

TANARES

ADVENTURES



Weeks I-II

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Introduction

Welcome, brave adventurer!

Prepare to embark on a gripping journey of cunning strategy, captivating suspense, and legendary adventure that will span six epic weeks in the mystical world of Tanares. Every choice you make in this world matters. The echo of your decisions, whether in an immediate quest or throughout the entire campaign, can steer the destiny of Tanares, making every step a pivotal moment.

Tanares Adventures immerses you in over forty enthralling adventures, presented across three captivating books. These adventures are uniquely represented by letters that correlate with Adventure Cards. You must make a critical decision to play one of these cards at the dawn of every Journey Phase. Acquired at the culmination of each quest and weekly milestones, these cards guide your journey through the campaign. Excluding the tutorial, a staggering total of 22 adventures await you before the exhilarating endgame quests and consequences.

Each adventure is a thrilling tapestry of events, decisions, puzzles, mini-games, and ability tests. The results of these tests and your choices during these scenarios ultimately usher you towards a Quest. Different paths within the same adventure can lead to unique Quests, each identified by a distinct number, found immediately after its Adventure Chapters.

At the start of each adventure, you'll encounter an enticing option - the "Fast Action Mode." This streamlined path summarises one of the possible branches of the chapter, propelling you quickly to the game board while keeping the narrative intact. However, this swift route reduces opportunities to employ your strategic decision-making prowess before a quest commences.

In the world of Tanares, a typical day involves selecting an Adventure Card, embarking on the chosen adventure, and navigating its twists and turns towards a Quest. Once you assemble your quest, you'll find instructions directing you to apply a modifier before your next turn. These modifiers, found on the page immediately after the quest, provide an intriguing twist to the journey.

Upon the completion of each Quest, your path diverges depending on your victory or defeat. Each outcome (found in entry 001 or 002 on page 4, respectively) leads you to the next phase: the City Phase, where you level up to enhance your heroes, or the War Phase, where you can reap bountiful rewards.

The lifeline of your epic journey, the Campaign Log, tracks your path across the calendar, noting the adventures you choose and the quests you undertake. Occasionally, you will encounter prompts in your adventures to mark facts. These marks hold the potential to drastically shape your future quests and adventures, ensuring each decision etches a unique path in your grand story.

Embark now on your great journey. Fortune favors the bold. Good Luck!

Books, Weeks and Adventures

(you don't have to memorize this, as you will gain them as you progress the Campaign)

Book I	
Tutorial	A, B
Week 1	C, D, E, F, G, H
Week 2	I, J, K, L, M, N, O, RA

Book II	
Week 3	P, Q, R, S, T, U, V, W, RB
Week 4	X, Y, Z, AA, BB, CC, DD, RC

Book III	
Week 5	EE, FF, GG, HH, II, JJ, RD
Week 6	KK, LL, MM, NN, RE
Endgame	Start with Quest 84

Adventures and Quest Symbols:



This symbol identifies a "mini-game," a situation that often involves reading a few rules and using some game components. They are found in Adventures, out of the board.

Interaction

In most quests, there are elements that heroes can interact with. Examples include levers, chests, doors, orbs, prisoners, etc.

- **Position and cost of interaction:** The interacting hero must be adjacent to that element and spend 1 movement point.
- **Multiple interactions:** Unless instructed otherwise (like "remove the element"), if a hero has more movement points left in their turn, they can interact with elements multiple times in the same turn.

: Mana Cube

: Fatigue Cube. Also used to track decisions during the Adventures (out of board)

: Hero

: Villain

Special Combatant

This combatant will be described in the Quest.

Guard

Villains are usually unaware of the presence of heroes.

- Guards are inactive villains: combatants that can't attack or take turns.
- While they are Guards, villains are Shielded 6.
- Activation (may Retaliate and take its turn in the same round):
 - A non-Guard hero or villain moves within [3] of it, regardless final position
 - It gets affected in any way by any attack, skill, passive power, or effect.
 - Another villain in the same Guard Group becomes active.



Guard

Boss

Quests have different Bosses, but use the Warlord miniature and Boss Card / Token to represent it.



Chest



Barrel

Chest, Barrel, Orbs

These are elements of the scenario.



Orb



- Chests have their own rules (you will learn ahead)
- Barrels and Orbs depend on the Quest Description

NPCs, prisoners

- Used during the Quest to represent special characters.



Lady



Farmer



Prisoners

Heroes, Villains and Boss tokens

- Used to track the hero's or villain's HP
- Villain's must match the shape with the colored ring.
- Use the back (+70) to add 70 HP to the current slot (if a villain has 100 HP, place it at slot 30 in +70 side)



Kemet Hunt extra monsters

- Include the new monster matching the number of stars with the Kemet Hunt level.



Kemet Hunt 2



Kemet Hunt 3



Kemet Hunt 4

001 *(Follow these instructions only if you've won the quest).*

- Draw 3 Loot Cards and mark this quest's slot in the Fact Log.
- If you've done the Extra Challenge, draw another 2 Loot Cards.
- Draw 1 Loot Card for each First Aid not spent.
- Draw a number of Loot Cards equal to your current Kemet Hunt level.

Kemet Hunt:

- If you made the Extra Challenge and did not use First Aid, you may increase your Kemet Hunt Level by 1.
- You may also decrease it as much as you want. Mark the new level in your next Adventure Slot.

Still in the Calendar, mark the letter of the Adventure you just played. Keep the Adventure Card.

This Quest has ended. Begin the next Phase (City or World Phase, see the calendar).

002 *(Follow these instructions only if you've lost the quest).*

- Draw 2 Loot Cards.
- DO NOT gain Extra Challenge or First Aid Token rewards.
- Draw a number of Loot Cards equal to your current Kemet Hunt level.

Kemet Hunt:

- The Kemet are less worried about you. You MUST reduce your Kemet Hunt level by 1.
- You may further decrease it as much as you want. Mark the new level in your next Adventure Slot.

Still in the Calendar, mark the letter of the Adventure you just played. Keep the Adventure Card.

This Quest has ended. Begin the next Phase (City or World Phase, see the calendar).



3 One Shot Mode Challenges:

To play One Shot Adventures, follow these steps:

1. Go to the Rulebook, *Appendix H: One-Shot Quests*, to check the expected levels of items, attacks, NPCs, and Skill Tokens.
2. Check here if you get some Tool Token or other elements necessary for the Quest.

QUEST	ITEMS ACQUIRED
8	Choose a hero to gain the Hook and another to gain the Torch.
9	Choose a hero to gain the Hook and another to gain the Torch.
20	Choose a hero to gain the Tome.
23	Choose a hero to gain the Hook.
24	Choose a hero to gain the Tome.

3. Each Quest can have an Advanced Challenge, to test your limits. We assume you choose carefully the heroes, attacks, items, NPCs, and Skills to make them; otherwise they are almost impossible.

QUEST NUMBER	CHALLENGE
3	Boss dies with Orcs (13-O) and (14-B) , Sentinel (19-R) , and Sniper (26-B) alive.
4	Kill the Boss by dealing 120 DMG to it in a single turn.
5	You have only Melee heroes (Brute, Tactician, Bruiser, and Tank)
6	Halflings and Skeletons never hit heroes.
7	A hero never starts its turn with a Skill Token flipped.
8	Heroes with Tool Tokens are never attacked.
9	Villains only attack heroes with Tool Tokens AND heroes have 2  when you win the quest.
10	Villains can only be killed while inside the Camp Room.
11	Heroes never use Mob (but Focus can be used).
12	Villains never attack Unprovoked.
13	Skeleton (23-R) and Walker (31-O) are still Guards when you win the Quest.
14	Apply Rotten Bodies to kill all villains
15	All Gargoyles die on a Quest Item, you cannot move them after they become Statues.
16	No villain ever enters a Tile (careful with Event 2!)
17	Kill all villains by reducing their HP to exactly zero.
18	Never spend more than 1 movement point per turn.
19	During each hero's turn, deal at least 22 DMG to enemies.
20	Start all your turns on Stairs or Mission Tiles.
21	Never move to a square that is not Stairs, Portals, or Ruins.
22	Time Token is at exactly 2 when you win.
23	Do not kill any villain placed in Event 2.
24	Have  in all Lava Tiles before Event 2 starts AND when you win the Quest.
25	Start Event 1 with the Tome at zero AND kill Vradok within 2 rounds after that.
26	On each turn a villains die, it takes DMG only from Ice, Unstable Ice, and/or Broken Ice.
27	Whenever Lava destroys an Orb, do not move the Torch back to zero.
28	Win the Quest before Event 1 starts.
29	XP is never higher than 7 or lower than 13 when rounds end (see Seasickness).
30	Both Eggs have at least 40 HP when you win the Quest.

The Epic Campaign

This tutorial has TWO quests. **DO NOT CHOOSE YOUR HEROES YET!** You will be guided step by step, learning how to navigate quests, select adventures, and effectively use the Campaign Log. And much more awaits. Are you prepared to take the reins of your destiny? The adventure begins now!

Having just emerged victorious from a skirmish against a relentless goblin horde, you find amongst the relieved villagers an elder scholar, a beacon of wisdom and the keeper of ancient lore. With soft glow of gratitude in his eyes, he presents a scroll. Before starting your journey, you read it aloud, your voice breathes life into the stories of the past.

Two thousand years ago, our world was forever marked by the Malrokian Curse. This divine decree, as unforgiving as the gods themselves, warned us that the blood-soaked path of war would summon devastating natural disasters. Our first punishment arrived in the form of a tsunami, an earthquake that shattered the tranquility of the western Provinces and birthed the Eternal Storm. Its violent tempest now engulfs the Storm Oceans, a relentless force that devours any vessel audacious enough to venture too far.

Rewind the clock of history some 180 years, and you find the world embroiled in its last great war. This conflict, vast and terrible, swallowed the world's mightiest armies and erased the Mystical Kingdom from existence. Arcana, once its thriving capital, now stands as a blighted wasteland, haunted by unimaginable aberrations.

Out of the ashes of that war, a charismatic figure emerged from the chaos. Through cunning alliances with the Evolutionists—the world's most influential religious faction—and the noble elite, he wove the fragmented continent into a unified tapestry. As Emperor, he declared a new era of peace, banning the formation of vast armed groups to prevent the resurgence of the Malrokian Curse. Now, battles are resolved in the Arena, where the fate of entire nations can hinge upon the skill and courage of a select few heroes.

And within this new order, stands the Ironhand, the last and only military force in the world. Its ranks are filled by soldiers who lost their free will, their minds shaped by magical psychosurgery. Loyal, unflinching, they respond solely to their sentient officers—often the privileged sons of the Empire's most loyal nobility.

Now we have an immersive personality test to help you choose your hero. Grab 40 cubes (5 copies of the 8 different colors, except black). Each PLAYER must choose a different option (for example, if playing solo, select only ONE, even if you will control more than one full hero).

1 As the veil of night descends and one of the twin moons bathes the landscape in a celestial glow, you veer away from well-trodden paths to elude the unseen threats that have haunted your steps. The day's

exhilarating exploits are tempered by the hovering specter of peril, the toll of constant vigilance and exertion wearing you down. The whirlwind journey has left your muscles aching and your spirit yearning for a moment's peace. It is time to set up camp.

Every PLAYER must choose a different course of action:

A) Surrender to rest. The trials of the day have sapped your strength, and your weary band relies on the power you can muster for the challenges ahead.

B) Stand sentinel over the still night. Danger has a way of creeping up when least expected, and you are far from safety.

C) Prepare a meal. There is no better balm for weary hearts than the aroma of food and the warmth of camaraderie.

D) Seek solitude to gather your thoughts. Your party looks to you for strategy and guidance, and a clear mind is your best asset.

