



OULESS VESSEL



BOOK OF
ADVENTURES



Disclaimer

This game is an early access release of the digital boardgame "Soulless Vessel" for Tabletop Simulator. The game may have occasional flaws or typos, and some content, mostly art, is still missing - but we are doing our best to uphold great quality!

The first chapter can be enjoyed in its entirety, with more chapters following over the next few months.

We encourage all of our players to leave feedback, or to even consider subscribing to our Patreon to get in-depth updates and a voice to steer future updates. We want this game to grow together with an engaged community!

Your support will be used to fund our art-related needs.

Please keep in mind that this Rule Book is an early version. An improved book with more examples and a proper layout will follow later during development.

Credits

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All icons for items, ability cards and traits are from the Humble Bundle Game Dev Icons.

The Map Tiles were created using a pro license from Inkarnate.



Marcel Zons

is a lead video game designer and has been in the industry for over ten years, having been involved in indie games, as well as big corporate titles.

Marcel maintained a passion to build boardgame prototypes for over twenty years so far (but never attempted to publicly release anything up to this point).



Manuel Kuczynski

is working in the capacity as Motion Design and Art Director with over ten years of experience in that area.

While he is fairly new in the business of making boardgames, he always used to be passionate about creative and well designed boardgames.





OULLESS VESSEL



CHAPTER 1 NATHENDER

CHAPTER 1 NATHENDER

Nathender Adventure Overview

The Escape

You as the party of returning heroes finds yourselves summoned to the realm of Nathender and tasked with a challenging quest. You must navigate your way out of a treacherous dungeon and make your way back to civilization. Note: This is the introductory quest that all new adventurers must undertake.

The Stash of King Atargis

The rumor of the fallen castle of King Atargis piques your interest. Word has it that the castle holds many treasures, including weapons and armor, that could prove valuable for your cause.

Rumors of a Lost Hero

A valiant hero recently stood up against the Neverwake dragon, but rumors suggest that they fell victim to the eternal slumber. If you can locate their remains, you could use their body as a vessel for your soul, potentially gaining their strength and courage.

The Sword of the Prince

The news of Prince Undragh's demise spreads like wildfire, but a merchant's words catch your attention. Apparently, the prince had recently purchased a magical sword from him. With the prince's death, the sword is up for grabs and could prove to be a valuable asset in your quest.

The Slaughter of Murkgrad

The town of Murkgrad has been ravaged by the corruption of the Neverwake forces. It is imperative that someone puts a stop to the madness of the townsmen to prevent the spread of the blight.

Guided By The Light

The paladins of Loruswhill have perished in the impending apocalypse, but a divine steed of one of the paladins was sighted recently. Perhaps it could lead you to its former master?

THE ESCAPE

INTRODUCTORY ADVENTURE



Objective

Escape the Dungeon after defeating the "Masked Guardian".

Heroes escape the dungeon while spending one movement point on the stairs of the 'Entrance' map tile. All heroes have to escape to finish the mission.

Optional Objective

Find and inhabit a vessel to replace the peasant.

Adventure Components

1X	SCAVENGER	
1X	UNDEAD	
1X	CORRUPTED HUMAN	
1X	THE MASKED GUARDIAN	
1X	RANDOM NATHENDER EXPLORATION CARD	
3X	QUEST TRIGGER	

Exploration Deck

Remove "Occult Circle" and "Altar".

Assemble the deck in the following order, from bottom to top:

2x Quest Trigger, Random Nathender, Quest Trigger

Enemy Deck

Take the following reference cards and shuffle them face down:

Scavengers, Undead, Corrupted Human



Starting Conditions

Everyone starts on the "Altar" tile with no enemies.

All players have to be as close as possible to the magical circle.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 15 Coins per hero,
+5 Coins per hero if the optional objective is completed.

Intro Events

d10 + threat	Event	Effect	Add threat
1 - 3	Plunder Fallen Adventurers	A random hero draws item cards until a "Consumable" is drawn and keeps it.	+2
4 - 6	Loot What's Necessary!	A hero of the party's choice may take an improvised item (tier 0) of their choice.	+1
7 - 8	Glimpse Into The Neverwake Realm	A random hero suffers a scratch	-
9 - 10	Resurrection Sickness	A random hero suffers Weaken (2) .	-
11	Twitching And Shaking	The first hero to act this round suffers a scratch and Terror (2) .	-
12 - 13	Defiling Presence	A random hero suffers Cursed (3) OR suffers 2 scratches (their choice).	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



You do not know for how long you have been in the nether. Dreams blur with brief moments of reality from another dimension. You still possess a faint memory of what brought you here - one last fight against an age-old evil. From what you can still recall, you had been victorious. Is this endless dream the reward that the Gods promised? Just before the conclusion presents itself, you suddenly hear scratching and scraping, as if someone were clawing their way into your world.

„Oh heroes of days gone by, hear us!“ a voice calls from beyond. Almost as if compelled, you follow the voice, and after a brief sensation – as if your bodies would be dipped into ice-cold water – you find yourself once more in the former world of the living. You recognize a room, similar to that of a church. You see worn-out figures knelt in prayer before you.

„Forgive the disturbance of your resting place,“ one begins, „but the Neverwake dragon has returned. Half the realm is in eternal slumber! Our legends proclaim that only you have ever managed to banish the beast. We beg you to do so once more!“

One of you comes to his senses faster than the rest and retorts, „You dare meddle with the fabric of the realm of the dead and imperil both worlds? For what?! We are merely lost souls; we have no influence here.“

One of the living holds out a book to you and says, „There is a ritual! We offer you our bodies so that you may walk this earth once more. Will you accept our sacrifice and help us?“

After a moment's hesitation, you agree. You count the willing adventurers, but there are too few of them. There is, however, a shaky peasant in the corner ...

1st Quest Trigger

Draw the next exploration card as usual. Whatever the layout dictates, that room needs to have at least one enemy group in it. If there are no spawn slots, place the group at any closed door of that map tile.

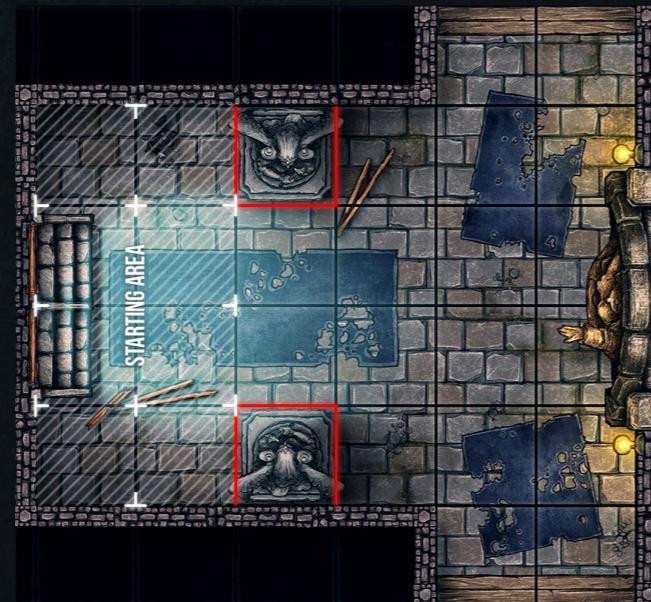
2nd Quest Trigger

You barely have time to adjust to your new forms when you notice a twisted figure standing in the doorway leading outside. It clearly used to be human, but you don't want to fathom what its distorted face must look like under its metallic, ancient mask. It appears to have followed the group of adventurers that brought you back to this world. And now it's the only thing that stands between you and freedom!

Place the “Entrance” map tile and the “Masked Guardian” boss in the starting area.

3rd Quest Trigger

Place the “Occult Circle” map tile with the



“Star” layout.

Place the designated vessel in any case. As an exception, draw 2 vessel cards and let the player with the peasant-vessel choose one.

Outro

You finally escape the old castle, and for the first time in centuries, you get to smell the sweet scent of tall Akura grass. The green plains before you reveal that you were summoned to the realm of Nathender, the home of the Hundred Castles. The Nathender people were once stalwart defenders against endless waves of Orcs from the west, but the pillars of smoke on the horizon suggest that the majority of this realm must have already succumbed to the return of the Neverwake dragon. As if destiny willed it, from the small mountain range you are standing atop you spot an unscathed village in the distance, with countless tents built around it – presumably the homes of those who managed to escape the havoc. One of you suggests that this village may be a good starting point to stock up on gear, and to get a better overview of the situation.



THE STASH OF KING ATARGIS

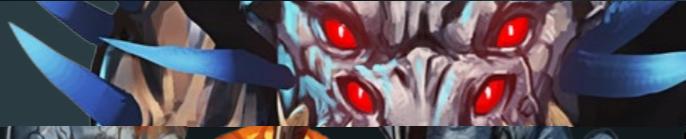
TREASURE ADVENTURE

Objective

Find at least one stash, and as always, you may decide to escape if no enemy is within **range 3** of any hero.

Adventure Components

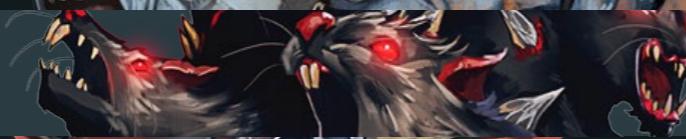
1X SCAVENGER



1X CORRUPTED HUMAN



1X SWARM OF RATS



1X GOBLIN FIGHTER



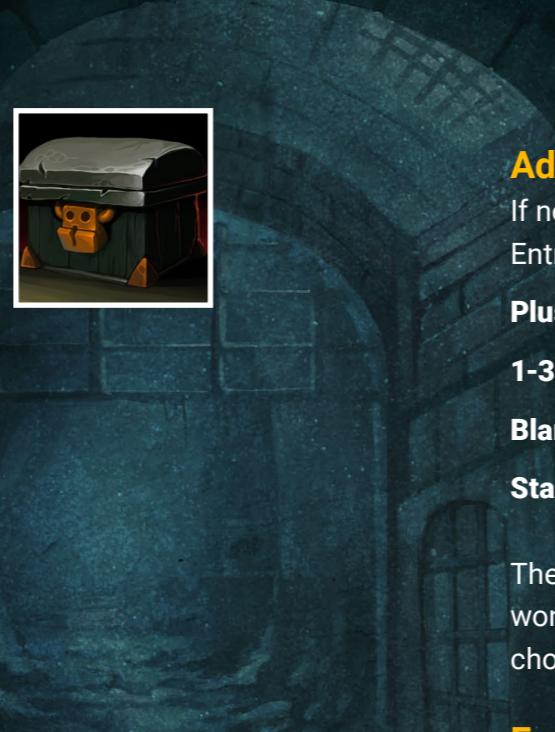
1X GOBLIN ARCHER



5X RANDOM NATHENDER EXPLORATION CARD



3X QUEST TRIGGER



Additional Mechanics

If no room is being revealed during a round, roll an Enhancement Die, and spawn one Undead on the Entrance Map tile at the stairs if the result triggers it:

Plus 3+ heroes

1-3 4+ heroes

Blank 5+ heroes

Star Nothing happens

These Undead always have the "Swift" trait but won't get any other "Trait" cards, regardless of the chosen difficulty level.



SWIFT

The enemy gains **Nimble** and +1 speed.



Exploration Deck

Assemble the deck in the following order, from bottom to top:

Random Nathender, **Quest Trigger**, Random Nathender, **Quest Trigger**, Random Nathender, **Quest Trigger**, 2x Random Nathender

Enemy Deck

Take the following reference cards and shuffle them face down:

Scavengers, **Corrupted Human**, **Swarm of Rats**, **Goblin Fighter**, **Goblin Archer**

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, keep the rewards that you have found during your adventure.

Intro

You've picked up a rumor that the pompous castle of King Atargis has fallen. While the place is doubtless overrun by the spawns of the Neverwake, it should still hold riches to help in your quest to slay the dragon.

Events

d10 + threat	Event	Effect	Add threat
1 - 2	Surviving Soldier	Immediately place a mercenary minion adjacent to a hero of your choice who will stay for the remainder of the adventure. The mercenary has 4 speed and 6 toughness. Add ⚡ to the mercenary's attacks.	+2
3 - 4	Weapon Rack	You may immediately search the pile of items for any one weapon and give it to a hero of your choice.	+2
5	The King's Wealth	Immediately obtain 10 Coins.	+1
6	Map Of The Castle	You may re-roll the next event or map tile layout once. Then this bonus is spent.	+1
7 - 8	Glimpse Into The Neverwake Realm	A random hero suffers a scratch.	-
9 - 10	Wrath	The first enemy to attack this round adds 🛡 to its attack (only count raw power). The player to the right of the one defending rolls the die.	-
11	Reinforcements	An active enemy group that lost the most models immediately regains all of its lost models. Place them adjacent to a model of that group that is still on the board. If no enemy group is active when this event is triggered, re-roll on the event table instead.	-
12	Castle's Traps	A random hero suffers Bleed (3).	-
13	Ambush	Immediately spawn one enemy group. Spawn them adjacent to each other, with one of the models being exactly 3 squares away from a hero of your choice.	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Quest Trigger

Immediately reveal the next exploration card and replace the furthest red spawn socket with a stash on that map tile. It can be collected like a regular treasure. If there's no spawn socket, place the stash next to any of the other entrances (not the one the heroes came from).

The reward changes based on the number of the quest trigger:

First Draw (hero count +1) cards from the pile of items and keep one.

Second Obtain 15 Coins per hero.

Third Draw (hero count +1) cards from the Tier-2 item deck and keep one. Then put the Tier-2 item deck aside again until the party reaches the second chapter of the campaign.

Outro

You flee the castle of King Atargis as you see more and more Undead converging upon it. As you reach the outer end of the drawbridge with your pouches filled, you hear a man screaming from atop a tower. He shouts ancient words, and you see whirling magic concentrating around the stronghold. After a brief moment, the castle crumbles within mere seconds as chunks of debris are sucked into a well of dissipating magic.

"I recognize this magic," one of you recalls.

"Legends say that this spell is only taught to those of royal blood. I'm afraid King Atargis may have been alive ... It's unfortunate we did not consider this possibility earlier. Well ... may the spoils of his castle help us in our quest!"



RUMORS OF A LOST HERO

VESSEL ADVENTURE

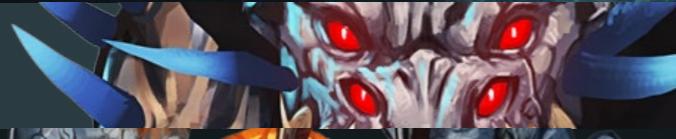


Objective

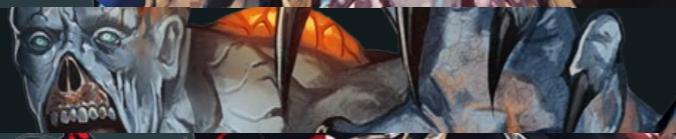
Find the vessel and defeat all enemies within the vessel's room.

Adventure Components

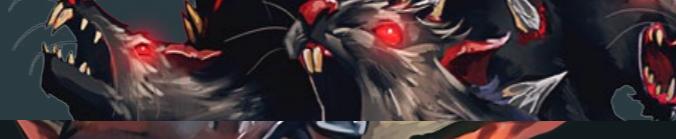
1X SCAVENGER



1X CORRUPTED HUMAN



1X SWARM OF RATS



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



1X MINOTAUR



3X RANDOM NATHENDER EXPLORATION CARD

2X QUEST TRIGGER

Exploration Deck

Assemble the deck in the following order, from bottom to top:

Random Nathender, Quest Trigger, Random Nathender, Quest Trigger, Random Nathender

Enemy Deck

Take the following reference cards and shuffle them face down:

Scavengers, Corrupted Human, Goblin Fighter, Goblin Archer

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 15 Coins per hero, and keep the vessel of the objective.

Intro

As you master your newly-acquired technique of inhabiting the flesh of the living, you begin to hear rumors about a hero of this era who tragically succumbed to the eternal slumber after attempting to fight the Neverwake dragon. If these rumors are true, the hero may prove to be an invaluable vessel and could greatly fortify your ranks.

However, the village elder who shared these rumors with you claims that securing that vessel would not be an easy task. The Neverwake dragon is no fool. The dreams of the sleeping, lost hero are surely a valuable source of power to the dragon, and thus it has surely left guardians behind ...

Events

d10 + threat	Event	Effect	Add threat
1 - 3	Bounty	The group may trigger this event voluntarily. When triggering, draw 3 traits (skip ,Elusive' and ,Minions') and assign one of them to the minotaur boss. If doing so, the party either gains 40 Coins or 2 Soul Shards once the Minotaur is defeated.	+3
4 - 5	Lucky Find	Obtain 20 Coins or 1 Soul Shard.	+1
6	Secret Door	The party may immediately replace a closed off entrance with a door.	+1
7	Rat Infestation	Immediately spawn a group of ,Swarm Of Rats' on the 'Entrance' map tile in the starting zone. If there is already a ,Swarm Of Rats' active, draw three AI cards for them this round and pick the one with the highest threat value.	-
8 - 9	Head Injury	A random hero suffers Stun (2) or Dazed (5) (that hero's choice).	-
10 - 11	Confusing Darkness	A random hero immediately moves 4 squares towards the dungeon entrance (and triggers ,Attacks Of Opportunity' as usual).	-
12	Unclean Enviroment	A random hero with 2 or more scratches immediately suffers a wound.	-
13	Neverwake Dreams	A random hero with at least 2 spells in their ability deck suffers Cripple (3) and Weaken (3) .	-
14+	Neverwake Apparition	Immediately spawn a ,Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



1st Quest Trigger

The door is locked, but you manage to peek through a keyhole. You can see a peculiar figure sleeping on the floor. All signs point to the poor soul having succumbed to the eternal slumber - perhaps this is that hero you came here for in the first place. There must be a key for this massive door somewhere!

Reveal the next room, but keep the door closed. Heroes cannot enter it until they have the key.

The room contains a vessel, and players can pick any one (non-mythical) vessel card for it.

Take the (1-3) room configuration and replace the furthest (red) socket with the vessel. The enemies in the room remain inactive until the door has been opened.

2nd Quest Trigger

As you open the door, you hear a beast panting from a corner of the room. In the dimly lit surroundings, you see a hulking figure bending over a human's corpse. It appears you've disturbed its feast.

The beast lifts its giant head, its gaze locking onto you. It slowly stands up and grabs its giant club with both arms. This is a twisted Minotaur, presumably created from the fabric of the Neverwake dreams.

Draw another exploration card. That room layout will remain empty, except for the boss.

Place the Minotaur at the closest (red) socket of the (1-3) configuration. Once the boss is defeated, the players will have the key and can open the door to the room where the vessel is by spending 1 movement point.

Defeating the boss also spawns (hero count -2) Corrupted Humans at the dungeon entrance.

Outro

You found the rumored hero and inhabited its body. As you step out of the mansion that housed your new vessel, faint memories begin to flash before your eyes. These must be a side-effect from the hastily performed ritual. You are not sure which of these memories are real, and which stem from the nightmares that tortured this poor soul during their Neverwake slumber. Only the grotesque and terrifying nature of some of the memories hint at what used to be real and what wasn't. You cannot imagine how any mortal who was trapped once within the eternal slumber could be freed from the Neverwake dreams with their sanity intact.

THE SWORD OF THE PRINCE

LEGENDARY ITEM ADVENTURE



Objective

Find and obtain the 'Sword Of Flowing Water'.

Adventure Components

1X SCAVENGER



2X UNDEAD



1X SWARM OF RATS



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



4X RANDOM NATHENDER EXPLORATION CARD



2X QUEST TRIGGER

Additional Mechanics

If no room is being revealed during a round, roll an Enhancement Die, and spawn one Undead on the Entrance Map tile at the stairs if the result triggers it:

Plus 3+ heroes

1-3 4+ heroes

Blank 5+ heroes

Star Nothing happens



SWIFT

The enemy gains **Nimble** and +1 speed.

These Undead always have the "Swift" trait but won't get any other "Trait" cards, regardless of the chosen difficulty level.

Exploration Deck

Remove „Crypt“.

Assemble the deck in the following order, from bottom to top:

Quest Trigger, Random Nathender, (2x Random Nathender & **Quest Trigger**)*, Random Nathender

*Shuffle these three cards face-down before adding them to the exploration deck.

