



# SOULLESS VESSEL



CHAPTER 1  
**NATHENDER**

# THE ESCAPE

## INTRODUCTORY ADVENTURE

### Objective

Escape the Dungeon after defeating the "Masked Guardian". Heroes escape the dungeon while spending one movement point on the stairs of the 'Entrance' map tile. All heroes have to escape to finish the mission.

### Optional Objective

Find and inhabit a vessel to replace the peasant.

### ADVENTURE COMPONENTS



*Scavengers*



*Undead*

2X



*Corrupted Human*



*Masked Guardian (Boss)*

NATHENDER  
MAPTILE

3X



*Random Nathender  
Exploration Card*

QUEST  
TRIGGER

3X



*Quest Trigger*

## Exploration Deck

Remove "Occult Circle" and "Altar".

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

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

## Enemy Deck

Take the following reference cards and shuffle them face down:

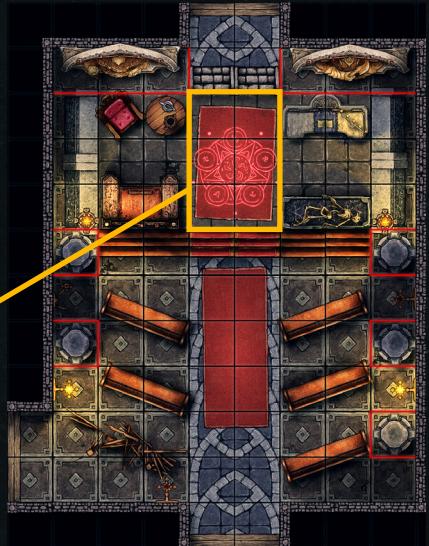
**Scavengers**, 2 x **Undead**, **Corrupted Human**

## 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

15 Coins per hero, +5 Coins per hero if the optional objective is completed.



## Intro

*„You do not know for how long you have been in the nether. Dreams blurred 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. As far as you are concerned, you have been victorious. Is this timeless dream the reward that the Gods have promised? Just before the conclusion presents itself, you suddenly hear scratching and scraping, as if someone were breaking down the gates to your world.“*

*„Oh heroes of days gone by, hear us!“ a voice calls from beyond. Almost as if by compulsion you follow the voice, and like 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. In front of you kneel some worn out figures in a praying pose.*

*„Forgive the disturbance of your resting place, but the Neverwake dragon has returned. Half the realm is in eternal slumber! According to our legends, only you managed to banish the beast.“  
One of you comes to his senses faster than the rest and retorts, „You dare to put the fabric of the realm of the dead in danger. For what?! We are only lost souls who 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 can 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, except for the shaky peasant in the corner ...“*

# Events

d10 + threat	Event	Effect	Add threat
1 - 3	Plunder Fallen Adventurers	A random hero draws item cards until a "Consumable" is drawn and keeps it.	+2
3 - 5	Loot What's Necessary!	A hero of the party's choice may take an improvised item (tier 0) of their choice.	+1
6 - 8	Glimpse Into The Neverwake Realm	A random hero suffers a scratch	-
9 - 10	Resurrection Sickness	A random hero suffers 'Weaken (2)'.	-
11	Twitching And Shaking	The first hero to act this round suffers a scratch and 'Terror (2)'.	-
12 - 13	Defiling Presence	A random hero suffers 'Cursed (3)' OR suffers 2 scratches (their choice).	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	-