E) Venture into the moonlit wilds to hunt. If fortune favors, you'll return with fresh food; at worst, you'll discover enemy scouts and silence them before they can reveal your position.

2 Distribute the cubes based on each player's previous selection as follows:

Player "A" (that is, the player who chose option A in Section 1 — if any) gains 1 yellow cube.

Player "B" (if any) gains 1 gray cube.

Player "C" (if any) gains 1 green cube and 1 brown cube.

Player "D" (if any) gains 1 purple cube.

Player "E" (if any) gains 2 blue cubes.

KEEP these cubes until you select your heroes. They cannot be discarded or traded with other players.

You can't sleep. As a distraction, you reach for the scholar's parchment, deciding to delve deeper into the world's history captured within its weathered pages.

The Wasteland, an ever-expanding scar on the face of the world, was on the brink of devouring all life. But amidst this grim reality, there emerged warriors of unmatched valor, the Wasteland Heroes. They plunged headlong into this abyss, their bravery yielding unprecedented victories. Thyra, the formidable Blue Avatar Dragon whose defeat quelled the Eternal Storm, found her demise at their hands. Fisherman's Wharf, once a desolate, storm-battered city, sprang back to life, flourishing as never before under the calm skies.

But their battle was far from over. They faced and defeated Zarumag, the Black Avatar Dragon, ending the toxic mists shrouded the Wasteland. Yet, Zarumag was no mere dragon, its spirit ensnared by Dillsgar, the former Ironhand Captain and leader of the nefarious Cult of the Shadow Wing. The cult aimed to morph our material plane into a dread-filled mirror of the Penumbra Plane, teeming with terrors beyond imagination. Though Dillsgar eluded their grasp, the Wasteland Heroes prevailed, and one among them, Sedura, assumed the mantle of the new Captain.

In the next morning, you continue the travel to Fisherman's Wharf. The journey is calm and you notice an increased number of people traveling to the same destination. Arriving at the rejuvenated city, you find respite in a lively tavern. Around you, heroes maintain a calm face, suppressing their pride behind a veneer of humble silence. Yet, as the spirited barmaid continues to refill your mugs with heady brew, tongues inevitably start to loosen.

"Today, we inaugurate the Arena of Future," she breathlessly shares, "Visitors, including the Emperor, are pouring in from all corners of the continent. Here, your exploits will not go unnoticed, I assure you. As long as you grace this tavern, the drinks are on the house." With a wink, she melds back into the bustling crowd.

Dividing your hard-earned loot proves a challenging endeavor. As the process unravels, boasting inevitably takes center stage. Reflecting on your past adventures, which statement would you most likely profess? Each PLAYER must select a unique option:

- A) "Without my healing touch, our journey would have ended long ago. Each scar you bear is a testament to my prowess."
- B) "Remember the ogre, the look of surprise as my blade split his skull? Without that, we'd be telling a different tale."
- C) "My cunning distractions and gathered intelligence were the backbone of our success. Without them, you'd be lost."
- D) "Outnumbered, on the brink of defeat, remember? It was my magic that tipped the scale, draining the goblins and unlocking the sealed gate."
- E) "Each second you spent strategizing was a moment bought by my blade, holding the tide at the door."

When all players are done choosing, go to [3].

3 Distribute the cubes based on each player's previous selection as follows:

- Player "A" (if any) gains 2 green cubes.
- Player "B" (if any) gains 2 blue cubes.
- Player "C" (if any) gains 1 yellow cube and 1 orange cube.
- Player "D" (if any) gains 1 purple cube.
- Player "E" (if any) gains 1 gray cube and 1 yellow cube.

Keep these cubes.

As the bard plucks the strings of their lute, weaving a majestic ballad, you're drawn into their epic narrative, unveiling today's grand spectacle in the city:

*Beneath the twin moons' silvery sheen,
In Fisherman's Wharf, an awe-inspiring scene,
The Arena of Future, a testament of might,
Inaugurates with the Emperor's light.*

*Warriors engage in a ballet of blades,
In this grand spectacle, destiny wades.
Cheers echo loud under the twin moon's gaze,
In the Arena of Future, where new legends blaze.*

A sudden tremor interrupts the melody. Glasses clink ominously on the tavern tables, and a rising clamor swells outside. The night air erupts with explosive sounds and frantic voices. "Mercy me!" the

barmaid exclaims, her eyes wide with surprise. "What on earth is happening at the Arena? Seems our taxes went to some showboating wizards and flashy pyrotechnics!" Looking outside, the distant murmurs of excitement soon curdle into cries of sheer terror. Panic seizes the crowd, sending them into a frenzied dash for safety, tripping over one another in their haste. Before you can react, sinister figures, weapons drawn, approach the tavern.

Each PLAYER must choose a different option:

- A) Seize your weapon and charge!
- B) Take cover behind the counter, lying in wait for the perfect ambush!
- C) Overturn the table to shield yourself from arrows, bracing for combat!
- D) Escort the barmaid and the bard to safety!
- E) Destroy the keg rack, making them collapse onto the invaders!

When all players are done choosing, go to [4].

4 Distribute the cubes based on each player's previous selection as follows:

- Player "A" (if any) gains 2 red cubes.
- Player "B" (if any) gains 1 orange cube.
- Player "C" (if any) gains 2 gray cubes.
- Player "D" (if any) gains 1 green cube.
- Player "E" (if any) gains 1 purple cube.

Keep these cubes.

After a fierce battle, you emerge victorious from the tavern, having assisted the Wharfers and tourists in their escape. Outside, the city is aflame, a stunning inferno painting the day in hues of ruin and despair. The invasion appears far from over; more of these strange enemies permeate the city, their numbers daunting.

Amid the chaos, you stumble upon a dying elf, a figure writhing in the throes of pain and fear. His breaths come in short, ragged gasps, his words, a faint whisper against the cacophony of battle, "I know them... these beings of grey skin and white hair... the 'kemet'. Once elves like us, they disappeared...to another continent...long ago. Don't let...them..." His voice trails off as the last glimmers of life fade from his eyes, the terror of his final moments etched onto his face.

An overwhelming sense of urgency grips you as you navigate through the chaos. The time to gather resources and intelligence about the invasion is now.



Every PLAYER must choose a different course of action:

- A) Seek out survivors and rally them to form a counter-offensive against the enemy forces.
- B) Make your way to the venerable blacksmith's forge, procuring as many weapons and armor pieces as you can carry.
- C) Stay vigilant by the side of the rescued civilians, providing them protection while the rest of your party ventures further into the danger.
- D) Scale the highest building in sight, intending to gain a strategic view of the situation from above.
- E) Stealthily move through the shadows, aiming to capture a 'kemet' enemy for critical interrogation.

When all players are done choosing, go to [5].

5 Distribute the cubes based on each player's previous selection as follows:

Player "A" (if any) gains 2 brown cubes.

Player "B" (if any) gains 1 yellow cube and 1 red cube.

Player "C" (if any) gains 1 gray cube.

Player "D" (if any) gains 1 brown cube and 1 purple cube.

Player "E" (if any) gains 1 orange cube.

Keep these cubes.

Despite your valiant efforts, it becomes all too clear that even heroes can falter against the might of an army. A tactical retreat to regroup becomes necessary. You urge the frightened mass towards the city's eastern gates, readying yourselves for the inevitable pursuit.

Unfortunately, your deeds have not gone unnoticed. A throng of civilians clings to your side, their faces reflecting a desperate hope that you might yet save the day. This conspicuous congregation stands like a beacon, positioned precariously between the newly inaugurated Arena of Future and the opulent Imperial Palace.

In the blink of an eye, you find yourselves encircled by the kemet warriors. Death seems an imminent possibility. With no time for strategic planning, each of you takes an instinctive decision, squaring off against an enemy whose combat style mirrors your own. The intent is to hold them off in an evenly matched standoff, buying time for the city's populace to escape.

Now, each PLAYER must choose a different course of action:

- A) Your strength is legendary; you're a harbinger of death. Stand toe-to-toe with their fiercest barbarian.
- B) Your command over magic forces is unparalleled, enabling you to bolster allies and disrupt enemy magic. Take on their necromancer.
- C) You're renowned for your tenacity, a stalwart who's never yielded ground. Pit yourself against their most resilient warrior.

D) Strategy, cunning, and the art of underhanded combat are your forte. Engage in a battle of wits and agility against their spy.

E) With unmatched precision and nimbleness, you're a nightmare for any adversary. Challenge their most skilled archer.

When all players are done choosing, go to [6].

6 Distribute the cubes based on each player's previous selection as follows:

Player "A" (if any) gains 2 red cubes.

Player "B" (if any) gains 1 purple cube and 1 green cube.

Player "C" (if any) gains 1 yellow cube.

Player "D" (if any) gains 1 orange cube and 1 brown cube.

Player "E" (if any) gains 1 orange cube and 1 blue cube.

Keep these cubes.

The battle is ferocious, an unforgiving dance of steel and valor. You hold your ground, each adversary that falls to your strength and cunning replaced by another. In the relentless onslaught, a Kemet warrior slips past your defenses. As you brace for the impending strike, an unexpected blast of thunder rumbles, sending your would-be attacker sprawling.

You glance upward, finding not the storm you anticipated, but a serene, azure sky. The source of the thunderous intervention is not celestial but terrestrial: a woman, resplendent in shining armor of white and blue, commanding a battalion of Ironhand soldiers atop the hill where the Arena of Future majestically stands.

With a voice that slices through the clamor, she guides the panicked citizens toward the eastern gate, a pathway to salvation still unhindered by the enemy forces.

"Hold fast!" She demands, and you find her gaze upon you. "I am Sedura, the Ironhand Captain. The Empire is in dire need of the strength and skill you possess. I cannot offer you gold nor glory. What I can offer is the chance to defend the land you hold dear, the hearth and hearts that define your world. Family, friends, a home nestled in the bustle of Fisherman's Wharf. I bid you, find that ember within yourselves, the one that fuels your courage, the one that gives meaning to the word hero. Rise for your people!"

Her hand, encased in a gauntlet of gleaming metal, sweeps toward a statue nearby. "The Arena of Future houses power dampeners – devices intended to ensure a fair fight, allowing only those sanctioned to harness their unique talents on its battlegrounds. As we speak, countless heroes inside and in its proximity wage a desperate battle against a force far superior in number. Disrupt these dampeners, and you will tip the scales. Give us a chance, a fighting chance!"



Choosing Heroes

Begin by grabbing all hero cards. The Tanares Ultimate Box includes 42 cards. If you are using the Penumbra Pack Full or this is the Super Box Full, the total increases to 58 cards.

- Separate them by color to divide them into eight distinct combat roles (their primary function in combat).

Restrictions:

- DO NOT select Magenta (which may be unlocked later) or any heroes from the “Special” Combat Role.
- Each hero MUST belong to a different Combat Role
- Choosing Gazini, Kor’dal, Sedura, or the Emperor will lead to MAJOR inconsistencies in the narrative.

Recommendations:

- Build a balanced team that includes a mix of roles: a resilient character for frontline action (Tank or Bruiser), a damage-dealer (Brute or Shooter), a strategic thinker (Controller or Tactician), and a support character for healing (Healer or Commander).
- If you’re new to the game, a Healer is a more straightforward choice than a Commander, as it requires fewer rules to understand.
- Consider the cubes you’ve collected. If you’ve been playing in a certain style and wish to continue, choose a Combat Role for which you have the most cubes.
- Remember, you’re free to choose any hero you want.

Examples of Brutes:



Examples of Shooters:



Examples of Healers:



Examples of Commanders:



- Aim for a mix of ranged and melee heroes for versatility in various scenarios (Brute, Bruiser, Tank, and Tactician are melee, while Shooter, Controller, Healer, and Commander are ranged).

