

EUTHIA

TORMENT OF RESURRECTION

FIERCE POWERS & CRAWLING SHADOWS SCENARIO BOOK

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INTRODUCTION

This booklet contains the rules for the different scenarios. Each scenario has a **difficulty level** (hard, heroic, or legendary) and **playtime per player** stated in each of the scenario titles.

For Example: *The Wild Run scenario has a hard difficulty level and takes 75 minutes per player.*

This booklet also contains several rule sets used by these scenarios.

RULE SET: CEMETERY TOKENS

In some scenarios, the Cemetery tokens are placed on the Map.

Anytime you enter a hex with a Cemetery token on it, you **must** flip the Cemetery token and apply the effects shown on the other side. Then, remove the token from the Map. **Do not** place any of your tokens on the hex.



Cemetery token


Elemental Powers are resolved before flipping the Cemetery token and applying its effects:

- ◆ **Fire Power:** Suffer 2 Injuries as usual. Then, immediately flip the Cemetery token and apply its effect, i.e. your Hero may not heal between these two effects.
- ◆ **Water Power:** Heal 2 Injuries as usual. If your Hero is going to use the Water Power effect, they must do so before flipping the Cemetery token and applying its effect.

If your Hero dies due to the effect of a Cemetery token, follow the steps for Death and Resurrection outside of Combat as usual (see **Rulebook, page 25**). You do not gain any of the positive effects of the Cemetery token if you are killed. In this case, leave the Cemetery token face up on the hex. Any Hero who enters the hex **must** apply the effects shown on the Cemetery token (including suffering Injuries). The token is then removed from the Map.

RULE SET: CLEANSING

In some scenarios, the Cleansing cards may be used to remove Corrupted Elementals from the Map.

If you are on a hex with a Corrupted Elemental (even those depicted on the  Fixed and Corruption Map tiles) and you meet the Cleansing requirements depicted on one of the revealed Cleansing cards (by discarding the Items and/or Silver cards shown), you may as a Free Action Cleanse the location. If you do, gain the Reward depicted on the card and remove the Corrupted Elemental standee from the hex. Leave any Interaction tokens on the hex. The Cleansing card is then discarded. At the end of your turn, reveal a Cleansing card from the Cleansing deck for each Cleansing card that



Cleansing Requirements

Reward


was discarded. If the Cleansing deck is empty, shuffle the discard pile to form a new deck.

Fellowship note: Cleansing cards are revealed at the end of the round rather than at the end of your turn.

You may now perform a Trade Action or Confront the original Elemental on that hex by following the normal rules.

If you Cleanse a Corrupted Elemental on a hex with an undefeated Monster, you must immediately perform the Combat Action. If you do not have any remaining Combat Actions left, you may not Cleanse the Corrupted Elemental, however, you may Confront it as usual.

If you Cleanse a Corrupted Elemental on a Place of Trade, remove all **Interaction tokens** from that hex and place them on the Scenario/Trade board under the Round track. They will be used during Final Scoring as usual.

If you Cleanse a Corrupted Elemental depicted on one of the  Fixed and Corruption Map tiles, follow these steps in order:

- ◆ Remove all Interaction tokens from that hex and place them on the Scenario/Trade board under the Round track. They will be used during Final Scoring as usual.
- ◆ Place a Void token on the hex, i.e. a Wasteland token, Void side up.



RULE SET: VOID TOKENS

In some scenarios, Void tokens are placed on the Map.

Hexes that are covered by Void tokens lose their Elemental Powers for the rest of the game.

You may enter, move through, or end your movement on a hex with a Void token. Consider the Void tokens as empty hexes.

RULE SET: COMPASS

In some scenarios, the Compass tiles are used to determine specific locations on the Map.

When instructed by the scenario, draw a Compass tile and use the Compass symbol on the front of the tile to determine the specific location.



Compass tile

Choose the location closest to the edge of the Map corresponding to the 1st direction (shown with a hex border on the Compass tile).



For Example: For this Compass tile, choose the location closest to the North edge of the Map, i.e. the location that is most Northerly.

If there is a tie, choose the tied location closest to the edge of the Map corresponding to the next direction (following the arrow on the Compass tile).

On the Map tiles, the small symbols on the top and bottom of the tiles correspond to North and South.



The Compass tile is discarded after the location is determined.

Note: The Compass symbol was used in the base game in the Defending the Settlements scenario. You can find a full example of determining the locations in the Scenario Book, page 16*.

* Page 11 in the first printing.

RULE SET: BLOCKING FIGURES (NOT ELEMENTALS)

In several scenarios, when you place a figure (standee or miniature) on a hex, you may be instructed that you must place it on a hex that does not have any “Blocking Figures (Not Elementals)” on it.

A Blocking Figure is **any** standee or miniature **except** for an Elemental (Corrupted or otherwise).

RULE SET: ATTACK OUTSIDE OF A COMBAT ACTION

Whenever your Hero attacks or strikes something without performing a Combat Action, they **may not** use any Items or Abilities that depict a Crossed-out Dragon icon, e.g. when attacking a Tower or Adraghor (Rise of the Soul Reaper scenario), when striking the Arcane Crystal or Arcane Barrier (Arcane Dimension scenario), etc.

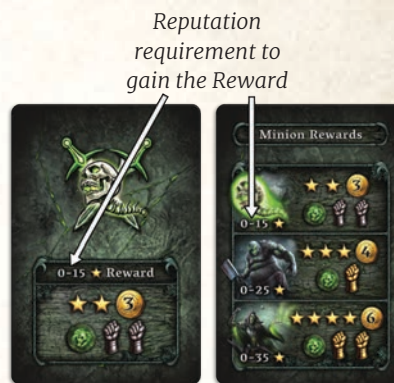


RULE SET: COMBAT WITH MINIONS

In some scenarios, the Minions are placed on the Map and the Heroes will need to fight them.

Follow the standard rules of Combat as with a Monster. The Minion card shows the Health of the Minion and the Injuries it inflicts, along with any other special Combat effects.

If you defeat the Minion and your Reputation is within the range of the Reward condition, gain the corresponding Reward shown on the Minion Rewards card or on the reverse side of the Minion card.



You may take the Minion card as a Trophy as normal unless it is the last card in the pile of that Minion’s type. If it is the last card in the pile, once Combat with a Minion is over, ensure the Minion card is placed back with the other Minion cards. You may discard a Minion card instead of a Monster card to fulfill a Quest that requires discarding a Trophy as follows:

- ◆ Flying Skull instead of a Level 1 Monster
- ◆ Rotting Butcher instead of a Level 2 Monster
- ◆ Undead Lord instead of a Level 3 Monster

Note: If you are playing as Taesiri, you may place a Hero token on your Book of Power Ability after defeating a Minion.

WILD RUN

HARD 75' / 2

Do you hear that? The noise coming out from the woods!? We must help them...before their mother crushes all our homes and stomps on all our fields.

Game length: Up to 12 game rounds.

Goal: Protect and feed Behemoth calves in all 4 Colonies.

As soon as all Colonies are saved, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table (see page 4). Use the Fixed Map tiles from the base game. Return the Fixed Map tiles from the skull expansion back to the box. The Colony Map tiles are used in this scenario, one for each Chapter I to IV.



Colony Map tiles

Take all 4 Colony cards and place them face up nearby.

Shuffle the Stomp cards and place them face down next to the Colony cards as the Stomp deck.

Place the Stomp tokens nearby.

Shuffle the Compass tiles to form a stack and place it face down next to the Stomp tokens.



Colony cards



Stomp deck



Stomp tokens



Compass tiles



Place the Initiative tokens on spaces 1, 4, and 8 on the Round track with the number side up, in ascending order. The tokens mark Behemoth's preferred Monster level (see below) and the rounds in which the preferred Monster level is changed.

Use Level 1 and Level 2 Elite Monsters (see Rulebook, page 30).

Each player begins the game with a Healing Potion.

SPECIAL RULES

When the first Map tile showing a Mountains hex with an undefeated Monster on it is revealed, place the Behemoth standee and a Stomp token, Half-Health side up, on the hex with the Mountains and the undefeated Monster. The Behemoth immediately moves (see Behemoth Movement on the right).



Stomp token with the Half-Health side up

Additionally, from now on, before each player's turn, the Behemoth moves.

Your Hero may not enter the hex with the Behemoth on.

Note: Each time the behemoth moves, you may want to take the top card of the Stomp deck and place it face down in front of the player whose turn is next to remind you that the Behemoth moves before that player takes their turn. If you do, reveal and resolve this card instead of the top card of the Stomp deck.

Wild Run Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-2P	-	1	-	1	-
	3-4P	-	2	-	1	-
	1P	1	1	1	1	-
	1P	2	1	2	1	2
	2P	2	2	2	2	2
	3P	3	4	3	3	3
	4P	4	5	4	4	4

* The specific Fixed Map tiles for both solo game modes can be found in the Rulebook, page 31.

BEHEMOTH MOVEMENT

Once the Behemoth standee has been placed on the Map, immediately, and then before each player's turn, reveal and resolve the top Stomp card. This card helps determine which Monster the Behemoth moves to and stomps on.

If the Stomp deck is ever empty, shuffle the discard pile to form a new deck.

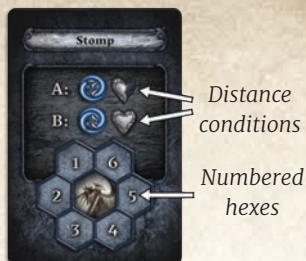
To determine which Monster the Behemoth moves to and stomps on, follow these steps:

- The Behemoth has a preferred level of Monster according to the current game round as follows:
 - Level 1 Monster in rounds 1, 2, and 3,
 - Level 2 Monster in rounds 4, 5, 6, and 7,
 - Level 3 Monster in round 8 and above.

The Behemoth will never move to a hex with a Blocking Figure (Not Elemental) on it. If there are no undefeated Monsters on the Map of the preferred level on a suitable hex, the Behemoth will instead prefer a Monster of one level lower (if possible). If there are no suitable Monsters on the Map of that level, the Behemoth will instead prefer a Monster of one level lower than that (if possible). In the unlikely event that there are no suitable Monsters on the Map, the Behemoth does not move to or stomp on a Monster. The Behemoth will never move to or stomp on a Monster of a higher level than the level preferred by the current game round.

- Once the preferred level of Monster is known, the actual Monster needs to be determined. If there is only 1 undefeated Monster on the Map of the preferred level, that is the chosen Monster. If there are 2 or more undefeated Monsters of the preferred level on the Map, first, attempt to choose one according to the Distance conditions depicted on the Stomp card:

Two Distance conditions are depicted on the Stomp card, see below for specific conditions. If condition A cannot be met, follow condition B instead.



Choose the undefeated Monster of the preferred level on the **furthest** hex in a straight line **without** a Stomp token on it.



Choose the undefeated Monster of the preferred level on the **closest** hex in a straight line **without** a Stomp token on it.



Choose the undefeated Monster of the preferred level on the **furthest** hex in a straight line **with** a Stomp token on it, **Half-Health side up**.



Choose the undefeated Monster of the preferred level on the **closest** hex in a straight line **with** a Stomp token on it, **Half-Health side up**.

If 2 or more Monsters are tied in this respect, choose the one in the direction with the lowest number as indicated on the Numbered hexes on the Stomp card.

If there are no Monsters of the preferred level in a straight line from the Behemoth, reveal the top Compass tile. Follow the standard **Compass** rules on **page 2** to determine the Monster the Behemoth will move to and stomp on.

3. Move the Behemoth to the chosen Monster.

Notes:

New Map tiles are not revealed when the Behemoth enters a hex on the edge of the Map.

The Behemoth's movement is considered to be a Teleport, therefore it cannot be blocked and a Hero cannot be killed by the Behemoth's movement on the Map.

If the Behemoth moved, when it ends its movement:

- ◆ If there is no Stomp token on the hex it is on, place a Stomp token on the hex, Half-Health side up. **The hex is not yet liberated**, see **Fight a Stomped Monster** on the right.



Half-Health

- ◆ If there is a Stomp token on the hex it is on, flip that token to its Carcass side. The Monster on the hex is defeated and the hex is liberated for the remainder of the game. Leave the Stomp token on the hex, you will need it to feed the Behemoth calves in the Colonies (see **Protect and Feed the Behemoth Calves** on the right).



Half-Health Carcass

For example: It is round 5 and so the Behemoth attempts to stomp on a Level 2 Monster. There are no Level 2 Monsters on the Map, therefore the Behemoth attempts to stomp on a Level 1 Monster. There are no Level 1 Monsters in a straight line from the Behemoth without a Stomp token on their hex (Distance condition A), however there are Level 1 Monsters in a straight line from the Behemoth with a Stomp token on their hex. The closest Level 1 Monsters (Distance condition B) are both at a Distance of 2, one in direction 4 and one in direction 6. The Behemoth stomps on the Level 1 Monster in direction 4 because it is the lower number. Place the Behemoth on that hex, flipping the Stomp token on that hex to its Carcass side.



FIGHT A STOMPED MONSTER

If your Hero enters a hex with a Stomp token on it that is Half-Health side up, perform a normal Combat Action except for the following:

- ◆ Immediately after drawing a Monster card, place your Hero's Damage tokens on it with a total value equal to half of the Monster's Health, rounded down.
For example: The Monster's Health is 11. Immediately place your Hero's Damage tokens with a total value of 5 on the Monster card.
- ◆ If the Monster is defeated, remove the Stomp token from the Map. Gain 1 fewer Reputation from the Reward depicted on the Monster card. Take the Loot and Trophy (if you want), and place the appropriate tokens on the Map as usual.
- ◆ If your Hero is killed, leave the Stomp token on the hex and proceed with the Death and Resurrection during Combat as usual, see **Rulebook, page 25**.

PROTECT AND FEED THE BEHEMOTH CALVES

To protect and feed a Behemoth calf, you must either defeat a non-stomped Monster or Elite Monster next to a Colony or bring a Carcass or Trophy to a Colony.

If you defeat a Monster or an Elite Monster on a hex **without** a Stomp token on it that is adjacent to a Colony, after the Combat ends, place one of your Hero tokens on the corresponding Colony card. If the hex is adjacent to more

than one Colony, choose one of them and place one of your Hero tokens on the corresponding Colony card.

To get a Carcass, enter a hex with a Stomp token on it, Carcass side up. Take the Stomp token and place the appropriate token(s) on that hex as if you had defeated that Monster (1 Hero token, 1 Trade token, or 2 Interaction tokens). Do not take any Loot from that hex. You do not gain any Reward you would normally get from defeating that Monster. The Stomp token is now a Carcass and is considered to be an Item, therefore you must carry it in one of your Sacks.

If you enter a Colony and you have a Carcass (Stomp token), you may return the Stomp token to the supply and gain the Carcass Reward depicted on the corresponding Colony card. Place one of your Hero tokens on the corresponding Colony card.



Reward for a Carcass
Reward for a Level 1 Trophy

If you enter a Colony and you have a Trophy which is depicted on the corresponding Colony card, you may discard the Trophy to the appropriate discard pile and gain the Trophy Reward depicted on the corresponding Colony card. Place one of your Hero tokens on the corresponding Colony card.

You may enter, move through, or end your movement on the Colony hex even if you do not have a Hero token on the corresponding Colony card. The only restriction applies for the Portal depicted on each Colony hex. You cannot use that Portal until you have at least one of your Hero tokens on the corresponding Colony card.



Portal on a Colony hex

There is a limit on the total number of Hero tokens that may be placed on each Colony card of three times the number of players. Once this limit has been reached, that Colony is considered to be saved and no player may place any more Hero tokens on it (see **Saving a Colony** below).

SAVING A COLONY

A Colony is saved when there are a number of Hero tokens on the Colony card equal to three times the number of players (a 1-player game is an exception, see **1-Player Game Exceptions** on the right).

When a Colony is saved, set aside the Hero tokens on the Colony card and flip the Colony card to the opposite side.

According to the number of each player's Hero tokens that were on that Colony card, place one of each those players Hero's token on the appropriate slot on the Colony card's opposite side: The player who had the most Hero tokens on the Colony card places one of their Hero tokens on slot 1, the player who had the second most Hero tokens on the card places one of their Hero tokens on slot 2, and so on.

If multiple players had the same number of Hero tokens on the Colony card, place one of each of those player's Hero

tokens on the same slot. The following slot(s) are then skipped (skip 1 slot if 2 Hero tokens were placed on the same slot and skip 2 slots if 3 Hero tokens were placed on the same slot).

Once all players who had Hero tokens on the Colony card have placed a Hero token in one of the slots, return the set aside Hero tokens to their respective players.

Once all Colonies have been saved, the game ends at the end of the current round.

For example: In a 3-player game, a Colony is saved if there are 9 Hero tokens on the Colony card. Both Skoldur and Taesiri have 4 Hero tokens on the Colony card while Dral has 1 Hero token on the Colony card. The Colony is saved. The Colony card is flipped and one of each of Skoldur's and Taesiri's Hero tokens are placed on slot 1 on the flipped card. Slot 2 is skipped. One of Dral's Hero tokens is then placed on slot 3 on the flipped card.



1-PLAYER GAME EXCEPTIONS

In a 1-player game, a Colony is saved when there are 6 Hero tokens on the Colony card, i.e. the same number as in a 2-player game.

Whenever the Stomp card is revealed, place one or two Hero tokens (as depicted on the Stomp card) of a Hero you are not using in this game on the lowest-numbered Colony card of a Colony that has been revealed on the Map but has not yet been saved. If there is no such Colony or the Stomp card does not show any Hero tokens, do not place any.

Hero token on a Stomp card



If a Stomp card depicts 2 Hero tokens and a Colony is saved by placing the first one, place the second Hero token on the next Colony card in order.

FINAL SCORING

In addition to normal scoring, each Hero gains Reputation according to the number of Colonies they have a Hero token on and, for each Colony, the slot which their Hero token is on. See the tables to the right.

Number of Colonies	★	#	★
1	1	1	5
2	3	2	3
3	6	3	1
4	10	4	0

If multiple players have their Hero token on the same slot on the Colony card, sum the Reputation for that slot and each following skipped slot and divide the result by the number of players that have a Hero token on that slot, rounding down.

For example: Two players have their Hero token on slot 1 of a Colony card, gaining 4 Reputation for each of them $(5 + 3) / 2 = 4$. The third player has their Hero token on slot 3, gaining 1 Reputation.

THE FOG OF NECROMANCY

HARD / HEROIC 90' /

A thick, unnatural fog crawls across the land as it pierces your heart with its cold, frightening claws. Hurry! There's no time to lose! Find the source of the necromancer's growing power hidden somewhere in this corrupted haze.

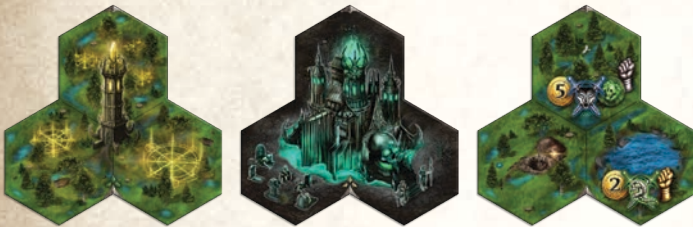
Game length: According to the chosen difficulty, up to 9 or 11 game rounds (up to 11 or 13 game rounds in a 1-player game).

Goal: According to the chosen difficulty, find a way through the fog to the Necromancer's Lair before the end of round 9 or 11 (end of round 11 or 13 in a 1-player game).

As soon as the Map tile with the Necromancer's Lair is revealed, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. Use the Fixed Map tiles from the expansion. Return the Fixed Map tiles from the base game back to the box.

The Tower Map tiles as well as the Necromancer's Lair Map tile are used in this scenario. Also, always use the Corruption Map tiles as described in the **Rulebook, page 7.**



Example of a Tower

Necromancer's Lair

Example of a Corruption Map tile

Return all Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.

Caution: Playing with the Faer Rituals and the Pegasus game module in a 1-player game is significantly more difficult and we do not recommend it.

Starting with the space to the North of the Church Map tile and proceeding clockwise, reveal and place 6 Map tiles around the Church, i.e. all hexes around the Church Map tile are then revealed.



Separate the Tower Quest cards according to their color and place them all in a single pile nearby.

