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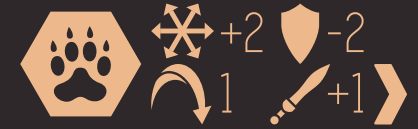
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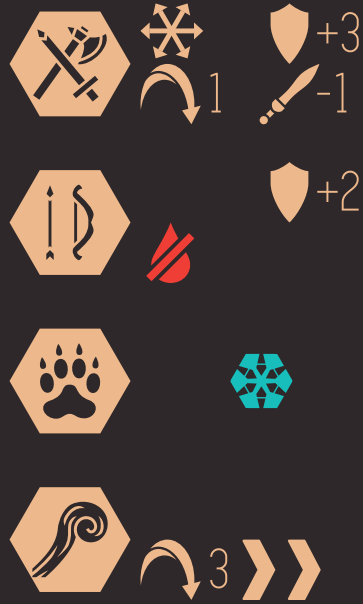


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1 Bear Hunt

"A bear skin would even keep Death Herself warm at night" the old man had said, but that's not why you're hunting 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.

Size: 3/2+★ Timer: 8
Goal: Kill  in ★



2 Treasure Heist

The Baron's castle sits on a hill above the poorest slum. 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 uniform will do you no further good.

Size: 3/1+★ Timer: 8
Goal: Reach the ★



3 Goblin Caves

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, ideally 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 cavern. This should be fun.

Size: 2/1+★ Timer: 7
Goal: Kill everything



Victory
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.
Gain 1 Upgrade
Attempt to steal the treasure
2
Deliver the letter to the Baron
3
Defeat
Bruised and bleeding, you return to town empty handed, but determined to try again once you've healed.
Repeat the Mission

Victory
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 Souless.
Gain 1 Upgrade
Attempt to cure the curse
4
Join with other Souless
5
Defeat
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.
3
Deliver the letter to the Baron

Victory
Pleased with the shaman's head, the Baron gives you another task, to kill the evil cultists known as The Souless, who are growing in strength. They sound intriguing.
Gain 1 Upgrade
Raid The Souless' cavern
6
Join The Souless instead
5
Defeat
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

4 The Waters of Life

Rumour tells of a fountain in the caves deep beneath the highest peak, whose waters can cure even the foulest curse.

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 had better be the right cave.

Size: 4/1+★ Timer: 7
Goal: Reach the ★



5 Initiation

Deep in the shore caves, you commune with The Soulless, cultists, cursed by Death Herself 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.

Size: 4/1+★ Timer: 8
Goal: Kill the 🏰



6 Cavern of Souls

The Baron explains that The Soulless 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.

Size: 3/2+★ Timer: 8
Goal: Kill the 🧙



7 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.

Size: 3/1+★ Timer: 7
Goal: Reach the ★



* You begin with no Equipment. Shuffle all your Equipment cards; If you end your turn on a ▲ token, draw one of your Equipment cards, then remove the ▲. Further ▲ once you have all your Equipment have no effect. Any Equipment not recovered when you succeed in escaping is lost.

Victory
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 Soulless. Could he know you stole his ring? Better not to ask.
Gain 1 Upgrade
Raid The Soulless' cavern
6
Defeat
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
5

Victory
With the Baron's blood on hands, your faith waivers. You are unsure whether to remain with the Soulless and bring the Nightfall, or to return to a simple adventurer's life.
Gain 1 Upgrade
Remain with the Soulless
9
Leave town and the Soulless behind
10
Defeat
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.
Attempt to escape!
7

Victory
With the Priest dead, whatever curse held the Soulless in thrall seems broken, and they scatter. You feel it's time for you to do the same, and leave this cursed town behind.
Gain 1 Upgrade
Return to a life of adventure
10
Defeat
Captured by the Soulless, you're dragged before the Priest.
"Sacrifice this pawn", she calmly intones.
Attempt to Escape!
8

Victory
Daylight, how you've missed it! Time has cured you of the curse of the Soulless, so you set out for new adventures on the road, hopefully with fewer cults.
Gain 1 Upgrade
Return to a life of adventure
10
Defeat
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.
Repeat the Mission

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.

Which way's out?

Size: 2/1+★ Timer: 5
Goal: Reach the ★



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

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."

The fountain is deep beneath a high peak, in a cave that smells of beasts.

