



# SOULLESS VESSEL

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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

### Game Design:

Marcel Zons  
Manuel Kuczynski

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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.



# 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



**Scavengers**



**Undead**



**Corrupted Human**



**Masked Guardian (Boss)**



**Random Nathender Exploration Card**

2X

3X

3X

QUEST  
TRIGGER

?

**Quest Trigger**

### Exploration Deck

Remove "Occult Circle" and "Altar".

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

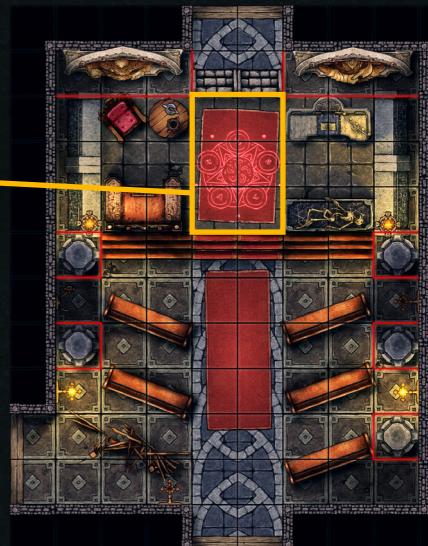
Random Nathender Exploration Card, **2x Quest Trigger**, Random Nathender Exploration Card,

Quest Trigger, Random Nathender Exploration Card

### Enemy Deck

Take the following reference cards and shuffle them face down:

**Scavengers, 2 x 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.

### 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
3 - 5	Loot What's Necessary!	A hero of the party's choice may take an improvised item (tier 0) of their choice.	+1
6 - 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.	-



## Intro

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

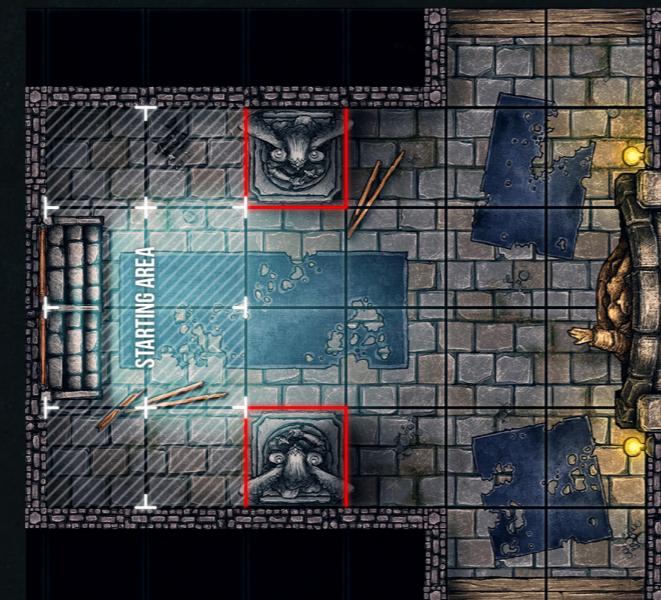
Draw the next exploration card as usual. Whatever the layout dictates, that room needs to have at least one enemy group in it. If there are no spawn slots, place the group at any closed door of that map tile.

## 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



Scavengers



Corrupted Human



Swarm of Rats



Goblin Fighter



Goblin Archer



Random Nathender  
Exploration Card



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

### 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 - 11	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.	-
12	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.	-
13 - 14	Castle's Traps	A random hero suffers 'Bleed (3)'.	-
15	Ambush	Immediately spawn one enemy group. Spawn them adjacent to each other, with one of the models being exactly 3 tiles away from a hero of your choice.	-
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.	-



## 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



Scavengers



Corrupted Human



Goblin Fighter



Goblin Archer



Undead



Minotaur



Random Nathender  
Exploration Card

6X



Quest Trigger

3X

### Exploration Deck

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

Random Nathender Exploration Card, **Quest Trigger**, 2x Random Nathender Exploration Card, **Quest Trigger**, 3x Random Nathender Exploration Card

### 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.	-



## 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.

The next room configuration 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.

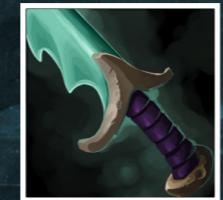
Defeating the boss also spawns (hero count -2) Corrupted Humans at the dungeon entrance.