Enemy Deck

Take the following reference cards and shuffle them face down:

Scavengers, Goblin Fighter, Goblin Archer, Swarm of Rats

Also take the **Undead** reference card and put it aside to be used once an **Undead** spawns according to the "Additional Mechanics".

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 15 Coins per hero, the legendary item "Sword of Flowing Water".



Intro

While visiting the village, a friendly merchant tells you: "You mean to fight the Neverwake dragon, then? Well ... I wish I had more in store to offer. But listen ... Just three months ago, before the end of times were upon us, I sold a relic sword to prince Undragh, who happens to reside north of here. Well, 'used to' anyway. His castle fell two weeks ago. If you are lucky, you might find that sword still on his corpse. Surely it will serve you well ..."

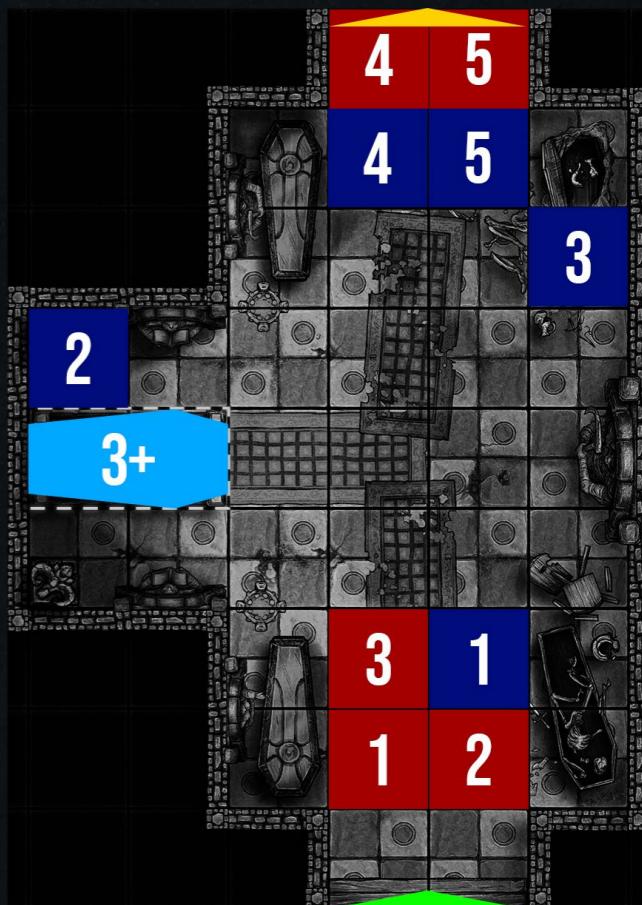
Events

d10 + threat	Event	Effect	Add threat
1 - 2	Cursed Blade	The party may trigger this event voluntarily. When triggering, obtain a ,Dagger', ,Short Sword' or ,Long Sword' from the pile of items (choose one of these). As long as a hero carries it, they suffer from Dazed (1) at the beginning of each round. When selling the item, the group will obtain 50 Coins, regardless of the item's actual value.	+2
3 - 4	Surviving Soldier	Immediately place a mercenary minion adjacent to a hero of your choice who will stay for the remainder of the adventure. The mercenary has 4 speed and 6 toughness. Add ♢ to the mercenary's attacks.	+2
5 - 6	Dismantle Decorated Furniture	A hero of your choice may search the pile of items for ,Jewelry' and keep it. Alternatively, obtain 10 Coins.	+2
7 - 9	Glimpse into the Neverwake Realm	A random hero suffers a scratch.	-
10 - 11	Witnessing the Slaughter	A random hero suffers Terror (3) .	-
12 - 13	Defiling Presence	A random hero suffers Cursed (3) OR suffers 2 scratches (their choice).	-
14	Unclean Enviroment	A random hero with 2 or more scratches immediately suffers a wound.	-
15+	Neverwake Apparition	Immediately spawn a ,Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



1st Quest Trigger

An ambush happens! Draw one enemy and spawn them adjacent to the heroes. Distribute them as evenly as possible, but players decide on their exact placement. Then draw another exploration card to determine the added map tile as usual.



2nd Quest Trigger

Place the 'Crypt' map tile with the 'Plus' layout. Replace the vessel token with a treasure chest token. The players have to defeat at least half the enemies (round up) of this room and collect the treasure to succeed. For this chest, don't draw a reward as usual.

Outro

You raise the newly found sword: a fine weapon infused with the magic of elemental water. It must have helped its former owner satisfactorily in the enduring battles of the last weeks.

Still, it seems as if Prince Undragh fell during the siege against his castle, and was entombed in the mausoleum of his family by his loyal soldiers. It saddens you to have witnessed that none of them survived, having instead turned into corrupted servants of the dragon. How many others will fall and feed the dragon's realm of twisted dreams?

THE SLAUGHTER OF MURKGRAD

LEGENDARY ITEM ADVENTURE

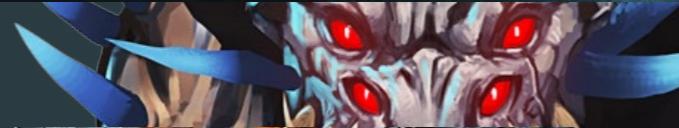


Objective

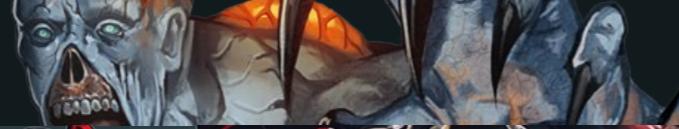
Kill all corrupted commoners that you encounter, including Baron Murkgrad.

Adventure Components

1X SCAVENGER



1X CORRUPTED HUMAN



1X SWARM OF RATS



1X UNDEAD



1X BARON MURKGRAD



4X RANDOM NATHENDER EXPLORATION CARD

3X QUEST TRIGGER

Additional Mechanics

Whenever "Corrupted Commoners" appear based on the quest triggers, use the "Corrupted Human" enemy reference card in all regards, but ignore all abilities (including the passive one).

Instead, they always have the "Enduring" trait in addition to any other traits.



ENDURING

All models of the group can endure 1/3rd additional wounds before dying (round up).

Exploration Deck

Remove "Feasting".

Assemble the deck in the following order, from bottom to top:

Quest Trigger, Random Nathender, Quest Trigger, Random Nathender, Quest Trigger,
2x Random Nathender

Enemy Deck

Take the following reference cards and shuffle them face down:

Scavengers, Undead, Swarm of Rats

Also take the Corrupted Human reference card and put it aside to be used once an Corrupted Human spawns according to the "Additional Mechanics".

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 20 Coins per hero.

The legendary item "Baron Murkgrad's Mantle".

BARON MURKGRAD'S MANTLE



Gear, Back

100

TIER 1



Ignore the effects of Cursed.

Gain +1 speed.



Intro

"I saw them!", a villager cries to you in a distraught voice.

"You saw what exactly?", one of you asks.

"My fellow townsmen from Murkgrad. I'd lived there my whole life! One summer day, a man with an oddly shaped hat was spotted in town. No one dared to speak with him. Once he reached the town center, he promptly began to bloat up, and just when I thought the sight could grow no more grotesque, he exploded with such violence! I saw nothing but green mist where he'd been standing, and a few others began to cough. It didn't take long for things to grow strange over the coming days. Once I saw the town elder butcher his wife, and not a soul interfered! I fled as soon as I could ... I'm afraid my former neighbors are going to become the servants of whatever all of this is if no one stops their transformation."

Events

d10 + threat	Event	Effect	Add threat
1 - 3	Bounty	The group may trigger this event voluntarily. Add +3 Threat in any case. When triggering, draw 3 traits (skip 'Elusive' and 'Minions') and assign one of them to the boss Baron Murkgrad. If doing so, the party either gains 40 Coins or 2 Soul Shards once Baron Murkgrad is defeated.	+3
4 - 5	Loot The Mansion	Obtain 1 Soul Shard OR draw two item cards while keeping the one with the lower value. Any one hero of the party's choice receives it.	+1
6	Bring Them To Their Senses	If a hero is adjacent to a Corrupted Commoner, that hero may roll a . If it shows a number or , that Commoner becomes a minion with 4 toughness, 3 speed. If this succeeds, add +2 Threat. A different result on the lets the Corrupted Commoner perform a free attack.	+2*
7	More Than Anticipated	The next group of Corrupted Commoners spawns with one additional model, even beyond the indicated maximum. If Baron Murkgrad is active, reroll this event.	-
8 - 9	Witnessing The Unfathomable	A random hero suffers Terror (4) . They may prevent this effect by discarding one of their hand cards for the rest of the adventure.	-
10 - 11	Madmen From The Town	Immediately spawn a group of Corrupted Commoners at the Dungeon Entrance (starting zone). Only place half the indicated amount of models (round up). If there are already are Corrupted Commoners active, use the below event instead.	-
12	Reckless Suicide	The Corrupted Commoner that is closest to the Dungeon Entrance immediately moves according to its speed, attacking the furthest hero. Double its attack value. After the attack, remove it.	-
13 - 14	Defiling Presence	A random hero suffers Weaken (1) , Cursed (1) and Terror (4) .	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Credit: Stable Diffusion (AI)

1st Quest Trigger

As you approach the door, you can already hear the mad screams and laughter of those at the cusp of turning into a tool of the Neverwake realm. You quickly throw the door in an attempt to catch them off guard, but instead you see the heads of several peasants promptly turning towards you. Something in their eyes tells you that they are in the mood for murder. Sadly, there is little you can do to save these poor souls.

Draw the next exploration card. If the rolled layout would spawn enemies, ignore them and spawn 1 x Corrupted Commoners instead.

If the layout doesn't have any spawn sockets, spawn the Corrupted Commoners adjacent to any closed door instead.

2nd Quest Trigger

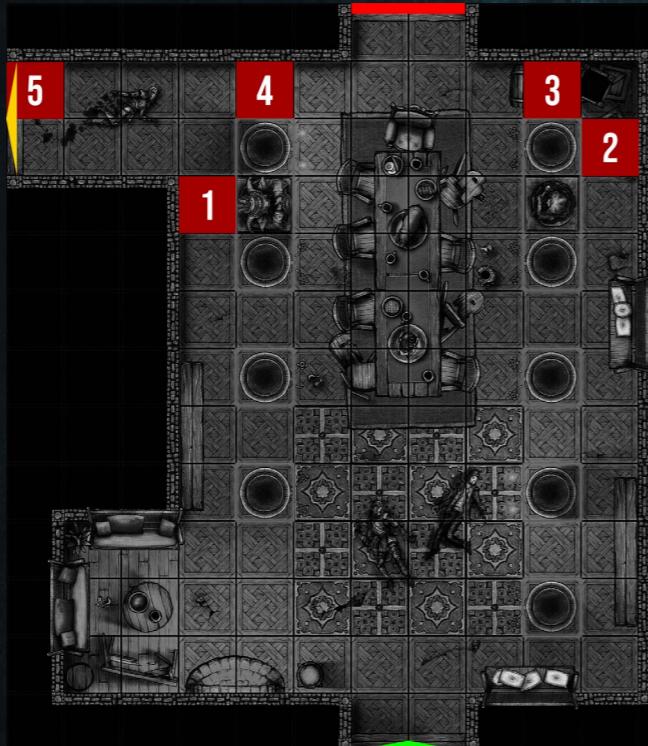
As above, but spawn 2 x Corrupted Commoners this time instead.

3rd Quest Trigger

As you breach the last door leading to the feasting hall of Baron Murkgrad's mansion, you see a larger group of corrupted peasants gathered there, feasting on the flesh of their fallen townsmen. At the head of the table sits the Baron himself, much to your surprise. Even more surprising is the fact that while he shows no marks of corruption, you can nevertheless discern a gleaming madness in his eyes.

As quest trigger #2, but in addition to the two groups of Corrupted Commoners, spawn the boss 'Baron Murkgrad'.

For this trigger, you don't draw another exploration card, but place the "Feasting" map tile using the (1-3) layout. Place one group of Corrupted Commoners according the red sockets, then place Baron Murkgrad on the furthest door, as well as the second group of Corrupted Commoners.



Outro

As you stand on the balcony of Baron Murkgrad's mansion to recover from the long-lasting fight, you look down on the town of Murkgrad. Most houses have been razed, or damaged to the point of utter uselessness. Corpses and heads are mounted against the remaining walls, and slaughtered cattle rot in the streets. You are not entirely certain what caused this damage, but as you witness the bizarre behavior of the poor peasants and townsmen around you, you can only imagine the horrific events that must have unfolded here.



GUIDED BY THE LIGHT

MYTHICAL VESSEL ADVENTURE



Objective

Kill the guardian near the vessel of "Joana The Paladin", as well as any other remaining enemies.

Adventure Components

1X SCAVENGER



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



1X SWARM OF RATS



1X CORRUPTED HUMAN



1X UNDEAD



4X RANDOM NATHENDER EXPLORATION CARD

3X QUEST TRIGGER

Additional Mechanics

Whenever a hero ends their turn and any one hero is within **range 2** of the Holy Steed, it performs **Retreat (5)**. If it moves adjacent to a door it will open it by spending one movement point.

The Holy Steed counts as a **Bulky** minion (that can only move as per the above rules) with a toughness of 15. It adds to its defense and to its attacks.

Heroes and minions other than the Holy Steed cannot open doors during this adventure.



Exploration Deck

Remove "Altar". Assemble the deck in the following order, from bottom to top:

Quest Trigger, Random Nathender, (Random Nathender & **Quest Trigger***)^{*}, 2 x Random Nathender

**Shuffle these two cards face-down before adding them to the exploration deck.*

Enemy Deck

Take the following reference cards and shuffle them face down:

Scavengers, Goblin Fighter, Goblin Archer, Swarm of Rats, Corrupted Human, Undead

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Place the holy steed at least 3 squares away from all heroes.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 15 Coins per hero.

If the vessel "Joana The Paladin" was not taken, the heroes gain 6 Soul Shards instead.

Intro

"Look!", a villager shouts, pointing to the top of a nearby hill. As you squint to focus on the point in the distance, you see a source of light. It takes you a couple of moments to realize that it is in fact a horse covered in divine flames.

"It's shaking its head as if it begs you to follow it ... maybe it knows of a hidden treasure! These holy steeds are a good sign. As far as I remember, only the paladins of King Loruswhill can summon these." You quickly decide to follow the villager's advice and approach the divine horse, but it appears to be in a hurry. In a flurry of hooves and flames, it begins to gallop into one direction with determination.

Events

d10 + threat	Event	Effect	Add threat
1 - 2	Divine Seal	The party immediately gains 1 Legend Point.	+2
3 - 4	Holy Armaments	Draw cards from the Pile Of Items until a 'Longsword' or 'Short Sword' is drawn. A hero of the party's choice may keep it. Only during this adventure, this weapon adds an additional ♦.	+3
5 - 6	Lucky Find	The party obtains 20 Coins or 1 Soul Shard.	+1
7 - 8	Glimpse Into The Neverwake Realm	A random hero suffers a scratch.	-
9	Distorted Magick	A random hero suffers a random negative effect with a duration of 3.	-
10 - 11	Scared Steed	The holy steed immediately moves two squares away from the closest hero, towards a door. It will open the door if it needs to.	-
12	Ambush	Immediately spawn one enemy group. Spawn them adjacent to each other, with one of the models being exactly 3 squares away from a hero of your choice.	-
13	The Divine Turned Unholy	A random hero suffers ' Weaken (1) ', ' Cursed (1) ' and ' Terror (4) '.	-
14	No Hope, Just Sorrow	The hero who is furthest from the holy steed may only use minor actions during this round, but won't get cooldown reductions from doing so.	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



1st Quest Trigger

The holy steed heals 5 scratches from itself OR heals one wound from a hero (the party chooses). Then draw the next exploration card and reveal a map tile as usual.

2nd Quest Trigger

Place the "Altar" map tile with the 'Blank' layout. The vessel here is 'Joana The Paladin'.

The furthest enemy model in the room is considered the guardian. It sustains five times the regular amount of wounds and has a minimum defense of 2. Mark it with a 'Special' token.

Outro

If Joana was assumed as a vessel

Once outside, you feel a divine energy deep within your chest. It only takes a thought and suddenly, with a brief flash of light, the divine steed from the hill appears in front of you. It slowly approaches you and leans its head against your shoulder. Though you don't speak its language, you understand its realization that its former master is no more, and that her body is all that is left.

Despite this, the horse seems determined to aid you and stay loyal as long as you carry the holy seal tattooed on the chest of this very vessel.

If Joana was not taken over

You look at the brave paladin that must have fought fiercely against the invading Neverwake forces. She looks bruised, but not wounded - ultimately, a dreaded spell must have forced her to succumb to the eternal slumber. In her pouch, you find a hand-written note, signed with her name.

In this note, Joana The Paladin requests that her body be destroyed should she fall victim to the nightmarish dreams, unable to bear the thought of becoming a puppet in the hordes of the Neverwake dragon. With her request in mind, you do what you must ...



Joana Rules Notes

Joana The Paladin is a vessel with unique mechanics, so you'll find some additional notes for further clarification here.

Getting On / Off The Horse

Joana can use her base perk to get on or off her horse. For this purpose, exchange the standee for the mounted or unmounted one respectively. When getting onto her horse, one square of the mounted standee needs to occupy the square where the unmounted Joana standee was. Then displace other models as needed. Consequently, when Joana unmounts, place her unmounted standee on any of the four squares where her mounted standee was.

Note: Joana's horse never acts as a separate minion. Either Joana is on foot, or she is mounted - in either case she is represented as a single standee.

Example: Joana spends one movement point to get on her horse. She replaces her standee and occupies four squares now (because she becomes **Bulky**), displacing the Corrupted Human in the process.



Smite / Divine Light

When using these perks, when Joana is about to execute a placed major action, she can forfeit its effects and instead execute Smite or Divine Light (assuming the respective perk has been unlocked). The card that was used to trigger the perk then goes onto a cooldown as mentioned on the perk.

Divine Light and Smite both count as spells for all intents and purposes. Therefore, these perks also benefit from the passive ♦♦ while Joana is unmounted.





CHAPTER 2

THE LEYFOREST

Proceed to this chapter once you have played a total of three adventures in Chapter 1 (including "The Escape").

Leyforest Intro

Arriving back at the village, you walk into a scene of crazed activity and panicked shouting. Several commoners have gathered in the village square, and a nervous energy ripples through the crowd. „If the rumors be true, we should leave now -- otherwise we'll just be slaughtered like sheep!“ says a grizzled, elderly farmer. „Goblins are burning the outer farms!“ cries another. The crowd parts for a moment and the village elder steps atop a bale of hay and addresses everyone. „The brave survivors of Nathender have gathered here, and the palisades are nearly complete. We can stand our ground and defend what is ours, but we have to stay united!“ he says. The shouting continues as others join in to the argument, and your party takes the opportunity to move to a quieter distance.

While the villagers continue to argue, a mysterious hooded figure leaning against an outlandish looking cart approaches you and whispers: “I have seen the future of these poor souls. Their lives are lost, yet they are too simple minded to recognize that death has arrived at their front door. I know about your accomplishments, champions. In fact, I want to help with this evil that has befallen Fairngard. Between Nathender and the realm of the Orcs, the elves live within the Leyforest. I know one of their sages, and I am certain he will be able to provide us with crucial information. Travel with me, champions!”

You waver for a moment, and yet the stranger seems oddly comforting. “Also,” he says with a flourish, “staying with me comes with another perk. If you come across any soul shards, I would be able to... exchange them for wondrous items that I’m sure would appeal to adventurers such as you.”

One of you hesitantly responds: “Soul shards? I think we have seen those. What are they?”

The foreigner answers your question with a smirk: “Oh, just the manifestations of the tormented souls of those who dreamed in the eternal slumber. To the Neverwake dragon, these would serve as a source of power.” He pauses dramatically, then whispers, “But I have my own plans for them.”

You take a quick glance at the traveler’s cart and notice an assortment of ancient relics - weapons, armor and other objects of power. You quickly conclude that earning some of those might be beneficial to your mission. After agreeing to the proposal of the mysterious man, you and a couple of other villagers the traveler has recruited set a route to the Leyforest, quickly leaving the chaos of the doomed town behind.

