

THE LANDS OF MYTH

A Continuous Campaign Mod For
MYTH

ZEHİR Region Journal



Version 2.1

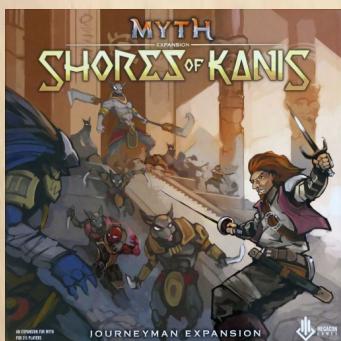
This document describes the city of Zehir and the surrounding region. A region is an area of the Myth world where heroes experience adventures. Each region comes with a detailed setup e.g. regarding what items can be found, what merchants can be encountered and how the Darkness Influence can be reduced by the heroes.

NEEDED OFFICIAL COMPONENTS

In order to play the Zehir region you need the following official components:

MYTH BASE GAME

The Myth Base game. In particular you will need:
◆ Tokens as described in the quests.



SHORES OF KANIS

You need the Shores of Kanis expansion to play the Zehir region.

ADDITIONAL GAME MATERIAL

- ◆ At least one Agent miniature and corresponding cards.
- ◆ At least one mini-boss miniature and corresponding card.
- ◆ Tiles from the *Realm Tile Supplement 1* and *Slaughterfield Expansion*. These tiles are not necessarily needed, just use other tiles if you don't have them.

Note that the monster & agent cards are downloadable from Megacon Games (contained in the Q4 2016 patch).



LANDS OF MYTH MATERIAL

The Lands of Myth game material:

- ◆ Rulebook
- ◆ White items cards.
- ◆ Special hero cards.
- ◆ Attribute hero cards.
- ◆ Injury hero cards.
- ◆ Fatigue hero cards.
- ◆ Lair & Captain mutation cards.



COMMUNITY ITEM PACK

It is strongly recommended to have the Community Item Pack (available at BGG) ready to have more item variation. While it is perfectly possible to play without the additional items it is just much more fun to have additional loot.

NEEDED ADDITIONAL COMPONENTS

The Zehir region comes with some additional components that you will have to print yourself. All cards are provided both as images that can be used with <http://www.printerstudio.com> and in *.pdf format for self printing. You will need these components in addition to all components from the Lands of Myth base set.

NEW MONSTERS & TOKENS

The Zehir region features some special monsters that the heroes will encounter during their quests. You will need the corresponding monster cards to use them.

If you don't want to buy miniatures for the new monsters you can use the provided tokens. You can find the tokens together with the monster cards in a separate file.



NEW GREEN MERCHANTS

These merchant will provide healing and recharge to the heroes and also sell them potions and other items. The merchant cards are provided in a separate file.



NEW GREEN ITEMS

The Zehir region features new green items the heroes will be able to find. The item cards are provided in a separate file.

REGION SETUP

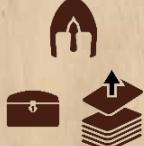
This section describes how to setup the card decks and treasure bag for the Zehir region. This section alters the basic rules of Myth; specifically, the white treasure deck has been enhanced to allow for more gradual hero progression. The treasure deck is region specific; items to include in the treasure deck are listed below.



TREASURE BAG

Setup a treasure bag consisting of 17 white treasure tokens and 3 green treasure tokens.

Note: Should the heroes get all available green treasures from the green treasure deck they can directly draw from the white treasure deck.



WHITE TREASURE DECK

This is the deck heroes draw when finding white treasure in the Zehir region.

Note: Items are returned to the item deck after being drawn.

Item	Item Set	Type	#
1 Gold	Base Game	Currency	10
2 Gold	Base Game	Currency	4
3 Gold	Base Game	Currency	1
Vitality Potion	Base Game	Potion	1
Focus Potion	Base Game	Potion	1
Lucky Potion	Base Game	Potion	1



GREEN QUEST ITEMS

These items can be obtained by heroes when playing certain quests in the Zehir region.

Item	Item Set	Type
Urn of Hat-schep-u	Lands of Myth	Accessory
Eye of Neb-nefer	Lands of Myth	Accessory



GREEN TREASURE DECK

This is the deck heroes draw from when finding green treasure in the Zehir region. Setup the deck so that each hero participating in your campaign has 4 items that are useful for him/her. Below is a recommendation for the base game heroes - feel free to adapt it to your needs.

Class Independent

Item	Item Set	Type
Papyrus of Neb-anu	Lands of Myth	Accessory
Dark Tome	Lands of Myth	Accessory
Scarab of Iseret	Lands of Myth	Accessory
Fleetfoot Boots	Community Item Pack 1	Accessory

⚔ Soldier

Item	Item Set	Type
Trident	Community Item Pack 1	Primary
Gladiator Shield	Community Item Pack 1	Secondary
Buster Sword	Community Item Pack 1	Primary & Secondary
Officer's Helmet	Community Item Pack 1	Helm

🌀 Apprentice

Item	Item Set	Type
Wondrous Wand	Community Item Pack 1	Primary
Fragment of Fate	Community Item Pack 1	Secondary
Cloak of Etherealness	Lands of Myth	Armor
Staff	Base Game	Primary & Secondary

🌐 Acolyte

Item	Item Set	Type
Flail	Community Item Pack 1	Primary
Ankh	Community Item Pack 1	Secondary
Scale Armor	Lands of Myth	Armor
Mask of Truesight	Lands of Myth	Helm

🏹 Archer

Item	Item Set	Type
Enchanted Recurve	Community Item Pack 1	Primary
Yebira	Community Item Pack 1	Secondary
Amulet of Accuracy	Community Item Pack 1	Accessory
Feral Headguard	Lands of Myth	Helm

⚡ Brigand

Item	Item Set	Type
Gladius	Community Item Pack 1	Primary
Claws	Shores of Kanis	Secondary
Hood of Shadows	Lands of Myth	Helm
Thief's Tools	Item Expansion 2	Accessory

◎ Skald (Grimzim's Variant)

Item	Item Set	Type
Harp	Lands of Myth	Primary
Poignard	Blackwall Warrens	Secondary
Bard's Raiment	Lands of Myth	Armor
Lucky Pick	Item Expansion 3	Accessory

✳ Spriggan (Grimzim's Variant)

Item	Item Set	Type
Any remaining White Items	Lands of Myth	Various
Any remaining Green Items	Lands of Myth	Various

⌚ Trickster (Grimzim's Variant)

Item	Item Set	Type
Spanner	Trickster Expansion	Primary
Tool Kit	Trickster Expansion	Secondary
Clockwork Armor	Lands of Myth	Armor
Clockwork Ring	Lands of Myth	Accessory

☠ Swashbuckler

Item	Item Set	Type
Ironbark Flintlock	Lands of Myth	Primary
Bladed Gauntlet	Shores of Kanis	Secondary
Swashbuckler's Garment	Lands of Myth	Armor
Compass	Lands of Myth	Accessory

Outsider

Item	Item Set	Type
King's Defender	Lands of Myth	Primary & Secondary
Bone Mask	Lands of Myth	Helm
Pendant of Ruins	Lands of Myth	Accessory

Monk (Grimzim's Variant)

Item	Item Set	Type
Style of the Mantis	Lands of Myth	Primary & Secondary
Robe of the Waterfall	Lands of Myth	Armor
Amulet of the Rising Sun	Lands of Myth	Accessory

Alchemist (Grimzim's Variant)

Item	Item Set	Type
Stone Calcinator	Lands of Myth	Primary
Metal Alembic	Lands of Myth	Secondary
Alchemist's Glasses	Lands of Myth	Helm
Alchemist's Backpack	Lands of Myth	Accessory

Pupil (Grimzim's Variant)

Item	Item Set	Type
Ōdachi	Lands of Myth	Primary & Secondary
Splint Mail	Item Expansion 1	Armor
Menpō	Lands of Myth	Accessory

Hunter (Grimzim's Variant)

Item	Item Set	Type
Quick-Reload Hand Crossbow	Lands of Myth	Primary
Torch	Community Item Pack 1	Secondary
Witchhunter's Coat	Lands of Myth	Armor
Extra Ammo	Blackwall Warrens	Accessory



GREEN REWARD DECK

Based on the Darkness Influence the heroes may draw from this deck as an reward in the Zehir region.

Item	Item Set	Type	#
Shuffle all items from the Green Treasure Deck. Draw 1 random card per hero without looking at them and add them to this deck.	Various	Various	1 per hero in play
Draw 2 additional random cards from the Green Treasure Deck and add them to this deck.	Various	Various	2



GREEN MERCHANT DECK

This deck contains all items that heroes might be able to buy from merchants (depending if they encounter the merchant or not).

Item	Item Set	Type	#
Scarab of Ra-to-ker	Lands of Myth	Accessory	1
Black Pyramid	Lands of Myth	Accessory	1
Chakram	Shores of Kanis	Secondary	1
Flintlock Pistol	Shores of Kanis	Secondary	1



MERCHANTS

During your visit in Zehir you may encounter the following merchants. This section lists what items can be obtained from them and other special rules.



Julias Sardoc

Item	Item Set	Type	#
Chakram	Shores of Kanis	Secondary	1*
Flintlock Pistol	Shores of Kanis	Secondary	1*

* These items can only be bought once from Julias Sardoc – even after playing a quest or module act they will not be available again.



Ra-neb-nem

Item	Item Set	Type	#
Major Vitality Potion	Base Game	Potion	1*
Shadow Potion	Base Game	Potion	1*

* A maximum of 1 potion per hero can be bought when visiting Ra-neb-nem. After playing a quest or module act potions will be available again.



