

# S&S ACT 1 - ANCIENT CHRONICLES



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# THE BOOK OF SECRETS

This **Book of Secrets** contains all dialogs and key-moments of the story for both Journey and Adventure parts of **Sword & Sorcery**, each one indicated by a unique **Paragraph number {S}**.

During the game, keep this booklet near you and be ready to discover the darkest and most dangerous secrets you have ever faced!

To avoid spoiling the mood of the game, we strongly suggest the active player reads from the **Book of Secrets** aloud, taking care not to read upcoming **Paragraphs** until they have been triggered.

*Note:* The 📖 icon indicates the Paragraph continues on the next page.



# TRAVELING THE UNDERREIGN

## §0.0 {Venture Outpost}



Keenly aware of the mission bestowed upon them by the Gods, the heroes' souls yearn once again for the thrill of the road, to once again act as adventurers... that exhilarating feeling when one faces danger at all costs, be it for honour, glory, or huge piles of glittering gold.

- ◆ The Party can resolve the Paragraph {§} indicated in one of their completely achieved **Venture** cards.

## §0.1 {Temple Pathway}


After a grueling march on the abandoned temple's path, the party catch a glimmer of light that resolves into a village, possibly a dwarven hamlet, judging by the squat buildings and thick walls. As they resume the march toward the village, a hero notices an old, abandoned crate, half-hidden among the rocks and cobwebs.

### Soul Nature Choice

<b>Neutral</b> 	Divert from the route to examine the crate...	Go to §0.3
<b>Neutral</b> 	Ignore the crate and proceed toward the village...	Go to §0.2


## §0.2 {Temple Pathway}

Judging that nothing the crate may contain would be worthy of examination, the party resolves to go straight to the village.

- ◆ The Party gains 1  {Hourglass} token for their Time Reserve.
- ◆ Travel in the **Underreign** map to **Hilmerg** {§0.6}.

## §0.3 {Temple Pathway}

Hoping to find something useful or even precious, the party diverts from the path in order to search the crate...

- ◆ Each Hero rolls 1 **Blue** Die.
  - ❖ If at least one  was rolled by any Hero: go to §0.5.
  - ❖ Otherwise: go to §0.4.




## §0.4 {Temple Pathway}

... but digging through the dust and dirt in the crate, the heroes only manage to find a few earth-encrusted crowns.

- ◆ The Party gains 5 .
- ◆ Travel in the **Underreign** map to **Hilmerg** {§0.6}.

## §0.5 {Temple Pathway}

... and digging through the assorted debris within, they discover a false bottom concealing some loot!




- ◆ The Party gains 5 , then gains 1  for each  rolled.
- ◆ Travel in the **Underreign** map to **Hilmerg** {§0.6}.



## §0.6 {Nilmerg Village}

The village gate is patrolled by dwarven guards, marching under a banner bearing runes that read “*Nilmerg Village*”. As the party enters the hamlet, an old dwarf, whose colors long ago passed to the silver of wisdom, greets them: “*Hail, travelers! As poor as this village may be, we have never turned away a journeyman or adventurer. But please pay attention to the one rule we observe: for your sake, and ours too, stay away from the cursed elf patrols. Queen Aspides once ruled only inside the borders of Mantis, her capital city, but now she expands her domain to the whole Underreign, and for some cruel and bored soldiers in this wasteland, killing is a pleasant pastime. But aside from that, you are welcome, whether you bring coins, offer help, or even just tell old tales to brighten these dark days!*”

### ◆ {How to Play - Instructions for your first game}:

- ◇ Take the **Site Sheet** named “**Nilmerg**” and place the Party token over it.
  - ◇ Take 4  {Hourglass} tokens and add them to the Time Reserve of the Party.
  - ◇ The Party can now visit other Paragraphs and **Buildings** {see Section 3, page 10 of the Rulebook, if needed} by spending 1  token for each location and moving the Party token there.
- ◆ Visit the **Nilmerg** Village until the Party wants to leave it **OR** when no more  tokens remain in the Time Reserve, then **go to §0.17 {Nilmerg - Way Out}**.

## §0.7 {Nilmerg - Town Hall}

The dwarves quickly usher the heroes further inside this sturdy building. The solid hall brims with scattered scrolls and sheets that take flight as the sovereign, a dwarf wearing billowing robes spun from gold, silver, and other precious metals, marches through them, followed by two young assistants who try vainly to collect everything. The regal dwarf greets the party, with more than a hint of uncertainty on his countenance: “*Welcome. My name is Odranoel, the humble mayor of this mining village. Adventurers like you are not common around here; this is why I choose to meet you. I want to be sure you will not raise problems with the cursed elves, as we are no longer able to oppose them, and I would like to avoid... retribution against my kin. I will gladly answer any question you may have, but keep it brief, as I have much work to do. Administration with scarce resources is the stuff of skald songs... trust me!*”

- ◆ The Party can ask up to 2 of the following questions per visit to this Town Hall:
  - ❖ If you want to ask about the village’s history: **go to §0.8.**
  - ❖ If you want to ask about the abandoned Gods’ temple: **go to §0.9.**
  - ❖ If you want to ask for a work as a sellsword: **go to §0.10.**
  - ❖ If you have already asked 2 questions or you don’t want to ask any more questions: **continue to visit the Nilmerg Site sheet.**

## §0.8 {Nilmerg - Town Hall}

The question elicits a sigh from the mayor. “*There is little to say... once, this was a rich outpost, and thanks to the metal trade, the village thrived. But then the cursed elves’ dominion reached us. We tried to resist at first, but the losses were too much for us to bear, and so we capitulated. Now, under the Queen’s heel, we send the greater part of our mining profits to Mantis, the cursed elf capital. There, as in the whole Underreign, the word of Queen Aspides is law. Abandon your boldness, friends, or you will learn this lesson with pain...just as we did.*”

- ◆ **Go to §0.7.**

### \$0.9 {Nilmerg - Town Hall}

The question clearly surprises Odranoel: *“Not my business, of course, but... how long have you been away from the Underreign? By order of the queen, the faith of the Ancient Gods has been banished and their temples razed. Whomsoever is caught in acts of faith toward the Three is flogged, sometimes to death! Many tales hint at how the queen managed to obscure the Three, and I’m sure you will learn more in other cities. I can only tell you that the true faith yet survives, and many well-hidden altars, catacombs, and shrines stand still in the Underreign, where Aneres, Enomis, and Mir find worship.”*

- ◆ Go to \$0.7.


### \$0.10 {Nilmerg - Town Hall}

The dwarf governor replies in a whisper *“Should you have the power, and I the coins, I would hire you to chase those cursed elves away from my lands. But, alas, aside from that, I have no need of mercenaries. You could, however, ask the Miners Council; I have heard tell of monsters infesting their mines.”*

- ◆ Go to \$0.7.

### \$0.11 {Nilmerg - Emporium}


The village emporium is small, and mainly focused on mining needs; yet there are several useful items for those who wish to survive the Underreign.



- ◆ The Party can visit the **Emporium**, but they may only acquire the cheapest side of each **Item**.
- ◆ Any **Raw Scales/Gem** Treasure cards can be sold here at 50 .

### \$0.12 {Nilmerg - Old Court}

The Court building is run-down, most likely abandoned due to the cursed elves’ dominion. While walking between the ruins, the heroes hear a rumbling snore echoing from a nearby corridor. A well-dressed dwarf sleeps deeply while Giant Spiders creep from the shadows to claim the easy prey...

#### Soul Nature Choice

Lose 1  to follow the opposite behavior.

 <b>Law</b>	Help the sleeping dwarf...	<b>Go to \$0.14</b>
 <b>Chaos</b>	Let deadly nature take its course...	<b>Go to \$0.15</b>

### \$0.13 {Nilmerg - Miners Council}


The Miners Council building is one of the most important in the village, a clear symbol of how the settlement depends on metals and gems to survive. The huge wooden door bears the crest of the council, two crossed pickaxes over runes proclaiming *“Miners Council: nothing more precious than earth”*. The massive doors open when the party knocks, and a stout dwarf with a flowing white beard gazes upon the heroes while handing them a scroll. *“Oh, there is no need to talk, your appearance speaks for what you seek. Take this, and if you find success, we shall meet again... until then, I hope not to see you again!”* The dwarf slams the door, and the party can only read the scroll: *“You have doubtless heard that horrible beasts infest one of our mines. We have grown weary of reclaiming the corpses of incompetent adventurers. Prove yourselves by going into the wild and killing a few monsters, bring back their corpses as proof, and the job will be yours. Otherwise, leave and trouble us no further!”*



- ◆ The Party gains the **Venture I Quest** card.


### §0.14 {Nilmerg - Old Court}

Abandoning a foolish but innocent dwarf to be killed is not a good way to start a new journey, so the heroes prepare themselves for battle.

- ◆  Take the 2 **Green Giant Spider** Enemy cards, shuffle and place them face down near this booklet. Then randomly reveal 1 **Green Giant Spider** or, if there are 4+ Heroes, both **Giant Spider** cards.
- ◆ Each Hero must perform a single attack with one of his Weapons or Powers {this attack cannot be focused, doesn't cause cooldown, and can't be modified by any other effect} against one of these Enemies {AoE hits all Enemies}. Place the inflicted wounds over the Enemy cards even in case of death.
- ◆ If at the end of all Heroes' attacks there are still Enemies alive: discard the Enemy cards {without gaining rewards} and go to §0.15; otherwise: go to §0.16.


### §0.15 {Nilmerg - Old Court}

The creatures successfully manage to drag the dwarf's body through a hole in the ground ... in a few seconds, the snore turns into a muffled scream that soon gives way to silence. Nothing remains but a few belongings fallen to the ground.

- ◆ The Party gains 1 .
- ◆ Old Court Paragraphs cannot be resolved anymore during this entire Campaign.

### §0.16 {Nilmerg - Old Court}

The dwarf opens his eyes just in time to see the Heroes slay the horrible creatures! After an initial scream of terror, the dwarf realizes he is in the presence of his saviors. *"I have no words to thank you! You saved my stupid life! Before I leave this horrible place, please take my belongings as a proof of my gratitude. Anyway, you are natural born hunters; you should visit the Miners Council. I'm pretty sure you will find fortune and glory!"*

- ◆ Discard the two Enemy cards {gaining the rewards of the killed ones}.
- ◆ The Party gains 2 .
- ◆ Old Court Paragraphs cannot be resolved anymore during this entire Campaign.


### §0.17 {Nilmerg - Way Out}

The party leaves the village through the northern gate, heading, by the Gods' will, toward the far city of Mantis. It would seem clear that their fate is intertwined with the queen and her capital.

- ◆ Travel in the **Underreign** map to the **Underground Caves {Quest II}**.

### §0.18 {Underreign Aneres Event}





If you are reading this Paragraph, the only explanation is that... you are cheating! The divine Aneres is watching you! And you will be punished for this transgression...

- ◆ The Party loses 1  per Hero.




### §0.19 {Coliseum Dungeon}

Juba the slave speaks to the party, indicating the desecrated statue of the Three Gods: *“Move the statue and break through the floor beneath! Make haste!”*

- ◆ The Party gains 5  tokens.
- ◆  Take wound tokens equal to 3 **HP** per Hero and place them near this booklet.
- ◆ Each Hero must perform a single attack with one of his Weapons or Powers {this attack cannot be focused, doesn't cause cooldown, and can't be modified by any other effect}.
  - ❖ After each attack, remove  1 **HP** token for each  obtained.
- ◆ If at the end of all attacks there are still wound tokens near this booklet: go to §0.21.
- ◆ Otherwise: go to §0.20.


### §0.20 {Coliseum Dungeon}

With a rumble, the crumbling stone floor shatters beneath the heroes' blows, revealing the entrance to an underground passage.

- ◆ The Party gains 1 .
- ◆ Go to §0.22.

### §0.21 {Coliseum Dungeon}

Several blows later, the floor collapses, revealing the entrance to an underground passage.

- ◆ Remove the remaining **HP** tokens near this booklet.
- ◆ The Party loses 1  token.
- ◆ Go to §0.22.

### §0.22 {Coliseum Dungeon}



The slave speaks hurriedly, obviously fearful of discovery: *“This dungeon leads to the gates of the town of Amor, where you will receive further instructions from my mistress. I have played my part; now it is up to you to stay alive.”* As he walks back to the stands, Juba turns and speaks once more: *“Time is your best ally; do not waste it. The guards have already begun hunting you! What are you waiting for? Run, you fools!”*

- ◆ Go to §0.23.

### §0.23 {Coliseum Dungeon}

The ancient narrow staircase descends for an eternity before opening into a wider passageway guarded by a heavy metal gate with a rusty winch. Once past the gate, one of the heroes decides to cut the rope from the winch to slow down the elven pursuers. But as he lifts his weapon, a stranger, with disturbing scars on his visage and a broken chain around his feet, runs towards him, yelling, *“Hey! I have been condemned, but... you're not leaving me in this hell, are you?”*


### Soul Nature Choice



	Cut the rope of the winch immediately...	Go to §0.25
	Wait for the stranger...	Go to §0.27

## §0.24 {Coliseum Dungeon}

Desiccated corpses litter the ground of this chamber, remains of a long-forgotten skirmish that ended in defeat for both parties. The stench of mildew and rust hangs in the air and urges the heroes to make up their minds: *“Shall we waste precious time plundering the corpses, hoping to find something helpful, or keep running to increase the distance from our pursuers?”*

### Soul Nature Choice

Lose 2  to follow the opposite behavior.

<b>Neutral</b> 	Proceed without stopping...	<b>Go to §0.26</b>
<b>Chaos</b> 	Stop to plunder the corpses...	<b>Go to §0.28</b>

## §0.25 {Coliseum Dungeon}

Once the rope is cut, the metal gate crashes to the ground, becoming difficult to lift for a group of guardsmen and impossible for the man closing in who, seeing his only chance of freedom fade away due to the hero's actions, growls, *“A curse be on your unworthy souls! Should our paths cross again, I will make you pay! Your actions may have saved you from the Queen's guards, for now. But they will not spare you from the shadows of my guild!”*

- ◆ Go to §0.24.


## §0.26 {Coliseum Dungeon}

Honor, the putrid state of the remains, and the lack of time convince the party to hurry on their path without looking back.

- ◆ Go to §0.29.

## §0.27 {Coliseum Dungeon}

In a single fluid motion, the stranger slips past the gate, slicing the rope from the winch as he does so. He may look like a cutthroat, but he takes time to thank the party: *“I owe you my life. Should you emerge safely from this dungeon, go to the western border of the town of Amor. There you will find a hideout. Ask for the affiliation. Mark my words, you will be rewarded! Farewell!”* And with these words, the man steps away, vanishing into the shadows.