Soul Shop

From now on, your party has access to the Soul Shop during the Town Phase (see rule book). Before playing your first adventure of this chapter, the party will conduct a Town Phase in the hidden Elven village, with the rules for the Soul Shop in effect.

Tier 2 Items

From now on, your party has access to Tier 2 items.

Add all Tier 2 items to the pile of items (and shuffle it) for your ongoing campaign. These can now be found within treasures or when shopping for items during the Town Phase. These will be available during the party's Town Phase before the first adventure of Chapter 2.



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Credit: Stable Diffusion (AI)

Leyforest Adventure Overview

Legend of Ser Wynhall

A renowned knight from Nathender, Ser Wynhall, had taken an elven bride. She now claims that he has been abducted, and implores you to help find him. Who knows, if he is found, he may prove to be a valuable vessel for your cause.

Archeological Discovery

The human archeologist, Thorvald, had journeyed to the Leyforest to conduct his research. However, his progress had been thwarted by the infestation of monsters in the area. In need of assistance, he seeks your cooperation, and in exchange, he promises to share any ancient relics he may uncover that could be of use to your cause.

Feasting Hydra

Rumors abound of an ancient Hydra terrorizing the area, leaving destruction and chaos in its wake. Only a hero of great courage can put an end to this fearsome beast and restore peace to the land.

Shaman Ritual

The Elves' natural magic has been disturbed by an Orcish sorcerer wielding dark magic, and to make matters worse, the shaman has erected totems and other foci of dark powers that need to be destroyed. Someone must step forward and put an end to this threat before it's too late.

Corrupted Leyline

Recently, the Leylines of the Elves have been falling under the corrupting influence of the Neverwake forces, one by one. These Leylines serve as powerful catalysts for the Elves' magic, and if left unchecked, all of them will eventually be lost. It is up to someone to intervene and put an end to this corruption before it's too late.

Tale of the Twins

A young Halfling is seeking assistance in locating his missing twin sister. The pair ventured into the forgotten academy, but the brother had to flee for his life, leaving his sister behind. He offers a generous reward to anyone who can help reunite them.

Rite of Passage

The eastern tree of life has fallen to the corruption of the Neverwake, and the ettin that guarded it is determined to restore it. However, they will need help to succeed.

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LEGEND OF SER WYNHALL

VESSEL ADVENTURE



Objective

Find the slumbering Ser Wynhall and either mercifully end his life or have one member of the party assume him as a vessel. Additionally, kill Frinjia the Mad.

Adventure Components

1X ORC WARRIOR



1X ORC HUNTER



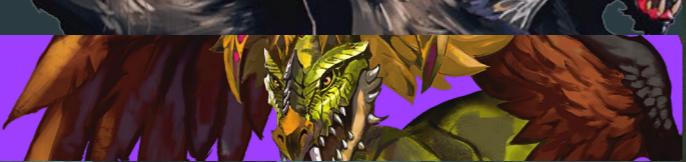
1X OGRE



1X LURKER



1X SWARM OF RATS



1X FRINJIA THE MAD



3X RANDOM LEYFOREST EXPLORATION CARD



3X QUEST TRIGGER

Exploration Deck

Assemble the deck in the following order, from bottom to top:
Quest Trigger, Random Leyforest, Quest Trigger, Random Leyforest,
Quest Trigger, Random Leyforest

**Shuffle each of these sets (cards that are listed in parenthesis) face-down before adding them to the exploration deck.*

Enemy Deck

Take the following reference cards and shuffle them face down:

Lurker, Orc Warrior, Orc Hunter, Ogre, Swarm of Rats

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 20 Coins per hero.

If the vessel "Ser Wynhall" was given a merciful end, the heroes gain 6 Soul Shards.



Intro

Early one morning, an elven scout with one arm in a sling appears in front of your tents. „Champions! Something dire has happened, and our village sage requests your presence at once. Please hurry!”

Waiting only for you to gather your equipment, the scout leads you to a small home built around the trunk of an enormous sindalar tree. You marvel at the seamless melding of the building with the tree and the affinity the elves have with the Leyforest.

The elven sage stands solemnly, comforting a crying elven woman. At your approach, she turns to you, wiping tears away with a delicate white cloth. „Thank you for coming so quickly. This morning, a monstrous creature carried my beloved away into the thick morning fog, and I heard the sound of demon wings. I fear the worst.”

You remember seeing this woman greet a group of wounded elven scouts and a bear-like man a few days ago. The town had been in a frenzy, as the scouts were presumed lost, and the human knight appeared to have saved them miraculously. As the knight dropped his sword and crumpled to the ground, you quickly realized that this rescue had come at a great cost, and the elves rushed to carry him away to the healing house.

„My name is Elladara, and I know where he was taken,” says the woman suddenly. She fixes you with a cold stare, but her eyes betray the emotions swirling within. „The Neverwake must not claim him. For his service to this world and its peoples, he must not succumb to the eternal slumber. Please, for the love I bear my husband Ser Jarod Wynhall, Hero of Nathender, find him. Save him.”

Events

d10 + threat	Event	Effect	Add threat
1 - 2	Surviving Elvish Scout	Immediately place a minion adjacent to a hero of your choice who will stay for the remainder of the adventure - either use the vessel standee “Elven Ranger” or “Mercenary” to represent them. The Elvish Scout has 4 speed and 6 toughness. Add ⚡ to the scout’s attacks. The Scout has an attack range of 5.	+2
3 - 4	Old Elvish Traps	The party may immediately deal 3 wounds to an enemy of their choice and cause Stun against them. Re-roll this event if there are no enemies (and don’t add threat in this case).	+1
5 - 6	Lucky Find	The party obtains 20 Coins or 1 Soul Shard.	+1
7 - 8	Violent Insect Swarm	A random hero suffers a scratch and Weaken (2) .	-
9 - 10	Lightning Strike	Place a Special token at the current location of two random heroes. At the end of the round, all heroes, minions and enemies on or adjacent to these locations suffer a wound. (Minions taking a wound are removed from the board)	-
11	Ambush	If Frinjia the Mad or two enemy groups are already active, re-roll this event. Otherwise spawn one enemy group immediately. Spawn them adjacent to each other, with one of the models being exactly 3 squares away from a hero of your choice	-
12-13	Lightning Storm	A random hero suffers 2 scratches. If another hero or minion is within range 2 of them, they suffer 2 scratches as well. This lightning bounces further until no other hero or minion is within range 2 of the previous target - the same target cannot be struck twice.	-
14	Stormy Weather	All heroes and minions suffer -1 movement speed for this round, and a random hero has to discard one of their ‘Consumable’ type items.	-
15+	Neverwake Apparition	Immediately spawn a ‘Neverwake Apparition’ adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Credit: Stable Diffusion (AI)

1st Quest Trigger

"The forest is too quiet," remarks one member of your party. Following the instructions given to you by Elladara for finding the creature's lair has led you a few leagues outside the elven village. The party glances around warily, but it is the snapping of twigs in the treetops above you that suddenly grabs your attention.

With a tremendous hissing roar, a huge winged serpent comes crashing down on the path ahead of you! Giant red and black-feathered wings beat furiously, causing a cascade of twigs, leaves, and pine cones to come raining down. The iridescent green of reptilian scales almost glows in the sunlight, while a giant fanged serpent's head slowly turns its malevolent gaze on you. Undoubtedly this is the monstrous beast that carried off Ser Wynhall!

Reveal the next exploration card immediately.

The boss "Frinjia the Mad" appears on that map tile. Place her adjacent to the furthest entrance in addition to any other enemies.

Note: Use the regular side of the boss's reference card, not the "Enhanced" side.

The party may not open another door until Frinjia the Mad is defeated. If she is defeated, she is not considered killed, but instead retreats with a great whooshing of her wings further down the path ahead!

2nd Quest Trigger

A deep hiss tells you that Frinjia the Mad waits for you ahead. You are shocked to see that the flying serpent seems perfectly unharmed from your previous battle! A sharp electrical smell like a coming thunderstorm permeates the air as you move to engage her again.

Reveal the next exploration card immediately.

The boss "Frinjia the Mad" appears on that map tile. Place her adjacent to the furthest entrance in addition to any other enemies. All of her wounds and status effects from the previous battle are removed.

Note: Use the regular side of the boss's reference card, not the "Enhanced" side.

The party may not open another door until Frinjia the Mad is defeated. If she is defeated, she is not considered killed, but instead retreats with a crackling hiss further down the path ahead!

3rd Quest Trigger

At last you stumble into what must be the serpent's lair. A thick matting of leaves and dirt line the floor of this ancient crypt, and a disturbing assortment of humanoid bones and other unrecognizable bits lie scattered about.

The beast looks visibly furious, yet at the same time, it seems to take a protective posture over Ser Wynhall's body, almost as if it treasures him. Before you have a chance to assess the knight's status, the monster screeches, and you notice lightning bolts emerging between its wings. It is ready to defend

its precious prey.

Place the "Nathender Crypt" map tile with the "1-3" layout.

On the sarcophagus (blue dashed outline spaces), place a vessel token representing Ser Wynhall. The players have an additional special movement action if adjacent to the vessel token:

Merciful End (1 Movement) - End Ser Wynhall's suffering with a merciful stroke.

Remove the vessel token.

Place "Frinjia The Mad" adjacent to the red-5 spawn space. Flip her boss reference card to the 'Enhanced' side. All of her wounds and status effects from the previous battle are removed.

Additionally, add 2 threat tokens to the Event track. The power of the Neverwake crackles in the air around you!

Outro

If Wynhall was given a merciful end

You see the man, sleeping and looking peaceful on the outside. However, you know that he is being tortured by the Neverwake in his dreams. From his appearance, you can tell that he must have been a strong defender, and something in his face tells you that he is using all of his willpower to resist the disturbing dreams he is experiencing. You steel yourself and prepare to end his suffering. With a swift and merciful strike, you end his life. It is one less source of power for the dragon and one less defender for Nathender. You take the corpse with you so that his mourning widow can give him a well-deserved funeral and honor his sacrifice in defending their land.

If Wynhall was assumed as a vessel

As you will yourself into the body of Ser Wynhall, his former soul flares up with powerful resistance, almost brushing you aside. However, you persist, knowing that he would immediately succumb to the dreams if left unchecked. As you stand up, every fiber of his immense strength is felt coursing through your body. It's not just his physical prowess that you notice - a fraction of Ser Wynhall's indomitable willpower makes you feel fierce and energetic. After taking a few moments to adjust, you make your way back to the Elven village.

Upon arrival, Elladara rushes towards you, tears of joy and excitement streaming down her face. But just as she is about to embrace you, she stops short and stares into your eyes with a look of confusion and fear. "You are not my husband. What have you done? Who are you?!" she exclaims. The most soft-spoken member of your group gently guides her aside and begins to recount your complicated story. With each word, her mood grows increasingly despairing, and eventually, she runs away in tears.

ARCHEOLOGICAL DISCOVERY

LEGENDARY ITEM ADVENTURE



Objective

Help Thorvald the Archeologist to survive so he may reach the relic and accumulate four clue tokens (see below). Then defeat all remaining enemies.

Adventure Components

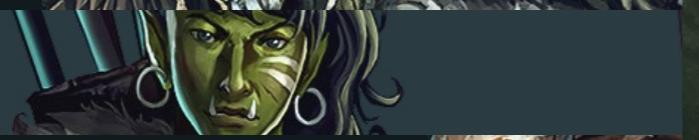
1X ORC CHIEFTAIN



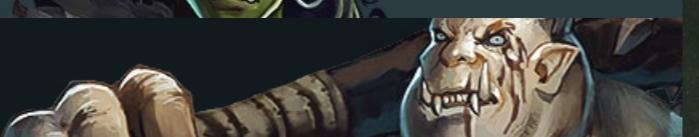
1X ORC WARRIOR



1X ORC HUNTER



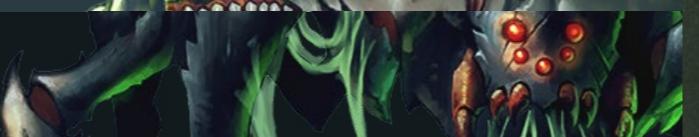
1X OGRE



1X LURKER



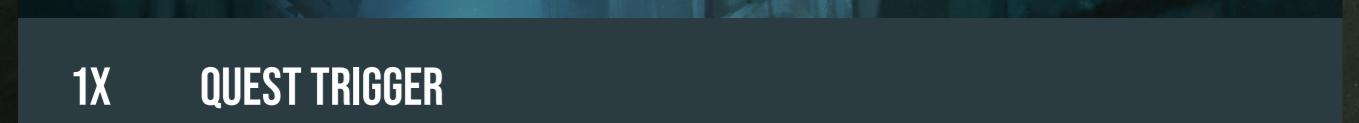
1X SPITTING SPIDER



2X RANDOM LEYFOREST EXPLORATION CARD



1X RANDOM NATHENDER EXPLORATION CARD



1X QUEST TRIGGER

Additional Mechanics

Thorvald is a minion that the player party controls. He has a toughness of 10 and a speed of 4. During his turn, Thorvald can either perform a melee attack, adding , or generate a clue token (when adjacent to the relic). He cannot generate a clue while being adjacent to an enemy! The mission is lost if Thorvald dies before generating four clue tokens.

Exploration Deck

Remove „Relic Site“ (Leyforest).

Assemble the deck in the following order, from bottom to top:

Quest Trigger, 2x Random Leyforest, Random Nathender

Enemy Deck

Take the following reference cards and shuffle them face down:

Orc Chieftain, Orc Warrior, Orc Hunter, Ogre, Lurker, Spitting Spider

Starting Conditions

Everyone starts on the “Entrance” map tile in the starting area.

Remember to add Thorvald as a minion right from the beginning.

Represent him using a “Thief” vessel standee or similar.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 15 Coins per hero.

Additionally +5 Coins per hero if Thorvald survived.

The legendary item “Leyforest Greaves” OR “Leyforest Cloak” (choose).

LEYFOREST
GREAVES

Gear, Boots, Magical



120 TIER 2

Gain +2 speed.

Gain +1 toughness on all rows.



LEYFOREST CLOAK

Gear, Back, Magical



120 TIER 2

Add to attacks, defense and spellcasting.

Spending options on **any roll**:

Reduce one of your cooldowns by 1.



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Curse of the Relic	A hero of the party's choice draws three cards from the Pile of Items and keeps one of them. That hero then suffers Cursed (1) and Terror (5) .	+2
3 - 4	Accidental Discovery	Draw a card from the Pile of Items. If it has a value of 40 or less, place a "Dropped Item" token adjacent to Thorvald (otherwise discard the item). The token contains that item and can be picked up by spending one movement point.	+2
5	Gold! And Some Attention...	The party gains 25 Coins. Then spawn a group of enemies and place them adjacent to heroes and minions - distribute as evenly as possible. At least one enemy model has to spawn adjacent to Thorvald though.	+2
6 - 7	Thorvald's Insight	Heroes within range 5 of Thorvald may add  to their attack and spellcasting rolls during this round.	+1
8 - 9	Violent Insect Swarms	A random hero suffers a scratch and Weaken (2) .	-
10 - 11	Dangerous Curiosity	Thorvald immediately runs up to 6 squares towards the furthest hero to get adjacent to them ("furthest" as seen from the starting point of this adventure).	-
12	Ancient Wards	The first hero to move this round suffers a scratch and Bleed (2) .	-
13 - 14	Collapsing Ruins	Place an end cap token so that it gets placed over a random hero's position, covering two squares. The hero gets displaced onto an adjacent square and suffers a scratch. The end cap token counts as a solid wall from now on, over which no Line-Of-Sight can be drawn. If the end cap token would make it impossible to advance through the adventure, choose another hero instead (or skip the event entirely if there is no viable option).	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

At the edge of the village, one of your companions discovers an exotic tent filled to the brim with different stone pieces, bones, and trinkets. Inside, a man sits on a bench, inspecting a slab of dried mud with a magnifying glass. Without raising his head, he speaks, „Yes, yes... I think we can help each other. I came to these lands originally to study ancient ruins and relics. However, now everything is infested with monsters, making it almost impossible to continue my work. You, on the other hand, require any magical thing to aid your noble cause. I believe we can align our needs and abilities. I know of a forgotten place of Elvish history, and my translated records indicate that it must contain something you'd appreciate.“ He turns around, grinning. „Do we have a deal?“

Quest Trigger

Place the "Relic Site" map tile with the (Blank) configuration.

Replace the vessel with a special token: this is the relic which Thorvald can retrieve and identify by generating clue tokens. Thorvald has to be adjacent to the relic to do so. Place special tokens near the map tile to indicate the amount of clues Thorvald generates.

At the beginning of each round, draw an enemy card and spawn that group at any one entrance of the "Relic Site" map tile. Spawn no further enemies once four clues have been generated.

Outro

If Thorvald survived

After fending off hordes of monsters, you return from the ancient site, which you barely had a chance to explore. As you reach safety, Thorvald approaches you with a smile. „That place must have been a holy burial site for a hero who passed away a long time ago,“ he says. „While I was able to collect a few pieces for my own studies, I also managed to retrieve this from the hero's grave.“ He holds up an item, the glint of triumph in his eyes. „We shouldn't tell the Elves about this desecration, but in these trying times, we need every advantage we can get.“

If Thorvald died (but objective is complete)

As you make your way back from the ancient site, you can't help but feel a sense of loss and despair for Thorvald. Despite your best efforts to fend off the hordes of monsters and orcs, his body was torn apart, and his mission remained a mystery. With a heavy heart, you gather the items he had uncovered, unsure of their true value, but determined to use them for your cause. You vow to return the Elves' rightful heritage once your quest is fulfilled and make sure that Thorvald's sacrifice was not in vain.

FEASTING HYDRA

EXPERIENCE ADVENTURE



Objective

Kill the Feasting Hydra.

Adventure Components

1X LURKER



1X SCAVENGER



1X SWARM OF RATS



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



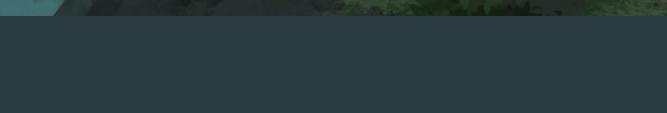
1X HYDRA



1X RANDOM NATHENDER EXPLORATION CARD



1X RANDOM LEYFOREST EXPLORATION CARD



1X QUEST TRIGGER

Additional Mechanics

Whenever the Hydra is defeated, it is instead immediately reborn with one additional head - replacing the boss reference card correspondingly. Overflowing wounds may be taken over and assigned to the next stage. The Hydra only dies fully if it is defeated while having five heads. After killing her, read the Outro text and end the adventure.

Exploration Deck

Remove "Feasting Hall".

Assemble the deck in the following order, from bottom to top:

Quest Trigger, Random Nathender, Random Leyforest

Enemy Deck

Take the following reference cards and shuffle them face down:

Lurker, Scavenger, Swarm Of Rats

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 2 Soul XP per hero*,
20 Coins per hero.

* Keep in mind that this adventure
rewards 2 Soul XP as opposed to
one, unlike other adventures.



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Bounty	This event may be triggered voluntarily, but threat is added in either case. If triggered, draw three trait cards and attach one of them to the Hydra (skip "Elusive" and "Minions"). Once the Hydra is slain, obtain 90 Coins OR 4 Soul Shards.	+2
3	The Weird Stranger	You may buy one Soul Shard for 15 Coins each, up to a maximum of 3 Soul Shards.	+2
4 - 5	Lucky Find	Obtain 20 Coins or 1 Soul Shard.	+1
6	Destroy Hydra Nests	A hero of your choice suffers 2 scratches. Then gain +15 Coins.	+1
7	Corrupted Magick	Every hero suffers a random negative effect with a duration of 2.	-
8	Heroic Attack	If the Hydra is active, the next attack against the hydra adds , but the hero performing that attack suffers 2 scratches.	-
9	Muck	A random hero suffers Cripple (3) .	-
10	Dizzying Breath	If the Hydra is active, all heroes within 6 squares walking distance to it suffer Dazed (3) .	-
11 - 12	Frenzied Hydra	If the Hydra is active, it gains an additional turn at initiative 0 this round, but its attacks suffer -1 attack value.	-
13	Birthing Hydra	If the Hydra is active, immediately spawn a group of Goblin Archers or Fighters (whichever isn't present currently) adjacent to the Hydra.	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

In the center of the village, a female elf dances while sages around her whisper incantations into the wind. It's a monthly ritual, a welcome distraction from the grim nature of your everyday adventures. Suddenly, the yells of an Elvish ranger can be heard from the edge of the village. He approaches quickly, visibly panicking. „A monster!“ he shouts.

