exquisite Dreamblade** card from the Adventure deck.

----

- **#135: Ask him to show you some armor**

*Curious about the different types of materials that Morlokin can forge in this place, you ask him to show you some armor. With a smile stamped on his face, he gives you a piece very different from any you've ever seen...*

Take the **Dreamweave Plate** card from the Adventure deck.

----

- **#136: Ask him to show you a buckler**

*Thinking about something that could be versatile, you ask Morlokin to show you a buckler, which can be useful for both protecting yourself and attacking; or be adorned with an arcane symbol. With a smile stamped on his face, he gives you a piece very different from any you've ever seen...*

Take the **Dreamcrafted Buckler** card from the Adventure deck.

----

- **#137: Ask the blacksmith about himself**

*Convinced by the blacksmith's advertising of himself, you ask about his story. "Born on the Golden Steppes, I was raised among crucibles, furnaces, and skewers; being taken in by Ara'l'Hezec to be his disciple as a reward for my beautiful works. Over a decade of learning, I became the first human to pioneer runechanting, forging pieces so incredible that they were kept in my master's hoard..." Morlokin responds with the glow in his eyes of someone who fondly remembers the past.*

You gain **FOCUS 2** and the Party Leader writes down the **"Curiosity"** Status on their Campaign log.

----

- **#138: Ask for help finding your Dearest One**

*Determined to reach your Dearest One, you ask the blacksmith if he can help you find a way to them. "Are you lost?" Morlokin is genuinely startled. "It's been a while since I ran into anyone lost around here, but don't worry. If you really want to, a passage will open for you," he explains, always with a smile on his face.*

You gain **FOCUS 2** and the Party Leader writes down the **"Certainty"** Status on their Campaign Log.

----

- **#139: Ask him to help you fight the apparitions**

*Believing that you are at a disadvantage, you ask him to help you defeat the apparitions. "Help you!?" the ranger responds angrily. "Can't you see that I'm barely holding up? I'm the one who needs help!" he snarls, writhing in pain and grunting from the extraordinary effort of fighting his nemesis...*

You gain **FOCUS 2** and if any Hero has the **"Apathetic"** Status on their Campaign Log, read Interaction #145. Otherwise, if no Hero has it, write down the **"Apathetic"** Status on your Campaign Log.

----

- **#140: Try to exorcise the apparition assaulting him**

*Impressed by the skirmish, you take the side of the ranger and decide to help him in this challenge...*

**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 if any Hero has the **"Merciful"** Status on their Campaign Log, this Challenge is successful without the need to roll.

**FAILURE:** *Hurriedly reciting a sermon that is difficult to reproduce, you get tangled up in the diction of the words and your spell is not compelling enough to untie the knot that binds the spirit to its victim. "You can't beat me, Keinz! You belong to me and you know it!" the enraged soul howls as it invades the man's body, transforming him into something that is no longer either: but an amorphous combination of both...*

Replace this Interaction Token with a **Shadow Vampire** miniature. It's now a **Murderous Apparition** with two additional details: It gains 5 Extra Health and draws one Commander Attack card per Hero. These cards are attached to this Apparition and treat it as a Commander for all purposes.

**SUCCESS:** *Even though the exorcism is a difficult sermon to recite, you reproduce it with agility and firmness, casting a powerful spell. Amidst screams of agony, the evil spirit contracts into itself and evaporates into black smoke, freeing its victim from its grasp. "I can't believe it... I'm free!" the ranger roars with joy. "I have no words to express my gratitude to you, wanderer, but now that you've saved my soul, my bow is at your disposal!"*

Take the **Ronald Keinz** Companion card from the Adventure deck and replace this Interaction Token with an NPC Token to represent him.

----

- **#141: Strike a mercy blow upon him**

Realizing that the ranger is suffering in the dispute; and having already witnessed what happens to the bodies of those who are taken by evil spirits, you act with firmness and mercy, bringing an end to the man's agony. "No! What did you do! You took him from me! He was mine, mine!" the apparition roars at you in indignation, as its form evaporates into a cloud of black smoke. In the end, all that is left is the bow the ranger carried, the spoils of your difficult decision.

Take the **Dreampiercer Bow** card from the Adventure deck. Then, remove this Interaction Token. If this was the first Interaction with this token, you also gain FOCUS 2.

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- **#142: Ask what in the hells is happening here**

Confused, you ask the ranger what is going on. "What does it LOOK like is going on?" he answers you, irritated. "In life, I did something or another I shouldn't have, to survive... Now, the forces that helped me back then have come to take their toll. Please help me save my soul! I might have made some mistakes, but I never took anyone's soul!"

You gain FOCUS 2 and write down the "Merciful" Status on your Campaign Log (Statuses are removed during the next Camp Phase). Then, the Party Leader writes down the "Curiosity" Status on their Campaign Log.

----

- **#143: Ask for anything he can give you**

Noticing the beautiful bow he carries, you ask the man if he has anything he could spare to help you. "You see my despair and yet, you came to ask me for trinkets? This is unbelievable!" breathing heavily from his struggle, the man makes an effort to answer you.

You gain FOCUS 2, and if any Hero has the "Apathetic" Status on their Campaign Log, read Interaction #145. Otherwise, if no Hero has it, write down the "Apathetic" Status on your Campaign Log.

----

- **#144: Ask for help finding your Dearest One**

Figuring that the ranger could lose his mind at any moment, you ask him the question that matters most to you. "Really? That is all you care about? You see a man in distress and you can only think of how he can help you, instead of how you could help him?" the man answers, frustrated.

If the Party Leader has up to one "Certainty" Status on their Campaign Log, they write down the "Certainty" Status on their Campaign Log. If they have two of them, they do not write it for the third time.

Then, you gain FOCUS 2 and if any Hero has the "Apathetic" Status on their Campaign Log, read Interaction #145. Otherwise, if no Hero has it, write down the "Apathetic" Status on your Campaign Log.

- **#145: The apparition overcomes the man's willpower**

Strengthened by the infuriation of its host—and through your harassment—the apparition gains the upper hand in the struggle. "You can't beat me, Keinz! You belong to me, and you know it!" the enraged soul howls as it invades the man's body, transforming him into something that is no longer either: but an amorphous combination of both...

Replace this Interaction Token with a **Shadow Vampire** miniature. It is now a **Murderous Apparition**.

----

- **#146: Request of the priest a blessing for yourself**

Realizing that these people were deep into their tasks, you engage in the role play and ask the priest to bless you. "May our Princess Narang'Erel, the 'Setting Sun', strengthen your resolve to face the Varatash, 'Those who cannot be.'" He accepts your request, evoking some unknown names, as is the custom of souls around here...

You gain CLEANSE 3. If you remove only 2 or fewer Curse Cubes in this way, you also gain HEAL 3. If you are healed only 2 or less Health in this way, you also gain FOCUS 2.

Then, this Interaction becomes unavailable to you, as normal, but other Heroes may choose it again if there are any charges left on the Interaction Token.

----

- **#147: Ask if either of the two of them can give you anything**

Both the priest and paladin are very well equipped, making you wonder if they could afford to lend something to you. "You seem to be distressed and in need, my fellow," the priest responds, removing the medallion he used to channel his prayers upon hearing your request. "I hope this will serve you as well as it served us." Then, he hands you the jewelry. For these men, gold is worthless in the face of someone's need.

Take the **Badge of the West Wind** card from the Adventure deck.

----

- **#148: Ask what's happening here**

Impressed, you ask what is going on here. "The Monastery of the Shadow, one of Gil Garoth's Sanctuaries, houses those sick from fighting the Varatash. We, the Order of the West Wind, take care of these warriors; so that they may return to battle

as soon as possible," the priest answers you, without deviating from his tasks. The dedication of these people is inspiring.

You gain FOCUS 2 and the Party Leader writes down the "Curiosity" Status on their Campaign Log (Statuses are removed during the next Camp Phase).