The Fog of Necromancy Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-4P	1	1	1	1	1
	1P	3	2	2	2	1
	2P	2	3	2	2	1
	3P	2	5	4	5	2
	4P	2	7	6	6	3

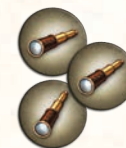
* The specific Fixed Map tiles for both solo game modes can be found in the **Rulebook, page 6.**

Place 1 Spyglass token on each player's Hero board and all the remaining Spyglass tokens nearby.

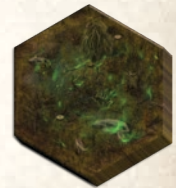
Place a stack of Wasteland tokens nearby, Void side up (referred to in this scenario as Void tokens).



Tower Quest cards



Spyglass tokens



Void tokens



Compass tiles



Cemetery tokens

Create separate stacks of shuffled Compass tiles and Cemetery tokens and place them face down nearby.

Choose one of two difficulty levels for this scenario - Hard or Heroic. The difficulty determines the length of the game and the rounds in which the Corrupted Elementals are placed around the Towers.

1. Hard difficulty

- ◆ **Game length:** Up to 11 game rounds; up to 13 game rounds in a 1-player game.
- ◆ **Corrupted Elementals placed:** Round 4, 7, and 10; round 5, 8, and 11 in a 1-player game.

2. Heroic difficulty

- ◆ **Game length:** Up to 9 game rounds; up to 11 game rounds in a 1-player game.
- ◆ **Corrupted Elementals placed:** Round 4, 7, and 9; round 5, 8, and 10 in a 1-player game.

According to the chosen difficulty level, place the Initiative tokens on spaces 4, 7, and 10 (5, 8, and 11 in a 1-player game) for Hard difficulty or spaces 4, 7, and 9 (5, 8, and 10 in a 1-player game) for Heroic difficulty on the Round track with the number side up, in ascending order. The tokens mark the rounds in which the Corrupted Elementals are placed.

For example: For Hard difficulty level, place Initiative token “1” on space 4, Initiative token “2” on space 7, and Initiative token “3” on space 10 on the Round track.



Place the Cleansing cards in a deck nearby, face down. Reveal the top 2 cards (you may want to leave one on top of the deck to save space). See page 2 for the full rules on Cleansing.



Cleansing cards

Use Level 1 and Level 2 Elite Monsters (see Rulebook, page 30).

Each player begins the game with 4 Gold and a Healing Potion.

SPECIAL RULES

SPYGLASS TOKENS

A Spyglass token is not considered to be an Item, therefore you do not carry it in one of your Sacks. Spyglass tokens are used to reveal Map Tiles in this scenario.

REVEALING MAP TILES

Map tiles are not revealed as normal in this scenario. Instead, whenever your Hero enters a hex on the edge of the Map and you have at least one Spyglass token on your Hero

board, you **must** spend a Spyglass token and add one Map tile to the Map. If there is more than one place to add a Map tile, choose where you want to add a Map tile before you draw it from the stack. If there is another space to add a Map tile and you still have at least one Spyglass token on your Hero board, you **must** spend another Spyglass token and add another Map tile to the Map. Gain 1 Reputation and 2 Gold for each Map tile you placed.

For example: Playing as Maeldur, the player has 2 Spyglass tokens. Maeldur enters the edge of the Map. There are 2 places to add a Map tile to the Map. The player chooses a space next to Maeldur (A), spends a Spyglass token (B), and adds a Map tile to the Map (C).



There is still one place for a Map tile next to Maeldur (D), therefore the player must spend their last Spyglass token (E) to reveal one more Map tile (F). The player immediately gains 2 Reputation and 4 Gold.



Note: You **may** still enter the edge of the Map even if you do not have a Spyglass token on your Hero board.

THROUGH THE FOG

When a player reveals a Tower Map tile, take all Tower Quest cards of the matching color, shuffle them, and randomly

choose a number of them equal to the number of players +2, placing them face down as the Tower Quest deck for that Tower color. Return the rest of the Tower Quest cards for that Tower color back to the box unseen.

- ◆ 1 player: 3 cards
- ◆ 2 players: 4 cards
- ◆ 3 players: 5 cards
- ◆ 4 players: 6 cards



Reveal the top 2 cards from the deck and place them face up (you may want to leave one on top of the deck to save space).

Then, place a Cemetery token on each hex surrounding the newly revealed Tower (see **Cemetery Tokens**, page 2).

FULFILLING TOWER QUEST CARDS



If you enter a Tower (in the center of the Tower Map tile), you may fulfill one or both of the corresponding Tower Quest cards as a Free Action if you meet the requirements of the Quest as depicted on the card (discard Silver and/or Gold cards and/or Item(s) shown). If you do, gain the Reward depicted on the card

(including Spyglass token(s)) and discard the Tower Quest card to the appropriate discard pile.

Note: If there is a slash symbol as a part of the Tower Quest requirements, you may choose to discard either what is to the left or right of the slash.

After entering a Tower and deciding whether to fulfill any Tower Quest cards, Teleport your Hero up to 4 hexes away; always Teleport at least 1 hex away. You must Teleport your Hero, even if you did not fulfill a Tower Quest card.

At the end of your turn, reveal a Tower Quest card from the deck for each card that was discarded. If the Tower Quest deck is empty, no more Tower Quests may be fulfilled at that Tower.

Note: Unlike the Encounter cards, the Tower Quest cards are not used for Final Scoring.

PLACING CORRUPTED ELEMENTALS

At the beginning of Round 4 (Round 5 for a 1-player game), players check if all Chapter II Map tiles are revealed to determine how many Corrupted Elementals are placed on the Map.

- ◆ If all Chapter II Map tiles are revealed, only 1 Corrupted Elemental is placed.
- ◆ If there is at least one Chapter II Map tile left in the Map tile stack, i.e. not revealed, Corrupted Elementals are placed as follows:
 - 1-player game: 2 Corrupted Elementals
 - 2- and 3-player game: 3 Corrupted Elementals

○ 4-player game: 4 Corrupted Elementals

Corrupted Elementals are placed on the closest Places of Trade and/or closest non-Corrupted Elementals to the center of the Chapter I Tower Map tile (the blue Tower). Place the Corrupted Elemental standees on the corresponding locations. Leave all Trade and Interaction tokens on the locations.

It is not possible to place Corrupted Elemental on a location with one or more Heroes. Ignore such locations when placing Corrupted Elementals. A Corrupted Elemental may be placed where there is a Familiar and no Heroes.

If there is then a tie for closest location between Dragonslayer Towers and other locations, Dragonslayer Towers take priority.

Remember: The center of Dragonslayer Towers, i.e. a Special tile, is considered to be at a distance of 1 from all other hexes on that tile.

In all other cases of a tie, use the **Compass** rules as described on page 2 to decide between the tied locations.

Proceed in a similar way at the beginning of Rounds 7 and 10, but instead check if all Chapter III (Round 7) or Chapter IV (Round 10) Map tiles have been revealed and place the Corrupted Elementals on the closest Places of Trade and/or closest non-Corrupted Elementals to the center of the yellow Chapter II Tower Map tile (Round 7) or red Chapter III Tower Map tile (Round 10). If that Tower Map tile has not yet been revealed, use the Tower Map tile from the closest Chapter to that one.

Note: For the Heroic difficulty and a 1-player game, proceed with the relevant Rounds, see pages 7 and 8.

For example: In a 3-player game, there is one Chapter II Map tile left in the Map tile stack at the beginning of round 4, so a Corrupted Elemental is placed on each of the three Places of Trade and non-Corrupted Elemental locations closest to the blue Tower.

The first two Corrupted Elementals are placed on the Merchants and the Earth Elemental closest to the blue Tower (both at a distance of 2).

There are an Alchemists and an Air Elemental location that are equally close to the blue Tower (both at a distance of 3). According to the revealed Compass tile, the third Corrupted Elemental should be placed on the location closest to the East edge of the Map (as indicated by the hex border around that direction on the Compass tile). The third Corrupted Elemental is placed on the Air Elemental because that location is closer to the East edge of the Map than the Alchemists.



CORRUPTED ELEMENTAL STANDEES

You cannot perform a Trade or Combat Action, or Confront the original Elemental, on a location with a Corrupted Elemental standee unless the location is Cleansed, see **Cleansing, page 2**. Also, the Elemental Power of the original Elemental does not apply until the location is Cleansed. The Corrupted Elemental may instead be confronted by following the standard rules, but only if you do not have one of your Interaction tokens for confronting the original Elemental on that hex.

THE EDGE OF THE FOG

Whenever the Map tile with the Necromancer's Lair is revealed, the player who has revealed it gains 2 Reputation,

HEADHUNTING

A vicious hydra awakens from its deep slumber with an insatiable hunger. With so many mouths to feed, it eats everything it sees, growing in power with every meal.

Game length: According to the chosen difficulty, up to 8 or 9 game rounds.

Goal: According to the chosen difficulty, defeat the Hydra before the end of round 8 or 9.

As soon as the Hydra is defeated, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table (see **page 11**).

Do not choose Encounter Map tiles randomly, but always use Occultist (Chapter II) and Weaponsmith (Chapter II). In a game of 3 or 4 players, also randomly choose one other Encounter from Chapter II.



Occultist



Weaponsmith

Take all Hydra cards corresponding to the number of players (shown on the card's reverse side) and return the others to the box. Create the face-up deck of Hydra cards with the highest level (shown on the card's reverse side) at the bottom and the remaining cards placed on top in descending order.

Shuffle the Hydra Moves cards to form a Hydra Moves deck and place it face down next to the Hydra deck.

Place the Hydra Weakening card and the Ferocity card nearby. Also, place one Hero token of a Hero you are not using in this game (referred

Number of players



Hydra's level

and the game ends at the end of the current round. Players can still fulfill the Tower Quests.

SCENARIO RESOLUTION

- ◆ If the Necromancer's Lair is found, each hero gains 10 Reputation. Additionally, gain 1 Reputation for each Spyglass token on your Hero board.
- ◆ If the Necromancer's Lair is not found by the end of round 11, the Heroes have failed.
Note: For the Heroic difficulty and a 1-player game, use the relevant Rounds, see pages 7 and 8.

Whichever the outcome, proceed to Final Scoring as normal. Remember to count Interaction tokens placed on the Scenario/Trade board towards a Hero's final score.

HEROIC / LEGENDARY 100' / 3

to in this scenario as the Food token) to the right of the number 4 on the Ferocity card.

Create separate stacks of shuffled Acid and Cemetery tokens and place them next to the Ferocity card, face down.

Place the Wasteland tokens nearby, Swamp side up (referred to in this scenario as Swamp tokens).



Hydra deck



Hydra Moves deck

Food token



Hydra Weakening card



Ferocity card



Acid tokens



Cemetery tokens



Swamp tokens

Choose one of two difficulty levels for this scenario - Heroic or Legendary. The difficulty determines the length of the

game and therefore the number of rounds the players have for defeating the Hydra.

1. Heroic difficulty

- ◆ **Game length:** Up to 9 game rounds.

2. Legendary difficulty

- ◆ **Game length:** Up to 8 game rounds.

Use Level 1 and Level 2 Elite Monsters (see **Rulebook**, page 30).

Each player begins the game with a **Healing Potion**.



Light Flask

Also, each player places a **Light Flask** on the Hero slot that depicts Fire Essence (that slot begins the game unlocked). You may not remove the Light Flask from this slot during the game, as the Light Flask is required to attack the Hydra. However, you may upgrade it as described on page 14.

SPECIAL RULES

THE HYDRA APPEARS

When the first Map tile with Mountains on one of its hexes is revealed, immediately place a Swamp token on the hex with the Mountains (even if there is an undefeated Monster on the hex), and place a Cemetery token face down on top of it (see **Swamp Token** below). If the Map tile contains two hexes with Mountains, place a Swamp token on the hex with an undefeated Monster.

At the beginning of the next round, place the Hydra standee on that Swamp token. If your Hero is on that hex, your Hero is killed, follow the steps described in the **Death of a Hero** section on page 14.

THE HYDRA

Your Hero cannot enter a hex with the Hydra on it.

Each time your Hero enters an hex adjacent to the hex with the Hydra on it, suffer the Area Attack Injuries depicted on the revealed Hydra card. If your Hero is killed by those Injuries, follow the steps described in the **Death of a Hero** section on page 14.



Area Attack

SWAMP TOKEN

Whenever a Swamp token is placed on a hex, immediately place the top Cemetery token face down on the Swamp token so that the Injury symbol on the Swamp token is still visible.



The original location in a hex with a Swamp token is considered to be destroyed (including any undefeated Monster on it) for the remainder of the game, i.e. you may not interact with the original location in any way.

You may enter, move through, or end your movement on a hex with a Swamp token, however, whenever you enter such a hex, you immediately suffer 1 Injury.

Headhunting Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	-
	2-4P	3	3	3	3	-
	1-2P	-	!	-	-	-
	3-4P	-	!	-	-	-
	1P	1	3	3	3	3
	2P	1	4	4	4	3
	3P	1	5	5	5	5
	4P	1	6	6	6	6

* The specific Fixed Map tiles for both solo game modes can be found in the **Rulebook**, page 31/ **Rulebook**, page 6.

Note: If a hex with a Swamp token is influenced by Water Power, the Water Power effect is reduced and the Hero heals 1 Injury instead of 2.

See **Cemetery Tokens** on page 2 for details on what to do when you enter a hex with a Cemetery token. The Swamp token remains even if the Cemetery token is removed.

HYDRA MOVEMENT

Once the Hydra standee has been placed on the Map, at the end of each round and every time at least one Ferocity Boundary is crossed (see **Attack the Hydra**, page 13), reveal and resolve the top Hydra Moves card. This card helps determine which Monster the Hydra moves to and devours.

The Hydra always attempts to move to and devour an undefeated Monster in a straight line from the hex it is standing on that is within range of the movement it has. To determine which Monster the Hydra moves to and devours, follow these steps:

1. Locate all of the undefeated Monsters in a straight line of hexes from the Hydra that are within range of the movement it has. The Hydra's Movement is given by the Move points on the Move symbol on the Hydra card added to any additional Move points on the revealed Hydra Moves card.
2. Of these undefeated Monsters, locate all of the level currently preferred by the Hydra. This depends on the Hydra's current Ferocity level, indicated by the space with the Food token on the Hydra Ferocity card:

- ◆ Level 1 Monster if the Ferocity level is I,
- ◆ Level 2 Monster if the Ferocity level is II,
- ◆ Level 3 Monster if the Ferocity level is III.



Ferocity level

Spaces for tracking Food and Damage

Each Ferocity level is divided into either 2 (level II and III) or 3 (level I) spaces on the Ferocity card. At the start of this scenario the Food token is on the space showing a 4, indicating the Hydra's Ferocity level is I and the Hydra prefers to devour a level 1 Monster.

If none of the undefeated Monsters located in step 1 are of the preferred level, the Hydra will instead prefer to devour a Monster of one level lower (if possible). If none of the undefeated Monsters located in step 1 are of that level, the Hydra will instead prefer to devour a Monster of one level lower than that (if possible). If none of the undefeated Monsters located in step 1 are of an appropriate level, the Hydra moves to the furthest hex without a Monster. Without placing a Swamp and a Cemetery token on that hex, repeat step 1 to locate Monsters in a straight line from the Hydra and continue with the step 2 onwards. If again none of the undefeated Monsters located in step 1 are of an appropriate level, the Hydra moves to the furthest hex without a Monster possible and stays there (without placing a Swamp token and a Cemetery token on that hex). The Hydra will never move to or devour a Monster of a higher level than the level preferred by its Ferocity level.

3. If there are still 2 or more Monsters that may be moved to and devoured, choose the one that is furthest from the Hydra. In case of a tie for furthest, choose the one in the direction that has the lowest number as indicated on the Numbered hexes on the Hydra Moves card.



4. Move the Hydra to the chosen Monster.

Notes:

New Map tiles are not revealed when the Hydra enters a hex on the edge of the Map.

If you are playing with the Corruption Map tiles, the Minions depicted on their hexes are considered to be standard Monsters as follows:

- ◆ Flying Skull as a Level 1 Monster
- ◆ Rotting Butcher as a Level 2 Monster
- ◆ Undead Lord as a Level 3 Monster

For example: The Hydra's Ferocity level is III and it has 4 Move points in total (3 from the Hydra card and an additional 1 from the revealed Hydra Moves card). There are no Level 3 Monsters on the Map, but there are two Level 2 Monsters in a straight line of hexes within range of the Hydra's movement. Both are 3 hexes away from the Hydra's current position, one in direction 2 and one in direction 4 as shown on the revealed Hydra Moves card. Therefore the Hydra moves 3 hexes in direction 2 because it is a lower number. The Monster in that hex will be devoured.



If the Hydra enters the hex with your Hero on it, your Hero is killed.

Each time the Hydra enters a hex adjacent to the hex with your Hero on it, your Hero suffers the Area Attack Injuries depicted on the revealed Hydra card along with any additional Area Attack Injuries shown on the revealed Hydra Moves card.



Whenever your Hero is killed by Hydra's movement (either by its Area Attack or by it entering the hex with your Hero), follow the steps described in the **Death of a Hero** section on page 14.

When the Hydra ends its movement, follow these steps in order:

1. Place a Swamp token on the hex where the Hydra's movement ended.
2. According to the level of the Monster on that hex, move the Food token on the Ferocity card as follows:
 - ◆ **Level 1 Monster:** Move the Food token 1 space up (indicating 1 Food).
 - ◆ **Level 2 Monster:** Move the Food token 2 spaces up (indicating 2 Food).



- ◆ **Level 3 Monster:** Move the Food token 3 spaces up (indicating 3 Food).

3. Add any additional Food shown on the revealed Hydra Moves card (the number in the Food icon), i.e. move the Food token up by a number of spaces equal to the value in the Food icon.



Additional Food

4. If the Food token reaches the space depicting an Acid token (or would move above it), take the top Acid token from the stack and place it face down on the Round track, on the space depicting the next round. The effect of that Acid token will be resolved at the beginning of that round (see **Acid Tokens** below). Then move the Food token back to the space showing a 4. Any remaining movement of the Food token is ignored. **Note:** There can be more than one Acid token on the same space on the Round track. This means all Acid token effects are resolved at the beginning of the next round.

For example: The Food token marks space 4 (A). The Hydra gets 3 Food in total (1 from the Level 1 Monster it devoured and an additional 2 from the Hydra Moves card) (B). The Food token should be moved up 3 spaces. However, after moving it up 2 spaces, the Food token reaches the space depicting an Acid token (C). It is currently round 3, so take the top Acid token from the stack and place it face down on space 4 on the Round track. Then move the Food token back to space 4 (D). At the beginning of Round 4, flip the Acid token on the Round track and resolve its effect (E). In this case, all Heroes suffer 2 Injuries.



5. Discard the Hydra Moves card to the appropriate discard pile. Any additional Area Attack from that card no longer applies.

ACID TOKENS

At the start of each round, resolve any Acid tokens on the space of the Round Track depicting that round.

Each Acid token may have the following effects:

- ◆ **Injuries:** Each Hero suffers the Injuries shown. If your Hero is killed by this effect, follow the steps described in the **Death of a Hero** section on page 14.
- ◆ **Exhaust General Ability:** Each Hero must exhaust one Ability / First Strike Ability of their choice trained on their Hero board.

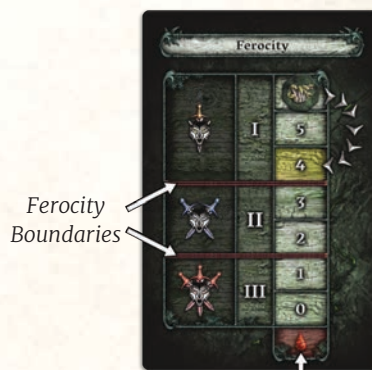


If you do not have any not exhausted Abilities / First Strike Abilities on your Hero board, ignore this part of the Acid token's effect. An Ability with the "Permanent effect" Timing icon may not be exhausted in this way.

ATTACK THE HYDRA

On your turn, at any time outside of Combat, if your Hero is on a hex adjacent to the hex with the Hydra on it, you may choose to attack the Hydra by using (exhausting) the Light Flask on your Hero board. Follow these steps:

1. Perform a normal First Strike and a normal Hero Attack Phase, moving the Food token on the Ferocity card down as many spaces as Damage caused. For each Ferocity Boundary (marked with double red line on the Ferocity card) crossed by the Food token, place a 1 Damage token next to the Hydra Weakening card. If the Food token reaches the red blank space at the bottom of the track, also place a 1 Damage token next to the Hydra Weakening card. Any remaining Damage is then dealt in full by placing Damage tokens next to the Hydra Weakening card equal to that Damage.