One of the sages leaves the circle and attempts to calm the ranger. „Speak clearly, brother! What has happened?“

The ranger responds hastily, „I saw a giant snake head emerging from the lake's surface. I shot an arrow that hit the beast's flank, and kept firing as long as I could, but each arrow only seemed to make the monster angrier... I'm afraid it might discover our village someday!“

The sage shakes his head in response. „And you led it here, if anything...“

One of you steps forward and bravely suggests that you could take care of the beast to protect the village.

Quest Trigger

As you open the door, strange squelching noises echo across the room. Despite the space being sparsely lit, the unmistakable bulk of a Hydra towers out of the muck and gloom. Its scaly head is bent over the remains of some unlucky prey, rending and tearing as it feasts. While this is horrible enough, your eyes are drawn to the sight and sound of a torrent of bloody mucus erupting from the underside of the great beast. After a moment, you recognize what appears to be a goblin stand from the birthing fluids and scream for a brief moment. It inhales deeply to scream again, but then seems to steady itself as a strange glow animates its steely golden eyes. It turns to look at you for a moment before bounding off into the darkness.

You barely have time to comprehend what you've just witnessed before the Hydra's head rises and turns in your direction. As it starts to move forward, you realize that you have been marked as its next meal!

Place the "Feasting Hall" map tile with the (Blank) configuration.

Ignore basic enemies indicated in the layout and only place the Hydra at the closest red socket.

Outro

As you battle the beast, uncertainty lingers in your minds regarding its vulnerability. Despite its ferocity, you persevere, and at last, one of you deals a crushing blow. Anticipating another onslaught, you are surprised to see the creature stay down, blood gushing from its wounds. One of its heads darts around wildly, searching for an escape, but soon all of its eyes close for the last time.

Another one of you plunges a knife into the monster's chest, knowing where its heart must lie. "This was no easy task," you remark. "It appears that this beast gave birth to the Goblins in this area. Our victory will not go unnoticed." With that, you decide to return to the village to recuperate and share news of your success.

SHAMAN RITUAL

LEGENDARY ITEM ADVENTURE



Objective

Kill the Orc Shaman Orronaka and her familiar Gazhuatl (if applicable).

Adventure Components

1X ORC CHIEFTAIN



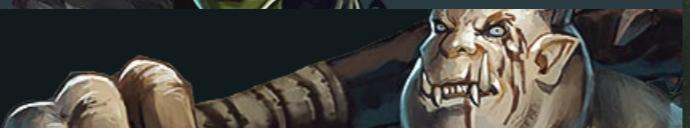
1X ORC WARRIOR



1X ORC HUNTER



1X OGRE



1X GOBLIN FIGHTER



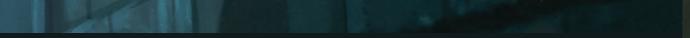
1X ORRONAKA



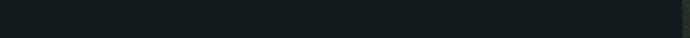
1X GAZHUATL



3X RANDOM LEYFOREST EXPLORATION CARD



1X RANDOM NATHENDER EXPLORATION CARD



1X QUEST TRIGGER

Additional Mechanics

Whenever you roll for an event, in addition to the event, the Orc Shaman Orronaka collects one special token for each totem that hasn't been destroyed yet, plus one additional token - therefore the adventure starts with four tokens generated each round. These tokens will be counted once Orronaka appears.

Whenever a map tile is being revealed and it has red spawn sockets, use the third red socket to place a totem. It has a defense of 3 and gets destroyed with the second wound. Use the "Lightning Totem" standees to represent these totems.

Don't place a totem if three totems have already been destroyed in total.

Exploration Deck

Remove "Orc Camp".

Assemble the deck in the following order, from bottom to top:

Quest Trigger, 3x Random Leyforest, Random Nathender

Enemy Deck

Take the following reference cards and shuffle them face down:

Orc Chieftain, Orc Warrior, Orc Hunter, Ogre, Goblin Fighter

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 25 Coins per hero.

The legendary item "Heart Of Gazhuatl".



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Insight	A hero of the party's choice may discard a random hand card for the remainder of the adventure. When doing so, obtain 3 Soul Shards.	+2
3 - 4	Lucky Find	Obtain 20 Coins or 1 Soul Shard.	+1
5 - 6	Destroy Or Steal Occult Focus	Choose: Remove two special tokens from the Orc Shaman or obtain 1 Soul Shard.	+1
7 - 8	Elite	The next enemy group that gets revealed gets one additional Trait.	-
9	Violent Gust	After determining initiative, every hero immediately gets moved two squares away from the closest other hero. Do this according to the initiative order (highest initiative is moved first). This movement does not trigger 'Attacks Of Opportunity'.	-
10	Cutting Debris	A random hero suffers Bleed (3) .	-
11 - 12	Surge Of Power	The Orc Shaman immediately collects one additional special token. If she is active, she heals 1/2/3 wounds from herself instead (based on number of heroes).	-
13	Storm Torrent	If the Orc Shaman is active, she immediately uses the Blast Template to hit as many heroes & minions as possible, attacking each with a value of 3.	-
14	Re-Summoning	If Orronaka is active but Gazhuatl isn't, Gazhuatl reappears adjacent to Orronaka. However, Gazhuatl spawns with half her wounds suffered. If this result has already happened or it cannot happen, use the below event instead.	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

Having been invited to a council meeting of the Elvish sages, you listen as they discuss plans to protect the village from potential threats in the area. One of the sages stands and delivers a report about rumors of a powerful Orc shaman using dark rituals to damage the magical flow of the Leyforest. Two days later, a scout returns and reports that unhallowed totems have been spotted in Orcish territory adjacent to the Elvish lands – undoubtedly these must belong to the shaman! The council reconvenes and its leader turns to you. "Champions, the threat of this shaman cannot be ignored. Her power is growing stronger by the day, and we can sense her dark sorcery nearby. Now is the time to strike her down and remove this threat. Do this, and we will reward you."

Quest Trigger

As you approach, you see a female Orc shaman surrounded by a circle of bones, dried intestines, and other questionable items. She kneels with her arms extended and her head tilted back, as if welcoming the storm above.

As you enter the scene, the shaman abruptly stands with an unnaturally swift motion, brandishing a dagger in her hand. It almost appears as though she was anticipating your arrival.

Place the 'Orc Camp' and use the layout. Draw one enemy group for the red socket, and use the closest blue socket for the Orc Shaman (skip the second group of regular enemies).

Depending on the amount of special tokens that the Orc Shaman has collected to this point, the following effects get cumulatively added:

10+: Add Gazhuatl to any one slot.

14+: Use the "Enhanced" side of Orronaka's reference card.

18+: Use the "Enhanced" side of Gazhuatl's reference card.

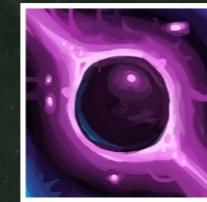
22+: Orronaka and Gazhuatl now each draw two AI cards per round, preferring one with a bones or skull ability. If no symbol is present, or on a tie, use the AI card with the higher threat value instead.

Outro

Upon returning to the village, the leader of the Elvish sage's council who had tasked you with the mission approaches you with a wide smile, and embraces all of you in a warm hug as a sign of his gratitude. „We felt the removal of that vile shaman's power the moment you killed her,” he said. „Finally, we can weave the magic that protects the innocent people of this village, including its most welcome guests. We shall never forget your noble intervention!” A few hours later, he returns to you. “We have taken the heart of the foul shaman’s familiar and purified it with the magic and strength of the Leyforest. Please accept it with our deepest thanks.”

CORRUPTED LEYLINE

LEGENDARY ITEM ADVENTURE



Objective

Kill "Bheeth The Corruptor" and make the Leyline collapse. Then defeat all remaining enemies (except ones spawned through events).

Adventure Components

1X ORC CHIEFTAIN



1X ORC WARRIOR



1X ORC HUNTER



1X SPITTING SPIDER



1X SWARM OF RATS



1X LURKER



3X RANDOM LEYFOREST EXPLORATION CARD



1X QUEST TRIGGER

Additional Mechanics

Whenever a new map tile gets revealed, the energies of the corrupted leyline lash out against the heroes - a random hero suffers 2 scratches.

Exploration Deck

Remove "Relic Site".

Assemble the deck in the following order, from bottom to top:
Quest Trigger, 3 x Random Leyforest

Enemy Deck

Take the following reference cards and shuffle them face down:
Orc Chieftain, Orc Warrior, Orc Hunter, Spitting Spider, Swarm Of Rats

Starting Conditions

Everyone starts on a forest corner connector map tile with only one available door. The heroes and minions can place themselves anywhere on that corner map tile.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 30 Coins per hero.
The legendary item "Orb Of Refreshment".



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Surviving Elvish Scout	Immediately place a minion adjacent to a hero of your choice who will stay for the remainder of the adventure - either use the vessel standee "Elven Ranger" or "Mercenary" to represent them. The Elvish Scout has 6 toughness and a speed of 4. Add  to the scout's attacks. The Scout has an attack range of 5.	+2
3 - 5	Orcish Loot	A hero of the party's choice may immediately draw two cards from the Pile of Items. The party may keep one of the two items, but only if it has a value of 30 Coins or less.	+1
6	Exploiting Dark Sorcery	The party may trigger this event voluntarily (the threat is added in either case). If triggered, Bheeth permanently gains a random trait card (draw 2 and pick 1), but the party gains 2 Soul Shards once he is defeated (this amount stacks with multiples of this event).	+2
7 - 9	Violent Insect Swarms	A random hero suffers a scratch and Weaken (2) .	-
10 - 11	Elite	The next enemy group that gets revealed gets one additional Trait.	-
12	They Lurk, They Lunge	Immediately spawn one group of "Lurkers". They all appear adjacent to the hero who is closest to the map tile where the heroes started.	-
13 - 14	Corrupted Leyline	A random hero suffers a random negative effect with a duration of 4.	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

One afternoon a member of the party climbs to an observation post in the boughs of one of the great sindalar trees next to the Elven village. A few minutes later, an eruption of wild magic in the distant forest catches their attention. The elven ranger standing next to them sighs in despair.

„What was that about?“ you ask. She watches the event for a moment before responding: „The forces of the Neverwake realm have begun to corrupt and abuse our ley lines over the past few days.“ She notices your confusion and explains, „Ley lines are manifestations of magic that our sages created over decades of work. We use them to enhance our sorcery while traveling the Leyforest. I fear we must accept this loss.“

Determined, you reply, „We can at least try to defend! Someone or something must be responsible for these corruptions. I can't imagine a simple henchman being capable of corrupting such powerful sources of magic. Let me and my fellow champions go to this place right now and figure out what we can do!“

Quest Trigger

It seems like you are too late. This ley line looks ... different and you are certain it has already been corrupted. A bloated man with disgusting marks on his skin and a tome made of flesh and bone stands in front of the ley line, casting unholy incantations. You figure if you kill this man, you may at least save other ley lines from this tainted fate.

Place the "Relic Site" map tile with the  layout.

Instead of spawning a second enemy group (as the layout would usually indicate), spawn the boss "Bheeth The Corruptor" on the second closest blue socket. Use a "Corrupted Human" standee to represent Bheeth.

Place a special token at the center of the circular structure in the middle of the map tile. This represents the ley line.

Any hero who ends the round standing on the ley line suffers 3 scratches (no defense roll), but also adds one "Wound" to the leyline. Heroes without a vessel cannot perform this.

The first time a wound is applied to the ley line, spawn two enemy groups at any one entrance of the map tile.

Once the ley line has accumulated three wounds, it collapses and you remove the Special token representing it.

Outro

Standing over the crumpled body of the fallen corruptor, you can't help but feel sadness that the delicate work of the Elven sages was destroyed so easily. It is obvious that the forces of the Neverwake dragon are determined to end the Elven villages one by one by stripping them of their magical defenses and connection to the Leyforest. As you contemplate this, you are startled by a sudden rustling. You are momentarily shocked to see the fleshbound tome appear to start bouncing away from the corpse of its fallen master! One member of the party pulls a boot knife and with a deft throw pins the wriggling book to a nearby tree. Carefully stashing the book in a sealed bag, you return to the Elven village, hoping the sages will be able to strengthen the leylines against further corruption.

TALE OF THE TWINS

LEGENDARY ADVENTURE



Objective

Find the missing sister and kill all remaining enemies (except ones spawned through events).

The mission counts as a failure if the brother of the twins dies.

Adventure Components

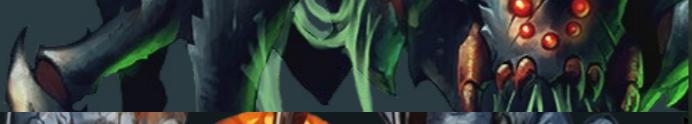
1X OGRE



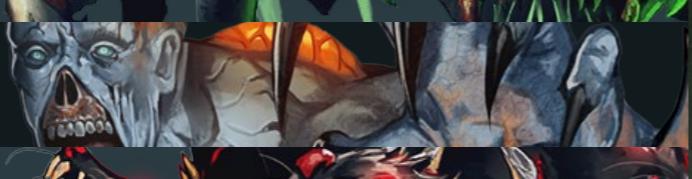
1X LURKER



1X SPITTING SPIDER



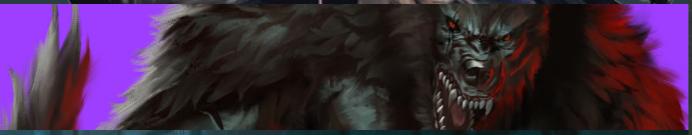
1X CORRUPTED HUMAN



1X SWARM OF RATS



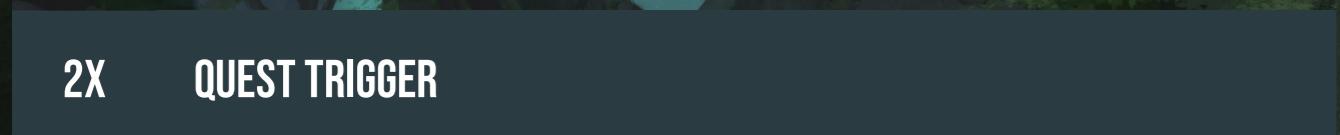
1X KARVORE



2X RANDOM NATHENDER EXPLORATION CARD



1X RANDOM LEYFOREST EXPLORATION CARD



2X QUEST TRIGGER

Additional Mechanics

The brother of the two twins will follow the party as a minion.

He has a toughness of 9 and a speed of 4. He adds to his attacks and defense.

Use the male vessel of the "Weird Twins" as a standee.

Only he can open doors during this adventure!

During the very first round, he has an initiative of 7 (later initiative 0 like any other minion).

Exploration Deck

Remove "Bedroom", "Wall", "Bridge", "Canal" and "Sewers" from the Nathender exploration cards.

Assemble the deck in the following order, from bottom to top:

Quest Trigger, 2x Random Nathender, Quest Trigger, Random Leyforest

Enemy Deck

Take the following reference cards and shuffle them face down:

Ogre, Lurker, Spitting Spider, Corrupted Human, Swarm Of Rats

Starting Conditions

Everyone starts on a forest corner connector map tile with only one available door. The party can place themselves anywhere on that corner map tile, and the Brother of the twins starts adjacent to the door.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 20 Coins per hero.

Either one hero may assume the "Weird Twins" vessel OR the party takes the legendary item "Infinite Breadcrumbs".



Events

d10 + threat	Event	Effect	Add threat
1 - 4	Sharp Stones	The Brother of the twins minion gains one sharp stone. Mark this with a special token next to his standee. He can spend a sharp stone to gain a range of 5, and he can spend ⚖ to cause Bleed (2) .	+1
5 - 6	Ominous Art Pieces	A hero of the party's choice may draw the 'Jewelry' card from the Pile Of Items. Then shuffle the Pile of Items. The hero who obtains it suffers Terror (5) .	+2
7	Mystery Mansion	Swap any one end cap token and one unopened door. If there are not enough components of each type, reroll this event.	-
8 - 9	Collapsing Ceiling	Place an end cap token to represent rubble so that it gets placed over a random hero's position, covering two squares. The hero gets displaced onto an adjacent square and suffers a scratch. This rubble counts as a solid wall from now on, over which no Line-Of-Sight can be drawn. If the rubble would make it impossible to advance through the adventure, choose another hero instead (or skip the event entirely if there is no viable option).	-
10 - 11	Wild Ivy	A random hero cannot leave their current position for this round. If they do so anyway or get forced to, they suffer Dazed (2) .	-
12 - 13	Horrific Confusion	A random hero performs an attack against the closest hero or minion within the range of any of their equipped weapons. They use the best possible dice pool, but no spending options. Only count raw power. The targeted hero / minion defends as usual.	-
14	Everything Is A Mimic	Immediately spawn (Hero Count - 2) Mimic enemies. Spawn them adjacent to heroes, and distribute them as evenly as possible. This event can only happen once during the entire adventure. If it gets rolled again, treat it as the event "Neverwake Apparition".	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

One morning in the Elven village, a young-looking Halfling catches your eye. He appears to be drowning his sorrows with a mug of mead. Feeling compelled to reach out to him, you approach and inquire about his apparent distress. As he looks up, his eyes fill with hope at the sight of you. „Good morning,“ he says. „I'll just call you Champion, if you don't mind. I've heard so many rumors about you! Thank you for asking. My twin sister and I came here to perform a ritual, but we didn't expect the Leyforest to be so dangerous! When we finally found the hidden academy, a werewolf attacked us and took my sister! I wanted to fight, but my sister commanded that I run, and so I did. I need to find her to rescue her or at least to lay her to rest. Would you be willing to help me? I can offer you something magical in return! Finding her should be easy, as I left a trail of breadcrumbs between there and here.“

1st Quest Trigger

As soon as the door to the hidden academy creaks open, a low, menacing growl reaches your ears. A pair of glowing orange slits appear in the darkness and locks onto you - the eyes of the werewolf that the Halfling warned you about!

Reveal the next exploration card, then place the boss "Karvore The Werewolf" at any one of the doors of that map tile.

This room cannot have more than one enemy group in it (in addition to Karvore), regardless of what the determined layout (or other modifiers) dictate.

2nd Quest Trigger

As you enter the room, the sister of the Halfling lays motionless on a scruffy bed, her chest rising and falling in a rhythmic pattern. The monsters in the room slowly turn to face you, their recognition of you as invaders evident as they move to engage you. The Halfling, grabbing his dagger with both hands, yells „FOR MY SISTER!“ and charges forward with an unexpected ferocity.

Place the "Bedroom" map tile and use the "Star" layout. Place a vessel token somewhere on the bed instead of what the layout dictates. That vessel is the sister of the Weird Twins.

The halfling's next attack roll adds a ⚖ in addition to his normal dice pool.



Outro

If choosing the Weird Twins as a vessel reward

After eliminating all the dangers in the area, the male Halfling approached his sleeping sister and cradles her head in his arms. He looks mournful for a moment before turning to face you with a determined expression on his face. „You saved us, and I am forever grateful. I know about your special ability to take over another's body. My sister and I made a vow never to separate, so either I die here and now, together with her, so we can be reunited in the afterlife, or we can attempt an experiment. I offer you the chance to take over her body for your holy quest, but I ask that you try to restore her to her old self once your quest is completed. Do we have a deal? And I think it's clear, but obviously I won't leave her side.“

If choosing the “Infinite Breadcrumbs” as a reward

After you eliminate all the threats in the vicinity, the male Halfling approaches his sleeping sister and cradles her head in his arms. For a brief moment, he looks mournful, but then he turns to you with gratitude shining in his eyes. „I cannot thank you enough for your help. I am confident that I will find a way to wake her up. There must be hidden knowledge in this academy that could help me bring her back from the eternal slumber. I promised you a reward for your help. Here, take these delicious bread crumbs. They will help you find your way in this forest.“

The Weird Twins Rules Notes

The Weird Twins are a vessel with unique mechanics, so you'll find some additional notes for further clarification here.