## 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



**Scavengers**



**Goblin Fighter**



**Goblin Archer**



**Swarm of Rats**

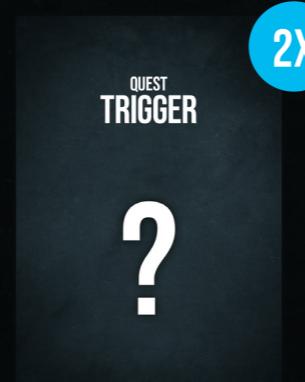


**Undead**



**Random Nathender Exploration Card**

**6X**



**Quest Trigger**

**2X**

### 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:

<b>Plus</b>	3+ heroes
<b>1-3</b>	4+ heroes
<b>Blank</b>	5+ heroes
<b>Star</b>	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 Exploration Card, (2x Random Nathender Exploration Card & **Quest Trigger**)\*, 3x Random Nathender Exploration Card

\*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 ..."

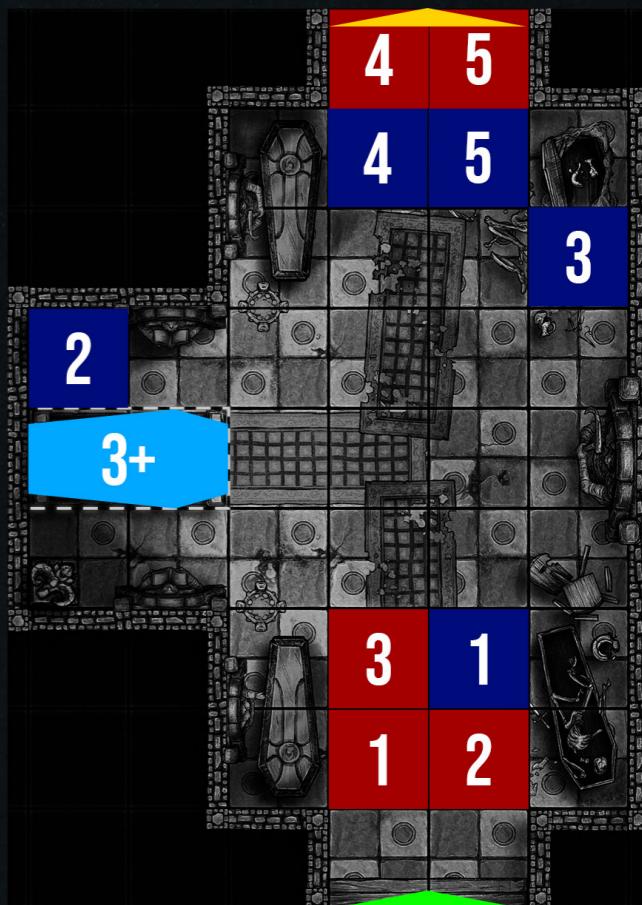
## Events

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 - 12	Witnessing the Slaughter	A random hero suffers ,Terror (3)'.	-
13 - 14	Defiling Presence	A random hero suffers 'Cursed (3)' OR suffers 2 scratches (their choice).	-
15	Unclean Enviroment	A random hero with 2 or more scratches immediately suffers a wound.	-
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.	-



## 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



*Scavengers*



*Corrupted Human*



*Swarm of Rats*



*Undead*



*Baron Murkgrad*



*Random Nathender Exploration Card*



*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 Exploration Card, (2x Random Nathender Exploration Card & **Quest Trigger**)\*, Random Nathender Exploration Card, **Quest Trigger**

*\*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**, **Undead**, **Swarm of Rats**

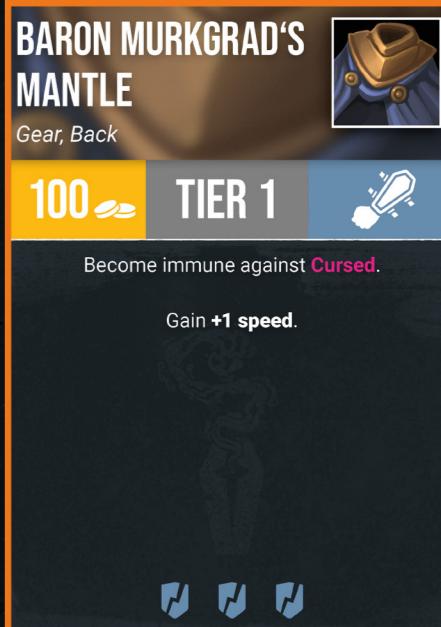
Also take the **Corrupted Human** reference card and put it aside to be used once an **Corrupted Human** spawns according to the "Additional Mechanics".