----

- #149: Ask them to help you face the apparitions

Inspired by the appearance of brave combatants that the priest and the paladin seem to be, you ask them to help you in the fight against the apparitions. "We are already fighting our own battle, my friend," the priest answers. "Every life we save, we weaken the Varatash. Our battlefield is under this vaulted roof. However, we have plenty of potions around here, and maybe those could be of some use to you," he explains, handing you two vials from his bag.

Draw cards from the Chest deck until you draw two cards with the **Potion** subtype. Keep those cards and shuffle all the other cards that were drawn this way back into the deck. In addition, you may use any Consumable Items you have immediately, instead of discarding them to make space.

----

- #150: Ask for help finding your Dearest One

Believing that these people, versed in the ways of the Doctrine, might know the Spiritual Realm better, you ask them to help you find your Dearest One. "In the land of the mists, no one who wanders is lost, my fellow. Go forward, for what you seek will be revealed to you, when the time is right..." the priest answers, cryptic as everyone you meet here.

You gain FOCUS 2 and the Party Leader writes down the "Certainty" Status on their Campaign Log (Statuses are removed during the next Camp Phase).

----

- #151: Help the man look for what he lost

Moved by the man's despair, lost in his own mess, you offer to help him. "I look for Mothka, my cicada companion. She likes hiding in my stuff, always when I need her most!" he explains what he lost, leaving you even more confused by it all.

Make a Wisdom (blue) Skill Challenge of Difficulty 13. 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:** You rummage through the piles of papers, fabrics, and tools of all kinds. But the mess is such that you can't find any sign of a cicada; If it really is an insect you are looking for. "It's okay! Sooner or later, she'll appear. She is always like this, I just have to search for a while," the seer thanks you for the help, concentrating on his task.

You gain FOCUS 2.

**SUCCESS:** You rummage through the piles of papers, fabrics, and tools of all kinds; and despite the huge mess, you find the lost insect. "Yes, that's her! Thank you so much!" the seer celebrates the reunion. He forgot to mention that the "she" isn't a living animal: but a toy, with a husk made of gold, clockwork joints, and filigree wings. A real masterpiece, that moves as if it has a life of its own.

You gain FOCUS 2 and write down the "Cicada's Chant" Status on your Campaign Log (Statuses are removed during the next Camp Phase).

----

- #152: Ask him for anything he can give you

With so much stuff strewn all over the place, surely the man has something he could afford to give you. So, you ask for it. "Sure, sure, I'm too busy to look for anything right now, but you can feel free to take whatever you want around here..."

Place 2 Chest tokens on Map B4-B as indicated by the following illustration. All Chests on this Map tile become safe, and the Heroes don't need to roll the Trap Die when opening them.



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- #153: Question him about what's happening here

Curious about the situation, you ask the man what he is doing. "I'm looking for my cicada that allows me to see the future. I'm Claude, the Seer of Xereth, and I can't stand to be without her for too long. Living in the present is very difficult..." he replies, even though it doesn't explain so much.

You gain FOCUS 2 and the Party Leader writes down the "Curiosity" Status on their Campaign Log (Statuses are removed during the next Camp Phase).

----

- #154: Interrogate him about what else he saw in your future

Intrigued by what the man told you when you entered his room, you press him to know more about your future.

If any Hero has the **“Cicada’s Chant”** Status on their Campaign Log, read Interaction #158. Otherwise, if no Hero has it, read the resolution below:

*“I’d tell you, if I could. I’m not a seer, I’m just a receptacle of the Cosmos. I don’t see scenes from my predictions, but I whisper them to my partner while my eyes are blindfolded. She, however, is a fantastic creature: she never forgets any word she ever hears,” the man explains, making less and less sense.*

If this is the first time that a Hero reads this resolution, you gain FOCUS 2. Otherwise, nothing special happens.

This resolution does not reduce the Interaction Token, and does not become unavailable.

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- **#155: Ask for help finding your Dearest One**

*Concerned about your own quest, you ask him for help finding your Dearest One. “Interesting, how things have been vanishing these days, isn’t it?” he answers you rhetorically, without even looking at you. “Don’t worry: ‘seek, and ye shall find it’, the saying goes,” he concludes, making the same speech that seems to be the only one the souls of this place know.*

You gain FOCUS 2 and the Party Leader writes down the **“Certainty”** Status on their Campaign Log (*Statuses are removed during the next Camp Phase*).

----

- **#156: Your future is virtuous**

*“You have chosen virtue, and virtue has chosen you. Do not listen to the lies whispered to you; and do not hesitate when the last time comes: your heart is pure. Stab the phylactery and put an end to the aberration. You are the right person to do it!” the man answers, bringing great comfort to your heart.*

The Party Leader writes down the **“Grandeur”** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever any Hero scores a Critical Hit, they gain: SELF, CLEANSE 2.

----

- **#157: Your future is dangerous**

*“Your future is cloudy, but it’s not with rain clouds, full of life and joy that darken it. I smell the tar, I see smoke, the Darkness. Your heart has broken down, even though you don’t feel it. Don’t grab the phylactery, or it will grab you. Your purpose will be noble, but your actions will not...” the man answers, leaving you even more confused and enraged.*

The Party Leader writes down the **“Hellbent”** Aura on their Campaign Log. As long as they have it (*Auras are removed*

*when you receive a Trauma Cube or another Aura*), whenever any Hero scores a Critical Hit, the attack gains +1 DMG (*do not double it due to the critical*) per Curse Cube that Hero is holding.

----

- **#158: The cicada’s chant**

*...again reunited with his precious toy, the man does not hesitate to grant your wish. Carefully, as if holding a life in the shell made from his hands, the seer puts his ear to the opening he made between his thumbs, telling you the predictions that the cicada reminds him of.*

If any Hero has the **“Adamant”** Outcome on their Campaign Log, read Interaction #156. Otherwise, if they have the **“Sowing Winds”** Outcome, read Interaction #157. If no Hero has either of these Outcomes on their Campaign Log, read the resolution below:

*“Something has changed just a while ago, I see it in the mists...” the man says. “Your future is open, so anything can happen. However, you are destined for greatness. Focus on your journey, and you will do what no one else would; if you take another course, you could ruin everything. Don’t forget that those who walk on the fence must never lean to one side...”*

The Party Leader writes down the **“Over the Edge”** Aura on their Campaign Log. As long as they have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever any Hero scores a Critical Hit, they gain: SELF, FOCUS 1.

----

- **#159: Search the box**

*Curious about what might be in that crate, you pry it open. Raising a cloud of dust, you find some useless coins among some jars and papers that could be used for something. Did you get lucky?*

You gain FOCUS 2 and draw a card from the Chest deck.

----

- **#160: Pick up the scroll**

*Intrigued by that piece of paper so formally arranged, you pick it up and open it, reading its contents...*

**Make a Wisdom (blue) Skill Challenge of Difficulty 13.** Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Mystics**, this Challenge is successful without the need to roll.

**FAILURE:** ...to your surprise, what lies written there is a well-known poem in the language of the Doctrine. It tells the

story of the Elf prince Lorelandriss, and it is as beautiful as it is tragic: Betrayed by his great love, he found himself torn between duty and forgiveness, two virtues much appreciated by the Elves of antiquity. Having chosen the former, he had a long and prosperous reign, but was never again happy.

You gain FOCUS 2.

**SUCCESS:** ...a beautiful poem narrating the story of the Elven prince Lorelandriss is written there. However, it is just a deception. By reading between the lines, you decipher the anagrams that hide the real secret: it is a magical and extremely powerful scroll! The Elves of the past were indeed cunning.

Take the **Scroll of Unmaking** card from the Adventure deck.

----

- **#161: Pick up the sword**

Knowing that few things can be better or more reliable than a good blade, you draw the beautiful sword from that pile of bones. Despite being dusty, you soon realize that you are holding a special piece...

Take the **Sword of the Prince** card from the Adventure deck.

