



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).

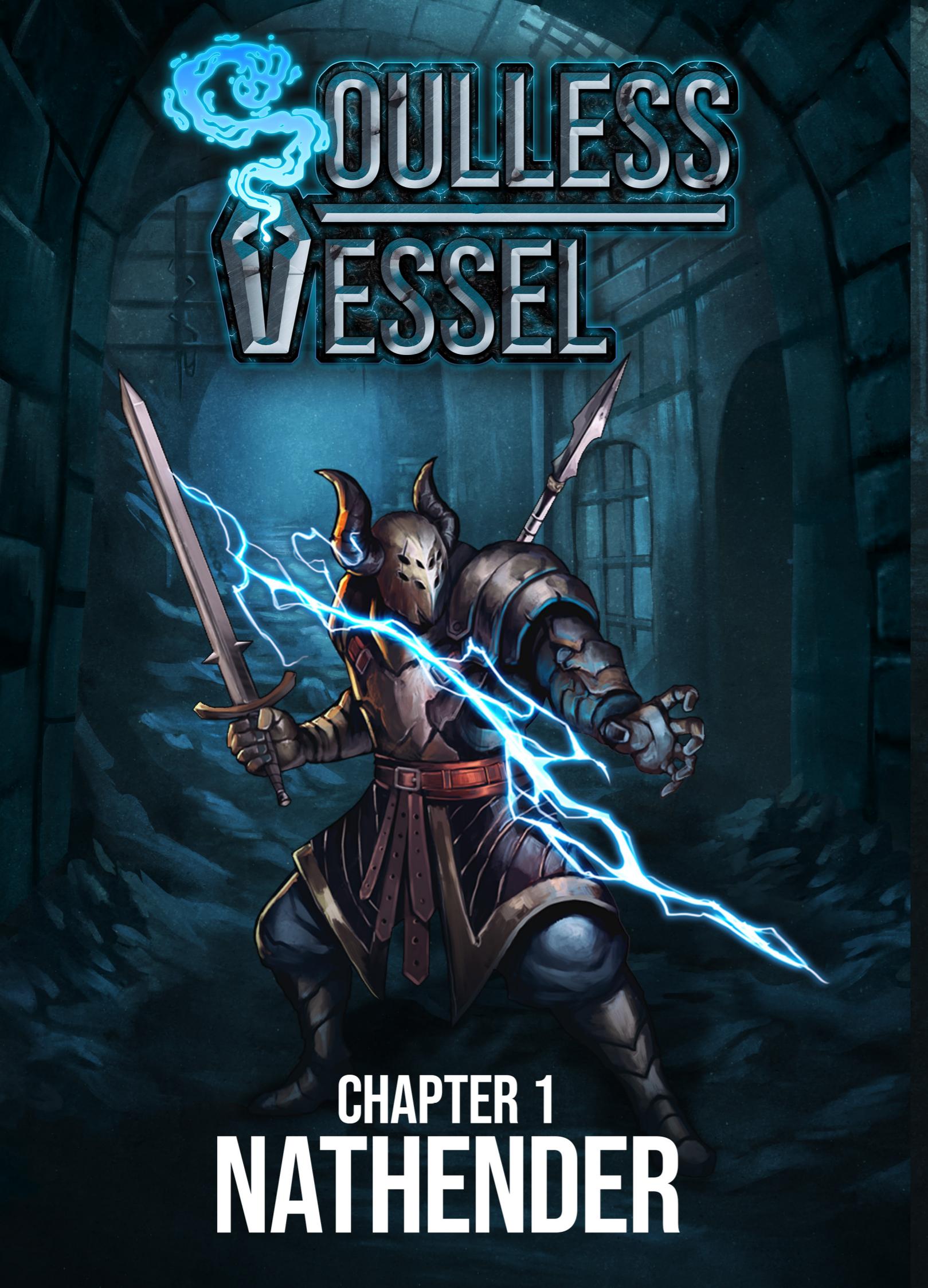


Manuel Kuczynski

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.