Hem-at-rota

Item	Item Set	Type	#
Scarab of Ra-to-ker	Lands of Myth	Accessory	1*
Black Pyramid	Lands of Myth	Accessory	1*

* These items can only be bought once from Hem-at-rota – even after playing a quest or module act they will not be available again (and no new items will be drawn for this region).



Nuzha Khammar

Item	Item Set	Type	#
3 random green items Note: These green items are drawn from the <i>Green Treasure Deck</i> . In case the heroes buy these items no new items are drawn.	Various	Various	3*

* These items can only be bought once from Nuzha Khammar – even after playing a quest or module act they will not be available again (and no new items will be drawn for this region).



WANDERING MERCHANTS

During your visit in Zehir you may summon the following merchants (if you unlocked them in previous regions).

Talek Three Dunes

Item	Item Set	Type	#
Vitality Potion	Base Game	Potion	1 / hero ✕
Focus Potion	Base Game	Potion	1 / hero ✕
3 random green items			
Note: These green items are drawn from the <i>Green Treasure Deck</i> . In case the heroes buy these items no new items are drawn.	Various	Various	3*

Note: Can only be encountered when the heroes summon him (and are able to do so).

✖ A maximum of 1 potion per hero can be bought from Talek Three Dunes when he is summoned.

* These items can only be bought once from Talek Three Dunes – even after playing a quest or module act they will not be available again (and no new items will be drawn for this region).

CITY OF ZEHİR



Read this after you have finished Act 2 & 3 of the Shores of Kanis module

Zehir, ancient city of Kanis, seat of the high priests and major trade hub of old. While the days of former glory have long passed, Zehir is still an amazing sight to behold. Guarded by 40 feet high walls Zehir is home to more than a quarter of a million people. The two great pyramids, each more than 350 feet in height, tower above the city. The streets are bristling with life. There are countless food stalls on every street, dozens of merchants, street musicians, snake charmers and belly dancers to be seen. On a quick glance people seem happy ... and yet, you have the feeling that there's something else. As if something dark and sinister lurks in the shadows...

NOTE: Start your adventures in this region with Act 2 & 3 of the Shores of Kanis module before attempting any other quest.



REGION MAP



DARKNESS INFLUENCE

The Darkness Influence tracker is used to measure how active the Darkness is in the Zehir region. The tracker starts at 5 and any heroic deeds the heroes accomplish (completing quests, finishing module acts ...) will push the Darkness' influence back. Heroes will gain special rewards when they push the Darkness back or unlock new quests or merchants. However, the Darkness may also fight back and try to overpower the heroes...

Note: Do not forget to take the Darkness upgrades into account that are already “unlocked” when starting to play in this region.

From now on, whenever a mutated **Lair** is encountered, assign 2 lair mutation cards. When a **normal Captain** spawns, draw and assign 1 captain mutation card.

From now on, whenever a mutated **Captain** is encountered, assign the **Very Tough** mutation and 1 additional random mutation. Then, roll 4 **FD**. If at least 1 **Q** was rolled, draw and assign an additional captain mutation card.

From now on, whenever a **Agent** could appear roll 3 **FD**. If at least 1 **Q** is rolled a Agent appears. OR if a hero symbol is rolled and that hero has an Agent card the corresponding Agent appears.

From now on, whenever a mutated **Captain** is encountered, assign the **Very Tough** mutation and 1 additional random mutation. Then, roll 2 **FD**. If at least 1 **Q** was rolled, draw and assign an additional captain mutation card.

From now on, whenever a mutated **Lair** is encountered, assign 1 lair mutation card. When a normal **Captain** spawns roll 3 **FD**. For each **Q** rolled, draw and assign 1 captain mutation card.

From now on, whenever a **Mini-Boss** or **Agent** is encountered, increase its health by 3 / hero in play.



High-Priest Eristof thanks you for your help defending the city from the Darkness.

- ◆ Each hero draws 1 card from the **Green Reward Deck**.
- ◆ Each hero gains a random **yellow flame** hero card available for his class. This card can be added to the hero deck (i.e. you do not have to exchange it for another card unless you want to)

Each hero unlocks 1 Journeyman hero card.

Each hero unlocks 1 Journeyman hero card.

Each hero unlocks 1 Journeyman hero card.



CITY ACTIONS

These are the actions heroes can take when they are in the city of Zehir. Note that based on the Darkness Influence some actions may not be available. Don't forget that you have to rest between each Quest / Module Act.



Search for the temple of Anunkara

- ◆ Play the module *Shores of Kanis*
- ◆ Act 2 Act 3

Note: Start your adventures in this region with Act 2 & 3 of the Shores of Kanis module before attempting any other quest.

Note: Don't forget that you must rest between each quest / module act unless otherwise stated.



Sleep on the streets of Zehir

- ◆ Each hero restores his vitality up to his maximum -2.
- ◆ On your next quest or module act the Darkness starts with 2 AP.
- ◆ Roll 2 **FD**. If you roll a **Q** symbol the heroes got robbed: the group loses all but 5 Gold. In addition, Heroes must discard all but 1 potion / hero.



Sleep at the Seventh Sanctum tavern



- ◆ Each hero restores his vitality up to his maximum -1.
- ◆ After your first stay in the inn you may play the quest *The Lost Temple* .



Shop at the Zehir market



- ◆ Draw two random Green Merchants from the Zehir region. You can visit them from now on when you shop at the market. Prices for all merchants are increased by 5 Gold.



Help the Priests of Zehir

- Play the quest *Learning the Land*.
- Play the quest *The Bone Trail*.
- Play the quest *Spring of Jewels*.
- Play the quest *Eye of Neb-nefer*.
- Play the quest *Tomb of Atekramun*.



Travel to St. Attica



- ◆ Once the Darkness Influence has been reduced to 1 or less you can travel to the island of St. Attica.
- ◆ If you can't or don't want to pay the travel costs apply the same results as if sleeping at the streets of Zehir.



MODULE

This section describes rules for the associated module of this region. To achieve a continuous hero progression we need to make small changes to the modules, especially regarding any rewards that you might get.



MODULE: SHORES OF KANIS

Please apply the following changes when playing the Shores of Kanis module during a Lands of Myth campaign.

Act 2

Tile 1

- ◆ Both the Lair and the Anokis are mutated: draw mutation cards based on Darkness Influence.

Tile 2 / Tile 3

- ◆ Draw from the 2x from the Treasure Bag when successfully performing an NCA on a Temple Armory.

Tile 4

- ◆ The Anokis is mutated: draw mutation cards based on Darkness Influence.
- ◆ Vanquished Adventurer: Instead of rolling a Fate Die draw 2x from the Treasure Bag.

Tile 5

- ◆ For each hero in play add 3 Vitality to Eumelia.
- ◆ Use the following table instead

D10	Reward
1-4	Vitality Potion
5-6	Draw 1x from the Treasure Bag
7-9	Draw 2x from the Treasure Bag
10	Draw 1x from the <i>Green Treasure Deck</i>

Rewards

- ◆ Ignore the rewards defined by the module, instead:
 - ◆ Reduce the Darkness Influence by 1.
 - ◆ Draw 1 merchant from the Zehir region merchants and encounter it.
- ◆ Do not rest between Act 2 and Act 3. Heroes will regain full health after Act 2.

Act 3

Tile 2

- ◆ When gaining treasure from Ancient Relics:
 - ◆ 3 Keys: Draw from the *Green Treasure Deck*.
 - ◆ 1 Key: Draw 1x from Treasure Bag.

Rewards

- ◆ Ignore the rewards defined by the module, instead:
 - ◆ Reduce the Darkness Influence by 1.
 - ◆ Heroes gain the title “The Chosen Few”.
 - ◆ Draw 2x from the *Green Reward Deck*.
- ◆ Heroes arrive at Zehir city after completing Act 3. Heroes have to rest as usual before performing another quest.



QUESTS

The following section contains quests. In Lands of Myth, quests are similar to a single act in a module. Quests provide full setup instructions, including which tiles to use, which monsters to encounter, any special rules, etc. Quests can be used in place of quest cards, and are intended for players that want more guidance (and potentially a more cohesive story) for their adventure. Note that the Lands of Myth is meant to be a flexible story system; feel free to use quest cards in place of predefined quests. Myth is a free form system that doesn't strictly adhere to the rulebook; Lands of Myth was defined with a similar philosophy.

FREE FORM ADVENTURING

Instead of playing the suggested quests you may play free form adventures. The players are responsible for making meaningful decisions and if needed modifications to quest rewards etc.

Recommendations

- ◆ Either do not encounter merchants outside of the village or draw them from the white merchant deck.
- ◆ After 3 tiles played reduce the Darkness Influence by 1.
- ◆ Draw only from the prepared treasure decks and do not gain green / blue etc. items.

SAILING (LOST)

Shores of Kanis comes with a new mechanic: heroes can gain Lost tokens and suffer various drawbacks.

Recommendations

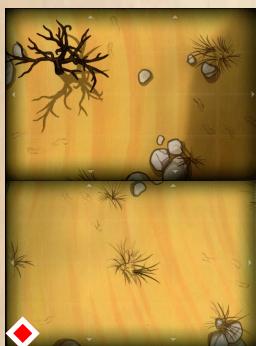
- ◆ Should the heroes accumulate 3 Lost tokens handle it like if all heroes have been defeated (see "Full Party Wipe" in the Lands of Myth rulebook for details).



LEARNING THE LAND.



As you visit the great pyramid of Zehir a group of men in bright white robes with bald heads approach you. "I'm High Novice Karrith" their leader speaks "we've observed you since you entered Zehir and you look like capable fighters. I would like to ask for your help and I'm willing to pay you well. We got reports of Okians attacking our people throughout Kanis recently. Something must have happened... We've had attacks before, but only very rarely and never in such numbers. I ask you to scout the area southwest of Zehir and retrieve an artifact from the grave of Hat-schep-u. It may help us to understand why the Okians are attacking us."