## 1st Quest Trigger

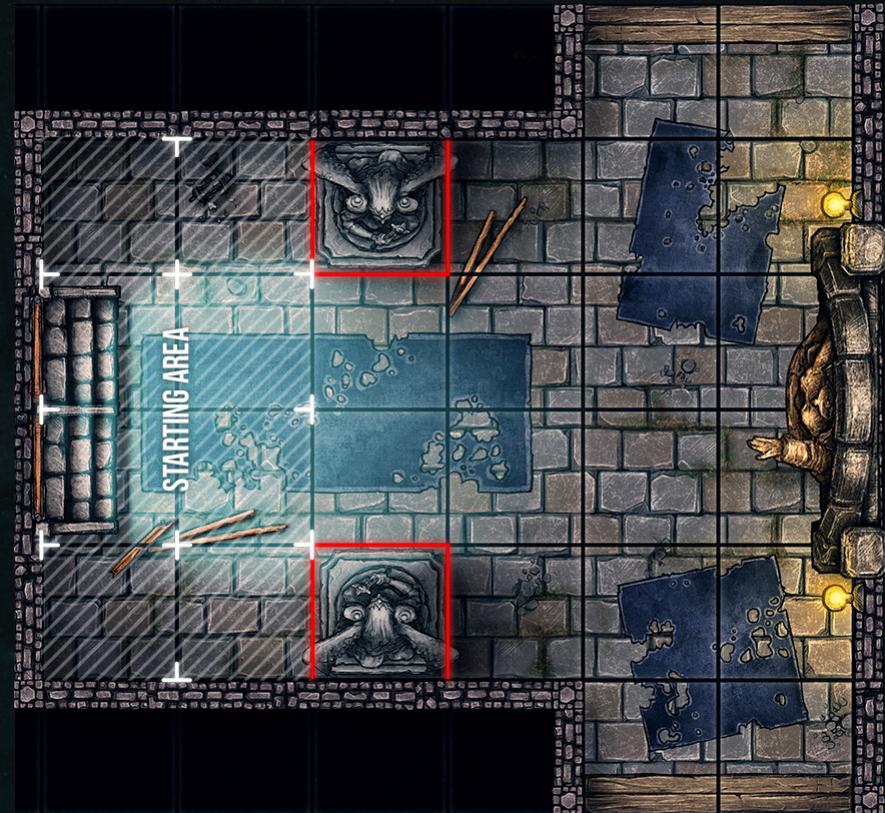
Draw the next exploration card as usual. Whatever the layout dictates, that room needs to have at least one enemy group in it. If there are no spawn slots, place the group at any closed door of that map tile.



## 2nd Quest Trigger

„A twisted figure stands 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. With a quick glance at the green plains before you, you can tell that you were summoned in the realm of Nathender, the home of the hundred castles. These people used to be stalwart defenders against the endless waves of Orcs from the west, but the pillars of smoke on the horizon tell you that the majority of this realm must have succumbed to the return of the Neverwake dragon.“

As if destiny willed it, from the small mountain range you are standing atop you notice an intact village in the distance, with countless tents built around it. Presumably the homes of those who managed to escape the havoc. One of you suggests that this village may be a good starting point to stock up on gear, and to get a better overview of the situation.“

# THE STASH OF KING ATARGIS

## TREASURE ADVENTURE

### Objective

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

### ADVENTURE COMPONENTS



*Scavengers*



*Corrupted Human*



*Swarm of Rats*



*Goblin Fighter*



*Goblin Archer*



*Random Nathender  
Exploration Card*



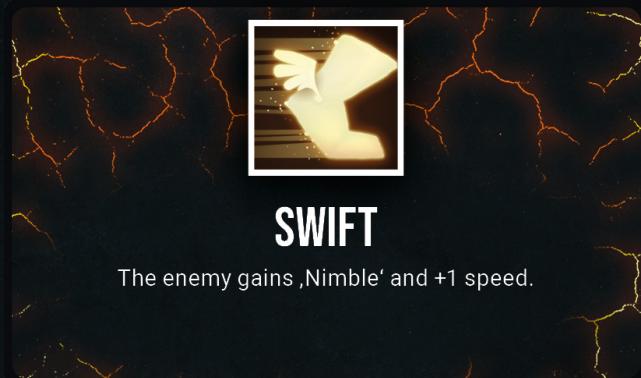
*Quest Trigger*

## Additional Mechanics

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

<b>Plus</b>	3+ heroes
<b>1-3</b>	4+ heroes
<b>Blank</b>	5+ heroes
<b>Star</b>	Nothing happens

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



## Exploration Deck

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

**2x Random Nathender Card**, Quest Trigger, **2x Random Nathender Card**, Quest Trigger, **2x Random Nathender Card**, Quest Trigger, **Random Nathender 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 by the stairs.

## Reward

Keep the rewards that you have found during your adventure.

## Intro

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



## Quest Trigger

Immediately reveal the next exploration card and replace the furthest red spawn socket with a stash on that map tile. It can be collected by 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 being drawn towards this place. As you reach the outer end of the draw brigdge 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 structure. After a brief moment, the castle crumbles within mere seconds, and the chunks of stone and wood get sucked into a well of dissipating magic. One of you recalls: "I recognize this magic. Legends say that this spell is only taught to people 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!"*

