



































8 🗱 3 📈 4 🗶 2

The Baron's castle sits on a hill above the poorest sturn. Sneaking in provides no problems; you knock out a guard, steal her uniform and march in the front door.

Finding the dungeon is also easy, find a staircase and keep heading down. Guards patrol the area, more alert than those above - you fear the unform will do you no further good.









"A bear skin would even keep Death Herself warm at night" the old man had said, but that's not why you're hurting one. Rumours say a bear dragged the Queen's messenger into this cave, and he was carrying something of value. Kill the bear, find the messenger's remains, sell anything valuable back in town. Sounds like a plan. Bear Hunt











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3
The Baron is pleased at your honesty and offers you a contract in return. Goblin raids on town have increased, and the Baron feels it's time they were taught a lesson, tideally a permanent one.

You follow the trail he marked on your map out of town, and find the cave. Weapons in hand, you step into the ons in hand, you step into the n. This should be fun.

2/1+★ Kill everything

















6





















Pleased with the sharmar's head, the Baron gives you another task, to kill the ewil cultists known as The Souless, who are growing in strength, They sound intriguing.

The Baron doesn't seem like a man who accepts failure; you cannot return with the task unfinished. You resolve to try again, just as soon as you're able. Repeat the Mission Defeat

The treasure is a ring, which you wear back to the tavern. That night, a vision comes to you - the ring is cursed, you will become one of the Soulless.

Join with other Soulless

After your failed raid, the Baron raises security. There's little chance of another attempt succeeding, so you approach the Baron hoping for a reward for the letter. Deliver the letter to the Baron

In the messenger's satchel is a letter to the Baron. That night, under a bearskin throw, you read it; it describes a "great treasure" in the depths of the dungeons below the Baron's Castle.

Bruised and bleeding, you return to town empty handed, but determined to try again once you've healed.









10 A Nice Simple Dungeon It's great to be on the road again, away from that town full of weirdos.

A farmer greets you on the path; her son has gone missing, and she fears the orc warband in a nearby cave have kidnapped him for refarious purposes.

It feels good to have a nice simple task Rescue the boy, get out alive.



4/1+*
Timer: 9
Reach the * then return to the entrance



8 Sacrifice
Bound and gagged, the Soulless drag you to an altar. One approaches you, a knife raised high in the air. Of course, he wasn't expecting you to headbutt him in the face and sprint off down the corridor.



Your hands are tied - any **&** Equipment cards have no effect.

6 Cavern of Souls
The Baron explains that The Souless are
a cult, cursed by Death Herself, who seek
to bring about The Nightfall. He doesn't
seem sure what this entails, but it's clear
he fears it, and them. He gives you a
simple task - kill their Priest.

Their cave hideout is down the coast, the entrance easily located at night, from the glow of flames from deep inside.







Finding the highest peak is easy, you simply look up. Finding the cave is harder, but eventually your search proves fruitful. Foul smells of Goblins and wild animals come from the entrance; this rad better be the right cave. Rumour tells of a fountain in the caves deep beneath the highest peak, whose waters can cure even the foulest curse. The Waters of Life

4/1+★ Reach the★





II Night Falls
The Dead pour into the valley, trying to lear the villagers apart. These are kind people, you must try to save them.



removed safety, All Monsters will move towards and Attack & it they are obosen than the Adventurer. At the end, if more than half the & have died, you lose.

9 The Waters of Death
The Priest is pleased with the Baron's
death, and her eyes glow as she gives
you your next task.

"Only one thing now stands in the way of The Nightfall. The Waters of Life, a fountain of purity that holds the forces of darkness at bay. A single drop of nightshade in the fountain and The Nightfall will be freed."

smells of beasts





Imprisoned
Eventually you find an opportunity to escape your cell, using the "sick prisoner" routine. Now to somehow get out of the castle, and hopefully get your confiscated equipment back along the way.



You begin with no Equipment. Shuffle all your Equipment cards, if you end your turn on a lotten, draw one of your Equipment cards, then remove the A. Further a opce you have all your Equipment have no

Deep in the shore caves, you commune with The Souless, cultists, cursed by Death Hersel to bring about something called The Nightfall. The longer you spend with them, the more this desire grows. The Nightfall must be.

A Priest asks a task of you; to slay the Baron, who views The Soulless as evil. What a fool. He must die in his Castle.





The Dead lay truly dead, and the village lives on. The Dead rising to life can only be The Nightfall sought by the Soulless.

Seek knowledge about The Nightfall

The viliagers scatter in the wake of the Dead. This can only be The Nightfal sought by The Souless. Fleeing in horror with the surviors, you resolve to find out how to stop this abomination.

Seek knowledge about The Nightfall

Plunging your hands into the fountain to deliver the nightshade, your mind suddenly clears. This Nightfall stuff is madness, you need to get out of this mess, and fast.

With great effort, you drag your clawed body out of the cave. Somehow you don't think the Priest will accept failure meekly, better to jorget all of this and get out of town.

Victory
Daylight, how you've missed t! Time has curied you of the curse of the Soulless, so you set out for new adventures on the road, hopefully with Jewer outs.

Return to a lije of adventure

The guards laugh as they drag back to your cell. "You're never leaving here alive" one smirks, and spits in your face. You resolve to kill him first next time.

With the Baron's blood on hands, your faith waivers. You are unsure whether to remain with the Souless and bring the Nightfall, or to return to a simple adventurer's life.

Leave town and the Soulless behind Remain with the Soulless

The guards drag you before the Baron, who softly smiles as he condemns you to imprisonment for life in the deepest dungeon of the castle.

