

# EUTHIA

TORMENT OF RESURRECTION

## SCENARIO BOOK

### CONTENTS

The Hunt .....	2	Faer Invocation .....	10
Imminent Threat.....	2	Into the Abyss.....	10
Collision.....	4	Walking Destruction.....	12
Elemental Revocation .....	6	Defending the Settlements.....	15
Lord's Request .....	9	The Threat of Mirrezil .....	18
		The Banishing of Brasath .....	20





# INTRODUCTION

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

*For Example: The Hunt scenario has a normal difficulty level and takes 30 minutes per player.*



## THE HUNT

NORMAL 30' /

*Like a heavy rain, the ferocious monsters flooded the land. Even people living in the previously safe neighborhoods of the Church are scared to death and refuse to go out day and night. It is time to hunt these creatures down!*

**Game length:** 7 game rounds.

**Goal:** Defeat Level 2 Monsters.

**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. Chapter IV and V Map tiles are not used in this scenario.

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

### SPECIAL RULES

Whenever you defeat a Level 2 Monster, you may take it as a Trophy as normal. If you do, whenever you would discard it (either to use it to fulfill a Quest or just remove it to make space), keep the Monster card face down near your Hero board instead of discarding it. Similarly, if you choose not to take the Monster as a Trophy, you still keep the card face down near your Hero board.

If you have a Level 2 Monster Trophy in your Sack at the end of the game, count it together with other Level 2 Monsters you defeated during the game.

The Hunt Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

### FINAL SCORING

In addition to normal scoring, each Hero gains 2 Reputation for each Level 2 Monster they defeated during the game.

## IMMINENT THREAT

NORMAL / HARD / HEROIC 40' /

*The first time you heard about the horrifying group of Monsters terrorizing the area around the Church, it sounded like a fairytale. The threat is real though, and you do not have much time to prepare yourself to defend the last places of hope in Euthia.*

This is a **semi-cooperative scenario**. In the Final Battle, if all Heroes are killed, all players lose. Otherwise, all players win.

Alternatively, you can play this scenario fully cooperatively using the Cooperative Game rules in the **Rulebook, page 33**.

**Game length:** 8 standard game rounds followed by 1 special Final Battle Round.

**Goal:** Compete with others for respect and Reputation of Euthia citizens, but fight together against a terrifying group of Enemies (Monsters and/or Elite Monsters) at the end of the game.

**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.

Imminent Threat 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	1	-	-
	3-4P	1	1	2	-	-
	1P	3	2	2	1	-
	2P	4	3	2	1	-
	3P	5	4	3	1	-
	4P	6	5	4	2	-

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.



Choose one of three difficulty levels for this scenario - **Normal**, **Hard**, or **Heroic**. The difficulty determines the strength of opponents Heroes will face at the end of the game.

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

## SPECIAL RULES

### DEATH OF HERO

Whenever your Hero dies, whatever the cause, perform all the regular steps of a Hero Death except for the following 2 changes:

1. Lose only 1 Reputation (instead of 2).
2. If killed in Combat, the Monster-player immediately gains 2 Reputation instead of taking the Hero's token.

### FINAL BATTLE ROUND

At the beginning of round 9, perform the following steps:

1. All Heroes are placed in the Church and their Health is restored to Maximum.
2. Ready all exhausted Items and Abilities.
3. Flip all Gems to their active side.
4. Players can change Equipment and use Out-of-Combat Abilities or Items.

**Note:** In this round, players do not perform Actions, Free Actions, or Move. Therefore, Heroes cannot Train since that requires the Trade Action, or buy a Potion from the Church.

### FINAL BATTLE SETUP

Before the fight begins, follow these steps:

1. Use the **Table 1** to determine how many Enemies (Monsters and Elite Monsters) to use depending on the chosen difficulty and the number of players. Draw the cards from the appropriate decks.
2. Shuffle the drawn cards together and then lay them out in a line face up. The order of the cards from left to right is the order in which the Enemies will attack.

The Final Battle uses the same rules as for the Solo game:


1. Set aside two dice of another Hero. These are the Monster dice.
2. Return the Control cards into the box, they are not used in the Final Battle.
3. Shuffle the deck of Combat cards and place it face down nearby.
4. From the Gold cards, replace all of the Soul Control cards with the ones that depict the one-player icon.
5. Form 2 piles of cards, the Silver cache and the Gold cache according to the **Table 2**. To the respective caches, add any Silver and Gold cards depicted on the Monster and Elite Monster cards in the line of Enemies.

**Note:** In the Solo Game, add the appropriate number of Silver and Gold cards to the corresponding cache, i.e. the caches contain the cards collected during the game together with the cards added in this step.

Table 1

Enemies						
NORMAL	1P	1	1	0	0	0
	2P	0	0	1	1	0
	3P	1	0	2	0	0
	4P	0	0	2	0	2
HARD	1P	0	2	0	0	0
	2P	0	0	1	0	1
	3P	0	0	2	0	1
	4P	0	0	3	0	1
HEROIC	1P	0	0	0	1	1
	2P	0	2	1	0	0
	3P	0	0	3	0	0
	4P	0	0	4	0	0

Table 2

Cards			
NORMAL	1P	+3	0
	2P	2	2
	3P	3	3
	4P	0	6
HARD	1P	0	+1
	2P	0	3
	3P	3	4
	4P	0	7
HEROIC	1P	0	+2
	2P	0	4
	3P	0	5
	4P	0	8

### THE FIGHT BEGINS

At the start of the fight, each Hero may perform one First Strike with suitable Items or Abilities to attack any one Enemy (either a Monster or Elite Monster). Players decide the order in which they attack. If an agreement cannot be made, randomly determine the order. An Enemy can be attacked by more than one Hero.

### COMBAT ROUNDS

The Final Battle takes place over a series of Combat Rounds, each consisting of 4 Phases. This continues until all Enemies have been defeated, or all Heroes die trying.

1. Hero Healing Phase
2. Enemy Attack Phase (see below)

Repeat Phases 1&2 until all Enemies have attacked.

3. Hero Healing Phase
4. Heroes Attack Phase (see the following page)



Combat follows the normal Solo game rules with the exception of the following:

- ◆ The Die of Hope is not used.
- ◆ The effects of Silver and Gold cards are applied only to the Hero who was attacked by the specific Enemy, see below.

In Phase 2, each Enemy attacks one at a time, in the order of the cards in the line created in setup. When an Enemy attacks, players must choose one Hero to be attacked. If players cannot agree, determine randomly. A Hero can be attacked more than once in this Phase.

In Phase 4, each Hero attacks any one Enemy with a non-First Strike Weapon or Combat Ability using any other Items and Abilities as per a normal Hero Attack Phase. Heroes can attack in any order and an Enemy can be attacked more than once in this Phase.

Heroes do not receive any Rewards for defeating Enemies in the Final Battle.

### INTERACTION BETWEEN HEROES

During the Final Battle, Heroes can Heal other Heroes using Water Essences, Healing Potions, or Healing Scrolls. Heroes

can use their Gaar tokens in another Hero's attack to adjust the Monster-player's roll (not the Hero roll).

