

# Honest Days Work

Year 1-2

*'Thea, I have no idea what you're talking about. I don't run a drug den, and the dangerous effects of starsalt are overstated, anyway,' Fuscus replied with a smirk.*




*'Overstated my ass! Shut. It. Down.' Thea was growing exasperated with this charade. Having a drug den operating within Brightdune was the last thing anyone needed.*

*Place Rousing Speech obstacle at  .*

* Add The Amber Hand at  .*




**BAD BLOOD:** *Fuscus and Thea must spend one extra action die when moving to the same location until the end of year three.*

- *Place Obfuscated Bribe location on any  slot.*
- *Place Clove and Minx obstacle at Obfuscated Bribe.*
- *Place Egalitarian Society obstacle at  .*
- *Thea +1 achievement.*

*It was time for Fuscus to head east. While it would be a hassle to relocate the entire operation, Fuscus had contacts everywhere. Maybe Hogel would want in on this?*

*Fuscus looked with pride at what he had created - a place where people could truly be themselves and be carefree. Vastly important in these dark times, regardless of what Thea said. And no starsalt. Mostly.*

- *Place Obfuscated Bribe location on any  slot.*
- *Place Clove and Minx obstacle at Obfuscated Bribe.*
- *Fuscus +1 achievement.*
- *Thea is Angry.*

# War Machines




Year 1-2



*Keel crouched beneath the Empire's newly constructed death machine, considering the inner workings but sticking close to the shadows. It was fancy, sure, but too fancy for its own good. If he reached in here, and snapped this bit there, and placed a widget under this...*

*Place War Machine obstacle at  .*

*★ Add War Machine at  .*



*After completing progress, place  
Military Sabotage obstacle at  ,  
then  Military Sabotage*



**TECHNOLOGY:** Spend a number of  dice from resource pool equal to  threat level to discard one unit.

- Keel +1 achievement.

*They probably don't need this, either,' Keel mumbled, removing a gear. And now, as soon as it triggered, it would fall apart. He slipped the gear into his pocket, exhaled, and strolled to the next device.*

*It should be easy enough to teach others to do this as well.*

*Menas rode his horse up to Guilder Farms. Exhausted, he waved to Tatiala, his contact in the resistance.*  
*'Greetings old friend!' Tatiala called out. 'I have some ideas on how we can turn the tide of this war, but you might not like them...'*

- Menas +1 achievement.
- Add Tatiala's Gambit obstacle to  obstacle deck.
- Place Deadly Device obstacle at Guilder Farms.
- Place Guilder Farms location on any  slot.


# Friends in High Places

Year 1-2

*Hogel rubbed his temples, nursing a hangover, before turning back to Fuscus.*

*'Listen Fuscus,' Hogel said quietly. 'I understand you want to use our ports. And I can introduce you to the right people.'*



*'But one hand washes the other. We're already helping with patrols into the Mirror Woods. And you haven't been by in quite some time to look at my horses. Tell me you haven't found someone else?'*

*Place Hogel Manor location on any  slot.*

*Place Hogel obstacle at Hogel Manor.*

* Place Lost in Translation obstacle at  .*







- Place Goldspike location on any  slot.
- Place Sunbridle Bay on any  slot.
- Fuscus +1 achievement.

Fuscus sneezed loudly. He didn't particularly care for horses. Hopefully Thea understood the kind of sacrifices he was making for Brightdune.

'Okay Hogel, we'll take this lot, and we'll look at that bunch over there. And I'm sure you wouldn't mind if we use your ports at Goldspike?'

'Hope you have some sharp swords...'

Hogel smiled. 'Well Fuscus, you reap what you sow. If we can't do a simple deal here, then there's no reason the Sunriders need to help Brightdune in Mirror Woods. Clearly you can do that yourself.'

- Any character +1 .
- Place Allocating Funds obstacle at  .
- Place Mirror Woods location on any  slot.



# Forager's Curiosity

Year 2-3

*flavor\_text\_tbd* (Yasmina, Keel)

SETUP\_TBD



*After completing progress, place Forager's Tome at  . Mission is successful when all three Forager's cards are completed*

*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*



# Difference of Opinion

Year 2-3

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# Stowaway

Year 2-3

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*



# Death Captured

Year 2-4

*flavor\_text\_tbd*

SETUP\_TBD



*After completing progress, place Necromancer  
obstacle at , then  Necromancer*

*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*






# The Betrayed

Year 2-5

*flavor\_text\_tbd*

SETUP\_TBD



*After completing progress, place Master  
of Secrets obstacles at   and  ,  
then  both Masters of Secrets*

*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*



# Street Smarts

Year 3-4

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# The Adults Are Talking

Year 3-4

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# Opening the Veil






Year 4-5


*flavor\_text\_tbd*



*Place Dawncaves location on any  slot.*

* Place The Weaver obstacle at  .*





*After completing progress, place Animaelic  
Echoes obstacles at   and  ,  
then  all Animaelic Echoes*

**SORCERY:** May use  assets as any resource type for purposes of progress cards.

- Play Following Ley Lines obstacle at  .
- Oniri +1 achievement.

pass\_text\_tbd



fail\_text\_tbd



- Place Shimmerhall location on any  slot.
- Place House of Copper location on any  slot.
- Yasmina +1 achievement.

# Chosen of Brightdune

Year 4-5

*flavor\_text\_tbd*

*Play Sightrack Keep location on  .*



*Play Territorial Dispute obstacle at  .*

 *Place Doom Under Sightrack obstacle at Sightrack Keep.*





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- *Thea +1 achievement.*
- *Play Mole Hunt obstacle at  .*

*pass\_text\_tbd*

*fail\_text\_tbd*

- *Play The Forgotten Dead obstacle at  .*



# For the Greater Good

Year 5

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# No Half Measures

Year 5

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# Friends Like These

Year 5

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# Beyond Brightdune

Year 6

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*



# The Assassin

*Year 6*

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# The Severing

Year 6

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*

# Veteran Alone

*Year 6 (Must Play)*

*flavor\_text\_tbd*

*SETUP\_TBD*



*pass\_rewards\_tbd*

*pass\_text\_tbd*

*fail\_text\_tbd*

*fail\_consequences\_tbd*