- ◆ The Party loses 1  token.
- ◆ Take note of “Journey/Debt of Honor”.
- ◆ Go to §0.24.


## §0.28 {Coliseum Dungeon}

The time spent rummaging among the decomposed bodies is rewarded!


- ◆ The Party gains 50 , 1 , and 1 .
- ◆ The Party loses 2  tokens.
- ◆ Go to §0.29.

## §0.29 {Coliseum Dungeon}

The heroes enter a corridor that soon becomes an adventurer's worst nightmare: a narrow, treacherous path littered with pitfalls, snares, and traps. The path must be walked by each hero using his own innate abilities!

- ◆ Each Hero must attempt a **Save** roll. The Party loses 1  token for each failed attempt.



- ◆ If, at the end of all **Save** rolls, the Party has still at least 1  token: go to §0.30; otherwise: go to §0.31.



### §0.30 {Coliseum Dungeon}

The tunnel ends with a huge artificial fissure, built to appear like a natural cleft when seen from the outside. After untold ordeals and many perils, the heroes are now on the road to the town of Amor.

- ◆ The Party gains 1 .
- ◆ Travel in the **Underreign** map to **Amor** {§0.35}.

### §0.31 {Coliseum Dungeon}

The echo of wild sounds warns the heroes that their time is up, and they must fight their pursuers! The party readies weapons and spells, preparing to sell their lives dearly!

- ◆  Take the 2 **Green Giant Spider** Enemy cards and the 2 **Blue Tyrant Lizard** Enemy cards, shuffle, and place them face down near this booklet. Then randomly reveal 2 of those cards or, if there are 4+ Heroes: 3 cards instead.
- ◆ Each Hero must perform a single attack with one of his Weapons or Powers {doesn't cause cooldown} against one of the drawn Enemies {AoE hits all Enemies}. This attack can be enhanced using 1  to Focus it or to use another Item or power related to this attack. Place the inflicted wounds over the Enemy cards even in case of death.
- ◆ If at the end of all Heroes' attacks there are still enemies alive: go to §0.32. Otherwise: go to §0.33.

### §0.32 {Coliseum Dungeon}

The heroes suffer heavy wounds to escape the vanguard.

- ◆ Discard all Enemy cards {without gaining any reward for the killed ones}.
- ◆ Each Hero suffers 1 **HP** and 1 **Critical** at the beginning of the next Quest.
- ◆ Go to §0.30.


### §0.33 {Coliseum Dungeon}

The heroes, with extraordinary feats, manage to quickly dispatch the vanguard before fleeing!


- ◆ Discard all Enemy cards {gaining the rewards of the killed ones}.
- ◆ Go to §0.30.

### §0.34 {Underreign Mir Event}


If you are reading this Paragraph, the only explanation is that... you are cheating — or at least, you are trying to! Mir, the God of Chaos, is watching you! And you will not be punished for this transgression... you will be rewarded!

- ◆ The Party gains 1  per Hero.

### §0.35 {Amor}

The majestic walls of the imperial city of Amor greet the heroes with a welcome as cold as its marble-clad dwellings. Built in a lost age by a now-extinct civilization, Amor is a nexus for the races of the Underreign. Due to its commercial importance, the dominion of the cursed elves and 

their wicked queen is much less evident here than in the rest of the realm: citizens, adventurers, merchants, slaves, and mercenaries frantically roam the city, all selfishly chasing their own destinies. Nobody notices or cares for the ragtag band of heroes... no one except a lone, hooded figure who detaches from the shadows to speak: *"And so you are here at last. Long have I waited here for your coming at my Lady's command. She waits for you east of here, in the town of Lluksyarg. Amor is the last hospitable city on your journey. Rest, recover, and re-equip, for ahead of you lie two unenviable routes: the main road to the east, with nigh endless elvish garrisons and patrols, or the trail south, across the unholy grounds... lands from which very few have come back alive. The elvish patrols make the route east nigh — impassable, so unless you can get official travel papers, the south is your only means of egress. You will find a lot here in Amor, if you are wise enough to ask the right people. I have discharged my duty with these words. Farewell"*.

- ◆ Take the **Site Sheet** named "**Amor**" and place the Party token over it.
- ◆ Visit **Amor** Town until the Party wants to leave it **OR** when no more  tokens remain in the Time Reserve, then go to §0.54 {**Amor – Way Out**}.



### §0.36 {Amor – Emporium}

Amor Town's market is known to service the weirdest and most macabre needs of the realm. All races come here seeking the most exotic items or animals...

- ◆ If the Party is searching for standard equipment: go to §0.41.
- ◆ If the Party is searching for exotic animals: go to §0.43.



### §0.37 {Amor – Hideout}

As the gate creaks slowly open, the party enters a veritable den of cutthroats, badly disguised as a tavern. After more than a few probing glances, a greasy man bedecked in gold summons a hero to a gaming table. *"Are you interested in gambling? Or maybe you're here to sell something that shouldn't belong to you ..."*

- ◆ One Hero may use the Amor's Tavern **Building** once by paying its **Crowns** cost, but in case of a win, the Party gains only half of the prize.
- ◆ The Party can sell {discard} here any Treasure card to gain 20  each. In addition, the **Safe-Conduct Quest** card can be sold {discarded} for 100 .
- ◆ If the Party has acquired the **Brotherhood Guild Quest** card: go to §0.42. Otherwise: go to §0.44.

### §0.38 {Amor – Forum}

The Forum is the main legislative building and, Aspidess' dominion aside, the local senators enjoy a great degree of freedom — possibly due to the massive income generated by the city's shady services. No one seems interested in the party, except for a notably short cursed elf who approaches the heroes with a swaggering air. *"I don't need a diviner to see that you should not be here. Your appearance alone screams this from the rafters, but that's none of my concern. I would, however, like to... er... take advantage of your condition and offer you a... well... somewhat illegal job, but one that will allow you to gain quite legal papers to leave the city and travel freely. Of course, travelling as far as possible from me would be a good start."*

- ◆ The Party can discard 25  to accept the dirty job. If the Party has a majority of  Heroes: the job can be accepted without paying.
- ◆ If accepted: go to §0.46.

### §0.39 {Amor – Slums}

The slums are home to the most wretched and degenerate souls in this city of vice. As they stroll on, the heroes are almost trampled by a wave of ragtag wretches who surge toward a crate that just fell from a running cart.

- ◆ If the Party want to disperse the crowd to obtain the crate: go to §0.49.

### §0.40 {Amor – Imperial Domus}

The opulence of the imperial palace is exceeded only by its artistry: hewn from marble, it features immense pillars decorated with geometrical motifs. A grand building, inherited from a forgotten civilization, that still hosts high-ranking citizens — and so swarms with patrols and guardsmen. Just in front of the building, a town crier calls for attention: *“The noble Lord Raseac went missing while on his journey to Mantis. Any adventurer of good standing will be allowed to officially search for the young noble and thereby earn a rich reward for finding him!”*

- ◆ The Party gains the **Venture II Quest** card.

Beyond the palace, the vast eastern walls of the city frame the fortified gate that opens on the road to Lluksyarg. Passage through the gate is controlled by an entire garrison, and the only way to pass through the checkpoints is with official papers.

- ◆ If the Party has the **Safe Conduct Quest** card: go to §0.53.

### §0.41 {Amor – Emporium}

The stalls are quite varied in their offerings, although void of costly items.

- ◆ The Party can visit the **Emporium**, but they may only acquire **Items** with a cost equal to or lower than 70 🍀.
- ◆ Once done, go to §0.36.

### §0.42 {Amor – Hideout}

A while later, a man who appeared to be a simple innkeeper approaches the party and speaks: *“Raving madmen looking for glory in the arena are not welcome here. For your own sake, the only piece of information I give you is this invitation to leave. Farewell”*.

### §0.43 {Amor – Emporium}

Among the cracking whips and roaring beasts, the heroes come to an open plaza with large cages and a pungent stench. An archway bearing the sign *“Dreadful beasts and where to find them!”* marks the property of a black dwarf who lashes a pair of slaves while berating them for injuring one of his animals destined for somewhere called *“The Arena of Aegis!”* As he realizes he has an audience, the perfidious dwarf approaches the party. *“I am not used to judging people by their clothes or company. Therefore, good sirs... my name is Dar. How can I help you? Are you perhaps interested in a magical familiar for your adventures? If yes, then hand over 5 crowns, my fee to discourage loiterers and time-wasters!”*

- ◆ If you want to ask about the Arena of Aegis: go to §0.45.
- ◆ If you want to ask about the magic familiar: the Party must discard 5 🍀, then go to §0.47 [available only using the **S&S: Familiars Game Expansion**].



### §0.44 {Amor – Hideout}

A while later, a man who appears to be a simple innkeeper at the first look, but betraying some small menacing features with a closer inspection, approaches the party and speaks: *“Call it fate, call it wits, it matters not, as long as you came here ready to invest some crowns in exchange for our special and most precious help”*.

- ♦ If “Journey/Debt of Honor” was noted: go to §0.48.
- ♦ Otherwise: The Party may discard 50 🍀 to affiliate with the **Shadows’ Den**. If done: go to §0.50; otherwise: go to §0.52.

### §0.45 {Amor – Emporium}

The dwarf gapes at the adventurers. *“You really know nothing about the Arena of Aegis? Oh, it is an arena suspended in time and space, created by the arcane masters of Talon to host champions from the whole realm. These gladiators fight for eternal glory and, of course, for endless stacks of crowns and powerful artifacts. And by the look of it, you may perhaps test the trial yourselves, one day. After all, you seem to have nothing to lose, aside from your miserable lives”*. He ends the sentence with an unpleasant, rasping laugh.

- ♦ Additional information about the **S&S: Myths of the Arena Expansion** can be found here:  
<https://www.aresgames.eu/games/sword-and-sorcery-line>
- ♦ Go to §0.43.

### §0.46 {Amor – Forum}

*“The job is to intercept the next imperial courier, due shortly in a place I’ll point out. You must steal the parcel he carries. Come back to me with it, and you will have your papers. If you fail, you will most likely be deprived of only a few crowns, since few guards in this city want to deal with homeless people, or... you may be executed! But this rarely happens!”*

- ♦ To succeed at the robbery, each Hero must roll a number of Dice based on his Fighting Style:

 : 2  : 1  : 2  : 1  : 2  : 1  : 1

- ♦ If the ⚡ rolled are equal to at least the number of Heroes -1: go to §0.51.
- ♦ Otherwise: the attempt fails and some guards force you to pay a fine! The Party must discard 5 🍀 per Hero {if available, representing the aforementioned fine}, before continuing to visit the **Amor Site Sheet**.

### §0.47 {Amor – Emporium}

In prompt answer to the heroes’ request, Dar commands one of his slaves to fetch what they asked for: a familiar! An extremely intelligent, magical creature, able to create an unbreakable bond with its companion.

- ♦ Shuffle without looking all available **Domestic** and **Wild Familiar** cards, then randomly draw one of them. This Familiar can be purchased by spending:
  - ❖ 25 🍀 if the Familiar is **Domestic**.
  - ❖ 50 🍀 if the Familiar is **Wild**.
- ♦ Place back the drawn Familiar if not purchased.
- ♦ Go to §0.36.


### §0.48 {Amor – Hideout}

The man saved during the escape appears from another room. *“Good to see you again, my saviors! I am here to honor my promise of reward, hence... you may join our little brotherhood for free!”*

- ◆ If the Party accepts the affiliation: go to §0.50.
- ◆ Otherwise: go to §0.52.

### §0.49 {Amor – Slums}

Once the desperate crowd disperses, the party is free to recover the crate and its contents, but must first avoid breathing in poisonous fumes from a broken vial!

- ◆ The Party gains 1 .
- ◆ Unless **Save**: each Hero begins the next Quest suffering **Poison I**.
- ◆ This Paragraph cannot be resolved again in this entire Campaign.


### §0.50 {Amor – Hideout}

With a happy grin that clashes with his unpleasant appearance, the innkeeper hails the heroes: *“Welcome, brothers! You are now able to hire our own mercenaries all around the realm, but let me give you a free piece of advice... stay away from Aspides' army, or you are more foolish than I took you for.”*

- ◆ The Party gains the **Shadows' Den Guild Quest** card, which may be placed into a **Building** Slot when you visit any **Site Sheet** {including **Amor**}.

### §0.51 {Amor – Forum}

With the parcel in his hands, the weird, cursed elf stays true to his word and produces some fake safe passage warrants, only to melt into the crowd, whispering, *“In Chaos I prosper, and who knows why, but I feel that thanks to you I will be rich very soon! May your Gods keep you!”*

- ◆ The Party gains 3 .
- ◆ The Party gains the **Safe Conduct Quest** card.
- ◆ This Paragraph cannot be resolved again in this entire Campaign.

### §0.52 {Amor – Hideout}

The grotesque innkeeper gestures at the door with a last hint: *“You will not find such convenient allies on your path again. I would think twice about leaving us as strangers. If you change your mind, come back to visit us, or if not... may the Abyss engulf you. Ahahahah!”*

### §0.53 {Amor – Imperial Domus}

The party checks the papers, and they seem to be in order, so the heroes have faith they can pass any checkpoint they come upon when leaving this eternal city.

### §0.54 {Amor – Way Out}

It is now time to leave Amor and journey toward Lluksyarg!

- ◆ If the Party has the **Safe Conduct Quest** card: The Party may choose from these options:
  - ❖ Move through the East Gate and take the main road: **Travel** in the **Underreign** map to the **Cursed Elf Outpost {Quest V}**.




- ❖ Begin the **Journey** through the South Gate toward the unholy grounds: Travel in the **Underreign** map to the **Unholy Ground** {Quest IV}.
- ❖ Otherwise: begin the **Journey** through the South Gate toward the unholy grounds: Travel in the **Underreign** map to the **Unholy Ground** {Quest IV}.

### §0.55 {Lluksyarg}

The spires of Lluksyarg offer an unmatched view to the party, a whole city floating above the sea of the Underreign, with bridges and towers shaped by centuries of enchantment. This fleeting moment of contemplation is broken by a now familiar voice echoing in the heroes' minds, the same one heard during their fight in the arena of Amor... *"Welcome, my champions. My name is Silune, known by many as the Moon-Eyed Lady, and I welcome you to this magical city. You have not let pain, blood, or even death impede your arrival here, a testament to what I saw in the arena. Your mystical unearthly forms — almost divine! Your destiny calls, and Queen Aspides will fall by your hand! From now on, your true aspect will be hidden from scrying eyes; you will not be welcomed, but you will be able to rest, re-equip, and investigate as you deem fit. But beware: when the eleventh flame fades from the tower, my illusion will fade, and you must be gone from Lluksyarg. I will be waiting for you outside the north walls. Use your time wisely!"*

Although Silune is still a mysterious figure, the heroes cannot ignore how each event seems to be going according to the will of the Three: they must put an end to the wicked reign of Aspides and her unholy cult!