Any other interaction between players is forbidden, e.g. giving a Gaar token or any other Item to another player, using Abilities or Equipment to help other players, etc.

### HERO DEATH IN COMBAT


If your Hero dies during the Final Battle, you do not lose any Reputation but you take no further part in the game.

## SCENARIO RESOLUTION

The scenario can end in one of two ways:

- ◆ If all enemies in the Final Battle are defeated, the Heroes have successfully protected the Church. All Heroes win.
- ◆ If all Heroes die in the Final Battle, they have failed to protect the Church and the people of Euthia. All Heroes lose.

## COLLISION

HARD 40' / 

*You died! But you rose from the dead once again. However, this time, it was not the prayers of the monks from the Church who brought you back. The power of a mysterious amulet you found in the Ancient Temple resurrected you, but it is all you have. You have lost all your other possessions.*

*You must fight your way from the Forbidden Land back to the Church and defeat a monstrous foe before its cursed Artifact transforms you into an undead being... for eternity.*

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

**Goal:** Find and Visit the Church, exchange the Amulet of Eternity for the powerful Armor set, and then defeat the Level 3 Elite Monster before the end of round 8.

**Setup rules:** Use the Ancient Temple Map tile as the Starting Map tile. Create the Map tile stack according to the table. Then shuffle the Church Map tile (the one with the Church and not the Priest) into Chapter I and the Necromancer's Lair Legend Map tile into Chapter V (you cannot fulfill the Quest on the Necromancer's Lair in this scenario).



Ancient Temple



Necromancer's Lair

Then form a stack of Map tiles by placing the shuffled tiles of the **lowest** numbered Chapter at the bottom, with the remaining sets of tiles placed on top in ascending order, i.e. the opposite way to normal.

### Collision 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	2	3
	2P	1	1	2	3	4
	3P	1	2	3	4	5
	4P	2	3	4	5	6

\* The specific Fixed Map tiles for the Solo Game can be found in the Rulebook, page 31.

From the Level 3 Elite Monster cards, use the Lich, Demon Mistress, and Deathbringer. Shuffle these 3 cards, take one at random and place it face down nearby. Return the rest of the Elite Monster cards back to the box without looking at them.



Search the Dragonslayer tiles to create 5-part Armor Sets according to the number of players (the Gem slots on them do not matter). Place these sets next to the Scenario/Trade board.



- 1 player: 1 set of Krak Armor
- 2 players: 1 set of Krak Armor, 1 set of Dragon Armor
- 3 players: 1 set of Krak Armor, 2 sets of Dragon Armor
- 4 players: 2 sets of Krak Armor, 2 sets of Dragon Armor

Shuffle and place the rest of the Dragonslayer tiles face down in 2 stacks on the Trade board as normal.



Example of Krak Armor Set



Example of Dragon Armor Set

Each Hero begins the game with 25 Reputation. All Equipment slots on your Hero board are unlocked.

Heroes also begin with the following Hero tiles and Healing Potion tiles placed on their matching Hero slots (a number in [ ] refers to the Reputation value on the reverse side of the tile) or in their Sacks:

**Ael:** Contemplation [2], Lunar Staff [4], Lightning [21], 2 Healing Potion tiles

**Dral:** Broadsword [15], Throwing Axe [21]

**Keleia:** Knock Down [12], Spear [18]

**Maeldur:** Volcano Staff [15], Lightning [18]

**Skoldur:** Dwarven Shield [12], Azzatir's Axe [18]

**Taesiri:** Dark Bond [2], Ice Bow [18], Ritual Dagger [21], 1 Healing Potion tile

Place any remaining Starting tiles next to your Hero board, face up. They can be acquired at a Place of Trade during the game as usual.

Each player then discards (to the box) their other Hero tiles that match Reputation values with the Hero tiles gained above. Then, form a stack as normal with your remaining Hero tiles (ones with a different Reputation value than those gained above, along with any of your Hero tiles with a Reputation value higher than 21). You may Unveil and acquire these tiles at a Place of Trade as usual.

For a specific example, see **Elemental Revocation I**, page 6.

Each player receives an **Amulet of Eternity** and equips it in the slot for Amulets on their Hero board. The color of the Amulet has no function in the scenario.



Amulet of Eternity

## SPECIAL RULES

### FROM ANCIENT TEMPLE TO THE CHURCH

The players start the game at the center of the Ancient Temple Map tile.

You may not unequip the Amulet of Eternity until you reach the Church.

Whenever your Hero dies with the Amulet of Eternity still in their possession, follow these steps:

1. Lose any remaining Move points (ones marked by Move tokens) and your Hero is resurrected at the hex of their death.
2. Restore your Hero to Maximum Health.
3. If your Hero dies in Combat, do not take any Gaar tokens or a Gold card, and the Monster-player does not take one of your Hero tokens.
4. If your Hero dies outside of Combat, do not lose any Reputation. Then continue playing, if able.

After resurrecting, you may spend 1 Move point to move from the hex you died to an adjacent hex (whether the one you are moving from contains an undefeated monster or not). If you do not have any Move points available, you may do this even at the beginning of your next turn.

**Note:** If you enter a hex with an undefeated Monster, but die immediately from the effect of a Fire Elemental, after you are resurrected, you can either use a Combat Action to fight the Monster, or you can use 1 Move point to move from the hex as described above.

Immediately after your Hero enters the Church, follow these steps:

1. Remove the Amulet of Eternity from your Amulet slot and return it to the box.
2. Choose and gain one of the Armor Sets placed next to the Trade board. You may equip it immediately. Remember that all Equipment slots on your Hero board are already unlocked.

From now on, your Hero uses the standard rules for Death and Resurrection.

## DEAL WITH THE UNDEAD

If you have the Amulet of Eternity in your possession, you may not enter the Necromancer's Lair (the center of the Special tile). You must first visit the Church to remove the Amulet. Also, you may not enter it unless you perform a Combat Action immediately.

Whenever you enter the Necromancer's Lair, flip the Level 3 Elite Monster card face up and begin Combat with it.

When a Hero defeats the Elite Monster, the game ends at the end of the current round. However, until then, any other Hero still has the opportunity to fight the same Elite Monster. Heroes **do not** receive any Reward for defeating the Elite Monster.

## SCENARIO RESOLUTION

The player who defeats the Elite Monster in the Necromancer's Lair is the Winner. If more than one player defeats the Elite Monster, these players proceed with Final Scoring and the one with the most Reputation is the Winner.

If nobody defeats the Elite Monster in the Necromancer's Lair before the end of round 8, all Heroes lose.



# ELEMENTAL REVOCATION

The threat of the Dragons and Monsters is already too much to bear for the people of Euthia, but now, even the Elemental powers crawl through every part of the countryside. You have learned how to expel the Elementals through the rituals of Revocation, and must do so to save the land.

Choose one of three Stages for this scenario – I, II, or III. The Stage determines the Map Chapters you travel through and the Hero tiles and Equipment your Hero starts the game with. The Stages are described in detail below.

## ELEMENTAL REVOCATION I

NORMAL 40' / 

**Game length:** 8 game rounds.

**Goal:** Revoke the Elementals and free the land from their Elemental Powers.

**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. Chapter IV and V Map tiles are not used in this Stage.

Each player begins the game with **5 Gold** and **4 Reputation**.