When deciding on a team composition, the combination of roles can define your team strategy:



RED (Brute) + BLUE (Shooter):
Striker. You like to be simple and efficient, dealing damage and eliminating foes in your path.



GRAY (Tank) + YELLOW (Bruiser):
Protector. You enjoy wreaking havoc on the front lines, withstanding enemy blows to protect your Team.



GREEN (Healer) + BROWN (Commander):
Support. You like to stay back and support your team by healing their wounds and providing buffs at the right time.



ORANGE (Tactician) + PURPLE (Controller):
Strategist. You like to outsmart your enemies, apply powerful debuffs, and manipulate the circumstances on the battlefield.



Examples of Tacticians:



Examples of Controllers:



Examples of Tanks:



Examples of Bruisers:



With your four heroes selected, let's take a look at each hero's components:



1 Hero Miniature and Role HP Token: Each hero comes with a miniature. Also, use the HP token of its combat role. Both have the same color as the hero card.

• There's also a small token in your combat role color, used to track effects. Its use is optional.

2 Hero Card: This card details the Passive Power and its abilities for your hero. Note that all heroes within the same role share a trigger for their passive powers, but the effects vary between heroes.

- Abilities are used during the Adventure (out of the board) and City/World Phase.
- Passive Power is used during all the quest.



3 Skill Pad: Choose the large Skill Pad matching your combat role and start with the regular side. These are powers you can use during allies' or villains' turns, but not your own.

• To utilize your skills, you'll need mana cubes (5 cubes in the color of your role), the same kind used during the personality tests. Also, gather 4 level 1 skill tokens.

4 Attack Cards: Pick the four attack cards specific to your hero (2 Primary with silver borders and 2 Specials with golden borders). Also, collect the two level 0 primary attacks from your combat role.

- In total, you should have 6 attack cards.
- Note: Some heroes in the Legendary Box have their hero card included but not their attacks. If you have this box (or the Super Box), set their attacks aside in case you choose them.

5 Items: Each hero comes equipped with two items: one weapon and one armor.

• Choose a level 0 weapon and armor appropriate for your combat role. The required combat role can be found at the bottom of the card.

NPC (Future): Another component a hero will eventually use is their recruited NPC, whose power can be applied at the start of a quest.

• You won't have any to begin with, but as your fame grows, expect people to join your cause.

Here's a quick introduction to the main mechanics of the heroes. You'll get a more detailed tutorial later, but it's useful to get a brief overview first:

Remember this: **USE = FLIP**

1. Primary Attacks & Skill Tokens: Each hero has four Primary Attack cards and four skill tokens. When you use an attack or skill, flip the corresponding card or token. Once all four cards or tokens are flipped, you unflip them and receive a bonus - this process is known as Total Charge for skills, and complete a cycle for attacks.

2. Special Attacks & Items: These are potent resources at your disposal, but they're limited in their usage.

- **Special Attacks:** When you use a Special Attack, it's discarded and can't be used again for the remainder of the quest.
- **Items:** When you use an item (a weapon when you attack or armor when you're attacked), you flip them. You'll be able to use one of them again once you complete a cycle.

3. Passive Power: Your hero's Passive Power is continuously active. It rewards good positioning and tactical play. Remember to make the most of it!

Here are a couple of strategic reflections for advanced gameplay:

1. Flipping Attacks: An effect that causes you to flip an attack isn't harmful; rather, it's advantageous. It accelerates your attack cycle (flipping all four attacks), allowing you to activate an item quicker. Plus, you can deliberately flip your weaker attacks, thereby unflipping your stronger ones more frequently.

2. Using Skills: The same principle applies to skills. Aim to use your skills frequently, flipping the skill tokens quickly, to activate the Total Charge as often as possible.

Comrades

Each team must consist of exactly FOUR heroes. However, managing multiple skill pads can be a complex task. Therefore, if you are controlling more than one hero due to being alone or having three or fewer players in your party, you can utilize the Comrade system.

Comrades represent simplified versions of heroes. They are easier to control but still require strategic use for maximum efficiency. A Comrade only uses the following components:



1 Hero Card: This card functions in the same way it does for regular heroes. Good positioning is crucial to apply its passive power. Also, during the Adventure phase (off the board), use their abilities.

2 Comrade Primary Attack Card: Pick up the Level 1 Comrade attack card that corresponds with your Combat Role.

- With each turn, you decide between an extra move or a roll bonus. Also, choose which of the two effects to apply.
- Your mana cubes have a singular use. Some Combat Roles deal damage, while others restore HP.

3 Comrade Special Attacks: You have 2 of these, and they remain the same throughout the entire campaign. They follow the same rules as regular Special Attacks - they are discarded once used.

• These attacks have a unique feature: they don't consume an action. This means you can use a Primary Attack and a Special Attack in the same turn.

NPCs: In the future (though not presently), Comrades can also recruit an NPC for assistance. Unlike regular heroes, who apply the NPC Quest Power at the start of a quest, NPCs only provide Mana Cubes to Comrades.

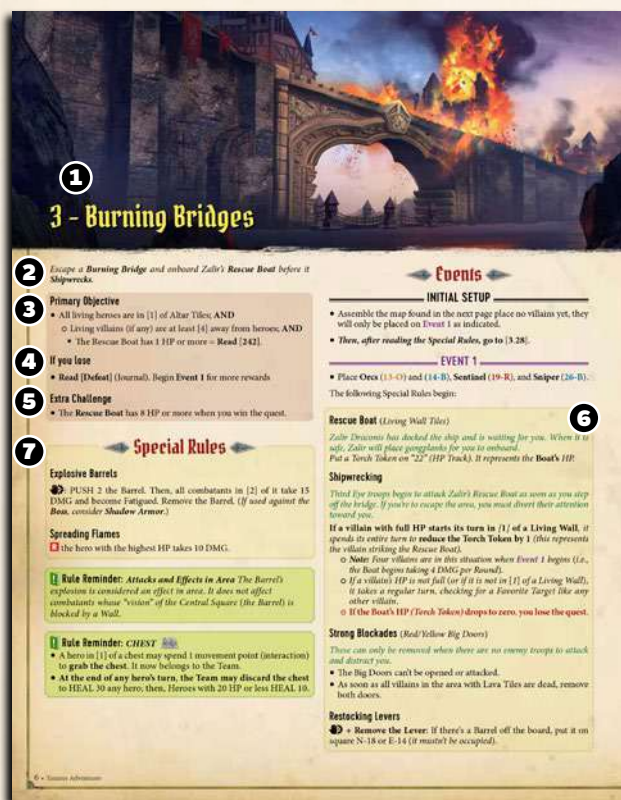
- Therefore, Comrades begin the quest with as many mana cubes as the NPCs' week number. You'll learn more about this as you progress in the game.



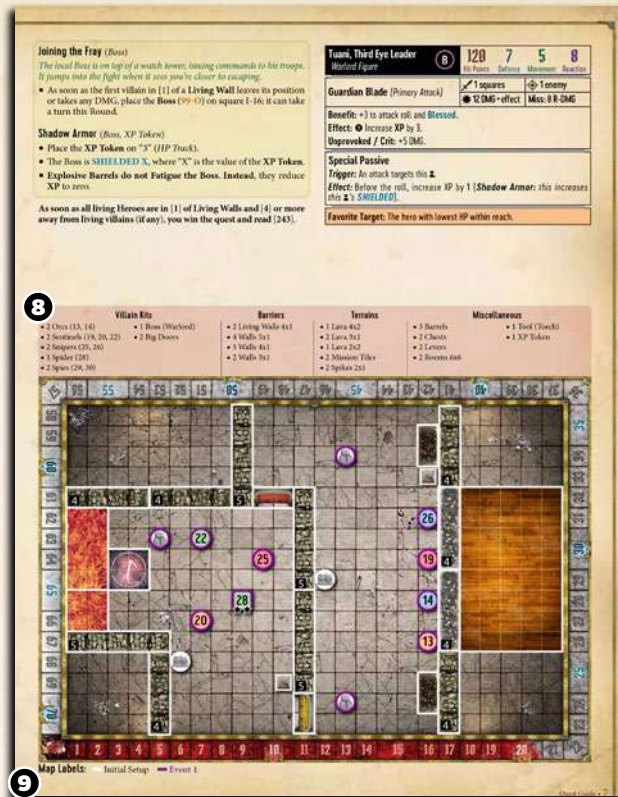
Comrades offer a more straightforward approach and allow you to focus your attention on your regular hero.

Ok, now it is time to start the quest. Just a reminder of the situation. Sedura asked you to destroy the power dampeners, that magically blocks any special abilities. As there are many other heroes in the Arena, destroying it will give them a fighting chance.

Check the instructions below to learn how to assemble and read a quest. Then, go to page 12 and set up Quest 1: "Fisherman's Wharf."



- Illustration, Number, Title
- Introduction
- Primary Objective
- If You Lose
- Extra Challenge
- Event Description
- Special Rules



- List of Components / Map
- Initial Setup

Reading a Quest

Let's embark on our first Quest. This particular one features special support entries which include all the rules you'll need for gameplay. Remember to keep the Quickstart guide at hand for easy reference, and if any question persists, don't hesitate to consult the comprehensive Rulebook.

To assemble a Quest, follow these steps:

- Refer to the specific **component list** (8) for this Quest. Gather the required pieces from your game box.
- Arrange these components on the game board as per the layout shown in the map.
 - Note: To start with, place only the components with white borders on the board. Check the captions beneath the map for guidance on when to add the remaining components.
- Position the hero figures on the board. They usually start on the Stairs Tile.
- Read the Objective, Losing Condition, and Extra Challenge of the Quest. This knowledge will inform your gameplay strategy.
- Read the Special Rules unique to this Quest. Bear in mind that each Quest might deviate slightly from the standard rules due to its unique scenario.
- Check the Initial Setup section, which will instruct you to refer to the Quest Support Entries on the next page after the quest. These entries often include modifiers that consider the choices you've made during the adventures and throughout the campaign.
- With all pieces in position, you're set to launch into the Quest. Begin with the first turn and let the adventure unfold!

1 - Fisherman's Wharf

Rush around the Arena of Future, getting rid of **Power-dampening Statues** and meeting whatever resistance you find along the way.

Primary Objective

- Kill all villains = Read [1.5] - page 16.

! Rule Explanation: This means you must go through all events and kill all villains that appear along the way. As soon as the last villain dies, the quest ends in victory, then you must read section 5 on page 16.

If you lose

- Try again.

! Rule Explanation: After the Introduction ends, losing a quest (and then moving on) is possible. You will find different consequences and instructions in this field. Since you're just starting, we recommend you try again because losing would mean you've missed some rules (e.g., Focus, Mob) or opportunities (e.g., applying your Passive Powers).

- You begin every quest with two **First Aid Tokens**. When the turn of a dead hero begins, you must spend one token to revive it with 30 HP and HEAL 10 all other heroes. But if such a turn begins and both tokens have already been spent, you lose the quest.

Extra Challenge

- (none)


Special Rules

! Rule Explanation: **Special Rules** is a set of unique quest **Features** with rules that you must observe throughout the mission.

Power-dampening Statues (Prisoner Figures)

- The **Statues** cannot be attacked or destroyed. (One specific **Statue** will be removed when each new **Event** begins.)
- While on the grid, each **Statue** emanates a mystical field that blocks some of your powers:

Purple Statue: Heroes cannot make Primary and Special Attacks.

Orange Statue: Heroes cannot use skills, charge their Skill Tokens, or gain .

Green Statue: Heroes cannot apply their Weapons' and Armors' Active Power.

Orb of Defense (25 HP / 3 DEF) (Orb Figure)

When this is destroyed, the protection field around the closest power dampener is lifted.