- ❖ Visit the **Lluksyarg** City until the Party wants to leave it **OR** when no more  tokens remains in the Time Reserve, then go to §0.70 {Lluksyarg – Way Out}.

### §0.56 {Lluksyarg – Diviner Gremlin Building}

This dark and grim cave houses an extraordinary being, a gremlin that combines the power to see the future with a keen business sense. The creature removes its cowl, showing its iridescent eyes, and stretches its little, clawed hand: *"A few shining crowns, and you will know your enemies' intentions before they do. So many of my kin dwell in ignorance; do you think their life a healthy one? Yours is the choice..."*, he concludes with an unnerving grin.


- ❖ The Party may resolve the **Building** effects by paying its cost.

### §0.57 {Lluksyarg – Wizardry Tower Building}

The arcane tower is among the most imposing buildings here, with pentagrams and magical lights endlessly dancing across its walls in hypnotic patterns. The young cursed elf welcoming the heroes declaims the services provided in an almost mechanical fashion, but then he squints at the party and speaks: *"Oh, your aspect is not in accord with your powers. Nevertheless, as with all things in life, there is of course a cost to use the services of this tower. If you look instead for the favor of arcane arts, and to challenge death itself, you should meet Master Kadroh in the Arcane Chamber"*.

- ❖ The Party may resolve the **Building** effects by paying its cost, each time reduced by 10  for each  Hero in the Party.

### §0.58 {Lluksyarg – Emporium}

The cursed elf who owns this shop welcomes the party coldly, perhaps being too busy writing on a magic scroll, or perhaps because of her natural scorn for strangers. The place, as with the whole city, favors the delicacy of spells and sorcery over the coarseness of raw steel. As she tears her eyes from the 



scroll, the elf speaks disdainfully to the heroes: *“Please state your business and be gone as soon as possible; if my wonders are not to your liking, you should visit the Mystical Vault. The owner is a halfblood, unworthy to tread the cobblestones of this city, just like you, so I am sure you will get on well together”*.

- ◆ The Party can visit the **Emporium** following these rules:
  - ❖ Each Scroll **Item** costs 10 🟡 less.
  - ❖ Each non-Arcane **Weapon** costs 20 🟡 more.
  - ❖ Scroll and Potion Treasures can be sold here at 50 🟡.

### §0.59 {Lluksyarg – Silune’s Mansion}

Silune’s residence is among the most luxurious in the city, a clear symbol of her social standing. A single servant welcomes the party and, without uttering a word, leads them through a private corridor to the lady’s rooms. The cursed elf, seated on a comfortable sofa made of tyrant lizard skin, receives them with an expression both sensual and pleased.

*“I was sure of your visit, but I left the choice to you, my gladiators of destiny. Ask, then, and I will dispel your doubts”*.

- ◆ The Party can ask 2 of the following questions per visit to the Silune’s Mansion:
  - ❖ If the Party wants to ask about the personal history of Silune: **go to §0.61**.
  - ❖ If the Party wants to ask why she hates Aspides: **go to §0.63**.
  - ❖ If the Party wants to ask what the next step is: **go to §0.67**.
  - ❖ If the Party wants to ask for help in future Quests: **go to §0.69**.

### §0.60 {Lluksyarg – Mystical Vault}

Among the shining towers of the city, one stands out: it is not very tall, yet its color constantly shifts between green and purple, and its guardian is no less unique, being a large talking dog that proclaims, *“If what is hard to find you seek, this place your interest must peak!”* Then, the animal points its snout at some crimson couches just inside the building.

- ◆ The Party can spend 1 ⌚ to wait on the seats. If so: **go to §0.64**.

### §0.61 {Lluksyarg – Silune’s Mansion}

With the faintest streak of melancholy, Silune tells her tale. *“You stand before the very sister of Queen Aspides! These eyes are the only witnesses of the foul ritual performed by my sister. She chose to host an extraplanar entity within her body in exchange for power, and during the meld, a mystical flame hit my eyes, forever turning me into the Seer Lady with moon-eyes. I think that the accident is the only reason she kept me alive because, after Aspides became queen, she killed every other relative, as if to erase any trace of her true self, Evillyn — all except me! At first, I thought I had been spared for love, being her sister. But then I learned the truth: I am an unexpected extension of her power, an unwanted consequence of her joining with the otherworldly entity. I swore never to reveal what happened and to stay in this city, far from Mantis, the capital of her new empire. And since my eyes already know your story, it seemed to me only fair to reveal mine — but nothing more will I speak of this.”*

- ◆ **Go to §0.59.**

### §0.62 {Lluksyarg – Arcane Chamber}



The energy emanating from the Arcane Chamber is among the most powerful in all of Lluksyarg: the Chamber is a tower carved from the bare rock and designed to channel all mystical energies to that precise point.

A floating illusion welcomes the party, little more than a tunic surmounted by fiery eyes, yet real enough to sound threatening in its warning: *“Let your past speak for you”*.

- ◆ If the Party has fulfilled at least one **Venture** card during this Campaign: go to §0.68; otherwise: go to §0.66.


### §0.63 {Lluksyarg – Silune’s Mansion}

Stiffening, the lady answers, *“I can tell you that no one has more reasons than me to hate Evillyn — this was my sister’s name before becoming Aspides, Queen of the Underreign. Many of these reasons are not of your business, but we share the will to bring balance back to the kingdom. Faith, honor, and family must give way to obedience to her and reverence to the cult of the snake. Nothing less is tolerated by the queen. If my eyes are not deceiving me, your mission is to put an end to all this. Or am I wrong?”*

- ◆ The Party must roll 3 **Red** Dice, +1 if there is at least one  Hero.
- ◆ If at least 1  was rolled: go to §0.65; otherwise: go to §0.59.

### §0.64 {Lluksyarg – Mystical Vault}

After a long wait, an extravagant half-elf with silver hair appears, a finely carved coffer in his hands. *“Allow me to introduce myself: I am Reelenat Navit, also known as the Collector of the Unknown! I know why we are here, so let us open this fine coffer: the artifact stored inside is beautiful beyond compare. Regardless of your decision about my item, I must admit that I never thought I would meet such a strange bunch of souls. Sirs and madams, you must someday allow me to pay you so that I may own your bodies. At the moment of your death, of course! Mwahahahah.”*

- ◆ Search in the Treasure deck for the first **Artifact**. This **Item** can be purchased by spending 25  multiplied by the **Soulrank** required by the **Item** to be used {the **Artifact** can be acquired even if no Hero is able to equip it}.
- ◆ Shuffle the Treasure deck, including the drawn **Artifact** if not purchased.
- ◆ Once an **Artifact** is purchased in this way, this Paragraph cannot be resolved again during this entire Campaign.

### §0.65 {Lluksyarg – Silune’s Mansion}

The very words uttered by Silune ignite a raging fire in her eyes, and the party cannot help but wonder at the reason for her strong reaction. Is her hatred toward Aspides fueled only by a will to rebel against the dictatorship, or by a darker lust for power?

- ◆ Go to §0.59.

### §0.66 {Lluksyarg – Arcane Chamber}

After a few seconds, the illusion backs away from the party, inviting them to leave: *“Return when your deeds are worthy of our time, and not before. Until then, turn your gaze and feet to another path. Farewell.”*

### §0.67 {Lluksyarg – Silune’s Mansion}

The elven lady casts a quick spell of acoustic isolation before cautiously saying to the party, *“I ask you to escort me to the Royal Manor of Aspides, once home to our family, now an empty yet well-guarded abode. It was there that Aspides wrested her power from the nether thanks to an arcane ritual. I will give you more details once we are away from this city”*.

- ◆ Go to §0.59.

## \$0.68 {Lluksyarg – Arcane Chamber}

After a few moments, the illusion dissolves, and the heroes may proceed. As the heroes walk, a cursed elf warlock appears, his face ashen-gray. The warlock speaks in a soft yet dangerous tone: *“You stand before Master Kadroh, necromancer and Lord Protector of the Elder Council. Fear not, because your greatest secret belongs to you alone: this Council cares not about the power plays of petty politics. What we care about, instead, is your skill. Soon, your way will see you stand before a powerful creature, a construct named Soul Eater, that lies in the temple of Queen Aspides. This construct is animated by a splinter of an ancient artifact. Destroy the construct and bring us that splinter. Should you succeed in this quest, you will gain the gratitude of the council, and our magi will fight for you if sufficiently motivated”*.



- ◆ The Party gains the **Venture III Quest** card.

## \$0.69 {Lluksyarg – Silune’s Mansion}

*“What you ask sounds right and reasonable, but I cannot give you troops or mercenaries because our mission must remain a closely guarded secret, and Aspides has eyes everywhere. But I hope that this may be of some help to you”*. With these words, the sorceress gestures toward a nearby coffer.

- ◆ The Party gains the rewards of one Chest token randomly picked between the three available in the game box. Do not draw any Trap card.

She then adds, *“I can command one of my loyal servants to find other useful items or crowns, but this will take time. Yours is the choice.”*

- ◆ The Party may discard from 1 to 3  to gain from 1 to 3 .
- ◆ This Paragraph cannot be resolved again during this entire Campaign.
- ◆ **Go to \$0.59.**

## \$0.70 {Lluksyarg – Way Out}

As agreed, the party exits from the northern gate just before the Eleventh Flame fades, and a short time later Lady Silune reaches the heroes.


*“I hope you have used well the time my spell bought you. Such an incantation requires rare and precious reagents. Your task now is to escort me to the Royal Manor where my family dwelt, where my presence was welcomed long ago, before the voice of Aspides became a call of blind obedience.”*



- ◆ Travel in the **Underreign** map to the **Royal Manor Assault {Quest VII}**.

## \$0.71 {Mantis Pathway}

As they escort Lady Silune toward Mantis, a common thought crosses the heroes’ minds: *“How thin is the border between a good alliance and blind servitude to the elven lady... and how will these two paths, apparently connected by a common goal, coincide with the will of the Gods?”* A scream a short way down the road breaks them free of their reverie...

### Soul Nature Choice





Gain 1  to follow the natural behavior.

<b>Law</b> 	Divert from the route to investigate the scream...	<b>Go to \$0.74</b>
<b>Neutral</b> 	Ignore the scream and proceed toward Mantis...	<b>Go to \$0.73</b>




## §0.72 {Underreign Enomis Event}

If you are reading this Paragraph, the only explanation is that... you are cheating! The impartial God Enomis is watching you! And he can accept this transgression... leaving the punishment or the reward to fate!

- ◆ The Party must roll 3 **Red** Dice:
  - ❖ The Party gains 1  for each  result.
  - ❖ The Party loses 1  for each  result.


## §0.73 {Mantis Pathway}

Ignoring the desperate screams, the party hastens onward along their chosen path. There is no time to spare to chase shadows.

- ◆ The Party gains 3 .
- ◆ Travel in the **Underreign** map to the **Mantis** {§0.75}.







## §0.74 {Mantis Pathway}

A noble heart cannot ignore the plight of those in need; to do so would make them as wicked as Aspidēs herself. Unfortunately, the attempted rescue fails, as the party finds only the tracks of an escaping caravan, heading toward the eastern lands. Scattered antique jewels in the area may indicate a kidnapping, perhaps some noble from Amor judging by the manufacture of the gemstones left behind.

- ◆ The Party gains 50  and the first “**Consumable - Craft**” Item found by searching the Treasure deck. Then shuffle the Treasure deck.
- ◆ If the **Venture II Quest** card is assigned to the Party: achieve the “**Raseac traces found!**” objective.
- ◆ Travel in the **Underreign** map to the **Mantis** {§0.75}.

## §0.75 {Mantis}

The mighty walls of Mantis tower above the heroes as they find their way inside with the help of elven guards belonging to Silune’s “Fifth Column”. The effects of Aspidēs’ martial law can be seen everywhere in this mighty city, from the austere towers and buildings to the paranoid behavior of the citizens. After clearing the gates, Silune speaks to her immortal champions: *“Thanks to my followers, we will be able to cross the city and use its services, but we must be careful: there are patrols everywhere, and should they capture us, everything we have done so far would be wasted. Treasure the little time you have, because we will soon leave Mantis to march against my evil sister... Her Majesty the Queen! Be prepared!”*

- ◆ Visit the capital, **Mantis**, until the Party wants to leave it **OR** when no more  tokens remain in the Time Reserve, then go to §0.87 {**Mantis - Way Out**}.
- ◆ Special Rule to represents the guard patrol! Each time the Party wants to visit a location, before moving their token, roll 3 **Red** Dice.
  - ❖ If 1 or more  are rolled: the Party must spend 1 additional  to avoid the patrol.
    - ◇ If the Party can’t or doesn’t want to spend the : the destination location cannot be reached, the Party token remains in the previous spot, and the initial  is wasted.
    - ◇ The Party can try to get to the location again by spending  and repeating the guard roll as usual.

## §0.76 {Mantis – Emporium}

Thanks to Lady Silune, the party gains access to the best emporium in the city, able to find any item... for only a minor fee intended to guarantee the greatest discretion towards the customers.

- ◆ The Party visiting the **Emporium** must follow these rules:
  - ❖ Each **Emporium** card costs 5 🍀 more for the cheap side and 10 🍀 more for the expensive side.

## §0.77 {Mantis – Imperial Library}

Lysandro, the master librarian, is a cursed elf with a severe demeanor appropriate to his important role. He welcomes the heroes coldly but without question, detailing the library's classification system.

The knowledge stored here is strongly influenced by Aspidēs' military rule, and therefore many of the books and scrolls concern Aspidēs' domains.

- ◆ The Party may check 2 of the following topics per visit to this Imperial Library:
  - ❖ The Snake Citadel, go to §0.81.
  - ❖ The Aspidēs' Temple, go to §0.83.
  - ❖ The Northern Territories, go to §0.85.

## §0.78 {Mantis – Ruins of Fate}

A ragged cleric, his feet chained together, approaches the party as they gaze upon the ruins of the Altar of the Gods. He blesses the heroes and then speaks, his voice full of sadness: *"Disturbing, isn't it? The queen herself gave the order to leave me and these ruins as you see them... a disturbing reminder of what happens to those who challenge her authority. If your faith is in the Old Gods, you should visit the catacombs... it may help you to reflect upon your fate. Farewell."*

- ◆ The Party may resolve the **Building** effects by paying its cost. In addition, Heroes can discard Cursed Items here by spending 100 🍀 each.