The farmer and her son are reunited in tears on the road. The village holds a feast in your honour, drinking late into the

You make it out alive, but the boy doesn't. The farmer is distraught, but invites you to stay the night in her village. That night, The Dead attack

Hands finally freed, you escape, leaving the cave behind you. You decide not to risk, getting caught by these maniacs again, better to get back on the road.

"Wait a minute" says the bemused man in the tavem, "If the cultists sacrified you how are you telling me this story?"

Victory

With the Priest dead, whatever curse held the Soulless in thrawl seems broken, and they scatter. You feel it's time for you to do the same, and leave this cursed town behind.

Captured by the Soulless, you're dragged before the Priest.

The waters are refreshing, and you return to town feeling truly alive again. That night a messenger arrives - the Baron wishes you to kill all of The Souless, Could he know you stale his

The Waters of Life were your only hope to avoid the curse. Now it is upon you, and you have no choice, you are drawn to the others like you.

Join The Soulless



The power of the Sceptre banishes The Dead from your Realm They withdrawl, content for The Nightfal to darken the rest of the world, as it surely shal.

You sit on your pyrrhic throne, your mind tangled by the Sceptre, and wait for whatever comes next.

or are your soliders - they will target closest Monster as if it were you. It is they are closer in you. Break any ties by lowest Token mer

A Rusty Throne
The Sceptre guides you to the Palace,
and imbues you with a certainty that it is
your right to rule. The Dragon Queen sits
on a rusty throne and you will tear her
down and take your rightful place.

Size: 4/2+*****

You stride through the palace gates, weapons drawn.



15 The Waters of Night
The Sceptre guides you to the cave
beneath the riighest peak, where the
fountain known as the Waters of Life
once ran, now corrupted into a fountain
of death, bringing The Nightfall into the

The waters must be purified with the power of the Sceptre, or The Nightfall will overrun the world.

















If anyone knows about The Nightfall, it will be the Blind Monks of the Tower. Shame they never share their knowledge

Guess you'll just have to raid their library, find a book on The Nightfall and get out.



re blind, so any of their rs with a Range of more than 2 idered to have a Range of 2.

17 Death Herself You awaken in blackness. Ahead of you is a pattern of bright hexagons, like stepping stones hanging in the darkness.

"Welcome," intones Death Herself, into whose realm you have passed. "You have caused me much trouble by stopping my beautiful Nightjall. Now you will pay.

The End

Death must exist, and there's only you to do the task. You take up her robes, determined to be fairer than she was.







I/A I'THE Traille in Cooking Tyn is Rumours say the Sceptre of MG/g-yn is to be found in the Fallen Castle, a collapsed ruin. It just looks like a pile of old rocks to you, but some clearing reveals a staircase leading down to a

The smell of death assaults your senses as you step into the cold darkness.









I3 Dragonslayer
A man approaches you on the road. A
Dragon has been harrassing his farm for
years, burning down an unacceptable
number of thatched roof cottages.

The beast resides in a frozen mountain pass, high in the crags above the road. Bones litter the pass, amongst rocks sharp enough to pierce the toughest armour, maybe even dragonscale.









The Dead can always make use of reinforcements. You make an excellent walking corpse.

Sitting on your new throne, you smile as the survivors bow to you. The realm is yours, if you can keep it.

The Nightfall is over, and Death Herself is no more, but you remain in the blackness staring at the floating hexagons. There is only one way out.

Barely escaping with your life, your confidence wavers. Should you try again, or use the Sceptre to purify The Nightjal?

Alas, attempting and failing to kill Death Herself has only one possible consequence. She is kind to neither your mortal remains nor your immortal soul.

Victory
The Sceptre hums in your hands and whispers in your mind. bain I Upgrade

Victory
As you thrust the Sceptre into the black
fountain, you expect it to run clear, but
instead everything fades to inky
darkness.

You awaken somewhere... different

Use the Sceptre to stop The Nightfall

After crawling back up the stairs in agony, you collapse amongst the ruins, fallen like the castle.

Defeat

Beaten back out of the cavern, you consider your options; try again or heed the Sceptre's call to power.

Repeat the Mission In time, you must return, but first, rest and recover

"The Nightfall will end everything, Only the Sceptre of M'Guf-yn can save you". Beside the Dragon's corpse lies a scroll:

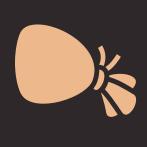
Narrowly avoiding being roasted alive, you limp back to the farm. The farmer is sympathetic, after all, who could be strong enough to dejeat a Dragon?

The book you state tells of how The Nightfall will consume the world, but that one object is powerful enough to stop it, The Sceptre of MGuT-yn.

The Blind Monks drag your unconscious body back to the street. You'll find no information here.

Ah well, probably wasn't important anyway.



























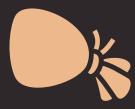
























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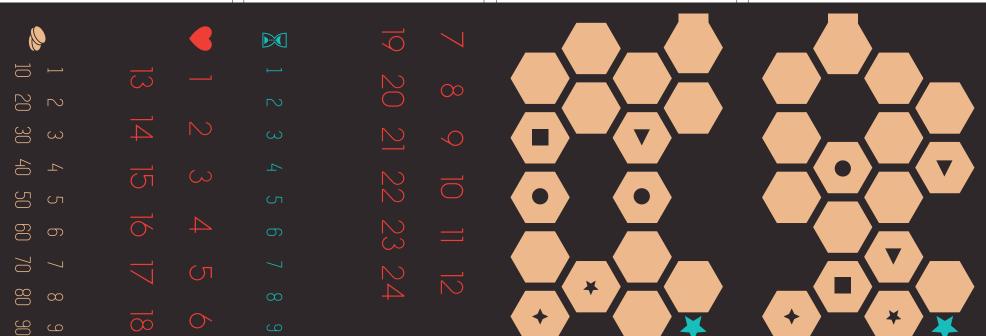
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