Heroes also begin with the following **Hero tiles**, placed on their matching Hero slots (a number in [ ] refers to the Reputation value on the reverse side of the tile):

- ◆ **Ael:** Magic Barrier [Starting], Merchant [2], Lunar Staff [4]
- ◆ **Dral:** Rusty Sword [Starting], Furious Charge [2], Dodge [4]
- ◆ **Keleia:** Pickpocket [2], Dagger [4]
- ◆ **Maeldur:** Staff of Fire [Starting], Fire Arrow [4]
- ◆ **Skoldur:** Treasure Hunter [0], Mine Lord [2], Double Axe [4]
- ◆ **Taesiri:** Dark Edge [Starting], Ice Whip [2], Book of Power [4]

Place any remaining Starting tiles next to your Hero board, face up. They can be acquired at a Place of Trade during the game as usual.

Each player then discards (to the box) their other Hero tiles that match Reputation values with the Hero tiles gained above. Then, form a stack as normal with your remaining Hero tiles (ones with a different Reputation value than those gained above, along with any of your Hero tiles with a Reputation value higher than 4). You may Unveil and acquire these tiles at a Place of Trade as usual.

Elemental Revocation I Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

**For example:** When playing Maeldur, do the following:

- ◆ Place Staff of Fire and Fire Arrow on the corresponding Hero slots.
- ◆ Discard Focus (your other Reputation 4 tile) to the box.
- ◆ Place your Reputation 2 tiles (Lord of Portals and Merchant) along with all other Hero tiles with Reputation higher than 4 in a stack next to your Hero board.



Place the Revocation card for Stage I face up nearby.

## SPECIAL RULES

When a hex with an Elemental is revealed, place a corresponding standee on the hex.

As a Free Action, when on a hex with an Elemental, a Hero can revoke that Elemental by discarding the resources shown to the right of that Elemental's icon, on the Revocation card.





If there is a Damage symbol, you must first discard all the resources shown, and then deal Damage equal to the value shown. Proceed with a First Strike, followed by one Hero Attack Phase. If you do not deal the full required damage, the resources are lost, and the Elemental is not revoked (if you do partial Damage, this is not carried over to a future attempt). You can deal more Damage than shown on the card to revoke the Elemental.

**For example:** To revoke an Earth Elemental, discard one Amethyst, one Gaar, and deal 3 Damage or more.



**Remember:** Apply the Earth Elemental Power when dealing damage during revocation.

**Note:** When revoking an Elemental, you do not pay Gold to other players if they have an Interaction token on the hex.

Whenever you revoke an Elemental, follow these steps in order:

1. 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.
2. Place the Elemental on your Hero board. You will gain Reputation for it at the end of the game.
3. Cover the hex with a Revocation token matching the revoked Elemental. Hexes that are covered by Revocation tokens lose their Elemental Powers for the rest of the game.

Every Revocation token has an effect which can be used as a Free Action by any Hero on the hex. Each Hero may use the effect of each Revocation token once during the game. To use the effect, follow these steps:

1. Pay 1 Gold to every opponent who has a Hero token already on the Revocation token. If you cannot afford to pay in full, you cannot use the effect.
2. Place one of your Hero tokens on the Revocation token.
3. Resolve the effect depicted on the Revocation token.



Air

Earth

Water

Fire

**Note:** In the case of Earth and Fire Revocation token, choose one of the depicted Items.

**For example:** Dral enters the hex with a Water Elemental and heals 2 Injuries due to the Water Elemental Power (A). As a Free Action, he pays 1 Gold both to Keleia and Maeldur to Confront the Elemental (B).

After the Hero roll, and resolving the effect, Dral decides to revoke that Elemental (another Free Action), by discarding a Ruby, an Earth Essence, and a Gold card (C). The hex is covered by the Water Revocation token (D). The hex and all adjacent hexes are no longer influenced by Water Elemental Power.

Dral may now use its power to heal 15 Injuries. If he decides to do so, Dral's Hero token is placed on the Revocation token (E). If another player decides to use its power later, they will need to pay 1 Gold to Dral.



## SCENARIO RESOLUTION

Each player gains Reputation according to the number of revoked Elementals, see the table on the right.

Then proceed to Final Scoring as normal. Use the Interaction tokens placed on the Scenario/Trade board during the game as well.

Revoked Elementals	★
1	4
2-3	9
4-5	15
6+	22



## ELEMENTAL REVOCATION II

NORMAL 50' / ♣

**Game length:** 8 game rounds.

**Goal:** Revoke the Elementals and free the land from their Elemental Powers.

**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 8). Except for the Starting Map tile, Chapter I and V Map tiles are not used in this Stage.

Each player begins the game with 7 Gold and 12 Reputation.

Each player draws 4 Silver cards. Also add 1 Gold card to the Gold cache in the Solo Game.

Give each player a **Leather Cuirass**: 3 of these can be found in the Merchant tiles, use these first. If playing with 4 players, take the 4<sup>th</sup> Leather Cuirass from the Alchemist tiles. Shuffle and place the Merchant (and Alchemist) tiles face down in 2 stacks on the Trade board (with their remaining Leather Cuirass tiles, if any). Reveal 4 tiles for both Offers as described in Setup.



Example of a Leather Cuirass



All players may then equip the Leather Cuirass or place it in one of their Sacks.

You may use received Gold to unlock the Equipment slot if necessary and equip the Cuirass.

Each player begins the game with their Hero slots depicting **Earth and Air Essence** already unlocked.

Heroes also begin with the following **Hero** tiles placed on their matching Hero slots (a number in [ ] refers to the Reputation value on the reverse side of the tile):

- ◆ **Æl:** Contemplation [2], Lunar Staff [4], Serene Walk [6], Ray of Pain [9], Guardian [12]
- ◆ **Dral:** Prospector [2] (choose the one for a specific number of players), Scout [4], Rage [6], Stamina [9], Halberd [12]
- ◆ **Keleia:** Dagger [4], Thief [6], Throwing Knife [9], Knock Down [12]
- ◆ **Maeldur:** Staff of Fire [Starting], Focus [4], Blazing Hands [6], Spherewalker [12]
- ◆ **Skoldur:** Gumran's Path [2], Double Axe [4], Moorgot's Dilemma [6], Hidden Passages [9], Dwarven Shield [12]
- ◆ **Taesiri:** Dark Edge [Starting], Ice Arrow [4], Slumber [6] (together with a Fire Essence), Elementalist [9] (together with an Earth and Air Essence), Blizzard [12]

Place any remaining Starting tiles next to your Hero board, face up. They can be acquired at a Place of Trade during the game as usual.

Each player then discards (to the box) their other Hero tiles that match Reputation values with the Hero tiles gained above.

Elemental Revocation II Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook**, page 31.

Then, form a stack as normal with your remaining Hero tiles (ones with a different Reputation value than those gained above, along with any of your Hero tiles with a Reputation value higher than 12). You may Unveil and acquire these tiles at a Place of Trade as usual.

For a specific example, see **Elemental Revocation I**, page 6.

Place the Revocation card for Stage II face up nearby.