JUMP



JUMP

◆ These tiles are from the *Slaughterfield Expansion*. If you don't own these tiles use any tiles of your choice with the same size.

◆ These tiles are from *Shores of Kanis*.

RESTRICTIONS

None

GOAL

The heroes must retrieve the Urn of Hat-schep-u.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 2 Serendipity.
- ◆ The heroes receive 5 Gold.
- ◆ Reduce the Darkness Influence by 1.
- ◆ The heroes gain the Urn of Hat-schep-u

SPECIAL

None

REQUIRES



Anokis and
Okis miniatures



Sand Stalker, Sand
Crawler and Scarab
Swarm miniatures



Mummy Lord and
Mummy miniatures
(or tokens)



Universal
Darkness Deck
(2 Skulls)



Urn of
Hat-schep-u



Rune tokens (4)



The instructions you got from High Novice Karrith were quite precise and you've almost reached the grave of Hat-schep-u when a sandstorm catches you out in the desert. You've never experienced anything like this. The sand is tearing the flesh from your bones, you have to find shelter, now! Slowly, you move towards the ruins of the grave of Hat-schep-u when the Sand explodes in front of you. A massive Sand Stalker arises, followed by a large group of Sand Crawlers. It seems they are not affected at all by the sandstorm...

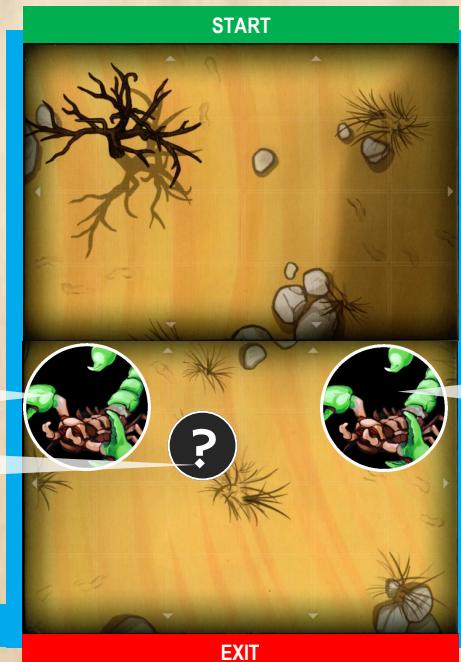
TILE I SETUP

Sand Stalker (Mutated)

Draw captain mutation cards based on Darkness Influence.

Sand Crawlers

Populate with an *Initial Spawn* (based on the number of heroes).



Sand Stalker (Mutated) 4+

If there are 4 or more heroes place an additional Sand Stalker. Draw captain mutation cards based on Darkness Influence.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place a mutated Sand Stalker as shown. If there are 4 or more heroes present place an additional mutated Sand Stalker as shown. Draw captain mutation cards based on Darkness Influence.
- Place an *Initial Spawn* (based on the number of heroes) of Sand Crawlers as shown.
- The Darkness starts with 3 AP.

RULES

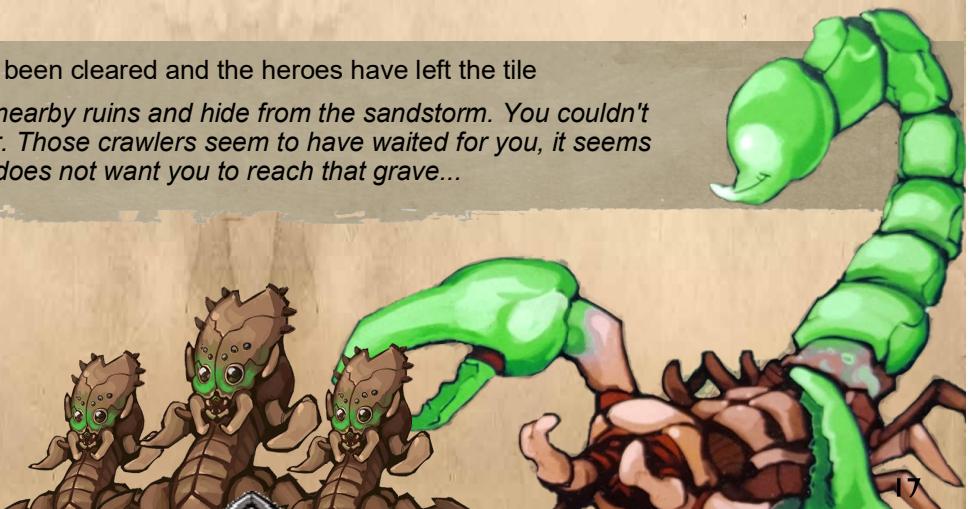
Heavy Sandstorm:

- Heroes can only use their base movement and cannot play any hero cards with the Move or Dash keyword.
- Heroes cannot attack anything that is further away than 2 squares.
- During each *Darkness Cycle* heroes lose 2 Vitality.



Read this after the tile has been cleared and the heroes have left the tile

You manage to reach the nearby ruins and hide from the sandstorm. You couldn't have held out much longer. Those crawlers seem to have waited for you, it seems that someone, something does not want you to reach that grave...





Unlike Karrith has told you the grave is not closed. The massive stone door lies shattered before you and there are stairs leading down into the darkness. Lighting a torch you follow the stairs until you reach a tunnel, richly decorated with wall paintings and stone carvings. Fifty yards further you enter a small chamber. Too late you realize a dozen Okis lying dead on the ground when a hidden door behind you slams down. At the same time, the exit is also blocked and your torch is extinguished somehow. You are trapped in darkness! You try to light your torch without success as you hear a faint moving sound ...

TILE 2

SETUP

Sarcophagus

Can be searched.

Roll 1 **010**:

0-4	Draw once from White Treasure Deck
5-9	Draw twice from White Treasure Deck
10	Draw once from Green Treasure Deck



Mummy
Place 1 Mummy per hero in play.



Mummy
Place 1 Mummy per hero in play.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place Mummies based on hero number on the designated locations.
- ♦ The Darkness starts with 4 AP.

RULES

- ♦ Heroes cannot leave the tile until all enemies have been defeated.
- ♦ **Magical Darkness:**
 - Heroes can only use their base movement and cannot play any hero cards with the Move or Dash keyword.
 - Heroes are easier to hit (enemies reduce their TN by 2).
 - Enemies are harder to hit (increase the enemy defense value by 2; up to a maximum of 10).
 - During each Refresh Phase increase the Darkness by 2 additional AP.



Read this after the tile has been cleared

Having defeated these foul creatures you manage to find a mechanism in one of the side chambers and open the doors to this trap. The magical darkness is also lifted you see the remnants of your attackers: mummies. You walk on, this time more careful, hoping that there aren't more traps...





The Okians seem not to have reached this chamber, it is empty. You see an unusual object next to a the statue in the middle of the room and approach it. As you are about to take the urn you hear a scratching noise. More hidden doors are moving and a several mummies start to shuffle towards you from all sides! If that where not enough you hear a faint clicking growing louder and from the broken statue an seemingly endless swarm of small bugs bursts into the chamber.

TILE 3

SETUP

Scarab Swarm

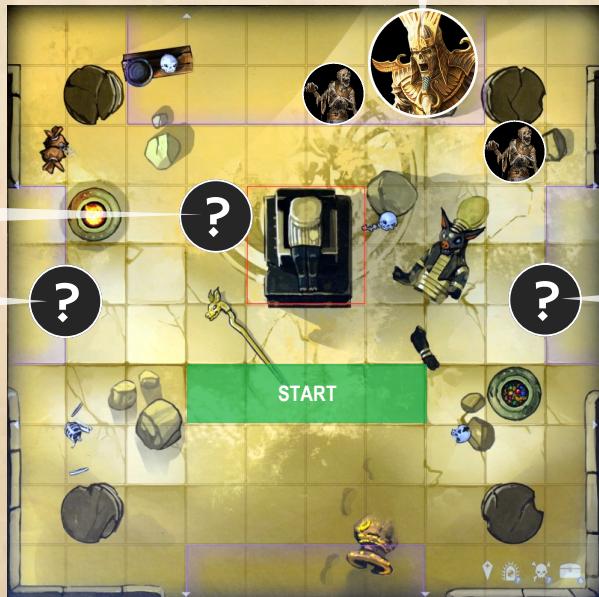
Place 1 Scarab Swarm per hero in play.

Mummy

Place 1 Mummy per hero in play.

Mummy Lord (Mutated)

Draw captain mutation cards based on Darkness Influence.



Mummy

Place 1 Mummy per hero in play.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place a mutated Mummy Lord as shown. Draw mutation cards based on Darkness Influence.
- ♦ Place Mummies based on hero number as shown.
- ♦ Place 2 additional mummies as shown.
- ♦ Place Scarab Swarms based on hero number as shown.
- ♦ The Darkness starts with 3 AP.
- ♦ Each hero rolls 4 FD. For each ⚙ symbol rolled the hero immediately gains 2 Threat.
- ♦ One hero receives the Urn of Hat-shep-u item. This hero immediately gains an additional 3 Threat.

RULES

- ♦ **Undead & Insects:** Don't forget to increase the Darkness AP by an additional 1 AP as long as the two different monster types are active during the Refresh Phase.



Read this after the tile has been cleared...

With the last mummy and scarab swarm defeated you take the urn. As you are about to leave you hear distant barking. The Okians are coming! You leave the room and hurry through the corridors...