Red blank space

2. If the total value of Damage tokens next to the Hydra Weakening card is greater than the Hydra's remaining Health, discard any excess Damage. The Hydra's remaining Health is equal to the Health value shown on the revealed Hydra card minus the total value of all Damage tokens already on the Hydra Weakening card.



Slot for Damage tokens

3. Place the remaining Damage tokens on the slot for Damage tokens on the Hydra Weakening card. **For example:** The Food token marks space 4. Dral attacks the Hydra, causing 6 Damage by performing his First Strike and Hero Attack Phase. Dral deals 4 Damage to the Hydra (2 for crossing both Ferocity Boundaries, 1 for reaching the red blank space, and the 1 remaining). As the Hydra has not yet taken

any damage, this is well below the Hydra's remaining Health, so all 4 Damage is placed on the Hydra Weakening card.



4. If the Hydra is defeated by your attack, i.e. the total Damage on the Weakening card is equal to the Hydra's Health value, see **Final Blow: Hydra** below and skip the remainder of these steps.

5. Suffer the Counterattack Injuries depicted on the revealed Hydra card. Also, either discard Silver cards, discard Gold cards, or suffer additional Injuries as shown.



If your Hero is killed by the Hydra's Counterattack, follow the steps described in the **Death of a Hero** section below.

Whether your Hero is killed or not, continue with the steps shown here.

6. If at least one Ferocity Boundary is crossed during your attack, reveal the top Hydra Moves card and perform all steps for moving Hydra's movement as described in the **Hydra Movement** section on page 11.

7. If the Hydra is not defeated, but the total value of all Heroes' Damage tokens placed on the Hydra Weakening card reaches or exceeds the Hydra's Milestone Health value, place the revealed Hydra card to the bottom of the Hydra deck to reveal the next level Hydra card. Keep all Damage tokens on the Hydra Weakening card. Repeat this step if necessary until the revealed Hydra card has a Milestone Health value greater than the total value of all Damage tokens on the Hydra Weakening card.

Milestone Health



For example: With the latest Hero attack on the Hydra, the total value of all Damage tokens on the Hydra Weakening card increased to 19. The Milestone Health of 18 shown on the currently revealed Level 2 Hydra card was reached. Place the Hydra card to the bottom of the Hydra deck to reveal the Level 3 Hydra card. The Level 3 Hydra card has a Milestone Health value of 28, greater than the total value of the Damage tokens, so that Hydra card remains for now.



Light Flask

The Light Flask is used to attack the Hydra, i.e. you must exhaust the tile to attack it. If the tile is already exhausted, you may discard any Gem (except Diamond and Demon Stone) to ready it again. Otherwise, ready the tile at the beginning of each round as usual.



You may also upgrade the Light Flask. Discard a Water Essence and a Gaar token and flip the tile on your Hero board. From now on, add 1 to the Hero's Combat Value and deal 1 additional Damage when attacking the Hydra (during the First Strike if you perform one or during the Hero Attack Phase otherwise).



HYDRA WEAKENING REWARDS

Whenever **your** Hero's Damage tokens are of at least the corresponding value shown on the Hydra Weakening card, you may decide to gain the corresponding Reward at any liberated Place of Trade you visit. You do not have to perform a Trade Action to get the Reward at that Place of Trade. Place one of your Hero tokens on the corresponding slot on the Hydra Weakening card to gain the Reward shown. Do not remove any Damage tokens from the Hydra Weakening card. You may only have one of your Hero tokens on each slot, however, you may gain multiple Rewards at a time, placing a Hero token on each corresponding slot.



FINAL BLOW: HYDRA

The attack that places Damage tokens on the Hydra Weakening card such that the total damage on it equals the Hydra's Health is called the Final Blow.

Hydra's Health



If you deal the Final Blow:

- ◆ Gain 2 Reputation.

Note: You will not gain 2 Reputation for the Final Blow in the Solo Game.

The Hydra is now defeated and the game ends at the end of the current round. Players can still gain Rewards from the Hydra Weakening card.

DEATH OF A HERO

Whenever the Hydra's movement, Area Attack, Counterattack, initial placement, or Acid token kills your Hero, follow these steps:

1. Place your Hero in the Church.
2. Restore your Hero to Maximum Health.
3. Lose 1 Reputation (even below zero).
4. Take a Healing Potion tile.
5. Play then continues as normal.

SCENARIO RESOLUTION

- ◆ If the Hydra is defeated, Euthia is saved from its ferocity. Each hero gains 10 Reputation.
- ◆ If the Hydra is not defeated by the end of round 9 (Heroic difficulty) or 8 (Legendary difficulty), the Heroes have failed.

Whichever the outcome, proceed to Final Scoring as normal. In addition to normal scoring, gain any Reputation from the Hydra Weakening card you would gain at a Place of Trade for your Damage dealt for which you do not have a Hero token on the corresponding slot yet. The rest of the Reward is lost.

For example: Keleia dealt 27 Damage to the Hydra during the game but you only have your Hero tokens on the first three slots (4+, 9+, and 15+ Damage dealt). Since Keleia dealt more than 22 Damage to the Hydra, gain an additional 5 Reputation as shown on the right of the corresponding slot on the Hydra Weakening card. Both the 8 Gold and the Healing effect are lost.



RISE OF THE SOUL REAPER

HEROIC / LEGENDARY 120' /

A twisted necromancer thirsts for power. Inch by inch, his unholy magic creeps over grass, tree, and stone, leaving corruption in its wake. Left unchecked, it will consume everything...

Game length: According to the chosen difficulty, up to 9 or 10 game rounds.

Goal: According to the chosen difficulty, destroy the Corrupted Barrier and defeat Adraghor the Soul Reaper before the end of round 9 or 10.

As soon as Adraghor has been defeated, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. Use the Fixed Map tiles from the expansion. Return the Fixed Map tiles from the base game back to the box. The Tower Map tiles as well as the Necromancer's Lair Map tile are used in this scenario.

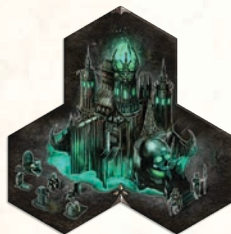
Rise of the Soul Reaper Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-4P	1	1	1	1	1
	1-2P	2	3	3	2	2
	3P	3	3	4	3	3
	4P	4	4	4	3	3

* The specific Fixed Map tiles for both solo game modes can be found in the Rulebook, page 6.



Example of a Tower



Necromancer's Lair

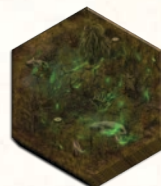
Return all Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.



Corrupted Essence

Take the Adraghor card corresponding to the number of players (shown on the top right of the card) and place it with the Corrupted Barrier side face up nearby. Place the corresponding number of Corrupted Essences on the slot at the bottom of the card. Return the rest of the Adraghor cards to the box.

Slot for Corrupted Essences



Void tokens



Adraghor card for a 2-player game



Tower cards for a 2-player game

Take the Tower cards (one Tower of each color - blue, yellow, red, and green) corresponding to the number of players (shown on the top right of the Tower cards) and return the others to the box. Place the Tower cards next to the Adraghor card, face up.

Place the stack of Wasteland tokens next to the Tower cards, Void side up (referred to in this scenario as Void tokens).

Sort the Minion cards into piles based on their type and place them face up nearby. All Minion cards showing the same Minion are identical. Place Expel cards next to them face up. Also, place a Reward card next to the Minion cards, Minion Rewards side up.




Minion cards

Reward card



Expel cards

Create the Evocation deck as follows:

- ◆ Separate the Evocation cards according to their Level (1 & 2).
- ◆ Shuffle all Level 2 cards and place them face down in a pile without looking at them.
- ◆ Use all Level 1 cards that depict an icon **equal to or lower than** the number of players.  *Number of players icon*
For example: In a game of 2 players, use all cards that depict the One-player and Two-player icons.
- ◆ Shuffle the chosen Level 1 cards and place them face down on the pile of Level 2 cards.
- ◆ Return any unused Level 1 cards to the box.

Note: Whenever the Evocation deck is empty and you need to draw another card, shuffle all discarded Level 2 Evocation cards to form a new deck. The Level 1 Evocation cards are not used again.

Shuffle the Compass tiles and Cemetery tokens to form two separate stacks and place them next to the Evocation deck, face down.



Evocation deck

Compass tiles

Cemetery tokens

Choose one of two difficulty levels for this scenario - Heroic or Legendary. The difficulty determines the length of the game and therefore the number of rounds the players have for defeating Adraghor, the Soul Reaper.

1. Heroic difficulty

- ◆ **Game length:** Up to 10 game rounds.

2. Legendary difficulty

- ◆ **Game length:** Up to 9 game rounds.

Place the Cleansing cards in a deck nearby, face down. Reveal the top 2 cards (you may want to leave one on top of the deck to save space). See page 2 for the full rules on Cleansing.



Cleansing cards

Each player begins the game with a **Healing Potion**, 5 **Gold**, and 2 **Reputation**. Note that Heroes do not start with any of their Hero tiles Unveiled; they must perform the Trade Action to Unveil them as normal.



Hollow Wand

Also, each player places a **Hollow Wand** on the Hero slot that depicts Fire Essence (that slot begins the game unlocked). You may not remove the Hollow Wand from this slot during the game, as the Hollow Wand is required to expel the Minions.

SPECIAL RULES

You cannot enter the center of the Tower Map tiles in this scenario.

THE MINIONS EMERGE

Each time a Tower Map tile is revealed (including the first, the one with the Blue Tower in Chapter I), carry out the following steps in order:

1. Place the Adraghor standee on the Tower, i.e. at the center of the Map tile.
2. Reveal the top Evocation card. This indicates where Minions and the Cemetery are placed (if any) on the Tower Map tile. Place the corresponding standees and the top Cemetery token, face down, on the respective hexes.

For example: Place the Rotting Butcher on the top hex, the Flying Skull on the right hex, and the Cemetery token on the left hex of the Tower Map tile.



3. According to the revealed Evocation card, place a Corrupted Elemental standee on each of the 2 closest Places of Trade or 2 closest non-Corrupted Elementals to the center of the corresponding Tower Map tile, i.e. to the Adraghor standee. Leave all Trade and Interaction tokens on the hexes.



Location for placing Corrupted Elementals

It is not possible to place a Corrupted Elemental on a location with one or more Heroes. Ignore such locations when placing Corrupted Elementals. A Corrupted Elemental may be placed where there is a Familiar and no Heroes.

Anytime there is a tie for closest location between Dragonslayer Towers and other Places of Trade, Dragonslayer Towers take priority.

Remember: The center of Dragonslayer Towers, i.e. a Special tile, is considered to be at a distance of 1 from all other hexes on that tile.

In all other cases of a tie, use the **Compass** rules as described on **page 2** to decide between the tied locations.

For example: The Evocation card determines that Corrupted Elementals are placed on Places of Trade locations.

The first Corrupted Elemental is placed on the Merchants closest to the yellow Tower (at a distance of 2).

There are an Alchemists and a Dragonslayer Towers location that are equally close to the yellow Tower (both at a distance of 3). The Dragonslayer Towers location takes priority, therefore, the second Corrupted Elemental is placed at the center of that Special tile.



See **Cemetery Tokens** on **page 2** for details on what to do when you enter a hex with a Cemetery token.

You may also enter the hex with a Minion on the Tower Map tile to fight it or Expel it, see **Encountering a Minion** on the right.

CORRUPTED ELEMENTAL STANDEES

You cannot perform a Trade or Combat Action, or Confront the original Elemental, on a location with a Corrupted

Elemental standee unless the location is Cleansed, see **Cleansing**, **page 2**. Also, the Elemental Power of the original Elemental does not apply until the location is Cleansed. The Corrupted Elemental may instead be confronted by following the standard rules, but only if you do not have one of your Interaction tokens for confronting the original Elemental on that hex.

CLEARING A TOWER MAP TILE OF MINIONS

If all the Minions on a Tower Map tile are defeated and/or expelled, and the Tower is not yet destroyed, remove any Cemetery token on that Tower Map tile and then follow the same steps (placing Adraghor, revealing an Evocation card, and placing Minions, a Cemetery token, and Corrupted Elementals) as if revealing a new Tower Map tile (see **The Minions Emerge**, **page 16**).

ENCOUNTERING A MINION

If you enter a hex with a Minion, choose one of the following options:

- ◆ Combat
- ◆ Expel

COMBAT

Follow the rules for **Combat with Minions** as described on **page 3**.

Do not place any of your tokens on the hex where Combat took place. Also, there is no Loot on the hex after defeating the Minion.

Remove the Minion's standee from the hex.

EXPEL

If you enter a hex with a Minion on a Tower Map tile, instead of Combat, you may Expel it by using (exhausting) the Hollow Wand on your Hero board. Follow these steps, in order:

1. Use the effect of the Hollow Wand and exhaust the tile as normal. The Hollow Wand cannot be used again until the tile is readied (which happens at the start of each round).
2. Make a Hero Roll, modified as normal.
3. Resolve the effect according to the Final Value of your Hero Roll, as shown by the range of values on the corresponding Expel card.
4. Remove the Minion's standee from the hex.



Example of an Expel card

If your Hero dies during expelling a Minion, follow the steps for dying outside of Combat (see **Rulebook**, **page 25**).

You cannot Expel a Minion from a Map tile with the Adraghor standee on it.

ATTACK THE TOWER

Immediately after defeating or expelling a Minion on a Tower Map tile, as a Free Action, you may attack the Tower by performing a First Strike, and one Hero Attack Phase. Perform the following steps:

1. Perform a normal First Strike, placing Damage tokens next to the corresponding Tower card to show the Damage dealt.
2. Perform a normal Hero Attack Phase, placing Damage tokens next to the Tower card to show the Damage dealt.
3. If the total value of Damage tokens next to the Tower card is greater than the Tower's remaining Health, discard any excess Damage. The Tower's remaining Health is equal to the Health value shown in the top left corner of the Tower card minus the total value of all Damage tokens already on the card.

4. Place the remaining Damage tokens on the Tower card and gain the Reward on the card according to the value of Damage tokens you just placed. Then suffer the Injuries shown (if any). If a Corrupted Essence is shown as part of the Reward, **take it from the Adraghor card** and place one of your Hero tokens on the Adraghor card.



Note: This is the only way to remove Corrupted Essences from the Adraghor card.

5. If the total Damage on the Tower equals its Health, see **Final Blow: Tower** below. Whether it was or not, your Hero and any other Heroes on this Tower Map tile are teleported to the Portal on the Starting Map tile. **Eltrea's Familiar note:** If there is a Familiar on the Tower Map tile, it is also teleported to the Portal on the Starting Map tile.

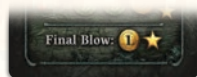
In a 1-player game, follow the additional rules for placing the Damage tokens on the Tower cards as described on page 19.

If your Hero dies during the attack on a Tower, follow the steps for dying outside of Combat (see **Rulebook**, page 25).

FINAL BLOW: TOWER

The attack that places Damage tokens on a Tower such that the total damage on it equals its Health is called the Final Blow. The Tower is now destroyed and has no further effect in the game. If you deal the Final Blow:

- ◆ Gain Gold and/or Reputation depicted at the bottom of the Tower card.
- ◆ Remove all Minions and Cemetery tokens from the Tower Map tile.
- ◆ Place 3 Void tokens on the Tower Map tile, one on each hex. Follow the standard **Void token** rules on page 2.



If 3 Towers have now been destroyed, see **Breach the Corrupted Barrier** on the right.

Otherwise, if Adraghor is on the just destroyed Tower, his standee is moved to an undestroyed Tower. If there is more than one undestroyed Tower, use the **Compass** rules on page 2 to determine the undestroyed Tower he moves to. **Do not** reveal an Evocation card or place any Minions, Cemetery token, or Corrupted Elementals around the Tower he moves to.

If there are no undestroyed Towers, remove Adraghor's standee from the Map. His standee will be placed again when the next Tower is revealed (see **The Minions Emerge**, page 16).

BREACH THE CORRUPTED BARRIER

Once 3 Towers are destroyed, the Corrupted Barrier is breached. Follow these steps:

1. Remove all Minions and Cemetery tokens from the remaining Tower Map tile and place 3 Void tokens on it, one on each hex. Follow the standard **Void token** rules on page 2.
2. The player with the most Hero tokens on the Adraghor card gains the first (largest) Reward. The player with the second most Hero tokens on the Adraghor card gains the second Reward, etc. In case of a tie, add the respective Rewards and divide them by the number of players participating in the tie, rounding down.

For example: In a three-player game, there are 5 Maeldur Hero tokens, 5 Eltrea Hero tokens, and 3 Dral Hero tokens on the Adraghor card. Add up the first and second Reward (giving you 13 Reputation and 10 Gold) and divide them between Maeldur and Eltrea. Each gains 6 Reputation and 5 Gold. Dral gains 3 Reputation and 5 Gold for the third Reward.



3. Set aside any Corrupted Essences on the Corrupted Barrier and flip the Adraghor card over to the opposite side, i.e. with the Adraghor illustration face up. Place the set aside Corrupted Essences next to Adraghor's Health. Adraghor's Health is increased by 5 for each such Corrupted Essence.

Adraghor's Health



4. If the Necromancer's Lair has been revealed, follow the instructions in **The Minions Emerge** (page 16) as if the Necromancer's Lair were a Tower.

If the Necromancer's Lair has not yet been revealed, remove Adraghor's standee from the Map and perform this step when the Necromancer's Lair is revealed.

Once Adraghor has been placed on the Necromancer's Lair, he can be attacked by any Hero who defeats a Minion on the Necromancer's Lair Map tile (see **The Doom of the Soul Reaper**, page 19).

Remember: You cannot Expel a Minion from a Map tile with the Adraghor standee on it.

THE DOOM OF THE SOUL REAPER

Immediately after defeating a Minion on the Necromancer's Lair Map tile, as a Free Action, you may attack Adraghor by performing a First Strike, and one Hero Attack Phase. Perform the following steps:

1. Perform a normal First Strike and Hero Attack Phase, placing Damage tokens next to the Adraghor card to show the Damage dealt.
2. If the total value of Damage tokens next to the Adraghor card is greater than Adraghor's remaining Health, discard any excess Damage. Adraghor's remaining Health is equal to the Health value shown in the top left corner of the Adraghor card plus 5 for each Corrupted Essence next to his Health minus the total value of all Damage tokens already on the Adraghor card.
3. Place the remaining Damage tokens on the Adraghor card and gain the Reward on the card according to the value of Damage tokens you just placed. If Adraghor has 1 or more remaining Health, suffer the injuries shown (if you do not deal at least 2 Damage to Adraghor, suffer 6 Injuries). If Adraghor has 0 remaining Health, do not suffer any Injuries.
4. If Adraghor has 0 remaining Health, see **Final Blow: Adraghor** on the right. Otherwise, all Heroes on the Necromancer's Lair Map tile (including your Hero if they survived) are teleported to the Portal on the Starting Map tile.



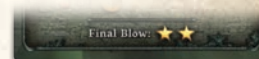
and placing Minions, a Cemetery token, and Corrupted Elementals) as if placing Adraghor on a new Tower Map tile (see **The Minions Emerge**, page 16).

FINAL BLOW: ADRAGHOR

The attack that places Damage tokens on the Adraghor card such that the total damage on it equals Adraghor's Health, i.e. Adraghor has 0 remaining Health, is called the Final Blow.

If you deal the Final Blow:

- ◆ Gain 2 Reputation.
- ◆ Remove all Minions and Cemetery tokens from the Necromancer's Lair Map tile.
- ◆ Place 3 Void tokens on the Necromancer's Lair Map tile, one on each hex. Follow the standard **Void token** rules on page 2.



Adraghor the Soul Reaper is now defeated and the game ends at the end of the current round.

I-PLAYER GAME EXCEPTION

At the beginning of each round, place a Damage token with a value of 1 of a Hero not used in the game on each Tower card that represents a Tower revealed on the Map but not yet destroyed.

SCENARIO RESOLUTION

- ◆ If Adraghor is defeated, Euthia is saved. Each hero gains 10 Reputation.
- ◆ If Adraghor is not defeated by the end of round 10 (Heroic difficulty) or 9 (Legendary difficulty), the Heroes have failed.