Size: 4/2+★ Timer: 6
Goal: Reach the ★



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 nefarious purposes.

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

Size: 4/1+★ Timer: 9
Goal: Reach the ★ then return to the entrance



11 Night Falls

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

Size: 3/1+★ Timer: 8
Goal: Kill the and rescue at least half the



The move towards the opening Doorway of the map in the Monster Activation Phase. Any that reach that Doorway are removed safely. All Monsters will move towards and Attack if they are closer than the Adventurer. At the end, if more than half the have died, you lose.

Victory

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. Gain 1 Upgrade
Return to a life of adventure 10
Defeat
"Wait a minute" says the bemused man in the tavern, "if the cultists sacrificed you, how are you telling me this story?"
"Ah," you smile, "I guess I told it wrong..."
Repeat the Mission

Victory

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. Gain 1 Upgrade
Flee town and resume adventuring 10
Defeat
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 forget all of this and get out of town.
Flee town and resume adventuring 10

Victory

The farmer and her son are reunited in tears on the road. The village holds a feast in your honour, drinking late into the evening. Gain 1 Upgrade
That night, The Dead attack. Defend the village 11
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. Defend the village 11

Victory

The Dead lay truly dead, and the village lives on. The Dead rising to life can only be The Nightfall sought by the Soulless. Gain 1 Upgrade
Seek knowledge about The Nightfall 12
Ignore it and move on 13
Defeat
The villagers scatter in the wake of the Dead. This can only be The Nightfall sought by The Soulless. Fleeing in horror with the survivors, you resolve to find out how to stop this abomination. Seek knowledge about The Nightfall 12

12 The Tower

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

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

Size: 2/2+★ Timer: 7
Goal: Reach the ★ then return to the entrance.



The 🧘 are blind, so any of their Behaviours with a Range of more than 2 are considered to have a Range of 2.

13 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.

Size: 1/★ Timer: 6
Goal: Kill the 🐉



14 The Fallen Castle

Rumours say the Sceptre of M'Guf-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 passage below.

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

Size: 5/1+★ Timer: 8
Goal: Reach the ★



15 The Waters of Night

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

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

Size: 4/1+★ Timer: 7
Goal: Reach the ★



Victory
The book you stole tells of how The Nightfall will consume the world, but that one object is powerful enough to stop it. The Sceptre of M'Guf-yn.
Gain 1 Upgrade
Find the Sceptre
14
Defeat
The Blind Monks drag your unconscious body back to the street. You'll find no information here.
Ah well, probably wasn't important anyway.
Get back on the road
13

Victory
Beside the Dragon's corpse lies a scroll: "The Nightfall will end everything. Only the Sceptre of M'Guf-yn can save you."
Sigh.
Gain 1 Upgrade
Find the Sceptre
14
Defeat
Narrowly avoiding being roasted alive, you limp back to the farm. The farmer is sympathetic, after all, who could be strong enough to defeat a Dragon?
You will be. You must be.
Repeat the Mission

Victory
The Sceptre hums in your hands and whispers in your mind.
"All the power in the world can be yours"
Gain 1 Upgrade
Use the Sceptre to stop The Nightfall
15
Use the Sceptre to gain power
16
Defeat
After crawling back up the stairs in agony, you collapse amongst the ruins, fallen like the castle.
In time, you must return, but first, rest and recover
Repeat the Mission

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.
Gain 1 Upgrade
Awaken
17
Defeat
Beaten back out of the cavern, you consider your options: try again or heed the Sceptre's call to power.
Use the Sceptre to gain power
16
Repeat the Mission

16 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.

All who oppose you will fall.

You stride through the palace gates, weapons drawn.

Size: 4/2+★ Timer: 8
Goal: Kill the 



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 Nightfall. Now you will pay."

I guess you'll have to kill Death Herself.

Size: 4/2+★ Timer: 9
Goal: Kill 





18 Dead By Dawn

The Dead pour into the Castle, quickly overrunning your defenses and raising the dead dragons. Rallying your forces, you charge into the fray, trusting in the power of the Sceptre.