----

- **#162: Search the pile of bones**

Curious about what might be hiding among so much bones and dust, you dig through the pile of rubbish. Reaching an old and tattered velvet cloth that catches your eye, you pull it out of the dirt, bringing with it the skeletal hand that holds it and the rest of the body that accompanies it. Excited to find an amazing gem that seems to contain a storm in its core, you barely notice the pile shifting and shuddering back, as if something isn't quite right...

Take a **Cosmic Gemstone** card from the Adventure deck. Then, if any Hero has the **"Beheaded"** Status written on their Campaign Log, nothing special happens. Otherwise, if no Hero has it, read the resolution below:

...and your instincts prove correct: Rising along with his treasure you took, a skeletal archer now stands before you.

Replace this Interaction Token with a **WM: Skeleton Archer – Champion**.

----

- **#163: Check the skulls**

Impressed by the number of skulls in that pile of bones, you pick up the closest one and contemplate it for a moment. Considering the thought that this face once belonged to someone alive, you barely notice a scrawny arm that twists through the bones, as if it is dying for a second time.

Embarrassed, without even knowing why, you return the skull to its place—as if that could fix anything...

You gain FOCUS 2 and write down the **"Beheaded"** Status on your Campaign Log (*Statuses are removed during the next Camp Phase*). Then, you or another Hero of your choice gains an additional FOCUS 2.

----

- **#164: Rummage through the loose masonry**

Noticing that many of the stones that make up the wall's masonry are loose, you decide to remove a few more slabs in search of secret compartments. In doing so, you accidentally move a hidden switch and a loud clicking sound reverberates behind the wall. What have you done?

You gain FOCUS 2 and write down the **"A Mysterious Click"** Status on your Campaign Log (*Statuses are removed during the next Camp Phase*).

----

- **#165: Invite her to help in the fight**

Knowing that the enemies are many, you urge the woman to brandish her staff alongside you. This fight won't be easy, but you won't be alone. "Children, quickly, come here," the scholar steps forward, waving the children into the great hall to draw them away from harm. Tharmagar will be in charge of protecting the children, clearing the room for the grown ups to fight...

Remove Tharmagar's components from the board and consider his Special Mechanic resolved. He has not been defeated, but won't follow any Hero from this moment on. Then, take the **Janina** Companion card from the Adventure deck and place an NPC Token adjacent to you to represent her. If Janina is defeated, the Adventure immediately ends in failure.

----

- **#166: Ask her to help with her magic**

You ask the mother to cover you with a spell as you take up the fight on behalf of her and her children. Raising her staff, the spellcaster babbles words that bring life to an infernal tide, which roils like a wave against stones and creatures, leaving a trail of fire and destruction. An impressive trick she saved for the last moment... "Take the kids inside, we got this!" Tharmagar urges the woman, before joining the fray alongside you.

Replace Map E2-B with Map E6-B. Each Monster that is on top of it immediately suffers 2 non-preventable damage, BURN 2 (*due to Lava Terrain*), and SLOW.

----

- **#167: Ask for her brooch**

Even though it might be seen as insensitive, you ask the woman for the beautiful brooch that sticks out in your eyes, almost as if you didn't hear her plea. "The brooch? By the Stars, of course, of course, take it..." She removes the jewel and gives it to you in a hurry. Tharmagar frowns in puzzlement, but doesn't say a word. He is too concerned with getting the kids out of harm's way...

Take the **Ruby Brooch** card from the Adventure deck. Then, remove Tharmagar's components from the board and consider his Special Mechanic resolved. He has not been defeated, but won't follow any Hero from this moment on.

Next, take the **Janina** Companion card from the Adventure deck and place an NPC Token adjacent to you to represent her.

If Janina is defeated, the Adventure immediately ends in failure. Then, proceed to Interaction #170.

----

- **#168: Question her about what she's doing here**

Intrigued, you ask her what she is doing here. "I'm on the run! Nera is besieged, but I managed to escape with the kids. I couldn't imagine, however, that the Omekka Pass would be full of those things too!" she answers desperately, sharing terrible news from the east...

You gain FOCUS 2. Then, if any Hero has the "Storyteller" Outcome on their Campaign Log, you write down the "Bonding" 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 Companion ends its turn adjacent to you, they gain SHIELD 4. Otherwise, if no Hero has it, nothing special happens. Afterwards, read the resolution below:

"By the stars, there will be time for this later! Quickly now, give me the children, I'll keep them safe inside," Tharmagar cuts off the small talk, taking the terrified children into the great hall.

Remove Tharmagar's components from the board and consider his Special Mechanic resolved. He has not been defeated, but won't follow any Hero from this moment on. Then, take the **Janina** Companion card from the Adventure deck and place an NPC Token adjacent to you to represent her.

If Janina is defeated, the Adventure immediately ends in failure. Finally, proceed to Interaction #170.

----

- **#169: Ask for her staff**

Even though it might be seen as insensitive, you ask the woman for the beautiful staff that sticks out in your eyes, almost as if you didn't hear her plea. "My staff? By the stars, of course, of

course, take it..." She picks up the weapon and gives it to you in a hurry. Tharmagar frowns in puzzlement, but doesn't say a word. He is too concerned with getting the kids out of harm's way...

Take the **Staff of the Wildfire** card from the Adventure deck. Then, remove Tharmagar's components from the board and consider his Special Mechanic resolved. He has not been defeated, but won't follow any Hero from this moment on.

Next, take the **Janina** Companion card from the Adventure deck and place an NPC Token adjacent to you to represent her.

If Janina is defeated, the Adventure immediately ends in failure. Finally, flip her card over and proceed to Interaction #170.

----

- **#170: Your enemies got there first**

...However, your hesitation was costly, and the monsters fall upon you! Though surprised by the pursuers' deadly assault, you grab one of the children and tumble to the side, heroically getting him away from danger... only to put him back in harm's way.

Read the following instructions carefully, for a lot of things happen at this time:

First, place your Hero on the Darkness Spawning Point on Map E2-B. Then, take the **Oliver Twist** Companion card from the Adventure deck and place another NPC Token adjacent to you to represent him. Although he is unable to move on his own, when a Hero is adjacent to him, as a Cube Action, they may Expend 1 AC to take a Move Action and carry the child to another square of their choice that is adjacent to where they end their movement. If they do so, they also gain FOCUS 1.

If either the child or Janina are defeated, the Adventure immediately ends in failure. Finally, you may take an additional Cube Action this turn.

----

- **#171: Ask if he can give you anything**

"I can't believe it! You're not monsters!" the man exclaims, relieved that the Stars sent some help to him. Noticing he has a pouch on his waist, you ask him if that is something that could be useful against the monsters. "Sure, my friends! It's a potion I've stored for my journey away from here. Take it, quick!" he says generously.

Draw cards from the Chest deck until you draw a card with the **Potion** subtype. Keep this card and shuffle all the other cards that were drawn this way back into the deck. Then, read the following resolution:



However, as the man struggles to get the flask and hand it to you, the black tendrils—as if sensing this moment of neglect—press hard upon him. “Quick, my fellows, get away from me!” he pleads, worried about your safety.

Proceed to Interaction #177.

----

- **#172: Shield him from the predator**

Thinking the man is strong enough to hold the grid of bars, you decide to protect him from the Creatures of Darkness, using your body as a shield.

If the **Special Rule – Monster Predator** has already been resolved by any means, proceed to Interaction #178. Otherwise, if the **SPECIAL RULE** is still active, read the resolution below:

As you face the monster and raise your weapon, assuming your combat stance, you see its eyes upon you glow with hatred, like a malignant vulture stalking its prey.

You gain **FOCUS 2** and the **Special Rule – Monster Predator** is resolved. The Monster Predator will now consider you as its Primary Target until defeated.

----

- **#173: Take his place in safekeeping the bars**

Thinking the man isn't strong enough to hold the grid of bars, you decide to hold it instead, using your body as a barricade. Setting your feet among the slabs, you prepare to hold this tunnel closed, as if the lives of all depended on it...