Whichever the outcome, proceed to Final Scoring as normal. Remember to count Interaction tokens placed on the Scenario/Trade board towards a Hero's final score.

If your Hero dies during the attack on Adraghor, follow the steps for dying outside of Combat (see **Rulebook**, page 25).

CLEARING THE NECROMANCER'S LAIR MAP TILE OF MINIONS

If all the Minions on the Necromancer's Map tile are defeated, remove any Cemetery token on that Map tile and then follow the same steps (revealing an Evocation card,

MEET THE DEVIL

HEROIC 120' / 2

The twisted magic of Faer leaks to the surface through huge cracks in the earth that hide many unpleasant surprises. Like the soul of the Faer Demon torn into several aspects, all of which must be destroyed.

Game length: Up to 13 game rounds.

Goal: Defeat all three Aspects of the Faer Demon before the end of round 13.

As soon as any **one** Hero defeats all 3 Aspects, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table (see page 20). Use the Fixed Map tiles from the skull expansion. Return the Fixed Map tiles from the base game back to the box. The Tower Map tiles are used in this scenario (see page 20).

Return all Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.



Tower Map tiles

Place both double-sided Spawn cards in a pile nearby, Red/Green Tower at the bottom (Red Tower side up) and Blue/Yellow Tower at the top (Blue Tower side up).

Sort the Minion cards into piles based on their type. All Minion cards showing the same Minion are identical. Place the Faer Demon Aspect cards and the Minion cards face up next to the Spawn cards.

Place the Reward card nearby.

Form a stack of Abyss tokens and place it face down nearby. Keep the tokens ordered by color, red at the bottom, yellow in the middle, and blue at the top.

Shuffle the Location tokens and place the stack face down nearby.

Place 1 Defense Magic token on each player's Hero board, active side up.



Spawn cards

Meet the Devil Map Setup

Chapter	I	II	III	IV	V
	1P	2*	2*	2*	2*
	2-4P	3	3	3	3
	1-4P	1	1	1	-
	1P	2	3	4	1
	2P	3	3	4	3
	3P	4	4	5	3
	4P	4	6	5	4

* The specific Fixed Map tiles for both solo game modes can be found in the Rulebook, page 6.



Aspect cards



Minion cards



Reward card



Abyss tokens

Location tokens

Defense Magic token

Shuffle the Compass tiles and Cemetery tokens to form two separate stacks and place them face down nearby.

Place the Protection tokens nearby.



Compass tiles

Cemetery tokens

Protection tokens

Place the Initiative tokens on spaces 2, 5, and 8 on the Round track with the number side up, in ascending order. The Initiative tokens mark when the Faer Demon Aspects are revealed on the Map. Then place the Corrupted Essence

tokens on spaces 3, 7, and 10 on the Round track. The Corrupted Essence tokens mark when the Minions are placed on the Map.

Use Level 1 and Level 2 Elite Monsters (see Rulebook, page 30).

Each player begins the game with 7 Gold, 3 Reputation, and a Healing Potion. Note that Heroes do not start with any of their Hero tiles Unveiled; they must perform the Trade Action to Unveil them as normal.



SPECIAL RULES

DEFENSE MAGIC TOKENS

A Defense Magic token is not considered to be an Item, therefore you do not carry it in one of your Sacks. Defense Magic tokens are used to prevent the Injuries the Faer Demon inflicts on you at the end of each round (See Devil's Anger, page 21). Once used, a Defense Magic token may only

be flipped back to its active side by entering a Tower (see **Towers** below) or defeating a Minion (see **Encountering a Minion** below). They are not flipped back to their active side at the start of each round.

TOWERS

When the first Tower Map tile (with the Blue Tower) is revealed, place the Faer Demon standee on the Tower, i.e. at the center of the Map tile.

Whenever a Tower Map tile is revealed, according to the corresponding Spawn card, Minions and Cemeteries are placed on the hexes surrounding the Tower. Place the corresponding Minion standees and the top Cemetery token(s), face down, on the respective hexes.

***For example:** The first revealed Tower is the Blue Tower (Chapter 1). Use the corresponding Spawn card (with the Blue Tower) to place a Flying Skull on the top hex and the Cemetery tokens on the two bottom hexes of the Map tile.*



See **Cemetery Tokens** on page 2 for details on what to do when you enter a hex with a Cemetery token.

You may enter the hex with a Minion on the Tower Map tile to fight it, see **Encountering a Minion** below.

You may only enter a Tower (at the center of the Map tile) if all Minions are defeated on the hexes surrounding it and the Faer Demon is not present on the Tower. When you enter a Tower, flip the Defense Magic token on your Hero board to its active side (if it was inactive side up) and immediately Teleport up to 4 hexes away.

Note: You may enter any hex surrounding the Tower regardless of whether the Faer Demon is on that Tower or not.

ENCOUNTERING A MINION

Minions are placed on the Map each time a Tower Map tile is revealed (described above) and at the beginning of rounds 3, 7, and 10 (see page 22).

If you enter a hex with a Minion, you must immediately perform a Combat Action.

Follow the rules for **Combat with Minions** as described on page 3.

If you defeat the Minion and the Defense Magic token on your Hero board is inactive side up, flip the token to its active side.

Depending on the location where the Combat took place, do one of the following:

- ◆ **A hex surrounding the Tower:** Do not place any of your tokens on the hex.
- ◆ **Any other hex:** Immediately after defeating the Minion, place the appropriate token(s) on the hex (Hero, Trade,

or 2 Interaction tokens) as in standard Combat with a Monster. The hex is considered to be liberated for the remainder of the game. You may interact with the given location as usual (Confront an Elemental, Find a Treasure, perform a Mining Action, or perform a Trade Action). There is no Loot on the hex after defeating the Minion placed in rounds 3, 7, and 10.

In both cases, remove the Minion's standee from the hex.

DEVIL'S ANGER

At the end of each round, the Faer Demon inflicts Injuries to each Hero equal to half of that Hero's Maximum Health, rounded down. Reduce your Hero's Health accordingly. If your Hero is killed, proceed with the Death and Resurrection outside of Combat as usual, see **Rulebook**, page 25.

These Injuries may be prevented or reduced in several ways:

- ◆ If your Hero is on one of the hexes surrounding a Tower and the Faer Demon is not on that Tower, do not suffer the Injuries.
- ◆ If the Defense Magic token on your Hero board is active side up, you may flip it to its inactive side to avoid suffering the Injuries.
- ◆ If you have a Protection token on your Hero board, the number of Injuries inflicted by the Faer Demon is reduced accordingly.

***For example:** Eltre's Maximum Health is 11 while her current Health is 4. She is not on one of the hexes surrounding a Tower, her Defense token is inactive side up, and she does not have a Protection token. The Faer Demon inflicts 5 Injuries on her. Eltre is killed. She is then resurrected in the Church as usual.*

Then, if there are 2 or more Towers on the Map, the Faer Demon teleports from the Tower he is on to **another** Tower.

If there are 3 or more Towers on the Map, reveal the top Compass tile to determine the Tower the Faer Demon will teleport to. Follow the standard **Compass** rules as described on page 2.

Place the Faer Demon standee on the appropriate Tower (at the center of the Map tile).

***For example:** The Faer Demon is on the Blue Tower. Both the Yellow and Red Towers are also revealed on the Map. According to the revealed Compass tile, the Faer Demon should be placed on the Tower closest to the Southern edge of the Map (as indicated by the hex border around that direction on the Compass tile). The Faer Demon is placed on the Red Tower.*



SPLITTING OF THE DEVIL

At the beginning of round 2, determine the locations on the Map where Blue Abyss tokens are placed. For each of the two Abyss tokens, reveal the top Location token and choose a hex with the corresponding location as follows:

1. If the location is not on the Map, or the only locations of that type on the map have a Blocking Figure (Not Elementals) on them, it is not a valid location. Reveal new Location tokens until you reveal one with a valid location. If the stack of Location tokens is empty, shuffle the discard pile to form a new stack.
2. Choose a location on the Map of the corresponding type that does not have any Blocking Figures (Not Elementals) or Hero's tokens on it, i.e. it may be a location with an undefeated Monster. If there is more than one such location, reveal the top Compass tile and follow the **Compass** rules on page 2 to determine the chosen location.
3. If the only locations of the corresponding type have Hero's token(s) on them, choose one of those locations. Again, if there is more than one such location, reveal the top Compass tile and follow the **Compass** rules on page 2 to determine the chosen location.
4. Place the Abyss token on the chosen location, face up. If there are any Hero, Interaction, or Trade tokens on that hex, place them on the Scenario/Trade board under the Round track. They will be used during Final Scoring. The original location is destroyed and the hex is considered to be liberated for the remainder of the game.
5. Discard all revealed Location tokens to the appropriate discard pile.

Proceed in a similar way for placing the Yellow and Red Abyss tokens at the beginning of rounds 5 and 8 respectively.

For example: At the beginning of round 2, the Blue Abyss tokens are placed on the Map. The first revealed Location token shows a Water Elemental (A). There is no Water Elemental on the Map, therefore another Location token is revealed with Mountains depicted on it (B). The Blue Abyss token should be placed on the Mountains without any Interaction tokens on them. There is only one such hex, therefore the first Blue Abyss token is placed on this Mountains hex (C).



Another Location token is revealed for placing the second Blue Abyss token, showing a Level 1 Treasure location (D). Two of

these locations are on the Map, both with a Hero token placed on them. According to the revealed Compass tile, the Blue Abyss token should be placed on the Level 1 Treasure location closest to the Western edge of the Map (as indicated by the hex border around that direction on the Compass tile) (E). The second Blue Abyss token is placed on the Treasure hex with Maeldur's Hero token on it because the location is closer to the Western edge of the Map (F). Maeldur's Hero token is placed on the Scenario/Trade board (G) under the Round track.

Both the Mountains and the Treasure locations covered by the Blue Abyss tokens are destroyed.

THE MINIONS EMERGE

At the beginning of rounds 3, 7, and 10, the corresponding Minions are placed on the Map.

- ◆ **Round 3:** Flying Skulls
- ◆ **Round 7:** Rotting Butchers
- ◆ **Round 10:** Undead Lords

The number of Minions placed is equal to the number of players in the game.

For each Minion, reveal the top Location token and choose a hex with the corresponding location as follows:

1. If the location is not on the Map, or the only locations of that type on the Map have a Blocking Figure (Not Elementals) on them, it is not a valid location. Reveal new Location tokens until you reveal one with a valid location. If the stack of Location tokens is empty, shuffle the discard pile to form a new stack.
2. Choose a location on the Map of the corresponding type that does not have any Blocking Figures (Not Elementals) or Hero's tokens on it. If there is more than one such location, reveal the top Compass tile and follow the **Compass** rules on page 2 to determine the chosen location.
3. If the only locations of the corresponding type have Hero's token(s) on them, choose one of those locations. Again, if there is more than one such location, reveal the top Compass tile and follow the **Compass** rules on page 2 to determine the chosen location.
4. Place the corresponding Minion standee on the chosen location. If there are any Hero, Interaction, or Trade tokens on that hex, place them on the Scenario/Trade board under the Round track. They will be used during Final Scoring.
5. Discard all revealed Location tokens to the appropriate discard pile.

From now on, you may enter the hex with a Minion to fight it, see **Encountering a Minion**, page 21.



THE DEVIL'S MANIFESTATION

If you are on an Abyss token, you may, as a Free Action, meet the requirements depicted at the top of the token, i.e. discard the given resources. If you do, place one of your Hero tokens on the Abyss token. Each Hero may have one of their Hero tokens on each Abyss token.

To fight a Faer Demon Aspect, you must have one of your Hero tokens on each Abyss token of the same color as the Aspect. If you do, you may enter one of the Abyss tokens of the matching color and perform a Combat Action as usual. Follow the standard rules of Combat with a Monster. The Aspect card shows the Health of the Faer Demon Aspect and the Injuries it inflicts, along with any additional Combat effects.



Example of an Aspect card

If you defeat the Aspect, gain the corresponding Reward shown on the Reward card (also shown on the reverse side of the Aspect card).



Part of the reward for defeating the blue or yellow Aspect is a Protection token. The first time you defeat one of these Aspects, take a Protection token and place it on your Hero board, side up. When you defeat the other of these two Aspects, flip the Protection token on your Hero board to the other side, showing . The number of Injuries inflicted by the Faer Demon is reduced by the value shown when the Faer Demon attacks at the end of each round (see **Devil's Anger**, page 21).

You cannot take the Aspect card as a Trophy when you defeat an Aspect. Place the Aspect card back with the other Aspect cards.

Note: Playing as Taesiri, you may place a Hero token on your Book of Power Ability after defeating a Faer Demon Aspect.

Do not place any of your tokens on the hex where Combat took place. Instead, place one of your Hero tokens below the corresponding Aspect card as a reminder that you defeated that Faer Demon Aspect. You cannot fight that Aspect again, however, each Hero may defeat each Aspect once, regardless of how many other Heroes have already defeated that Aspect.



Once any **one** Hero defeats all three Faer Demon Aspects, the Faer Demon is defeated and the game ends at the end of the current round. Other Heroes may still fight the Aspects.

FINAL SCORING

Remember to count Hero, Interaction, and Trade tokens placed on the Scenario/Trade board towards a Hero's final score.

Number of Aspects defeated	★
1	1
2	3
3	6

In addition to normal scoring, each Hero gains Reputation according to the number of Aspects they defeated, see the table on the right.

WRATH FROM THE UNDERWORLD

LEGENDARY 140' /

All the beasts that plagued Euthia have been defeated. But the Soul Reaper refuses to give up easily and with the dark magic of Faer, he brings them back... or at least what's left of their rotten bodies. Salvation lies perhaps only in the magic of light - Vis.

Game length: Up to 10 game rounds (up to 9 game rounds in a 1-player game).

Goal: Defeat all 3 Undead - Faer Demon, Farruga, and Hydra - before the end of round 10 (end of round 9 in a 1-player game).

As soon as the 3rd Undead is defeated, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. The Chapter II and IV Ritual Map tiles are used in this scenario.

Return all Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.

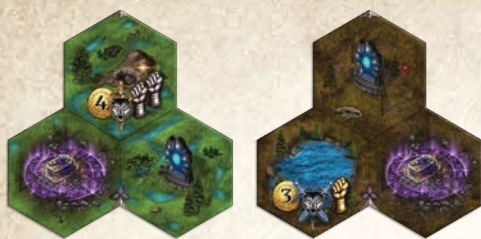
Place the Undead cards and the Companion cards face up nearby. Create a stack of shuffled Acid tokens and place it face down next to the Undead cards. Also, place the Stomp tokens next to the Companion cards.

Wrath from the Underworld Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-4P	-	1	-	1	-
	1P	0	0	4	4	3
	2P	0	0	4	4	4
	3P	1	1	5	5	5
	4P	1	1	6	6	6

* The specific Fixed Map tiles for both solo game modes can be found in the **Rulebook**, page 31/ **Rulebook**, page 6.

Shuffle the Compass tiles to form a stack and place it face down next to the Stomp tokens.



Ritual Map tiles



Undead cards



Acid tokens



Companion cards



Stomp tokens



Compass tiles

Sort the Ritual Reward tiles into stacks based on the color on their reverse side. Shuffle each stack separately and place them face down nearby.



Level 1 Reward tiles (violet)



Level 2 Reward tiles (magenta)

Use Level 2 and Level 3 Elite Monsters (see Rulebook, page 30).

Each player begins the game with 30 Gold, 15 Reputation, a Corrupted Essence, and a Healing Potion. Note that Heroes do not start with any of their Hero tiles Unveiled; they must perform the Trade Action to Unveil them as normal.



Vis Brooch

Also, each player places a Vis Brooch on the Hero slot that depicts Fire Essence (that slot begins the game unlocked). You may not remove the Vis Brooch from this slot during the game, as the Vis Brooch is required to attack the Undead.

SPECIAL RULES

EQUIP YOURSELF

Before the game begins, a special Trade Action is performed by all players to equip their Heroes.

According to the number of players, make a special Merchants Offer; draw tiles from the Merchants stack above the Scenario/Trade board and place them face up in the center of the play area.

◆ 1 and 2 players: 6 Merchant tiles

◆ 3 and 4 players: 9 Merchant tiles

Beginning with the starting player and proceeding clockwise, players take turns to purchase an Item from the special Merchants Offer. On your turn you may either purchase one Item or pass. Once you pass, you may not purchase Items in this special Trade Action. Continue in this way until all players have passed.

After an Item has been purchased, immediately refill the empty space in the special Merchants Offer with a new tile drawn from the top of the Merchants stack.

During your turn in the special Trade Action, you may completely change the special Merchants Offer (see Changing the Offer on page 15 of the Rulebook). You may do this before and / or after purchasing an Item, as many times as you like, and you may do it and then decide to pass instead of purchasing an Item. The first time you change the Offer during the special Trade Action is free. All subsequent changes to the Merchants Offer (on the same or a later turn) costs you 1 Gold.

At any time in the special Trade Action, you may Unveil and Train Abilities, unlock Hero and Equipment slots as well as move Items and Abilities on your Hero board, and sell Items, just as in a normal Trade Action, i.e. you may do all these Trades even if it is not your turn and/or after you have passed.

Once all players have completed all their Trades, the special Trade Action ends and the game begins as normal.

THE UNDEAD

ARRIVAL

Once the first location of each type shown below is revealed, place the corresponding Undead standee on the hex with that location.

◆ Any type of Elemental: Undead Faer Demon

◆ Merchants or Alchemists: Undead Farruga

◆ Mountains: Undead Hydra

Note: If the Map tile contains two hexes with Mountains, choose the one with an undefeated Monster.

Note: Use the standard Faer Demon, Farruga, and Hydra standees.

If the hex with an Undead standee is on the edge of the Map, reveal new Map tiles as if a Hero was entering that hex.

Heroes, Familiars, and Companions may not enter a hex with an Undead on it, therefore, the Heroes may not interact with the location on such a hex.

The Elemental Power of the hex with the Undead Faer Demon on it does not apply until the Faer Demon moves away from that hex.

ATTACK THE UNDEAD

On your turn, at any time outside of Combat, if your Hero is on a hex adjacent to a hex with an Undead on it, you may

choose to attack that Undead by using (exhausting) the Vis Brooch on your Hero board. Follow these steps:

1. Summon one or both Companions to help you with the attack if needed. See **The Companions** on page 26 for more details.
2. Perform a normal First Strike and Hero Attack Phase.
3. Based on the Undead card, resolve the effect according to the total Damage your Hero just inflicted on the Undead. If the Damage dealt does not reach the first range, your Hero suffers the Injuries that are part of the first range effect, but does not gain any of the positive benefits of that effect.
4. Place the given number of your Hero tokens on the corresponding Undead card. The Undead is defeated if the total number of Hero tokens on it are equal to the number of players times 3 (Undead Faer Demon or Undead Hydra) or 4 (Undead Farruga). If you would place 2 Hero tokens on the card and this would take the total number of Hero tokens on it above this limit, instead, only place 1 Hero token on the card. See **Death of an Undead** on page 27 for more details.
5. If the Undead is not defeated, suffer the Injuries shown according to the damage you just inflicted.
6. If your Hero survived, resolve the rest of the effect. If they died, follow the steps described in the **Death of a Hero** section on page 27.

Example 1: You are playing as Eltre. Eltre attacks the Undead Hydra and deals 13 Damage. Place one of Eltre's Hero tokens on the Undead Hydra card and suffer 3 Injuries. Eltre survived, therefore gain 5 Gold and 2 Reputation, and take the top Level 1 Ritual Reward tile.



Example 2: Dral attacks the Undead Faer Demon and deals 7 Damage. It is not even in the first range, therefore Dral suffers 5 injuries. None of his Hero tokens are placed on the Undead Faer Demon card and no other positive benefits of the effect are gained.



7. If at least one of your Hero tokens is placed on the Undead card and your Hero survived, the corresponding Undead moves to a new location as described in the **Undead Movement** section on the right. Place the appropriate token(s) on the hex the attacked Undead just moved from (1 Trade token on a Place of Trade, 1 Interaction token on an Elemental hex, or 2 Interaction tokens on a Mining hex).

UNDEAD FAER DEMON EFFECT CLARIFICATIONS

First effect of the corresponding Elemental: Resolve the effect shown in the first box on the Elemental card of the Elemental type on which Faer Demon is currently standing.