Two Models

The Weird Twins can exist in two forms: either as two separate standees or as one merged standee. When you merge the Twins according to their default perk, you remove the individual two standees and place the merged standee at either one location of the two previous standees.

While the Weird Twins are split, you can spend movement points on either standee (to move or perform special movement actions). Any performed major or minor action can also be performed from either standee's location.

If one standee gets attacked, it counts as an attack against the vessel as a whole. Therefore, both standees share the same scratches, wounds and ongoing effects.

Death Of The Twins

If the Weird Twins vessel dies, the owning player may put their “Vesselless Soul” standee at a location of either standee (if the twins were split), and then removes all standees of the Weird Twins.



RITE OF PASSAGE

VESSEL / EXPERIENCE ADVENTURE



Note

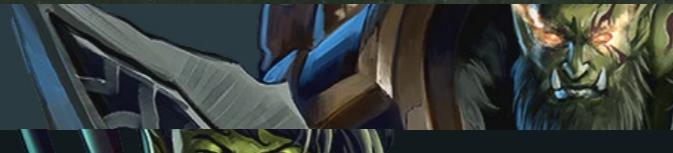
This adventure is not recommended when playing with only three heroes due to the nature of the rewarded vessel and the structure of this adventure, as it will require the group to split up.

Objective

Help Dhuvirn and Kilikor to finish their Rite Of Passage. Then defeat all remaining enemies. If Dhuvirn and Kilikor die at any point during the adventure, it is lost.

Adventure Components

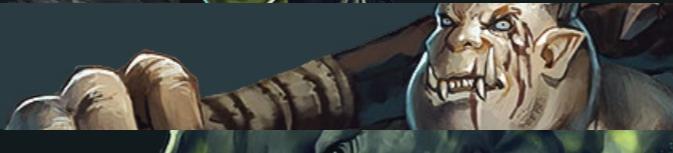
1X ORC CHIEFTAIN



1X ORC HUNTER



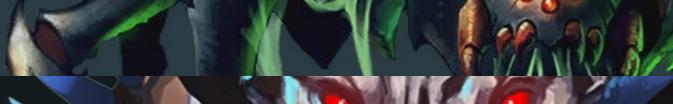
1X OGRE



1X LURKER



1X SPITTING SPIDER



1X SCAVENGER



3X RANDOM LEYFOREST EXPLORATION CARD



3X QUEST TRIGGER

Exploration Deck

Remove "Relic Site".

Assemble the deck in the following order, from bottom to top:

Random Leyforest, Quest Trigger, Random Leyforest, Quest Trigger, Quest Trigger, Random Leyforest

Enemy Deck

Take the following reference cards and shuffle them face down:

Orc Chieftain, Orc Hunter, Ogre, Lurker, Spitting Spider, Scavenger

Starting Conditions

Everyone starts on a forest corner connector map tile with only one available door. The party can place themselves anywhere on that corner map tile.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 25 Coins per hero.

Either two heroes may assume the vessels "Dhuvirn" and "Kilikor" OR every hero gains one additional Soul XP.



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Remnants of the Tree Of Life	A hero of the party's choice may immediately search the Pile of Items either for "Energizing Concoction" or "Talisman" and keep it. Then reshuffle the Pile Of Items.	+1
3 - 4	Dying Tree Of Life	This event may be triggered voluntarily, and the threat is only added if triggered. A hero or minion of the party's choice either heals 4 scratches or one wound.	+2*
5	Strategic Positioning	The party may immediately move Dhuvin & Kilikor or a hero of their choice by 2 squares.	+1
6	Dhuvin angry!	Dhuvin & Kilikor may immediately perform an additional attack, even over a range of 4.	+1
7	Witnesses Of Tragedy	Every hero suffers Terror (1) .	-
8 - 9	Unbalanced Energies	A random hero suffers either Cursed (2) , Weaken (2) or Cripple (2) . Their choice.	-
10 - 11	Fierce, irritated Wildlife	A random hero immediately gets attacked with an attack value of 4 and defends as usual.	-
12 - 13	Down With That Ettin!	Enemies prioritize Dhuvin & Kilikor as their target this round.	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

As you approach the village center, you hear a booming voice arguing with one of the elves. „No! We go now! The rite is long overdue!“ The elf shrugs and a glimpse of a two-headed giant disappears into the forest. The elf notices your presence and forces a smile. „What was that about?“ you ask. „That ettin, Dhuvin and Kilikor, used to be our ally, guarding the eastern tree of life. But it was overrun by the hordes of the Neverwake realm. They insisted on performing the Rite Of Passage, giving up their lives to feed the growth of a new tree. It's foolish during these times, for the Neverwake forces will destroy the sapling. But have you ever tried to reason with a stubborn ettin?“ „We should aid their cause and ensure they don't die in vain,“ you say. „If they pour their souls into the sapling, we might be able to use their bodies as vessels for our souls.“

1st Quest Trigger

As you gaze upon the valley, you spot the ettin from earlier. One of its heads is performing intricate magical gestures, causing a beam of bright light to flow into the soil. The other head turns to face you. „Humans! Assist Dhuvin and Kilikor! We need more elder seeds!“ The ettin's booming voice echoes through the valley. Suddenly, an Orc charges at the giant from behind, attempting to deliver a fatal blow. But the ettin swats the Orc aside effortlessly with its unoccupied half. „Dangerous here. Be cautious!“ warns the ettin, before brutally stomping on the Orc's head, causing a shower of red and gray pulp to explode in all directions.

Place the "Relic Site" map tile with the "Star" layout.

Don't spawn an enemy group, but instead place the standee for "Dhuvin & Kilikor" at the closest red socket.

From now on, they count as a minion with a toughness of 15, but they are entirely immobile and cannot be moved. They can perform melee attacks, adding . They add to their defense. Immediately place an enemy group anywhere on Dhuvin's and Kilikor's map tile. Spawn another random group in the same fashion every second round from now on!

(Hint: To keep this easy to track, you can draw an enemy card face down in one round and place it close to the map tile, then actually spawn it the next round)

The party needs to continue exploring to find the elder seeds and to bring them back to Dhuvin and Kilikor.

2nd Quest Trigger

Reveal the next exploration card and choose a layout with at least one enemy group in it.

Place a special token adjacent to the closest enemy model. This is an Elder Seed! It can be picked up by spending one movement point, in which case the corresponding item card (specific to this adventure) needs to be added to an empty backpack slot. As soon as the carrying hero is adjacent to Dhuvin & Kilikor, it gets removed and counts as delivered.

However, the heroes still need to find a second elder seed.

3rd Quest Trigger

Reveal the next exploration card and choose a layout with at least one enemy group in it.
As before, place another special token adjacent to the closest enemy model to represent another Elder Seed.
Once the second Elder Seed has been delivered to Dhuvin & Kilikor, the enemies will stop spawning every second round.

Outro

As the final enemy falls, Dhuvin and Kilikor focus even more intensely on the ritual they had begun. You observe the elder seeds burying themselves as they soak up the flow of magical energy emanating from Kilikor's hand. As time passes, the color and nature of the magic shift, and Dhuvin and Kilikor both appear to be weakened, exhausted, and nearly lifeless. Eventually, they sink to their knees, their heads hanging low, and take one last breath.

Dhuvin and Kilikor Rules Notes

Dhuvin and Kilikor are two vessels with unique mechanics, so you'll find some additional notes for further clarification here.

Two-Headed Ettin, Brothers Forever

When this vessel is chosen as a reward, **TWO** players have to change their vessels. One player will become Dhuvin, and the other player will become Kilikor.

They are represented by a single standee. Only the Dhuvin player gets to determine where the shared standee moves whenever movement points are used for this purpose. For example, if Kilikor performs a minor action that grants three movement points, Kilikor could use one to use a consumable, and use the other two to allow the Dhuvin player to move them by two squares.

Kilikor is basically a "passenger" of Dhuvin, but who can still perform minor and major actions as usual. Kilikor never suffers damage - all scratches or wounds will be redirected towards Dhuvin.

However, the same is also true for any healed scratches or wounds.

Kilikor can suffer negative ongoing effects as usual.

Death of the Ettin

If Dhuvin dies, Kilikor is also considered killed. Both players place their "Vesselless Soul" standees on any of the four squares that were occupied by Dhuvin & Kilikor.

In case the party finds a way to resurrect either one, the other vessel is automatically considered resurrected as well. As before, two players have to change their vessels, as Dhuvin or Kilikor can never exist alone.

No Wildshapes

Neither Dhuvin, nor Kilikor can use "Wildshape" spells or any other ability / item that would require them to exchange their standee temporarily.





CHAPTER 3

DESERT OF SHAKUM

Proceed to this chapter once you have played a total of three adventures in Chapter 2.

Desert Of Shakum Intro

You've spent several weeks in the Leyforest, and grown accustomed to the quiet ways and resoluteness of the elves. The village always seems to be in a tense state of war due to the encroaching presence of Neverwake enemies, but the elves themselves remain patient and seemingly unfazed by what could be their last few weeks in Fairngard. You are somewhat taken aback about how differently the Nathender humans and these Leyforest elves approach what is essentially the same situation.

The Elven sages have not been idle during this time, either. Between working on bolstering the magical defenses of the surrounding Leyforest and tending the sick and wounded from the constant skirmishes with Orcs and Goblins, you rarely catch a glimpse of an idle sage. Your strange traveling companion introduced you to Enya, a member of the village's Sage Council, on your arrival, but after explaining your quest and learning about the Leyforest around you, you've hardly seen or spoken to him. In fact, in the past week, you've started to wonder if the elves will be able to help you at all. Today, all of that will change.

The soft tapping of a quarterstaff on the room's door wakes the party. „Champions, the Sage Council requests your presence at the Council chamber.“ Your recognize Enya's voice and open the door. The Elven sage nods solemnly at you, and continues. „The Council is ready to help you in your quest. Please gather all of your belongings and accompany me.“ Used to quick exits and hasty departures, it takes just a few moments for you to be ready.

As you follow Enya through the village, many of the elves you have come to know well these past few weeks stop and bow or nod their heads. In some way, you feel as if they are saying goodbye in their own solemn and respectful fashion. A few minutes later, your group enters the Sage Council's chamber in the large sindalar tree in the middle of the village. A winding staircase leads down through the ancient tree's roots, and you sense the power of the earth around you. Enya stops and whispers a few words in some arcane language, and a weathered door appears in the wall ahead of you and silently slides open.

The other two sages of the Council already stand within, flanking a small earthen altar covered in runic symbols, matted leaves, branches, and even some of the lunaberries you have grown fond of in the past weeks. You enter, and one of the sages addresses you.

„Champions. Be welcome and may the blessing of the earth surround and protect you. It has been a moon's turning since you joined us, and your prowess and courage have been inspirational to us all.

Alas, the time has come for you to leave us and pursue your true purpose - defeating the Neverwake dragon and keeping all of Fairngard from succumbing to the eternal slumber. We do not know where your quest will take you -- only that wherever that may be is where your skills and knowledge is required."

The elder indicates that your party take positions around the altar and directs you to each place a hand on its surface. Enya and the other sage begin to chant softly, and the runes of the altar flare up with a brief flash of green light and then begin to pulse in a more subdued fashion. The sage that was directing you stands back and adds his voice to the chanting of the other two.

The altar warms under your hand and the rhythmic chanting and strong smell of the deep earth lull you into a somewhat dreamlike trance. You can feel the world shifting around you, and the torchlit faces of the Elven sages and roots of the great tree slowly fade out, to be replaced by lush vegetation and the shade of large overlapping fronds over your head. You take a breath and feel something of a jolt as the warm altar seems to disappear from beneath your hands.

Blinking your eyes, you quickly feel humid heat enveloping you like a thick blanket - a distinct change from the chill of the underground altar in the Leyforest. Glancing around, you see a large pool through some of the ferns and trees growing here. One of you recognizes a pair of camels drinking from the pool - something you heard about once from a traveling merchant but never expected to actually see. The party carefully treads a path around the pool and emerges from the oasis, quickly finding a sandstone bricked road leading toward a large city in the distance. As you approach, you notice a crowd of people milling around several merchant stalls and tables with a variety of food items, traveling equipment, and other trade goods.

„Bwonto Kori!“ a swarthy merchant greets you with a theatrical bow and a flourish of his beaded scarf. „What may I help you procure today?“ He eyes you up and down expectantly, but you can also tell with a little curiosity, given your forest leathers and exotic weaponry. „What is this place?“ you ask hesitantly. The merchant blinks for a second, but quickly recovers, obviously used to strange people and stranger encounters. „Ah. You have come to Shakum’salar, travelers, the Jewel of the Desert! Around you lies the Desert of Shakum, the most beautiful land of this wide world!“

With another scarf flourish, the merchant points out his busy stall to you and then moves onto other customers. You stand for just a moment, soaking in the sights of the market and the heat of the shimmering desert around you.

Your reverie is broken by the sound of a familiar voice behind you. „Are we going to set up our camp now or do you intend to chit-chat with the local commoners all day?“ says your hooded traveling companion from Nathender. The old man twiddles his fingers in his flowing beard, and eyes you with a bemused expression. „Almost like you’ve never smelled a camel before,“ he mutters before getting his outlandish wooden cart moving toward the outskirts of the market.

It is only later as you are approaching your campsite after exploring the town and market that you realize that if you are indeed in the Desert of Shakum, then how was the soulshard merchant able to travel all the way nearly as fast as you did? You ponder that for a moment, but then the welcoming site

of a roasting nulkbla over the campfire and the delicious smell of strange spices causes the thought to drift away. You feel ready to find out what secrets the desert contains and trust that the Elven sages and the magic of the Leyforest have brought you here for just that reason.

Sand Storms

As a game mechanic unique to this chapter, the room layouts in the Book of Exploration may indicate sand storms to be placed as tokens. Place it so that the numbers align with the grid lines and so that the token occupies 4 squares.

At the beginning of each round, before the “Reduce Ongoing Effects” step, roll a four-sided die for each sand storm token, but only for those that have at least one model on the same map tile. It will move 3 squares towards the indicated direction (corresponding to the number rolled) and pushes models aside as if it was a bulky model. While a sand storm is not moving, models can move onto it, but have to treat it like difficult terrain.

Sand storms cannot leave the map tile that they were spawned in, and have to fully remain on walkable squares (however, they can move over red solid and blue dotted lines). If the sand storm’s movement is blocked by a wall or tile edge, it will just end its movement.

Tier 3 Items

From now on, your party has access to Tier 3 items.

Add all Tier 3 items to the pile of items (and shuffle it) for your ongoing campaign. These can now be found within treasures or when shopping for items during the Town Phase. These will be available during the party’s Town Phase before the first adventure of Chapter 3.

Shakum Adventure Overview

A Relic From Better Times

The Sultan of Shakum'salar requests your help with a covert operation to recover something of great value to him. Time is of the essence, and there is perhaps a clue and some perspective on your Quest for you to discover here.

Through the Miasma

A strange businessman from the murkier underworld of the desert city desperately needs your assistance with a delicate family matter. An ancient temple sunk beneath the sands holds many secrets, but also a noxious cloud of suffering that only the foolish would dare disturb.

Breath of the Sun Goddess

Delving into the history and knowledge contained in the Archives of Shakum has given you several ideas of what transpired in this land over the past few centuries. One of the Archive's older scholars imparts his long-held secret to you... and an opportunity -- although you're not the only interested group seeking to acquire something from the Lost.

Sanctuary of Dalheim

A small desert town's celebration feels like a welcome respite from the toils of adventuring - until grave news arrives at the town's inn. Something is happening at the tomb of the town's long-lost hero, and it's quickly apparent that only you can stop whatever machinations the Sun Cult is up to.

Comb the Desert

A frightened mother implores you to find her son, and after speaking with her and hearing the whole story, you are sure that there is definitely something here that requires your attention. It's literally time to dig in and see if you can solve this mystery, while reflecting on the good and bad sides of human nature.

Forgotten Chamber

Your research into the Cult of the Sun reveals that at the height of its power, the Cult built many wondrous structures and devices. Deep within a hidden oasis lies one of these dormant buildings, perhaps guarding something to help you in your Quest. Cryptic text about how to use the light of the Sun to gain access is the only clue.

Amir Nengur's Fall

The history of Shakum is filled with the constant strife and bickering of its noble houses. Rumors have now been floating around town about one of these noble houses that mysteriously vanished from Shakum'salar a few months ago. It seems like the family's scion, Nengur, has committed himself to some unholy ritual of the ancient Sun Cult, and stopping him might be of benefit to you.



A RELIC FROM BETTER TIMES

COIN / LEGENDARY ITEM ADVENTURE



Objective

Retrieve the Ancient Relic for the sultan, spawning all three waves of guardian enemies. Defeat all of the guardian enemies and all other remaining enemies (except the ones spawned through events)

Additional Mechanics

The Ancient Relic's Power is waning while under the influence of the Neverwake corruption. Initially place 15 special tokens aside and remove one after completing the "Events" step each round. These tokens are counted once the relic has been found and picked up.

Adventure Components

1X	DSHANGOWAR	
1X	DUNE CRAWLER	
1X	NAGA	
1X	VENGEFUL SPIRIT	
1X	WARLOCK OF THE SUN	
1X	ZEALOT OF THE SUN	
1X	CORRUPTED HUMAN	
2X	RANDOM SHAKUM EXPLORATION CARD	
1X	RANDOM NATHENDER EXPLORATION CARD	
1X	QUEST TRIGGER	

Exploration Deck

Remove „Occult Circle“ (from the Nathender cards).

Assemble the deck in the following order, from bottom to top:
Quest Trigger, Random Nathender, 2x Random Shakum

Enemy Deck

Take the following reference cards and shuffle them face down:
Dshangowar, Dune Crawler, Naga, Vengeful Spirit, Zealot Of The Sun

Take the „Warlock of the Sun“ and „Corrupted Human“ reference cards and set them aside.

Starting Conditions

Everyone starts on a desert corner connector map tile with only one available door. The heroes and minions can place themselves anywhere on that corner map tile.

Reward

Choose one reward package (based on your choice during the outro):

Reward A

2* Legend Points per hero, 1 Soul XP per hero, 40 Coins per hero.
Additionally, get another 40 Coins (regardless of party size).

*Note that this reward package rewards two and not just one Legend Point per hero.

Reward B

1 Legend Points per hero, 1 Soul XP per hero, 10 Coins per hero.
The legendary item 'Hzasdin Bloodline Amulet'.



Events

d10 + threat	Event	Effect	Add threat
1 - 4	Dismantle Power Focus	Choose: Gain the indicated threat; OR Gain the indicated threat, and 1 Soul Shard. Remove 1 special token from the Ancient Relic's Power.	+1
5 - 6	Dangerous Fragments	The party obtains 20 Coins, but a random hero suffers a scratch.	+1
7	Slay The Corruption	Choose: Spawn a group of Corrupted Humans adjacent to the heroes, distributed as evenly as possible; OR Remove 3 special tokens from the Ancient Relic's Power	-
8	Overflowing Magick	A random hero suffers Cursed (4) or 3 scratches (their choice).	-
9 - 10	Elite	The next enemy group that gets revealed gets one additional Trait.	-
11 - 12	Violent Sandstorms	Pick a sand storm anywhere on the board that is closest to a hero or minion. Then place that sand storm token beneath that hero / minion and cause 2 scratches against them. If there are no sand storms on the board, reroll this event.	-
13	Hot Temper	Any one enemy or boss (the party chooses) immediately performs a free attack. You have to choose an enemy that can perform the attack, if possible.	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

One dusty, hot afternoon at your campsite, a messenger arrives and addresses the party. You recognize the golden scorpion sigil of the rulers of Shakum'salar on a brooch pinned to the messenger's well-kept robes. „Bwonto Kori, travelers. I bring a summons to meet with His Majesty, the Sultan Kahdijeh of Hzasdin, at your convenience at the palace of Shakum'salar.“ It is clear from his expectant expression and the fact that he seems to be waiting for you to follow, that „at your convenience“ really means right now.

Dusting yourself off, the party gathers its equipment and follows the messenger into the city. Even in the afternoon heat, the city is alive with hundreds of people moving about. You notice messengers on errands, merchants hawking their wares, city guards on patrol, and many others. The minarets of the sultan's palace rising over the cityscape make it clear where you are headed, and after a few more minutes of walking, you arrive and are quickly ushered through a guarded portcullis.

