

# SOULLESS VESSEL



**RIONDRA THE BLACKSMITH  
CRAFTING EXPANSION**

## 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

<b>Game Design:</b>	Marcel Zons Manuel Kuczynski	<b>Special Thanks To:</b>	Julian Erhardt James Jarvinen Magnus Linder Jonah Möller Dashiel Nemeth Alexandra Norman Jennifer Patzer Florian Rohde Tobias Rojahn Patrick Röseler Naomi Seeling Adam Taubenheim Thomas Walther Andreas Weiß
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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.



# RIONDRA THE BLACKSMITH

## SPECIAL ADVENTURE



### Objective

Find Riondra the Blacksmith and free her by defeating her jailers - kill all enemies that spawn in the room where Riondra is.

### Exploration Deck

Remove "Storage" from the Nathender exploration cards.  
Assemble the deck in the following order, from bottom to top:

**Quest Trigger, 1 x Random Nathender**

### Enemy Deck

Take four random enemy cards from the current chapter and shuffle them face down.

### Starting Conditions

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

### Reward

No usual rewards (like Soul XP, Legend Points or Gold Coins) are granted.  
Instead, the party gains access to Riondra The Blacksmith during all town phases from now on.

Additionally, shuffle the deck of resource item cards. The party gains one random resource card for each adventure that has been completed since Chapter 2 (including Chapter 2). These resources are added to the party's stash. The remaining resource cards are now permanently added to the Pile Of Items.

## Adventure Components

**4X ENEMIES (OF THE CURRENT TIER)**

**1X RANDOM NATHENDER EXPLORATION CARD**

**1X QUEST TRIGGER**



## Events

d10 + threat	Event	Effect	Add threat
1 - 3	Stash Of Rare Resources	Shuffle the deck of resource cards, draw one and add it to the inventory of a hero of the party's choice.	+2
4 - 5	Abundant Resources	Shuffle the deck of resource cards, draw one and only keep it if it has a value of 15 or lower. If you may keep it, give it to a hero of the party's choice.	+1
6 - 7	Rushing in to Help	Every hero and minion may <b>Move (2)</b> (gain <b>Slippery &amp; Nimble</b> ).	+1
8	Dark Omen	A random hero suffers a random status effect with a duration of 2.	-
9 - 10	Signs Of Torture	All heroes suffer <b>Terror (1)</b> . Instead of suffering <b>Terror</b> , a hero may decide to instead put a hand card of their choice on cooldown 5.	-
11	Ambush	Immediately spawn one random group of enemies, with one model being exactly 5 squares away from a hero of the party's choice (and all other models adjacent to that one). If this event has already happened during this adventure, treat it as "Signs of Torture" instead.	-
12 - 13	Astral Chaos	Magical energies lash out and make all heroes suffer 2 scratches each (no defense roll possible).	-
14+	Neverwake Apparition	Immediately spawn a 'Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	-



## Intro

The night is still when a panicked villager bursts into your camp, his voice cracking with desperation. „My friend, she’s been taken by evil!“ he cries, his eyes wild with fear. His breath comes in ragged gasps as he stumbles closer, a young scholar drenched in sweat and terror.

You move to steady him, your hands firm on his shoulders, but his words tumble out in a disjointed frenzy. „She... we were just outside... then the hordes, they were everywhere! My head... I—I blacked out. When I woke, I was alone in the wilderness. They took her!“ His voice falters, the weight of his helplessness heavy in the air.

„Who?“ one of you asks, struggling to maintain patience. „Who have they taken?“

„Riondra!“ he exclaims, his voice cracking with urgency. „She’s a legendary blacksmith. She came here to... but it all happened so fast. Please, you must help! Her skills... Riondra can aid you, I know she can!“

You exchange uncertain glances. The name is unfamiliar, yet the scholar’s fear is palpable. Whoever Riondra is, it is clear she is of importance, if not for the mission ahead, then for the hope she represents to this desperate man. You decide to investigate, recalling a map you studied earlier. The location of the ambush isn’t far, near the ruins of an ancient dungeon - a place steeped in mystery and shadow. Perhaps that’s where Riondra had been taken.

With a final, determined nod, you set your course toward the dark unknown, driven by a sense of duty and the promise of discovery. #

## Quest Trigger

You step into a dimly lit room, the scent of smoldering metal hanging thick in the air. The space appears to be an old workshop, hastily transformed into a crude forge. At the center of the room, a battered and weary elf hammers relentlessly at the glowing blade of an unfinished sword. Her movements are mechanical, almost trance-like, as if driven by some unseen force.





*Beside her, a dark apparition from the dreaded Neverwake realm hovers, its form shifting and undulating like living smoke. Tendrils of shadowy mist curl from its spectral body, entwining around the elf's head, seeping into her mind. As you burst into the room, the creature's glowing eyes snap towards you, burning with malevolent intent.*

*„Ooh, my lord foretold your arrival,” the spirit hisses, its voice a chilling whisper that echoes through the chamber. „This will be quite the feast. When your consciousness fades into eternal slumber, I wonder what twisted dreams and dark ambitions lie within your mind. I can hardly wait to savor them!”*

*With a final, malevolent grin, the apparition releases its grip on Riondra, who collapses to the ground, gasping for breath. The dark entity then turns its full attention to you, lunging forward with a predatory speed, ready to engage in battle.*

Reveal the “Storage” (Nathender) map tile with the “Blank” layout. Instead of the indicated chest, place a single Neverwake apparition and mark it with a special token. This apparition counts as a boss, with its own initiative and AI Card draw. It can suffer four times the usual wounds before being defeated. Any additional apparitions that spawn as a result of an Event result will be in their own Apparition enemy group separate from this boss.

Additionally, spawn one random group of enemies on that map tile and place them where you want.

## Outro

*With Riondra's tormentors vanquished, you rush to her side, carefully tending to her wounds and soothing her dazed confusion. Together, you guide her out of the oppressive dungeon that had served as her prison, into the fresh, liberating air of the outside world.*

*She breathes deeply, the color slowly returning to her pallid cheeks as the weight of her captivity begins to lift. After a few moments, she turns to you, her voice trembling with both relief and gratitude. „I can't say how long I was enslaved by that apparition. It couldn't have been more than a day, but it felt like an eternity. Time twisted in that dark place, warping every moment into something unbearable.”*

*Her eyes, weary yet filled with a newfound resolve, meet yours. „I saw how you fought—fierce and fearless. Few have survived an encounter with such a powerful entity. And now, I think I know who you are—the heroes of old, returned to save Fairngard, aren't you? Whether it's true or not, I owe you my life.”*

*Riondra straightens, the fire of her spirit rekindling as she continues. „Though I have no wealth to offer, I can give you something far more valuable—my skills. As an arcane blacksmith, I pledge to forge weapons and armor for you that will be unmatched across all of Fairngard. Bring me the materials, and I shall craft items worthy of your legendary deeds.”*