- Heroes may attack this Orb. (You must destroy it to start **Event 1**.)

! Rule Explanation:

You can only destroy or interact with objects (such as doors, barrels, and prisoners) according to the quest's features.

- Unless otherwise stated, if an object has HP (like these Orbs), you may apply any effects that deal DMG or reduce their HP.

Events


INITIAL SETUP

- Place the heroes on Stairs.
- Place the **Orb**, and all 3 **Statues**.
- **Then, before the quest begins, read [1.1] - page 14.**

! Rule Explanation: **Section [1.1]** Go now to the first Section of the page after the Quest.

R If the **Orb** is destroyed, start **Event 1**.

! Rule Explanation: **R** means at the end of the round. So, search for this symbol and apply its effects when any round ends (i.e., when all active combatants are **Fatigued**).

Fatigued: When a combatant acts in a round, it is **Fatigued** and gains a Fatigue Cube (.

! IMPORTANT:

- Keep the Quickstart around, so you can refer to it if something is unclear and, in the last case, refer to the Rulebook.

EVENT 1



The field of protection is lifted. One of the statues, which a falling piece of the Arena had hit, immediately crumbles. Enemies realize what you are doing and raise the undead to meet your party.

- Remove the **Purple Statue**. Heroes may now make their Primary and Special Attacks.
- Transfer all heroes to the Orange Mission Tile. Remove the Yellow Big Door.
- Place **Reapers** (15-R), (17-B) and (18-G).
- Read [1.2] to check the rule explanations for this event.

R If all villains are dead, start **Event 2**.

EVENT 2

After getting rid of the Reapers, you take the time to learn how to deactivate the power dampener. Only one Statue remains, but, before you can get to it, you must face the kemet themselves.

- Remove the **Orange Statue**. Heroes may now gain , charge their Skill Tokens, and use skills.
- Each hero gains 3 .
- Transfer all heroes to the Red Mission Tile. Remove the Red Big Door.

- Place **Berserker** (03-R), **Warrior** (34-G).
- Read [1.3] to check the rule explanations for this event.

R If all villains are dead, start **Event 3**.

EVENT 3

All power dampeners are destroyed! Heroes inside the Arena must be putting up greater resistance, for kemet enemies run away and encounter you at the gates.

- Remove the **Green Statue**. Heroes may now apply their Items' Active Powers (Items are active, not on cooldown).
- Transfer all heroes to the Blue Mission Tile. Remove the Gray and Purple Small Doors.
- Place **Archer** (02-G), **Berserker** (04-G), and **Warrior** (34-B).
- Use rounded and hexagonal green rings, matching the HP token shape for the villain.
- Read [1.4] to check the rule explanations for this event.

As soon as all villains are dead, you win the quest, then read [1.5] (page 16).

Villain Kits

- 1 Archer (02)
- 2 Berserkers (03, 04)
- 3 Reapers (15, 17, 18)
- 1 Warrior (34)

Barriers

- 2 Big Doors
- 2 Single Doors (Gray, Purple)
- 2 Walls 5x1

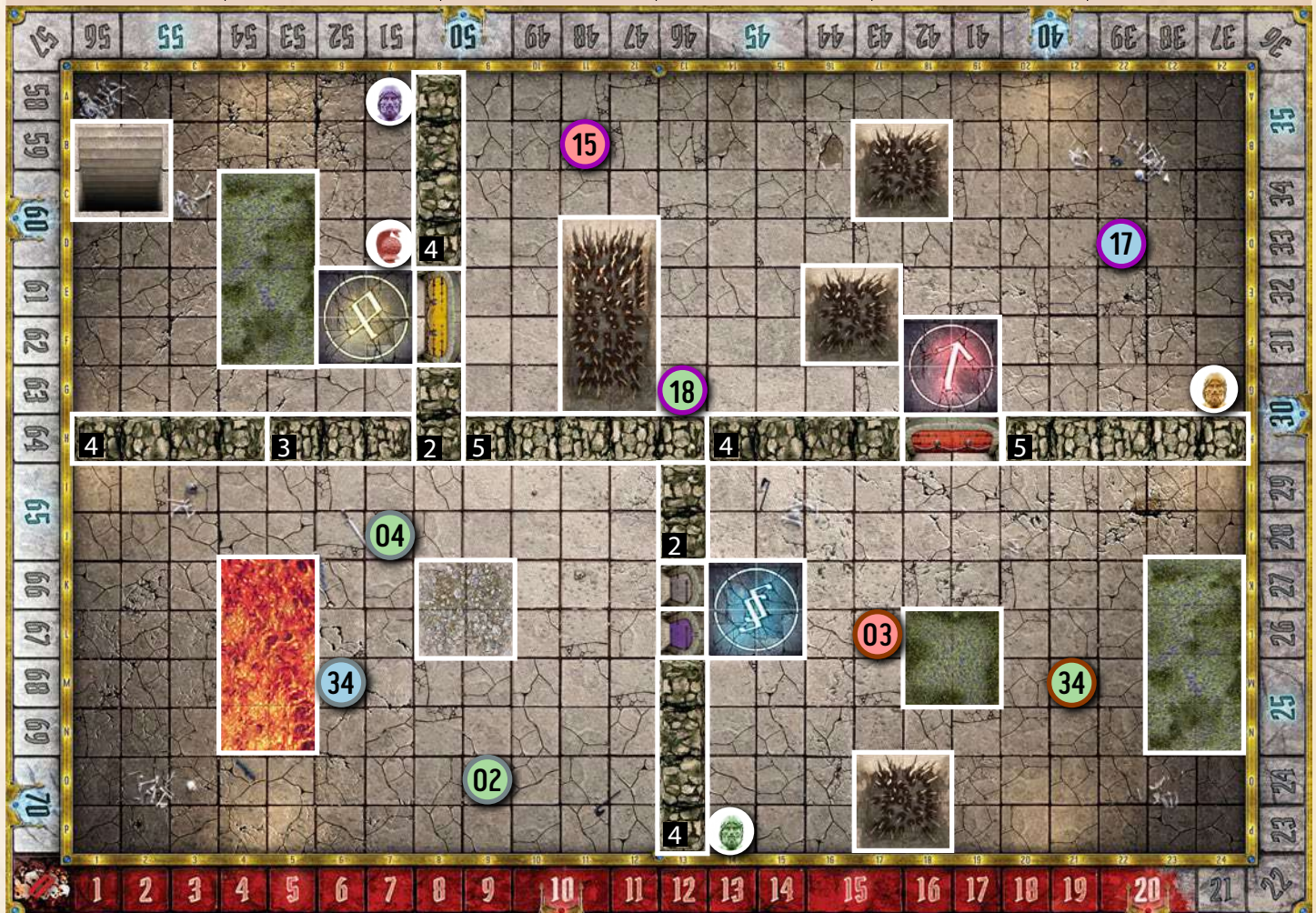
- 4 Walls 4x1
 - 1 Wall 3x1
 - 2 Walls 2x1
- Terrains**
- 1 Lava 4x2

- 3 Mission Tiles (Blue, Orange, Red)
- 1 Ruins 2x2
- 1 Spikes 4x2

- 3 Spikes 2x2
- 1 Stairs
- 2 Swamp 4x2
- 1 Swamp 2x2

Miscellaneous

- 1 Orb Kit
- 3 Prisoner Figures



Map Labels:  Initial Setup  Event 1  Event 2  Event 3

Quest 1 - Fisherman's Wharf

1 After the Campaign properly begins, this section will apply modifiers to the game's circumstances, based on your choices and Facts of the story.

The first part of this quest unfolds as follows:

1. A Power-dampening Statue is in place: This statue is inhibiting your abilities, limiting you to using only Basic Attacks.
2. Your goal: Utilize these Basic Attacks to shatter the Orb that shields the Statue.
3. What happens next: Once the Orb is destroyed, the Statue will vanish from the grid, unlocking new powers and allowing your quest to progress.



Destroying the Orb

Your objective is to destroy the orb. You can do this by using attacks (Basic, Primary and Special). However, due to the power-dampening statue, only Basic Attacks are possible at this time.

To make a Basic Attack, follow these steps:

1. Identify your Basic Attack stat: Check your Basic Attack stat on your Skill Pad. This tells you the DMG it deals on a hit.

2. Understand your attack range: Each Basic Attack has a range indicated by a symbol:

- It's a melee attack with a range of 1.
- It's a ranged attack with a range of 8.

3. Move your hero: Depending on the range of your attack, you may need to move your hero closer to the orb. Your character's movement is determined by the Movement Points stat on your Skill Pad. You can move up to this number, and diagonal moves count as one point too.

Note: You can choose to move less than your total movement points, but once you start your prime action (such as an attack), the remaining points are lost. You cannot move, attack, and then move again in the same turn.

4. Perform your Basic Attack: When the hero is within range of the orb, roll a D20 die. If the result is equal to or higher than the orb's DEF (Defense) stat (which is 3 in this case), you hit. If the result is lower, the attack misses.

Note: Unlike Primary and Special Attacks (you will learn them later), Basic Attacks have no residual damage (R-DMG) when you miss.

2 Rules for EVENT 1

Attacks

Now, you can use Primary and Special Attacks. These work differently from Basic Attacks:

Primary Attacks:

1. Lay out all your Primary Attack cards face up on the table.
2. When you use a Primary Attack, flip the card over (even on a miss). This signifies that it has been used and cannot be used again until it is unflipped.

Special Attacks:

1. Like with Primary Attacks, lay out all your Special Attack cards face up.

2. When you use a Special Attack, discard the card (even on a miss). This means it cannot be used again until the end of the quest.

Making an Attack:

1. The rules of range and rolling the D20 are the same as for Basic Attacks.
2. If your roll is lower than the target's Defense, you still deal Residual Damage (R-DMG) and gain one Residual damage works like regular damage, but it cannot reduce the target's HP below 1.

Effects and Flipping Attacks:

1. Some attacks have Temporary effects. If an attack has a Temporary effect, place the attack card on the target's card (either a villain or hero) and/or place the small role token on the target's miniature. This helps to remember about the effect.
2. After the effect ends, take the card back and flip the attack card.

Completing a Cycle

- At the start of your turn, if all of your attack cards are flipped (used), you complete a cycle.
- Unflip them all. This also allows you to unflip an item as a bonus. For now, you can't use these items, but remember that unflipping all attacks can lead to advantageous combinations later in the game.

Note: If you have a Temporary Effect applied, take back the card first and flip it. Then verify if you completed the cycle.

Reaction: Check the rules in Quickstart but remember: **They don't require attack roll, and a combatant (heroes and villains) can take only ONE reaction per turn.**

Villains



Each villain is represented by a miniature, a HP token, and a villain card.

- To match these, use the colored ring and token that aligns with the villain's color.
- There are two types of tokens and rings, round and hexagonal. These shapes help you distinguish between villains of the same color during combat.

Villains' Turns and Behavior:

During each round, heroes and villains take turns according to these rules:

- 1. Turn Order:** If no villain is attacked, all heroes act first, followed by the villains. However, if a villain is targeted by an attack or effect (including skills), it **retaliates**.
- 2. Retaliation:** When a villain is attacked, it immediately takes its turn after the current one. However, each combatant (both heroes and villains) can only act once per round. After a combatant's turn, it becomes "*Fatigued*", which means it cannot act again this round. Place a Fatigue token on the combatant's card to track this.
- 3. Unprovoked Villains:** If a villain isn't attacked during the heroes' turns, it's considered "*Unprovoked*". These villains act after all heroes and receive a +5 DMG bonus due to their Unprovoked DMG ability (as indicated on the villain's card).