Suddenly everything around fades to grey and you are back in the main chamber. You leave a second time but again you find yourself back in the chamber. There's some magic in place that does not want you to leave. You put the urn back to 1st place and take it again. This time, you see four runes in the corners of the chamber lighting up. They definitely activated as you took the urn. So it's either leaving the urn here or find a way to deactivate those runes. You just start to move as an Okis enters the room. Then several more. And an Anokis...

TILE 4

SETUP

NCA,
TN:7

8



Okis

Populate with an *Initial Spawn* (based on the number of heroes).

NCA,
TN:7

8

SETUP



NCA,
TN:7



8

Anokis (Mutated)

Draw captain mutation cards based on Darkness Influence.

NCA,
TN:7



8

- ♦ Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- ♦ Place 4 rune tokens in the corners of the tile.
- ♦ Place an Initial Spawn of Okis based on hero number as shown.
- ♦ Place a mutated Anokis as shown. Draw captain mutation cards based on Darkness Influence. Note that the Personal Guard of the Anokis is already included in the *Initial Spawn* of Okis.
- ♦ The Darkness starts with 3 AP.

RULES

- ♦ **Rune Tokens:** Heroes can only leave when all runes have been disabled. To disable a rune a hero must stand next to it and perform a **NCA, TN 7** or the shown **Attribute Test, TN: 8** if using the Attribute hero cards. As long as at least one rune token is still on the tile add 1 additional AP to the Darkness Meter during each Refresh Phase.
- ♦ **Reinforcements:** Unless all 4 rune tokens have been disabled new enemies will spawn during each *Darkness Cycle* from the tile edge labeled "EXIT". Enemies will spawn as if a lair is present.

RESOLUTION

SUCCESS

The heroes escaped with the urn of Hat-schep-u.

- ♦ The heroes gain 2 Serendipity.
- ♦ The heroes receive 5 Gold.
- ♦ Reduce the Darkness Influence by 1.
- ♦ The heroes gain the Urn of Hat-schep-u.



You manage to return to Zehir and hand the urn to Kerrith. When you visit him the next day he hands you the urn. "We've learned that the temple of Anunkara has been destroyed recently. This sacred place was guarded by the Okis. I fear we have now lost them, lost them to the Darkness. Take the urn, it may be of use to you during these dark days... I have to do further research and may need your help later. In the meantime, High Priest Eristof has asked for your help".

FAILURE

If all heroes are defeated the heroes lose this quest.

- ♦ Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
- ♦ You may try this quest again.



You are overwhelmed by the Darkness. You somehow manage to escape and flee into the desert when everything around you fades to black...



The Bone Trail



The merchant caravan from Arq is overdue. The High Priest of Zehir, Eristof, asks you to investigate what happened to these merchants, if anything. He suggests you follow the highly traveled "Bone Trail" to a large oasis named Sapphire of the Fields, where the merchant caravans always stop to resupply before continuing. After you've bought enough water and supplies you head off into the desert. Your small trek is lead by Sechet, a local guide and member of the nomadic people called Lut-i.



- ◆ These tiles are from *Shores of Kanis*.
- ◆ These tiles are from the *Slaughterfield Expansion*.
- ◆ These tiles are from the *Realm Tile Supplement 1*.

If you don't have any of these tiles use any tiles of your choice with the same size.

RESTRICTIONS

Heroes must have completed the quest *Learning the Land*.

GOAL

The heroes must save the caravan merchants.

FAIL CONDITIONS

All heroes are defeated OR all caravan merchants died.

Rewards

- ◆ The heroes gain 2 Serendipity.
- ◆ Reduce the Darkness Influence by 1.
- ◆ The heroes receive 5 Gold. In addition, for each surviving merchant the heroes gain 3 Gold.

SPECIAL

None

REQUIRES



Anokis and
Okis miniatures



Universal
Darkness Deck
(2 Skulls)



Quest
Token (x5)



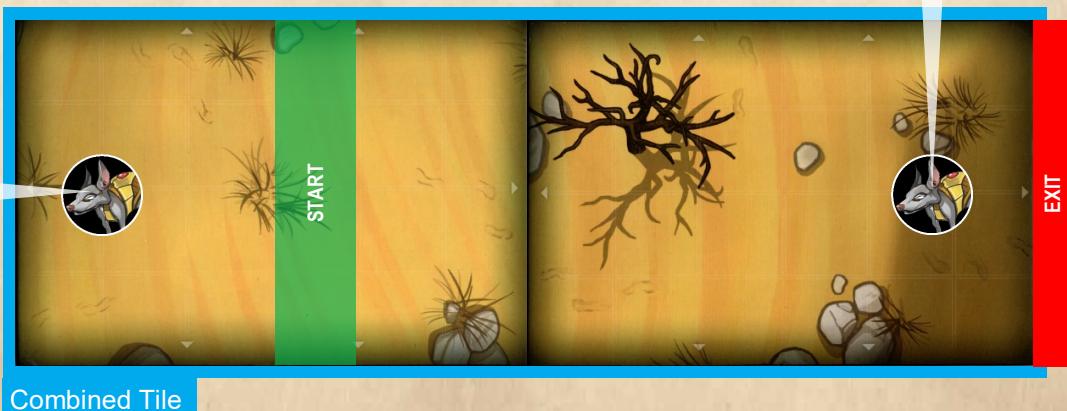
Random
Agent



Three days later your small trek is already deep in the desert when you notice that something is tracking your group. You hear strange snarls in the distance. Sechet warns you not stop or otherwise these "Okians" as he calls them will catch up and kill you. You hurry on but several hours later you almost collapse from exhaustion. The snarling grows louder and now you see them - strange looking dog like creatures. They are not only behind you, another group is also in front of you...

TILE I SETUP

Okis
Place 2 Okis per hero in play.



Okis
Place 2 Okis per hero in play.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place two Okis groups based on the number of heroes as shown.
- The Darkness starts with 2 AP.
- The heroes are exhausted from the chase. Each hero immediately loses 3 vitality.

RULES

- Burning Heat:** The sun is burning mercilessly. Any hero that plays more than 2 cards during their hero cycle loses 1 vitality for each additional card played.
- Okian packs:** During each *Darkness Cycle* roll 3 FD as long as there are still enemies on the tile. In case of at least 1 O result spawn additional enemies based on the drawn event card. Distribute enemies on the narrow tile edges. After 6 hero cycles (or if all Okians on the tile have been defeated) no more Okians will spawn.
- Looming Darkness:** The Darkness activates after 5 AP on this tile.



Read this after the tile has been cleared

You put down the last of the strangely armored Okian dogs. You are on the brink of collapsing but Sechet tells you that you have to hurry as the oasis is nearby...





At last, you reach the oasis. As you move in, you hear a voice shouting, "Let us go! We've done noth—". With a wet crunch, the voice is silenced, the empty space it left filled by feral snarling any baying. The firelight casts shadows over the sand, sharp ears and long, fang-filled snouts, a trick of the light growing them larger than the pack you just faced. As you creep closer, you see the shadows did not lie; some of these creatures are different, rising two legs over their brethren...

TILE 2

SETUP

Okis
Place 1 Okis per hero in play.



Anokis (Mutated)
Draw captain mutation cards based on Darkness Influence.

Merchants
Threat: 5; Rage



SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place 6 Okis as shown.
- ♦ Place an *Initial Spawn* of Okis based on the number of heroes as shown.
- ♦ Place a mutated Anokis as shown. Draw captain mutation cards based on Darkness Influence. Note that the personal guard of the Anokis is already included in the present Okis.
- ♦ Place 5 quest tokens as shown: these represent the merchants (see below).

RULES

- ♦ **Burning Heat:** The sun is burning mercilessly. Any hero that plays more than 2 cards during their hero cycle loses 1 vitality for each additional card played.
- ♦ **Refresh:** Any hero that ends his movement in one of the water squares can drink from the oasis and get refreshed. The hero immediately restores 2 vitality and is no longer affected by **Burning Heat**. Each hero can only do this once.
- ♦ **Merchants:** The caravan merchants are represented by quest tokens. If an enemy defeats a quest token discard that token. If there are no enemies adjacent a quest token that merchant survives. Note down the number of surviving merchants (you will need the number at the end of the quest).



Read this after the tile has been cleared

Looking down at her fallen comrades, the caravan leader says, "Thank you, friends. Without your help, I fear we would have all met the same end."





Frightened by their experience and still licking their wounds, the merchants decide to return to Arq. You agree to escort them back along the Bone Trail to the ancient city. Foregoing the warmth of visible fire, only the waning moon and cold, remote starlight fill the grave-black sky, providing scant comfort to the huddled merchants under your protection. As you hear the shushing of padded feet on sand and the low rumble of dusty growls, you realize sacrificing the fire's warmth has been for naught...

TILE 3

SETUP

Possible Agent

Roll **FD** based on Darkness Influence to see if a Agent appears.

Merchants
Threat: 5; Rage



Anokis (Mutated)
Draw captain mutation cards based on Darkness Influence.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place a mutated Anokis as shown. Draw captain mutation cards based on Darkness Influence. Note that the Personal Guard of the Anokis is already included.
- ♦ Place Okis as shown.
- ♦ Place as many merchants (represented by quest tokens) as have survived on the previous tile.

RULES

- ♦ **Merchants:** The caravan merchants are represented by quest tokens. If an enemy defeats a merchant discard the corresponding quest token. Note down the number of surviving merchants (you will need the number at the end of the quest).

RESOLUTION

NOTE

Heroes may either return to Zehir **or** play the quest *Spring of Jewels* - in the latter case heroes restore their health to their maximum -2.

SUCCESS

At least 1 merchant survived.

- ♦ The heroes gain 2 Serendipity.
- ♦ Reduce the Darkness Influence by 1.
- ♦ The heroes receive 5 Gold. In addition, for each surviving merchant the heroes gain 3 Gold.