For example: Draw a Level 1 Treasure and take a Water Essence if the Faer Demon is on a hex with a Water Elemental.



Any effect of the corresponding Elemental: Choose one of the boxes on the Elemental card of the Elemental type on which Faer Demon is currently standing and resolve its effect.

For example: The Faer Demon is on a hex with an Earth Elemental. You may choose to either draw 2 Mountain Resource tiles, keeping 1 and discarding the other, or draw a Level 1 Treasure and take an Earth Essence.



Beginning of each Round effect:

Until the Undead Faer Demon is defeated, at the beginning of each round, each Hero suffers 2 Injuries if they are on any hex adjacent to the Undead Faer Demon or on any hex affected by any type of Elemental Power.



UNDEAD MOVEMENT

If at least one of your Hero tokens is placed on the Undead card and your Hero survives suffering Injuries from the Undead during the attack on the Undead (see page 24), the corresponding Undead moves to a new location. Depending on the Undead, place its standee on a new location of the given type.

- ◆ **Undead Faer Demon:** Any type of Elemental
- ◆ **Undead Farruga:** Merchants or Alchemists
- ◆ **Undead Hydra:** Mountains or Lake

Follow these steps:

1. Choose a location on the Map of the corresponding type that does not have any Blocking Figures (Not Elementals) or Hero's tokens on it. If there are no such locations, choose a location of the corresponding type that only has Hero's token(s) on it. If there is more than one such location, reveal the top Compass tile and follow the **Compass** rules on page 2 to determine the chosen location.
2. Place the corresponding Undead standee on the chosen location. If there are any Interaction or Trade tokens on that hex, place them on the Scenario/Trade board under the Round track. They will be used during Final Scoring.
3. If the Undead is now on the edge of the Map, reveal new Map tiles as if a Hero was entering that hex.

4. If the moved Undead is the Hydra or Farruga, immediately resolve its “After movement” effect:

- ◆ **Farruga:** Each Hero on a hex adjacent to Farruga suffers 6 Injuries. If your Hero dies, follow the steps described in the **Death of a Hero** section on page 27.



- ◆ **Hydra:** Take the top Acid token from the stack and place it face down on the Round track, on the space depicting the next round. The effect is resolved at the beginning of the next round and is applied to all Heroes.



Note: There can be more than one Acid tokens on the Round track. This means all Acid token effects are resolved at the beginning of the next round. Some Acid tokens show the General Ability icon. Follow the rules described below.

From now on, you can interact with the location the Undead moved away from as usual.

If there is no location the Undead can move to, it stays on the same hex. In this case, do not place any of your Hero’s tokens on the hex with the Undead and resolve the “After movement” effect as follows:

- ◆ **Farruga:** Each Hero on a hex adjacent to Farruga’s current position suffers 6 Injuries.
- ◆ **Hydra:** The top Acid token is placed on the Round track following the same rules described above.

ACID TOKENS

At the start of each round, resolve any Acid tokens on the space of the Round Track depicting that round.

Each Acid token may have the following effects:

- ◆ **Injuries:** Each Hero suffers the Injuries shown. If your Hero is killed by this effect, follow the steps described in the **Death of a Hero** section on page 27.
- ◆ **Exhaust General Ability:** Each Hero must exhaust one Ability / First Strike Ability of their choice trained on their Hero board. If you do not have any not exhausted Abilities / First Strike Abilities on your Hero board, ignore this part of the Acid token’s effect. An Ability with the “Permanent effect” Timing icon may not be exhausted in this way.



THE COMPANIONS

Two Companions move around the Map during the game – the Behemoth and the Crystal Golem.

Once the first location of each type shown below is revealed, place the corresponding Companion standee on the hex with that location.

- ◆ **The first revealed Faer Ritual (Chapter II):** Behemoth
- ◆ **The second revealed Faer Ritual (Chapter IV):** Crystal Golem

Note: Faer Rituals have no other function when playing competitive, however, you may use their effects as usual when playing solo or cooperatively, see **Rulebook**, page 25.

Unlike the Undead, Companions do not reveal new Map tiles when on a hex on the edge of the Map.

Heroes, Familiars, and the other Companion may not enter a hex with a Companion on it, therefore, the Heroes may not interact with the location on such a hex.

The Elemental Power of the hex with the Companion on it does not apply until the Companion moves away from that hex.

SUMMON A COMPANION

During step 1 of **Attack the Undead**, you may summon one or both Companions as follows:

- ◆ **Behemoth:** Discard any Trophy.
- ◆ **Crystal Golem:** Discard 1, 2, or 3 Gems.

A Companion may be summoned regardless of the hex it is currently on, however it may not be summoned if it has not yet been placed on the Map.

Place the summoned Companion standee on any hex that is adjacent to your Hero and the Undead you are attacking that does not have any Blocking Figures (Not Elementals) on it. Do **not** remove any Hero’s tokens from that hex if there are any. You must summon a Companion whose bonus you wish to use, even if the Companion is already on an appropriate hex. If there is no appropriate hex to summon the Companion to, you may not summon that Companion.

After summoning the Behemoth, if it is on a hex with an undefeated Monster:

- ◆ If there is no Stomp token on the hex, place a Stomp token on the hex, Half-Health side up. **The hex is not yet liberated**, see **Fight a Stomped Monster** on page 27.
- ◆ If there is a Stomp token with the Half-Health side up on the hex, flip that token to its Carcass side. The Monster on the hex is defeated and the hex is liberated for the remainder of the game. Leave the Stomp token on the hex.
- ◆ If you enter a hex with a Carcass side up Stomp token on it, return it to the supply and place the appropriate token(s) of your Hero on the hex (1 Hero, 1 Trade, or 2 Interaction). Do not gain any Loot from that hex. The hex is considered to be liberated for the remainder of the game.



Additionally, after summoning the Behemoth, place a Stomp token on a hex adjacent to the Behemoth with an undefeated Monster and without any Blocking Figures (Not Elementals) on it (if any). If there is more than one such hex, roll a die and place a Stomp token on the first hex with an undefeated Monster and without any Blocking Figures (Not Elementals) on it, starting with the hex of the value equal to the die roll as marked on the Companion Behemoth card and proceeding clockwise. Follow the same rules as for placing a Stomp token on the hex with the Behemoth as described above.

For example: Keleia summons the Behemoth to help her fight the Undead Faer Demon. There are 2 hexes with an undefeated Monster adjacent to the summoned Behemoth. The player rolls a die and gets a 2. There is no undefeated Monster in the direction marked by a 2 on the Behemoth Companion card. Proceeding clockwise, the first undefeated Monster is in the direction marked by a 4. A Stomp token is placed on that hex, Half-Health side up.



ATTACK BONUSES

To use the Companion Attack Bonus when you Attack an Undead, you must have summoned the Companion during step 1 and the Companion must be on a hex adjacent to your Hero and the attacked Undead.



Behemoth: Deal 5 additional Damage to the Undead.



Crystal Golem: According to the number of Gems discarded to summon the Golem, add 1/2/3 to your **next** roll. Also, deal 3/5/8 additional Damage to the Undead.

If you perform a First Strike during your attack on the Undead, the Companion's Attack Bonus(es) apply to it, not the Hero Attack Phase. As usual, if you do not deal at least one Damage with your First Strike/Hero Attack Phase, the additional Damage is lost.

For example: Keleia summoned the Behemoth. She uses her Orion Blade First Strike Weapon. Her Final Combat Value is 5, therefore the Behemoth's Attack Bonus is lost.



FIGHT A STOMPED MONSTER

If your Hero enters a hex with a Stomp token on it that is Half-Health side up, perform a normal Combat Action except for the following:

- ◆ Immediately after drawing a Monster card, place your Hero's Damage tokens on it equal to half of the Monster's Health, rounded down.
For example: The Monster's Health is 11. Place Damage tokens of value 5 on the Monster card before the Combat begins.
- ◆ If the Monster is defeated, remove the Stomp token from the Map. Gain **1 fewer Reputation** from the Reward depicted on the Monster card. Take the Loot and Trophy (if you want), and place the appropriate tokens on the Map as usual.
- ◆ If your Hero is killed, keep the Stomp token on the hex and proceed with the Death and Resurrection during Combat as usual, see Rulebook, page 25.

DEATH OF AN UNDEAD

The number of your Hero tokens on an Undead card is not limited, however, the total number of all Hero tokens on an Undead card is limited to the number of players times 3 (Undead Faer Demon, Undead Hydra) or 4 (Undead Farruga). The Undead is then considered to be defeated. The last player who placed their Hero token on the Undead card does not suffer any Injuries but resolves the rest of the effect as usual.

According to the number of Hero tokens placed on the Undead card, each Hero takes the Reward depicted on the reverse side of it. If you reach the higher range of Hero tokens, take **both** Rewards depicted on the card.

For example: You have 3 Hero tokens on the Undead Faer Demon card. Gain 2 Gold, 1 Reputation, and take 1 Essence token of your choice.



Once all of 3 the Undead are defeated, the game ends at the end of the current round.

DEATH OF A HERO

Whenever an Undead or Acid token kills your Hero, follow these steps:

1. Place your Hero in the Church.
2. Restore your Hero to Maximum Health.
3. Lose 1 Reputation.
4. Play then continues as normal.

SCENARIO RESOLUTION

- ◆ If all of 3 Undead are defeated, the Heroes have successfully protected the land of Euthia! Each Hero gains 10 Reputation.
- ◆ If any of the Undead are not defeated by the end of round 10 (end of round 9 in a 1-player game), the Heroes have failed.

Whichever the outcome, proceed to Final Scoring as normal. Remember to count Interaction tokens placed on the Scenario/Trade board towards a Hero's final score.

Have you met him? The herald who can open a passage to another world where a new evil has settled... Or is it new? Some claim it's just something hiding there to regain its power before it strikes again.

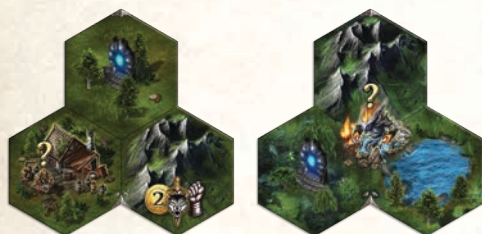
Game length: Up to 16 game rounds.

Goal: Defeat the Dragon Brasath before the end of round 16.

As soon as any Hero defeats Brasath, the game ends at the end of the current round.

Setup rules: The Starting Map tile is the one with the Rotunda. Create the Map tile stack according to the table. Use the Fixed Map tiles from the expansion. Return the Fixed Map tiles from the base game back to the box.

Do not choose Encounter Map tiles randomly, but always use Armorer (Chapter I) and Elemental Void (Chapter III). In a game of 3 or 4 players, randomly choose one **additional** Encounter Map tile from Chapter III.



Armorer

Elemental Void

In addition to the standard Map, set up the Dimension Map to the side of the play area. The setup of the Dimension Map is dependent on the number of players, as seen in the table shown below. Dimension Map tiles are divided into four Chapters as depicted on their reverse sides. The Dimension Map is not connected to the standard Map. Follow these steps:

1. Randomly choose a given number of Dimension Map tiles for each Chapter depending on the number of players:

Chapter	I	II	III	IV
1-2P	4	4	2	1
3P	5	5	2	1
4P	6	6	2	1

2. Following the diagram on the right, place all chosen Dimension Map tiles face down without looking at them.
3. Reveal the rightmost Dimension Map tile. In a 1- and 2-player game, reveal the rightmost tile that is above the other rightmost tile.
4. Return any unused Dimension Map tiles to the box.

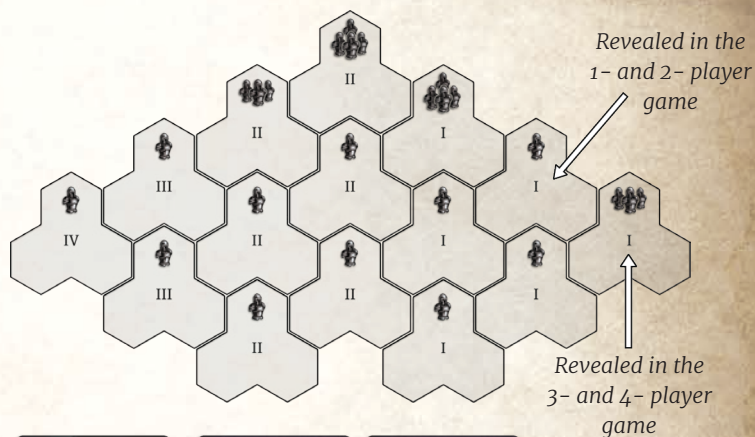
Place all six scenario related cards face up below the Dimension Map - the Brasath, Arcane Crystal, Arcane Barrier, Arcane Entity, and both Herald cards. Place the Orb tokens next to the cards.

Each player begins the game with an Amethyst and a Healing Potion.

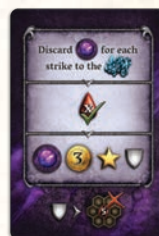
Arcane Dimension Map Setup

Chapter	I	II	III	IV	V
1P	2*	2*	2*	2*	2*
2-4P	3	3	3	3	3
1-4P	!	-	!	-	-
1P	1	2	2	1	2
2P	2	3	3	2	2
3P	3	4	4	4	4
4P	4	4	6	5	5

* The specific Fixed Map tiles for both solo game modes can be found in the Rulebook, page 6.



Brasath card



Arcane Crystal card



Arcane Barrier card



Arcane Entity card



Herald cards



Orb tokens

SPECIAL RULES

When the first Map tile showing a Portal hex is revealed (not the one on the Starting Map tile), place the Arcane Herald standee on the hex with the Portal.



Arcane Herald standee

PASSAGE INTO THE DIMENSION

Once the Arcane Herald standee has been placed on the Map, you may enter the Arcane Dimension by summoning the Arcane Herald and discarding the appropriate resources.

SUMMONING THE ARCANE HERALD

Whenever your Hero is on a hex within 4 hexes of the Arcane Herald standee (including on the same hex), you may summon the Arcane Herald by spending a Trade or a Combat Action token or by using an Ability's effect that provides you with the appropriate Action. You may only do this **once during your turn**. If the Arcane Herald standee is not on the hex with your Hero on it, place the Arcane Herald standee on that hex.

Note: When summoning the Arcane Herald, you must be able to trace a path from your Hero to the Arcane Herald of a maximum of 4 hexes through revealed Map tiles.

ENTERING THE ARCANE DIMENSION

If you have summoned the Arcane Herald this turn, you may enter the Arcane Dimension through either an Arcane Portal or an Arcane Entity. To do so, discard the resources shown on the Herald card that correspond with the type of revealed location you wish to enter through.



Arcane Portal



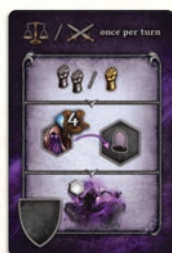
Arcane Entity

- ◆ **Arcane Portal:** Discard either
 - any 2 Gems (except a Diamond and Demon Stone) and 2 Silver cards, or
 - an Amethyst and any one Gem (except a Diamond and Demon Stone).



Arcane Portal Herald card

- ◆ **Arcane Entity:** Discard 2 Silver cards or 1 Gold card. You may not enter the Arcane Dimension through a hex with the Arcane Entity until you have one of your Hero tokens placed on the Arcane Entity Herald card (see **Arcane Entity**, page 30). Additionally, you must have one of your Interaction tokens placed on the Arcane Entity hex you choose to teleport to.



Arcane Entity Herald card

Place your Hero standee on the chosen location in the Arcane Dimension. Leave the Arcane Herald standee on the standard Map.

Arcane Portals are at the center of the Dimension Map tiles. All Special tile rules apply as normal (see **Rulebook**, page 14).

EXPLORING THE ARCANE DIMENSION

Each time your Hero enters the Arcane Dimension, take 3 Orb tokens from the supply. The Orb tokens are used to move around the Dimension Map and interact with the Arcane Crystal and Arcane Barrier locations. Your Hero's Action tokens are not used in the Dimension except for Combat with Brasath, see **The Last Breath of Brasath** on page 32.



Orb token

Each Orb token represents 1 Arcane point.

Similarly to movement around the standard Map by using Move points, you must spend 1 Arcane point to move your Hero from one hex to any other adjacent hex in the Arcane Dimension. Whenever your Hero enters a hex adjacent to a Dimension Map tile that is not revealed yet, immediately reveal that tile.

For example: You choose to use 1 of your Orb tokens to move out of the Arcane Portal onto the left bottom hex of the Dimension Map tile. Your movement is interrupted because you moved onto a hex adjacent to one or more Dimension Map tiles that are not revealed yet. You must immediately reveal the two Dimension Map tiles.



You may not use any Teleport effects in the Dimension.

Eltrea's Familiar note: A Familiar may not move around the Dimension Map. It may only be on the same hex as Eltrea, i.e. that Familiar's standee is placed on its Familiar card on the Familiar board. Eltrea may Recall a Familiar from the standard Map or Summon another while she is in the Arcane Dimension. Eltrea may Move a Familiar around the **standard Map** (and use its Familiar Abilities there) while she is in the Arcane Dimension as normal.

ARCANE LOOT

Some hexes depict Arcane Loot, represented by a series of icons on the right side of the hex.



If the hex also depicts an Arcane Crystal:

- ◆ You gain the loot if you break off part of the Arcane Crystal (see page 30).
- ◆ More than one Hero may break off part of the same Arcane Crystal and gain the loot.
- ◆ You may choose not to take the Arcane Loot.

If no Arcane Crystal is depicted and there is no Hero token on that hex:

- ◆ You may gain the loot simply by entering the hex.
- ◆ Only one Hero may gain the Arcane Loot on a hex without an Arcane Crystal.
- ◆ You may choose not to take the Arcane Loot.
- ◆ If you take the Arcane Loot, place 1 of your Hero tokens on that hex.

ARCANE VOID

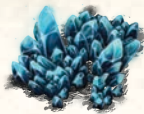
You may not enter a hex with an Arcane Void on it.



Arcane Void

ARCANE CRYSTAL

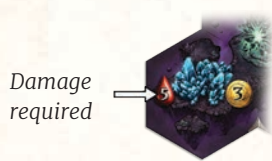
If your Hero is on an Arcane Crystal hex that does not have one of your Interaction tokens on it, you may spend 1 Arcane point to attempt to break off part of it to gain the Reward shown on the Arcane Crystal card and the Arcane Loot from that hex.



Arcane Crystal

Each Hero may break off a part of each Arcane Crystal once during the game. If you are on an Arcane Crystal hex that has already had a part broken off by 1 or more opponents (i.e. they have an Interaction token there), you must pay 1 Gold to each opponent who has their Interaction token on the Arcane Crystal hex.

To break off part of the Arcane Crystal, you must deal the Damage shown on the Arcane Crystal hex. The Damage must be dealt all at once, i.e. you may not move off of that hex and enter it again to deal the remaining Damage. Follow these steps:



1. Pay 1 Gold to each player who has an Interaction token on that hex.
Fellowship note: Discard 2 Silver cards or 1 Gold card (regardless of how many other players have their Interaction tokens on that hex) instead of paying 1 Gold.
2. Spend 1 Arcane point by discarding an Orb token.
3. **Strike the Arcane Crystal:** Perform a normal First Strike and a normal Hero Attack Phase, placing Damage tokens on the hex equal to that Damage.
4. Repeat steps 2 and 3 until you deal the given Damage to the Arcane Crystal or you run out of Orb tokens.

5. If you deal enough Damage to the Arcane Crystal, place one of your Interaction tokens on the hex, Hammer-pick side up. Gain the Reward shown on the Arcane Crystal card: an Orb token, 3 Gold, 1 Reputation, and place one of your Hero tokens on that card. You may have several of your Hero tokens on the Arcane Crystal card at the same time. Additionally, gain the Arcane Loot shown on the hex.



Reward

Notes:

You may not use Dral's Brawler and Keleia's Knock Down Abilities when breaking off part of the Arcane Crystal.

A positive Clover effect from a Hero's Weapon (such as Eltreia's Druid Staff, Maeldur's Volcano Staff, etc.) used in the Hero Attack Phase is applied in the following strike (if any). If this was the last strike to the Arcane Crystal, that part of the Weapon's effect is lost.

You may enter, move through, or end your movement on a hex with an Arcane Crystal without interacting with it.