Remember these important points about retaliation:

- You can only provoke ONE villain to retaliate during a turn, even if you attack multiple villains.
- The first villain that you attack and that CAN retaliate will be the one that retaliates. For example, if you kill the first villain you attack, the second villain you attack will retaliate. This prevents a dangerous exploit that could break the game (by avoiding retaliation). The villain's primary target remains its Favorite Target.

You always have to make a decision. Should you focus your team's attacks on one villain to kill it faster or distribute your attacks among multiple villains to prevent the Unprovoked DMG bonus?

Villains' Favorite Targets and Passive Powers:

There are four colors of villains: **Red**, **Orange**, **Blue**, and **Green**. Each color has a specific favorite target and trigger for its passive power.

1 Favorite Target: The villain prioritizes the target with this description, and moves to attack it (**even if Retaliating**).

- It moves the fewest number of squares to reach the target, even if that means taking DMG in the process (like inciting Reaction and stepping on lava).
- This is an important part of this game's strategy. Exploit this weakness with good positioning to take advantage.

2 Passive Power: If the villain meet it trigger when attacking, it will apply the effects of its Passive Power.

- This is the real challenge of the game. You must always try to avoid it.



Villain Card: You have all information about the villain in its card, but the essential ones are bigger. So when you memorize the basic information, you can see at a distance what to expect from this villain (its Stats, DMG, effects, favorite target, trigger of passive power)

IMPORTANT TIP:

- There are only four colors, so you will soon memorize all favorite

targets and passive powers.

- The easiest way to never forget the favorite target and passive power is to ask both questions at the start of the villain's turn:
 - Who will it attack?
 - Who I don't want it to attack?

Favorite targets:

+HP Red - The hero with highest HP within reach.
(The closest one, if two or more are tied.)

+ Green - The hero with most within reach.
(The closest one, if two or more are tied.)

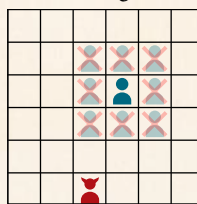
-HP Orange - The hero with lowest HP within reach.
(The closest one, if two or more are tied.)

+ [] Blue - The farthest hero within reach.

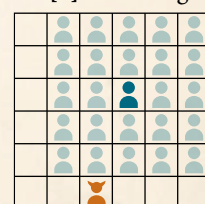
Passive Powers

Triggers

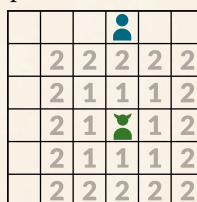
Red: Isolation - No other hero is in [1] of the target.



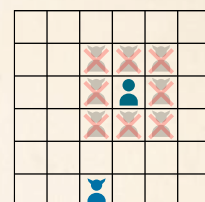
Orange: Collateral - Another hero is in [2] of the target.



Green: Grounded - This moved 2 or less and didn't sidestep.



Blue: Disengaged - No other villain is in [1] of the target.



Combatants, whether hero or villain, are limited to taking a single reaction each turn. This prevents you from exploding a villain by making multiple reactions. But you can use this limitation to avoid the hero taking many reactions (tanks will love this!)

Note: Clever positioning is one of the key aspects to beat the quests, so try to exploit this to make as many reactions as possible to the enemies.



Death

When a hero or villain has its HP reduced to zero (or lower) by an attack, it dies after the attack resolves.

- If a villain dies, all heroes gain 1 (mana cubes).

- If a hero dies, place its token on its current position. When its next turn comes, spend one First Aid token to revive them with 30 HP and the same number of Special Attacks and Mana Cubes they had previously.
- If you have used both First Aid tokens and a hero is dead when its turn starts, you lose the quest.



3 Rules for EVENT 2



Skills

In this game, the strategic use of Skills can shape your path to victory. Each player has a set of four unique Level 1 Skills, denoted by matching tokens.

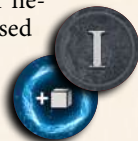
The Cost of Skills

Each Skill comes at a cost of cubes - one cube per Level 1 Skill. Once you use a Skill, its corresponding token flips to signal usage. This doesn't bar you from using the Skill again, but it does increase the cost by +1 cube (repeated Level 1 Skill will cost 2 cubes).

Skill Tokens & Total Charge:

After flipping the fourth token, you will activate your hero's Total Charge effect (see Skill Pad). This final Skill used not only triggers the Total Charge but also retains its original function. Immediately after Total Charge, all tokens are flipped back.

- Keep in mind, optimizing gameplay involves completing to flip all Skill Tokens to unleash the Total Charge effect as much as possible.



Using Skills:

Skills are used outside your turn. Red Skills come into play on the villain's turns, while Blue Skills are employed during allies' turns.

- Killing enemies, missing primary or special attacks, and progressing in some quests yield more cubes, **even for dead heroes**.
- **No dice roll is needed to activate Skills**; for instance, the Brutes' Rage Skill automatically deals 3 Damage. This mechanic mitigates to the luck factor of D20 rolls, providing a reliable tool for dealing with villains.
- Unless stated otherwise, **skills have a range of 8 squares** and require Vision.
- You can use only ONE skill per turn (multiple heroes can use one on a single turn).

Maximize your skills, don't delay their usage. This proactive approach to Skill utilization can make all the difference between triumph and defeat.

Side Note: You will upgrade your Skill Tokens at the end of each week.

4 Rules for EVENT 3

Now you can use items. You have one armor and one weapon, at your disposal, each at level 0.



- **Using Your Weapon:** When your attack successfully hits, you can use your level 0 weapon to deal +5 DMG.



- **Using Your Armor:** When you are the target of an attack, you can use your level 0 armor to gain Shielded 5 for that turn. This applies even if the attack on you misses.

- **Shielded** is a condition that reduces the DMG you take from an attack. Even on a miss, it reduces the residual DMG.

When you use an item, flip it. This means the item is in cooldown and its active power cannot be used again until it unflips

- Unflipping Items: you can unflip one item when unflip all attacks by starting your turn with all of them flipped (after completing an attack cycle).

Items at Higher Levels: Items of higher levels have passive bonuses that are always active (attack roll for weapons, HP for armors), regardless of whether the item is flipped or unflipped. For now, as you're only working with level 0 items, you can disregard this information. It will become relevant as you progress in the game and acquire items of higher levels.

5 (Read this only if you won this quest)

With the last Power-dampening Statue lying in ruins at your feet, your adrenaline finally begins to wane. Surveying the scene around you, it's clear that victory is at hand. The brave people of Tanares and the steadfast heroes rally their forces, pressing the advantage against the retreating Kemet soldiers in the Arena.

However, the celebration is cut abruptly short. A deafening explosion rattles the stands nearby. Stone and dust erupt onto the battlefield, and a haze of confusion descends. Your mind races to comprehend the cause of this sudden chaos when an ominous shadow answers your unspoken question.

Looming above, a massive titan, blocking the sun, announces its terrifying presence. Its silhouette is a stark reminder of the struggle ahead. Exhaustion grips your body, yet there's no time to prepare, no time to marshal your remaining strength.

Without warning, the titan's mace cuts through the air, its speed belying its enormous size. The ferocious impact propels you, a ragdoll in the wake of its power. As you hurtle down the hill, consciousness slips away, and you plunge into a consuming darkness. [6]

6 In the days that follow, the sterile confines of a hospital near Fisherman's Wharf become your world. A sense of timelessness pervades your hazy consciousness, punctuated only by fleeting moments of lucidity. Beside you, a woman with chestnut waves of hair shares your purgatory, her shallow breaths offering a rhythmic counterpart to the low hum of a healing priest's incantations.

During one such moment of clarity, her eyes flutter open, rolling back to reveal whites that gleam eerily. Her hair ignites, transitioning to a fiery red. Her voice, raspy yet imbued with an uncanny power, intones a prophecy that chills your blood: *"Your path will lead you to a realm of darkness, a place of stifling humidity and relentless gloom. You must unearth the secrets of entry and exit. One clue lies deep within a dwarven kingdom, the other guarded by a dwarven king. To gain their wisdom, you must first offer something of your own."*

As her words echo in the sterile silence, you feel the pull of unconsciousness once more. With the prophecy imprinted on your mind, you succumb, hoping for the strength to face what lies ahead. [7]

7 Having regained your strength, you receive a visit from the mysterious woman with chestnut waves. She introduces herself as Sara, her words filled with an energy that belies her recent illness. *"Oh, wonderful, you're looking well! I dreamed you would be leaving today. Welcome to Wharfugee - a hidden gem, this place. We're nestled near Fisherman's Wharf, straddling waterways and imperial roads. The Resistance, under Sedura's leadership, calls this town home."*

However, when you mention her prophecy, her face clouds with confusion. She hesitates before revealing, *"My hair transforms when I... see. It's rather disconcerting."* She glances at you with a mixture of embarrassment and surprise. *"But enough about me. I'm sure you're brimming with questions. Let's talk more at my tavern."*

Emerging from the healing halls, you're met with a city buzzing with life. The town is a hive of activity, a symbol of resistance amidst constant change. Curious eyes follow you, whispers exchanged among the townsfolk. *"You've become quite the local legend after Fisherman's Wharf,"* Sara notes with a smile.

The tavern brims with life and a smell of fresh bread makes you instantly hungry. The air is filled with songs, laughter, and the clinking of mugs. Despite the merriment, an underlying current of despair is palpable. Once you relay the prophecy she doesn't remember, Sara considers for a moment before suggesting, *"You should meet Huradrin. He's the only dwarf here who has lived in a kingdom."*

She pauses, her gaze thoughtful. *"Behind my tavern lies a portal. It leads to Huradrin's hut. Brace yourself - it's quite the journey."* She looks at you earnestly, a hint of nervous excitement playing at the corners of her mouth. *"It's ironic, isn't it? This portal was built because of a vision of our salvation."*

You see a blue energy arc with glowing light, occasionally flickering with a quick pulse of reddish energy. Stepping through the portal is akin to plunging into a deep lake, cool and otherworldly. Propelled through the penumbra, the land of Tanares stretches out below.

You find yourself in a covert hut, nestled within the heart of a mighty tree. *"Stay here,"* Sara cautions, *"Huradrin isn't too fond of newcomers."* Yet, she returns alone, frustration marring her features. *"Stubborn dwarf's gone missing,"* she mutters, *"but no matter, he'll return soon. For now, we must meet with Sedura. She'll be glad to know you're well."* [8]

8 CONCLUSION

The **"CONCLUSION"** segment is a crucial aspect of your gameplay. It summarizes your accomplishments and the impacts your quests have on the world. If you need a quick refresh on your previous exploits, refer to this section of quests you've embarked upon.

As your party returns to the city and heads towards the Outpost in a search of Sedura, you absorb the latest developments that have unfolded in your absence:

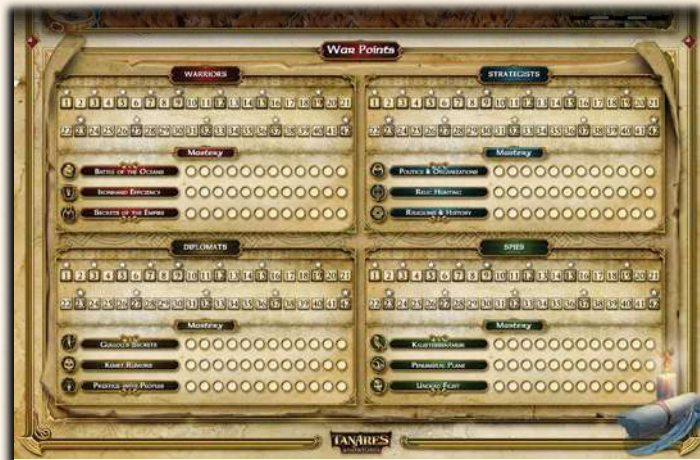
- The Kemet, under the formidable leadership of Gullog, have successfully occupied Fisherman's Wharf, establishing an impenetrable cordon of ships along the coast and an army of the undead, which includes a colossal titan.
- Setting up their headquarters at the Arena of Future, a poignant battlefield, they've imposed a strict prohibition on citizens leaving, attacking or capturing any outsiders who venture too close.
- The inauguration of the Arena of Future was a disastrous event, leading to many heroic lives and Ironhand troops being lost. The Emperor's whereabouts remain unknown.
- In the wake of these events, the improvised town of Wharfugee has emerged as a sanctuary for refugees and helpers, rapidly expanding in size and significance.