### 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".



## 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 ' <b>Terror (4)</b> '. 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 ' <b>Weaken (1)</b> ', ' <b>Cursed (1)</b> ' and ' <b>Terror (4)</b> '.	-
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.	-



## 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

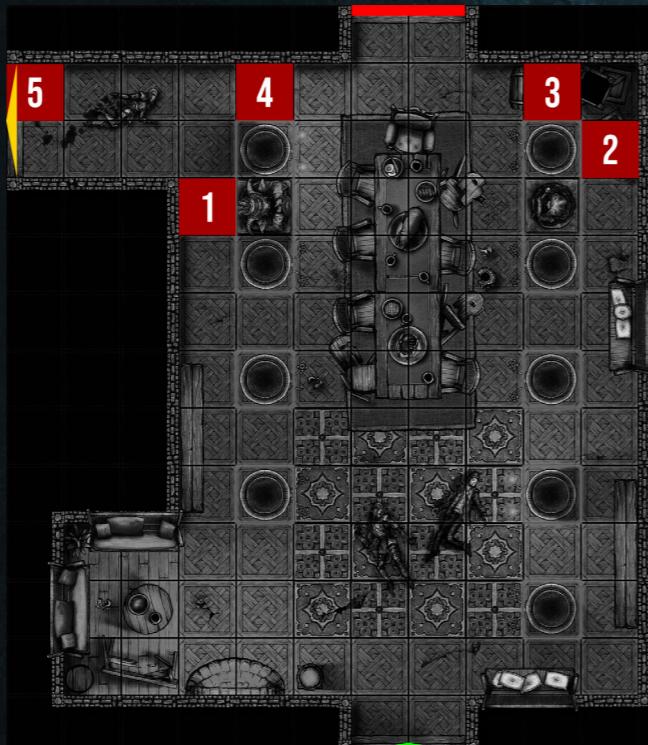
As above, but spawn 2 x Corrupted Commoners this time instead.

## 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.



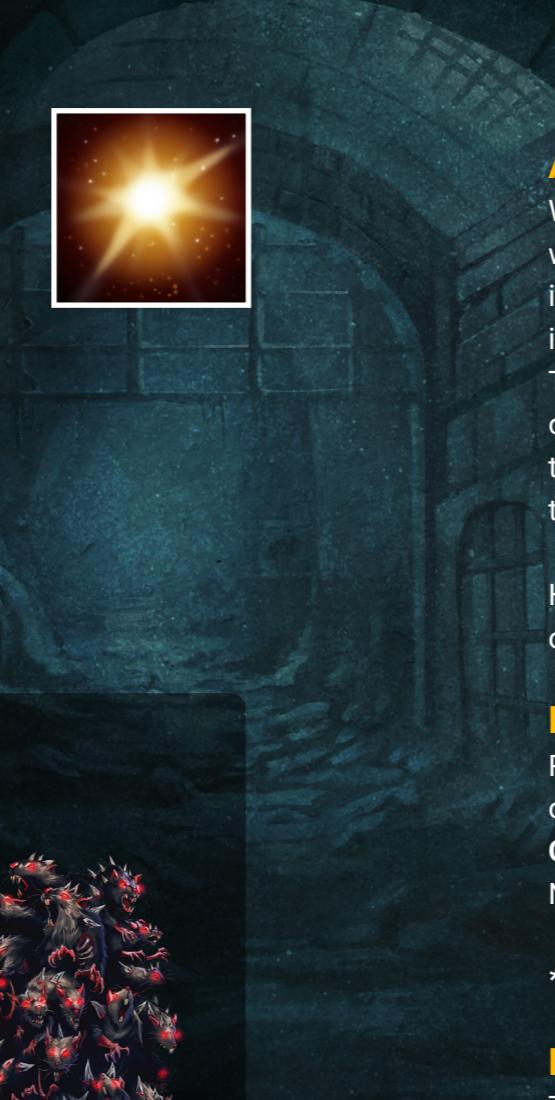
## Outro

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



Scavengers



Goblin Fighter



Goblin Archer



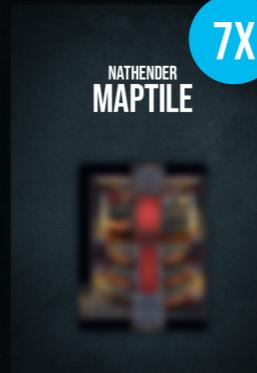
Swarm of Rats



Corrupted Human



Undead



Random Nathender  
Exploration Card



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**, 1 x Random Nathender, (2 x Random Nathender & **Quest Trigger**\*)**\*, 2 x 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, 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 ' <b>Weaken (1)</b> ', ' <b>Cursed (1)</b> ' and ' <b>Terror (4)</b> '.	-
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.	-



## 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.



**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.