## SPECIAL RULES

Follow the same special rules as in **Elemental Revocation I**.

# ELEMENTAL REVOCATION III

HARD 50' /

**Game length:** 8 game rounds.

**Goal:** Revoke the Elementals and free the land from their Elemental Powers.

**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. For the Encounter Map tiles in Chapter III, only use the Dwarf and Witch (one of them at random in a 1-2 player game, and both of them in a 3-4 player game). Except for the Starting Map tile, Chapter I and II Map tiles are not used in this Stage.

Each player begins the game with **10 Gold** and **21 Reputation**.

Each player draws **2 Silver cards** and **1 Gold card**. Also add 2 Silver cards and 1 Gold card to the appropriate cache in the Solo Game.

Each player begins the game with **Dragon or Krak Gauntlets** and **Dragon or Krak Greaves**. One after another, reveal Dragonslayer tiles until you find one of the mentioned Armor parts and give it to the starting player. Continue revealing Dragonslayer tiles until all players have a pair of Gauntlets and Greaves.

Shuffle and place the Dragonslayer tiles face down in 2 stacks on the Trade board. Reveal 4 tiles for the Dragonslayer Offer as described in Setup.

Elemental Revocation III Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook**, page 31.

Examples of:



Dragon Gauntlets



Krak Gauntlets



Dragon Greaves



Krak Greaves



All players may then equip the Gauntlets and Greaves or place them in their Sacks. You may use received Gold to unlock the Equipment slot if necessary and equip the one or both Armor parts.

Each player begins the game with their Hero slots depicting **Earth, Air, and Water Essence** already unlocked.

Heroes also begin with the following **Hero tiles** placed on their matching Hero slots (a number in [ ] refers to the Reputation value on the reverse side of the tile):

- ◆ **Æl:** Magic Barrier [Starting], Serene Walk [6], Treatment [9], Enhanced Gaar [15], Starlight Staff [18], Lightning [21]
- ◆ **Dral:** Furious Charge [2], Scout [4], Rage [6], Broadsword [15], Hunter [18], Brawler [21]
- ◆ **Keleia:** Merchant [2], Knock Down [12], Haggle [15], Spear [18], Shadow [21]
- ◆ **Maeldur:** Staff of Fire [Starting], Focus [4], Alchemist [12], Implosion [15], Inferno [18]
- ◆ **Skoldur:** Gumran's Path [2], Double Axe [4], Hidden Passages [9], Redemption [15], Forged Power [18], Heavy Crossbow [21]
- ◆ **Taesiri:** Frost Wand [Starting], Serene Walk [6], Blizzard [12], Ice Spear [15], Malediction [18], Ritual Dagger [21]

Place any remaining Starting tiles next to your Hero board, face up. They can be acquired at a Place of Trade during the game as usual.

Each player then discards (to the box) their other Hero tiles that match Reputation values with the Hero tiles gained above. Then, form a stack as normal with your remaining Hero tiles (ones with a different Reputation value than those gained above, along with any of your Hero tiles with a Reputation value higher than 21). You may Unveil and acquire these tiles at a Place of Trade as usual.

For a specific example, see **Elemental Revocation I**, page 6.

Place the Revocation card for Stage III face up nearby.

## SPECIAL RULES

Follow the same special rules as in **Elemental Revocation I**.



## LORD'S REQUEST

NORMAL 60' / ♀

*Even with the Mighty Dragons and fierce Monsters circling around the settlements, ordinary life continues in Euthia. The Lord of the Citadel will reward you for fulfilling his demands.*

**Game length:** 10 game rounds.

**Goal:** Fulfill as many Quests from the Lord as possible.

**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. Chapter V Map tiles are not used in this scenario.

Do not choose Encounter Map tiles randomly, but always use Survivors (Chapter I), Weaponsmith (Chapter II), and Lord (Chapter III). In a game of 3 or 4 players, also use the Thieves (Chapter III).



Survivors



Weaponsmith



Lord



Thieves

### Lord's Request Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook**, page 31.

Use Level 1 and Level 2 Elite Monsters.

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

## FINAL SCORING

In addition to normal scoring, each Hero gains 2 Reputation for each Lord Quest they fulfilled during the game.



# FAER INVOCATION

NORMAL 60' / 

After a few quiet months, another wave of Faer threatens the land; the Monsters are stronger and more ferocious than ever before! It is hard to maintain faith in times like these, when even the Heroes are unsure they can withstand such beasts.

**Game length:** 10 game rounds.

**Goal:** Defeat Monsters enhanced by more Silver and Gold cards.

**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 Level 1 and Level 2 Elite Monsters.

Each player begins the game with **5 Gold** and **3 Reputation**. Note that Heroes do not start with any of their Hero tiles Unveiled; they must still perform the Trade Action to Unveil them as normal.

## SPECIAL RULES

At the beginning of each of the first 6 rounds, each player draws 1 Silver card. From round 7 on, each player draws 1 Gold card (instead of the Silver card) at the beginning of each round.

Every time you defeat a Monster, take a Hero token of a Hero not used in the game and place it on your Hero board.

Faer Invocation 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	1	-	-
	3-4P	1	1	2	-	-
	1P	2	2	2	2	-
	2P	3	3	2	2	-
	3P	4	4	3	2	-
	4P	6	5	4	3	-

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

**Remember:** In the Solo game, any time you draw a Silver or Gold card, also add 1 card of the matching type to the corresponding cache.

## FINAL SCORING

In addition to normal scoring, each Hero gains 1 Reputation for each Hero token of the Hero not used in the game on their Hero board.

# INTO THE ABYSS

| SOLO & COOPERATIVE | HARD 70' / 

The foul acts of Farruga tore the land apart causing streams of Faer to spring wildly from the cracked earth. Maybe the power of the Elementals, caught and drawn to the surroundings of the abysses, can seal them. The Heroes must work together! Grab the Catalyst constructed by Alchemists and protect the future of Euthia once again.

Into the Abyss is a **cooperative** scenario. Use the rules for the Cooperative Game, see **Rulebook, page 33**.

**Game length:** Up to 11 game rounds.

**Goal:** Seal the magical Abysses.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest.

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

Take all of the Map tiles with Elementals and sort them according to the type of Elemental. Note that one of the Map tiles from Chapter V has both an Air and Fire Elemental on it, include that with the Air Elemental tiles.

Shuffle each stack separately and randomly choose a number of tiles from each stack equal to the number of players plus one. Return the rest of the Map tiles into the corresponding Chapters.

Sort the chosen tiles into Chapters. Then, flip them face up and then separate each Chapter into two stacks based on the tile type: Fixed and Other.

Into the Abyss Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

Create the Map tile stack according to the table: First, use the selected Elemental tiles and then add to them additional Map tiles from the ones remaining. This ensures that there are enough tiles containing Elementals. The Abyss Map tiles are used in this scenario. Abyss Map tiles are Special tiles.



Example of Abyss Map tile



**For example:** If you are playing a 3-player game, you need 3 Other Map tiles for Chapter V. If, after separating out the Elemental tiles, you had 2 Other Map tile for Chapter V, you would add 1 more from the ones you have left. This additional tile may also contain Elementals.