Gain +1 Diplomats and +1 Spies.

Go to the Campaign Log and mark a slot on each of them. These

markers represent War Points, signifying your efforts in rallying the resistance against the invaders and strategizing the retaking of Tanares.

- Some War Point slots grant you rewards. Check the Log and gain the rewards immediately after you mark the slot.



Adventure Card Retention:

Upon the successful completion of a quest, retain the associated Adventure Card with your saved game. This will play a crucial role in future World Phases.

Then, mark the Quest 1 in your Campaign Log.



Next Steps:

Armed with this information, Sedura needs to be contacted to strategize a counter-offensive against the invaders. [Gain Adventure Card B.](#)

Remember, this tutorial grants you only one card. However, as your campaign progresses, you may get multiple cards at one time. Choose wisely, as your heroes aren't omnipresent. You'll have limited opportunities each week to address the pressing issues at hand.

Study the Adventure Card carefully, and prepare to embark on your next journey. Continue the campaign by initiating the adventure with the same letter as your card. On this occasion, simply turn to the next page.



Adventure B

A Tale of Two Cities

Before starting this adventure (and all others), follow these steps:

1. Prepare your team:



- Assign the four heroes you will use and pick their hero cards



- Grab the Skill Pad and place your Skill Tokens (distribute the four Level 1 tokens on the six Level 1 Skills). Grab your cubes too (start with zero in your mana pool).



- Choose your attacks (in this case, you don't have more attacks to choose from, but soon you will)



- Choose the items you will equip (again, in this case, you only have an armor and a weapon Level 0)



- Assign one NPC to each hero and apply its quest power (for now, you don't have any, but in the future many will join the Resistance).

2. Open the game board and grab some components:



- Black Cubes (some are used to track your choices)



- Tool Tokens (many adventures use them)



- Fate Cards (some adventures use them)



- Condition Tokens (heroes may gain some of them)



- Place your hero's HP Tokens on the correct slots (see HP stats on your skill pad and if your armor grants you more HP).

Now we are ready to start. On Adventure, usually the heroes make ability tests (roll D20 and sum this ability). You can see the four abilities at the bottom of the Hero Card.

: Force

: Intelligence

: Diplomacy

: Spycraft

These abilities are also used during the City Phase, but this is a discussion for another time.

Ready? Let's start the Adventure B.

1 You and Sara approach the towering Ironhand Outpost together. An emotionless Ironhand Soldier halts your progress, his voice a mechanized monotone. *"State your name, occupation, and objective within the Outpost."*

Without missing a beat, Sara retorts, *"Don't you recognize them? They are the esteemed heroes of Wharf and bear crucial news about the Kemet invasion for Captain Sedura."* The soldier, his face a mask of indifference, scribbles in a ledger. *"Understood. Heroes of Wharf. Consultation with Sedura regarding the Kemet. Please hold your position."*

As you stand waiting, a single tear trails down Sara's face. *"I apologize. The sight of these poor souls always moves me,"* she confesses. *"The Ironhand Soldiers underwent Psychosurgery, a vile arcane procedure that eradicates all emotion. Now they are nothing but obedient sentinels, like alive golems. Only the officers are spared this fate."*

A Inquire about how to command these emotionless soldiers. [2]

B Seek more knowledge about Psychosurgery from Sara. [3]

2 *"The result of Psychosurgery is an automaton,"* Sara explains, her voice a mix of anger and sorrow. *"Soldiers who once felt joy, fear, love, and hatred are reduced to mindless sentinels. It's despicable."*

She glances at an impassive soldier. *"Only the Emperor and officers in the Ironhand hierarchy hold sway over them. But there's a catch—they won't abandon their assigned posts unless the Emperor himself issues the order. With the Emperor missing, we cannot rely on them to shift their focus to Wharf and overwhelm the Kemet."*

The soldier interrupts your conversation. *"Captain Sedura is ready to receive you."* [4]

3 *"Psychosurgery is a dark ritual practiced by the Empire to construct its Ironhand soldiers,"* Sara reveals, her gaze heavy with unshed tears. *"It obliterates their capacity to feel emotions, reducing them to mindless sentinels. For years, the Empire used this terrifying threat to quell dissent. If an Ironhand died and the assassin remained unidentified, a random innocent citizen would be forced into the Ironhand's vacant role. This cruel practice made rebellion a danger to all."*

The soldier's impassive voice breaks through the heavy silence. *"Captain Sedura is ready to receive you."* [4]

4 You find Captain Sedura in the bustling training grounds, a beacon of command amidst a sea of soldiers. She's engrossed in issuing strategic orders to her officers, her voice cutting through the air like a blade. As you approach, an officer breaks away from the group and heads in your direction.

"Salutations, I'm Lieutenant Simpson," he introduces himself, a look of earnest admiration in his eyes. *"I've heard tales of your bravery at Fisherman's Wharf. In fact, I owe my life to your heroics. You should know that Captain Sedura is an exemplary leader, and I have noticed her displaying a unique respect towards you."*

Sedura's gaze shifts onto you, her expression firm yet thoughtful. *"Lieutenant, you are dismissed. I must engage in a critical discussion with our distinguished guests."* She turns her full attention to you, her eyes reflecting a deep-rooted concern. *"I commanded the dismantling of the most crucial portals in Fisherman's Wharf, an attempt to contain the enemy within that city. However, our spies report a troubling development: the Kemet appear to be employing a potent arcane spell to reactivate the ruined portals. If they succeed, our defenses will crumble."*

She falls into a pensive silence, her gaze tracing the bustle of the training grounds. *"The formidable strength of the Kemet raises grave concerns. I fear that our officials may not withstand the assault of their champions. However..."* Her gaze locks onto yours, a spark of hope igniting within. *"Your display of power has not gone unnoticed. I propose a plan: I will dispatch troops to the outskirts of Fisherman's Wharf*

to draw away the Kemet's forces. This should create an opening for you to infiltrate their defenses and reach the epicenter of their spell. If you manage to disrupt it, we can prevent their attempts to reopen the portal, thereby rendering its destruction irreversible." [5]

5 With a whirl of energy, you're propelled through the portal, emerging on the edge of Fisherman's Wharf, concealed by the swaying stalks of a vast cornfield. The serenity of the night is cut by hushed whispers carried by the wind.

"Quickly! This way! Stay concealed — they're scouring the roads!"

"I'm fatigued...and wounded," a weaker voice stammers in reply.

"Hold on, darling. We'll soon put enough distance between us... Wait, halt! Hush... Gods, they're close! Flee!"

Bursting from the cover of darkness, you spot a family of five – terror etched on their faces as they flee. They're in the path of a unit of Kemet soldiers, their armor glinting menacingly under the moonlight. What will you do?

A) Every fiber of your being screams for justice - to aid those in dire need. Step forth from your concealment and intervene on behalf of the family. [6]

B) Every life matters, but your priority is countless Tanareans who will fall under the Kemet's power should you fail in your mission. Sneak past the scene. [7]

C) (Fast action mode)* Time is a luxury you cannot afford. Your gaze remains fixed on your objective - the ritual site. No distractions allowed. [16]


***Fast Action Mode:** If you want to have an idea of what is happening, but don't care too much about the narrative, choose this option to get quickly to the board.

6 The Kemet soldiers are intent on their prey, ignorant of the predator lurking behind them. This is an opportunity you must seize to incapacitate them without causing alarm.

Strategic maneuvering is key - targeting the right enemy at the right moment:

Each hero makes an  TEST (d20+ Hero Card). (10+: success | 9-: failure)

+3 to rolls of Tactician heroes (Role) - their expertise lies in identifying and exploiting tactical positioning.

Success (10+): The hero grabs 1 , placing on its Basic Attack Stat (see Skill Pad). In this particular scenario, this symbolizes a prime attacking position.

Failure (9-): Nothing happens.

Next, each hero must select a different foe for their Primary Attack (flip the attack's card). This attack initiates the Quest flipped

TARGET



A Fast swordsman almost reaching the family

The Strong mace-wielder close behind the swordsman

A Light troop flanking through the cornfield

An Armored leader staying behind on a wagon

Two important considerations:

1. The  is a vital tool in your adventure, serving as a tracker for the choices you make. Rather than relying on memory, you'll mark your choices directly on the  in designated areas, typically the HP slot or your heroes' stats. This allows for easy and immediate referencing of your decisions.
2. Initiating the quest with an attack card already flipped is an advantage. It accelerates the reactivation of items due to the **cycle** effect inherent in the gameplay.

Go to [7].



7 Each hero must roll a die.

- **Heroes that succeeded on their test** (■ on their Basic Attack) **roll with Blessed.** This means they roll two dice and choose the best result.

If you roll equal to or higher than the target's Defense, deal the chosen Primary Attack's DMG (ignore effects and Passive Power); otherwise, deal the attack's Residual DMG (usually 5 DMG).

Each enemy has a different HP value (do not track their HP). If your DMG reaches that amount or greater, the target is defeated. Otherwise, it counter-attacks, dealing DMG to the hero that attacked it.

TARGET	DEFENSE	HP	COUNTER ATTACK DMG
Fast swordsman	8	11	8 DMG
Strong Mace-Wielder	6	10	12 DMG
Light Flanker	7	7	10 DMG
Armored Leader	9	12	6 DMG

After all surviving enemies counter-attacked, you triumph over the surviving bandits. Outmatched and overwhelmed, these pitiful foes stood no chance against seasoned heroes such as yourselves. [8]

8 "We owe you our lives, brave souls!" the patriarch of the saved family proclaims, their voices echoing into the night as they speed away from the dangerous vicinity of Fisherman's Wharf. **Put ■ (Slot 2).**

This means you must put a black cube on "2" [HP Track]. After its effect is checked (usually before the Quest starts), remove them from the track.

The sky, lit by the shimmering moonlight, reveals a breathtaking celestial canvas. You find yourselves exposed in the open. A sense of urgency takes hold as you decide to venture on a less trodden path, a shortcut that promises to lead you to the Kemet Lords before the moon reaches its zenith.

Go to page 22 and set up Quest 02: "Know Your Enemy"

Note: Usually, your decisions will take you to different quests in the same Adventure.

9 The road through the cornfield is filled with danger. Each rustle of the tall stalks, each snap of a branch underfoot sounds like a thunder-clap in your ears, drowning out the distant screams that echo from the road. As you emerge from the field, a watchtower looms in the distance. An eagle-eyed Kemet archer is perched atop the tower, while his sword-wielding comrade patrols the base. Your weapons are of no use at this range against the archer.

A) Craft a cunning diversion to lure the swordsman into the cornfield, leaving the path to the watchtower open for your fellow heroes. [8]

B) Bide your time until the archer's gaze wanders, then launch a swift and silent assault on the unsuspecting swordsman. [9]

10 This task calls for a blend of strategy and agility.

Each hero makes an  **TEST (d20+ Hero Card).**
(12+: success | 11-: failure)


+3 to all rolls of heroes with  **3 or greater (Ability)** - their keen minds and swift actions could make the difference here.

2 or more heroes succeed (12+): Go to [13]

3 or more heroes fail (11-): Go to [14]

11 This challenge demands both stealth and strength to neutralize the swordsman without alerting the vigilant archer.

Each hero makes a  **TEST (d20+ Hero Card).**
(11+: success | 10-: failure)

+3 to all rolls of heroes with  **3 or greater (Ability)** - this situation requires both guile and power.