## §0.79 {Mantis – 5th Column Cove}

Lady Silune's partisans are few in number but grow steadily with each atrocity Aspidēs inflicts upon her people. Rumors of a *"strange group of adventurers who are not afraid of death"* bolster their numbers even further. The group, now a real fifth column, gather funds for their rebellion by auctioning smuggled crates containing *"possibly precious goods,"* but the auction is blind for both the vendor and the buyers!

- ◆ The party must roll 4 Red Dice and 4 Blue Dice, then the Party may spend 10 🍀 for each 🎲 rolled {reroll the Dice if no 🎲 are rolled} to acquire a Treasure card {without looking at it first!}. If so: discard the required number of 🍀 and draw the top card of the Treasure deck; **otherwise**: shuffle that card into the Treasure deck.
- ◆ Once done, the Party must immediately leave this Paragraph {it can be visited again}.

## §0.80 {Mantis – Catacombs}

Corpses litter the catacombs' subterranean passages, most victims of torture, slain by the inquisition that roots out enemies of the serpent cult.

- ◆ If this is the first time reading this Paragraph: The Party gains 3 🟡.
- ◆ If the Party has noted **"Quest IV/The Gods' Will"** OR any Hero is carrying the **Aneres Shard Quest** card in his Inventory: go to §0.86.
- ◆ Otherwise: go to §0.82.

### §0.81 {Mantis – Imperial Library}

It is impossible to miss the huge section concerning the Serpent Citadel. The queen commanded that the titanic monument be carved around a sleeping volcano. Built by countless slaves, the construction consists of a titanic serpent that constricts and dominates the volcano itself: an allegory for the eternal power of Aspides, even over the mighty elements.

### §0.82 {Mantis – Catacombs}

Besides the pain and suffering brought by the evil of Queen Aspides, there seems to be nothing else in this place.

### §0.83 {Mantis – Imperial Library}

Unlike other aspects of Aspides reign, almost no information exists about the construction of the Aspids' Temple. Even cross-referencing several scrolls, the only information the heroes find is one gruesome note: the architects of the project have all disappeared in mysterious circumstances.

### §0.84 {Mantis – Elven Crafters}

It is well known that the cursed elves are master craftsmen of gems and scales, and in this building, their art is made available to those who can afford it.

- ◆ If this the first time reading this Paragraph: randomly draw 1 random **Craft** card [Side I] from the **Quest** deck and place it near the **Site Sheet**. Any Hero can obtain the drawn card by paying 100 🍀.
- ◆ Any Hero can flip one of his **Craft** cards by spending 100 🍀 each.
- ◆ Any **Artifact** Treasure card can be sold here for 50 🍀 each.

### §0.85 {Mantis – Imperial Library}

The only subject covered outside of the lands of the Underreign is what exists above it: the Northern Lands. Beyond the thick, rocky dome that is both a ceiling and sky for the Underreign, a cold and inhospitable land lies, a place where the sun's rays never warm the ground, and only men and monsters able to resist the cold call it home. Darkness and eternal glaciers keep the two lands, and their denizens, well distanced from each other.

### §0.86 {Mantis – Catacombs}

Besides the pain and suffering brought by the evil of Queen Aspides, a feeble ray of hope shines in the darkness... from a wall at the end of the last tomb. And when the party gathers before it, the wall dissolves, revealing a small crypt containing a shard of precious grey marble. The object is carved in the semblance of the God Enomis and, although broken and incomplete, it represents beyond doubt the central part of the Symbol of the Three! The divine power of this relic is so great that it can be felt from this broken shard.

- ◆ The Party gains the **Enomis Shard Quest** card.

### §0.87 {Mantis - Way Out}

Just outside the mighty walls of Mantis, a young cleric approaches the party, chanting a prayer to the Three, and, bowing deeply, introduces himself with a trembling voice: *"Hail, O glorious champions! My name is Claudius, faithful servant of the Three Gods. A vision foretold of your arrival, and you know not how fervently I prayed that this day would come. I feel we must trust you, as you are the divine instrument chosen by the Three, sent to heal this kingdom, and I have been humbly chosen among the faithful as a witness to this event. I kneel before you here with a plea: we know for certain that a shard of a holy relic* 📖



*has been used to animate a terrible construct in the Aspid's Temple. It would be just and righteous if such a holy artifact could return to the hands of those faithful worthy of its power. This action would give new hope to our people, and you would become a beacon in the darkness for every devout being! May the Gods see to your victory!"*

- ◆ If not already obtained: the Party gains the **Venture III Quest** card.
- ◆ Travel in the **Underreign** map to the **Aspid's Temple {Quest VIII}**.

### **\$0.88 {Venture I Reward}**

Very proud of their trophies, the heroes return to the grumpy dwarf in the Miners Council at Nilmerg; this time he nods, caressing his long white beard, at the sight of so many monsters annihilated by the party. *"Well, you may be the right people, and may my beard stop growing if I am wrong!"* Pointing at a specific spot on an unfurled map, the dwarf keeps talking: *"Here lies our haunted mine. Cleanse it of every bloody nest, and you will gain much gold and glory. Not only that, but you may keep any possession you find on the bodies of those who fell heroically defending it! I hope to see you again, because your stench doesn't offend my nose overmuch! Mwahahaha! Farewell! Mwahahahah!"* The echo of the mighty dwarven laughter is the last sound the party hears as the Miners Council doors close again.

- ◆ **The Party may choose to:**
  - ❖ immediately travel in the **Underreign** map to the **Abandoned Mines {Quest X}**.
- ◆ **OR**
  - ❖ return to their last **Venture Outpost** visited, to face **Quest X** after returning to a **Venture Outpost** some other time.

### **\$0.89 {Venture II Reward}**

Following their encounter on the road to Mantis, the party contacts the closest Amor noble delegation with their findings. Observing the items recovered, especially an earring, the royal representative of Amor states, *"I am afraid your story may be true. Raseac was wearing this very earring when he departed, and since we have never divulged this information, I have no reason to believe you are lying. Please, accept this reward for your information, but should you brave the cold lands of the North in search of Raseac, the Royal Family will certainly be even more generous... and should you bring him safely here, you will be so handsomely rewarded that you could become nobles yourselves. I have no more to say, so I bid you farewell"*.

- ◆ The Party gains 1 Treasure card and 50 🏆.
- ◆ Discard the **Venture II Quest** card.
- ◆ Once the Party has started the **S&S: Northwind Tales - ACT II Expansion** campaign, immediately gain the **Venture X Quest** card {available in the expansion game box}.
- ◆ The Party must return to their last **Venture Outpost** visited.



### **\$0.90 {Venture III Reward}**



News of the destruction of the powerful guardian in the Aspid's Temple spreads like wildfire among the streets of Mantis. The party soon finds themselves beset by a sorcerer of the ancient Arcane Council and a templar of the Faith Guardians... two factions locked in endless competition! The sorcerer speaks first: *"I am here on behalf of Master Kadroh, necromancer and lord protector of the Elder Council. Should you deliver the shard of the relic to us, we offer you our services as well as a powerful artifact as a reward."*



*Deny me what I am asking for, and you deny yourself powerful allies... yours is the choice!" But then the cleric-warrior advances. "What the Gods allowed you to recover is a sacred artifact, and I believe no one should be more grateful than you to the Three for what you have received. If you deny the holy relic to the sorcerers, you will forever have our allegiance... and may the Gods show you the true path".*

## Soul Nature Choice


Lose 2  to follow the opposite behavior **OR** gain 1  to follow the natural behavior.

<b>Law</b> 	Keep the shard and so respect the templars' will...	<b>Go to \$0.91</b>
<b>Chaos</b> 	Give the shard to the elder mages for their unknown purposes...	<b>Go to \$0.92</b>

### \$0.91 {Venture III Reward}

The templar, visibly proud of what he hears, approaches the heroes.

*"Your choice honors you and gives honor to the Gods... the order of the faith guardians is at your service".*

- ◆ The Party gains 3  per Hero and the **Faith Guardians Guild Quest** card.
- ◆ Discard the **Venture III Quest** card.
- ◆ Go to \$9.6.

### \$0.92 {Venture III Reward}

The sorcerer, pleased by the heroes' gesture, shows his gratitude:

*"You have made the right choice; only the power of the Arcane Council can rule this rude world... our services are at your disposal".*

- ◆ Discard the **Mir Shard** and the **Venture III Quest** cards.
- ◆ The Party gains the **Keeper of Time Quest** card and the **Arcane Council Guild Quest** card.
- ◆ Go to \$9.6.

### \$0.93 {Ending}

After the battle, the heroes find some rest in a secret shrine, far away from the public, thanks to the young cleric Claudius and the other people who took part in this unforgettable story...

- ◆ Continue resolving these conditions, one by one:
  - ❖ **Condition #1** - If the Party has the **Brotherhood Guild Quest** card, go to \$0.94. Otherwise, proceed with the next condition.
  - ❖ **Condition #2** - If the Party has the **Shadows' Den Guild Quest** card, go to \$0.95. Otherwise, proceed with the next condition.
  - ❖ **Condition #3** - If the Party has the **Arcane Council Guild Quest** card, go to \$0.96. Otherwise, proceed with the next condition.
  - ❖ **Condition #4** - If the Party has the **Faith Guardians Guild Quest** card, go to \$0.97. Otherwise, proceed with the next condition.
  - ❖ **Condition #5** - As a last step, go to \$0.98.

### §0.94 {Ending}

Honour and respect are the principles on which the brotherhood of gladiators thrives, and with this gesture, the heroes will forever be remembered as champions of the guild. No one will ever judge them, because what matters is the courage to face death and win!

- ◆ The **Brotherhood Guild Quest** card can be used in any of the future **Expansions** of **Sword & Sorcery!**
- ◆ Go to §0.93 and continue to resolve the Paragraph, starting from Condition #3.

### §0.95 {Ending}

The guild of the shadows craves nothing more than a coup d'état to increase their power!

The chaos that comes forth from Aspides' death heralds great opportunity... for those who are able to strike the right bargain. And therefore, the names of the heroes will be remembered kindly by every shady figure in the Underreign.

- ◆ The **Shadows' Den Guild Quest** card can be used in any of the future **Expansions** of **Sword & Sorcery!**
- ◆ Go to §0.93 and continue to resolve the Paragraph, starting from Condition #3.

### §0.96 {Ending}

The Arcane Council perceives itself above mere politics, and therefore, the wizards feel no gratitude towards the heroes... yet they honor them, because thanks to their deeds, they have uncovered new knowledge about portals and the dread abyss!

- ◆ The **Arcane Council Guild Quest** card can be used in any of the future **Expansions** of **Sword & Sorcery!**
- ◆ Go to §0.98.

### §0.97 {Ending}

There is no greater gift to a believer than faith rewarded, and the valiant deeds of the champions of the Gods will be forever told as a part of the sacred words of Aneres, Enomis, and Mir. While even a single devotee of the Three lives, the guild of the Faith Guardians welcomes the heroes as brothers, and as such pays them honors... and further quests.




- ◆ The **Faith Guardians Guild Quest** card can be used in any of the future **Expansions** of **Sword & Sorcery!**
- ◆ Go to §0.98.




## §0.98 {Ending}

The cruel game of destiny seems reluctant to let its favorite pieces go, as a terrible storm breaks the post-battle calm. During the first night after their victory, the heroes suffer a terrible nightmare: Fire and brimstone raining from the skies! Rivers and seas boiling! Earthquakes, eruptions, and other apocalyptic catastrophes coming one after another to destroy the great mountains of the northern lands first, and then the entire world!

Upon awakening, the party finds Claudius waiting for them, visibly alarmed, and clearly after experiencing the very same nightmare. The man urges the party, *"Something terrible is about to happen in the lands of the North, and the Gods place their faith in you! You must journey north, where snow and ice hold sway. By the will of the Gods, our roads walk together as one, at least for the moment. My mission is to escort you and be the witness of your legendary deeds; your sacred existence must be honored by noting your history. Our mission in the Underreign seems to be over: the Northern Lands and your freedom await. The Mouth of Doom marks the beginning of your new journey. May our path be forever beside Aneres, Enomis, and Mir"*.

**Rewards:** The Party gains 1 , 10 , and 100 .

- ♦ The Party must discard the **Venture Quest** cards **I**, **II**, and **III**.
- ♦ If the Party still has 1  or more: discard all of them and **Travel** in the **Underreign** map to the **Mouth of Doom** (§0.99) .
- ♦ Otherwise:

**Be proud of your deeds.**

**You have completed this story!**

**But this is not the end...**

**Join the legend and be part of the**

## **Northwind Tales**

## **ACT II Expansion**

## **\$0.99 {Mouth of Doom}**

There is only one place where ice and fire eternally face each other, without winner or loser, both immovable and oblivious to the actions of mortals... the Mouth of Doom.

The geography of these lands keeps their creatures, people, and cultures distant from one another. Beyond the dark caves of the Underreign, the sight of the sun's rays breaking against the white snow inflicts a blinding pain on those whose eyes have never admired the light of the sun in this second life.

As the pain slowly fades away, the wild landscape of the northern lands shakes the soul of the heroes with a force that only the breathtaking beauty of nature can evoke!

***Be proud of your deeds.***

***You have completed this story!***

***But this is not the end...***

***Join the legend and be part of the***

***Northwind Tales***

***ACT II Expansion***



# ARVIL OF THE GODS

## §1.1 {Introduction}

The divine voices speak in chorus, two male and one female voice forming a perfect harmony. They state their will in commanding tones: *"Your souls have been called back by our will, forged as divine weapons to be the harbingers of our revenge. Your destiny is to annihilate the blasphemous creatures that dared to usurp our creations. Your immortal souls prohibit your total destruction, so you will never be free until you have completed your task. The powers you once wielded will slowly return as you tread the path we lay before you to become masters of your own destiny. Now, approach the sacred altar and let your souls regenerate your death-clad shells. Return to life, and taste immortality!"*

- ◆ During his Turn, each **Ghost Soul** Hero must move onto the open **Shrine's** area and wait there until next Time Phase. Then go to §1.2.


## §1.2 {First Time Phase}

The divine power of the Three brings each hero back to life. The world returns to sharpness, an almost painful process for senses dulled by cons of sleep. As the party is overwhelmed by sensations long forgotten, the ancestral choir sings one last time. *"The soil you tread is the Underreign, a subterranean land usurped by a creature that dares to call herself Queen. End her unholy tyranny and receive your reward. Now go forth, holy avengers!!!"*

- ◆ All **Ghost Soul** Heroes must resurrect by spending their **Soul Points**.

## §1.3 {Waypoint 1}

Decayed weapons lie scattered on the ground. Time has been unkind to their blades, but they still hold power enough to kill or maim.