Use Level 1 and Level 2 Elite Monsters.

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

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



Catalyst

## SPECIAL RULES

When a hex with an Elemental is revealed, place a corresponding standee on the hex.

### MOVING WITH AN ELEMENTAL

Whenever your Hero is on a hex with an Elemental, you can discard a Silver card and use 1 Move point to move both that Elemental, and your Hero, to an adjacent hex. If you discard a Gold card and use 1 Move point, your Hero can move to the adjacent hex with up to two Elementals.

The Elementals cannot use Teleports and Portals. You can perform Actions and Free Actions as normal, even when on the hex with the Elemental.

There can never be more than two Elementals on one hex.

Whenever you move the Elemental from its original location, follow these steps in order:

1. Remove all Interaction tokens from that hex and return them to the owning players.
2. Cover the hex with a Revocation token matching the moved Elemental. A hex covered by a Revocation token loses its Elemental Power for the rest of the game.

Every Revocation token has an effect which can be used as a Free Action by any of the Heroes. You may use the effect of each Revocation token once during the game. To use the effect, follow these steps:

1. Discard 1 Gold card.
2. Place one of your Hero tokens on the Revocation token.

3. Resolve the effect depicted on the Revocation token.



Air



Earth



Water



Fire

**Note:** In the case of Earth and Fire Revocation tokens, choose one of the depicted Items.

After moving, the Elemental influences its hex and all adjacent hexes with its Elemental Power as usual, but it is not possible to Confront it anymore.

Whenever you move a Water or Fire Elemental to an adjacent hex, resolve its Elemental Power as if you entered its hex.

**For example:** Dral moves the Fire Elemental to the adjacent hex and therefore suffers 2 Injuries. Because Maeldur stands on an adjacent hex to the hex the Elemental has just moved to, he suffers 2 Injuries as well.



**Note:** Always refer to the original Elemental hexes when determining the Lair of the specific Elite Monster.

## SEALING THE ABYSS

To seal the Abyss, one Elemental of each type has to be on the Abyss Map tile: one Elemental on each of the three hexes, plus another in the center (an Abyss Map tile is a Special tile). It is not important what Elemental type is on a specific hex. Whenever this happens, the Abyss is instantly sealed.

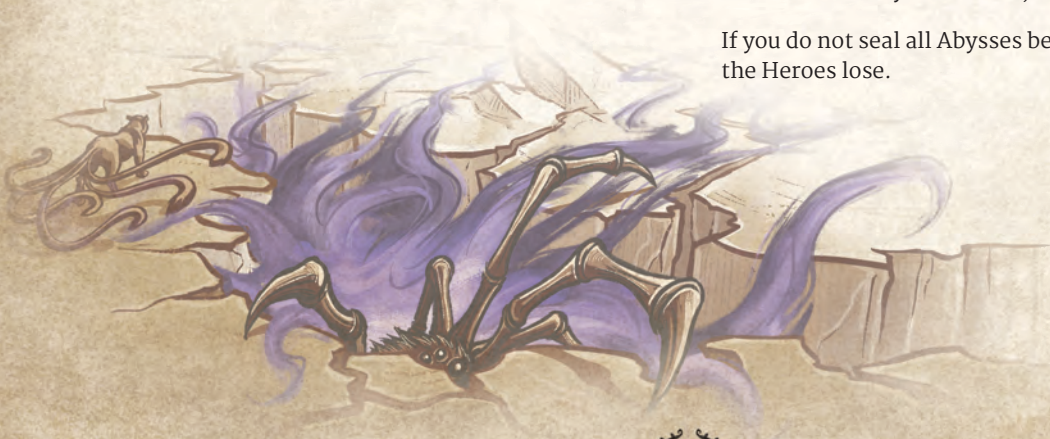
Remove the Elementals from the Map and cover the center of the Abyss Map tile by the Defense Magic token, face up.



## SCENARIO RESOLUTION

Once the last Abyss is sealed, the Heroes win.

If you do not seal all Abysses before the end of round 11, the Heroes lose.





A kind but simple-minded Crystal Golem has been controlled by dark magic and is devastating the land. The Golem knows of his behavior; as he frustratingly cannot stop it, he is driven to the brink of insanity. You must work to purify his mind of Faer control. Stop him before he kills more people and causes irreparable damage to the whole countryside.

**Game length:** Up to 11 game rounds.

**Goal:** Free the Crystal Golem from the grip of Faer before the end of round 11.

**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. Shuffle the Ruins Map tile into Chapter I. Chapter V Map tiles are not used in this scenario.



Ruins

Sort the Level 1 and Level 2 Elite Monster cards. Shuffle each deck separately and place them face down nearby. Place the Level 1 and Level 2 Bounty decks next to them.

**Note:** The setup and rules for Elite Monsters in this scenario are different. See below for details.

Place the Faer Power token on the Reputation track according to the number of players. If over 50, flip the token to the +50 side.

- ◆ 1 player: 30
- ◆ 2 players: 40
- ◆ 3 players: 60
- ◆ 4 players: 80



Faer Power token



Golem token

For each Hero, place the corresponding Golem tokens on the "o" space of the Reputation track.

Place the Teleport Scrolls and Faer Power card nearby.

Sort the Destruction tokens into 2 stacks based on their type - A and B. Shuffle both types separately and create one stack with the B tiles at the bottom and the A tiles at the top, face down.



Teleport Scrolls



Faer Power card



Destruction tokens

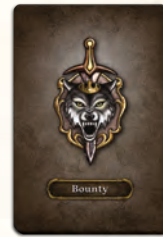
## Walking Destruction Map Setup

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

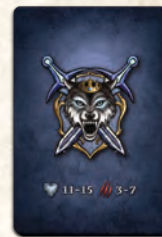
\* The specific Fixed Map tiles for the Solo Game can be found in the Rulebook, page 31.



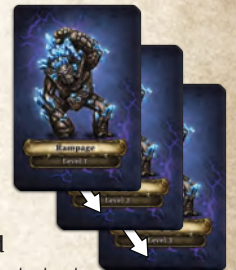
Level 1 Elite Monster and Bounty decks



Level 2 Elite Monster and Bounty decks



Sort the Rampage cards into piles based on their level. Shuffle each pile separately and create one deck with the highest level cards at the bottom and the remaining cards placed on top in descending order of level, face down.



Each player begins the game with 8 Gold and 2 Reputation. Note that Heroes do not start with any of their Hero tiles Unveiled; they must still perform the Trade Action to Unveil them as normal.

## SPECIAL RULES

Once the Ruins Map tile is revealed, place the Golem standee at random on one of the 3 hexes of the tile.

Then, at the beginning of each subsequent round, reveal the top Rampage card. This indicates where the Golem moves to and which locations it destroys.





The Golem's movement direction is determined by the numbered hexes on the Rampage card. The Golem moves (in a straight line) in the numbered direction that it can move the farthest according to its available movement (as described below). In case of a tie, choose the direction with the lower number. The value shown in the Move symbol defines the maximum number of hexes the Golem moves in the preferred direction.