Size: 6/1+★ Timer: 9
Goal: Kill the 



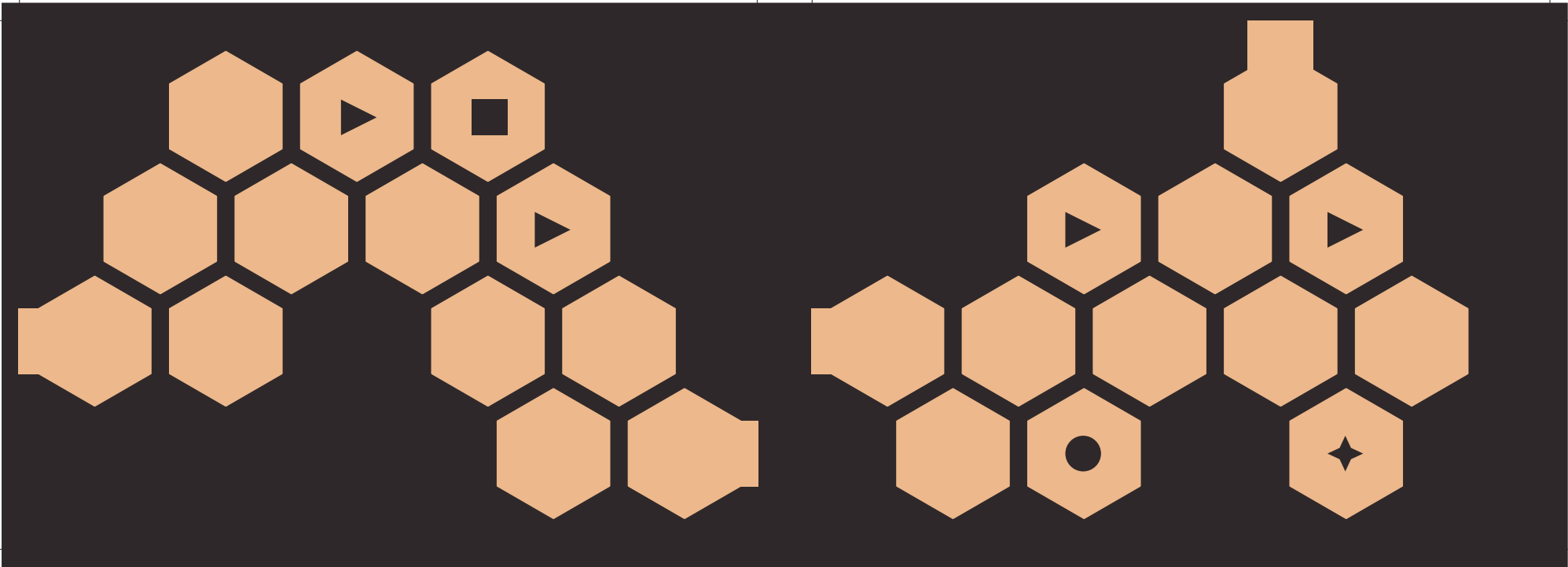
The  are your soliders - they will target the closest Monster as if it were you. Monsters will target  if they are closer than you. Break any ties by lowest Token number.

Victory
Sitting on your new throne, you smile as the survivors bow to you. The realm is yours, if you can keep it.
The Dead are at the gates.
Gain 1 Upgrade
Hold the throne
18
Defeat
Barely escaping with your life, your confidence wavers. Should you try again, or use the Sceptre to purify The Nightfall? Use the Sceptre to stop The Nightfall
15
Repeat the Mission
The End