ARCANE ENTITY

Confronting an Arcane Entity and Arcane Power follow the same rules as confronting any Elemental or being influenced by Elemental Power on the standard Map except for the following:



Arcane Entity

- ◆ If one of your Interaction tokens is placed on a hex with an Arcane Entity, that Arcane Entity's Power no longer applies to you.
- ◆ Each time you enter a hex influenced by one or more Arcane Powers that still apply to you, if you have any of your Hero tokens on the Arcane Crystal card (see **Arcane Crystal on the left**), you may remove **one** of them to avoid **all** of the Arcane Powers' effects on that hex.
- ◆ Even if multiple Arcane Powers apply to the hex you just entered, you only resolve the effect (suffer 5 injuries) once for that hex.

Example 1: Keleia entered a hex influenced by an Arcane Entity. Keleia has an Interaction token on that Arcane Entity's hex, therefore its Arcane Power is not applied to Keleia.



Example 2: Keleia's next movement is to a hex influenced by an Arcane Entity without Keleia's Interaction token placed on it. Keleia removes one of her Hero tokens placed on the Arcane Crystal card to avoid that Arcane Power.



Example 3: Keleia enters a hex that is adjacent to an unrevealed Dimension Map tile, therefore this Dimension Map tile is immediately revealed. The hex is influenced by three Arcane Entities. Even though one of them has Keleia's Interaction token placed on it, Keleia must use the last of her Hero tokens placed on the Arcane Crystal card if she wants to avoid the other two Arcane Powers. If she does not, she would suffer 5 Injuries.



ARCANE POWER



If you move to a hex influenced by an Arcane Power that still applies to you, or you reveal a Dimension Map tile which causes the hex you are on to now be influenced by an Arcane Power, you suffer 5 Injuries.

Even if multiple Arcane Powers apply to the hex you just entered, you only resolve the effect (suffer 5 injuries) once for that hex.

If your Hero dies due to the suffered Injuries, follow the steps for Death and Resurrection outside of Combat as usual (see **Rulebook**, page 25).

CONFRONTATION

First box: Receive 1 Move point, gain 2 Gold and 1 Reputation, and draw a Silver card. Use a Move token to mark the Move point received.

Second box: If you do not have one of your Hero tokens on the slot on the Arcane Entity Herald card, place one on there. Suffer 3 Injuries. If your Hero is not killed, gain 3 Gold and 2 Reputation.

Third box: If you do not have one of your Hero tokens on the slot on the Arcane Entity Herald card, place one on there. Suffer 1 Injury. If your Hero is not killed, receive 1 Move point, and gain 4 Gold and 1 Reputation. Use a Move token to mark the Move point received.

Remember: Move points may only be used on the standard Map.

RETURNING FROM THE ARCANE DIMENSION

Before the end of your turn your Hero must return to Euthia. Your Hero may also return whenever you choose to no longer interact with the Arcane Dimension, however, you may not return while moving or interacting with a location in the Arcane Dimension, or while any other effect is being resolved. In this case, return all remaining Orb tokens to the supply. You may then continue with your turn on the standard Map as usual.

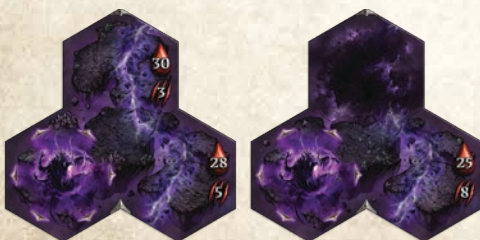
Place your Hero standee on the hex with the Arcane Herald standee on it.

If the hex you return to is influenced by Fire or Water Power, you are affected by that Power as if you moved to that hex.

If there is a Portal on that hex, you may use it to Teleport as if you just entered the hex.

BREACHING THE ARCANE BARRIER

Exactly three hexes on the Chapter III Dimension Map tiles contain the Arcane Barrier.

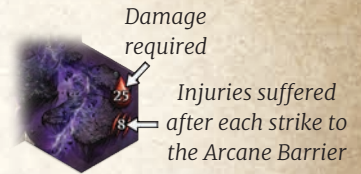


Arcane Barrier Dimension Map tiles

When your Hero is on an Arcane Barrier hex, you may attempt to breach it to gain the Reward shown on the Arcane Barrier card, and move through that hex to attack Brasath (see **The Last Breath of Brasath**, page 32).

Each Hero can breach each Arcane Barrier hex once during the game, however, each Hero only gains the Reward the first time that Hero breaches an Arcane Barrier hex. You do not need to pay other players that have their Hero token there.

To breach an Arcane Barrier, you must deal the Damage shown on the Arcane Barrier hex. The Damage must be dealt all at once, i.e. you may not move off of that hex and enter it again to deal the remaining Damage. Follow these steps:



1. Spend 1 Arcane point by discarding an Orb token.
2. **Strike the Arcane Barrier:** Perform a normal First Strike and a normal Hero Attack Phase, placing Damage tokens on the hex equal to that Damage.
3. Suffer the Injuries shown on that Arcane Barrier hex. If your Hero is killed, proceed with the Death and Resurrection outside of Combat as usual, see **Rulebook**, page 25.
4. Repeat steps 1, 2, and 3 until you deal the required Damage to the Arcane Barrier, you run out of Orb tokens, or your Hero dies.
5. If you deal enough Damage to the Arcane Barrier, place one of your Hero tokens on the hex. From now on, you may move through that Arcane Barrier hex. If your Hero is killed during the attack that breaches the Arcane Barrier, leave your Hero token on the hex (i.e. the Arcane Barrier stays breached for you).
6. As a Reward, gain 8 Reputation and 1 Orb token for breaching the Arcane Barrier (only for the first time). If your Hero is killed (see above), only gain 8 Reputation.



Notes:

You may not use Dral's Brawler and Keleia's Knock Down Abilities when breaching the Arcane Barrier.

A positive Clover effect from a Hero's Weapon (e.g. Eltreia's Druid Staff, Maeldur's Volcano Staff, etc.) used in the Hero Attack Phase is applied in the following strike (if any). If this was the last strike to the Arcane Barrier, that part of the Weapon's effect is lost.

You may enter and end your movement on an Arcane Barrier hex without attempting to breach it, but you may not move beyond it (to a hex to the left of it) unless you have breached it.



Brasath Dimension Map tile

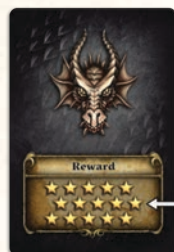
THE LAST BREATH OF BRASATH

To attack Brasath, your Hero must be in the center of the Brasath Dimension Map tile (the Chapter IV Dimension Map tile).

Follow the standard rules of Combat with a Monster, including spending a Combat Action token. The Brasath card shows Brasath's Health and the Injuries it inflicts, along with any additional Combat effects.

If you defeat Brasath, gain 15 Reputation as a Reward shown on the reverse side of the Brasath card.

Brasath's Health



Reward

You cannot take the Brasath card as a Trophy when you defeat it. Place the Brasath card back next to the other scenario related cards.

Note: Playing as Taesiri, you may not place a Hero token on your Book of Power Ability after defeating Brasath.

Do not place any of your tokens on the hex where Combat took place. Also, there is no Loot on the hex after defeating Brasath.

Important: Even though Brasath is a Dragon, you may still use Hero tiles with the Crossed-out Dragon icon on it.



Each Hero may defeat Brasath once per game. Whenever any Hero defeats Brasath, the game ends at the end of the current round. Players can still move around the Dimension Map, and players who have not defeated Brasath may attempt to do so.

SCENARIO RESOLUTION

- ◆ If any Hero defeats Brasath, the passage to the Arcane Dimension is no longer a threat to Euthia and its people.
- ◆ If Brasath is not defeated by at least one Hero by the end of round 16, the Heroes have failed.

Whichever the outcome, proceed to Final Scoring as normal. Remember to include Interaction and Hero tokens placed on the Dimension Map.

SCENARIO SETS

In addition to the standard scenarios that can be played competitively, cooperatively, and solo, the expansion includes one special scenario set for playing 1 of the 4

standalone storylines in the 1-player game (Dreadful Paths) and one special scenario set for playing the standalone cooperative campaign (Oblivion Rising).

DREADFUL PATHS

A strange noise is coming from a ship that has been wrecked on a nearby lake. Some say it's haunted by the ghost of its captain. Reports from another part of the land speak of a mysterious stone left untouched near an excavated treasure site. Are these two connected?

Game length: Up to 20 game rounds.

Goal: Defeat the Final Boss before the end of round 20.

As soon as you defeat the Final Boss, the game ends immediately.

Based on the round in which you complete the goal, you may compare your level of victory between the different Dreadful Paths games:

- ◆ **Silver victory:** Round 18 or 19
- ◆ **Gold victory:** Round 16 or 17
- ◆ **Diamond victory:** Round 15 or earlier

Setup rules: The Starting Map tile is the one with the Church and not the Priest. Create **two** Map tile stacks according to the table - one for Chapter I, II, and III Map tiles, and another for Chapter IV and V Map tiles. Use the Fixed Map tiles from the base game. Return the Fixed Map tiles from the

Dreadful Paths Map Setup

Chapter	I	II	III	IV	V
	1P	2*	2*	2*	2*
	1P	1	1	1	1
	1P	3	3	4	4

* The specific Fixed Map tiles for both solo game modes can be found in the **Rulebook, page 31**.

expansion back to the box. The Ritual Map tiles are used in this scenario.

Return all Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.

Place the Talking Stone Head token and the Shipwreck Ghost token on top of the Map tile stack that contains Chapter IV

and V Map tiles. You will place them on the Map during the game as described below.



Choose 1 of the 4 unique storylines. Each storyline contains 8 Journey cards divided into 5 levels.

- ◆ **Storyline 1:** Gateway, Faer Demon Final Boss
- ◆ **Storyline 2:** High Lands, Crystal Golem Final Boss
- ◆ **Storyline 3:** Swamp, Hydra Final Boss
- ◆ **Storyline 4:** Monastery, Behemoth Final Boss

Take all Journey cards corresponding to the chosen storyline (shown on the reverse side of the cards) and return the others to the box. Create the face-down deck of Journey cards with the highest level (shown on the card's reverse side) at the bottom and the remaining cards placed on top in descending order. Reveal the first two Journey cards (marked as "Journey I").

Place the Boss Tracks card next to the Journey deck.



Shuffle the Journey Reward tiles to form a stack and place it face down nearby.

Shuffle the Tracks and Rune Stone tokens to form two separate stacks and place them face down nearby.

Place the Cursed Ability and Damaged Armor tokens next to the Rune Stone tokens.



Shuffle the Compass tiles and Location tokens to form two separate stacks and place them face down nearby.

Place the Monster Health tokens, Monster Injury token, and the Initiative token "1" nearby.



Use Level 1, Level 2, and Level 3 Elite Monsters (see Rulebook, page 30).

The player begins the game with a Healing Potion.

Important: Dreadful Paths scenario set requires adding the corresponding Hero tiles from the expansion to your stack of Hero tiles.

SPECIAL RULES

When playing the Dreadful Paths scenario set, follow the Playing with Fire rules described in the Rulebook, page 26.

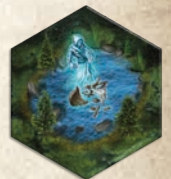
TALKING STONE HEAD AND SHIPWRECK GHOST

Whenever you reveal the last (Chapter III) Map tile from the first Map tile stack, your turn is interrupted and you must immediately place the Talking Stone Head token and the Shipwreck Ghost token on the given locations on the Map.



Talking Stone Head token

- ◆ **Talking Stone Head:** Level 1 Treasure
- ◆ **Shipwreck Ghost:** Lake



Shipwreck Ghost token

Reveal the top Compass tile and follow the **Compass** rules on page 2 to determine each location and place the corresponding token on the location. If there are any Hero or Interaction token(s) on that hex, place them on the Scenario/Trade board under the Round track. They will be used if you decide to proceed with Final Scoring at the end of the game. The hexes are considered to be liberated for the remainder of the game.

Note: You may not Find a Treasure / perform a Mining Action on a hex with the Talking Stone Head / Shipwreck Ghost token.

FULFILLING JOURNEYS

Each storyline is divided into five Journey levels. Whenever you complete the current Journey level (by fulfilling all Quests on the revealed Journey card(s)), discard all card(s) of the completed level, and reveal the Journey card(s) of the next level.

- ◆ Journey I, II, and III: 2 Journey cards
- ◆ Journey IV and V: 1 Journey card

You may fulfill a Journey if you meet the requirements of the Quest as depicted on the card. If you do, immediately gain the Reward depicted on the card.

In some cases, the Reward may be gained only on a specific hex, see **Reward Clarifications** on page 38 for more details.

If the Quest has two parts, you may choose which part you fulfill first. As a reminder of which part you have already fulfilled, place one of your Hero tokens on it.

Two-part
Journey Quest
requirements

Reward



QUEST REQUIREMENT CLARIFICATIONS



To fulfill: Discard any Natural Resource tile of the given type at the Place of Trade shown.



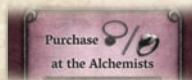
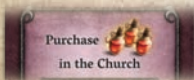
To fulfill: Discard the depicted Trophies (2 Level 1, a Level 2, 2 Level 2, or a Level 3 Monster Trophy) in the location shown.



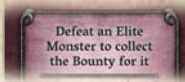
To fulfill: Discard the depicted Items (3 Healing Potions, any Amulet/Ring, 2 Gold cards, any 2 Gems, 4 Gold cards and a Demon Stone) in the location shown.



To fulfill: Confront the given type of Elemental. Also, discard the given type of Essence at the Alchemists.



To fulfill: Purchase the depicted Items (3 Healing Potions or any Amulet/Ring) in the location shown.

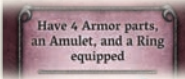


To fulfill: Defeat any Elite Monster and gain the Reward shown on the appropriate Bounty card.

Note: You must defeat a new Elite Monster after revealing this Journey card. Elite Monsters defeated earlier in the game do not count.



To fulfill: Have an Armor set of 3 parts or more.



To fulfill: Have any 4 Armor parts, any Amulet, and any Ring equipped.



To fulfill: Enter the Talking Stone Head hex to pick up 20 Gold. Also, discard 2 parts of Dragon, Krak, and/or Sunbow Armor, and any Ring on the Talking Stone Head hex.

You must fulfill this Quest within the following 4 rounds after revealing the Journey card. If you do not fulfill it, your Journey fails and the game ends at the end of the appropriate round. You may want to mark this round on the Round track using a Hero token of another Hero.

For example: The Journey card is revealed in round 6. You must fulfill the Quest before the end of round 10.



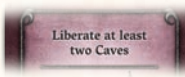
To fulfill: Unlock all Hero slots on your Hero board.



To fulfill: Perform a Mining Action on a hex with Mountains.



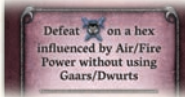
To fulfill: Reach 15 Reputation. Also, perform a Mining Action twice during one turn.



To fulfill: Liberate at least two Caves.



To fulfill: Find a Level 3 Treasure.



To fulfill: Defeat a Level 2 Monster on a hex influenced by Air or Fire Power without using any Gaars or Dwurts during the Combat.



To fulfill: If your Hero is on the Portal hex on the Map tile with the Dragonslayer Towers, you may attempt to defeat two Level 2 Monsters, one after another. Use only one Combat

Action, but perform 2 full Combats (each including a First Strike step). Both Monsters have 1 additional Health. Place a Monster Health token with the value 1 next to the Monster card in each of these Combats.

Gain the Reward for defeating the first Monster card before proceeding with Combat against the second Monster. For each Combat, follow the standard rules.

Notes:

Because you gain the Reward right after defeating one of the two Monsters, it can happen you will exceed 35 Reputation at some point during fulfilling the Quest. In that case, you will not gain anymore Reward (from the Monster card).

When playing as Taesiri, place a Hero token on the Book of Power Ability for each Level 2 Monster defeated during this Combat.

If your Hero dies during any one of the Combats, this part of the Quest is not successfully fulfilled. Follow the standard rules for Death and Resurrection during Combat (see **Rulebook, page 25**). You may attempt to fulfill this part of the Quest again by defeating both Monsters (regardless of whether one was defeated in your previous attempts).

RUNE STONES - JOURNEY II



To fulfill: Complete 3 Rune Stones on the Map.

Whenever you complete the Journey I level and reveal Journey II cards, place the first Rune Stone on the Map.

Reveal the top Location token and choose a hex with the corresponding location as follows:

1. If the location is not on the Map, or the only locations of that type on the Map have a Blocking Figure (Not Elemental) on them, it is not a valid location. Reveal new Location tokens until you reveal one with a valid location. If the stack of Location tokens is empty, shuffle the discard pile to form a new stack.
2. Choose a location on the Map of the corresponding type that doesn't have any Blocking Figures (Not Elementals) on it. If there is more than one such location, reveal the top **Compass** tile and follow the Compass rules on **page 2** to determine the chosen location.
3. Place the Location token on the chosen location. Place any Hero, Interaction, or Trade tokens from that hex on the just placed Location token. The hex is liberated for the remainder of the game and you may interact with the location as normal.
4. Place the top Rune stone token on the just placed Location token, face up.
5. Discard all revealed Location tokens to the appropriate discard pile.



If you enter a hex with a Rune Stone token on it, you may discard what is shown on the token and place one of your Hero tokens on the "Rune Stones" Journey card. Discard the Rune Stone token to the appropriate discard pile and place a new Rune Stone token on the Map, following all the steps described above.



If the Rune Stone token shows the Scroll icon, discard any type of Scroll to place your Hero token.

When you place a third Hero token on the "Rune Stones" Journey card, do not place a new Rune Stone token on the Map.

You must enter the Talking Stone Head hex to complete the Journey and gain the Reward.

MINI-BOSS - JOURNEY III



To fulfill: Defeat the Mini-Boss.

Whenever you meet the condition shown on the "Mini-Boss" Journey card (see **Mini-Boss Conditions, page 36**), place Initiative token "1" on the Map. Reveal the top Location token and choose a hex with the corresponding location as follows:

1. If the location is not on the Map, or the only locations of that type on the Map have a Blocking Figure (Not Elemental) on them, it is not a valid location. Reveal new Location tokens until you reveal one with a valid location. If the stack of Location tokens is empty, shuffle the discard pile to form a new stack.
2. Choose a location on the Map of the corresponding type that doesn't have any Blocking Figures (Not Elementals) on it. If there is more than one such location, reveal the top **Compass** tile and follow the Compass rules on **page 2** to determine the chosen location.
3. Place the Location token on the chosen location. Place any Hero, Interaction, or Trade tokens from that hex on the just placed Location token. You **may not** interact with the location until the Mini-Boss is defeated.
4. Place Initiative token "1" on the just placed Location token.
5. Discard all revealed Location tokens to the appropriate discard pile.

If you enter a hex with Initiative token "1" on it, you may decide to perform a Combat Action and fight the Mini-Boss shown on the Journey card.

Find the appropriate Elite Monster card in the Elite Monster pile or the Troll Monster card from the skull expansion in the Level 2 Monster deck/in the box (depending on the Monster difficulty level you play, see skull **Rulebook, page 17**).

Follow the standard rules of Combat with a normal Elite Monster/Monster except you **do not** receive the Reward shown on the Bounty card/on the reverse side of the Monster card.



Expansion Troll Monster card

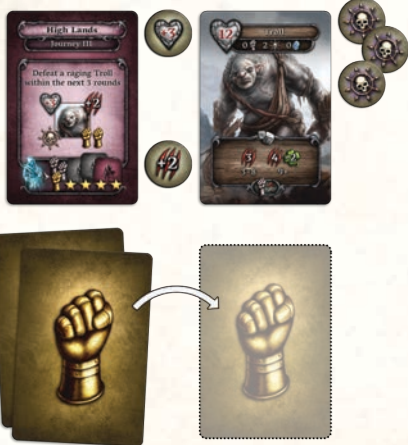
Also, some “Mini-Boss” Journey cards show a set of icons (partially covering the Mini-Boss art) that determine the strength of the Mini-Boss. According to the Mini-Boss, place the Monster Injury (see below), Monster Health (see below), additional Gaar, and/or additional Chaos token(s) beside the Elite Monster or Monster card, and/or add Gold cards to the Gold cache.



Monster Injury token Monster Health tokens

- ◆ **Monster Injury token:** Marks additional Injuries the Mini-Boss inflicts each Combat Round.
- ◆ **Monster Health token:** Marks additional Health the Mini-Boss has.