2 or more heroes succeed (11+): Go to [13]

3 or more heroes fail (10-): Go to [14]

12 Despite the perils, you've finally infiltrated the site where the Kemet lords are sustaining a powerful arcane spell.

Go to page 22 and set up Quest 2: "Know Your Enemy."

13 With swift efficiency, you fell the swordsman before his comrade suspects a thing. Climbing the tower's ladder, you deal with the unsuspecting archer. Your path to the site is clear. **Put ■ (Slot 1)**

This means you must put a black cube on "1" [HP Track]. After its effect is checked (usually before the Quest starts), remove them from the track.

Then, go to [12].

14 Your attempt to neutralize the swordsman lacks the required subtlety. As you hurry towards the ritual site, the vigilant archer takes aim and shoots many arrows. **Each hero takes 4 DMG. [12]**

15 Your clever distraction lures the swordsman into a trap, leaving the archer oblivious to the danger. Seizing this golden opportunity, you ascend the tower and confront the archer. With the threat neutralized, you rush to the ritual site. **Put ■ (Slot 1). [12]**

This means you must put a black cube on "1" [HP Track]. After its effect is checked (usually before the Quest starts), remove them from the track.

16 Your efforts at discretion fall short; the alerted troops rally, and the archer raises the alarm with the piercing ring of the bell. As you sprint towards the ritual area, a volley of arrows rain down upon you. **Each hero takes 4 DMG. [12]**

17 Choosing to abandon the struggling family, you race towards the arcane site.

As you try to stealthily take down Kemet scouts near a watch tower, your lack of discretion costs you and an arrow shower strikes. **Each hero takes 4 DMG.** Finally, having overcome the last hurdle, you arrive at the ritual site.

Go to page 22 and set up Quest 2: "Know Your Enemy."



Captain Sedura

2 - Know Your Enemy

During the invasion of Fisherman's Wharf, the Ironhand destroyed a portal that is connected with the rest of the Imperial grid. Interrupt a powerful ritual of Kemet Lords trying to reconstitute it.

Primary Objective

- Destroy all **Mana Shields** protecting the **Kemet Lords** = Read [2.5].

If you lose

- Try again.

Extra Challenge

- Kill the Specter before destroying **Gullog's Mana Shield**.

! Rule Explanation: After the Campaign properly begins, you'll gain two additional Loot Cards (gold, wood, iron, or gem) if you do the Extra Challenge **and win the quest**.

Note: no extra resources will be granted for doing the Extra Challenge in this Introduction, but try to keep this challenge in mind and see if you can do it: you'll want to accomplish Extra Challenges in every quest after this one.

Special Rules


Kemet Lords and Mana Shield (Archer, Necromancer, Warrior, and Spy Figures; Red Boss Token)

A powerful mana shield protects those performing the ritual. Besides attacking it directly, you may use skills to deplete the mana from your surroundings.

- **Kemet Lords** cannot be moved and take no turns.
- A single Mana Shield protects two Kemet Lords. Put the Red Boss Token on "70" (HP Track) to represent its HP.
 - Whenever your attack targets a Kemet Lord, roll against the Mana Shield's Defense Stat, which is 2.
 - Whenever you deal DMG to a Kemet Lord, reduce the Mana Shield's HP (Red Boss Token) instead.
- Whenever a hero uses a skill, the **Mana Shield** takes 10 DMG.

R If there are Kemet Lords on the grid, a hero takes 5 DMG.

Crystal Deposits (Barrel figures)

👉 + Remove it: Each hero gains 1 .

Events

INITIAL SETUP

- Place all heroes on the Stairs. Each may reassign two Skill Tokens.
- Place **Reaper (15-R)**, **Specters (93-O)** and **(94-B)**.
- Place the **Kemet Lords: Cildroly - Archer Figure (C)** and **Solnertha - Necromancer (S)**.
- **Then, after reading the Special Rules, read [2.1] - page 24.**
 - **Remember to remove the Specter!**
- As soon as the **Mana Shield (Red Boss Token)** drops to 0, read [2.2].

R If all villains are dead and the **Kemet Lords (Cildroly and Solnertha)** have been removed from the Altar Tiles, read [2.3] (to continue the quest).

EVENT 1

- **🛡️ GUARD 3:** Place **Reapers (16-O)** and **(18-G)** and **Zombie (69-R)**.
 - Place the **Kemet Lords: Yrizard - Spy Figure (Y)** and **Zisenuh - Berserker Figure (Z)**
- As soon as the **Mana Shield (Red Boss Token)** drops to 0:
 - **Yrizard** deals 8 DMG and removes 1  from its closest hero. Then remove its figure.
 - **Zisenuh** deals 12 DMG to its closest hero. Then remove its figure.

R If all villains are dead and the **Kemet Lords (Yrizard and Zisenuh)** have been removed from the Altar Tiles, read [2.4] (to continue the quest).

EVENT 2

! Rule Explanation: If this part seems a bit thin on content, it's because the entries often contain instructions.

As soon as this last Mana Shield (Red Boss Token) drops to 0, you win the quest, then read [2.5]

! Rule Explanation: You don't always have to kill all villains to win a quest. Sometimes, accomplishing the Primary Objective will make the enemies still on the grid flee, perish, or otherwise be defeated in a way that doesn't need to be executed on the board. This is the case in this quest. Note, though, that you will accomplish the Extra Challenge.



Villain Kits

- 4 Reapers (15, 16, 17, 18)
- 1 Zombie (69)
- 1 Specter (93, 94)

Barriers

- 2 Barricades 3x1
- 3 Barricades 2x1
- 2 Big Doors

- 1 Wall 5x1
- 3 Walls 4x1
- 3 Walls 3x1

Terrains

- 3 Altars
- 1 Spikes 4x2
- 2 Spikes 3x3
- 4 Spikes 2x2
- 1 Stairs

Miscellaneous

- 1 Archer Figure
- 3 Barrels
- 1 Berserker Figure
- 1 Gullug Figure

- 1 Necromancer Figure
- 1 Spy Figure
- 1 Warrior Figure



Map Labels: — Initial Setup — Event 1 — Event 2

Quest Chapter 2

Know Your Enemy

1 Using the Modifier Table: The Modifier Table provides a set of requirements on the left. These requirements could be related to various factors:

IF YOU HAVE:	APPLY THE FOLLOWING:
<div> <div></div> <div>(slot 1)</div> </div>	<p>You've successfully neutralized troops allocated near the site of the ritual without raising the alarm; enemies on site are more distracted.</p> <p>The Reaper (15-R) and the Specter (94-B) gain 3 Distracted Tokens each.</p>
<div> <div></div> <div>(slot 2)</div> </div>	<p>Mark Wharfers saved (fact).</p>
<div> <div> <div></div> <div> <div>☆</div> <div>Quest 1: Fisherman's Wharf</div> </div> </div> </div>	<p>Your previous fight against the Kemet makes their forces weaker here. Remove the Specter (93 - O) from the board.</p>

- **Black Cubes in slots:** These represent choices you've made during your Adventure. The effects will always describe the decisions you've made and their implications on your quest.
- **Facts:** Occasionally, you'll acquire Facts (indicated in green) to record in your Campaign Log. You'll need to verify if you've marked these down.
- **Quest made:** The phrase ☆ **Quest 1: Fisherman's Wharf** implies that if you've undertaken the quest (even if unsuccessful), you're eligible for the modifier.
- **Correctly Answered Puzzles:** In this case, check if the puzzle has been solved correctly to apply the respective modifier.

Understanding Condition Tokens:

- **Conditions Stack:** If you have a condition token, its effects will accumulate. For instance, if you have two **Empowered 3** Tokens, you'll deal +6 Damage.
- **Conditions Persist Until Used:** Condition tokens, just like those applied by villains' effects, last until they're used. You retain these tokens until their effects come into play. For instance, a **Protected Token** only ends when you're attacked. Similarly, an **Empowered Token** ends when your attack hits.

This time we're taking it a bit easy on you, but expect your future decisions to heavily impact the circumstances surrounding your game (for better or worse).

Quest 2: "Know Your Enemy" begins NOW (take the first turn!)

2 These Kemet stand above the rest in terms of power, yet their recent ritual has left them in a state of transient frailty. They sway, nearly fainting.

"Solnertha, your assurances rang hollow. Your undead minions failed to protect us as you had sworn they would. My trust lies only with my aim," Cildroly, one of the Kemet lords, declares, before turning his attention to you. "But consider yourself fortunate; I am inclined to spare you for now. I enjoy the drawn-out suffering of my foes. Still, I leave you a parting gift." Swiftly, he draws a massive bow and fires two arrows in your direction. **Cildroly deals 7 DMG to its two closest heroes.**

"Perhaps had your archers acted as shields instead of underestimating their foes, my undead might have been enough," retorts Solnertha, the other Kemet lord. **If there is another villain alive, Solnertha places a Reaper (17-B) in [1] of her closest hero.**

The Kemet had prepared a quick exit strategy should their Mana Shields shatter, and they manage to retreat before you can react. Cildroly and Solnertha vanish from the battlefield. **Remove Cildroly's and Solnertha's figures from the grid.**

This satisfies the first condition for beginning Event 1 (the second is to defeat all other villains).



As each round concludes, if no villains remain alive, you should consult section [2.3]. The narrative will signal when a condition triggers an entry or prompts a future Event. Note that you must continue all quests when they inform you of a condition that leads to a support section (like this 2.3) or to an upcoming Event.

The Primary Objective must never be considered met before all other quest instructions have been followed. For example, if the Primary Objective is to “kill all villains” and you have killed all villains from the initial placement, that doesn’t mean you’ve won the quest: first check whether you must read a support section or start the next Event.

Now, resume your quest!

3 A faint luminescence, akin to a recovering portal, flickers atop a nearby building. Cildroly and Solnertha’s interruption was not enough. There must be more Kemet Lords engaging in the ritual.

Upon hearing a commotion on the other side of a gate, you barge in to confront two more Lords.

- Remove the Yellow Big Door.
- Place Barrels in the positions indicated on the quest map.
- Put the Red Boss Token on “70” (HP Track). It will represent the next Kemet Lords’ Mana Shield.

Note: the sections may give you quest instructions too!

Despite sharing the same lineage, the Lords couldn’t be more distinct. One, a slender, dark-skinned female youth, exudes an air of deadly grace, while the other, a hulking figure of a man adorned with a weathered skull as a mask, radiates raw power.

The striking woman, a beguiling smile gracing her features, turns to her companion. “Observe, Zisenuh! Our leader’s foresight was precise. His wisdom is truly astounding.” She gazes at you, her eyes scrutinizing every detail. “My spies have regaled me with tales of the renowned heroes of the Arenas, those who’ve defeated even the most formidable Avatar Dragons. Yet, in person, they appear... unassuming, wouldn’t you agree?”

Her companion’s deep voice rumbles in response, “A true shame, indeed. These heroes are denied the honor of a glorious death by my hand in combat, all for your luminous presence, enchanting Yrizard. Yet, we must adhere to the prophecy, for it promises us certain victory.” They holster their weapons and begin to perform a ritual, their arms raised in preparation for a ritual.

Recalling your previous encounter with weakened Lords, you must swiftly deplete their shields, steeling yourself for whatever they might unleash before making their escape.

Resume the quest (start Event 1) — Note: remember to place the villains listed under Event 1’s header and read all other instructions there; not all quest instructions are found in the entries.

4 The portal pulsates with increasing power. The ritual, it seems, is nearing completion.

- Remove the Red Big Door from the grid.
- Arrange the Barrels as indicated on the quest map.