Any thought of further rest forgotten, the caravan prepares to move, intending to reach the ancient city of Arq by midday. The merchants are grateful for your help and thank you with some extra gold.

FAILURE

If all heroes are defeated OR if all merchants have been killed the heroes lose this quest.

- ♦ Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
- ♦ You may not try this quest again.



Mocking your failure, victorious howls follow you as you stumble forward. Battered and bruised somehow manage to reach the city of Arq...



SPRING OF JEWELS



Located deep in the desert and protected by massive walls lies the city of Arq. As you enter through the massive south gate the city guards stop you. You are questioned but as soon as tell them that you have been sent by the high priest Eristof they escort you to the captain of the guard: Iarddith. "High priest Eristof has sent word about your coming." she begins to speak. "We are very thankful that you looked after the caravan. Our forces are stretched thin due to the constant attacks from the Okians and I could not risk more men. Can I ask you to do us another favor? We haven't heard from our outpost at a nearby oasis since several days. The water from this oasis is vital for the survival of the city. Would you please check what happened to my men?".



- ◆ These tiles are from *Shores of Kanis*.
- ◆ This tile is from the *Slaughterfield Expansion*.
- ◆ These tiles are from the *Realm Tile Supplement 1*.

If you don't have any of these tiles use any tiles of your choice with the same size.



JUMP



JUMP



RESTRICTIONS

Heroes must have completed the quest
The Bone Trail.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 1 Serendipity.
- ◆ The heroes receive 5 Gold.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

None

REQUIRES



Okian Lair
Token



Anokis and
Okis miniatures



Thothis minia-
tures or tokens



Aluki
miniature



Universal
Darkness Deck
(2 Skulls)



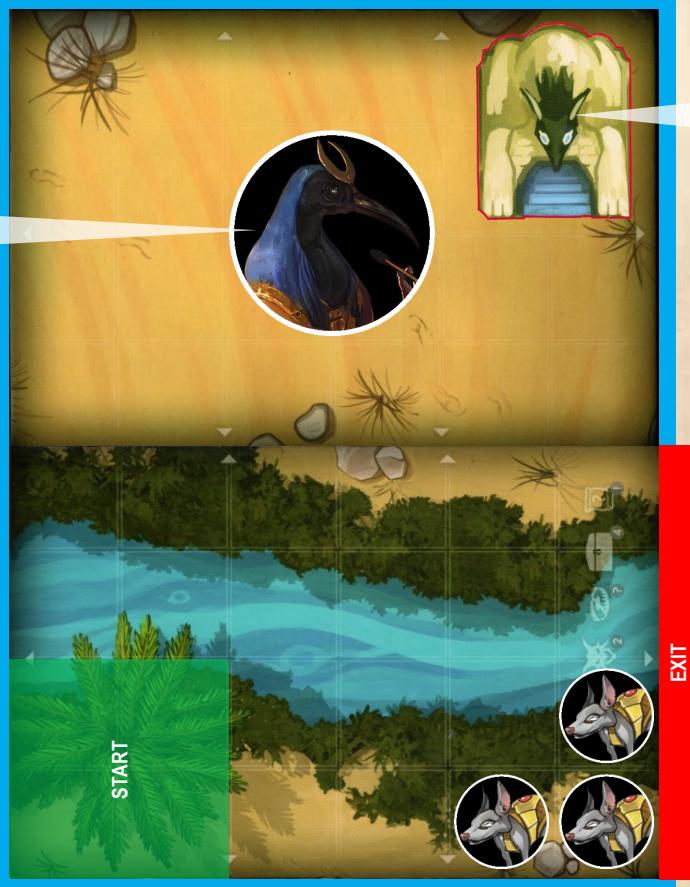
You agreed to search for the outpost and captain Iariddith told you how to find the oasis called the Spring of Jewels. You follow a small creek that leads to the oasis. The vegetation and the shadows of the palm trees provide a welcoming change to the never ending sands. Three hours later you hear barks and within a heartbeat you see dozens of Okis rushing towards you. If that wasn't enough they are backed up by a strange creature looking like bird-man hybrid...

TILE 1

SETUP

Thothis (Mutated)

Draw captain mutation cards based on Darkness Influence.



Okian Lair (Mutated)

Populate with an *Initial Spawn* (based on the number of heroes). Use the Quicksand lair mutation card for this lair (but no additional mutations).

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place an Okian lair as shown. It has the Quicksand mutation affecting the complete (combined) tile.
- Place three Okis as shown. Place an *Initial Spawn* (based on the number of heroes) of Okis next to the lair.
- Place a mutated Thothis as shown. Draw captain mutation cards based on Darkness Influence.
- The Darkness starts with 3 AP.

RULES

- Water:** Moving through a square containing water will cost a hero an additional Movement Point. Enemies are not hindered by water squares. In addition, all heroes roll -1 **D10** and -1 **FD** when standing in a square containing water.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 **FD**. On a **Q** result the hero adds a Injury Hero Card to his hero deck.



Read this after the tile has been cleared

That bird-man put up quite a fight. With the last of the Okians defeated you hurry on towards the oasis...





You follow the creek further into the desert as suddenly group of Okians appears in front of you. This time the Okis are accompanied by a huge Anokis. At the same time you hear faint noises behind you. It's an Ambush! As you turn around you see another of these dreaded bird-man! You barely have time to prepare as the first attackers approach...

TILE 2

SETUP



Combined Tile



Okis
Place 1 Okis per hero in play.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place a mutated Anokis as shown. Draw captain mutation cards based on Darkness Influence.
- Place a Thothis as shown.
- Place Okis as shown. Note that the Personal Guard of the Anokis is already included in the shown Okis.
- The Darkness starts with 3 AP.

RULES

- Ambushed:** During the 1st Hero Cycle on this tile, each hero can only play a maximum of 2 hero cards.
- Water:** Moving through a square containing water will cost a hero an additional Movement Point. Enemies are not hindered by water squares. In addition, all heroes roll -1 and -1 when standing in a square containing water.
- Looming Darkness:** The Darkness activates after 5 AP on this tile.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 . On a result the hero adds a Injury Hero Card to his hero deck.



Read this after the tile has been cleared

These Okians put up quite a fight! It seems they are determined to not let you get near the oasis. You fear that you will not find any survivors should the outpost at the oasis have been attack by forces similar to these...





As the sun starts to set you reach the outskirts of the oasis. Dead men lay on the ground like fallen leaves. Your fears have come true: the outpost got overrun by the Okians and it seems every man got killed. As you move on you hear the well-known barking sounds of the Okis surrounding an Aluki! You remember the last time you fought against one of these creatures in the temple of Anunkara.

TILE 3 SETUP



SETUP

- Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- Place a mutated Okian lair as shown. Draw lair mutation cards based on Darkness Influence.
- Populate the lair with an *Initial Spawn* based in the number of heroes.
- Place an Aluki as shown.

Okian Lair (Mutated)
Populate with an *Initial Spawn* (based on the number of heroes). Draw lair mutation cards based on Darkness Influence.

RULES

- Nightfall:** After 2 hero cycles heroes can only see targets within 3 squares and all ranged attacks roll 2 less
- Looming Darkness:** The Darkness activates after 5 AP on this tile.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 . On a result the hero adds a Injury Hero Card to his hero deck.

RESOLUTION

NOTE

Heroes do return to Zehir after this quest regardless if the heroes succeed or fail. After the return to Zehir heroes have to rest as normal and may visit merchants before attempting the next quest.

SUCCESS

If all enemies have been defeated the heroes win this quest.

- The heroes gain 1 Serendipity.
- The heroes receive 5 Gold.
- Reduce the Darkness Influence by 1.



With the last of the Okians slain you bury the dead. You head back to Arq and report what has happened to Iarddith. The guard captains thanks you for avenging her men. You stay another day in Arq and then head back to Zehir.

FAILURE

If all heroes are defeated or flee they lose this quest.

- Refer to the *Defeated Heroes* section of the *Lands of Myth* rules if all heroes have been defeated.
- The heroes may try this quest again.



The Okians overwhelm you and everything goes dark... As you wake up again you find yourself in a temple in the city of Arq. A day later Iarddith shows up, telling you how she sent another group to find out what happened to you and her men. They found you barely alive and brought you back to the city where the priests healed you. Several days later you are guided back to Zehir by Sechet...



THE LOST TEMPLE



You sit at the Seventh Sanctum tavern and talk to the locals. As you boast with your heroic deeds they start telling you about the lost temple of Pa-nebt-ma and the great treasures that lie within. It is located on a small island, west of Zehir and many adventurers have sought the treasures but so far none of them returned. It seems the Darkness has something to hide... You decide to search for the lost temple. Buying a small boat from the local fisherman you start your journey....



JUMP



JUMP



◆ These tiles are from *Shores of Kanis*.

RESTRICTIONS

Heroes have stayed a night at the Seventh Sanctum tavern.

GOAL

The heroes must defeat all enemies OR leave with the treasure chest token.

FAIL CONDITIONS

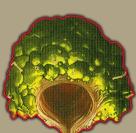
All heroes are defeated.

Rewards

- ◆ The heroes gain 1 Serendipity.
- ◆ The heroes receive 10 Gold.
- ◆ Reduce the Darkness Influence by 1.

SPECIAL

REQUIRES



Sand Insect Lair



Sand Stalker and Sand Crawler miniatures



Anokis and Okis miniatures



Thothis miniatures or tokens



Okian Lair Token



Random Agent



Treasure token



Quest Token (x3)



Universal Darkness Deck (2 Skulls)



The first day of your search for the island is barely over as a unnatural dark storm gathers. You try to fight the storm as good as you can but in the end you lose control of your little boat. The fisher boat is tossed around like a nutshell by the relentless forces. With a loud crash the it finally comes to a halt and the world goes dark around you... You awake when the bright midday sun burns your skin. The storm is gone and you are stranded on an island. You may have survived the storm but your boat got damaged badly. Hopefully you can find some wood on this island that helps you to repair your boat...