- ◆ **Once per Quest**, each Hero moving over this Waypoint can spend 1  {Action} to choose and equip up to two **Item** cards from the **Stash** deck.

## §1.4 {Waypoint 2}

A finely carved door isolates the ancient temple from the outside world. Beyond, the heroes face the wilderness, untold perils, and the unnumbered challenges born of their destiny.

## §1.5 {Story Event 1}

The door opens on a forgotten corridor, where dust and cobwebs lie thick and undisturbed. Once a glorious shrine, it is now a lost sepulcher owned by... giant spiders! As they spot the heroes, the gigantic arachnids click their mandibles and shake their limbs, ready to assault the fresh victims that just invaded their hunting ground.

- ◆ Open the  **Spawn Gate**.
- ◆ Discard the Story Event 1 card.

## §1.6 {Waypoint X}

Suddenly, something chittering and horrible leaps from the ceiling! Two insectoid monstrosities surge forward, spattering the floor with poisonous spittle in their furious need to attack. Before the hero can act, one of the chitinous horrors hurls itself at him, wrapping its spiny legs around his torso like a vice.

- ◆ Place one **Venom** Minion in the Waypoint X area and another **Venom** over the active Hero's Sheet {See **Chesthugger** on the **Venom Scroll**}.
- ◆ Remove Waypoint X from the Quest.



### §1.7 {Waypoint 3}

As he walks by some rubble, the hero feels a shiver in his soul...

- ◆ **Once per Round**, each Hero moving over this Waypoint must roll 3 **Red** Dice.
- ◆ If at least one **28** was rolled: **go to §1.9**.
- ◆ **Otherwise**: **go to §1.8**.

### §1.8 {Waypoint 3}

... And yet, all that he sees are the remains of a desecrated altar.

### §1.9 {Waypoint 3}

... And decides to dig through the remains of a broken altar, extracting an item of rare beauty: a splinter of ancient marble carved with the countenance of the Goddess Aneres. Judging by the shape, broken and incomplete as it may be, the artifact represents the left side of the sacred symbol of the Three! This relic's divine power is so great it can be clearly felt, even in just this fragment.

- ◆ The active Hero gains the **Aneres Shard Quest** card.
- ◆ Remove Waypoint 3 from the Quest.

### §1.10 {Story Event 2}

Outside the shrine, the lands of the Underreign appear in their wild beauty, filled with immense stone vaults and labyrinthine tunnels. The temple's path, clearly abandoned for countless years, offers the heroes no clue as to the unknown fate they march together toward.

- ◆ Spawn 1 Enemy. If there are 4+ Heroes: spawn 2 Enemies instead.
- ◆ Resume play until all Heroes are not engaged and are located in the Story Event 2 area, then **go to §1.11**.
- ◆ Discard the Story Event 2 card.

### §1.11 {Ending}

The party gathers and begins their march through the darkness.

*Note from a Faithful cleric of the Three Gods*

*Every tale begins with a prologue, a minor task accomplished before the simple myth becomes heroic legend... but not this story!*

*From its beginnings, this is an epic saga of immortal avengers, reborn by the will of the Gods as sacred vestiges of an ancient power, now awake and relentless! Their actions become magnificent in the eyes of frail mortals, and in the end, their quest evolves into an ancestral inspiring muse for every bard's song in this underground realm!*

**Rewards:** The Party gains 1 **8** for each unrevealed Event card left in the Event deck.

**Next:** Travel in the **Underreign** map to the **Temple Pathway {§0.1}**.


### §1.12 {Ending}

The souls of the heroes fade, disappearing into eternal oblivion. No one ever knows why they renounced their fate... perhaps fear of tomorrow, or to avoid being slaves, even for a brief time, to the will of the Gods.

**Next:** The Party must discard any progress, rewards, and belongings, then must **Travel** in the **Underreign** map **back** to the **Gods' Temple {Quest I}**.




## §2.1 {Waypoint 1}

Several caves lead to dead ends, but in the distance, the echo of running water resounds among the rocks, a harbinger of hope for the party. Thick webbing curtails the hero's view of what hides in the recesses to either side of the path.

- ◆ If you are not engaged, and you want to remove the web: spend 1  and go to §2.2.

## §2.2 {Waypoint 1}

The white, resinous shroud gives way under the hero's touch, revealing...

- ◆ Roll 1 **Blue** Die.
- ◆ If  : go to §2.3.
- ◆ If  : go to §2.4.
- ◆ If  : go to §2.5.


## §2.3 {Waypoint 1}

... Industrious yet lethal Venoms. These vicious, spider-like creatures vigorously defend their nest!

- ◆ Spawn one **Venom** Minion in the active Hero's area. If there are 4+ Heroes: spawn two **Venoms** instead.
- ◆ Remove Waypoint 1 from the Quest.

## §2.4 {Waypoint 1}

...Long-forgotten loot, held tight in a dead man's grip!

- ◆ Place 1  {Loot} in the active Hero's area.
- ◆ Remove Waypoint 1 from the Quest.

## §2.5 {Waypoint 1}

... Nothing but cold stone. As if this disappointment were not enough, a weird ticking noise heralds a feral presence!

- ◆ Spawn 1 Enemy in the closest **Spawn Gate**. If there are 4+ Heroes: spawn 2 Enemies instead. If there are not enough Enemies to spawn: spawn as much Enemies as possible and then activate all Enemies in play.
- ◆ Remove Waypoint 1 from the Quest.

## §2.6 {Story Event 1}

The gallery leads to a vast stone vault, which dances with reflections from the flowing water. An underground stream flows over a series of waist-high waterfalls leading toward a placid pond at the cavern's heart. With a rhythmic growling noise, first a scale-covered head and then the whole body of a tyrant lizard emerges from the pond. This gigantic reptile has razor-sharp talons and muscles so powerful it can climb the rocky walls. The beast's devilish eyes rest upon the party for a few moments and then, with a fluid motion and a terrifying screech, the lizard disappears into the shadows of one of the many galleries that open from this cavernous hall.







- ◆  Take the two **Blue Tyrant Lizards** {Enemy cards} and shuffle them into the Enemy deck.

- ◆  Place and connect the following map tiles to tile **9B**, as shown: **2A**, **14A**, and **15B**.
- ◆  Place the following elements as shown:
  - ★ **Spawn Gate** {open}, Shadow tokens, Waypoint X, **Shrine** {open}, **Barrier Hindrance**, one **Nest** Minion and one Search Area.
- ◆  Take the Story Event 2, Event 7, and Event 11 cards, shuffle them together secretly {face down}, and randomly place one each over **Locations A**, **B**, and **C**.
- ◆ Spawn 1 Enemy over the ★ **Spawn Gate**.
- ◆ If there are **4+** Heroes: spawn 1 Enemy.
- ◆ Place the Story Event 1 card {revealed side} on top of t

## §2.7 {Waypoint X}

- ♦ If you are not engaged, and you want to dive into the water: forfeit any remaining movement, spend 1 , and go to §2.8.

The hero decides to release the treasure from its muddy prison in the depths. He breathes in and then dives deep to probe the muddy crack with his hand...


- ❖ A  Hero may flip 1 Die to the opposite face.
- ❖ A  Hero rolls +1 Blue Die.
- ❖ If at least a , , and a  were rolled: **go to \$2.10.**
- ❖ **Otherwise**, if at the end of a roll there are one or more : **go to \$2.9.**

... And then he feels a sharp pain in his hand, forcing him to retreat to the surface. For a second, his blurred vision catches a glance of green scales, perhaps belonging to the creature defending its treasure.










## §2.10 {Waypoint X}

...And with no small effort, he grasps the treasure and kicks to the surface!

- ◆ The active Hero gains 1  {Treasure card}.
- ◆ Remove Waypoint X from the Quest.

## §2.11 {Story Event 2}




The hero's feet dig deep into crumbling clay. The softness of the earth is his only warning that something terrible is about to happen! In an instant, the ground collapses, dragging everything into the depths. The heroes' fall is abruptly halted by a huge web spun between the ground and the abyss. Vibrations ripple across the web, and suddenly a spikey shape skitters toward the heroes to claim its prey!

- ◆ Remove the  and  **Spawn Gates** from the Quest.
- ◆  Place the map tile **6A** near {but not connected to} the existing map as shown.
- ◆  Place the following elements as shown: Waypoint 2 and Waypoint 5,  **Spawn Gate** {open}, and 2 .
- ◆ Place all Characters located in the Story Event 2 map tile over **Location D** in the **6A** map tile.
- ◆ Unless **Save**, each Hero placed in the **6A** map tile suffers 1 **HP** and **K.O.**
- ◆  Take the Story Event 3 card and place it {face down} on top of the Event deck.
- ◆  Place the Waypoint 6 in the Story Event 2 area.
- ◆ Place the Story Event 2 card {face up} on top of the Event deck.



## §2.12 {Quest Enemy Shadow}

Something in the darkness moves and twists...

- ◆ Roll 2 **Red** Dice:
  - ❖ A  Hero may flip 1 Die to the opposite face.
  - ❖ A  Hero or a Hero with a **Torch** card in his Inventory rolls +2 **Red** Dice.
  - ❖ If at least one  was rolled: go to §2.14.
  - ❖ Otherwise: go to §2.13.

### §2.13 {Quest Enemy Shadow}

Try as he might, the hero's gaze cannot pierce the darkness.


A hostile creature jumps out of the shadows and blocks the way!

Yet, beyond the enemy, there is nothing else to see... even if there seemed to be something there in the first place.

- ◆ Discard the Quest Enemy Shadow and spawn 1 Enemy in the same area.
- ◆ Unless **Save**, activate the just spawned Enemy.



### §2.14 {Quest Enemy Shadow}

The hero briefly sees a silhouette of a cursed elf outlined among the shadows! For a moment, his silvery eyes glimmer in the darkness, but then the elf disappears in a whirlwind of fluid motions.

- ◆ Discard the Quest Enemy Shadow with no further effects.
- ◆ The Party gains 1 .

### §2.15 {Waypoint 2}

Through the sticky web, the hero glimpses a way out! First, he will need to escape the webbing. He can try to escape with his agility or use brute strength to break free.

- ◆ If you want to use agility: spend 1  and go to §2.17.
- ◆ If you want to use brute force: spend 1  {Combat} and go to §2.18.


### §2.16 {Waypoint 5}

A drop of green liquid falls from above, warning the hero a moment before a cascade of venom falls from the ceiling! As he gazes upward, the hero sees several Venom nests hanging from a nearby stalactite. It may be possible to cast the nests into the abyss by shattering the base of the stalactite, delivering the party from one of the endless perils lurking in the darkness!

- ◆ Unless **Save**, the active Hero suffers **Poison 1**.
- ◆ If you want to attempt to cut the stalactite: go to §2.21.



### §2.17 {Waypoint 2}

The hero attempts to escape using his agility...

- ◆ Roll 1 **Blue** Die:
  - ❖ A  Hero rolls +1 **Blue** Die.
  - ❖ If at least one  was rolled: go to §2.20.
  - ❖ Otherwise: go to §2.19.

### §2.18 {Waypoint 2}

The hero attempts to break free with his strength...

- ◆ Roll 1 **Red** Die:
  - ❖ A  Hero rolls +1 **Red** Die.
  - ❖ If at least one  was rolled: go to §2.20.
  - ❖ Otherwise: go to §2.19.



### §2.19 {Waypoint 2}

... But his efforts are wasted, as the web is too difficult to escape!

- ◆ The active Hero must be placed back in the **Location D** area.

## §2.20 {Waypoint 2}


... And is rewarded for his efforts, as he breaks free from the web and discovers a hidden passage previously obscured by the sticky strands.

- ◆  Place and connect the following map tiles to tile **6A**, as shown: **10B** and **16A**.
- ◆  Place a Chest and Waypoint 3 over the **10B** map tile as shown.
- ◆ Remove Waypoint 2 from the Quest.



## §2.21 {Waypoint 5}

The stalactite is strongly anchored to the ceiling, yet the Venom eggs are heavy — perhaps a well-placed blow could collapse of the entire structure.

- ◆ While the active Hero is in the Waypoint 5 area, he can attempt to destroy the stalactite by performing an attack with a Weapon, an **Item**, or a Power {spending the required activity} against it.
  - ❖ If the attack obtains at least 3 : go to §2.22.
  - ❖ **Otherwise**: nothing happens.


## §2.22 {Waypoint 5}

The stalactite falls, dragging the wicked progeny screeching into the abyss!

- ◆ The Party gains 1 .
- ◆ Remove Waypoint 5 from the Quest.

## §2.23 {Waypoint 3}

The passage climbs steeply upward. Ignoring the creatures lurking in the darkness, the hero perceives faint sounds from the end of the tunnel.



- ◆  Place and connect the **11A** map tile between the **10B** and **2A** map tiles, as shown:
- ◆  Place the following elements as shown: Waypoint 4, a Search Area, and a **Rock Wall** {between the **2A** and **11A** map tiles}.
- ◆ Remove Waypoint 3 from the Quest.
- ◆ Spawn 1 **Venom** Minion. If there are **4+** Heroes: spawn 2 **Venoms** instead.






## §2.24 {Waypoint 4}

The tunnel ends, and the faint sounds resolve into the rushing of the waterfall from the pool the heroes visited some time ago. A thin wall of rock is all that divides this tunnel from the huge cavern the heroes visited before they were caught in the rockfall. The stone wall, as thin as it may be, appears quite difficult for a single hero to break. Yet, if someone else were to dig at the same time, the wall could easily be breached.

- ◆ If there is at least another Hero located in any of the 2 areas adjacent to the **Rock Wall** overlay {2A/11A}, OR the active Hero wants to spend 1  to roll 1 Red Die and obtains 1  : then go to §2.25.





## §2.25 {Waypoint 4}

Thanks to the joint efforts of the heroes, the wall breaks, and the way is open!

- ◆ Remove Waypoint 4 and the adjacent **Rock Wall** located in the same area from the Quest.
- ◆ The Party gains 1 .


## §2.26 {Story Event 3}

Finally, the threatening shadow reaches its prey, revealing itself to be a hulking, devilish spider! Its eight red eyes scan the area with a murderous glare. Nothing can escape this scrutiny! Its palps move rhythmically, its chelicerae drip with poison, and its eight armored legs grasp the web with wicked paired claws. Untold millennia of evolution have transformed this creature into the perfect predator, a soulless butcher!