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

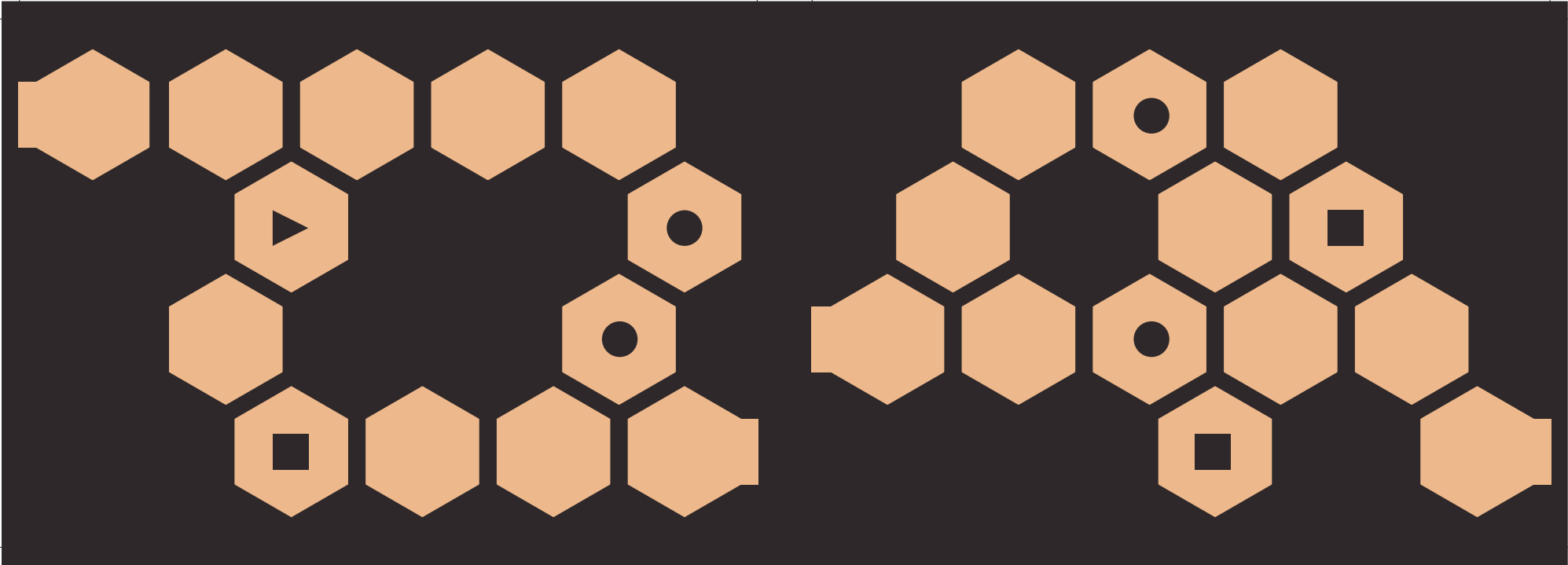
Victory
The power of the Sceptre banishes The Dead from your Realm. They withdraw, content for The Nightfall to darken the rest of the world, as it surely shall.
You sit on your pyrrhic throne, your mind tangled by the Sceptre, and wait for whatever comes next.
The End
Defeat
The Dead can always make use of reinforcements. You make an excellent walking corpse.
The End