OULESS 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	
2X	UNDEAD	
1X	CORRUPTED HUMAN	
1X	THE MASKED GUARDIAN	
3X	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:

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
4 - 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

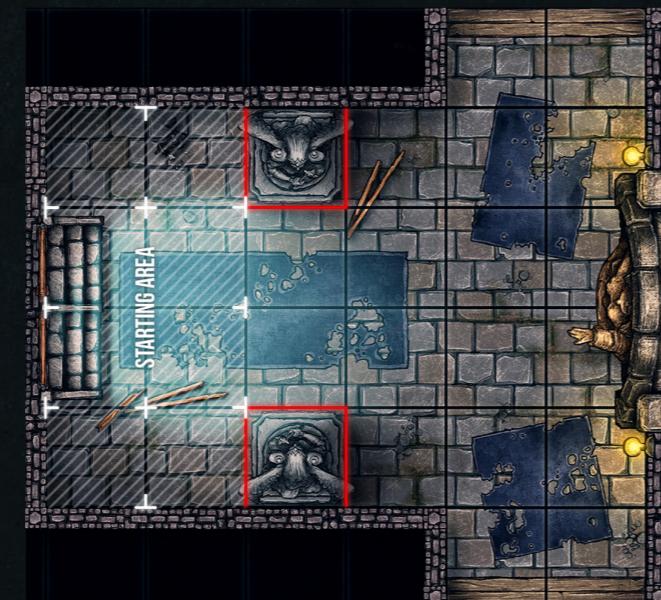
Draw the next exploration card as usual. Whatever the layout dictates, that room needs to have at least one enemy group in it. If there are no spawn slots, place the group at any closed door of that map tile.

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

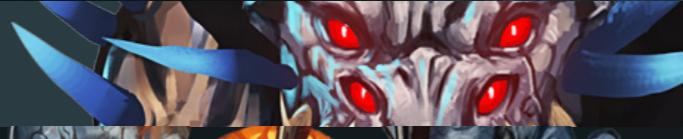
TREASURE ADVENTURE

Objective

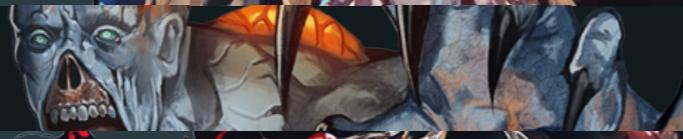
Find at least one stash, and as always, you may decide to escape if no enemy is within **range 3** of any hero.

Adventure Components

1X SCAVENGER



1X CORRUPTED HUMAN



1X SWARM OF RATS



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



7X 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 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 squares 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

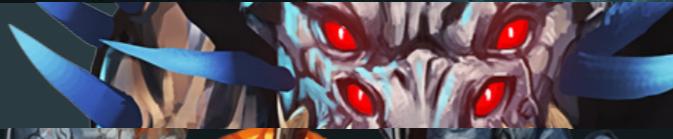


Objective

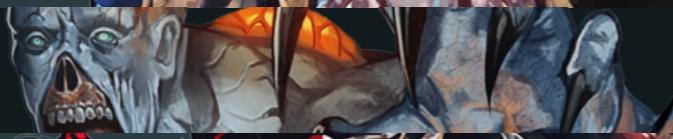
Find the vessel and defeat all enemies within the vessel's room.

Adventure Components

1X SCAVENGER



1X CORRUPTED HUMAN



1X SWARM OF RATS



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



1X MINOTAUR

6X RANDOM NATHENDER EXPLORATION CARD

3X QUEST TRIGGER

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.

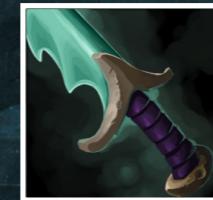
Defeating the boss also spawns (hero count -2) Corrupted Humans at the dungeon entrance.

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

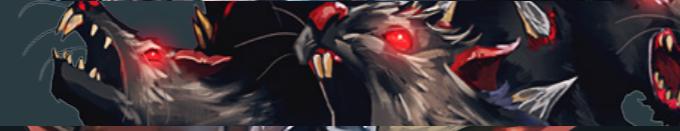
1X SCAVENGER



2X UNDEAD



1X SWARM OF RATS



1X GOBLIN FIGHTER



1X GOBLIN ARCHER



6X 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 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 ..."