Make a **Strength (yellow) Skill Challenge** of **Difficulty 17**. 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:** Nonetheless, your strength proves itself less than the task needed. As if sensing this moment of neglect, the black tendrils press hard upon you.

**Remove this Interaction Token.** If this was the first time this token was interacted with, remove a **Monster** of your choice from the board. Otherwise, if this was the second time, you gain **FOCUS 2** instead.

**SUCCESS:** As you tell him to step away from the bars, he sighs in relief, extremely grateful for your gesture. “Oh my fellow, you saved my life! Surely, you can count on my help in return!”

Proceed to Interaction #177.

----

- **#174: Protect him from the tendrils**

Thinking the man could use some protection, you decide to use your skills to defend him from the dark tendrils protruding from the bars. With so many tools and spells you know, surely something will work here.

If you have any **PREVENT Skill** available, you may spend **1 AC** to use it (this doesn't count as one of your **Cube Actions** this turn). If you don't, proceed to Interaction #176. If you do, read the resolution below:

“Oh, my friends! I really don't know what would become of me, if it wasn't for your help!” he says, full of gratitude, while reaching for an amulet around his neck. “Now it's my turn to protect you with a trick!” he smiles, right before chanting a gently protective spell that emanates from the necklace, encircling all of you in a warm glow.

The Party Leader writes down the **“Horseblood” Status** on your **Campaign Log**. As long as they have it (**Statuses are removed during the next Camp Phase**), all **Heroes** are immune to all **Conditions** imposed by enemies or harmful terrain.

----

- **#175: Help him secure the grate**

Thinking the man could be freed if the grate was obstructed, you decide to block the bars with rubble. Looking in haste for big stones and such, you try to find as many things as possible to accomplish the task, as if your lives depended on it...

Make an **Agility (green) Skill Challenge** of **Difficulty 15**. Each **Agility** cube you have gives you a **+2** bonus to your roll. If you follow the **Path of Cunning** or **Path of Nature**, this Challenge is successful without the need to roll.

**FAILURE:** Unfortunately, you aren't able to find enough debris to block the tunnel completely. As if sensing this moment of neglect, the black tendrils press hard upon you.

**Remove this Interaction Token.** If this was the first time this token was interacted with, remove a **Monster** of your choice from the board. Otherwise, if this was the second time, you gain **FOCUS 2** instead.

**SUCCESS:** With your useful skillset, you manage to block the tunnel completely, making the man sigh in relief. “Oh my fellow, you saved my life! Surely, you can count on my help in return!”

Proceed to Interaction #177.

----

- **#176: You couldn't help him**

*Much to your disappointment, none of your skills or tools are capable of protecting the man from the dark tendrils. "Don't be sad, my fellow! What matters is your intent to help. We're together in this!" says the gentle man.*

**You gain FOCUS 2.** If this was the first time this token was interacted with, another Hero can choose Interaction #174 when interacting with it.

- **#177: The creatures overwhelm the afflicted man**

*Suddenly, in a chaos of thundering noise, the grate explodes, throwing stone, filth, and darkness everywhere. Shocked by the confusion, and hurt from the burst, you cannot find any sign of the kind man.*

**Add the following Setup:**

 1 - Abomination (Alternate - **Rookie**)



You gain FOCUS 2. Then, if any Hero has the **"Storyteller"** Outcome on their Campaign Log, proceed to Interaction #184. Otherwise, if no Hero has it, nothing special happens.

----

- **#180: Try to free him**

*Compassionate about his condition, you decide to try to free the prisoner. The padlock of the old iron cell, however, isn't willing to cooperate...*

**Make a Dexterity (red) Skill Challenge of Difficulty 15.** Each Ranged 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:** *You poke here and there with your thieving tools. But with your mind on the greater troubles, all you can do is embarrass yourself. "Oh no! Such injustice!" the man laments, with every reason to feel frustrated and enraged; as he already was.*

You gain FOCUS 2.

**SUCCESS:** *You poke here and there with your thieving tools, and even with all the worries on your mind, you manage to hear the satisfying click that crowns your success. "Thank you! A thousand times, thank you!" the man exclaims, with every reason to feel happy, as he is now. "Ok, ok, where are we going now?" he continues, joining your party.*

Take the **Conner** Companion card from the Adventure deck and replace this Interaction Token with an NPC Token to represent him (*You can find details about Companions on page 15 of the Rulebook*). At first, **Conner** is ARMED. Then, if any Hero has the **"Harmless"** Status on their Campaign Log, flip this card over. Finally, if this is the first interaction made with this token, you also gain FOCUS 2.

----

- **#178: The man isn't in danger anymore**

*...However, much to your own relief, the man isn't endangered anymore. On the other hand, the same can't be said of you... So you concentrate on your own fight!*

**You gain FOCUS 2.**

- **#179: Ask why he is imprisoned here**

*You can't imagine why someone would be imprisoned while the city is under siege, so you ask the man what he did to end up here. "Nothing, save for an incredible act of bravery!" he answers, angrily. "A powerful Commander of Darkness swallowed me whole, but I sliced my way out of it! And worse: My men didn't even help clean the black slime covering me from head to toe. Instead, they put me under 'observation'..."*

- **#181: Strike a mercy blow**

*Pondering what could have made someone imprison this man here, in the middle of a battle against the Creatures of Darkness, you conclude that he must already be infected by the enemy, beyond any salvation. Believing that you act out of mercy, you put an end to his misery.*

If any Hero has the **"A Hideous Act"** Outcome on their Campaign Log, write down the **"Bloodlust"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you kill a Monster during your turn, after you resolve the current Action, you may take an additional Cube Action. This effect can trigger only once per turn. Otherwise, if no Hero has it, you gain FOCUS 2. Afterwards, read the resolution below:

*“Was this man really beyond salvation, my friend?” Tharmagar asks you with a grim expression on his face. He didn’t approve of your gesture, but he didn’t stop it either; Deep down, he shares your suspicions. “We are threading a very dangerous path my friend, a very dangerous one...” he concludes, making you reflect on your choices.*

If any Hero has the **“Tell My Fingertips”** Status on their Campaign Log, they must replace it with the **“Inspired”** Status. As long as they have it (*Statuses are removed during the next Camp Phase*), once per turn, they may reroll a D20 when they miss. Otherwise, if no Hero has it, flip Tharmagar’s Character card over and use the **RESENTFUL** side.

----

- **#182: Inspect his wounds**

*Suspicious about his situation, you note the prisoner’s wounds. You can see a few scratches here and there, but is there anything else behind it?*

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have gives you a +2 bonus to your roll. If any Hero follows the **Path of Nature**, this Challenge is successful without the need to roll.

**FAILURE:** *Looking more carefully under his clothes and armor plates, you notice some excoriations, bleeding, and bandages. He’s hurt, for sure, but they’re all minor injuries. Even lighter than yours...*

You gain **FOCUS 2**.

**SUCCESS:** *Looking more carefully under his clothes and armor plates, you notice some excoriations, bleeding, and bandages. He’s hurt, for sure, but they’re all minor injuries. However, the devil resides in the details: all his nails, without exception, are blackened as if the blood beneath them formed clots. Such a blemish is not uncommon for a soldier’s fingers, but neither is it common to all of them...*

You gain **FOCUS 2** and write down the **“Tell My Fingertips”** Status on your Campaign Log (*Statuses are removed during the next Camp Phase*).

----

- **#183: Ask if he can give you anything to help**

*A sudden thought passes through your mind: If this man is behind bars, he won’t need any of his possessions. Knowing that a hard battle will follow, you ask the prisoner if he can give you anything, saying that protecting Amira is your only concern. “Of course! Take my weapon...” He passes his axe-spear through the bars, unsure of his gestures and words. “May I be sure that, after this, you’ll try to get me out of here, right?”*

Write down the **“Harmless”** Status on your Campaign Log (*Statuses are removed during the next Camp Phase*) and take the **Amiran Halberd** card from the Adventure deck.