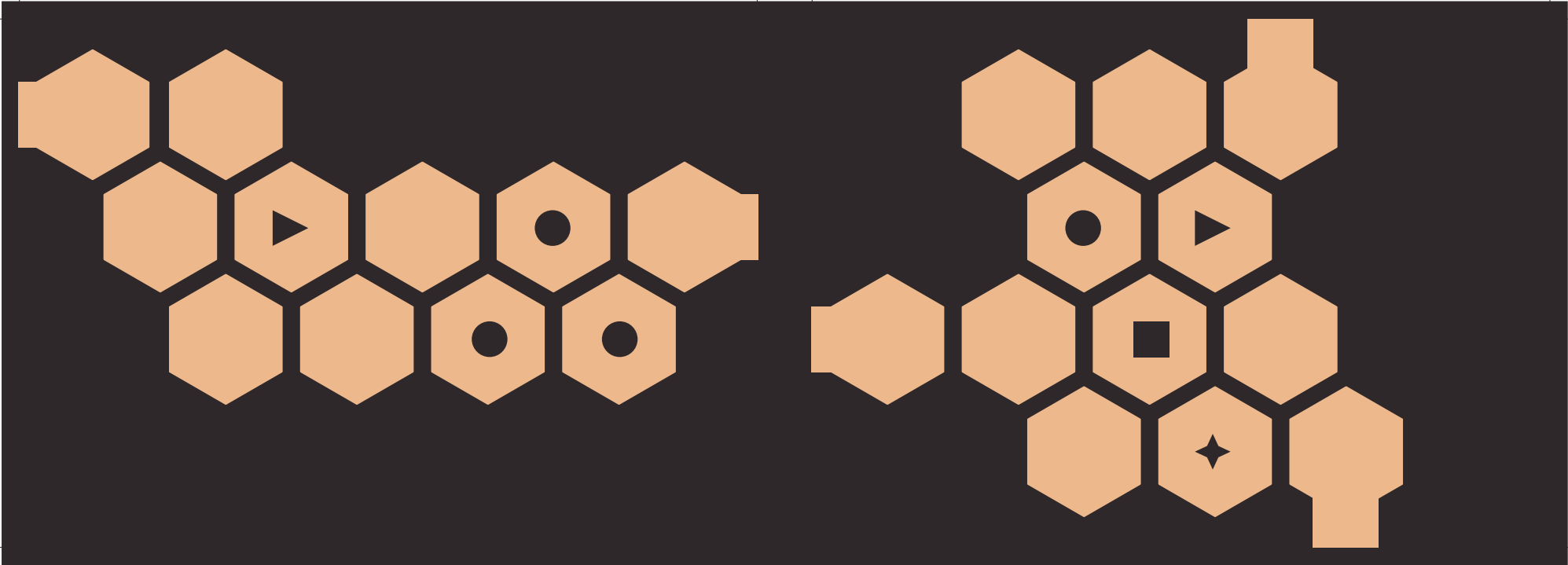
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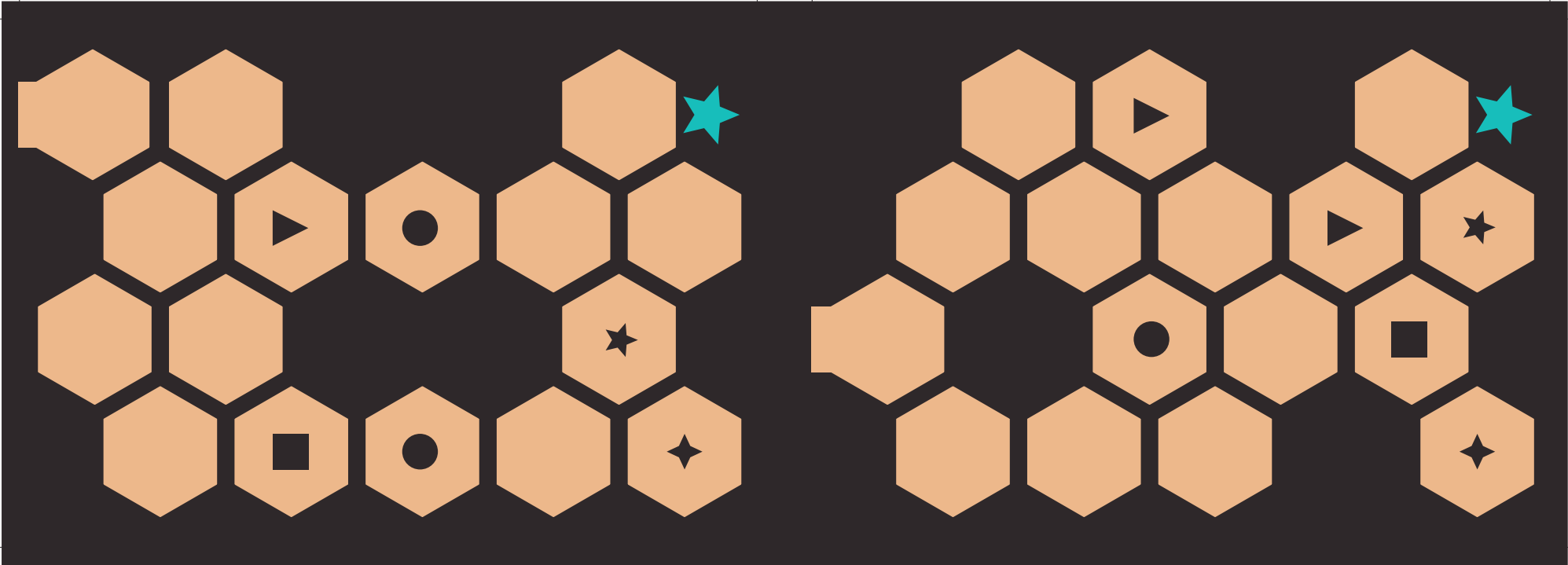
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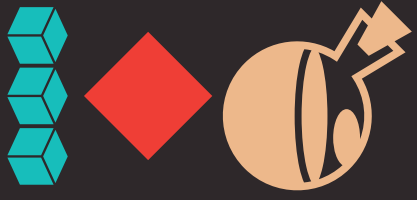
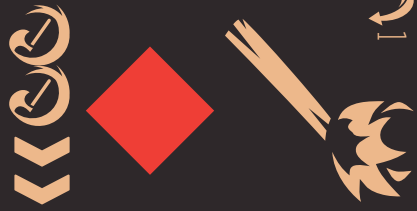
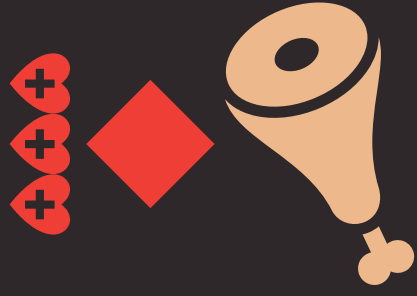
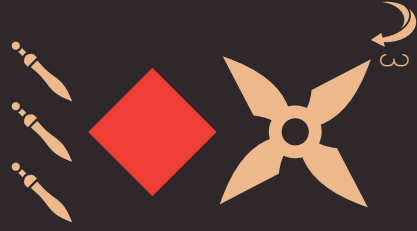
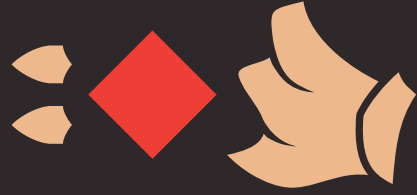
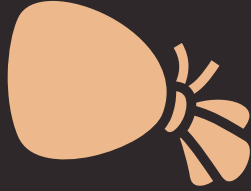
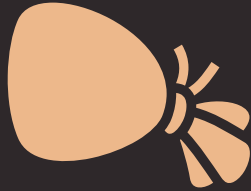