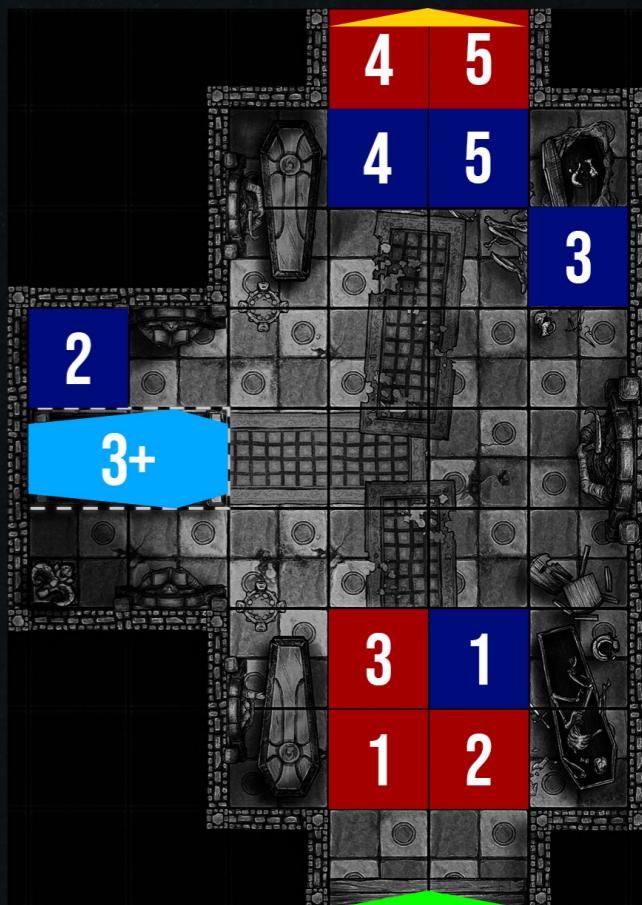
Events

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

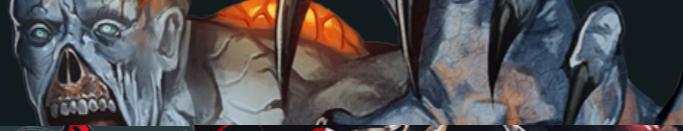
Kill all corrupted commoners that you encounter, including Baron Murkgrad.

Adventure Components

1X SCAVENGER



1X CORRUPTED HUMAN



1X SWARM OF RATS



1X UNDEAD



1X BARON MURKGRAD



7X 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 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".

BARON MURKGRAD'S MANTLE



Gear, Back

100

TIER 1



Become immune against **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.	-



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

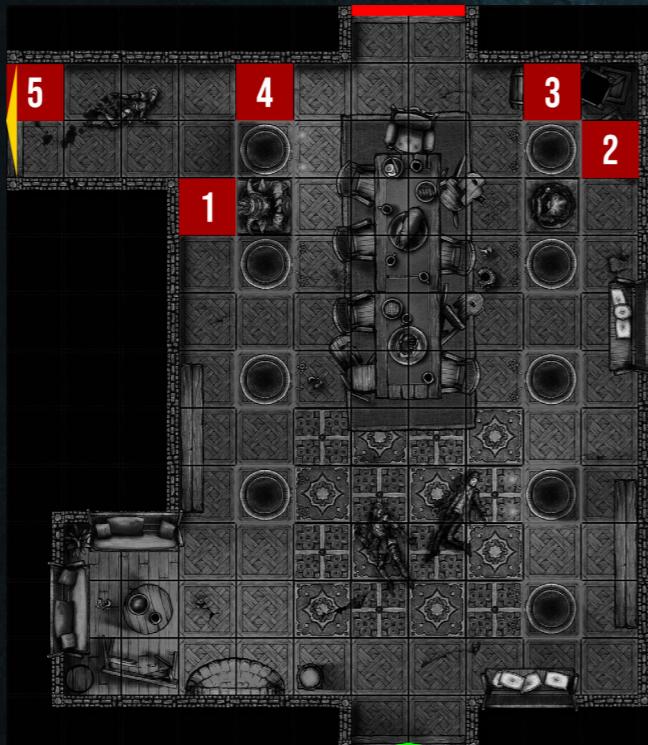
As above, but spawn 2 x Corrupted Commoners this time instead.