TILE I SETUP

Sand Insect Lair

Populate with an *Initial Spawn* (based on the number of heroes).

Note: this lair cannot be destroyed!

Sand Crawlers

Place 3 Sand Crawlers per hero in play.



Sand Stalker (Mutated)

Draw captain mutation cards based on Darkness Influence.

Sand Stalker (Mutated)

4+

If there are 4 or more heroes place an additional Sand Stalker. Draw captain mutation cards based on Darkness Influence.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place a group of Sand Crawlers based on the number of heroes as shown.
- Place a mutated Sand Stalker as shown. If there are 4 or more heroes place an additional mutated Sand Stalker as shown. Draw captain mutation cards based on Darkness Influence.
- Each hero immediately loses 3 Vitality due to the boat crash.
- Each hero immediately draws a random Injury Card and adds it to the hero deck.
- Place a Sand Insect Lair as shown. Populate the lair with an Initial Spawn based on hero number.

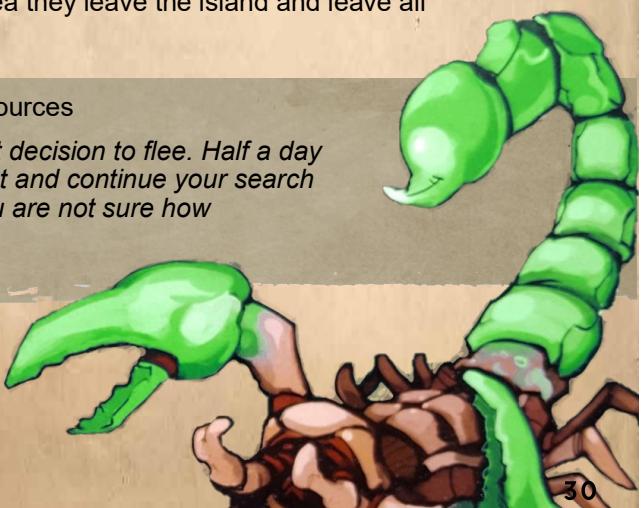
RULES

- The Sand Insect Lair cannot be destroyed. Heroes must gather some resources to fix their boat and flee!
- The heroes must gather resources located at the 3 quest tokens as shown. To gather a resource the hero must perform a NCA with no roll required. A hero may carry up to 3 resources at a time. However, when carrying a resource the hero must place it on an action slot of his hero board and cannot play any action cards in this slot.
- Once the heroes return with all 3 resources to the starting area they leave the island and leave all crawlers behind.



Read this after the heroes have returned with all 3 resources

You've never seen such a massive lair, it was the right decision to flee. Half a day later you manage to fix the damaged parts of your boat and continue your search for the temple. Hopefully it will not take too long as you are not sure how long your boat will hold out...





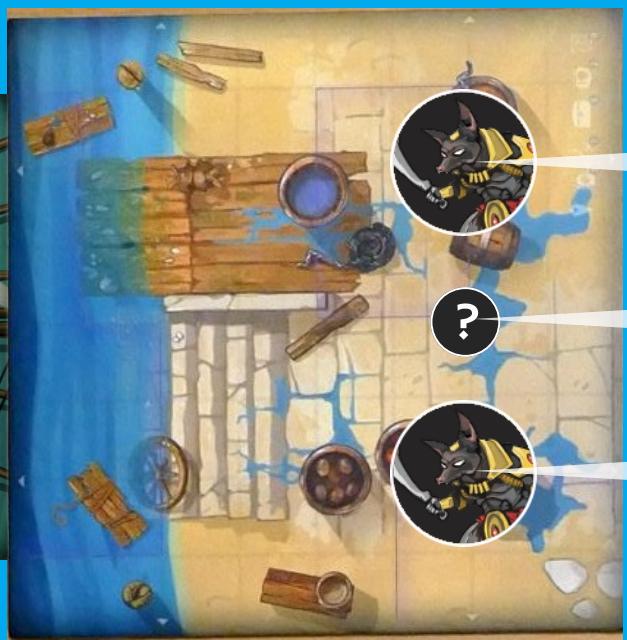
You sail on for almost another day and finally see an island that matches the description the locals at the Seventh Sanctum tavern gave. As you get closer you can see ruins of a temple, this must be the lost temple of Pa-nebt-ma. You find an old harbor and moor your boat. As you are about to go ashore you hear the typical barking noises - Okis! Behind the large group of these dogs two lumbering Anokis enter the fight...

TILE 2

SETUP



Combined Tile



Anokis (Mutated)
Draw captain mutation cards based on Darkness Influence.



Okis
Place an *Initial Spawn* (based on the number of heroes).

Anokis (Mutated)
Draw captain mutation cards based on Darkness Influence.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place two mutated Anokis as shown. Draw captain mutation cards based on Darkness Influence.
- Place an *Initial Spawn* (based on the number of heroes) as shown.
- The Darkness starts with 2 AP.

RULES

- Reinforcements:** In each Darkness Cycle spawn enemies based on the drawn Darkness Card as if there would be lair on the tile. All enemies spawn from the tile edged marked 'EXIT'. Once both Anokis have been defeated the spawning stops.
- Looming Darkness:** The Darkness activates after 5 AP on this tile.



Read this after the tile has been cleared

With the last of the Anokis defeated you easily dispatch the remaining Okis and move onwards to the temple...



You enter the temple and move through the corridors. It seem this place has been looted and pillaged a long time ago. Based on what is still left of the wand decorations and rooms it must have been an amazing sight to behold back then. You move quite some time through the ruins as you enter a larger room. Too late you realize that this must be the lair of the Okians of this isle. It is heavily defended and it seems they have expected you...

TILE 3 SETUP



Thothis (Mutated)
Draw captain mutation cards based on Darkness Influence.

Possible Agent
Roll **FD** based on Darkness Influence to see if a Agent appears.

Okian Lair (Mutated)
Populate with an *Initial Spawn* (based on the number of heroes). Draw lair mutation cards based on Darkness Influence.

Anokis (Mutated) 
Draw captain mutation cards based on Darkness Influence.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- There's a possible Agent on the tile: roll **FD** based in Darkness Influence to see if an Agent shows up.
- Place an mutated Thothis as shown. Draw captain mutation cards based on Darkness Influence.
- If there are 4 or more heroes place an mutated Anokis as shown. Draw captain mutation cards based on Darkness Influence.
- Place 3 Treasure Tokens as shown.
- The Darkness starts with 3 AP.
- Each hero rolls 4 **FD**. For each  symbol rolled the hero immediately gains 2 Threat.

RULES

- Treasure Tokens:** A hero can take the treasure by performing a NCA (no TN). Roll 1 : on 1-3 draw 2x from the *White Treasure Deck*. On 4-10 draw 1x from the *Green Treasure Deck*.
- Looming Darkness:** The Darkness activates after 5 AP on this tile.

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- The heroes gain 1 Serendipity.
- The heroes receive 10 Gold.
- Reduce the Darkness Influence by 1.



You gather the few remaining treasures that are still to be found and make your way back to the boat. Somehow you manage to go back to Zehir...

FAILURE

If all heroes are defeated they lose this quest.

- Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
- The heroes may try this quest again.



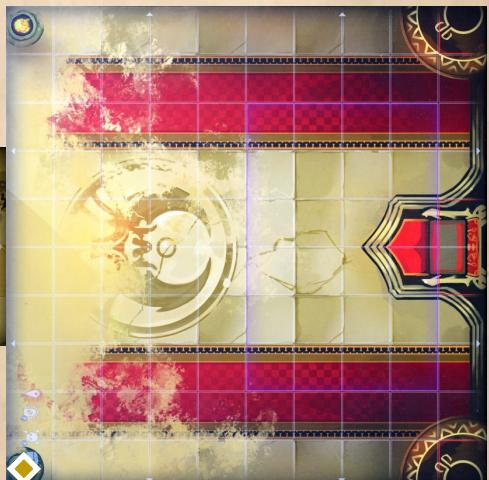
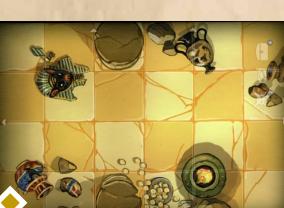
The onslaught of the Okians does not stop. More and more of them join the fight and you decide it is time to run. Then, darkness falls...



EYE OF NEB-NEFER



You meet High Novice Kerrith near the great pyramid. "We may have found a way how we can stop the Okis attacking us." he begins to speak "Two days ago we got notice that a great sandstorm uncovered the entrance to an ancient temple. It is said that this temple contains the artifact known as the Eye of Neb-nefer. If we manage to get hold of it we might be able to track down the location of the tomb of Atekramun. This tomb might be the key to pacify the Okians". Kerrith tells you about the legend that centuries ago the Okians have been expelled from Atekramun, their most sacred place. And that they might stop their attacks if they can return to it...



◆ These tiles are from *Shores of Kanis*.

RESTRICTIONS

Heroes must have completed the quest *Learning the Land*.

GOAL

The heroes must defeat all enemies.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 1 Serendipity.
- ◆ The heroes receive 10 Gold.
- ◆ Reduce the Darkness Influence by 1.
- ◆ The heroes gain the Eye of Neb-nefer.