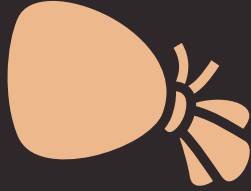
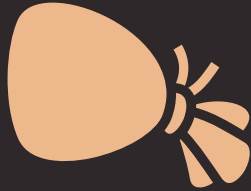
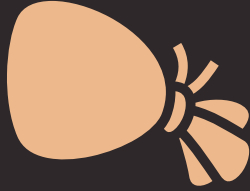
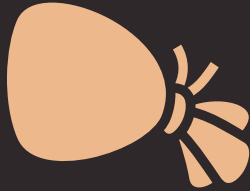
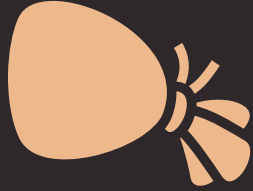
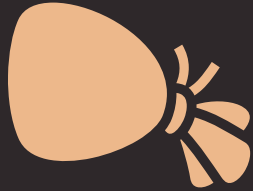
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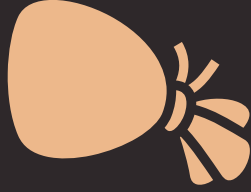
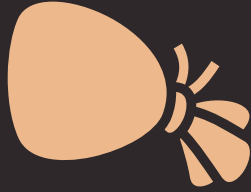
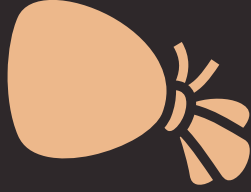
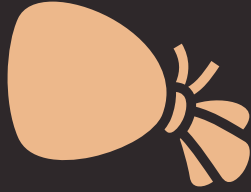
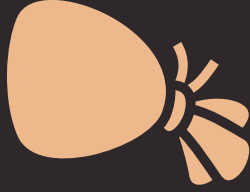