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	
7X	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, 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 ' 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.	-



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.

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



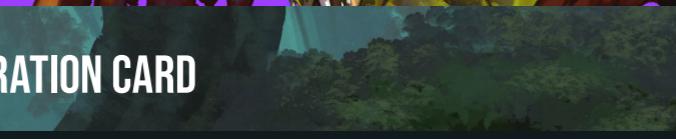
1X SWARM OF RATS



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:
(Random Leyforest Card & Quest Trigger)*, Random Leyforest Card,
(Random Leyforest Card & Quest Trigger)*, Random Leyforest Card,
Quest Trigger

**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	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.	-
13	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.	-
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.	-



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 "Enraged" 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 from the previous battle are removed.

Note: Use the regular side of the boss's reference card, not the "Enraged" 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 'Enraged' side. All of her wounds from the previous battle are removed.

Additionally, add all remaining 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



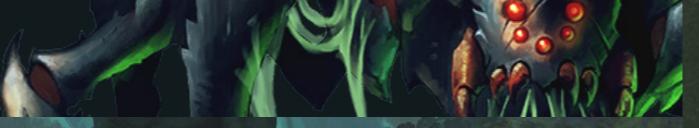
1X OGRE



1X LURKER



1X SPITTING SPIDER



3X 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

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

(1 x Random Leyforest Card & Quest Trigger)*, 2 x Random Leyforest Card, Random Nathender Card

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

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.

You may use the below 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	Thorvald's Insight	Heroes within range 5 of Thorvald may add  to their attack and spellcasting rolls during this round.	+1
7 - 8	Violent Insect Swarms	A random hero suffers a scratch and Weaken (2) .	-
9 - 10	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).	-
11	Ancient Wards	The first hero to move this round suffers a scratch and Bleed (2) .	-
12 - 13	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).	-
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

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 and all remaining enemies.

Adventure Components

1X LURKER



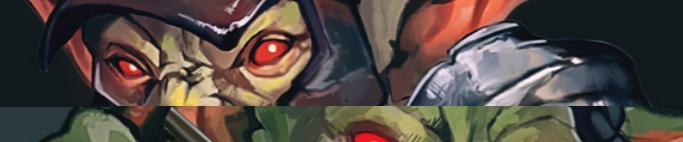
1X SCAVENGER



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 Card, Random Leyforest Card

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.	-



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

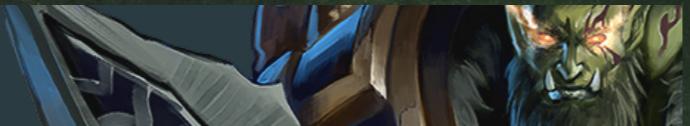


Objective

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

Adventure Components

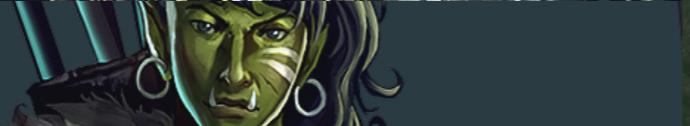
1X ORC CHIEFTAIN



1X ORC WARRIOR



1X ORC HUNTER



1X OGRE



1X GOBLIN FIGHTER



1X ORRONAKA



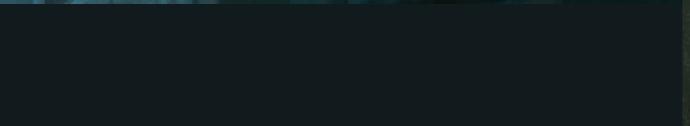
1X GAZHUATL



3X RANDOM LEYFOREST EXPLORATION CARD



2X 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 which 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:

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

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

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.	-



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.

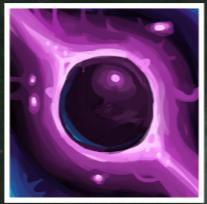
22+: Orronaka and Gazhuatl now each draw two AI cards per round, preferring one with a bones or skull ability. If no symbol is present, or on a tie, use the AI card with the higher threat value instead.