A servant leads you to a shaded garden courtyard, with guards posted at regular intervals around the exterior. In the center is a golden-cloth covered tent, with various lounging cushions and chairs scattered inside. A man dressed in expensive silk robes sits solemnly on one of the chairs and his eyes quickly assess each member of the party. As you arrive at a cleared space in front of his chair, the servant intones, „Blessed be his Royal Majesty, Sultan Kahdijeh of Hzasdin, Ruler of Shakum'salar, Son of the Desert, Master of the Burning Sands.“ The servant glances sideways at you, and you hastily drop to one knee and bow your heads, mimicking his pose and offering respect to the ruler of the city.

The sultan waves his arm and servants hastily bring forward cushions for you to sit on. Refreshment trays are brought forward and then the sultan speaks, „Greetings, travelers from afar. I have heard rumors of your exploits and heroic deeds, and I find myself in need of people of your.. skills. Alas, I have no time for proper storytelling and hospitality. Time is of the essence.“

The sultan continues, and a flash of anger seems to infuse the tone of his words. „Two days ago, one of my smaller villas to the north of Shakum'salar was assaulted. An object of -- great value -- to my family was stolen and carried into the desert. My trackers have found the place where these cultist swine have taken it, and so now I require a... 'quieter' means of recovering my property.“ His gaze focuses back on you, and he motions for a servant, who quickly unfurls a wrapped parchment scroll on a small table in front of your seats.

The scroll is an exquisite oil painting of what appears to be some sort of bejeweled amulet. The sultan motions to it and says, „This amulet is a source of great power and has been in my family's possession for generations. It cannot remain under the cultist corruption for too long, or I fear its power will be lost. Retrieve it for me, and I will reward you.“

Quest Trigger

A small doorway opens up into a torchlit room. A glowing design on the floor is unmistakably the sign of the Sun cultists that inhabit the Shakum Desert. A small table has been placed in the center of the design, and you quickly recognize the Hzasdin amulet from the Sultan's oil painting resting on it. Your attention is quickly taken by the warlocks standing against the wall to your left. They seem to have been waiting for you, and with a snarl leap forward to the attack!

Place the 'Occult Circle' map tile and use the  layout. Replace the vessel token in the layout with a Dropped Item token - this represents the Ancient Relic.

The red socket enemy group will be Warlocks of the Sun.

A hero can collect the Ancient Relic for one movement point and that hero gains benefits for the remainder of this adventure, depending on the amount of relic's special tokens left at that moment:

- | | |
|---------------|--|
| 8+ | Can place 3 ability cards each round and adds   to all attacks, defense and spellcasting rolls. |
| 4 to 7 | Can place 3 ability cards each round and adds  to all attacks, defense and spellcasting rolls. |
| 1 to 3 | Can place 3 ability cards each round and adds  to all attacks, defense and spellcasting rolls. |
| 0 | Can place 3 ability cards each round. |

After collecting it, immediately spawn one new enemy group at any one entrance of the Occult Circle. Draw another enemy group at the beginning of each round in the same fashion for the next two rounds - for a total of three enemy groups spawned as a reaction to picking up the relic. The heroes must spawn and defeat all three of these groups to trigger the end of the adventure.

Outro

After days of marching, you return to Shakum'salar with dry throats and a healthy sunburn. At the edge of the city you are met by several hooded agents of the sultan, who seem to have been on the lookout for your return. You are ushered quickly and quietly through an unmarked postern gate in the city wall and travel through the city's back alleys until you arrive once again at the palace.

This time there is no fanfare or fancy meeting tent - you are quickly escorted to a private salon, and a few moments later Sultan Khadijeh enters, followed by several large guardsmen carrying two rather heavy looking chests.

The sultan speaks in a voice used to authority and command. „I am glad you have returned, travelers from afar. Many of my scouts and agents did not, and the cultists and creatures of the Neverwake are swarming like desert ants. Now, tell me. Do you have it?“

One of your party gently lifts the orange-shimmery medallion from their backpack, turning to face the sultan. His eyes light up and the features of his face take on an effusive smile. „Blessed be, you truly have succeeded,“ he whispers almost reverently. He quickly snaps his fingers, and the burly guardsmen open the chests, revealing a large quantity of gold and jewelry.

„You have surpassed all my expectations. While obviously I did not wish you to come to any harm, I had my doubts as to whether you would return alive from the desert. But here you stand, with my family's most prized possession. As I have promised, all of this is yours as a reward,“ he says, while making a sweeping gesture over the chests.

If the party chooses reward package A (giving the amulet to the sultan):

You gently hand the amulet to Khadijeh, who carefully places it around his neck. He seems to visibly shudder for a moment, and then you can almost feel the magic radiate from his body. He turns to you, and his eyes flash with some inner power. „Thank you for all that you have done for me and my family's legacy. You have my eternal gratitude.“ He bows deeply and then leaves the room. A servant and the two guardsmen stand ready to escort you and your reward back to your campsite.

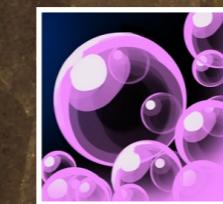
If the party chooses reward package B (which includes the Hzasdin Bloodline Amulet):

As you extend the amulet to Khadijeh, you notice that he stops for a moment, as if wrestling with some inner decision. He turns to face you and intones solemnly, „And now, heroes, I must tell you of my family's legacy and our prophecy. Many generations ago, my family's greatest heroes fought the Neverwake Dragon's assault on Fairngard. While they and the other heroes of those times defeated the Dragon, none remained to walk the mortal world in the battle's aftermath. Some were banished to the Nether, to dream forever in the eternal slumber. Some were destroyed outright, lost forever. And some, like my ancestors, relinquished their soul energy into relics of great power. The prophecy of Hzasdin states that the Dragon will return. It will seed corruption and terror on all the denizens of Fairngard. And when it does return, so also will the great heroes of times past. When they return, the descendants of Hzasdin will be ready with this amulet - to help the heroes prepare for the coming storm.“

The sultan sighs, but one by one stares each of you in the eye. „I was intrigued when my agents told me of your arrival and your strange clothing and equipment. Reports from my agents across Fairngard of the corruption of the Neverwake spreading cannot be ignored. But these facts combined with what you have accomplished has convinced me beyond all doubt. However it has happened, you are the lost heroes returned to save us all. Please, take this amulet of power. At long last, my family's duty is fulfilled. And now,“ he says, glancing down at the gold, „I must use this to prepare this city for what is to come. I thought that I would be the one to use the power of the amulet to defend Shakum'salar, but that is not to be.“ With a deep bow, the sultan and his guardsmen leave the room, taking the chests with them. A lone servant remains behind to escort you out of the palace and back to your campsite.

THROUGH THE MIASMA

VESSEL ADVENTURE



Objective

Assume the mythic vessel "Izelga The Half-Demon" or drain the mythic vessel (adding 6 Soul Shards to the party's inventory) by spending 2 movement points while being adjacent to the vessel token. Defeat all remaining enemies (except ones spawned through events).

Adventure Components

1X	DUNE CRAWLER	A large, orange, spiny creature with multiple heads and tentacles.
1X	NAGA	A large, green, serpentine creature with a single eye and sharp fangs.
1X	VENGEFUL SPIRIT	A dark, hooded spirit with glowing red eyes and a skeletal face.
1X	WARLOCK OF THE SUN	A dark, hooded figure with glowing yellow energy and a skeletal face.
1X	ZEALOT OF THE SUN	A dark, hooded figure with glowing yellow energy and a skeletal face.
1X	CORRUPTED HUMAN	A pale, zombie-like human with decayed skin and glowing red eyes.
1X	SWARM OF RATS	A group of rats with glowing red eyes and sharp teeth.
1X	UNDEAD	A pale, skeletal human with glowing blue eyes and decayed skin.
3X	RANDOM SHAKUM EXPLORATION CARD	A card with a dark background and faint text.
1X	RANDOM NATHENDER EXPLORATION CARD	A card with a dark background and faint text.
1X	QUEST TRIGGER	A card with a dark background and faint text.

Additional Mechanics

Each round, after resolving the 'Events' step, every hero suffers one scratch from the sickening Miasma in the area.

Whenever a hero defeats a Naga, Corrupted Human or Warlock of the Sun, that hero receives a "Miasma Antidote" item (specific to this adventure). The item may be placed in a consumable inventory slot. There are only eight of these item cards in the supply and the party cannot have more than there are available.

When "Corrupted Humans" are spawned during this adventure, spawn twice the amount of usual models - spawn the extra models adjacent to any spawn sockets of their group (player's choice).



MIASMA ANTIDOTE

When suffering a scratch from the Miasma, you may discard this item to prevent the scratch.

When this item is used, also end a **Cripple** effect from yourself.

Exploration Deck

Remove „Altar“ (from the Nathender cards).

Assemble the deck in the following order, from bottom to top:
Quest Trigger, Random Nathender, 3x Random Shakum

Enemy Deck

Take the following reference cards and shuffle them face down:

Dune Crawler, Naga, Vengeful Spirit, Warlock Of The Sun, Corrupted Human

Take the „Swarm of Rats“ and „Undead“ reference cards and set them aside.

Starting Conditions

Everyone starts on the Nathender "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 10 Coins per hero.

Additionally gain bonus rewards based on the Outro choices.

Events

d10 + threat	Event	Effect	Add threat
1 - 2	Concentrated Miasma Sack	Choose: Gain the indicated Threat; OR Gain the indicated Threat, Gain 2 Soul Shards, any one hero suffers 3 scratches.	+1
3 - 5	Antidote Find	A random hero obtains the 'Miasma Antidote' item. If their inventory is full, place a "Dropped Item" token beneath them that contains this item.	+1
6	Favor Of The Gods	The party may ignore the next event, including added threat. Decide after rolling.	+1
7	Attracted By Illness	Immediately spawn a "Swarm Of Rats" as an ambush. Spawn them adjacent to heroes, distributed as evenly as possible.	-
8	Coughing And Shaking	A random hero suffers Cripple (3) .	-
9 - 10	Elite	The next enemy group that gets revealed gets one additional Trait.	-
11 - 12	Crippling Illness	Any hero who cannot prevent this round's scratch from the miasma additionally suffers a random negative effect with a duration of 3.	-
13	Fever	A random hero has to discard a random hand card for the remainder of the adventure, unless they use(d) an antidote this round to prevent the scratch.	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

One early morning at your campsite outside the city, you awaken to find a hooded man and woman standing patiently just inside the campfire's light radius. Rubbing your bleary eyes and yawning, you greet the visitors, realizing that these are some of the most attractive people you have seen in this desert city. Their striking green eyes almost shimmer in the early morning dusk, and their smiles made up of perfect teeth seem almost out of place with the rabble you have grown used to seeing around the market.

"Good morning, travelers," says the female visitor. "We come from our master bearing a request that you visit him at his..." she glances sideways to her companion, "...business establishment. He is in need of a group of adventurers with your... ah... prodigious talents." As she finishes speaking, her eyes seem to travel up and down each of you, and a mischievous grin tugs at the corner of her mouth. "You can find us at the Gate of Lanterns at midday and we will escort you there." With a gracious bow, the two leave in a swirl of cloaks, making you question whether this was just a dream or not.

The mystery of these strange visitors and your desire to further bolster your party for the coming clashes with the Neverwake foes spur you into action. At midday, your party arrives at the gate, and the two visitors smile and greet you, indicating a group of ox-drawn wagons just outside. You take a seat in one of the wagons amidst crates of foodstuffs, kegs of water and alcohols, and some general goods. After a few more moments, the two visitors and some of their compatriots clamber onto the wagons and the small caravan sets out away from the city. "Our journey is not long, my friends," says the male visitor over his shoulder. "We will arrive soon."

True to his word, about twenty minutes later the caravan pulls up in front of a small oasis adjacent to an ancient sandstone structure with a grand arched doorway that seems to lead down into darkness. While their friends begin unloading the wagons, the two come to escort you inside. As you finish descending a short flight of stairs from the door above, you slowly enter into a huge high-ceilinged chamber. Swaths of expensive silk hang from the beams and rafters of the ceiling, and the many colors and patterns are both soothing and somewhat hypnotizing. After the harsh heat and smells of the outside, the cool air and smell of cinnamon and other exotic spices is a welcome change. Numerous curtained chambers are set up around the perimeter of the room, while a collection of cushions, pillows, and small tables fill the center. It is clear that this is a pleasure house, and the mystery of your morning visitors clicks when you observe, even at this hour of the day, an assortment of succubi and incubi wandering around and occupying the attentions of several men and women.

Your observations are interrupted by the arrival of a large orc, who is immediately flanked by the two visitors to your campsite. He is draped in the silks of the desert, but numerous trinkets, scrolls, and small bottles are attached to the belts and packs he wears. Your hands go to your weapons, but the orc just raises his hands and laughs in a deep booming voice, "Noooo, my friends, no need for that. I am Sharnok! The Good!" He snickers, almost as if he is aware of the ironic claim, given your surroundings. "Fear not, we can help each other. My only wish is to keep the poor people of the city entertained during these trying times! I shall continue to do so, but in the meantime I desire your help with a more personal matter. Please, this way."

You follow Sharnok into an adjoining room, and find a small table with refreshments set out. He waves you to dig in, and then continues. „The dearest of my daughters, sweet Izelga, has succumbed to the eternal slumber. But her soul, her rebellious soul, continues to pester me to free her, and I cannot concentrate on weaving the fabric of the Nether with my magic.“ The orc seems unfazed by the seeming death of his daughter, and you wonder just what their relationship might be. „Please, I know that you have some familiarity with situations such as these. I will tell you where her body rests - it is in a place that I am not equipped to deal with. But you, my friends, yes you can certainly free her from her sleeping prison and end my suffering!“

Quest Trigger

After delving down into the abandoned temple that Sharnok directed you to, you've finally stumbled into the altar room. Ahead of you, down a walkway flanked by overturned, dusty pews, a stone altar sits on a raised platform. Your eyes are immediately drawn to the dusky red skin of a sleeping half-demon woman lying in repose on the altar. Undoubtedly this is Sharnok's daughter, though you cannot tell how long she has rested here.

A clattering of bones and metal signals that something else is in here with you, and it is not long before you see what it is. Rising from the rubble and scattered furniture on the platform, a clustered group of undead turn their pale eyes toward you. Stories from your excursions into the city let you know immediately that these used to be Chainguards, a mysterious cult that disappeared from Shakum many years ago. With a clink of a falling hook chain, the undead prepare to attack!

Place the 'Altar' map tile with the  layout. The vessel here is 'Izelga the Half-Demon'. Use the Tier 1 Undead Enemy card to spawn on the red sockets, with the following additions:

Chainguard Enforcers

+2 Attack
+3 Defense

Add to Passive Abilities:

Chainguards will move toward their target until their target is within **range 4** and there is an adjacent empty space to the Chainguard, at which point it attacks by pulling its target into the empty adjacent square closest to the Chainguard. If it was able to chainpull its target, add +2 to its attack. Chainguards cannot chainpull **Bulky** models, and will ignore them if there is another non-**Bulky** model they can target.

Outro

A few days later you return to Sharnok's pleasure den and are quickly ushered into the same quiet side room that you spoke in before. The room has been darkened, and only a pale, milky globe resting on an iron tripod gives any light off. Sharnok sits at a small table facing you, but it is clear that he is not altogether himself. His arms are stretched out in front of him with his hands lying flat on the table, and his head lolls to the side. Most striking of all is the pale grey-white glow emanating from his unblinking eyes.



A) If Izelga the Half-Demon was assumed as a vessel:

Ireeni, the succubus that originally visited you at your campsite and has now led you into Sharnok's room, turns to you. „He will return in a few moments. The fabric of the Nether cannot be threaded for too long by one such as he.“ Almost on cue, Sharnok sits up taller and blinks a few times, the glow fading from his eyes. He immediately notices you and seems almost startled for a brief second when his gaze falls on Izelga standing before him. He stands, then approaches her, carefully sniffing at her and squeezing her arm. „Most interesting technique indeed. Obviously I can see through the charade, but you seem to be quite in tune with Izelga's very essence. Perhaps you will succeed where I failed.“ He states this last sentence in a subdued and almost sad tone. He then turns to face you, and you sense that he is almost expecting something to happen.

Choose: Kill Sharnok or Allow Sharnok to Live

[If the Party chooses to Kill Sharnok:]

As Izelga's soul finally let go of its physical vessel during its assumption, the heroic soul in your party felt a mixture of seething hatred and crushing despair. Glimpses of Izelga's life and Sharnok's cruel and twisted actions to use her half-demon heritage to intensify his weaving of the Nether boil to the surface of her last fleeting thoughts. It is clear that this orc is, if not an agent of the Neverwake Dragon, something just as malicious and unseemly. Having discussed this on the journey back here, it is no surprise to anyone when Izelga moves with almost superhuman speed to plunge a dagger into her father's heart. As he crumples to the floor and his lifeblood drains away, he almost seems to smile up at his daughter. „Izel...ga....“ he whispers.

The party gains a bonus reward of 2 Legend Points.

[If the Party chooses to Allow Sharnok to Live:]

Izelga addresses the orc shaman. „Obviously your daughter's soul is now free of the eternal slumber and will torment you no longer. It is clear to us that you were no true father to her, and that your delving into the Nether by using her as one of your tools was cruel and dangerous. But we are not wanton slayers of the peoples of Fairngard, and so you will not die by our hands this day.“

With these words, Sharnok exhales mightily and falls to the ground at Izelga's feet, as if some great weight was released from his shoulders. „I thank you for this Mercy. Allow Sharnok to help you!“

The party gains one of these bonus rewards.

Choose:

- Deal 8 item cards from the Pile of Items and gain any 1 item; OR
- Gain 50 Coins

You may deal out the items before making your choice.

B) If Izelga the Half-Demon's vessel was drained for Soul Shards:

Ireeni, the succubus that originally visited you at your campsite and has now led you into Sharnok's room, turns to you. „He will return in a few moments. The fabric of the Nether cannot be threaded for too long by one such as he.“ Almost on cue, Sharnok sits up taller and blinks a few times, the glow fading from his eyes. He immediately notices you and a huge grin ripples across his face. „Ahhh, my friends! I knew you had succeeded some days ago! Izelga's tormenting presence is gone for good, and I can finally continue my sorcery without her nagging interruptions. Please, please, let Sharnok help you in your quest! I might just have something you may find useful.“

The party gains one of these bonus rewards.

Choose:

- Deal 8 item cards from the Pile of Items and gain any 1 item; OR
- Gain 50 Coins

You may deal out the items before making your choice.



BREATH OF THE SUN GODDESS

LEGENDARY ITEM ADVENTURE

Objective

Kill the boss Farrokh Ibn Bayat.

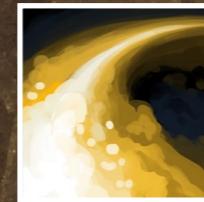
Defeat all remaining enemies (except ones spawned through events).

Additional Mechanics

When 'Scavengers' are spawned during this adventure, they gain +2 Traits in addition to whatever they normally receive.

Adventure Components

1X	DUNE CRAWLER	
1X	NAGA	
1X	VENGEFUL SPIRIT	
1X	WARLOCK OF THE SUN	
1X	ZEALOT OF THE SUN	
1X	UNDEAD	
1X	SCAVENGER	
1X	FARROKH IBN BAYAT	
2X	RANDOM SHAKUM EXPLORATION CARD	
1X	RANDOM NATHENDER EXPLORATION CARD	
1X	QUEST TRIGGER	



Exploration Deck

Remove 'Bridge' (from the Nathender cards).

Assemble the deck in the following order, from bottom to top:
Quest Trigger, Random Nathender, 2x Random Shakum

Enemy Deck

Take the following reference cards and shuffle them face down:

Dune Crawler, Naga, Vengeful Spirit, Scavenger

Take the „Warlock of the Sun“, „Zealot of the Sun“, and „Undead“ reference cards and set them aside.

Starting Conditions

Everyone starts on a desert corner connector map tile with only one available door. The heroes and minions can place themselves anywhere on that corner map tile.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 20 Coins per hero.

The legendary item „Falchion Of Seven Winds“.