For example: You perform a Combat Action with a raging Troll. Place the Monster Health token showing +3 and the Monster Injury token showing +2 next to the Monster card. Also, place an additional Chaos token beside the Monster card (making 3 in total), and add additional 2 Gold cards to the Gold cache. The raging Troll has now 15 Monster Health and inflicts additional 2 Injuries on you each Combat Round.



After Combat, proceed with one of the following:

- ◆ Return the Elite Monster card to the Elite Monster pile.
- ◆ Place the Troll Monster card on the appropriate discard pile/return the Troll Monster card to the box.

If you defeat the Mini-Boss, remove Initiative token “1” from the Map. The hex is liberated for the remainder of the game and you may interact with the location as normal.

MINI-BOSS CONDITIONS



Gateway - Faer Addict: Have at least 3 Gold cards in your hand.



High Lands - Troll exception: There is no condition before determining the location in the case of a raging Troll Mini-Boss, however, you must defeat it within the following 3 rounds after revealing the Journey card. If you do not

defeat it, your Journey fails and the game ends at the end of the appropriate round. You may want to mark this round on the Round track using a Hero token of another Hero.

For example: The Journey card with a raging Troll Mini-Boss is revealed in round 10. You must defeat it before the end of round 13.



Swamp - Lizard Chieftain: Have an Armor set of 3 parts or more.



Monastery - Monk: Depending on the Hero you play with, have at least 3 Gaars or 3 Dwurts in your possession.

TRACKS - JOURNEY IV

To fulfill: Find 3 Tracks to locate the Final Boss.

If your Hero is on one of the locations shown on the Journey card, as a Free Action, you may decide to find the Tracks by rolling both of your dice. This is not considered to be a Hero Roll, and you **cannot modify** the roll in any ways. Elemental Powers **do not** affect the dice roll. However, add 2 to your roll for each Tracks token placed on the Map.



Gateway locations: Merchants, Level 2 Treasures, Lakes



High Lands locations: Portals, Dragonslayer Towers, the Church



Swamp locations: Level 1 Treasures, Air Elementals, Alchemists



Monastery locations: Mountains, Earth Elementals, Water Elementals

According to the Journey card, if the Final Value of the roll is 8/9 or more, place one of your Hero tokens on the “Tracks” Journey card.

Locations for finding the Tracks

The roll result required

Reward



Regardless of the result, take the top Tracks token and immediately resolve both effects depicted on its face up side. The top effect is negative, while the bottom effect is positive. Then place the Tracks token on the hex your Hero is on, face down, i.e. the +2 Tracks side up.




Some Tracks tokens show a Cursed Ability token or Damaged Armor token. See **Cursed Ability** and **Damaged Armor** below for more details on how these work.



You may not search for Tracks on a hex with a Tracks token.

Whenever you place a third Hero token on the “Tracks” Journey card, you must enter the Shipwreck Ghost hex to complete the Journey and gain the Reward. Your search for Tracks is then completed and you may locate the Final Boss. Follow these steps:

1. Flip all Tracks tokens on the Map to their effect side.
2. Roll one die. This is not considered to be a Hero Roll, and you **cannot modify** the roll in any ways. Elemental Powers **do not** affect the die roll.
3. According to the value of the roll, choose the Tracks token whose Locating Number (shown with a hex border on the right of the Tracks token) matches the condition shown on the Boss Tracks card.  *Locating Number*
4. Place Initiative token “1” on the hex with the matching Tracks token.
5. Remove all Tracks tokens from the Map.

For example: The Tracks tokens placed on the Map show 6, 13, and 21 Locating Numbers. You roll one die and roll a 4. You must choose a Tracks token that shows a Locating Number nearest to 14. The Tracks token with a 13 matches that condition. Place the Initiative token “1” on the hex with that Tracks token. Then remove all Tracks tokens from the Map.



The Final Boss is located on the hex with Initiative token “1” on it.

CURSED ABILITY

Whenever you take a Cursed Ability token as a part of a Tracks token effect, choose one of your **Trained Abilities/First Strike Abilities**, and place the token on it. You may not use any effect of an Ability with a Cursed Ability token on it.



From now on, subtract the sum of Clover effect values on all Cursed Ability tokens on your Hero tiles from all your Hero Rolls.

For example: You have 2 Cursed Ability tokens placed on your Hero tiles. You must subtract 2 from all of your Hero Rolls until you remove the affected Hero tiles from your Hero board.



Each Ability/First Strike Ability may have only one Cursed Ability token placed on it. If you do not have enough Abilities/First Strike Abilities, place the Cursed Ability token to the appropriate discard pile, i.e. the effect of that token is not applied.

To clear yourself of the Cursed Ability effect, you must remove the affected Ability/First Strike Ability from your Hero board. Keep the Cursed Ability token on that Ability/First Strike Ability. If you ever Train that Ability/First Strike Ability again, the Cursed Ability effect still applies.

DAMAGED ARMOR

Whenever you take a Damaged Armor token as a part of a Tracks token effect, choose one of your **equipped Armor**, and place the token on it. Immediately subtract 1 from your Sack modifiers for each Damaged Armor token you have placed on your equipped Armor. Also, **all** effects of the affected Armor and Gems placed on it do not apply anymore (not even the Sack modifiers). If your Health is reduced by this, only your Maximum Health is reduced, **not** your current Health.



For example: You placed a Damaged Armor token on your Sunbow Boots. From now on, to your discomfort, you may not use the Teleport effect on them, your Maximum Health is reduced by 2, and the Sack modifier does not apply. Subtract 2 from your Sack modifiers, 1 for the Damaged Armor token and 1 for the “+1” Sack modifier depicted on the Sunbow Boots that does not apply anymore. Also, you may not use the effect of the Sapphire placed on the Sunbow Boots tile.



Each Armor may have only one Damaged Armor token placed on it. If you do not have enough Armor parts, place the Damaged Armor token to the appropriate discard pile, i.e. the effect of that token is not applied.

A Damaged Armor effect on Armor carried in one of your Sacks does not apply while the Armor is in your Sack. If you remove Armor with a Damage Armor token on it from your Hero board, or sell it in one of the Places of Trade, discard the Damaged Armor token.

FINAL BOSS - JOURNEY V

To fulfill: Defeat the Final Boss.

If you enter a hex with Initiative token “1” (after you locate the Final Boss), you **must** perform a Combat Action and fight the Final Boss.

Follow the standard rules of Combat with a normal Monster except you do not receive a standard Reward. The game ends immediately after the Combat with the Final Boss, see Scenario Set Resolution below.



Final Boss
Journey cards

REWARD CLARIFICATIONS

TIMING



You must be on a hex with the Talking Stone Head to gain the Reward.



You must be on a hex with the Shipwreck Ghost to gain the Reward.

In all other cases, gain the Reward immediately after fulfilling all parts of the Quest shown on the Journey card.

REWARDS



Draw 2/3/4 Journey Reward tiles. Choose one to keep and discard the other(s).

Choose one or more of the following options:



(Unveil for free, no purchase)

- ◆ You may Unlock any number of Hero and Equipment slots as normal, including paying the necessary cost (either the corresponding Essence or amount of Gold).
- ◆ You may Unveil Hero tiles following the standard rules except you do not have to pay 1 Gold.
- ◆ You may Train one or more Abilities as normal, including paying the Training Price, placing it on your Hero board, and removing another Hero tile, if needed, as if at a Place of Trade.

Take Items up to **6**

from the Alchemists Offer

Take Items up to **8**

from the Merchants Offer

Choose Items with a total combined purchase price of 6/8 from the Alchemists/Merchants Offer. Then refill the empty slots with new Alchemist/Merchant tiles.

Keep one of the Armor parts Choose one of the discarded Armor parts (from fulfilling the Quest) to keep.

SCENARIO SET RESOLUTION

- ◆ If the Final Boss is defeated (even if your Hero dies at the end of the Combat), Euthia is saved. Gain 10 Reputation.
- ◆ If the Final Boss is not defeated by the end of round 20, you have failed.

Note: It is not necessary to proceed with Final Scoring at the end of the game. However, you may decide to anyway, if you want to know how successful you were on your solitary adventure in Euthia.

OBLIVION RISING

We finally made it! We have united all the people of Euthia and blocked the Faer magic from controlling the minds of the heroes! But wait, there's one last quest you must join forces to solve before we all live in peace... hopefully...

Game length: Up to 20 game rounds.

Goal: Defeat all of the Ultimate Bosses in Scenario V before the end of round 20.

GENERAL RULES

When playing the Oblivion Rising scenario set, if not specified otherwise, follow the **Fellowship** rules described in the **Rulebook**, page 28 (even in Combat with Elite Monsters, Minions, and Ultimate Bosses in Scenario III, IV, and V).

Oblivion Rising is a standalone cooperative campaign divided into 5 separate scenarios that must be played in a given order. For setup and rules of individual scenarios, see page 40.

Your group has a total of 20 rounds to complete all of the scenarios, i.e. count the rounds as if the game has not been interrupted after the end of the scenario. Rounds are counted by the number of revealed Fellowship cards (see page 39).

Scenario IV is optional and can be skipped, i.e. you may play Scenarios I to III, skip the Scenario IV, and then play Scenario V.

After you complete the goal of your current scenario, your group may decide to conclude the scenario at the end of any round (**Scenario IV** is exception to this, see page 42).

For example: Your group completes the goal for the first scenario during round 4. You may decide to conclude the scenario at the end of round 4 or you may continue playing that scenario (to gain more resources, purchase more Items, etc.) until the end of any subsequent round.

It is recommended that you read through the goals of all scenarios before starting the game to get an idea of how many rounds each scenario may take.

After the conclusion of a scenario, you may **Save the Game** (see page 39) or immediately continue with the next scenario. If you are planning on saving the game, it is useful to have a camera available to take a photo of each player's Hero board. If you do not have a camera, you may write down this information, so have a pen and paper available.

Before the game begins, take one Entry sheet, fill in the names of all players and their chosen Heroes in the corresponding spaces on the sheet's front side, and check the relevant boxes for all already unlocked Equipment slots on all players' Hero boards.

For example: Maggie, Peter, and Jessie decide to play Oblivion Rising. They choose Keleia, Eltrea, and Maeldur as their Heroes, writing their player and Hero names on the sheet. They check the following boxes: Helmet, Cuirass, Greaves, Boots, and Gauntlets for Keleia; Cuirass, Greaves, Amulet, and Ring for Eltrea; and Boots, Gauntlets, Amulet, and Ring for Maeldur.

OBLIVION RISING - Entry Sheet				
Unlocked slots				
Name	Maggie	Peter	Jessie	
Hero	Keleia	Eltrea	Maeldur	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

At the beginning of each scenario, Heroes start at the center of the given Starting Map tile as normal.

In addition to the standard rules for Faer Rituals and Pegasus, see **Rulebook, page 25**, special rules apply for these in some Oblivion Rising Scenarios.

END OF A SCENARIO

HEROES

All Hero tiles, Equipment, and other Items from your Hero board is kept for the following scenario.

Also, restore your Hero to Maximum Health.

Any unused Action tokens on your Hero board are lost, i.e. place 1 of your Mining, Trade, and Combat Action tokens on their corresponding places on your Hero board at the beginning of the following round (the first round of the next scenario) as usual.

OTHER COMPONENTS

During all 5 scenarios, rounds are counted by the number of Fellowship cards revealed from the Fellowship deck you set up before the beginning of the first scenario. At the beginning of the first round of the next scenario, reveal another Fellowship card, i.e. do not re-shuffle the deck and all discarded cards remain discarded.

Also, the Silver cache and the Gold cache remain the same.

If you decide to immediately continue playing the following scenario, reset Offers at all Places of Trade. All other decks of cards and stacks of tiles may remain the same as if you were playing one continuous scenario.

Remove the current Map from the play area and set up a new stack of Map tiles according to the setup of the next scenario. Also, set up all components required by that scenario.

SAVE THE GAME

If you do not want to immediately continue with the next scenario, you may "Save the game" by following these rules:

HEROES

Each player:

1. Take a photo of your Hero board to remind you of the positions of all Items on it (Gems and Essences placed on Abilities and Equipment, Items in Sacks, etc.). Alternatively, write this information down.

2. Check the relevant boxes for all Hero and Equipment slots unlocked on your Hero board in the just concluded scenario on the front side of the Entry sheet.

Note: Whenever a Hero or Equipment slot is unlocked, it remains that way for all subsequent scenarios.



3. Take all discarded (or sold in case of Weapons) Hero tiles and form a stack of them face down. Place a Discard Separator tile on top of the stack.



4. Take all Unveiled (but not Trained or purchased) Hero tiles and form a stack of them face down. Place an Unveil Separator tile on top of the stack.



5. Take all Hero tiles that have not been Unveiled yet and form a stack of them face down. Place a Not-Unveil Separator tile on top of the stack.



6. Take all Hero tiles from your Hero board (i.e. Trained or purchased) and form a stack of them.

7. Store the stacks separately (e.g. in zip bags) or form one big stack from all stacks formed in steps 2 to 5 and store it in the corresponding cardboard tower with the discarded Hero tiles stack at the bottom and the Hero tiles from your Hero board at the top, keeping the Separator tiles between the individual stacks.

8. Take all remaining components from your Hero board and store it in one place (e.g. in a large zip bag).

9. After the first scenario is concluded, fill your Hero name in the corresponding space on the reverse side of the Entry Sheet. At the end of this and every subsequent scenario, write down your Hero's Reputation in the column corresponding to the just concluded scenario.

# of cards in Gold Cache					
Hero	I	II	III	IV	V
Keleia					
Eltrea					
Maeldur					

10. Use the "Notes" space to write down any specific information you might need to remember for the following scenario (Eltrea's Familiar Alignment, Hoxir's summoned Minions, etc.).



OTHER COMPONENTS

On the reverse side of the Entry sheet, write down the round number in which the scenario was concluded. Store the Fellowship deck and discarded Fellowship cards separately.

Also, write down the number of Silver and Gold cards in the Silver and Gold caches. Store the Silver and Gold caches separately.

	Campaign Scenario				
	I	II	III	IV	V
Completed in round					
# of cards in Silver Cache					
# of cards in Gold Cache					

BEGINNING OF THE FOLLOWING SCENARIO

Set up all stored components accordingly. Use the photo of your Hero board if required.

All components except for the above are set up as for a new game.

SCENARIO I

Scenario Goal: According to the number of players, liberate at least the given number of hexes.

- ◆ 2 players: 4 hexes
- ◆ 3 players: 6 hexes
- ◆ 4 players: 8 hexes

Once the given number of hexes is liberated, you may conclude the scenario at the end of any round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. You **may not** use the Rotunda Starting Map tile for this scenario. Create the Map tile stack according to the table. Use the Fixed Map tiles from the base game. Return the Fixed Map tiles from the skull expansion back to the box. The Chapter I Ritual Map tile is used in this scenario. Chapter II, III, IV, and V Map tiles are not used in this scenario.



Chapter I Ritual Map tile

Each player begins the game with a **Healing Potion**.

Do **not** use Elite Monsters of any Level.

SCENARIO II

Scenario Goal: Complete 3 rituals. According to the number of players, place the given number of Gems and Essences on each of the 3 Faer Ritual hexes. You **may not** place different types of Gems or Essences on the same Faer Ritual hex and

you may not place the same type of Gem or Essence on more than one Faer Ritual hex.

- ◆ 2 players: 2 Gems of the same type and 1 Essence
- ◆ 3 players: 3 Gems of the same type and 1 Essence
- ◆ 4 players: 3 Gems of the same type and 2 Essences of the same type

Once the given number of Gems and Essences are placed on each of the Faer Ritual hexes, you may conclude the scenario at the end of any round.

Setup rules: The Starting Map tile is the one with the Church and not the Priest. You may not use the Rotunda Starting Map tile for this scenario. Create the Map tile stack according to the table. Use the Fixed Map tiles from the base game. Return the Fixed Map tiles from the skull expansion back to the box. The Chapter I, II, and III Ritual Map tiles are used in this scenario. Chapter IV and V Map tiles are not used in this scenario.

Scenario II Oblivion Rising Map Setup

Chapter		I	II	III
	2-4P	-	3	3
	2-4P	-	1	-
	2-4P	1	1	1
	2P	2	3	-
	3P	2	4	1
	4P	2	5	2

Scenario I Oblivion Rising Map Setup

Chapter		I
	2-4P	3
	2-4P	1
	2-4P	1
	2P	4
	3P	5
	4P	6



Chapter I Ritual Map tile



Chapter II Ritual Map tile



Chapter III Ritual Map tile

Do **not** use Elite Monsters of any Level.

SPECIAL RULES

PLACING GEMS AND ESSENCES

Whenever you are on a Faer Ritual hex, you may place the Gem(s) and/or Essence(s) on it.

You do not have to place all of the Gems and Essence(s) on a Faer Ritual hex at the same time and they do not have to be placed by the same Hero. The Gems and Essences placed on a single Faer Ritual hex must be of the same type, and each Faer Ritual hex must have a different type of Gem and Essence placed on it.

For example: In a game of 3 players, you must place 3 Gems and 1 Essence on each of the 3 Faer Ritual hexes. There is currently an Emerald and an Air Essence placed on one of the Faer Ritual hexes. To complete the ritual, you must place 2 more Emeralds on that hex.



There are 2 Sapphires placed on a second Faer Ritual hex. To complete the ritual, you must place 1 more Sapphire on that hex and an Essence other than Air. You place an Earth Essence on the hex.



There are no Gems or Essences placed on the third Faer Ritual hex. To complete the ritual, you must place 3 Gems of the same type other than Emerald or Sapphire and an Essence other than Air or Earth on that hex.



Gems and Essences placed on a Faer Ritual hex cannot be removed from the hex and they are discarded at the end of the scenario.

SCENARIO III

Scenario Goal: According to the number of players, fulfill the given number of Legend card Quests.

- ◆ 2 or 3 players: 2 Legend card Quests
- ◆ 4 players: 3 Legend card Quests

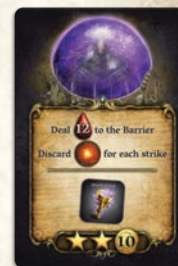
Once the given number of Quests are fulfilled, you may conclude the scenario at the end of any round.

Setup rules: In a 2- or 3-player game, randomly choose 2 Legend cards from Chapter IV (Elemental Ritual, Destroyed Library, Dark Magic Barrier) and place them face up nearby together with the corresponding Artifact tiles. In a game of 4 players, all 3 Chapter IV Legend cards (and Artifacts) are used.

The Starting Map tile is the one with the Church and not the Priest. You **may not** use the Rotunda Starting Map tile for this scenario. Create the Map tile stack according to the table.

Scenario III Oblivion Rising Map Setup

Chapter	II	III	IV
	2-4P	3	3
	2P	-	1
	3-4P	-	2
	2-4P	-	1
	2-3P	-	-
	4P	-	3
	2P	-	1
	3P	-	2
	4P	-	3

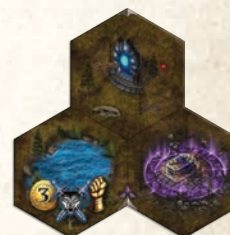


Chapter IV Legend cards and Artifact tiles

Use the Fixed Map tiles from the expansion. Return the Fixed Map tiles from the base game back to the box. The Chapter III and IV Ritual Map tiles are used in this scenario. Except for the Starting Map tile, Chapter I, II, and V Map tiles are not used in this scenario. Chapter IV Legend Map tiles are used in this scenario. In a 2- or 3-player game, only use the Legend Map tiles corresponding to the chosen Legend cards. Legend Map tiles are Special tiles.



Chapter III
Ritual Map tile



Chapter IV
Ritual Map tile



Chapter IV Legend Map tiles

Use Level 1 Elite Monsters (see Rulebook, page 30).

Shuffle a deck of Elite 2 Monsters and place it face down nearby. Place the Level 2 Bounty deck face down next to it.

Note: The rules for Level 2 Elite Monsters in this scenario are different. See below for details.

SPECIAL RULES

GUARDIAN OF A LEGEND

According to the number of players, some Legend Map tiles are guarded by an Elite 2 Monster.