- ◆  Place the **Red Elder Spider** Enemy in the  **Spawn Gate** and assign it the **Swiftess**  {Enemy Power} instead of drawing a random one.
- ◆ If there are 4+ Heroes: spawn 1 Enemy.
- ◆ If Waypoint 5 is still in play: place one **Nest** Minion over the  **Spawn Gate**. If there are 5+ Heroes: place two **Nests** instead.
- ◆ Remove Waypoint 5 from the Quest.
- ◆ Resume play until the **Red Elder Spider** dies, then go to §2.28.


## §2.27 {Waypoint 6}

The hero comes to the edge of a cliff, but unfortunately there is not enough light to see the bottom...

- ◆ The active Hero may spend 1  to go down into the cliff. If done: go to §2.29; otherwise: nothing happens.

## §2.28 {Story Event 3}

Other spiders nearby chitter in anger, and the party understands that although the creature they killed was the brood mother, the whole brood must be destroyed to end the battle.

- ◆ Take all Enemies other than **Giant Spider** from in play, in the Enemy deck, and in the discard pile, and remove them from the Quest.
- ◆ Spawn one **Giant Spider** Enemy. If there are 4+ Heroes: spawn two **Giant Spiders** instead.
- ◆ Remove the **Red Elder Spider** and  **Spawn Gate** from the Quest.
- ◆ Resume play until there are no more Enemies in play, then go to §2.30.



## §2.29 {Waypoint 6}

The descent is so steep that staying upright is painful and almost impossible.

- ◆ Move the active Hero located in the Waypoint 6 area over **Location D** on the **6A** map tile.
- ◆ The active Hero must perform two **Save** rolls and suffers 1 **HP** for each roll not saved.

## §2.30 {Ending}

The exhilarating victory turns to confusion as the heroes' minds falter and they pass out! The cumulative effects of unseen poisonous fumes drag the party to the ground, weakened and easy prey for the merciless creatures roaming the Underreign.

**Rewards:** The Party gains 1  per Hero and 1  for every two unrevealed Event cards left in the Event deck {min 0}.

**Next:** Travel in the **Underreign** map to the **Coliseum {Quest III}**.

## §2.31 {Ending}




Too much time spent roaming the labyrinthine galleries has sapped the heroes' morale, and the creatures lurking in the shadows have weakened their strength. These unholy lands have ended the myth before it could become a legend!

**Next:** Travel in the **Underreign** map back to the **Underground Caves {Quest II}**.





## §3.1 {Waypoint 1}

Scattered between the table and the floor is a plethora of objects, mostly weapons and similar trappings. They are battered and old, yet still serviceable and probably left here more for the crowd to enjoy than with any care for the gladiators' survival.

- ◆ If this is the first time reading this Paragraph: put in that area 1  and, from the **Emporium** deck {if available}: 1 **Healing Potion**, 1 **Bandages**, 1 **Small Bandages**, and 1 **Darts**.
- ◆ **Once per Quest**, each Hero over this Waypoint can spend 1  to draw and equip up to two **Item** cards of his choice from this area and or from the **Stash** deck. Each Hero may also purchase a single Item card from the Emporium deck by paying twice its  {**Crowns**} cost.

## §3.2 {Story Event 1}

A rousing symphony of cithers heralds the opening of the huge metal gate. The magical light burning in the braziers beyond the threshold nearly blinds the heroes, who are now improvised gladiators in a marble and sand arena! As they march into the stadium, the crowd roars, anticipating the forthcoming slaughter. The arena teems with beings from the merciless races of the Underreign, including animals and humanoids, but the most visible are the hobgremlins — similar in appearance to gremlins, but even more wicked, powerful, and cruel. From a small throne in the center of the terraces, an impeccably dressed cursed elf knight lounges amid a throng of cheering cursed elves. He rises languidly and recites the rules of the game: *"You will all fight today. Some of you will prevail. Most will die. Your only option, if you wish to survive, is to become more merciless than your opponents. This is all that the sands of the Coliseum ask. Offer blood and death to honor Queen Aspides! Prove your valor by killing your opponents and ripping the coins from their necks, because this is your only way to become a legend. Let the fray begin!"*

- ◆ Place all Heroes over **Locations A, B, and C** {each Hero may decide his Location}.
- ◆ Move the Door and the Magic Lock to the other side of the **17A** map tile {between **17A** and **5A** map tiles}.
- ◆ Open all **Spawn Gates** in play.
- ◆ Each time an Enemy dies, place a 5  near the Event deck {representing the Warrior Coin of the story, not standard currency}.
- ◆ If a **Gladiator** Hero is in the Party: place a 5  near the Event deck.

## §3.3 {Quest Shadow}

All the creatures in the arena look at you with killing intent. The only one who does not seem to care is a human, a veteran gladiator who, unlike all the others, bears no signs of slavery. He appears to be almost comfortable in this bloody environment, possibly a powerful ally — or a deadly enemy.





- ◆ Leave the Quest Shadow revealed on the map; if a Hero enters the same area: **go to §3.5**.

## §3.4 {Waypoint 2}

Opposite to the cursed elf knight, a cursed elf female of incredible beauty captures the hero's attention. Although partially obscured by the crowd, her hypnotic gaze transfixes the mind and empowers the body, if only for a brief moment.





The arcane nature of the spell is clear to the hero, but the reason behind it is, for now, beyond comprehension...



- ♦ The active Hero heals 1 **HP** and gains +1  +1  until the end of his next Hero Turn.
- ♦ Place 1  {Charge} over this Waypoint.
- ♦ If there are 3  over this Waypoint: go to §3.14.

### §3.5 {Quest Shadow}

As the hero approaches the gladiator, he sees an incoming threat! Behind the human, an enemy rapidly closes in, ready to bring his weapon down on the gladiator, possibly killing him in one undefended blow!

#### Soul Nature Choice

Lose 1  to follow the opposite behavior **OR** gain 1  to follow the natural behavior.

<b>Law</b> 	Make an attempt to save the Gladiator...	Go to §3.7
<b>Chaos</b> 	Leave the Gladiator to his destiny...	Go to §3.8





### §3.6 {Night}

The flickering flames in the arena dance even more brightly, augmented by the magical arts of the sorcerers. Fire and blood rouse the crowd even more as the roaring and screaming rise in intensity to become a thunder in the black night of the Underreign.

- ♦ Activate the most wounded Enemy {or Enemies in case of tie}.
- ♦ If the number of Enemies in play is no more than half the number of Heroes in play: Spawn 1 Enemy. If there are 4+ Heroes: spawn 2 Enemies instead.

### §3.7 {Quest Shadow}

As expected, the enemy attack comes with strength and speed, too quick for any choice except for the hero to try to interpose himself between the blade and the gladiator's back!

- ♦ The active Hero is attacked by 1  1  1 .
- ♦ If at least half of the  has been defended {i.e. without suffering damage}: go to §3.10; otherwise: go to §3.8.











### §3.8 {Quest Shadow}

The weapon connects violently with the gladiator, splitting his back to the bone. The fighter's life flows away, his last whisper flying to his brother-fighters on a terrace nearby: "*We mortals are but shadows and dust...*" The crowd roars at the sight of the blood being consumed by the sand. They know this won't be the last sacrifice offered in battle.

- ♦ Place Waypoint 3 over the **Location D**.
- ♦ Replace the Quest Shadow {remove it from the Quest} with 1 .


### §3.9 {Story Event 2}

The sound of a horn heralds the entrance into the arena of new opponents, led by black dwarf clerics, creatures with dark blue skin, darker souls, and blasphemous hearts. To make the show even more cruel, long sharp blades protrude from the arena center and start a slow but lethal rotary motion, as if they were the blades of some grisly mill!

- ◆  Spawn the   **Blue Black Dwarf** Enemy.
- ◆  Take the  **Blue Black Dwarf** Enemy card and shuffle it into the Enemy deck.
- ◆ Place a **Fire 2** token over **Locations B and C**.
- ◆ Spawn {  -  } Enemies.
- ◆  Place one  {**Deadly Hindrance** overlay} over **Location A**. All Characters in **Location A** suffer 1 HP. From now on and until the Quest ends, in each Time Phase, roll 2 **Red** Dice and move the  to the next adjacent area {in clockwise order and always avoiding the central area} of the **1A** map tile for each  rolled. {Place another  over the Event deck as a reminder of this effect}.
- ◆ If the total number of  tokens near the Event deck is at least equal the number of Heroes: go to §3.11.



### §3.10 {Quest Shadow}

The gladiator realizes what has just happened behind him. Turning, he thanks the hero for saving his life. *“My name is Proximo, and I am not a slave. I fight for glory! If fate is not against me, I will repay my debt. I swear on my battle brothers.”* He gestures toward a training terrace nearby, where a band of gladiators watches, then he adds, *“Brotherhood brings honor and respect for the worthy in the arena, which you have shown. If you seek the Gladiators Guild, go speak to them, and bring the salute of those who are about to die.”*

- ◆ The Party gains 1 .
- ◆ Take note of the choice **“Quest III/Brothers”** for future reference.
- ◆ Place Waypoint 3 over **Location D**.
- ◆ Remove the Quest Shadow from the Quest.

### §3.11 {Story Event 2}

As a prize for the brutality of the fighting, and perhaps to escalate the conflict further, several items are tossed into the arena together with some perils!

- ◆ Roll a **Blue** Die and place 1  over the indicated **Spawn Gate** {reroll if needed}. Draw and apply a Trap card starting from that area.
- ◆ Place 1  over each of the two other **Spawn Gates**.

### §3.12 {Waypoint 3}

From the training terrace, the brotherhood gladiators watch the fighting...

- ◆ If **“Quest3/Brothers”** was noted: go to §3.15; otherwise: go to §3.13.

### §3.13 {Waypoint 3}

... And their disgust toward the heroes for what happened to their brother is clear. Among several gestures of the brotherhood pointing out the cowardly act, the hero spies a blowpipe just as it spews a needle!

- ◆ The active Hero is attacked by 3  + -1 . If this attack deals damage: the Hero suffers **Poison 1**.

### §3.14 {Waypoint 2}

After several seconds, the iridescent eyes of the gorgeous elven woman stop glittering, and a voice booms in the heroes' minds: *“Resist, and you will survive. When I give the sign, go together toward the Altar of the Ancient Gods.”*

- ◆ Remove Waypoint 2 and all its Charges from the Quest.


### §3.15 {Waypoint 3}

...And their approval of the heroes for saving their brother is clear! A powerful, ebony-skinned gladiator speaks with a thundering voice on behalf of the others: *"My name is Oenomaus, and as chief of the Brotherhood, I welcome you. From now to the end of the games, Proximo will fight by your side; and should you be so brave as to survive, our blades will be at your service. Seek us in the guild barracks wherever you go. We will help you, brother to brother!"*

- ◆ The Party gains the **Brotherhood Guild Quest** card, which may be placed into a **Site Building Slot** when visiting any **Site Sheet**.
- ◆ The Party may immediately use the **Fighter Companion** for free by placing the Fighter **Companion** figure in the area of the active Hero.
- ◆ Remove Waypoint 3 from the Quest.

### §3.16 {Story Event 3}

The bloody show reaches its peak when one of the heavy metal gates of the arena is lifted by the strength of a single arm... attached to a colossal battle-scarred minotaur with bloodshot eyes and bearing a blood-stained battle axe! The adrenaline explodes in the crowd as the roar becomes deafening. The heroes know all too well the creature will not stop as long as the pulsating veins in its bull-like neck feed its homicidal fury!

- ◆  Spawn the **Red Minotaur** Enemy and activate it.
- ◆ If there are **4+** Heroes: spawn 1 Enemy.
- ◆ Remove all **Spawn Gates** from the Quest.
- ◆ Resume play until the **Red Minotaur** dies, then go to §3.17.


### §3.17 {Story Event 3}

The fight reaches its brutal end when the hero's deadly blow beheads the minotaur. As the bull head rolls onto the sand, a stunned silence descends over the arena, but an instant later the crowd thunders in delight! Moments later the roar melts into screams of terror as one of the braziers explodes and the sorcerous flames start a violent, uncontrolled fire! The nature of the accident becomes clear to the heroes when, in their minds, a female voice urges, *"Time to run away. Reach the altar, and you will find my servant waiting there for you."*

- ◆ Remove the **Red Minotaur** from the Quest, and resume play until all Heroes are located in the **Shrine** area, then go to §3.18.

### §3.18 {Ending}

Among the commotion, the heroes reach the altar, and find the servant, as promised, who speaks: *"Glory to you. My name is Juba, humble slave of the Princess Silune, the Elven dame with moon-eyes. As you are probably aware, she has great plans for you, but first you must follow me without question."*

**Rewards:** The Party gains all  located near the Event deck {they are now considered standard Coins}.

**Next:** Travel in the **Underreign** map to the **Coliseum Dungeon** {§0.19}.

### §3.19 {Ending}


The fight ends, and when the dust settles, the only thing left is the bitterness of defeat. The heroes, wounded in body and spirit, are brought back to their cells, to be ready for the next bloody show.

**Next:** Travel in the **Underreign** map back to the **Coliseum** {Quest III}.



## §4.1 {Waypoint 1}

On the crumbling stump of a once-massive pillar outside a ruined building, the hero spots a symbol of the Three Gods, but only Enomis stands out in bas-relief.

- ◆ The active hero can spend 1  to push the Enomis icon, if so: go to §4.4.

## §4.2 {Waypoint 2}

As the heroes approach, several clumps of floating dirt coalesce to create a small chamber. The floor is a mosaic depicting the Three Gods, with a crude mirror in the center, emanating a feeble, pulsating energy.




- ◆ Remove Waypoint 2 from the Quest.

## §4.3 {Story Event 1}

The inner structure of the ruined temple offers a breathtaking sight: as the heroes walk by, the rocks come alive and start floating back from the abyss in which they once sank, rebuilding the structure.

Where once there was only a barren crater, now a sacred building of floating stones rises, in answer to the heroes' otherworldly presence.

Yet there is no serenity in this temple, as dark shadows glide closer in response to the mystical transformation.

- ◆  Add the Quest Shadow token into the Shadow Reserve.
- ◆  Take the following map tiles and place them connected to the 7A map tile, as shown: **5B** and **18B**.
- ◆  Place the following elements as shown: Waypoint 2, Story Event 2, and Shadow tokens.
- ◆ Place the Story Event 1 card, {revealed} on top of the Event deck.



## §4.4 {Waypoint 1}








The stone icon slips into the wall with a satisfying click before slowly resetting...

- ◆ If “**Quest IV/The Gods Will**” was noted: go to §4.15.
- ◆ Otherwise: go to §4.6.

## §4.5 {Quest Shadow}

The shadows appearing in the area transform into evil, bloodthirsty creatures; among them, a single figure captures the hero's attention...