----

- **#184: Letting him talk your ears off bears fruit**

*Having become adept at noticing the humorous nuances behind the words, you realize that his situation is more drastic than it sounds: the soldier’s inquiry makes sense to him, as he doesn’t look immaculate. Not even hurt. However, this fact is precisely what worries you. No one, rookie or veteran, emerges entirely unscathed from a battle against a Commander...*

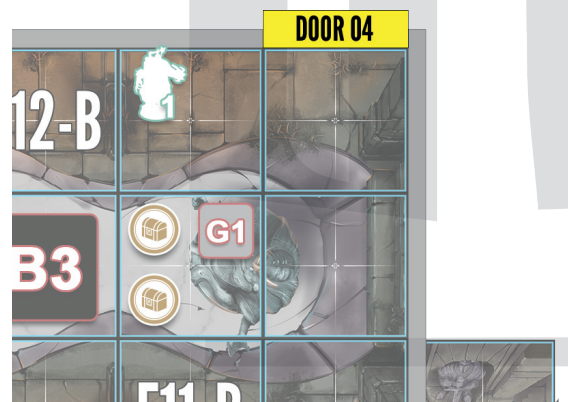
Write down the **“Inspired”** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), once per turn, you may reroll a D20 when you miss.

----

- **#185: Ask about the Queen-Mother’s tomb**

*In response to Counselor Klee’s only demand, you ask the warden to take you to the Queen-Mother’s tomb. Even though you desecrate her grave to put a locket where her heart was, Nowacki doesn’t question you, imagining it is part of your task. Making sure the stone coffin is properly closed again, the warden heads to the surface, leaving you to concentrate on the task at hand...*

The Hero who has the **Lover’s Promise** Adventure item must discard it. Then, the hero who has the **“A Lover’s Request”** Outcome noted on their Campaign Log must erase it and write down the **“Lovebirds Reunited”** Outcome in its place. At last, place Door 04 as shown by the following illustration:



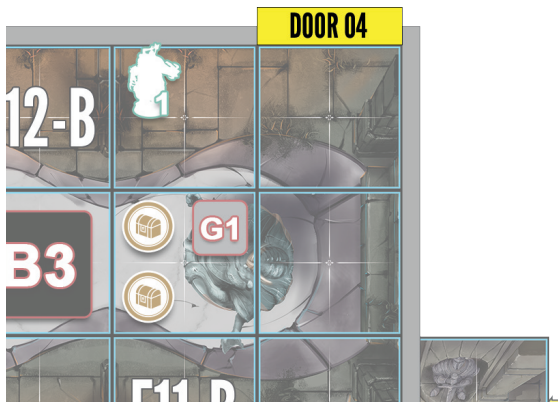
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- **#186: Ask if he can dispose himself of anything for you**

*Knowing that many dangers still await you, you ask Nowacki if he doesn’t have anything available to help you in this dire task. “You mean weapons, equipment, anything?” - he answers you*

in surprise. "Of course, of course! Take this badge. It helps us Crypt Wardens to keep ourselves protected from hauntings and things of the sort... Something very useful in this job."

The Party Leader takes the **Badge of the Wardens** card from the Adventure deck. Then, place Door 04 as shown by the following illustration:

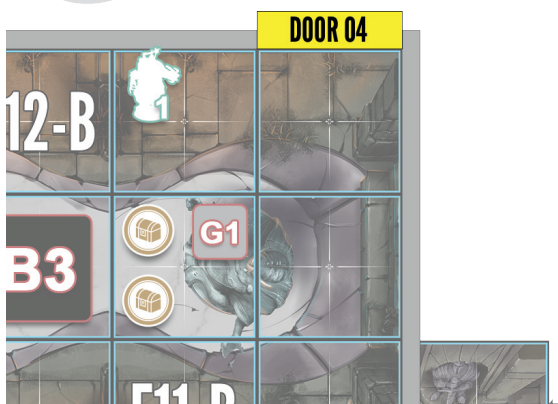


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- **#187: Just thank him and insist that he goes as fast as possible**

Without further ado, you just thank the warden and ask him to leave as quickly as possible: every moment is important. Following your request, Nowacki leaves in a hurry, running as if his life depends on it.

The Party Leader gains FOCUS 2 and writes down the "Gentle Dismissal" Outcome on their Campaign Log. Then, place Door 04 as shown by the following illustration:



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- **#188: All Heroes keep their word...**

Even though convicted, Counselor Klee was a servant to the Crown of Amira and Mage-King Ulthar would not deprive him of an honorable burial. Removing the heavy stone lid, you bring the dried, bandaged corpse into the shy light of the torches that glow in this place. As the ghost instructed, resting on his folded arms, there is a jewel too worthy to belong to a

Counselor. Too worthy even for a Queen... Could it have been a gift from a royal mistress? Without overthinking, you remove the precious necklace from that grave and seal it again, continuing your journey.

The Hero who looted this Chest gains FOCUS 2 and takes the **Lover's Promise** card from the Adventure deck.

----

- **#189: Break the Phylactery**

Sure of what you have to do, you don't hesitate or bow to the dark desires that sprout up from the core of your being. Clenching the jewel on your hands, it cracks as if it was made of sugar, making you feel powerful as ever.

A moment later, a deafening scream of denial echoes through the room as a cloud of black smoke explodes out of the phylactery's shards, covering the room completely. The time for the final battle has arrived and you are more than ready for it...

The Party Leader gains FOCUS 2 and writes down the "Relic Breaker" Outcome on their Campaign Log. Additionally, if any Hero has the "Adamant" Outcome noted on their Campaign Log, the Party Leader writes down the "Inspiring Leadership" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), all Heroes from the party score a Critical Hit instead of a Critical Failure whenever they roll 1 on the d20.

The Adventure ends here. Read "After the Adventure – Breaking the Deal" on page 72.

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- **#190: Try to restrain the Phylactery**

Seduced by this new possibility, you decide to give it a shot. And the jewel feels it. All of a sudden, a hard battle is fought inside your mind making your temples sweat. On the one side, you try to control the throbbing energy contained within the Phylactery as if it was your own chest heaving. On the other side, it tries to stop you by accelerating your heart to a lethal faltering, making you dizzy and disrupting your concentration. Which one will vanquish in this clash?

The Party Leader makes a Wisdom (blue) Skill Challenge of Difficulty 21. Each Wisdom cube they have gives them a +2 bonus to their roll. If any Hero has the "Adamant" Outcome noted on their Campaign Log, this Challenge is successful without the need to roll. However, if any Hero has the "Sowing Winds" Outcome noted on their Campaign Log, this Challenge fails without the need to roll instead.

**FAILURE:** ...However, the long journey here weakened your resolve in the face of the trials you suffered. Even though you are thinking about doing good, about doing the right thing, your heart betrays you. Fulfilling your desire to bind yourself to

*the Phylactery, you embrace it close to your heart, beginning a new life as a Creature of Darkness...*

The Adventure ends here. Read **“After the Adventure – A Fallen Champion is Born”** on page 73.

**SUCCESS:** *...And in the end, the jewel lost! Overcoming the powerful miasma that emanates from the Phylactery, you feel the rhythm of the artifact’s metaphorical heart, loud as a drum, slow as a falling leaf. Clenching it with your mind’s fist, you end the dispute by emerging victorious. The next thing you hear is the scream of denial that echoes throughout the room as a small crack in the jewel appears, bringing forth a huge column of black smoke...*

The Party Leader takes **The Phylactery** card from the Adventure Deck. The Adventure ends here. Read **“After the Adventure – Breaking the Deal”** on page 72.