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

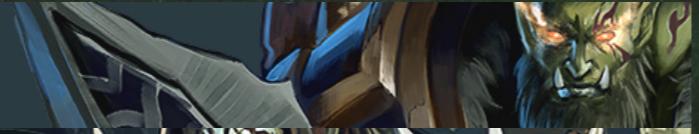


Objective

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

Adventure Components

1X ORC CHIEFTAIN



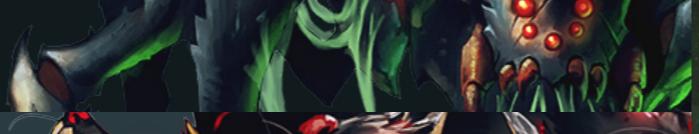
1X ORC WARRIOR



1X ORC HUNTER



1X SPITTING SPIDER



1X SWARM OF RATS



1X LURKER



5X 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 "Ritual Site".

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

(Random Leyforest Card & Quest Trigger)*, 4 x Random Leyforest Card

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

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 - 8	Violent Insect Swarms	A random hero suffers a scratch and ' Weaken (2) '.	-
9 - 10	Elite	The next enemy group that gets revealed gets one additional Trait.	-
11	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.	-
12 - 13	Corrupted Leyline	A random hero suffers a random negative effect with a duration of 4.	-
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

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 "Ritual Site" map tile with the (Surge) 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

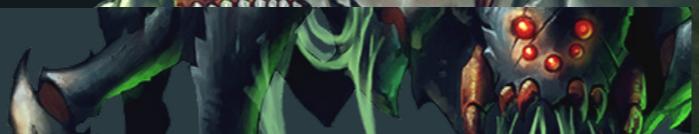
1X OGRE



1X LURKER



1X SPITTING SPIDER



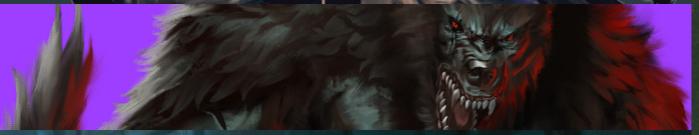
1X CORRUPTED HUMAN



1X SWARM OF RATS



1X KARVORE



3X 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 mission! 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, 3 x Random Nathender Card, Quest Trigger, Random Leyforest Card

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.	-



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.

His 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

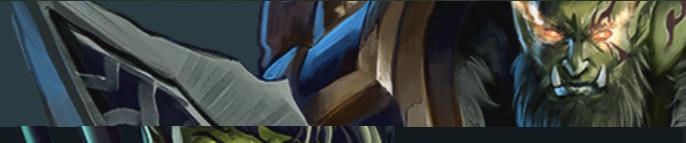
This adventure is not recommended when playing with only three heroes due to the nature of the rewarded vessel and the structure of this adventure, as it will require the group to split up.

Objective

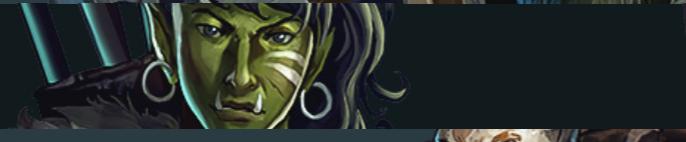
Help Dhuvin and Kilikor to finish their Rite Of Passage. Then defeat all remaining enemies. If Dhuvin and Kilikor die at any point during the adventure, it is lost.

Adventure Components

1X ORC CHIEFTAIN



1X ORC HUNTER



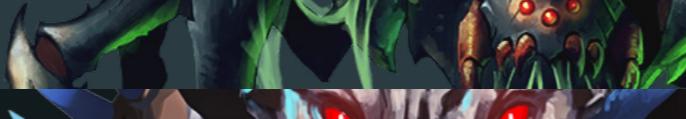
1X OGRE



1X LURKER



1X SPITTING SPIDER



1X SCAVENGER



3X RANDOM LEYFOREST EXPLORATION CARD



3X QUEST TRIGGER

Exploration Deck

Remove "Ritual Site".

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

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

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 "Dhuvin" 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.	-



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 "Ritual 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.

