

The Order of the Blue Robe

Year 1

'Menas! This isn't from a bad batch of pomegranates - everyone in Parisa's Glen looks like a ghost. I can see the aetheric echoes rippling across the vale. I'm telling you, this is the Autarch's doing! It's not going to stop until we do something about it. I think it's time to call on Elisa.'

'If that's the case, Thea,' Menas replied, 'then I agree, swords alone will not help us. Not to mention - we still have Boar's Pass to defend.'




Thea looked around at the small gathered audience, scattered amongst the columns in the fading sunlight. She nodded at Menas before continuing, 'Yes, we have many fronts in this conflict. If we only defend, we lose. We must also attack.'





'I understand our past with the Order, they exacted a heavy price. But they will better understand what to do. We must reach out again and convince Elisa we will not meddle in their affairs, for we will not succeed alone.'



Thea stood up. 'Our forces are thin on the ground. And we have few allies. We must stop this sorcerous curse, but we also need a plan to stop the Autarch once and for all.'

Setup

If the campaign map isn't already created, create the starting campaign map. See main rulebook for more details:

 Whitehold () , Eastkeep () , Yearly Field.







 Parisa's Glen () , Loomwood, Undari's Tower () , Boar's Rift () .

 Gravewood, Boar's Peak, Hogel Manor () .

✱ All characters start with 4 action dice.

🏰 Place the ***Miasma of Malevolence*** obstacle on Parisa's Glen and draw one additional starting obstacle per player.

⚙️ Scenes

Points (Diff)	Skill	Name
10 (15) / 		Impress the Keeper of Forbidden Lore
15 (20) / 		Inscribe the Ritual of Cleaving
20 (20) / 		Recover Thedda's Palimpsest



2 ⌚ 1 ✖ 1 ⬆



3 ⌚ 2 ✖ 1 ⬆



4 ⌚ 2 ✖ 2 ⬆

5



Miasma of Malevolent Misfortune

On a threat increase, roll a die. If the result is higher than the current threat level (the number of tokens in the threat pool), place a hindered obstacle face-up onto the obstacle draw pile and apply the following effect based on the roll value:

☐☐ The Autarch's sorcery saps Brightdune's will. Remove  resources from all location cards.

☐☐☐ Spotlight player chooses a character to curse. The curse sets a chosen skill for the character to zero one until it is cured. Give the curse an evocative name and list which skill it sets to zero in the condition box on the character sheet.

Two Eyes in One Face

Year 2+

The families living in the hollows and hills of Brightdune are bound to the Empire by echoes of violence and persecution. Even after the leagues traveled and harvests shared, the trauma lived on and thrived. And now a more direct savagery approached, fanatic in its singular devotion to a terrible ideal, fueled by machines of war.

Menas and Keel listened intently to the envoy from Crescent Hold. She stared off and answered their questions in a remote manner, not offering many details. ‘The fire blasted our defenses, bringing down our walls like a child’s toy made of paper. We had to pull back from the Upper Reach. Concentrated attacks pushed them back, but who knows for how long.’

Menas nodded, ‘We appreciate your warnings and courage to travel here. Every attack has a defense, we just need to find it. Keel, it may be time to approach our contacts within the Empire. We need more insight into their tactics.’

Keel smiled before replying. ‘You know me, I may have some surprises up my sleeve.’

Setup

- ✱ All characters start with 4 action dice.
- 🏠 Place one of the locked **War Machine** obstacles at any Empire location. Draw one starting obstacle per player.

⚙️ Scenes

Points (Diff)	Skill	Name
15 (20) / 🧑	🏹 🧑	Scouting Yearly Field
20 (25) / 🧑	🔪 🧑	Defend Boar’s Rift
25 (25) / 🧑	🔑	Secrets of Whitehold



3 ⌚ 2 ✖ 2 ⬆



3 ⌚ 2 ✖ 1 ⬆



4 ⌚ 1 ✖ 1 ⬆

6



👑 A Thousand Thousand Fires

On a threat increase, roll a die. If the result is higher than the current threat level (the number of tokens in the threat pool), place a hindered obstacle face-up onto the obstacle draw pile and apply the following effect based on the roll value:

🎲🎲 Military resources are being spent on defense against the Empire. Remove 🗡 resources from all location cards.

🎲🎲🎲 The Empire strikes a deadly blow to Brightdune's military defenses! If Boar's Rift has any threat tokens, 🗡 obstacles, or 🗡 obstacles, lower the 🗡 resource capability there.