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Bounty	Choose: Gain the indicated Threat; OR Gain the indicated Threat, Draw 3 Traits (redraw 'Elusive', 'Vengeful', and 'Minions') and assign one to the boss Farrokh. The party receives a bonus reward choice of: 60 Coins or 3 Soul Shards when the Objective is completed	+2
3 - 4	Emblem Of The Sun	A hero of the party's choice may immediately end the cooldown of one of their cards.	+1
5 - 6	(Un)Lucky Find	A hidden cache.... full of sand vipers! Choose: Brave the nest: Gain 1 Soul Shard, and a hero suffers 1 wound; OR Easy Coins Only: Gain 20 Coins.	+1
7 - 8	Elite	The next enemy group that gets revealed gets one additional Trait.	-
9 - 10	Unnatural Winds	Move 1/2/2 random hero(es) (depending on hero count) by 3 squares in the same fashion you would move a sand storm (using a four-sided die to determine direction). This movement can trigger attacks of opportunity.	-
11	Headwind	Heroes suffer -1 vessel speed during this round.	-
12	Pushing Winds	If Farrokh is not active, ignore this event entirely. If Farrokh is active, he immediately performs a free attack against the closest hero / minion (if possible) with Knockback (5) .	-
13 - 14	Heavenly Strike	If Farrokh is not active, ignore this event entirely. If Farrokh is active, he performs a special attack. He immediately moves up to 5 squares (gaining Nimble) to become adjacent to the furthest hero within that range. Then he performs an attack against every hero and minion that was adjacent during or after this movement.	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

„Did you know the cultists of the Sun are eager to spread this desert to other regions of the continent?
Yes, oh yes,” wheezes Dozan’kelit, an ancient scholar who seems more a part of the Archives of Shakum than the world around you. He settles comfortably on the cushion you always find him on. „But first, what came before!” he whispers, seeming happy to have an audience.

„Many hundreds of years ago, this land was still as green and thriving as Nathender or the Leyforest. After the defeat of the Neverwake Dragon and the disappearance of the heroes who fought it, however, the werewolf lords of Shakum quickly rose to power and dominated all other peoples of the region. It was easy then for a wicked, greedy goddess to find her zealots amongst the oppressed, and the Great Burning began. The affinity to nature and growth was the undoing of the werewolves, who quickly succumbed to the fire and scorching blasts of the cultist sun priests. And so, all of Fairngard might be desert now if not for the ruling family Hzasdin, whose magic and vigilance over centuries have kept the cult relegated to a manageable threat. Now they mostly harass travelers in the deep desert and dabble in necromantic and other dark magics.”

Dozan’kelit stops and coughs abruptly into an ever-present cloth in his lap. Then he looks over at you, and continues: „And now we come to you, eh? Digging and scrabbling in history scrolls, looking for clues and answers to what came before. There is more to you than meets my tired eyes, I sense. And so I feel like you might be the ones to listen to an old man’s story, and glean from it something useful to your desires.” He shifts again on the cushion, then continues.

„A half century ago, I was a cultist of the Sun!” he cackles suddenly, raising his thin arms. As his sleeves fall down, you see branded serpents traveling up to sun disks on his upper arms. „But fear not, I escaped the yoke of the goddess and will not burn you to a crisp today!” His wheezing laughter shakes his whole body, and your worry about his fragility even if he seems to be enjoying himself. After a few moments, he resumes. „My task was to find and master the lost artifacts from the time of the Dragon. Many things have I seen and many wonders I have held in these hands.”

He sighs in silent recollection, then stirs. „Yes, yes, I sense your impatience to travel and fight. The glory of youth!” Dozan’kelit sits up and addresses you in a more forthright tone, as if imbued with some power from one of his forgotten artifacts.

„The rest of my story is for another time. Know that in my escape from the Cult of the Sun, I hid a sword of great power in the ruins of a werewolf lord’s abandoned keep. I will tell you where it is, and hurry you on your way to find it! I know not if the Cult has found it already, but if not I feel it will help you in whatever it is you are doing here in Shakum.”

Quest Trigger

There is no mistaking that members of the Cult of the Sun are here in this abandoned keep in force. It does seem strange that they would be scouring the place at the same time you arrived, but nonetheless you have fought your way through the lower floors and arrived at a roofed terrace on one side of the keep. Directly across from where you stand, a smaller spire is connected by a stone bridge, with a dizzying drop below.

You quickly recognize the black masks and staves of the cultists standing on the bridge - these are the Warlocks of the Sun. They have obviously been waiting for you, for they stand crouched and ready, their eyes trained on the terrace around the bridge. Upon seeing you arrive, one utters a quick string of words in an unknown language, „Farrokh! Nishan ruk'lizek neesar!“

From inside the doorway, a sinister voice answers, but this time it is clear what is being said. „Ahhh, the old man was right after all. It seems Farrokh Ibn Bayat will reap the blood of heroes and the power of the Lost this day!“

Place the „Bridge“ map tile with the  layout and place Farrokh on the furthest red socket. Then spawn ‘Warlocks Of The Sun’ using the closest red sockets.

Use a „Dshangowar“ standee to represent Farrokh.

On their first activation only, the Warlocks of the Sun add a skull symbol to their AI card, if it is not already present.

Once Farrokh suffers 50% of his maximum wounds (or more), spawn „Zealot of the Sun“ & „Undead“ together at any one entrance of Farrokh’s current map tile. When the battle against Farrokh begins, place these reference cards close to the map tile to remember this effect.

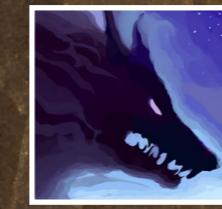
Outro

„How could....insigni..fi..cant.. insects like.. you.. defeat.. me!“ Farrokh’s last words echo across the top of the keep, just as the wind begins to rise from all around you. Within moments the wind seems to localize above his body, swirling with a dusty intensity. Are those... glowing eyes within the vortex? You blink, but then see nothing. You shield your faces as the vortex spins to some impossible speed and then Farrokh’s body rises into the air and is engulfed! With a loud pop the vortex dissipates with a long exhale and a wave of dust and sand blows outward. All that remains is the falchion Farrokh used against you, standing on its point and spinning at high velocity. It slows, then falls over with a metallic clang on the stones of the rooftop.

After a journey of several days back to Shakum’salar, you return to the Archives to tell Dozan’kelit about your adventure and the prize you obtained. However, when you arrive and inquire as to where the old scholar is, an attendant says, „I am sorry, but the Master became one with the sands a few days ago, as was his wish.“ Disappointed and a little saddened, you return to your campsite to prepare for the adventures ahead.

SANCTUARY OF DALHEIM

VESSEL ADVENTURE



Objective

Kill the 'Ooze Spreader'.

Adventure Components

1X	DSHANGOWAR	
1X	NAGA	
1X	WARLOCK OF THE SUN	
1X	ZEALOT OF THE SUN	
1X	ORC WARRIOR	
1X	SWARM OF RATS	
1X	OOZE SPREADER	
5X	RANDOM NATHENDER EXPLORATION CARD	
3X	QUEST TRIGGER	
6X	PHEROMONE TRACK MAP TILES	

Additional Mechanics

Use the 'pheromone track' map tiles (x 6) and place them to build one continuous track, starting from one of the doors of the entrance map tile. Place doors on every exit of the pheromone track tiles.

On the closest map tile of that pheromone track, place the Ooze Spreader boss.

During its turn, the Ooze Spreader uses its movement to travel along the pheromone track (it can only perform attacks from that new position). It always attempts to be fully on walkable squares, if possible.

The door at the end of the track is the locked gate to Dalheim's Sanctuary, and cannot be opened.

Once the Ooze Spreader reaches that door, it will become immobile and start to infect the sanctuary. At the end of each round (including the round the Ooze Spreader reached the door), add a special token to the door. Once it has accumulated four tokens, the heroes have lost this adventure.

Exploration Deck

Assemble the deck in the following order, from bottom to top:

(3x Quest Trigger, 5x Random Nathender)*

*Shuffle the set (cards that are listed in parentheses) face-down before adding them to the exploration deck.

Enemy Deck

Take the following reference cards and shuffle them face down:

Dshangowar, Naga, Warlock Of The Sun, Zealot Of The Sun, Orc Hunter

Take the Swarm of Rats reference card and set it aside.

Starting Conditions

Everyone starts on the "Entrance" map tile in the starting area.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 10 Coins per hero.

Add another +5 Coins per hero for each „Totem of Infection“ that was destroyed.

Then either gain the mythical vessel 'Dalheim The Lycan' or 6 Soul Shards.

Events

d10 + threat	Event	Effect	Add threat
1 - 2	Stronger Than Anticipated	Choose: Gain the indicated Threat; OR Gain the indicated Threat, increase Ooze Spreader's defense by 2, and place a 'Totem of Infection' next to the door of Dalheim's Sanctuary. If it is destroyed, follow the rules under the Quest Trigger and the party receives a bonus reward of 2 Soul Shards once the objective is completed.	+2
3 - 6	Treasures Hidden In Ooze	The Ooze Spreader immediately moves 2 squares. During this round, if the Ooze Spreader suffers at least one wound from a melee attack, the party obtains 20 Coins or 1 Soul Shard.	+1
7	Sickening Ooze	All heroes within a walking distance of 5 squares to the Ooze Spreader suffer Weaken (5) .	-
8 - 9	Ooze Puddles	Place a special token on each square that is occupied by the Ooze Spreader. If a hero or minion enters a space with one of these tokens, they suffer one scratch. Heroes additionally suffer Cripple (2) .	-
10	Erratic Movements	The Ooze Spreader opens the closest door within a walking distance of 3 squares to it.	-
11 - 12	Elite	The next enemy group that gets revealed gets one additional Trait.	-
13 - 14	No Escape	One hero within a walking distance of 5 squares to the Ooze Spreader immediately gets moved adjacent to it. That hero cannot move during this round and will stay adjacent to it, even if it moves.	-
15	The Corruption Runs Deep	A random hero has to discard a random hand card for the remainder of this adventure.	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

Your journeys take you east of Shakum'salar for a few days, investigating rumors of relics of power in the more remote parts of the desert. As you arrive in a small village, you feel a festive vibe floating amongst the townsfolk - people are laughing and smiling, children dash to and fro, and several traveling merchants have set up their brightly colored wares in the town square. After some ale and a good wash at the local inn where you are staying, you learn that the village is celebrating Wolfsnight, an annual tradition to some long dead hero. No one seems to know who this hero was, but you hear rumors of all shapes and sizes in the inn's gathering room - some truly outlandish and obvious hyperbole and some more.. interesting.

„Dalheim saved our ancestors from certain doom at the hands of the werewolf lords!“ says one voice.
„Which seems weird because he was a werewolf himself!“ says another. Other voices chime in:
„He ate other werewolves and used their bones to build his keep!“
„I love to lie in the flowers at his sanctuary! They smell so good!“
„One day he will return to fight off evil!“
„Eat your porridge before Dalheim comes and bites you!“

The hum and buzz of so many voices talking all around you ends suddenly when an older villager bursts into the inn and yells, „Those sand-damned Sunlovers have attacked the Sanctuary with some foul magic! The militia is meeting now in case they come this way!“ Chaos erupts in the room, as parents grab their children, grim-faced villagers grab their weapons and make for the door - almost like this is normal for their part of the desert. You hastily grab your gear and flow with the crowd out into the central square.

The village elders are busy organizing people and giving directions. One spies you and your obvious look of heroic adventurers and approaches. „Please, travelers, our village needs your help. About a league south of our village along the winding road lies Dalheim's Sanctuary - you can't miss it. The Sun Cult reportedly has placed some foul corruption within, and we fear they might destroy our hero!“ When you ask why a bunch of tomb raiders would be so bad, he raises an eyebrow and says, „Ah, I forget that you don't know - Dalheim is merely asleep until he is called upon to return! It is known!“

„Now please, hurry! We will reward you with what we can!“ He ushers you imploringly down toward the southern road leading out of the village. A short walk later, you find yourself seeing something impossible after these weeks in the desert - an ivy-covered building stands partially sheltered within a sort of forest glade. Bright flowers sprout in batches near the building's walls and the contrast between them and the harshness of the desert around it is astonishing. Undoubtedly this is the Sanctuary and you hasten toward the entrance to see what is happening here. A breached doorway leads down into torchlit darkness, indicating that you won't be alone in there.

Quest Trigger

Draw another card from the Exploration Deck until you draw a room card. This room will contain a „Totem of Infection“. Place it at any one entrance (through which the heroes didn't enter) and use a „Lightning Totem“ standee to represent it. It has a defense of 3 and dies with the second wound. It is immobile.

Whenever a „Totem of Infection“ has been destroyed, permanently reduce the **defense** of the Ooze Spreader by 2 and directly deal 10 / 15 / 20 wounds to it (depending on the number of heroes).

If two or three Quest triggers are drawn back-to-back, put the extra one(s) back on top of the exploration deck after you reveal an actual room. A room cannot contain more than one ‘Totem of Infection’.

Outro

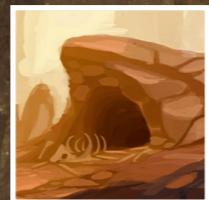
After you have slain the manifested corruption of the Sun cultists, you are able to open the inscribed gate and enter the resting place of the village's renowned hero. You see a large cave with natural light coming through a hole in the ceiling. The walls are covered in blossoming ivy. In the middle of the room is a carved platform with a block made of sandstone. A man seems to rest there, visibly breathing. However, that man seems to be in pain - you notice a faint Neverwake apparition channeling some dark magic into his throat. And just as you realize what is happening, the apparition fades and escapes back into the fabric of dreams.

In spite of the Sun cultists' intrusion, it appears that this hero, Dalheim, succumbed to the eternal slumber some time ago, and so now you must do what must be done.



COMB THE DESERT

LEGENDARY ITEM ADVENTURE



Objective

Find all 5 fragments of the mirror, then kill all remaining enemies (except for enemies spawned through events).

Additional Mechanics

Take all 21 sand search tokens and shuffle them, face down.

Whenever a new map tile gets revealed, take three such tokens and place them next to that map tile (face down).

A hero who is on a map tile with unrevealed sand search tokens can, instead of performing the major / minor action of a placed card, reveal such a token. The forfeited card is simply taken back into that player's hand, and no cooldown reduction occurs.

Adventure Components

1X	DSHANGOWAR	
1X	DUNE CRAWLER	
1X	VENGEFUL SPIRIT	
1X	WARLOCK OF THE SUN	
1X	ZEALOT OF THE SUN	
1X	SCAVENGER	
7X	RANDOM SHAKUM EXPLORATION CARD	

Exploration Deck

Assemble the deck from the following cards:

7x Random Shakum

Enemy Deck

Take the following reference cards and shuffle them face down:

Dshangowar, Dune Crawlers, Warlock Of The Sun, Vengeful Spirit, Zealot Of The Sun

Take the „Scavenger“ reference card and set it aside.

Starting Conditions

Everyone starts on a desert corner connector map tile with only one available door. The heroes and minions can place themselves anywhere on that corner map tile.

Reward

1 Legend Point per hero, 1 Soul XP per hero, 20 Coins per hero.

The legendary item „Mirror Of Envy“.

Additionally, the party gains any bonus rewards indicated in the Outro.



The tokens trigger the following effects:

Icon	Token	Effect
	Empty	Nothing happens.
	Fragment	A fragment of the Mirror Of Envy has been found to contribute to this adventure's objective. Put the token aside to keep track of all fragments found so far. Once the fifth mirror fragment has been found, remove the remaining sand search tokens from the board and do not place any new ones.
	Scratch	The searching hero suffers 2 scratches (no defense roll possible).
	Monster	Spawn a group of Dune Crawlers adjacent to the searching hero. If Dune Crawlers are active already, spawn a group of Scavengers with +1 Trait instead.
	Bleed	The searching hero suffers Bleed (2).
	Cripple	The searching hero suffers Cripple (2).
	Hitzzi's Ring	A shiny silver ring bearing the mark of the Archives of Shakum. The searching hero can add the „Hitzzi's Ring“ Quest Item Card to a backpack slot, or as a Dropped Item token on the ground. Bring this back to his mother.

Events

d10 + threat	Event	Effect	Add threat
1 - 2	Trapped Stash	A random hero may decide if they want to reach for the trapped stash or not. The threat is added in either case. If they do, roll ⚡: On ⚪ or (DoublePlus): Obtain 4 Soul Shards. On '1-3' or 'Blank': That hero suffers 4 scratches. On ⚢: Draw three item cards and keep one.	+2
3 - 5	Buried Treasures	The first hero to reveal a sand search token this round additionally obtains 15 Coins.	+1
6	Clues	The party may look at all of the sand search tokens of any one map tile, but then has to put them back face down and shuffle them.	+1
7	Unforeseen Storm	Immediately place a sand storm token adjacent to a random hero. If that map tile already contains two sand storms, ignore this result.	-
8	Distracting Forces	During this round, any hero within range 5 of an enemy is not able to search the sand. If there are no active enemies, re-roll this event.	-
9 - 10	Searing Heat	Each hero suffers either Weaken (3) or Cripple (2). Each hero may choose individually.	-
11 - 12	Puzzling Sands	Immediately look at any one unrevealed sand search token. If it is a fragment, return it to the sand search token draw pile, shuffle, and replace it with a new, random sand search token. Then reshuffle all of the sand search tokens of that map tile. Ignore this event if the exploration deck is empty.	-
13	Attracted By Smell	Immediately spawn a group of Scavengers up to 8 squares away from any one hero. They gain +2 Traits in addition to whatever they normally get. If there is already an active group of Scavengers, re-roll on the event table instead.	-
14	Elite	The next enemy group that gets revealed gets one additional Trait.	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

„He's dead! I know he's dead! Eaten by a crawler or worse. And all for some doomed quest to find a lost princess!“ wails a distraught woman at your campsite. You're not sure where she came from, but you nonetheless make a spot for her at the fire and try to calm her with some soothing words. It is clear, however, that she is in deep mourning. You sit with her for a while until she eventually tells you more of her story. It appears that her son Hitzzi is an archaeology apprentice at Shakum'salar's Archives, and that a month ago he began complaining of waking with strange headaches and dreams of a beautiful princess beckoning him to come find her in the desert. One morning she discovered a note from him that said he had taken their camel and was off on a quest to find the princess and return her to the safety of the city. Distraught, she gathered friends and family to search for him, but at that moment a huge sandstorm swept down upon the city and by the time it passed, all trace of tracks in the desert sand leading away from the city were obliterated.

„And now he might be dead,“ the woman, who introduces herself as Makana, says sadly. „I do not know what madness touched him.“ You offer some soothing words, asking her more about the dreams her son had. „Oh, it was just nonsense,“ she says. „Something about finding the fragments of a magical mirror so the princess could comb her hair and see her beauty for herself. Telling him to come dig them up because he was such a good archaeologist. Pah! She can rot for all I care!“ You nod consolingly, but cast side glances to each other while doing so. You've heard rumors of magic mirrors surviving from the time when you battled the Neverwake Dragon, but have yet to actually find one in your journeys. When you ask her if there was any indication of where her son might have gone, she says, „He only ever mentioned her name, Thana. ,Thana implores me to help her.' Thana is so lonely.' I'm sorry, but he didn't say anything about where he was going. A few moments later, Makana stands and thanks all of you for your kindness and comfort, saying she must return to her work at the market nearby.

Your studies at the Archives now bear fruit, for one of you remembers a rather old crinkled scroll with a map of the area, with one location of desert marked as ‚Thana's Tears'. If there's a chance that an object of power from the Lost time lies buried in the sands near the city, it's worth trying to find it.

