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.

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

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…'

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

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?'

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.'

'Hope you have some sharp swords...'

- *Place Mirror Woods location on any* 🌋 *slot.*
- *Place Allocating Funds obstacle at* 🏯 📗*.*
- *Any character +1* 🔱*.*

Forager's Curiousity

Year 2-3

flavor_text_tbd (Yasmina, Keel)

Pearlescent Marsh at 🏛️

✴️ *Prismatic Lotus at* 🏰🔭

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

Samo

Northern Patrol

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

Undari's Tomb, Restless Dead

✹ *Restless Dead*

🖐 / ✹ 🖐🖐

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

Guild of Secrets

◉ / ✴ ◉ ◉

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

The Adults Are Talking

Year 3-4

flavor_text_tbd

SETUP_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

Chosen of Brightdune

Year 4-5

flavor_text_tbd

Play Sightrock Keep location on 🌋⛏.

Play Territorial Dispute obstacle at 🌋🏛.

🌺 *Place Doom Under Sightrock obstacle at Sightrock Keep.*

For the Greater Good

Year 5

flavor_text_tbd

SETUP_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

Place Crow Manor location on any 🏯 *slot.*

Place Sapphire Djinn obstacle at Crow Manor.

✴ *Place Stealer of Hope obstacle at* 🌳🏛.

The Assassin
Year 6

flavor_text_tbd

Place The Throne Room location on 🏰 ◉ slot.

🧥 🔭 / ✦ 🧥 🧥 🔭

After completing progress, place Wrath of the Autarch obstacle at 🏰 ◉, then ⤴ Wrath of the Autarch

pass_rewards_tbd

pass_text_tbd

fail_text_tbd

fail_consequences_tbd

The Severing

Year 6

flavor_text_tbd

Place The Animaelic Forest location on 🏔️🌑 slot.

✹ Take all Animaelic Echoes obstacles out of 🏰 deck and place them at 🏰◉.

🤚🤚 / ✹ 🤚🤚🤚

After completing progress, place The Severing obstacle at 🏔️🌑, then 🪝 The Severing

pass_rewards_tbd

pass_text_tbd

fail_text_tbd

fail_consequences_tbd

Veteran Alone

Year 6 (Must Play)

flavor_text_tbd

Take all Legionary and War Machine obstacles out of ☘☘ deck and place them at ☘☘🏹.

✹ *Take all Legionary and War Machine obstacles out of ▦ deck and place them at ▦🏹.*

pass_rewards_tbd

pass_text_tbd

fail_text_tbd

fail_consequences_tbd