Before you stretches a hall, vast and twice the size of any other you’ve traversed, housing two more Kemet Lords. One of them promptly



moves to the fore, gripping a great sword, while the other floats mid-air, eyes shut, clutching a pendant on his necklace.

"They have arrived, Captain Gullog," he announces, glancing over his shoulder at your party. *"Your bravery is commendable, but our victory is foreordained, as is your demise. Awaken, spirits of old, by Baraelmer's command!"* With a forceful plunge of his sword into the ground, a magical aura pulsates, and spectral figures - a ghostly spirit and two skeletal warriors - rise from the ethereal glow to challenge you.

Gullog remains unperturbed, his eyes closed. He either disregards your presence or simply considers it insignificant.

GUARD 3: Reaper (16-O), Reaper (18-G), Specter (94-B).

- Place **Gullog** (*Gullog Figure*) and **Baraelmer** (*Warrior Figure*) (as on the quest map).
- Put the Red Boss Token on "70" (HP Track). It represents these Kemet Lords' Mana Shield.

Note that Gullog and Baraelmer belong to the same GUARD 3 group as the other villains. This means, if the lords are attacked, the other villains become active.

The distant clamor of battle echoes through the surroundings, punctuated by Sedura's unmistakable war cry. A booming thunder follows, its ominous rumble spreading uncertainty. Are the Ironhand troops making a last-ditch effort to stem the tide of reinforcements rushing to defend their generals, or are they being pushed back, teetering on the brink of retreat?

IF YOU HAVE: APPLY THE FOLLOWING:

Wharfers saved (fact)

The members of that family had learned a few things about the positioning of kemet troops near the walls while they were trying to escape. They met Ironhand officers farther down the road and made them better informed when they launched their assault. Consequently, kemet necromancers in the perimeter were more harmed than expected. **Reaper (16-O), Reaper (18-G), and Specter (94-B) each takes 5 DMG.**

Resume the quest (start Event 2)

5 *(Read this only if you won this quest)*

Gullog appears unphased by the disrupted ritual, unlike his fellow generals. Holding a skull in his open palm, he finally turns to face you, a faint smile playing on his lips. A sudden surge of necromantic energy paralyzes you, spreading through the vicinity like a shockwave, and knocking you off your feet. **Each hero takes 25 DMG.**

If at least one hero remains with more than 1 HP, go to [6]. Otherwise, go to [7].

6

Baraelmer, surprised that you're still upright, readies his sword to strike. Gullog intervenes, speaking for the first time. *"Sheathe your sword, Baraelmer. I did not grant you leave to strike."*

Baraelmer scowls at his Captain, indignant. *"Why belittle them like this? They deserved a dignified end."* Gullog strides toward a nearby portal, his departure imminent. *"Your opinion was not solicited, Baraelmer. Our success here was not the goal; understanding and respecting our enemy was. Never underestimate them, regardless of appearances. Now, we have work ahead."*



Baraelmer hesitates, casting one last piercing gaze at you as he resheathes his sword. *"Deliver this skull to Solnertha. It's required in the lab."* **Mark Baraelmer's Mission (fact).**

With that, they vanish, leaving behind a wake of powerful magic that stirs the fallen bodies around you back to unlife. Narrowly escaping the undead horde, you reconnect with the Ironhand and return to Wharfugee. [8]

7 Your vision swims as Gullog and Baraelmer disappear into the shadows, leaving you in the eerie company of the undead. Exhausted and unable to fend them off, your surroundings blur into flashes of light and the resounding roll of thunder. Your awareness wanes, but not before the sound of Ironhand troops, your salvation, reaches your ears. Unconsciousness pulls you under as they transport you to the safety of Wharfugee. [8]

8 Once your strength is restored, you head to the Outpost for a debriefing with Sedura, relaying critical information about your enemies. *"Firstly, on behalf of all of Tanares, my heartfelt gratitude,"* she begins, her gaze intense. *"Your mission was a success, and you have effectively blocked the enemy from accessing our portals. You cannot fathom the magnitude of this victory - we might have lost the war before it had even begun."* Her eyes scan the room cautiously before she leans in closer. *"Now, there's a secret I wish to entrust to you. We possess the Imperial Portal grid. This gives us the ability to swiftly traverse almost any region in the continent."*

When she grabs some scroll, your conversation is interrupted by a soldier. *"Captain Sedura, per your orders, Zalir Draconis awaits outside. Shall I invite him in?"* She nods in response.

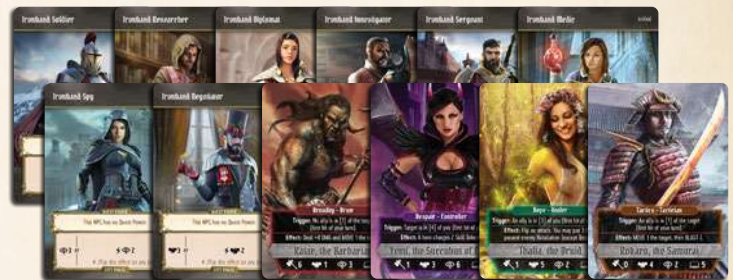
A flamboyant noble strides into the hall, a whirl of charisma and confidence. *"Ah, Sedura, a pleasure as always. And you must be the heroes of Wharfugee. My anticipation to work with you in defeating the Kemet is overwhelming."* In his excitement, he snaps a whip through the air with a resonating crack.

Sedura blushes slightly, swiftly regaining her stern composure. *"Heroes, your capabilities are unquestionable. I have a task of paramount importance - I need you to form an internal Resistance within our existing ranks. Recruit people and other heroes, gather resources. We need to bolster this city's defenses to withstand the imminent Kemet onslaught. Their ignorance of our position won't last forever."*

Zalir grins broadly. *"Indeed, and rest assured, I'll offer my full support. I maintain a fruitful relationship with the Relic Hunter guild. If I stumble upon intriguing artifacts, you'll be the first to know. Also, I own a weapon shop here in the city. I am at your disposal should you wish to invest the treasures you've accumulated from our foes."* After noting your expression, he exclaims, *"Wait, you haven't been looting your enemies? In these critical times, every advantage must be seized. Search their fallen for anything that may tilt the scales in our favor."*

Now, let's create your Character Deck.

- Get all 24 Character Cards with INITIAL written in the top right. Their names always start with Ironhand.
- Add to the deck the four heroes you already selected. It should look like this:



You can already use them for your first mission after the tutorial. In the future, you will gain new NPCs and new heroes to add to your deck. At the start of the adventure, you can recruit any heroes you own for the quest and assign an NPC to it.



Uses for NPCs

- They help in tests during the Adventure (sum their abilities with the hero's one)
- Use their abilities or power during the City Phase / World Phase
- Apply its Quest Power at the start of the quest. Unfortunately, the initial ones have none.

Chests

Usually, quests have TWO chests. A hero in [1] of a chest may spend 1 movement point (interaction) to open the chest.

- When you open it, you get a Healing Scroll. Grab the chest miniature to represent it;
- At the end of any of this hero's turns, it may use the scroll, consuming NO action (discard the chest miniature).
- Effect: HEAL 30 any hero in the grid, then heroes with 20 HP or less HEAL 10. No vision or range are required.

Kemet Hunt

This is an elegant system to create a dynamic difficulty level. In this game, the spread of good strategies is very large and this can correct this curve to make the perfect challenge level.

- You can increase the Kemet Hunt level only if you have a perfect victory (end the quest with TWO scrolls of Healing, TWO First Aid AND make the Extra Challenge)
- You can lower it whenever you wish before a quest.

Changes:

- Check the Campaign Log (below the Calendar) or Rulebook to see the exact change, but usually it is adding more enemies (the ones marked with stars) and other disadvantages.
- **Reward:** +1 loot card after the quest per Kemet Hunt level.

Engage in the Kemet Hunt at a level that ensures your enjoyment of the game. **The first Quest starts with level ZERO.**

Conclusion

Zalir draws near, his features etched with worry. *"It seems you've crossed paths with Sara. I've also had the opportunity to speak with her, and her words have left me deeply disturbed,"* he commences, his voice cloaked in a somber tone. *"Newcomers frequenting her tavern share distressing stories of increasing lawlessness along the Imperial roads, affecting even the transport of vital food and supplies to major cities. This instability is starting to touch Wharfugee as scarcity begins to incite potential revolt, spiraling crime, and horrific acts of violence. The desperation of hunger can drive people to unimaginable lengths, especially when their families are at stake. If this continues, we may have no choice but to cast out these desperate souls, dramatically lowering population count and exposing them to the mercy of the vicious Kemet."*

Zalir's frown deepens as he proceeds, *"Another worry of hers, and mine as well, is the mysterious disappearance of her friend, Huradrin. In his absence, Sara has dutifully assumed the caretaking of his Natural Lab. Our fears extend to Huradrin's home region, as rumors of an undead outbreak in Shortfall Forest gain momentum, coupled with whispers of an infectious plague that travelers are carrying with them. These undead are unlike anything we've seen before, they possess a distinct, horrifying aura, and are ominously infectious. If their spread remains unchecked, panic will escalate, and it will inevitably culminate in needless slaughter. The resulting catastrophe could potentially cripple our budding resistance."*

Sedura brings you a dossier with complementary information about the Kemet lords gathered by her spies:

- **Cildroly**, a personification of sadistic cruelty, governs the archers with an iron fist. His chilling oversight ensures the impermeability of their defense perimeter.
- **Solnertha**, ancient and sagacious, presides over the necromancers. Among the eldest, if not the oldest, he orchestrates the haunting symphony of all undead affairs.
- **Yrizard**, master of subterfuge and a deadly assassin, loyally serves her captain. Her eyes and ears stretch across the realm, leading the web of spies that tangles all who dare to resist.
- **Zisenuh**, a battle-hardened veteran who finds his purpose in the heat of conflict, heads the offensive troops and commands the front lines, his heart ablaze with the lust for glory.
- **Baraelmer**, a warrior enshrouded in mystery, is speculated to be Gullog's trusted second. His precise role remains an enigma, fostering unease among those who cross his path.
- **Gullog**, the puppet master pulling the strings of all generals. His powers of foresight are extraordinarily strong.

It further unveils some crucial revelations:

- The Kemet, in their audacious confidence, are now fully aware of your team's existence, and they anticipate a swift victory.
- They don't have access to the portals that connect most of the Empire.
- Baraelmer murmured, *"We'll reclaim our land"* – a clue, perhaps, that their history with this continent runs deeper than it seems.

Gain Adventure Cards D and E. Note that you've skipped Adventure Card "C": such a thing will become common as you make choices that unlock different Adventure paths.

Always choose the Adventure you feel is your highest priority: you'll often lose Adventure Cards because time has passed and the problem they describe can no longer be solved.



Gain +1 Strategists and +1 Warriors.

Go to the Campaign Log and mark the first slot of each of them.

Note that you still haven't played a City Phase. This will happen after you play your NEXT quest and gain Loot Cards.

The Campaign tutorial has ended. Use the Quickstart to check the summary of rules and if you still have questions, the Rulebook.

What to do next?

1. Read carefully the cards D and E you received. Choose one of them, which will guide your next actions in the game.
2. Mark in the FIRST slot of the calendar the chosen letter and 0 on the Kemet Hunt (difficulty).
3. Prepare your team
 - open the board
 - pick the heroes' attacks, items, and hero cards.
 - Choose their skills, placing the four skill tokens level I and mana cubes (start with ZERO cubes)
 - Put also their HP token on the track.
4. Pick the Black Cubes, the five Fate Cards, Condition Tokens, and the four Tool Tokens. They MAY be used during the adventure. They are used to track your decisions and in some mini-games.
5. Go to the page of this Adventure in the Campaign Book (same name and letter) and start the adventure.