**Note:** New Map tiles are not revealed when the Golem enters a hex on the edge of the map.

**For example:** The Golem has 3 Move points. Based on the current map, the Golem is only able to move 2 hexes in direction 1. However, the Golem can move 3 hexes in directions 2 and 3. Therefore the Golem takes 3 steps in direction 2 because it is a lower number.



Whenever the Golem enters a hex without a Destruction token (not counting the hexes on the Ruins Map tile which are already destroyed), follow these steps in order:

1. Remove all Hero, Interaction, and Trade 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.
2. Take the top Destruction token from the stack and place it face up on the hex. The new token replaces the original hex for the rest of the game.



If the Golem destroys an Encounter hex or all 3 hexes surrounding an Encounter Special tile (e.g. Mercenaries), remove the corresponding Encounter cards from the game by returning them to the box.

If all 3 hexes surrounding the Church are covered by the Destruction tokens, place the Church standee in the center of the Starting Map tile. You may still visit the Church as normal.



**Note:** To visit the Church, or to leave it after resurrection without using a Teleport effect, you must defeat one of the Elite Monsters.

If the standard Monster shown on a hex surrounding the Dragonslayer Towers is defeated, place the Trade token of the Hero who liberated the hex in the center of the Special tile (even if an Elite Monster is still on one of the remaining hexes surrounding the Dragonslayer Towers).



If the standard Monster shown on a hex surrounding the Dragonslayer Towers is destroyed by the Golem, i.e. a Destruction token is placed on that hex, place the Trade token of a Hero not used in this game in the center of the Special tile.



You may enter the Dragonslayer Towers as normal, i.e. not if any of the 3 surrounding hexes on the tile have yet to be liberated from a standard or Elite Monster.

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



During this scenario, whenever your Hero is resurrected (whatever the cause), take a Teleport Scroll only if you do not already have one; you may use it immediately, or store it in a Sack.

## FIGHT THE ELITE MONSTERS

All Destruction tokens contain a Level 1 or Level 2 Elite Monster. Similar to Monsters, you cannot enter a hex containing an undefeated Elite Monster unless you perform a Combat Action immediately after entering. Follow the standard rules for Combat with a Monster.

If you defeat the Elite Monster, follow these steps:

1. Find the appropriate Bounty card, take the Reward depicted on it, then return the card to the appropriate deck.



2. Either take the Elite Monster card as a Trophy or discard it to the appropriate discard pile.
3. Gain all Loot depicted on the Destruction token.
4. From step 4 onwards, follow the steps described in Death of the Monster (Rulebook, page 21).  
**Note:** Always place a Hero token on the Destruction token.

The hex on a Destruction token is then considered to be liberated for the remainder of the game; all Heroes may freely enter the hex.

**Note:** Unlike the standard game, if an Elite Monster deck runs out, shuffle the corresponding discard pile to form a new deck.

## DISSOLVING FAER

The Faer Power token tracks the amount of Faer Magic still flowing in the Golem's veins. The Golem tokens track the amount of Faer Magic each Hero has already dissolved.

You may dissolve Faer Magic in different ways, advancing your Golem token on the Reputation track:

- ◆ If you defeat a Level 1 Elite Monster, move your Golem token 3 spaces forward.
- ◆ If you defeat a Level 2 Elite Monster, move your Golem token 5 spaces forward.
- ◆ For every 4 Silver cards used as a Monster-player in a single Combat (both with Elite Monsters and Monsters), move your Golem token 1 space forward.
- ◆ For each Gold card used as a Monster-player in Combat (both with Elite Monsters and Monsters), move your Golem token 1 space forward.

Whenever you move your Golem token on the Reputation track, move the Faer Power token back by the same amount.

**For example:** There is currently 52 Faer Power.



After defeating a Level 1 Elite Monster, move your Golem token 3 spaces forward and the Faer Power token 3 spaces backward, i.e. flip the token to the opposite side and place it on the number 49 on the Reputation track.



**Note:** In the Solo and Cooperative game, you may only move your **Golem token** by defeating Elite Monsters. However, the **Faer Power token** is moved even for Silver and Gold cards used during Combat by the Monster, i.e. for every 4 Silver cards or 1 Gold card used, move the Faer Power token 1 space back.

When the Faer Power token reaches “0” on the Reputation track, the Golem is saved, and the game ends at the end of the current round.

Players can still advance their Golem tokens on the Reputation track but the Faer Power token is not moved anymore.

## SCENARIO RESOLUTION

- ◆ If the Faer Power token reaches 0, the Golem is saved. The Heroes successfully protected Euthia from complete destruction. Each hero gains 10 Reputation.
- ◆ If the Golem is not saved by the end of round 11, the Heroes have failed.

Whichever the outcome, each Hero receives Reputation for the Faer Magic they dissolved from the Golem according to the table on the Faer Power card.



Then proceed to Final Scoring as normal. Hero, Interaction, and Trade tokens placed on the Scenario/Trade board count towards a Hero's final score. Do not score Elite Monsters as they work differently in this scenario.





Farruga, a force of nature by itself, is raiding important locations of the land. The Heroes must hunt the dragon down, protect the people and their settlements, and defeat the horrific beast.

**Game length:** 12 standard game rounds followed by 2 special Farruga Attack rounds.

**Goal:** Defeat the Dragon before the end of round 14.

**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. Chapter V Map tiles are not used in this scenario.

Place the Farruga standee on space 1 of the Round track instead of the Hero token of the starting player. Place the starting player's Hero token on space 13 of the Round track. Track the number of rounds by moving the Farruga standee instead of the Hero token until round 13 when Farruga will be moved to the map.

Take the Farruga Dragon card corresponding to the number of players and return the others to the box.

Shuffle the Farruga Attack cards and place them face down nearby as the Farruga Attack deck.

Place the Initiative tokens nearby.

Number of players



Farruga Dragon card



Farruga Attack deck



Initiative tokens

Use Level 1 and Level 2 Elite Monsters.

Each player begins the game with a Healing Potion.

## SPECIAL RULES

After 12 rounds, the game continues with up to 2 Farruga Attack rounds. These rounds are resolved in the following 4 Phases:

1. Attack round setup
2. Determine targets
3. Hero movement
4. Farruga attacks

### Defending the Settlements Map Setup

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

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

## ATTACK ROUND SETUP

In this Phase, players perform all the usual steps as if it was the beginning of a standard round (see **Rulebook, page 9**).

Then, reveal the top card from the Farruga Attack deck and place it face up on top of the deck.



Example of a Farruga Attack card

## DETERMINE TARGETS

The Compass symbol on the front of the Farruga Attack card indicates the locations that will be attacked by Farruga this round. Place the Initiative tokens on the locations as follows:

- ◆ Initiative token "1" on the location closest to the edge of the Map indicated by the 1<sup>st</sup> direction (with a hex border).
- ◆ Initiative token "2" on the location closest to the edge of the Map indicated by the 2<sup>nd</sup> direction (following the arrow).
- ◆ Initiative token "3" on the location closest to the edge of the Map indicated by the 3<sup>rd</sup> direction (the opposite direction to the 1st direction).



Place the Farruga standee on Initiative token "1".



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

If there is a tie when determining the target, choose the tied location closest to the edge corresponding to the next direction (if there is a tie for the 3<sup>rd</sup> direction, use the 2<sup>nd</sup> direction as the tiebreaker).