SPECIAL

None

REQUIRES



Okian Lair
Token



Anokis and
Okis miniatures



Thothis minia-
tures or tokens



Sokar
Miniature
(or token)



Universal
Darkness Deck
(2 Skulls)



Agent
miniature



Eye of
Neb-nefer



You travel 2 days through the desert, lead by Ma'lik, another Lut-i guide and you are accompanied by a small caravan. Ma'lik tells you about the temple his people found after the last sandstorm. His people think it is the temple of Neb'Nefer. It is told that over a century ago Neb'Nefer was a high priestess of the god Hathor. She had a conflict with another high priest who sought of ways to extend his life eternally. Neb'Nefer tried to stop him but at the height of the conflict she got cursed and her temple got consumed by a storm no one has ever seen before. Since then, the temple has been lost. Nobody knows what happened to the other high priest. The caravan makes camp one hour from the temple as no one wants to get too close to this cursed place. You enter the temple alone and immediately notice that someone was here before you...

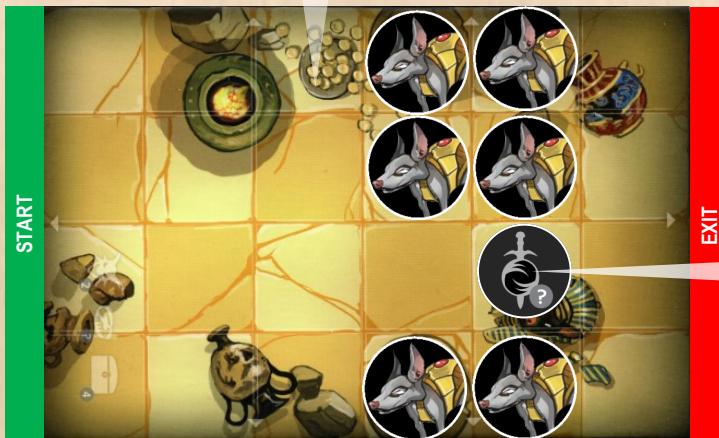
TILE I

SETUP

Old Treasures

Can be searched. Roll 1 :

1-5	Draw twice from White Treasure Deck
6-10	Major Vitality Potion



Agent

Roll a . If the result matches a hero's symbol that has an agent card in his hero deck spawn that agent. Otherwise spawn a random agent.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Spawn 6 Okis as shown.
- Roll a to see what agent is present on the tile: if the result matches a hero's symbol that has an agent card in his hero deck spawn that agent. Otherwise spawn a random agent.
- The Darkness starts with 3 AP.

RULES

- Reinforcements:** In each Darkness Cycle spawn enemies based on the drawn Darkness Card as if there would be lair on the tile. All enemies spawn from the tile edge marked 'EXIT'. Once the agent has been defeated the spawning stops.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 . On a result the hero adds a Injury Hero Card to his hero deck.

Read this after the tile has been cleared



The Okians have reached the temple before you. This is not good! You hurry on, hoping that it is not too late and you can still recover the Eye of Neb'Nefer...



You move onwards, finally reaching a bigger chamber of the temple. The exit is blocked by two hulking figures: an Anokis accompanied by a Thothis! As you get closer the Anokis barks a command and from behind him a group of Okis moves forward, snarling. It seems there are more of them, waiting for a sign of their captains to join the fight. This isn't going to be easy but there's no other way to get past them. You draw your weapons and at the same time the Okis start their attack...

TILE 2

SETUP

Sarcophagus Can be searched. Roll 1 ♦:	
1-5	Draw twice from White Treasure Deck
6-10	Draw three times from White Treasure Deck

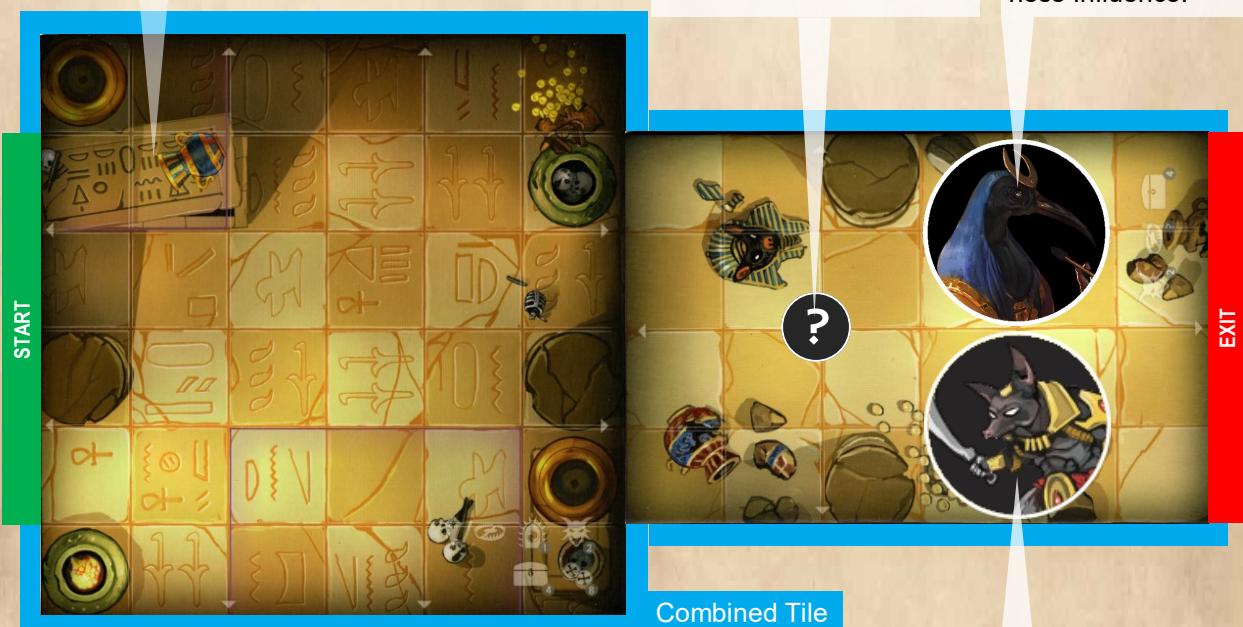


Okis

Place 1 Okis per hero in play.

Thothis (Mutated)

Draw captain mutation cards based on Darkness Influence.



SETUP

- ♦ Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- ♦ Place a mutated Thothis as well as a mutated Anokis as shown. Draw mutation cards based on Darkness Influence.
- ♦ Place 1 Okis per hero in play as shown.
- ♦ The Darkness starts with 2 AP.

Anokis (Mutated)
Draw captain mutation cards based on Darkness Influence.

RULES

- ♦ **Reinforcements:** In each Darkness Cycle spawn enemies based on the drawn Darkness Card as if there would be lair on the tile. All enemies spawn from the tile edge marked 'EXIT'. Once both captains have been defeated the spawning stops.
- ♦ **Looming Darkness:** The Darkness activates after 5 AP on this tile.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 FD. On a ♦ result the hero adds a Injury Hero Card to his hero deck.



Read this after the tile has been cleared

All this bloodshed. The Okians fought relentlessly, it almost seems they are more afraid about what would happen should they flee. You wonder what they are so afraid of and move on through the tunnels of the temple...



As you enter the last room of the temple you see a huge beast with a hawk like face surrounded by Okis. The monstrous creature is just examining a small amulet. This has to be the Eye of Neb'nefer! As you move closer the creature notices you. Readyng an enormous mace it screeches some words in a language you can't understand and all Okians turn towards you and prepare to attack. It seems you have finally found the reason why the Okis seemed so afraid...

TILE 3

SETUP



Okian Lair
Populate with an *Initial Spawn* (based on the number of heroes).

Thothis (Mutated)
Draw captain mutation cards based on Darkness Influence.

SETUP

- ♦ Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- ♦ Place a Okian lair as shown.
- ♦ Populate the lair with an *Initial Spawn* based in the number of heroes.
- ♦ Place the Sokar (Mini-Boss) as shown.
- ♦ Place a mutated Thothis as shown. Draw captain mutation cards based on Darkness Influence.

RULES

- ♦ There are no special rules on this tile.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 **FD**. On a **W** result the hero adds a Injury Hero Card to his hero deck.

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- ♦ The heroes gain 1 Serendipity.
- ♦ The heroes receive 5 Gold.
- ♦ Reduce the Darkness Influence by 1.
- ♦ The heroes gain the Eye of Neb-nefer.



Having defeated Sokar you take the Eye of Neb'nefer and return to the caravan. It seems they did not expect you to return as they were about to leave! You return to Zehir and give the amulet to High Novice Karrith.

FAILURE

If all heroes are defeated they lose this quest.

- ♦ Refer to the *Defeated Heroes* section of the *Lands of Myth* rules.
- ♦ The heroes may try this quest again.



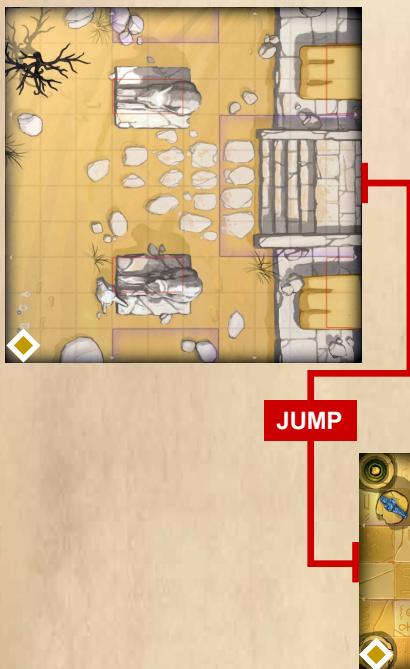
The Sokar and his allies overwhelm you and the last thing you remember is a victorious screeching noise. Then, everything fades to black...