- ♦ The active Hero must roll 1 **Blue** Die and read the Paragraph that matches his **Soul Nature** with the result rolled, based on the following table:


Result	Law 	Neutral 	Chaos 
	Go to §4.7	Go to §4.9	Go to §4.11
	Go to §4.9	Go to §4.7	Go to §4.9
	Go to §4.11	Go to §4.11	Go to §4.7
	Go to §4.12		

## §4.6 {Waypoint 1}

... but nothing else seems to happen.





## §4.7 {Quest Shadow}

The shape of a white-shrouded woman who, raising her hands to the sky, turns away the darkness with a blinding light... she then fades away, leaving the enemies blind! As fleeting as it was, this apparition of the Avatar shakes the soul of the hero.

- ♦ All Enemies within 3 areas from the Quest Shadow suffer **Blind**.
- ♦ If the active Hero is : his Hero Turn ends immediately.
- ♦ Remove the Quest Shadow from the Quest.



## §4.8 {Story Event 2}

When the hero reaches for the strange mirror-like surface on the floor, it radiates a queer bluish light, and a strong echo resounds in the minds of all the heroes: *"The path of the Gods will be shown only to the worthy"*.

- ♦ The active Hero can spend 1  to touch the mirror {represented by this Story Event card}; if so: he must roll 2 **Blue** Dice and 1 **Red** Die:
  - ❖ A  Hero may reroll up to **Soulrank** Dice after the first attempt.
  - ❖ A  Hero may flip of up to **Soulrank** Dice to the opposite side.
  - ❖ If the Hero obtains three different results {in terms of Dice faces}: go to §4.13.
  - ❖ Otherwise, if at the end of a roll there are two or more : go to §4.10.
  - ❖ With any other result: nothing happens.

## §4.9 {Quest Shadow}

The silhouette of a grey-clad man, who snaps his fingers and stops the flow of time for a few seconds... then he fades away, leaving the enemies stunned! As fleeting as it was, this apparition of the Avatar shakes the soul of the hero.

- ◆ The active Hero chooses 3 Encounter cards from the deck or the discard pile, shuffles the Encounter deck with the discard pile, and lastly, places the chosen cards on top of it in any order.
- ◆ If the active Hero is : the Party gains 1 .
- ◆ Remove the Quest Shadow from the Quest.


#### §4.10 {Story Event 2}

The hero feels his soul gem heating, almost searing his skin... perhaps a warning for the lack of faith shown toward the Gods?

- ◆ The active Hero suffers a **Fire I** for each  result rolled.



#### §4.11 {Quest Shadow}

The shadow of a black-caped man who, with a disdainful gaze from his fiery eyes, transfixes the devilish creatures... then he fades away, leaving the enemies in pain and on fire! As fleeting as it was, this apparition of the Avatar shakes the soul of the hero.

- ◆ All Enemies within 3 areas of the Quest Shadow suffer **Fire II** and **Critical**.
- ◆ If the active Hero is : his Hero Turn ends immediately.
- ◆ Remove the Quest Shadow from the Quest.


#### §4.12 {Quest Shadow}

A worthy opponent, with great skills, whose only creed is to kill or be killed!


- ◆ Spawn 1 Enemy with a total of 2  in the Quest Shadows' area.
- ◆ If there are 4+ Heroes: assign an additional  to the just spawned Enemy.
- ◆ Remove the Quest Shadow from the Quest.

#### §4.13 {Story Event 2}

As the hero touches the crystal floor, it comes alive with swirling lights beneath. Then, a second echo booms in the minds of the heroes:  
*"True balance in neutrality is only achieved when Law and Chaos coexist".*  
 With a deafening roar, a new room takes form in the void nearby; yet it is impossible to reach, due to the fierce winds that whip around it.

- ◆  Take the 6B map tile and place it on the table {near but not connected with any other tile as shown}.



- ◆  Place the following elements as shown: 1 **Shrine** {Closed}, Waypoint 5, and two Search Areas.
- ◆ Take note of "**Quest IV/The Gods' Will**".
- ◆ Resume play by leaving the Story Event 2 card on the map, but do not resolve it anymore during this Quest.



## §4.14 {Waypoint 5}

This chamber must have been one of the main halls of the temple, judging from the beauty of the altars, a radiance that not even the mightiest fireball could eclipse. Before the main altar, strange orbs of light hover, some of the purest white, others pitch black. But the heroes do not feel threatened by the strange magic; on the contrary, they are drawn to it. Meanwhile, the sound of steps comes closer!

- ◆ Remove Waypoint 5 from the Quest.
- ◆ Spawn {🧠-👤}-1 Enemies over the **Begin** area.
- ◆ Place one **Charge** token {Side 1, representing the **White Globes**} and one **Charge** token {Side 2, representing the **Black Globes**} over **Location A**. Repeat this entire step once if there are 4+ Heroes.
- ◆ Each Hero can spend 1 🗺️ to pick up one and only one **Charge Globe** token from its area. Once done, unless **Save**, the Hero suffers 1 HP. The carried **Charge Globe** can be dropped in the Hero's area {without changing the token side} as a Free Action. These **Charge Globes** can only be used to proceed with this Story Event task as described below and cannot be used for other Powers or **Items**. If a Hero dies while carrying a **Charge Globe**, move it back to its original **Location A**.
- ◆ When all **Charge Globe** tokens have been moved from **Location A** and dropped on the ground in the Story Event 2 area, go to §4.16.

## §4.15 {Waypoint 1}

A few moments later, a deep rumbling nearby heralds the surfacing of massive chunks of earth, forming a pathway to the new room!

- ◆ 🔄 Take the following map tiles and place them on the table, as shown: 15B and 17A.
- ◆ Open the **Shrine** located on the 6B map tile.
- ◆ Remove Waypoint 1 from the Quest.



## §4.16 {Story Event 2}

The crystal surface responds to the light orbs, dragging more rooms and corridors from the abyss! As the landscape evolves, two altars, one to Mir, the other to Aneres, appear, and further on, a long stone bridge spans over half the crater. But the whirling reconstruction also unearths a magical glyph left by Aspides' army. The dark sorcery ignites, creating a powerful magical barrier that blocks the bridge and summons forth a host of evil creatures!

- ◆  Take the following map tiles and place them on the table, as shown: 9A, 10A, 16B, and 20B.
- ◆  Place the following elements as shown: Waypoints 3, 4, and X, all four **Spawn Gates** {open}, and one Locked Door with a Magic Lock.
- ◆ Remove the Story Event 2 card from the Quest, but leave the **Charge Globes** in the area; they can be still picked up, carried, and dropped using the previous rules.
- ◆ Spawn {  }-2 Enemies.
- ◆  Spawn the  **Blue Drakendwarf** Enemy.



### §4.17 {Waypoint 3}

The altar is carved with the countenance of the Goddess Aneres; yet her color is an unnatural grey instead of the usual purest white.

- ◆ If all White **Charge Globes** {Charge tokens showing side 1} are located in the Waypoint 3 area: **go to §4.19.**

### §4.18 {Waypoint 4}




The altar is carved with the countenance of the God Mir; yet his color is an unnatural grey instead of the usual deepest black.

- ◆ If all Black **Charge Globes** {Charge tokens showing side 2} are located in the Waypoint 4 area: **go to §4.20.**

### §4.19 {Waypoint 3}

Absorbing the orbs, the altar returns to its original white radiance.





The stone lips of the Goddess open to speak: *"The way will be open only for those who will freely give what they hold dearest in life"*.

- ◆ Any Hero over this Waypoint can spend 1  to interact with the altar:
  - ❖ If you want to donate **Crowns** to Aneres' altar: discard 10  and **go to §4.21.**
  - ❖ If you want to donate one of the **Items** from your Inventory: drop in your area the chosen **Item** and **go to §4.23.**
  - ❖ If you want to donate part of your soul: discard 1  per Hero and **go to §4.25.**

### §4.20 {Waypoint 4}

Absorbing the orbs, the altar returns to its original ebon blackness.

For a few instants, the eyes of the God burst into flames, and he speaks: *"The way will be open only for those who will be able to offer me what each creature holds dearest most"*.

- ◆ Spawn 1 Enemy over the  and  **Spawn Gates.**
- ◆ If there are 4+ Heroes: spawn 1 Enemy over the  and  **Spawn Gates.**


- ◆ Resume play until...{The Party can try to guess the solution...  
OR you can read it by flipping this booklet!}

as normal.

**Note:** Over this Waypoint the active Hero can voluntarily die as a suicide act. If done: he immediately loses 1 **Soulrank** and becomes a **Ghost Soul**.  
◆ ... A Hero or an Enemy dies in this area, then immediately go to §4.24.

### §4.21 {Waypoint 3}

For a moment, the veins of the altar shine with a pulsating red light, and a sense of awareness pervades the soul of the hero... who suddenly feels his purse evaporate as dew under the morning sun.

- ◆ The active Hero must discard all his .

### §4.22 {Day}

A fresh breeze blows across the temple, rejuvenating the heroes, especially those who are close to each other.

- ◆ Each Hero can move up to 1 area.
- ◆ If there are at least 3 Heroes in the same area: these Heroes heal 3 **HP** each.



### §4.23 {Waypoint 3}

For a moment, the veins of the altar shine with a blinding yellow light, and a sense of confusion pervades the soul of the hero... who suddenly sees one of his items crumble away as sand in the wind.

- ◆ The active Hero must discard one carried **Item** card randomly picked among all equipped and Inventory cards.

### §4.24 {Waypoint 4}

For a moment, the face of the God Mir appears to be proud and pleased, and a sense of power burns through the soul of the hero... who suddenly feels his combat skills grow, while a voice echoes in his mind: *"Knight, your soul is worthy of your deeds. You have my blessing"*. Soon after, the orbs of shadowy light rise from the altar and strike the glyph's barrier, weakening it.

- ◆ The active Hero gains 3 +1  tokens and 3 +1  tokens. These tokens can be spent {discarded} during his **Hit/Def** rolls of this Quest as he prefers {one by one or cumulatively}.
- ◆ Remove Waypoint 4 and all **Black Charge Globes** {Charge tokens showing side 2} from the Quest.
- ◆ If both Waypoints 3 AND 4 are no longer in play: go to §4.26.

### §4.25 {Waypoint 3}


For a moment, the face of the Goddess Aneres appears in serenity and comfort, and a sense of respite warms the soul of the hero... who feels his wounds heal, while a voice echoes in his mind: *"Knight, your soul is as pure as your deeds. You have my blessing"*. Soon after, the orbs of white light rise from the altar and strike the glyph's barrier, weakening it.

- ◆ The active Hero heals 1 **HP** and can remove all his **Body Conditions**. Then, he can become **Soulrank III**, without spending **Soul Points**.
- ◆ Remove Waypoint 3 and all **White Charge Globes** {Charge tokens showing side 1} from the Quest.
- ◆ If both Waypoints 3 AND 4 are no longer in play: go to §4.26.



## §4.26 {Waypoint}

Both the altars crumble, and their marble helps complete the long stone bridge beyond the barrier, now full and touching the opposite rim of the crater. But in answer to this divine event, a new guardian glyph flares up: rocks and metal from the crevasse coalesce into a huge statue! A golem, animated by crackling lightning, with a mighty curved sword in one hand and a spiked harpoon in the other, rises against the heroes!

- ◆  Spawn the **Red Soul Eater** Enemy.
- ◆ If there are 3+ Heroes: spawn 1 **Green Serpent**.
- ◆ If there are 5+ Heroes: spawn 1 **Green Serpent**.
- ◆ Resume play until the **Red Soul Eater** dies, then go to §4.28.




## §4.27 {Waypoint X}

The journey through the unholy path of the Gods is almost over, with great effort... Only a few steps remain to avoid... the golem's imminent explosion.

- ◆ If at least half of the Heroes are over this Waypoint: go to §4.29.



## §4.28 {Waypoint}

The golem crumbles under the heroes' relentless assault while the barrier dissolves, opening access to the bridge! Lightning spews forth from the lifeless body of the construct, growing in intensity. The party must hasten its way to the bridge before the hulk explodes!

- ◆ Remove from the Quest the Magic Lock and the Closed Door located over the 20B map tile.
- ◆ Remove the **Red Soul Eater** and all **Spawn Gates** from the Quest.
- ◆ The active Hero gains the **Holy Rune** Treasure card {search for it in the Treasure deck and its discard pile, then shuffle the deck}. If this card is already in play: the active Hero gains 1  instead.

## §4.29 {Ending}

Finally on the other side, the heroes can resume their journey toward Lluksyarg, leaving behind a newly consecrated land, no longer corrupted by the unholy will of Queen Aspides, whose sorcery exploded along with the construct.

**Rewards:** The Party gains 3 , and then +1  for each unrevealed card left in the Event deck.

**Next:** Travel in the **Underreign** map to **Lluksyarg** {§0.55}.

## §4.30 {Ending}

The path of true heroes is full of countless attempts and sacrifices, and this is but one of them!

**Next:** Travel in the **Underreign** map back to the **Unholy Ground** {Quest IV}.

## CORRUPTED CIVILIZATION



### §5.1 {Story Event 1}

As the heroes reach the gates of the main square, they can see several points of interest: a twisted temple to the serpent cult squats on the square's left side; a seemingly well-stocked emporium, with inviting foods, sits on the right; and an imposing cursed elf watchtower dominates the area. The heroes conclude that the only way to reach Lluksyarg is to pass the gates of the imposing guard post, but not before presenting themselves at the watchtower and showing their letters of safe conduct to the guards.

- ♦ If this is the first round of the Quest: place the Story Event 1 card {revealed} on top of the Event deck.
- ♦ Otherwise: discard it.




### §5.2 {Waypoint 5}

The alley is a dead end, ending in a foul-smelling sewer drain.

- ♦ If Waypoint 2 is still in play: the active Hero must roll 3 Red Dice:
  - ❖ A  Hero may roll 1 additional Red Die during the attempt.
  - ❖ If at least one  is rolled OR the Party has the **Shadows' Den Guild Quest** card: go to §5.5.
  - ❖ Otherwise: nothing happens.

### §5.3 {Waypoint 1}

The emporium sells a vast array of excellent foods and a smattering of fair-quality items.. A cursed elf merchant, his greasy fingers dripping with bejeweled rings, rains curses down upon his overworked slaves. The tyrannical merchant's eyes seem drawn to a massive door made of reinforced metal that sits behind him.

- ♦ The active Hero can spend 1  to choose one of these options:
  - ❖ Visit the **Emporium**, but he can only acquire the cheapest side of each **Item** and with an additional cost of 10  per **Item**.
  - ❖ Eat some food to heal 1 **HP** and remove one **Body Condition** from self by spending 5 .