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- **#191: Wrestle with the Hero of Daren for the Phylactery**

*Angry at yourself, you lash out at the corrupted Hero. With your bad luck, they are strong, much stronger than you anticipated. Going all-in, you manage to topple them and the two of you roll across the crypt floor in a brutal struggle. The jewel is within your grasp, but first, you need to find a weakness in the monstrous creature. A task much easier said than done...*

The Party Leader takes a Free Recall Action. Then, return 3 Runes of each color from the Initiative Track to the bag. For each Rune that remains on the Initiative Track, the Party Leader may Expend one AC that matches that Rune’s color in order to return it to the bag (treat any orange Runes as if they were yellow) 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 manages to return all the Runes without being defeated by the number of Curse Cubes they are holding, read Interaction #193. Otherwise, if they would be defeated by taking the next Curse Cube, they don’t take it and you read Interaction #194 instead.

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- **#192: Fight the Hero of Daren without risking so much**

*Before seeing for yourself what is going on in the Crypt, you had no idea how important this task was that the Hero of Daren and Tharmagar set themselves to fulfill. Although you don’t know all the details, you know that the outcome of this war depends on it, and Drunagor’s fate is not something you are willing to risk. Not even for a former Hero. Regretfully, the scholar accepts your decision. You are right after all...*

The Party Leader writes down the **“Focused”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the next Camp Phase*), whenever any Hero scores a

Crit, that Hero gains **FOCUS 1**. Resume the Adventure. When the Fallen Hero is defeated, read **“End of the Adventure – A Sad Departure”** on page 78.

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- **#193: You manage to restrain the Corrupted Hero**

*Accomplishing one of your most impressive feats, you beat—even if for only a brief moment—a powerful Overlord of Darkness in a hand-to-hand fight! Without hesitating, you take the phylactery as your spoils and crush it in your hands, rejoicing for this glorious achievement. To your surprise, the jewel is brittle as thin glass. Pouring from the jewel’s cracks and the Hero’s body, a dark cloud quickly spreads through the hall, indicating that the deed is done...*

The Party Leader writes down the **“Dynamic Duo”** Outcome on their Campaign Log. Then, the Adventure ends. Read **“End of the Adventure – Double the Trouble”** on page 78.

----

- **#194: You weren’t strong enough**

*For a moment, a very brief one, you thought you had the creature, but they aren’t fighting using just two limbs. Surrounded by Darkness, you are at an incredible disadvantage, and you are soon reminded of this as black tendrils pin and batter you hard. Your life flashes before your eyes as you are knocked to the floor, waiting for the end. Suddenly, Tharmagar lunges against the creature himself, diverting the killing blow at the last moment! You are alive, but you aren’t too well...*

The Party Leader takes a Free Recall Action and then takes a Trauma Cube. Treat them as Knocked Out until their next turn. If this resolution does not cause the Adventure to end in failure, resume playing with the current character’s turn (*the one which the Initiative Marker is on*). When the Fallen Hero is defeated, read **“End of the Adventure – A Sad Departure”** on page 78.

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# BATTLE AT THE DOCKS

## DARKNESS SPAWNING RULE - DARKNESS HUNTING:

In this Battleground, 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. 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, 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.”

## OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented on the Rulebook.

## ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

## SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the Shadow Vampire miniatures, the **Shadow Vampire Spawn** Scenario Monster Card (*do not use the Shadow Vampire as a random Monster*), and place the **Monster Raid** Scenario 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 119 for details*).

## CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won't have any benefits. They will face each other using only their starting boards.

## CUSTOMIZING YOUR BATTLEGROUND:

If you wish to, you may use or remove any of the following Special Rules or Mechanics:

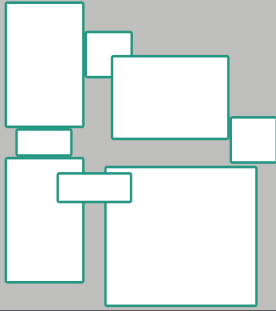
- Darkness Spawning Rules and Darkness Behavior;
- Special Mechanic - Monster Raid;

Also, you can improve each Hero's starting level by giving them:

- Two Level 1 **Hero Skills** or **Dungeon Role Skills** (*and their respective ACs*);
- One Level 2 **Hero Skill** or **Dungeon Role Skill** (*and its respective AC*);
- Two **Equipment** cards from the Camp Deck Level 1 (*draft them among the Heroes*);
- Two to four **Class Abilities**;

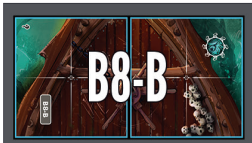
*By removing the Darkness, some characters have their Class abilities underpowered and the Strongest Hero might take advantage throughout the Battleground. By removing the Monster Raid, the Battleground tends to be flat and quick, but with less variation. Finally, by improving your Heroes, the game tends to be more exciting, but the preparation time increases significantly.*

TABLE SPACE: 84cm X 56cm



-  2 Chest Tokens
-  1 Rune Token Blue
-  1 Rune Token Orange
-  1 Rune Token Green
-  1 Rune Token Grey
-  1 Rune Token Red

DUNGEON TRAY - 2



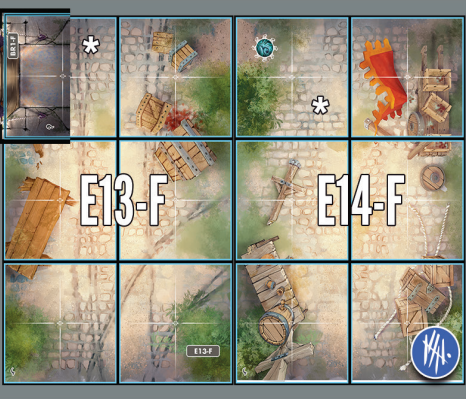
DUNGEON TRAY - 2



DUNGEON TRAY - 1



DUNGEON TRAY - 3



## FAQ: BATTLEGROUND MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The Monster Raid card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the Monster Raid card's effect, it spawns in a square adjacent to their Spawning Point (or as close as possible) of the Weakest Hero's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).

# CLASH IN THE SWIRLING MISTS

## DARKNESS SPAWNING RULE - DARKNESS HUNTING:

In 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. 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, place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

## DARKNESS BEHAVIOR - STANDARD MISTS:

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 suffer STUN. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called "the Crush."

## OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented on the Rulebook.

## ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

## SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Mournful Apparition** Scenario Monster card, and place the **Monster Raid** Scenario 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 121 for details*). The Event Token at the center of the board is the Spawning Point for these Monsters (*you may Skip the MANIFEST part*).

## CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won't have any benefits. They will face each other using only their starting boards.

## CUSTOMIZING YOUR BATTLEGROUND:

If you wish to, you may use or remove any of the following Special Rules or Mechanics:

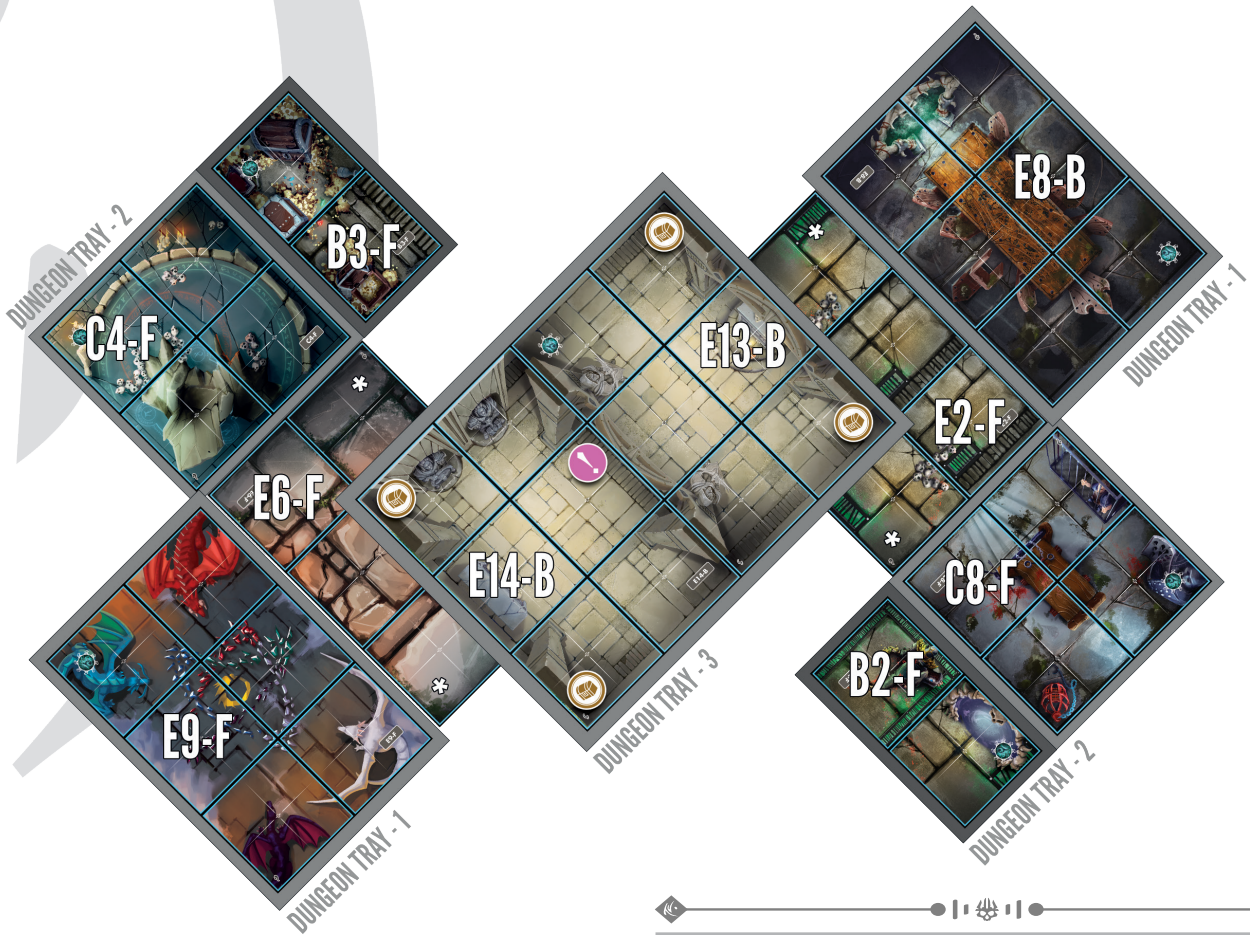
- Darkness Spawning Rules and Darkness Behavior;
- Special Mechanic - Monster Raid;

Also, you can improve each Hero's starting level by giving them:

- Two Level 1 **Hero Skills** or **Dungeon Role Skills** (*and their respective ACs*);
- One Level 2 **Hero Skill** or **Dungeon Role Skill** (*and its respective AC*);
- Two **Equipment** cards from the Camp Deck Level 1 (*draft them among the Heroes*);
- Two to four **Class Abilities**;

*By removing the Darkness, some characters have their Class abilities underpowered and the Strongest Hero might take advantage throughout the Battleground. By removing the Monster Raid, the Battleground tends to be flat and quick, but with less variation. Finally, by improving your Heroes, the game tends to be more exciting, but the preparation time increases significantly.*





1 Event Token



4 Chest Tokens

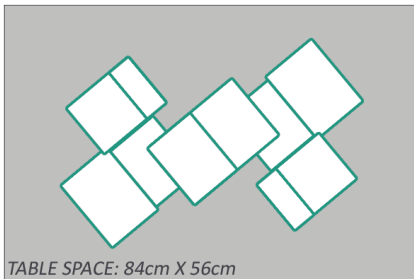


TABLE SPACE: 84cm X 56cm

### FAQ: BATTLEGROUNND MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

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- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).

# SKIRMISH IN THE BURNING VILLAGE

## DARKNESS SPAWNING RULE - DARKNESS HUNTING:

In this Battleground, 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. 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, 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."

## OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented on the Rulebook.

## ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

## SPECIAL MECHANIC – MONSTER RAID

During this Adventure, there are creatures everywhere and they might attack at any time. Take the Shadow Vampire miniatures, the **Shadow Vampire Spawn** Scenario Monster Card (*do not use the Shadow Vampire as a random Monster*), and place the **Monster Raid** Scenario 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 123 for details*).

## CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won't have any benefits. They will face each other using only their starting boards.

## CUSTOMIZING YOUR BATTLEGROUND:

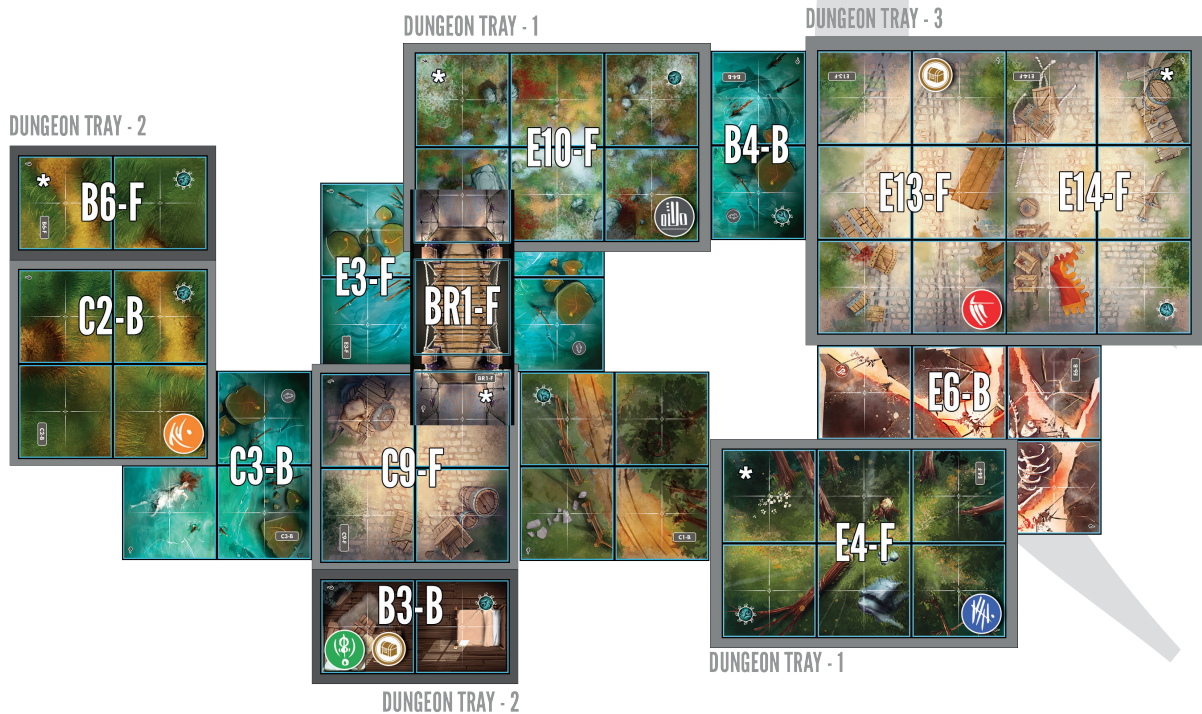
If you wish to, you may use or remove any of the following Special Rules or Mechanics:

- Darkness Spawning Rules and Darkness Behavior;
- Special Mechanic - Monster Raid;

Also, you can improve each Hero's starting level by giving them:

- Two Level 1 **Hero Skills** or **Dungeon Role Skills** (*and their respective ACs*);
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- Two **Equipment** cards from the Camp Deck Level 1 (*draft them among the Heroes*);
- Two to four **Class Abilities**;







*By removing the Darkness, some characters have their Class abilities underpowered and the Strongest Hero might take advantage throughout the Battleground. By removing the Monster Raid, the Battleground tends to be flat and quick, but with less variation. Finally, by improving your Heroes, the game tends to be more exciting, but the preparation time increases significantly.*



### FAQ: BATTLEGROUND MONSTER RAID

Monster Raid is a special mechanic designed to keep the game in a dynamic state between combat and exploration during some Adventures, by encouraging players to avoid idle time. Heroes must make an efficient management of their time, their advancement, and their resources in order to prevail. Monster Raid works as follows:

- The card has two faces: one that will summon Monsters for sure and the other that will summon Monsters only if there aren't any on the board. The Monster Raid card is flipped after resolving its effects the same way the Rune Card is, alternating its effects.
- Whenever you summon a Monster through the Monster Raid card's effect, it spawns in a square adjacent to their Spawning Point (or as close as possible) of the Weakest Hero's choice. If you manifest a Rune that was already removed from the board, this round is free of spawns, and no Monster is summoned.
- There cannot be more than four Monsters spawned in this way at the same time. If you would spawn a fifth Monster, skip that spawning and all Heroes take 3 damage each instead (each instance of this damage must be prevented individually if this rule would be triggered two or more times in a single activation).