There can only be one Initiative token on each location; ignore locations with Initiative tokens when determining the position of later Initiative tokens.



**Notes:**

It is possible that there are fewer than three locations revealed on the Map corresponding to the type attacked. In this case, just place Initiative tokens in numeric order on the ones to be attacked.

One Farruga Attack card depicts Dragonslayer Towers and the Church and does not have a Compass. Place the “1” Initiative token in the center of the Dragonslayer Towers and the “2” Initiative token on the Church.



**For example:** The Farruga Attack card shows that the Alchemists locations are under attack. There are 3 Alchemists on the Map.

The “1” Initiative token is placed on the Alchemists closest to the North edge of the Map as indicated by the hex border. However, there are two Alchemists that are equally close to the edge. Therefore, the 2<sup>nd</sup> direction (East) is used as a tiebreaker.

The “2” Initiative token is placed on the Alchemists closest to the East edge of the Map. Locations with Initiative tokens are ignored, so the token is placed on the Alchemists second closest to the East edge of the Map.

The “3” Initiative token is placed on the remaining Alchemist.



**HERO MOVEMENT**

Beginning with the starting player and going clockwise, each player moves their Hero.

Heroes can only Move and visit the Church; no other Actions or Free Actions can be performed. Heroes may move across the map without restriction; Elemental Powers no longer apply and there are no more Monsters; all hexes are considered to be liberated.


Heroes can change Equipment and use Abilities or Items that can be used outside of Combat as usual. However, the Trade Action is not possible at this time, therefore Heroes can no longer Train or change Abilities.

**FARRUGA ATTACKS**

Once all Heroes have moved, those who are at the location with Farruga must attack the dragon. The Hero who used the fewest Move points to arrive at the location attacks first, then the Hero who used the next fewest, and so on. In case of a tie, decide randomly who attacks next.


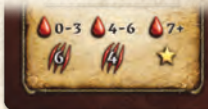
**Note:** Teleporting does not count as using any Move points.

Combat follows the normal rules with the exception of the following:

- ◆ No Control card is drawn.
- ◆ No Elemental Powers are applied.
- ◆ The Die of Hope is not used when fighting Farruga.
- ◆ Heroes cannot use any Items or Abilities that depict a Crossed-out Dragon icon 

Combat is resolved by following these 4 Phases, in order:

1. Hero Healing Phase (as normal)
2. First Strike Phase (as per a normal First Strike)
3. Hero Attack Phase (as normal)
 

**Note:** The total Damage dealt to Farruga is the sum of the attacks from Phases 2 & 3.
4. Resolve Damage Phase
  - a. Place your Hero’s Damage tokens on the Farruga card equal to the Damage you dealt (but not above the Health of Farruga – see Final Blow below).
  - b. Your Hero suffers 6 Injuries as stated on the Farruga card. 
  - c. Based on the current Farruga Attack card, your Hero suffers additional Injuries or receives Reputation according to the Damage your Hero just inflicted on Farruga. 



**For example:** Maeldur first uses Magic Sling in the First Strike Phase and deals 1 Damage. He then uses his Lightning Combat Ability in the Hero Attack Phase for another 4 Damage; Farruga would be dealt a total of 5 Damage. Maeldur suffers 10 Injuries in return (6 base + 4 from the Attack card).



**Note:** Heroes not at the same location as Farruga are not affected by the Farruga Attack card.

If your Hero dies during Farruga Attack, your Hero is Resurrected in the Church. Follow these steps:

1. Lose any remaining Move points (ones marked by Move tokens).
2. Lose 2 Reputation.
3. Heal back to your Maximum Health.
4. Continue playing during the next Farruga Attack.

#### THE NEXT ATTACK

If Farruga has not been defeated, remove the current Initiative token. If there are now no more Initiative tokens on the map, the round is over. Otherwise, move Farruga to the next Initiative token and return to Phase 3 (Hero Movement). Any Action tokens / Items / Abilities already used this round remain used.

**Note:** It is possible that a Hero chooses to move directly to Initiative token "2", avoiding the first attacked location. In this case, when Farruga attacks the second location, the Hero is already there, and is considered to have used the fewest Move points reaching the location.

#### FINAL BLOW

The attack that puts Damage tokens on Farruga so that the total damage on it would equal or exceed Farruga's Health is called the Final Blow.

Farruga's Health



The sum of the Damage tokens on Farruga can never exceed the Health of Farruga. Therefore, the Final Blow only places Damage tokens such that the sum is equal to the Health of the dragon. If you deal the Final Blow:

- ◆ Gain 2 Reputation.
- ◆ Do not receive Reputation or suffer any Injuries from the Farruga Attack card.
- ◆ Do not suffer 6 Injuries stated on the Farruga card.

**For example:** Farruga has 50 Health. It has currently taken 45 Damage. You attack and deal 8 damage. Only place 5 Damage tokens on Farruga.

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

## SCENARIO RESOLUTION

- ◆ If Farruga has Damage tokens on it equal to its Health, it is defeated. The Heroes have successfully protected the people of Euthial! Each Hero gains 10 Reputation.
- ◆ If Farruga is not defeated by the end of round 14, the Heroes have failed.

Whichever the outcome, each Hero receives Reputation for the Damage they dealt to the dragon according to the table on the Farruga card.

**For example:** In a 3-player game, if you dealt a total of 22 damage, gain 7 Reputation.



Then proceed to Final Scoring as normal.





Mirrezil, the dragon of pure emotions, is using its magic to destroy the Church and break the circle of resurrection which revives Heroes. You must invoke defensive magic to protect the last bastion of hope in Euthia.

**Game length:** 15 standard game rounds followed by 1 special Mirrezil Attack Round.

**Goal:** Defeat the Dragon in round 16.

**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.

Take the Mirrezil Dragon card corresponding to the number of players and return the others to the box.

Create the Event deck as follows:

- ◆ Separate the Mirrezil Event cards according to their Category (I & II).
- ◆ Shuffle the Category II cards, draw 2 at random, placing them face down in a pile without looking at them.
- ◆ Shuffle the Category I cards, draw 1 at random, placing it face up on the pile of 2 Category II cards.
- ◆ Return any unused Event cards to the box without looking at them.

Place the Defense Magic tokens next to the Event deck.

Place the Initiative tokens on spaces 6, 11, and 16 of the Round track with the Dragon symbol face up.

The Threat of Mirrezil 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	1	-	-
	3-4P	1	1	2	-	-
	1P	2	2	2	3	2
	2P	3	2	3	3	2
	3P	5	3	4	4	2
	4P	7	5	5	5	2

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

At the beginning of rounds 6 and 11, return the current Event card into the box and reveal the next card from the Event deck. The first two Initiative tokens on the Round track remind you of this.

Heroes can create Defense Magic to protect themselves from the Event and also receive a Reward.

In round 16, Mirrezil attacks. Whether Mirrezil is defeated or not, proceed to Final Scoring; the player with the highest Reputation wins the game.

## INVOKING DEFENSE MAGIC

Each Event card has a negative effect at the top and a Reward at the bottom. If you invoke Defense Magic, you can both ignore the negative effect and gain the Reward.