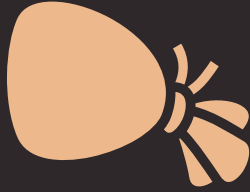
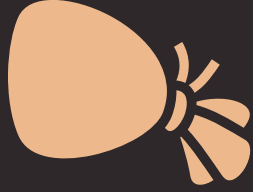
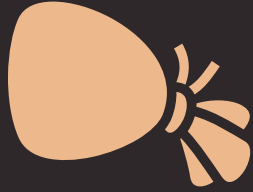
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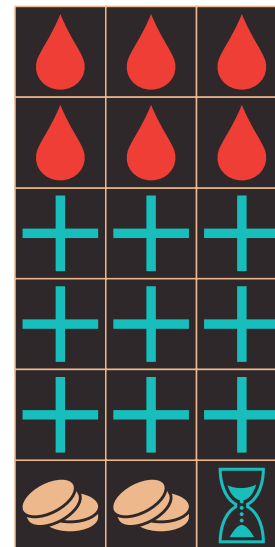
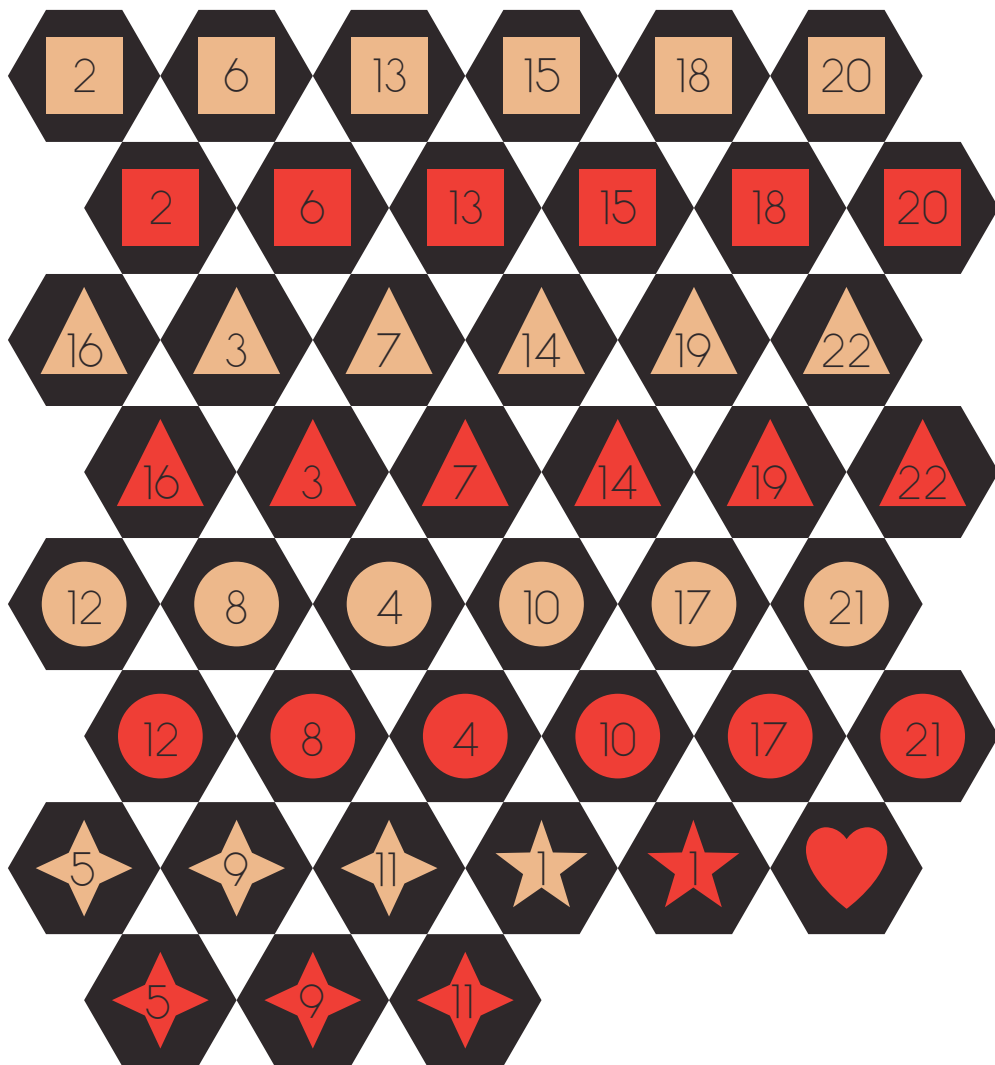
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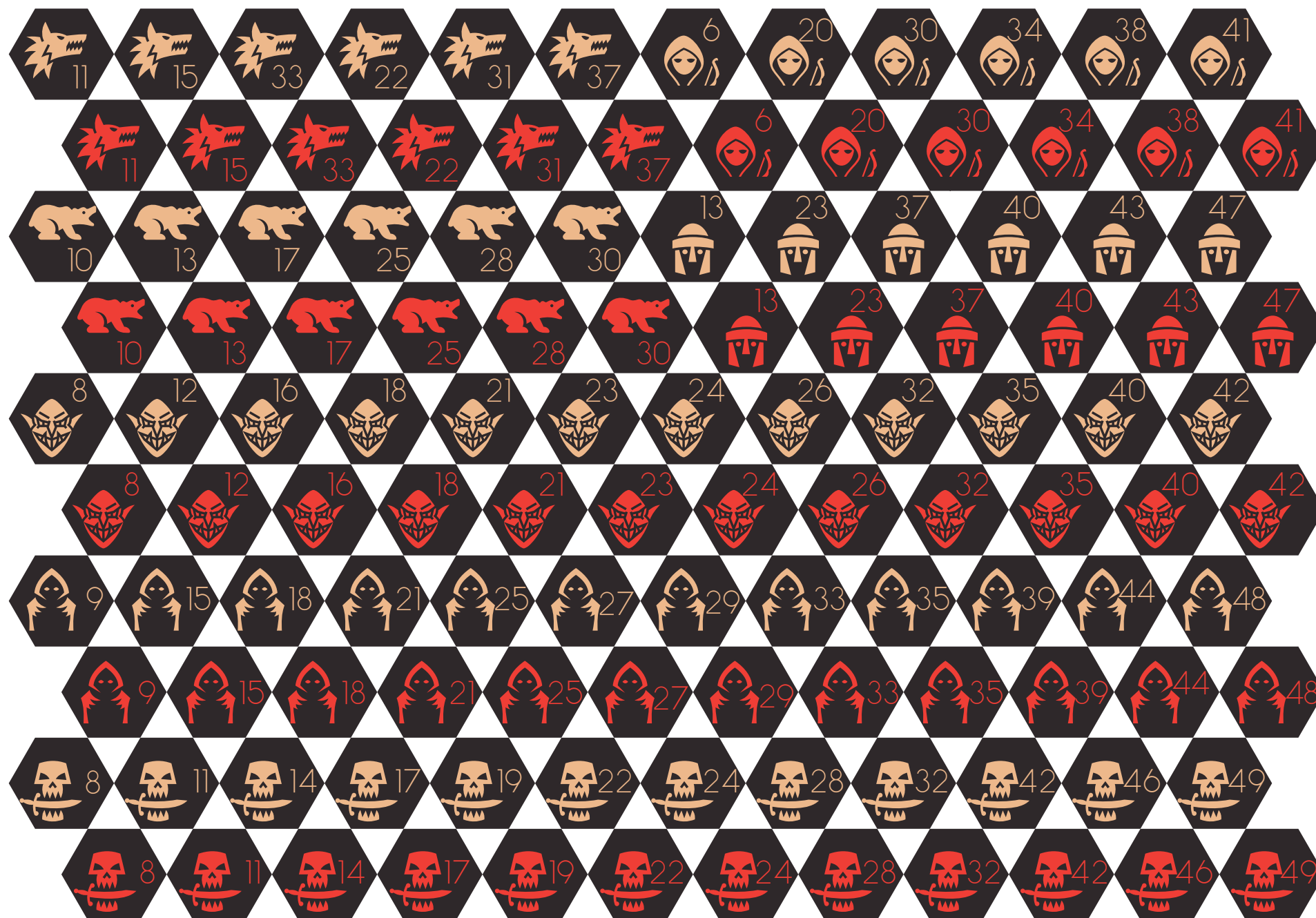


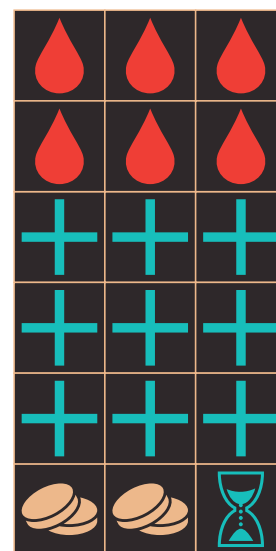


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The Adventurer

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Cubes



7 8 9 10





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Skill Cards



















Health



12 14 16 18 20 22 24





- Bleeding Phase
- Assignment Phase
- Behaviour Phase
- Adventurer Action Phase
- Monster Action Phase
- Exploration Phase
- Timer Phase

 Per 

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Low → High If ,  towards  first

If doorway  If  split deck If no  may 

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