- ◆ **2 players:** the first revealed Legend Map tile
- ◆ **3 players:** both Legend Map tiles
- ◆ **4 players:** all 3 Legend Map tiles

If a Legend Map tile that is guarded by a Level 2 Elite Monster is revealed, draw the top Level 2 Elite Monster card and place it on the just revealed Legend Map tile face up. Whenever you enter one of the hexes of a Legend Map tile with Elite Monster card on it, you must immediately perform a Combat Action and fight the Elite Monster (following the Fellowship rules). If you do not have any remaining Combat Actions left, you cannot enter the hex.



You may only fulfill a Quest on a Legend card (see below) after defeating a Level 2 Elite Monster on the corresponding Legend Map tile.

FULFILLING A LEGEND

The first Hero to move onto the center of the Legend tile and meet the initial requirements of the Quest may take the Artifact. The initial requirements may only be met by **one** player. These requirements are listed on the Legend card and explained in detail in the Appendix, page 26.



The Artifact is an Item and must be stored in your Sack.

If you move onto the **Pegasus** hex when carrying the Artifact, then, as a Free Action, you may discard the Artifact, gaining the Reward depicted on the corresponding Legend card. Then flip the appropriate Legend card face down.



Once all Legend cards are face down, you may conclude the scenario at the end of any round.

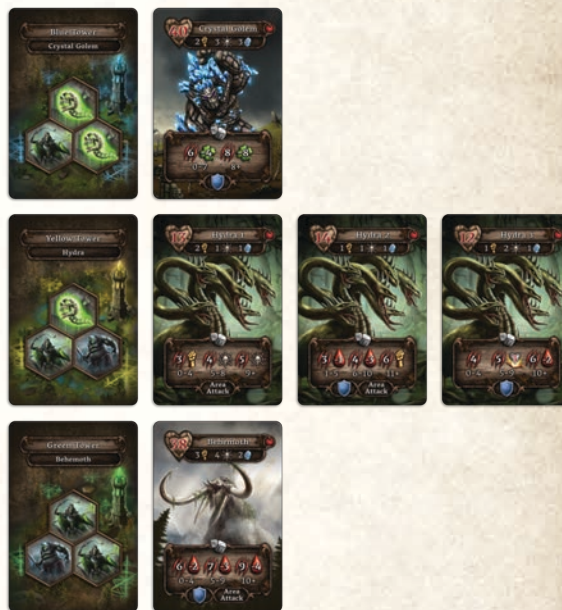
AFTER SCENARIO III

Randomly choose a number of Tower Magic cards equal to the number of players (i.e. in a 4 player game, use all of them).

Place all Ultimate Boss cards corresponding to the chosen Tower Magic cards (as shown below the name of the Tower) with the side showing the red dot face up next to the Tower Magic cards.



For example: In a game of 3 players, the Blue, Yellow, and Green Tower Magic cards were chosen at random. You place the Crystal Golem, all 3 Hydra, and the Behemoth Ultimate Boss cards next to the Tower Magic cards with the side showing the red dot face up.



You may read the rules for Scenario IV and V now, but before you proceed with any of the scenario setup you must decide to either play Scenario IV, or skip it to play Scenario V immediately instead. You may also look at the side of the Ultimate Boss cards showing the green dot to help you make this decision.

Important: Not playing Scenario IV makes Scenario V significantly more difficult. You should only do so if you think you do not have enough rounds remaining or you would like the challenge of trying to defeat the Ultimate Bosses at their full strength.

SCENARIO IV - OPTIONAL

Scenario Goal: Liberate the Towers to weaken the Ultimate Bosses in Scenario V.

You may conclude this scenario at the end of any round.

Setup rules: The Starting Map tile is the one with the Church and the Priest. Create the Map tile stack according to the table. Use the Fixed Map tiles from the skull expansion. Return the Fixed Map tiles from the base game back to the box. The Rotunda Map tile and Chapter IV and V Ritual Map tiles are used in this scenario. Also, use Tower Map tiles corresponding to the chosen Tower Magic cards, see

After Scenario III, page 42. Except for the Starting Map tile, Rotunda Map tile, and the Tower Map tiles, Chapter I and II Map tiles are not used in this scenario.

Scenario IV Oblivion Rising Map Setup

Chapter	I	II	III	IV	V
	2-4P Rotunda	-	3	-	3
	2-4P	-	-	1	1
	2-4P	!	!	!	-
	2P	-	-	3	2
	3P	-	-	4	3
	4P	-	-	5	4



Church with the Priest Map tile



Rotunda Map tile



Chapter IV Ritual Map tile



Chapter V Ritual Map tile



Tower Map tiles

One of the players then takes the created Map tile stack and shuffles it until another player says to stop (yes, all Chapters are shuffled together). Then place the Map tile stack back in the play area.

Sort the Minion cards into piles based on their type and place them face up nearby. All Minion cards showing the same

Minion are identical. Also, place a Reward card next to the Minion cards, Minion Rewards side up.



Minion cards

Reward card

Place the special Priest Encounter card face up nearby. Do not use the Priest Encounter cards from the base game.

Return all other Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.

Use Level 2 Elite Monsters (see Rulebook, page 30).



Special Priest Encounter card

SPECIAL RULES

DEATH OF A HERO

Whenever your Hero dies, they are resurrected in the Church, not in the Rotunda.

SPECIAL PRIEST ENCOUNTER QUEST

If you fulfill the Quest on the special Priest Encounter card during Scenario IV, use the Rotunda Map tile as the Starting Map tile for Scenario V. Otherwise, you must use the Starting Map tile with the Church and not the Priest, see page 44.

LIBERATE A TOWER

Whenever a Tower Map tile is revealed, place the Minion standees on the hexes surrounding the Tower as depicted on the corresponding Tower Magic card.

For example: Place the Flying Skull standees on the top and right hex and an Undead Lord standee on the left hex of the Blue Tower Map tile when it is revealed.



Whenever you enter a hex on a Tower Map tile with Minions on it, you must perform a Combat Action and fight all 3 Minions at once (following the Fellowship rules). If you do not have any remaining Combat Actions left, you cannot enter the hex.

Note: Other rules for Combat with Minions apply as normal, see page 3.

If you defeat all 3 Minions on a Tower Map tile in the same Combat Action, flip the corresponding Ultimate Boss card

(or all 3 cards for the Hydra) to its green dot side. The difficulty of that Ultimate Boss card is lowered for the final scenario.



If you do not defeat all 3 Minions in the same Combat Action, the Ultimate Boss card remains unflipped. In this case, leave all 3 Minion standees on the Tower Map tile. A Hero may attempt to defeat them all at another time.

SCENARIO V

Scenario Goal: According to the number of players, defeat all of the Ultimate Bosses on the Map.

- ◆ **2 players:** 2 Ultimate Bosses
- ◆ **3 players:** 3 Ultimate Bosses
- ◆ **4 players:** 4 Ultimate Bosses

As soon as the given number of Ultimate Bosses are defeated (or banished, see later), the scenario ends at the end of the current round.

Setup rules: Use the Starting Map tile according to your progress in Scenario IV (if any):

- ◆ If you fulfilled the Quest on the special Priest Encounter card during Scenario IV, the Starting Map tile is the one with the Rotunda.
- ◆ If you did not fulfill the Quest on the special Priest Encounter card during Scenario IV or you did not play Scenario IV at all, the Starting Map tile is the one with the Church and not the Priest.



Create the Map tile stack according to the table. Use the Fixed Map tiles from the expansion. Return the Fixed Map tiles from the base game back to the box. The Necromancer's Lair Map tile and the Chapter IV and V Ritual Map tiles are used in this scenario. Except for the Starting Map tile, Chapter I, II, and III Map tiles are not used in this scenario. Return all Encounter Map tiles as well as the Encounter cards to the box; they are not used in this scenario.



Necromancer's Lair

Chapter IV Ritual Map tile

Chapter V Ritual Map tile

Leave the Ultimate Boss cards that were set up after Scenario III nearby (see page 42). If the cards were flipped during Scenario IV (see page 43), keep them that way. Also, place the Boss Reward card next to the Ultimate Boss cards.

Sort the Flying Skull and Undead Lord Minion cards into piles and place them face up nearby. All Minion cards showing



Boss Reward card

Scenario V Oblivion Rising Map Setup

Chapter	IV	V
2-4P	-	3
2-4P	1	1
2-4P	-	1
	2P	3
	3P	4
	4P	5

the same Minion are identical. Also, place a Reward card next to the Minion cards, Minion Rewards side up.

Place 2 Defense Magic tokens nearby.



Minion cards

Reward card

Defense Magic tokens

SPECIAL RULES

ULTIMATE BOSSES EMERGE

Once the first location of each type shown below is revealed, place the corresponding Ultimate Boss standee on the hex with that location.

- ◆ **Faer Ritual hex:** Hydra
- ◆ **Cave:** Behemoth
- ◆ **Fire Elemental:** Crystal Golem
- ◆ **Necromancer's Lair:** Faer Demon; in addition, place one Flying Skull standee and one Undead Lord standee on any hexes on the Necromancer's Lair Map tile, one standee for each hex.

From now on, the Heroes may not interact with the location on such a hex.

ATTACK AN ULTIMATE BOSS

Whenever you enter a hex with an Ultimate Boss, or any hex on the Necromancer's Lair Map tile, you must perform a Combat Action and fight the Ultimate Boss. If you do not have any remaining Combat Actions left, you cannot enter the hex.

In the case of the Hydra, you must fight all 3 heads at once (following the Fellowship rules). Each head is represented by one of the Hydra Ultimate Boss cards.

In the case of the Faer Demon, you must fight the Ultimate Boss and both its Minions at once (following the Fellowship rules).



Hydra Ultimate Boss cards



Faer Demon Ultimate Boss and Minion cards

Note: Other rules for Combat with Minions apply as normal, see page 3.

Regardless of whether one or more Heroes were killed during the Combat, if you defeat all Enemies that are part of the Combat, you defeat the Ultimate Boss. i.e. all 3 Hydra's heads, the Faer Demon with its both Minions, and/or any Monster that is shown on the current Fellowship card (see Rulebook, page 29). Gain the Reward corresponding to the defeated Ultimate Boss as depicted on the Boss Reward

card, following the standard rules for **Joint Combat Rewards** if required, see Rulebook, page 33.

According to the Ultimate Boss defeated, proceed as follows:

- ◆ **Crystal Golem or Behemoth:** Place a Defense Magic token on the hex the Ultimate Boss was defeated on.
- ◆ **Hydra:** From now on, you may interact with the Faer Ritual location on the hex as normal.
- ◆ **Faer Demon:** The Necromancer's Lair has no special meaning anymore.



If you do not defeat all of the Enemies during the Combat, the Ultimate Boss is not defeated. Instead, it is only banished. Remove it (and any other Enemies that were part of the Combat) from the Map and/or game. You may not fight that Ultimate Boss again and will not be able to achieve the best scenario set resolution.

SCENARIO SET RESOLUTION

- ◆ If all of the Ultimate Bosses are defeated (not banished), the Heroes have successfully protected the land of Euthia!
- ◆ If you defeat only some of the Ultimate Bosses by the end of round 20, the Heroes protected only a part of Euthia. Make more effort next time!
- ◆ If none of the Ultimate Bosses are defeated by the end of round 20 (even if some were banished), the Heroes have failed.

MAIN GOALS AND WINNING LEVELS - FELLOWSHIP

Each scenario has three Winning Levels – Silver (the lowest), Gold, and Diamond (the highest). To win the game in the Fellowship cooperative game mode, you must complete the Main Goal of the chosen scenario. This will earn you the Silver Winning Level for that scenario. However, you may instead earn the Gold or Diamond Winning Level if you manage to fulfill the requirements of those Winning Levels.



Silver
(Main Goal)

Gold

Diamond

When determining your Winning Level for a scenario, total the relevant goals that each player has achieved and compare them with the table shown.

For example: You complete a 2-player game of *The Hunt*. One player defeated two Level 2 Monsters while the other player defeated one. Each player fulfilled one Personal Quest. In total you defeated three Level 2 Monsters and fulfilled two Personal Quests, earning you the Gold Winning Level. If either player had fulfilled one more Personal Quest, you would have achieved the Diamond Winning Level.

Some scenarios have other specific requirements for certain Winning Levels, and some scenarios have specific rules when playing in Fellowship mode. These can both be found in the relevant scenario section.

BASE GAME SCENARIOS

THE HUNT

Defeat at least the given number of Level 2 Monsters and fulfill at least the given number of Personal Quests according to the table below.

# of players	2		3			4			
Winning Level									
# of defeated Level 2 Monsters	1	2	3	2	3	4	3	4	5
# of fulfilled Personal Quests	2	2	3	3	3	4	4	4	5

IMMINENT THREAT

Win the game at a given difficulty level or higher and fulfill at least the given number of Personal Quests according to the table on page 46.

DEATH OF A HERO

Whenever (except for the Final Battle) your Hero dies, follow the Fellowship rules.

# of players									
Winning Level									
Imminent Threat Difficulty Level	N	Ha	He	N	Ha	He	N	Ha	He
# of fulfilled Personal Quests	2	2	3	3	3	4	4	4	5

N - Normal, Ha - Hard, He - Heroic

FINAL BATTLE

The Final Battle follows the Fellowship Combat rules except that the Fellowship card is not used during this fight, i.e. the Monsters do not have any additional Health, do not inflict additional Injuries, do not perform an additional Chaos action, and there are no additional Enemies or Area Attack.

For the Final Battle, add the Silver and Gold cards shown in Table 2 on page 3* of the Scenario Book and on the Monster and Elite Monster cards in the line of Enemies to the existing Silver and Gold cache.

* Page 4 in the first printing.

INTERACTION BETWEEN HEROES

Instead of the Interaction Between Heroes rules (see Scenario Book, page 4), follow the Fellowship "Healing another Hero" rules described in the Rulebook, page 31, i.e. you may not use your Hero's Gaar tokens to adjust the Monster's roll if it attacks another Hero in the Enemy Attack Phase.

COLLISION

The Collision scenario **cannot** be played using the Fellowship rules.

ELEMENTAL REVOCATION

The Elemental Revocation scenario **cannot** be played using the Fellowship rules.

LORD'S REQUEST

Fulfill at least the given number of Lord Encounter Quests and Personal Quests according to the table below.

# of players									
Winning Level									
# of fulfilled Lord Encounter Quests	2	3	4	3	4	5	4	5	6
# of fulfilled Personal Quests	2	2	3	3	3	4	4	4	5

FAER INVOCATION

Fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
# of fulfilled Personal Quests	2	3	4	3	4	6	4	5	8

PERSONAL QUESTS

During the setup of the game, draw a number of **both** the Starting and Advanced Personal Quests equal to the number of players +1 and place them face up beside the deck. Each player then chooses one Starting and one Advanced Personal Quest (in any order they agree on) as their Personal Quests to fulfill. Return the remaining Starting and Advanced Personal Quest cards to the box.

INTO THE ABYSS

Seal the magical Abysses (following the scenario rules) and fulfill at least the given number of Personal Quests according to the table below (if any).

# of players									
Winning Level									
# of fulfilled Personal Quests	0	2	3	0	3	5	0	4	7

WALKING DESTRUCTION

Free the Crystal Golem and fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
# of fulfilled Personal Quests	0	1	2	0	2	3	0	3	4

DISSOLVING FAER

You do not have to track the amount of Faer Magic each Hero has already dissolved individually (by moving each Hero's Golem token on the Reputation track). The Faer Power token is moved each time a Hero defeats an Elite Monster and for Silver and Gold cards used during Combat by the Monster by following the standard rules.

DEFENDING THE SETTLEMENTS

Defeat Farruga before the end of the given round and fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
Round in which you must defeat Farruga at the latest	14	14	13	14	14	13	14	14	13
# of fulfilled Personal Quests	2	3	4	3	5	6	4	7	8

FELLOWSHIP CARDS

The Fellowship cards are not used during the 2 special Farruga Attack rounds, i.e. Heroes may not exchange any Items during these 2 rounds.

THE THREAT OF MIRREZIL

Defeat Mirrezil (with an added condition at Diamond Level), defend your group from at least the given number of Events (see below how to defend the group), and fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
Conditions for defeating Mirrezil	x	x	!	x	x	!	x	x	!
# of events you must defend your group from	1	2	3	1	2	3	1	2	3
# of fulfilled Personal Quests	2	3	3	3	4	5	4	5	7

x - none, ! - no Hero may die during the fight

INVOKING DEFENSE MAGIC AND DEFENDING THE GROUP

You only ignore the negative effect on an Event card if every player has a face up Defense Magic token under one of their Hero tokens. If this happens, you have defended your group from the Event, i.e. you may count it towards your scenario Winning Level.

Note: Each player gains the Reward immediately after invoking the Defense Magic as normal.

THE BANISHING OF BRASATH

Banish Brasath before the end of the given round and fulfill at least the given number of Personal Quests according to the table on the right.

# of players									
Winning Level									
Round in which you must banish Brasath at the latest	20	18	16	20	18	16	20	18	16
# of fulfilled Personal Quests	4	5	6	6	8	9	8	11	12

FULFILLING A LEGEND

The initial requirements of a Legend must only be met by one Hero. If Combat is part of the initial requirements, do not apply the effects of the currently revealed Fellowship card.

EXPANSION SCENARIOS

WILD RUN

The Wild Run scenario cannot be played using the Fellowship rules.

THE FOG OF NECROMANCY

Win the game at a given difficulty level or higher and fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
The Fog of Necromancy Difficulty Level	Ha	Ha	He	Ha	Ha	He	Ha	Ha	He
# of fulfilled Personal Quests	0	1	2	0	2	3	0	2	4

Ha - Hard, He - Heroic

HEADHUNTING













Defeat the Hydra (with an added condition at Diamond Level) in a game of a given difficulty level or higher according to the table below.

# of players									
Winning Level									
Headhunting Difficulty Level	He	L	L	He	L	L	He	L	L
Conditions for defeating the Hydra	x	x	!	x	x	!	x	x	!

He - Heroic, L - Legendary, x - none, ! - each Hero must deal at least 22 Damage to the Hydra

RISE OF THE SOUL REAPER

Win the game at a given difficulty level or higher and fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
Rise of the Soul Reaper Difficulty Level	He	L	L	He	L	L	He	L	L
# of fulfilled Personal Quests	0	0	2	0	0	3	0	0	4

He - Heroic, L - Legendary

COMBAT WITH A MINION

Follow the standard Fellowship rules for Combat.

ATTACK THE TOWER/THE DOOM OF THE SOUL REAPER

After defeating a Minion in a joint Combat of two players on a Tower Map tile or Necromancer's Lair Map tile, only **one** player may attack the Tower/Adraghor.

MEET THE DEVIL

All players must defeat all three Aspects of the Faer Demon. Also, fulfill at least the given number of Personal Quests according to the table below.

# of players									
Winning Level									
# of fulfilled Personal Quests	0	2	4	0	3	6	0	4	8

END OF THE SCENARIO

As soon as all Heroes defeat all 3 Aspects, the game ends at the end of the current round.

ENCOUNTERING A MINION

If two players defeat a Minion in a joint Combat, both of them may flip the Defense Magic token on their Hero board to its active side (if it is inactive side up).

COMBAT WITH AN ASPECT

Follow the standard rules of Combat with a Monster. The Fellowship Combat rules are **not** used during this fight.

WRATH FROM THE UNDERWORLD

Defeat all 3 Undead and fulfill at least the given number of **Advanced** Personal Quests according to the table below.

# of players									
Winning Level									
# of fulfilled Advanced Personal Quests	0	1	2	0	2	3	0	2	4

PERSONAL QUESTS

Instead of using Starting Personal Quests during Setup, use the **Advanced** Personal Quests by following the same rules as if they were the Starting Personal Quests.









FELLOWSHIP CARDS

To create the Fellowship deck, use the number of Fellowship cards as follows:

- ◆ 2 cards for I (randomly chosen)
- ◆ all 7 cards for II
- ◆ 1 card for III (randomly chosen)

ARCANE DIMENSION

All players must breach the Arcane Barrier. Also, at least the given number of players must defeat Brasath (with an added condition at Diamond Level) according to the table below.

# of players									
Winning Level									
# of players who must defeat Brasath	1	2	2	2	3	3	2	4	4
Conditions for defeating Brasath	x	x	!	x	x	!	x	x	!

x - none, ! - Heroes must defeat Brasath during the same round

EXPLORING THE ARCANE DIMENSION

Only one Hero may be in the Arcane Dimension at a time, therefore, the Combat with Brasath follows the standard rules of Combat with a Monster. The Fellowship Combat rules are **not** used during this fight.