You can only invoke Defense Magic once per Event, i.e. if you have already invoked Defense Magic during this Event, you cannot do it again.

To invoke Defense Magic, your Hero must be on a hex that contains one of your Hero tokens and does not contain a Defense Magic token (from any player). Perform the following steps:

1. Spend the Invoke cost as depicted on the card, discarding Silver and Gold cards and Essence.
2. Place a Defense Magic token face up under your Hero token at the location your Hero currently is.
3. Receive the Reward at the bottom of the Event card.



Number of players



Mirrezil Dragon card



Event deck



Initiative token



Defense Magic token

Use Level 1 and Level 2 Elite Monsters.

Each player begins the game with 10 Gold.

## SPECIAL RULES

The card currently face up on top of the Event deck has an effect on the game until it is returned to the box.

If there is a face up Defense Magic token below one of your Hero tokens, you ignore the negative effect at the top of the Event card.



### Notes:

The original location is destroyed after invoking the Defense Magic on the hex.

Defense Magic tokens are also used during Mirrezil's attack, as described in the corresponding section below.

When a new Event is revealed, all Defense Magic tokens are flipped face down. This reminds you that the negative effects on the newly revealed Event card affects you, i.e. to ignore its negative effects, you need to invoke Defense Magic again.



All Event cards are fully described in the **Appendix**.

## MIRREZIL ATTACK ROUND

After 15 standard rounds of play, Mirrezil attacks with a special Mirrezil Attack Round.

At the beginning of the round 16, perform the following steps:

- ◆ Return the third Event card to the box.
- ◆ All Heroes are placed on the Church and their Health is restored to maximum.
- ◆ Ready all exhausted Items and Abilities.
- ◆ Flip all Gems to their active side.
- ◆ Players can change Equipment and use Out-of-Combat Abilities or Items.

**Note:** In this round, players do not perform Actions, Free Actions, or Move. Therefore, Heroes cannot Train since that requires the Trade Action, or buy a Potion from the Church.

### THE FIGHT BEGINS

At the start of the fight against Mirrezil, perform the following steps:

1. Each Hero places 3 Damage on the Mirrezil card for each Defense Magic they invoked during the game (Defense Magic tokens underneath their Hero tokens).
2. Each Hero may perform one First Strike with suitable Items or Abilities. See below for the details of Combat Rounds.


### COMBAT ROUNDS

The fight against Mirrezil takes place over a series of Combat Rounds, each consisting of three Phases. This continues until Mirrezil has been defeated, or all Heroes die trying.

1. Hero Healing Phase
2. Heroes Attack Phase (see below)
3. Mirrezil Attack Phase (see below)

If Mirrezil and at least one Hero are still alive, proceed with another Combat Round.

Combat follows the normal rules with the exception of the following:

- ◆ No Control card is drawn.
- ◆ The Die of Hope is not used when fighting Mirrezil.
- ◆ Heroes cannot use any Items and Abilities that depict a Crossed-out Dragon icon. 

In Phase 2, each Hero attacks the dragon with a non-First Strike Weapon or Combat Ability. Randomly determine the order in which the Heroes attack. Place any damage dealt onto the Mirrezil card.

In Phase 3, if Mirrezil is alive, each Hero suffers 13 Injuries as depicted on the Mirrezil card.



### FINAL BLOW

The attack that puts Damage tokens on Mirrezil so that the total damage on it would equal or exceed Mirrezil's Health is called the Final Blow. The Hero who dealt that damage gains 2 Reputation.

Mirrezil's Health



Mirrezil cannot take Damage beyond its Health; if the Final Blow deals Damage in excess of the Health of Mirrezil, only place Damage tokens up to the Dragon's Health.

**For example:** Mirrezil has 128 Health. It has currently taken 120 Damage. You attack and deal 11 damage. Only place 8 Damage tokens on Mirrezil.

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

### HERO DEATH IN COMBAT

If your Hero dies during a Mirrezil Attack, you lose 2 Reputation. You then take no further part in the game but still score at the end, and can still win the game, even if you are killed.

## SCENARIO RESOLUTION

- ◆ If Mirrezil has Damage tokens on it equal to its Health, the Heroes have successfully protected the Church and defeated the dragon! Each Hero gains 10 Reputation for defeating Mirrezil.
- ◆ If all Heroes die, they have failed to protect the Church and the people of Euthia.

Whichever the outcome, each Hero receives Reputation for the Damage they dealt to the dragon according to the table on the Mirrezil card.

**For example:** In a 3-player game, if you dealt a total of 30 Damage, gain 11 Reputation.



Then proceed to Final Scoring as normal.



# THE BANISHING OF BRASATH

HEROIC 120' / ♣

*Brasath, the mysterious being formed from the Faer itself. Despite lacking a physical form, you will recognize his presence: The imminence of Death!*

**Game length:** Up to 20 game rounds.

**Goal:** Banish Brasath by fulfilling Legends and bringing a number of Artifacts to the Church.

The number of Artifacts required is as follows:

- ◆ **1 player:** 2 Artifacts
- ◆ **2 players:** 3 Artifacts
- ◆ **3 or 4 players:** 4 Artifacts

As soon as the required number of Artifacts have been brought to the Church, the game ends at the end of the current 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. The Legend Map tiles are used in this scenario. Legend Map tiles are Special tiles.

According to the number of players, shuffle the Priest Encounter cards face down to create the Encounter deck; place it nearby. Reveal the top card (leave it on top of the deck).

Place the Supplies tiles nearby.



Priest Encounter cards



Supplies tiles

Use all levels of Elite Monsters.

Each player begins the game with **20 Gold** and **5 Reputation**. Note that Heroes do not start with any of their Hero tiles Unveiled; they must still perform the Trade Action to Unveil them as normal.

## SPECIAL RULES

The hex depicting a Priest is the Encounter hex; follow the normal rules for fulfilling an Encounter Quest. His Quests involve delivering Supplies to another location. See the **Appendix** for full details on the Priest Encounter cards.

**Legend Map tiles:** When revealed, place the corresponding Legend card and Artifact tile face up nearby.

The first Hero to move onto the center of the Legend tile and meet the initial requirements of the Quest may take the Artifact. These requirements are listed on the Legend card and explained in detail in the **Appendix**.

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

### The Banishing of Brasath 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
	2P	-	-	-	1	2
	3-4P	-	-	-	2	2
	1P	-	-	3	3	3
	2P	-	-	3	3	4
	3P	1	2	4	4	5
	4P	2	3	5	5	6

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook**, page 31.



Matching Legend Map tile, Legend card, and Artifact tile

If you move onto the Church when carrying the Artifact, then, as a Free Action, you may place the Artifact below the Scenario/Trade board and place the fulfilled Legend card beside your Hero board, gaining the Reward on it. The Legend card will count for Final Scoring as any other Quest.



## SCENARIO RESOLUTION

If the Heroes manage to bring enough Artifacts to the Church before the end of round 20, Brasath is successfully banished; all Heroes gain 10 Reputation.

Otherwise, the land is enshrouded in the cloak of terror.

Either way, players proceed to Final Scoring as normal.



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