Tomb of Atekramun



Using the Eye of Neb-nefer High Novice Karrith is able to track down the location of the tomb of Atekramun. "We now know the location of the tomb. Unfortunately it is located much deeper into the desert than we had anticipated. I'll find some men that will accompany you and guide you through the desert." he tells you. "It is said that the tomb was once a sacred ground for the Okians until a great evil came and ousted them from that place. If you manage to get rid of the evil within the tomb, the Okians might come back and may be grateful enough so that they stop attacking us."



JUMP

◆ These tiles are from *Shores of Kanis*.

RESTRICTIONS

Heroes must have completed the quest *Eye of Neb-nefer*.

GOAL

The heroes must defeat Neb'nesew.

FAIL CONDITIONS

All heroes are defeated.

Rewards

- ◆ The heroes gain 1 Serendipity.
- ◆ The heroes receive 10 Gold.
- ◆ Reduce the Darkness Influence by 2.

SPECIAL

None

REQUIRES



Scarab Swarm
Miniatures
(or tokens)



Agent
miniature



Mummy Lord and
Mummy minia-
tures (or tokens)



Universal
Darkness Deck
(2 Skulls)



Neb'nesew
Mini-Boss miniature
(or token)



Spear Trap
token (x2)



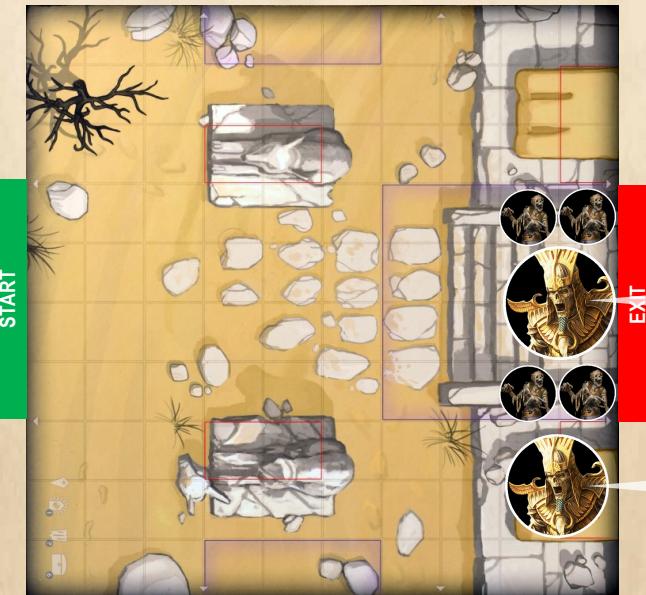
Quest
Token (x1)



You are again accompanied by Ma'lik, the Lut-i guide and a small caravan. "You seem to have the blessings of the gods" Ma'lik tells you after 4 days travelling through the desert. "I've never seen adventurers searching for more trouble than you yet still live to tell the tale. Do you see the ruins there in the distance? This is the place we were searching for, the temple of Atekramun! We will go no further and wait for you until tomorrow. I hope the gods are still with you as it is said there's a great evil dwelling within the temples chambers." As you are about to enter the temple you hear a strange voice whispering in your head "Welcome to my temple heroes. Death awaits you in these halls. Be my guest. Forever". A black stream erupts from the entrance, a locust swarm! Behind the black cloud of insects you can see something following...

TILE 1

SETUP



Mummy Lord (Mutated)
Draw captain mutation cards based on Darkness Influence.

Mummy Lord (Mutated) 4+
If there are 4 or more heroes place an additional Mummy Lord. Draw captain mutation cards based on Darkness influence.

SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place a mutated Mummy Lord as shown. Draw mutation cards based on Darkness Influence.
- Place an additional mutated Mummy Lord as shown if there are 4 or more heroes.
- Place 4 mummies as shown.

RULES

- Locust Swarm:** If a hero plays more than 1 hero card during his hero cycle he must roll 2 FD every time an additional card is played. If at least 1 ⚡ is rolled, the hero loses 1 Vitality.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 FD. On a ⚡ result the hero adds a Injury Hero Card to his hero deck.



Read this after the tile has been cleared

With the last of these undead abominations slain the locust swarm dissipates. You are about to enter the tomb when you hear the barking of Okis behind you. As you turn around, you see at least two dozens of Okis, lead by an Aluki! As you ready for battle he begins to speak "We will not forget what you have done at the temple of Anunkara. However, we've observed you since then and if you free this sacred place from the ancient evil that now dwells within, we may stop our attacks on these lands. Be aware that Neb'nesew, the lich that lives deep in this tomb cannot be killed so easily. You have to search for his Phylactery, the soul jar that binds him to this world. Only once you kill him and destroy his soul jar, the curse is lifted". With these last words the Aluki and the Okis leave. Still wondering, you enter the tomb...



You move deeper into the tomb, following down several corridors as you reach a bigger chamber. Oddly enough there's a water basin in the room, still containing water. Still wondering you hear a faint clicking noise and moments later a trap springs to life at the other end of the chamber! Two metal spears come flying your way, you have barely enough time to jump to the side. If that wasn't enough an seemingly endless swarm of scarabs enters the chamber, streaming towards you. At the same time, both doors of the chamber are blocked by a massive stone ...

TILE 2

SETUP



Scarab Swarm
Place 1 Scarab Swarm per hero in play.

Possible Agent
Roll **FD** based on Darkness Influence to see if a Agent appears.



Combined Tile

Water Basin

Blocked Exit

Forgotten Treasures

Can be searched. Roll 1 **D10**:

1-5	Draw twice from White Treasure Deck
6-10	Major Vitality Potion

Spear Traps
To disarm each trap heroes need 4

NCA,
TN:7



To destroy this trap:



SETUP

- Ignore all realm tile legends. A maximum of 4 treasures can be gained on this tile.
- Place 1 Scarab Swarm per hero in play.

RULES

- Water Basin:** Heroes and enemies cannot enter the water basin.
- Spear Traps:** During each Refresh Phase the two Spear Trap tokens move one square towards the opposite wall as indicated by the arrows. Should they reach the wall the Spear Trap tokens will move in the opposite direction next time. After each move each Spear Trap will automatically hit any hero in a straight orthogonal line for 2 points of damage. Each spear trap token can either be disarmed by 4 successful NCA, TN: 7 or 4 successful Cunning Attribute Tests, TN: 8 if using the Attribute hero cards. A hero has to stand next to the trap to disarm it. The trap tokens can also be destroyed by attacking the tokens (TN: 8; Vitality: 6).
- Endless Swarm:** During each Darkness Cycle place 1 additional Scarab Swarm per hero in play next to a Spear Trap. The spawning will stop once both Spear Traps have been disarmed or destroyed.
- Blocked Exit:** The exist is blocked and heroes cannot leave the tile. The door opens once both Spear Traps have been disarmed or destroyed.

FLEEING

Heroes can decide to flee. In order to flee, heroes must leave on the tile edge marked "START". Heroes lose 2 Serendipity. In addition each hero rolls 2 **FD**. On a **Q** result the hero adds a Injury Hero Card to his hero deck.



Read this after the tile has been cleared

With the last spear trap disabled the spawning of scarabs finally stops. The blocked doors open and you head onwards trough the tunnels...



Deeper and deeper you follow the tunnels into the tomb. You step into a large chamber and immediately see an undead priest floating in mid air - this must be Neb'nesew! He's accompanied by several Mummies and his personal guard. Suddenly, you hear the strange voice again whispering in your head "Finally we meet. It will be a pleasure for me to make you my servants once your pity lives end. Kneel before your new master!".

TILE 3

SETUP

Combined Tile



Mummy
Place 1 Mummy per hero in play.



Mummy
Place 1 Mummy per hero in play.

START



Mummy Lord (Mutated)

Draw captain mutation cards based on Darkness Influence.

Hidden Door

3x NCA, TN:7 or 3x Intellect Attribute Test to open

Phylactery

Neb'nesew (Mini-Boss)

Mummy Lord (mutated)

If there are 4 or more heroes place an additional Mummy Lord. Draw captain mutation cards based on Darkness Influence.

SETUP

- Ignore all realm tile legends. A maximum of 6 treasures can be gained on this tile.
- Place Neb'nesew (Mini-Boss) as shown.
- Place a Quest Token as shown. This represents the Phylactery of Neb'nesew.
- Place 2 Scarab Swarms as shown.
- Place a mutated Mummy Lord as shown. If there are 4 or more heroes place an additional Mummy Lord.

RULES

- Phylactery:** As indicated on the Neb'nesew card his Phylactery can only be attacked after Neb'nesew has been defeated.
- Hidden Door:** The room containing the Phylactery can only be entered once the hidden door has been opened. To open the door a hero must stand next to it and successfully perform 3 successful NCA, TN: 7 or 3 successful Intellect Attribute Tests, TN: 8 if using the Attribute hero cards.



Read this after Neb'nesew and his Phylactery have been defeated

With the Phylactery destroyed you hear Neb'nesew's voice screaming in your head "Noooooooo, this cannot be..." and then the voice fades to silence. With Neb'nesew's dark powers gone, the remaining mummies fall to the ground and turn to dust. You leave the tomb, heading back to your caravan...

RESOLUTION

SUCCESS

If all enemies have been defeated the heroes win this quest.

- The heroes gain 1 Serendipity.
- The heroes receive 10 Gold.
- Reduce the Darkness Influence by 2.



You return to Zehir and are greeted by High Priest Eristof. "It seems your mission was a success, the Okians have stopped attacking us. Without your help Zehir and the other cities would have fallen. You have saved us all!"

FAILURE

If all heroes are defeated they lose this quest.

- Refer to the Defeated Heroes section of the Lands of Myth rules.
- The heroes may try this quest again.



Somehow you manage to escape, more dead than alive. You live to tell the tale and may try to defeat Neb'nesew another day...