-  1 Blue Rune Token
-  1 Gray Rune Token
-  1 Green Rune Token
-  1 Orange Rune Token
-  1 Red Rune Token
-  2 Chest Tokens

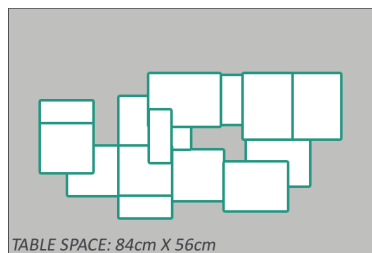


TABLE SPACE: 84cm X 56cm

# A TRIAL BY COMBAT

## DARKNESS SPAWNING RULE - NO DARKNESS:

There is no Rune card in this Adventure. The **Undead King's** Attack cards will instruct you when the Darkness tiles will spawn. When this happens, the Darkness tiles will follow the standard behavior as described below.

## 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."

## SPECIAL PREPARATION - FINAL ENCOUNTER:

Place the **Undead King's** Attack cards, Final Encounter side up, on the Initiative Track at their indicated positions (*matching their Runes*).

## SPECIAL MECHANIC – STIRRING DARKNESS

Before starting this Adventure, you must take 6 Runes of each color from the bag (*a total of 30 Runes*). Place two of each color on the Initiative Track and leave the other 20 to the side, near the board. During this Adventure, every time you would form a "Pile of Runes," you must take 1 Rune of each color from those that were set out to create it.

## SPECIAL MECHANIC – AREA CONTROL

By fighting for the control of crucial pathways, the Heroes can reclaim the crypts and gain more time. To do so, they 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, return them to the bag and gain FOCUS 1. A Hero can use this Action more than once per turn. This counts as a Cube Action and cannot be taken if there is at least one Monster adjacent to that Pile of Runes.

## OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented on the Rulebook.

## ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

## CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won't have any benefits. They will face each other using only their starting boards.

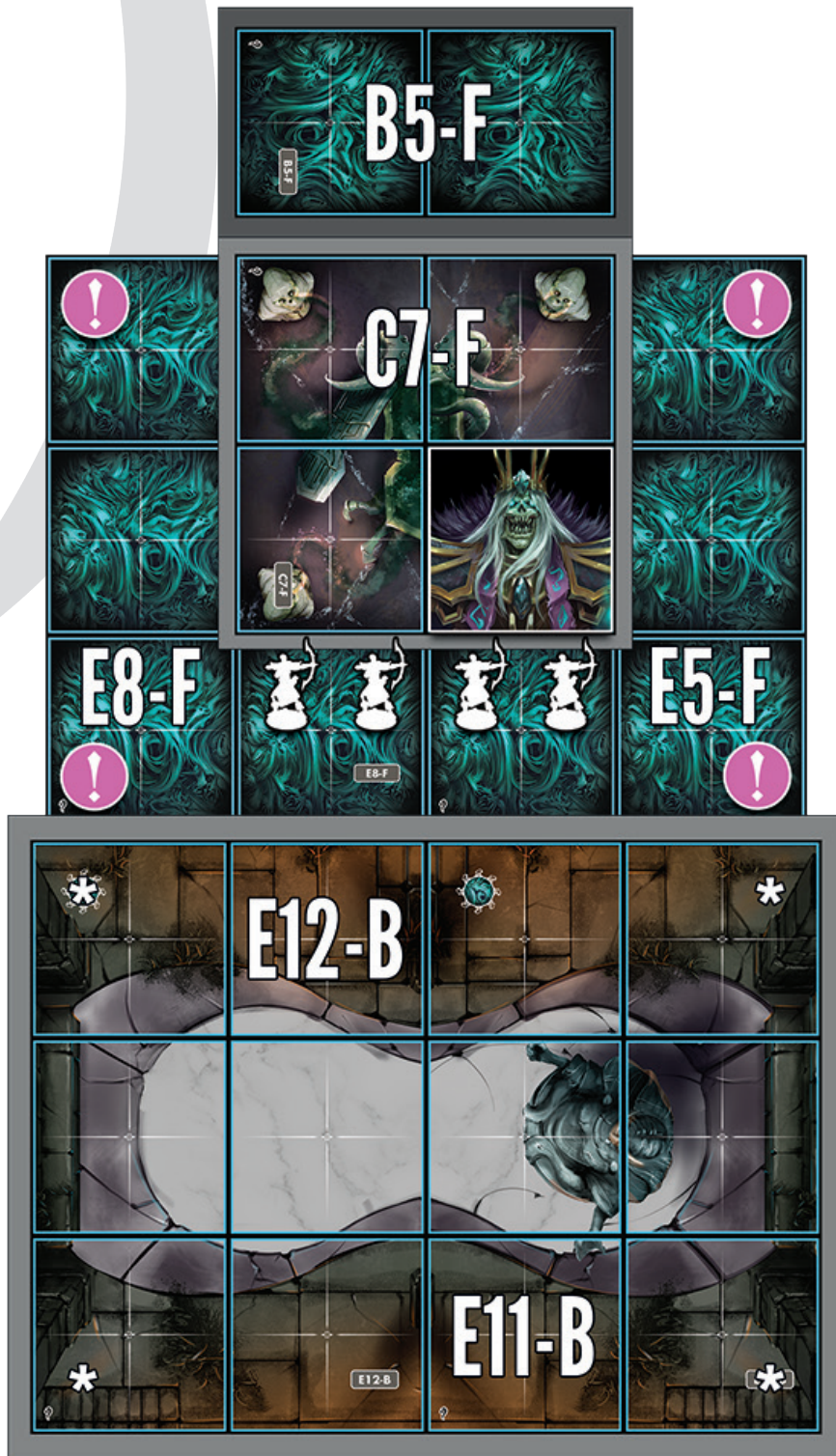
## CUSTOMIZING YOUR BATTLEGROUND:

If you wish to, can improve each Hero's starting level by giving them:




- Two Level 1 **Hero Skills** or **Dungeon Role Skills** (*and their respective ACs*);
- One Level 2 **Hero Skill** or **Dungeon Role Skill** (*and its respective AC*);
- Two **Equipment** cards from the Camp Deck Level 1 (*draft them among the Heroes*);
- Two to four **Class Abilities**;

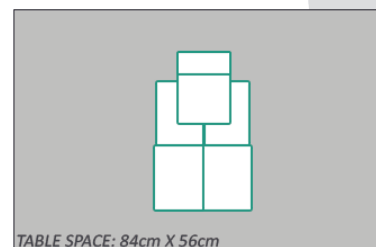
*By removing the Darkness, some characters have their Class abilities underpowered and the Strongest Hero might take advantage throughout the Battleground. By improving your Heroes, the game tends to be more exciting, but the preparation time increases significantly.*

## DUNGEON TRAY - 2



## DUNGEON TRAY - 3

-  1 Undead King
-  X Undead King's Minions (one per player)
-  4 Special Event Tokens







**CHRONICLES**



**OF DRUNAGOR**