Outro

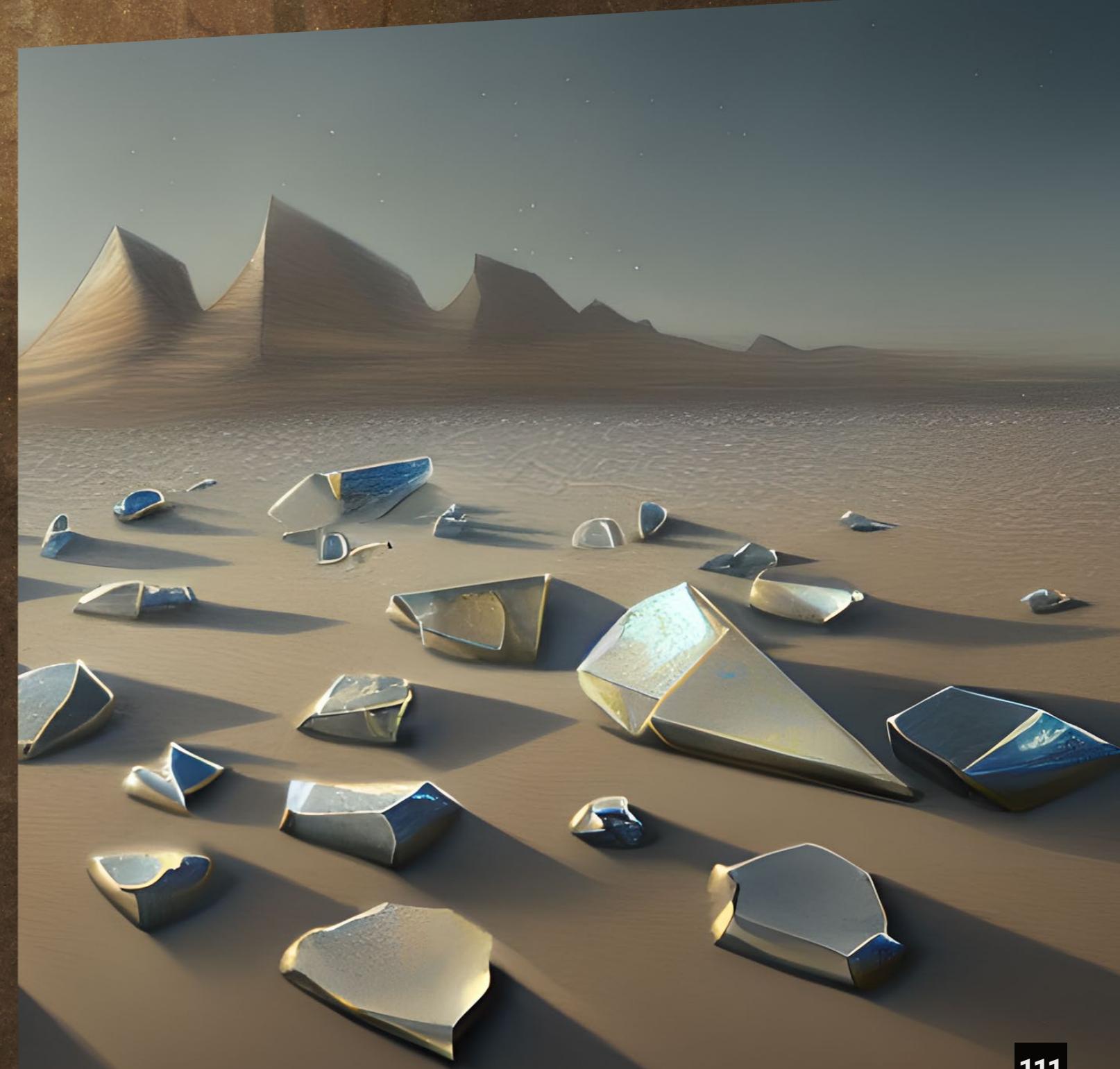
You return to your campsite outside Shakum'salar in the morning, and finally gather around the fire to lay out the mirror fragments on the ground. Surprisingly, the fragments seem to snap together with an almost magnetic clacking sound, fitting together to assemble a simple hand mirror. After the last piece is added, the mirror glows brightly, and a shimmering image wavers above the mirror's surface. A beautiful woman dressed in a silk ball dress and wearing an array of shining jewelry stands lovingly brushing her hair, seeming to stare into nothingness.

With an abrupt turn she seems to look right at each member of the party. She opens her mouth to speak, and you are shocked when you hear her voice inside your head. „NOOOOOoooo! What have you done!? My faithful retainer shattered this mirror so that I could keep my beauty forever! Now... now... I am lost!“ Before your eyes, the woman's age seems to accelerate and in just a few seconds there is nothing left of her but a pile of dust and jewels. You guess that this must have been Princess Thana, whose envy of anything beautiful has been infused into the very magic of this relic.

If the party discovered Hitzzi's Ring while searching the sands and returned with it:

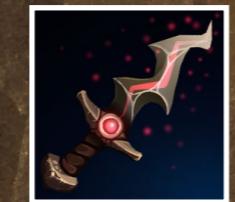
Later that day, you take the time to find Makana at the market and pull her aside. You show her the ring you found while digging for the mirror's fragments and she recognizes it at once. „This is my son's ring,“ she sighs. „I guess I did know the truth.“

The party can give Makana 20 Coins to help her in her moment of loss. If it does, the party gains a bonus reward of 2 Legend Points.



FORGOTTEN CHAMBER

LEGENDARY ITEM ADVENTURE



Objective

Open the tomb, kill the Entombed Jackal and obtain its treasure.

Starting Conditions

Everyone starts on the „Oasis“ map tile (everyone may pick their position individually).

Add one door to its south (the direction the snake statue is facing towards) that cannot be opened at the beginning.

Add three random Shakum map tiles to the remaining entrances of the Oasis.

Roll for each layout as usual, but ignore all enemies.

On each of these three new map tiles, add a „Rotating Mirror“ token (with its light side down) so it has line-of-sight to any of the four squares that the snake statue of the ‘Oasis’ occupies, but is as far away from it as possible, up to a maximum of 6 squares from the entrance of that map tile.

Adventure Components

1X	DSHANGOWAR	
1X	DUNE CRAWLER	
1X	NAGA	
1X	VENGEFUL SPIRIT	
1X	WARLOCK OF THE SUN	
1X	ZEALOT OF THE SUN	
1X	ENTOMBED JACKAL	
3X	RANDOM SHAKUM EXPLORATION CARD	

Additional Mechanics

The „Rotating Mirror“ tokens count like models, fully blocking the square that they are on. They cannot be moved by any means. A hero can align a „Rotating Mirror“ token by spending a movement point. In this case, it gets flipped to its light side up.

At the beginning of each round, put a special token next to the closed door of the Oasis map tile for each „Rotating Mirror“ that has its light side up.

Also at the beginning of each round (including the first), shuffle the corresponding exploration cards of the three map tiles (that contain mirrors) and draw one at random. For the drawn exploration card, spawn an enemy group at any one entrance of that map tile (i.e. where doors would be placed according to the Book of Exploration - the ‘yellow arrows’ – so the enemies will not spawn adjacent to the entrance that is connected to the Oasis map tile).

An enemy who cannot reach any hero / minion to attack them will instead attempt to move adjacent to the closest „Rotating Mirror“ with its light side up and spend one movement point to flip it so that its light side is down.

Once the party manages to accumulate 9 special tokens next to the door, read the Interlude section located after the Intro section. No further enemies will spawn each round (including the round the party equals or exceeds 9 tokens), and no more special tokens will be generated. The door can be opened from now on. Once opened, attach the „Forgotten Chamber“ map tile and spawn the boss on the throne, and a treasure chest anywhere behind but adjacent to the boss.

The chest automatically contains the legendary item „Kris Of Leeching“, but no other treasure.

Exploration Deck

There is no exploration deck for this adventure. However, keep the corresponding exploration cards of the three placed map tiles ready to determine where enemies spawn (see „Additional Mechanics“).

Enemy Deck

Take the following reference cards and shuffle them face down:

Dshangowar, Dune Crawler, Naga, Warlock Of The Sun, Vengeful Spirit, Zealot Of The Sun

Reward

1 Legend Point per hero, 1 Soul XP per hero

The legendary item „Kris Of Leeching“.

Additionally, 10 Coins per hero for each „Rotating Mirror“ that didn’t break.



Events

d10 + threat	Event	Effect	Add threat
1 - 2	Bounty	Choose: Gain the indicated Threat; OR Gain the indicated Threat, Draw 3 traits (redrawing 'Elusive', 'Minions', or 'Vengeful') and assign one of them to the boss, the Entombed Jackal. If the objective is met, the party gains a bonus reward of 80 Coins or 3 Soul Shards.	+2
3 - 4	Hidden Relics	Place a treasure chest that is at least 5 squares away from every hero.	+1
5 - 6	The Will Of The Entity	The party may immediately move any one model by 4 squares.	+1
7	Unforeseen Storm	Immediately place a sand storm token adjacent to a random hero. If that map tile already contains two sand storms, ignore this result.	-
8	Clouds, Damn Clouds	The group doesn't generate any special tokens through mirrors this round unless all remaining rotating mirrors have their light side up.	-
9 - 10	Onwards!	All enemies and heroes gain +3 speed during this round.	-
11 - 12	Unruly Intervention	If an enemy would flip a rotating mirror this round, they additionally add a 'Wear' token to it. If that mirror already had wear, it gets completely removed instead, as the enemy smashes the mirror's surface. If all three mirrors are removed, the heroes have lost the adventure. If the Entombed Jackal is active, it causes a scratch against every hero / minion within range 2 of it.	-
13	Move Aside!	If the Entombed Jackal is active, it causes ' Knockback (3) ' against any one adjacent hero. If that hero's knockback movement gets stopped by a wall or model, they suffer 2 scratches.	-
14	Leeching Life	During this round, if the Entombed Jackal is active and causes at least 2 scratches with an attack, it heals 2/3/4 wounds from itself (depending on hero count).	-
15+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

"This must be the place!" you say to each other. Ahead of you sits a squat building with a huge, arched stone doorway. On the doors is a clearly carved relief of the Sun, but there is no other decoration or visible means to open them. You were expecting this, however, as the ancient scroll in the Archives spelled out that the doors could only be opened via the light of the Sun. In the center of this oasis in which you now stand, the carved relief of a flying snake stands ominously, though time and weathering have blurred some of its detail. Most recognizable though are the huge metal mirrors standing on pedestals in the area behind and to your left and right. Their surfaces are a dull gray and don't seem to reflect anything, but the scroll was clear that these were the means of concentrating the Sun's light.

*The rough translation from the forgotten language of the Sun Priests given in the scroll read:
Great Sun's light, we plead to you
for hands on stone, to guide the path
Until illumination of hissing heat
Reveals the path within*

*You are pretty sure that taking hold of a mirror will allow you to activate whatever magic makes this system work, but you won't know until you spread out and try. As you start to move, a rustle of ferns and a splash of water makes it clear you aren't the only ones interested in what's here.
Interlude*

Having figured out the mystery of the mirrors while fighting off the enemies that seem to come out of nowhere, you gaze in wonder as the focused beams of sunlight from the mirrors slowly heat and eventually cause the stone of the snake statue in the center of the room to start hissing. A few moments later, a shockwave blasts out from the statue and you see a small crack in the middle of the tall doors in the building in front of you - the way is open!

Outro

As the dust settles from your battle with the Jackal guardian of this temple, you recognize the signs and symbols of the Sun Priests. From your research, you know that these entities wielded massive magical power during the time of the Great Burning in Shakum's history, and are generally accounted as responsible for having turned the region from a green and verdant land into the scalding desert that it is today. The Sun cultists that plague Shakum now are dangerous, but still a far cry from these devout zealots of a forgotten time. A rudimentary search of the temple reveals a few coins and trinkets, but nothing else of great value beyond what the guardian protected.

AMIR NENGUR'S FALL

LEGENDARY ABILITY ADVENTURE



Objective

Defeat the boss Amir Nengur.

Additional Mechanics

Every round (except the very first one), before the 'Reduce Ongoing Effects' step, place a special token on the sun symbol in the middle of the arena. If there is a token already, instead remove the token and do the following steps:

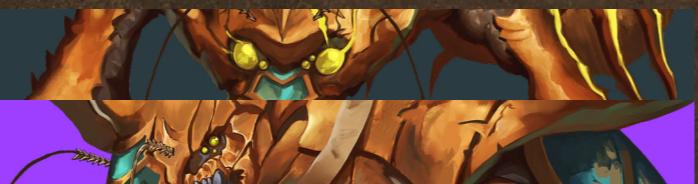
- Remove one of the map tiles that contains a column - the center map tile with the sun symbol can never be removed. If possible, you have to choose a map tile that doesn't contain a 'Wear' token.
- Spawn one Scarab Of The Sun model anywhere on the arena for each map tile that was removed so far (including the current step). There can be a maximum of 8 Scarabs present in total. Place the spawns as you like, the Scarabs do not have to be adjacent to each other.

Whenever a map tile is being removed that has models on it, move each model to the closest available square instead. It is assumed that everyone manages to run towards safety before the platform falls.

Important reminder: A lot of the game dynamics of this encounter revolve around abilities with a range. Remember that anything that mentions a range implicitly requires a Line-Of-Sight.

Adventure Components

1X SCARABS OF THE SUN



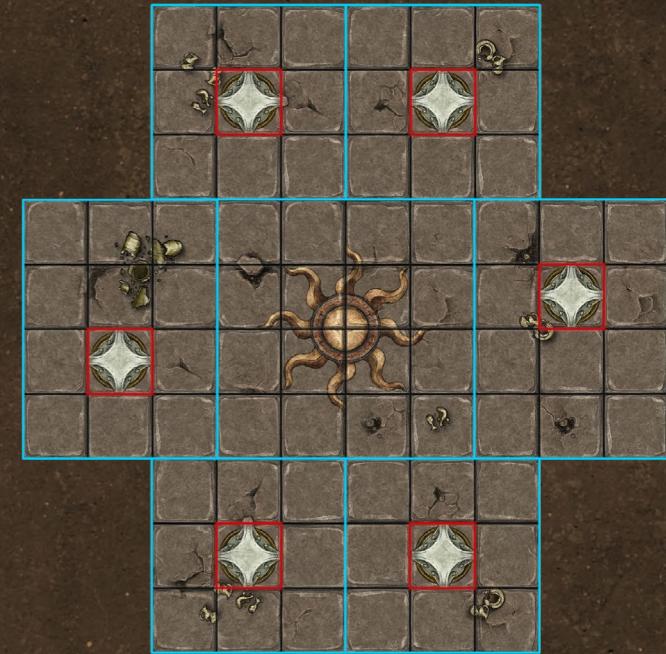
1X AMIR NENGUR

7X "AMIR NENGUR'S FALL" MAP TILES

Starting Conditions

This adventure does not have an exploration or enemy deck. Instead, it consists of one arena for this boss fight that uses unique map tiles that have to be assembled in the following configuration.

There are no doors between these map tiles, all the squares of different map tiles that touch each other are considered to be adjacent to each other. All of the external edges of the map tiles are considered to be 'walls' for purposes of things like **Knockback** and **Bulky** movement.



Heroes and minions can place themselves anywhere on the arena in the beginning. The boss 'Amir Nengur' needs to be placed on the sun symbol in the middle.

Reward

1 Legend Point per hero, 1 Soul XP per hero.

One hero of the party may learn the legendary ability "Cleansing Beam Of The Sun" by paying the usual card purchase costs. This may also be done at a later point during the campaign.

META



CLEANSING BEAM OF THE SUN [L]

1

5

ONGOING

At any time during your turn, you may use this effect to call a solar beam along a straight or diagonal line from your position, up to **range 5**.

Enemies along the line suffer 2 wounds, and heroes have all negative effects reduced by 1. Afterwards, suffer scratches equal to this effect's remaining duration, and then return it to your hand.

Cast a straight or diagonal line up to **range 5**. All enemies on that line suffer **Weaken**.

Events

d10 + threat	Event	Effect	Add threat
1 - 3	Bounty	Choose: Gain the indicated Threat; OR Gain the indicated Threat, Draw 3 traits (redrawing 'Elusive', 'Minions', or 'Vengeful') and assign one of them to the boss, Amir Nengur. If the objective is met, the party gains a bonus reward of 80 Coins or 3 Soul Shards.	+3
4 - 5	Fortunate Debris	Place a special token on any one unoccupied square. From now on it counts like a non-walkable square that line-of-sight cannot be drawn over.	+1
6	The Will Of The Entity	The party may immediately move any one model by 4 squares.	+1
7	Eager Scarabs	Any one active scarab moves two squares towards the closest hero or minion.	-
8 - 9	Reactive Shell	The first hero or minion who deals at least one wound with a melee attack against Amir Nengur this round suffers 2 scratches (no defense roll possible).	-
10	Hardened Carapace	Place 1/2/3 special tokens next to Amir Nengur (depending on hero count) for this round. When being attacked or damaged, treat his defense to be 2 higher. After resolving the attack / damage roll, remove a special token.	-
11 - 13	Cleansing Beam Of The Sun	Amir Nengur casts a straight or diagonal line over range 5 to target as many heroes / minions / scarabs as possible with it. Heroes / minions suffer 2 scratches, and scarabs get all their wounds removed.	-
14 - 15	Rampage	Amir Nengur immediately moves towards the furthest hero within range 5 , then causes Knockback (3) against every hero / minion within range 2 of him. Heroes / minions whose full Knockback movement gets blocked suffer 2 scratches.	-
16+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+1



Intro

„A Scarab Lord of the Sun Goddess? Still here in this time? Pah!“ the old man says as he spits in the dirt. Your party has not visited much with the soul shard dealer since you arrived in Shakum, even though he is always present around camp muttering about this and that. „More likely some foolish zealot found a magical trinket and thinks he's the Goddess's chosen now,“ he growls, then continues as you look at him expectantly.

„Back when the Cult had real power, the Scarab Lords were nobles who gave up their mortality in exchange for an unliving bond with a monstrous scarab creation of their Goddess. They received great power for their sacrifice, though insanity nearly always consumed them in the end as their humanity slowly faded away.“ The old man grimaces a moment. „Nothing like that exists now, though.“

You gently explain that rumors have been floating around Shakum'salar about the ascension of Amir Nengur, the reclusive heir of one of the noble houses of the city. It seems like his whole house simply picked up and left into the desert a few months back, with no explanation and a swirl of delicious gossip about joining the Cult.

The old man crosses his arms and then looks at each of you with a slow gaze. „If there's anything to this, I know where you could go to investigate.“ Seeing you nod encouragingly, he continues. „About three days' ride to the east lies the Pit of Tor'salakka. It was there that the Goddess bestowed these besotted nobles with their power and raised them up to be Scarab Lords.“

„If nothing else, you could at least find some shards or other items of interest.“

Three days later, you approach what must be the location the old man described to you. The ruins of an old sandstone temple still stand at the edge of a huge canyon that falls several hundred feet below. A quick search reveals some steps that lead down into a darkened antechamber lit only by some cutouts in the stone ceiling above. An ancient copper brazier in the center of the room suddenly blazes to life, and your eyes can't help but to be drawn to the flickering flames.

A menacing voice whispers from the darkness. „Ah. Your blood will finish the ritual that brings back the reign of the Scarab Lords!“ The voice intensifies quickly to a shriek, and you can hear the hatred dripping with every word. „Now, prepare for your... end!“

The radiant firelight from the brazier flashes to an impossible brightness and you close your eyes to keep from being blinded. A few seconds later the light dims and you find yourself on what seems like a floating platform in the canyon behind the temple. You look up and can see the minarets of the temple above you. All of this registers quickly as you immediately focus on the horrible monstrosity that stands on the Cult's sun symbol in the center of the platform. It seems the rumors might have been true...

Outro

The dust of battle settles as you stand on what remains of the Scarab Lord's platform. As a stone bridge silently extends from the passageway in the cliff below the temple to connect to it, you take a minute to appreciate the power that this Cult of the Sun Goddess must have wielded several hundred years ago.

You spend the slow, plodding return journey through the desert contemplating the need for why humans will sometimes sacrifice everything for the chance at immense power. The Neverwake Dragon, in fact, makes great use of this temptation, and you know the battles ahead will pit you against stronger and perhaps even more twisted creations.

The air is thin and hot as you ride into your campsite outside Shakum'salar in the early evening. Your traveling companion glances up from a chest of antiquities he is roughly digging through and almost seems at a loss for words as he recognizes your dusty forms. Then he strides over toward you. „Oh ho!“ he says, „I see you return from the desert triumphantly!“ He stops for a moment, and breaks down in a fit of laughter as if he just told the funniest joke in the world. He wheezes, holding his sides, and looks up. „I assume you dispatched whatever Nengur had become.“ He sees you nodding, then adds, „Well, you know what they say... Amir today --- Gone tomorrow!“ With that he bends over double with uproarious laughter, walking back toward his cart.