### §5.4 {Waypoint X}

The watchtower is the mainstay of military activity in the area, able to host much of the legion deployed on the border. Several guards flank an elven officer who checks the papers, a requirement to pass through the border gates. The queue of supplicants is ordered and silent. However, when a traveler brings a safe conduct not in a perfect shape, the officer asks several questions for security reasons... questions most likely known by perfect citizens and that must be answered properly to avoid the summoning of the death guard, an elite squad deployed to eradicate heresy and capture traitors of the empire. The heroes realize that they must be careful in order to avoid such a gruesome fate, especially if the time comes for them to answer those questions! Perhaps, carefully looking around this outpost, its surroundings and even the Safe Conduct scroll, may help to find useful information to guess the answers... before it's too late?


- ♦ If all Heroes are located within 2 areas and you want to display the Safe Conduct papers: go to §5.15.



- ◆ **Otherwise:** leave this Paragraph and resume play. If any Trap card triggered in the area gives a result other than “**No Trap**”: go to §5.21 immediately.

## §5.5 {Waypoint 5}

As the hero turns and walks toward the main square, a figure comes out from behind a huge stalagmite. The cursed elf, wearing a black leather trench coat and two military scimitars, approaches the hero and says, “*Between heathens still honoring the old Gods and rebels against the monarchy, these lands will know no peace. But you have nothing to do with these things, have you? I bet you acknowledge the authority of the queen and her serpent cult, is this not true?*”

### Soul Nature Choice

Lose 1  to follow the opposite behavior.

 <b>Law</b>	<i>How is it possible to bend to a despot and adore her perverse cult...?</i>	<b>Go to §5.8</b>
 <b>Chaos</b>	<i>Surely! There is no other faith as well no other queen...</i>	<b>Go to §5.7</b>

## §5.6 {Waypoint 3}

Stone and brass statues of snakes surround the twisted temple to the serpent cult, unsettling inanimate icons for the prayers of the submissive faithful.

- ◆ If any Trap card triggered in this area gives a result other than “**No Trap**”: immediately go to §5.9.

## §5.7 {Waypoint 5}

Gloating with pride, the elf bids farewell with these words: “*This is what I wanted to hear! If every citizen would respected such simple rules, there would be peace in the land*”.

- ◆ Remove Waypoint 5 from the Quest.










## §5.8 {Waypoint 5}

With an honest smile that looks inappropriate for such an answer, the elf opens his arms and replies, “*I knew it! If my eyes do not deceive me — and they rarely do — your interesting behavior is due to your current needs, and let us say that if you don’t like the empire, or do like good business... well, you should meet some of my associates in a place where the legion cannot sry: an old mansion behind the serpent temple {Waypoint 2}. Go there, and you will not be disappointed! Farewell!*”

- ◆ Take note of “**Quest V/Secret Affair**”.
- ◆ Remove Waypoint 5 from the Quest.

## §5.9 {Waypoint 3}

When the priests see their temple desecrated, their reaction is immediate, and a number of them utter a prayer that warps their bodies into the forms of giant constrictor snakes!

- ◆  Place the  **Blue Black Dwarf** Enemy in the Waypoint 3 area. If there are 4+ heroes: place the   **Blue Black Dwarf** instead.
- ◆  Place the  **Green Serpent** Enemy in the Waypoint 3 area.
- ◆  If there are 4+ heroes: also place the   **Green Serpent** Enemy in the Waypoint 3 area.

**Note:** When a **Serpent** dies, remove it from the Quest.



## §5.10 {Waypoint 2}

A cluster of shabby shacks squat on the borders of the encampment.

- ♦ If the active Hero is not engaged in combat **AND EITHER** “**Quest V/Secret Affair**” is noted **OR** there are no more Shadows in play: go to §5.13.
- ♦ Otherwise: go to §5.11.

## §5.11 {Waypoint 2}

For the time being, nothing of interest appears in this border area beyond the sad existence of a few unlucky souls.


## §5.12 {Story Event 2}

New soldiers begin their patrol when the guard changes.


- ♦ Recreate the Shadow Reserve as it is shown in the initial setup, and then the active Hero rolls 1 **Blue** Die. Place 2 Shadows, or 3 Shadows if there are 4+ Heroes, over each **Spawn Gate** except the ⚡ and the rolled one.
- ♦ Continue to apply the **Shadow Guard** patrol described in the **Special Quest Rules**.


## §5.13 {Waypoint 2}

Taking advantage of the momentary tranquility, a hooded figure appears in a doorway, inviting the party to come in. Inside, several cursed elves sit around a table, examining a map in the center. They appear to be waiting for the heroes. Their leader speaks: *“We have watched you, and so we know you are more than capable of the course of action we are going to propose. You have certainly noticed the wealthy emporium just beside the watchtower; well, the ‘noble’ owner is the richest and most powerful person in this forsaken place, and some say he has a very good relationship with the queen herself. What her majesty does not know, however, is that this noble merchant hides quite a lot of crowns from her tax collectors! Well, we think it is about time for him to pay his due, to reap the reward for all the suffering and death he has inflicted upon our families. And his reward will be slavery, as he enslaved our relatives! We know he keeps his ledgers in his vault, behind the heavy armored door in his shop. Yes. We are asking you to steal those ledgers... you can keep anything else you may find there, and be sure, there is likely to be quite the treasure trove inside that black vault. We are well-known to the guards, so we can only show you how to go in, but you will have to carry out the heist. Oh, and... well, you know... trust is good, but no trust is better, so should you accept, one of your party must stay here while some of us free the access to the tunnel that will lead you to the emporium. Here is the map of the tunnel. You may decide if you accept or not”.*

- ♦ If this is the first time reading this Paragraph:
  - ❖ Take the **9B** map tile and connect it with **2B** and the **19B**, as shown.
  - ❖  Place the following elements as shown: Wall overlay, Locked Door, the indicated number of **Nest** Minions.
  - ❖ Remove Waypoint 5 from the Quest, if still in play.





- ❖ Take the Wall overlay just placed between the 9B and 19B map tiles and set it aside .

- ♦ During this Quest, while there is a Hero over Waypoint 2, keep that Wall overlay aside. Otherwise,  immediately place the Wall overlay back in its setup position.

## 5.14 {Waypoint 4}

As predicted by the elves, the heroes find several coffers beneath a huge blazon of the noble house of Aspides. But the noise alerts the merchant, who first opens the heavy door, and then — having spotted his ledgers in the hands of the heroes, and guessing their intent — runs away, hoping to save his life by fleeing before the wrath of Queen Aspides can catch up to him. The heroes, laden with treasures looted from the vault, give the ledgers to the elves, who take them with gratitude before vanishing into the slums.

- ♦ The active Hero gains 100  and the **Knowledge Circlelet** Treasure card {search for it in the Treasure deck and its discard pile, then shuffle the deck}. If this card is already in play: the active Hero gains 1  instead.
- ♦ Remove the Magic Lock from the Locked Door on the 2B map tile.
- ♦ Remove Waypoints 1 and 4 from the Quest.

## §5.15 {Waypoint X}

The officer, with a wicked gaze, checks both sides of the safe passage scroll waved by the heroes, and then asks the first question: “*Who gifts you with freedom?*”.

**Note:** Before looking at the possible answers, you can try to guess by yourself, but be aware, a wrong answer will draw dire punishment.

- ♦ If the answer is “Princess Demon”: go to §5.20.
- ♦ If the answer is “Queen Elf”: go to §5.19.
- ♦ If the answer is “King Cobra”: go to §5.18.

## §5.16 {Waypoint X}

... opens a large storybook lying on his table, and then asks the second question: “*Toward what symbol do you turn your obedience?*”

**Note:** Before looking at the possible answers, you can try to guess by yourself, but be aware, a wrong answer will draw dire punishment.

- ♦ If the answer is “a standard”: go to §5.24.
- ♦ If the answer is “a blazon”: go to §5.23.
- ♦ If the answer is “a statue”: go to §5.22.

## §5.17 {Waypoint X}

... places the book back on the desk, crosses his arms, and asks his last question: “*What gifts should you bring as a sign of submission?*”

**Note:** Before looking at the possible answers, you can try to guess by yourself, but be aware, a wrong answer will draw dire punishment.

- ♦ If the answer is “stone and brass”: go to §5.28.
- ♦ If the answer is “wood and iron”: go to §5.27.
- ♦ If the answer is “water and silver”: go to §5.26.

### §5.18 {Waypoint X}

The officer seems satisfied with the first answer, and then...

- ♦ The Party gains 1 , then go to §5.16.

### §5.19 {Waypoint X}

With an evil grin, the officer orders your arrest as traitors and imposters!

- ♦ Go to §5.21.









### §5.20 {Waypoint X}

With a wicked grin, the officer calls upon his soldiers to capture you as illegal aliens!

- ♦ Go to §5.21.

### §5.21 {Waypoint X}

The illicit behavior of the heroes, now obvious, brings swift retribution! A whole garrison of soldiers, backed up by a huge metal golem and an enraged Minotaur, readies to impart a painful lesson to the trespassers!

- ♦ Remove Waypoints 1 and X from the Quest.
- ♦ Reveal all the Shadow tokens in play.
- ♦  Place the **Red Soul Eater** Enemy over the  **Spawn Gate**.
- ♦  Place the **Red Minotaur** Enemy over the  **Spawn Gate**.
- Note:* If any **Red** Enemy dies: remove it from the Quest.
- ♦ Spawn 1 **Green Elf Assassin** over the  **Spawn Gate**. If both **Green Elf Assassins** are already in play: move the one with the most health into the  **Spawn Gate** area.
- ♦ Spawn {  -  } Enemies.
- ♦ Resume play until there are no more enemies in play, then go to §5.30.


### §5.22 {Waypoint X}

With a maleficent gaze, the officer summons his soldiers to vanquish these liars!

- ♦ Go to §5.21.

### §5.23 {Waypoint X}

After a careful check, the officer silently nods and, finally...

- ♦ The Party gains 2 , then go to §5.17.

### §5.24 {Waypoint X}

With a wicked laugh, the officer orders to arrest those foolish individuals!

- ♦ Go to §5.21.

### §5.25 {Story Event 3}

After a recently returned scout's report, an alarm echoes through the air. A signal that warns the people of the imminent close of the gates and an increase in the area's security level, with a consequent sortie by soldiers and creatures... decidedly unfriendly!

- ♦ If, when this Event is to be discarded {so, at the end of the next Round}, there are still Heroes outside the Waypoint 6 area:
  - ❖ Remove Waypoint 6 from the Quest.
  - ❖ Go to §5.21.



## §5.26 {Waypoint X}

With a thunderous order, the officer calls for death for the strangers!

- ♦ Go to §5.21.


## §5.27 {Waypoint X}

With a calm visage, the officer sentences the intruders to death!

- ♦ Go to §5.21.

## §5.28 {Waypoint X}

With a dubious look, the officer examines the safe-conduct scroll again and then places it in his pocket, determined to reexamine it later... but at the same time, honoring the heroes' correct answers, he commands the guards to step aside. *"You are free to cross the border. Go to the gates immediately {Waypoint 6}, don't waste your time, and have a safe journey"*.

- ♦ The Party gains 3  and must keep the **Safe Conduct Quest** card until the end of the Quest, then discard it.
- ♦ Remove Waypoint X from the Quest.
- ♦ Discard the Wall overlay from the **16A** map tile.
- ♦ Discard any revealed Event on top of the Event deck.
- ♦ Shuffle the Story Event 3 card {unrevealed} with the top three cards of the Event deck.
- ♦ Place the Event 4 card {unrevealed} on top of the Event deck.
- ♦ Resume play until all Heroes are located in the Waypoint 6 area, then go to §5.30.


## §5.29 {Waypoint 6}

As they pass through the heavy gateway, the heroes are confident in having left the worse behind. Their freedom is just a few steps away... they only need a few moments to gather the party!

- ♦ Resume play until all Heroes are located in the Waypoint 6 area, then go to §5.30.

## §5.30 {Ending}



With a herculean effort, the heroes manage to reach the road to Lluksyarg, the city of mystical towers.

**Rewards:** The Party gains 1  for every two cards remaining in the Event deck.

**Next:** Travel in the **Underreign** map to **Lluksyarg** {§0.55}.

## §5.31 {Ending}

Defeat burns in the heart of the heroes like salt on an open wound. The party knows that they can only achieve victory when their minds and bodies work in perfect harmony... starting with their next decision: wait until the coast is clear, and then attempt to cross the border again, or attempt the perilous journey through the unholy lands to the south.

**Next:** The Party may decide to play **Quest V** again {by obligatory discarding 3  from their Time Reserve} **OR** to Travel in the **Underreign** map back to the **Unholy Ground** {**Quest IV**} {if the Party can't or doesn't want to spend their }.


# VIPER IN ONE'S BOSOM

## §6.1 {Introduction}

*"We will not be welcome here. And I will likely be the target of any enemies we encounter, so I trust you with my life — and the fate of the Underreign".*

With those words, the lady bows and gives control to the heroes:


*"From now on, I am at your command".*

- ◆  Take the **Red Elf Priestess** Enemy and Scroll cards and assign them to the Party. Place her figure in the **Begin** area.
- ◆ From now on, the **Red Elf Priestess** {representing Lady Silune} is considered a **Companion** and follows these rules:
  - ❖ Always consider her "2-3 Heroes" **HP** value, regardless of the Heroes in play, and ignore her Armor and Magic Shields Values.
  - ❖ **Red Elf Priestess** can be activated, once per Round, by any Hero at the beginning or at the end of the active Hero's turn as a Free Action by applying one of these two choices:
    - ◇ Move up to 3 areas {decided by the Hero}, ignoring **Hindrances**.
    - ◇ Apply her Enemy Scroll behavior with the following exceptions:
      - √ Play it against Enemies instead of Heroes. This means, apply the behavior rules based on the distance between Enemies and target/fight them {her Weapons are **Arcane** attacks}.
      - √ Ignore her **Bloodspell** power.
  - ❖ Enemies always consider the **Red Elf Priestess** as their preferred victim, ignoring what is printed on their Scroll card.
  - ❖ The **Red Elf Priestess** cannot be healed by Heroes, except for **Body Conditions**. Its wounds are permanent till death.
  - ❖ If the **Red Elf Priestess** dies, go to §6.17 immediately.



## §6.2 {Waypoint 1}

**Note:** This Waypoint can only be resolved when the **Companion** Lady Silune {represented by the **Red Elf Priestess** figure} moves over it.

The party crosses the manor's courtyard and reaches the main gates. But the locks are fastened, and a guard says from within, *"I am sorry, my Lady, but we are under orders not to allow passage to anyone. We must ask you to move away; should you not comply, we are ordered to use lethal force, and I regret to inform you that your skirmish has been reported, and reinforcements are on their way".* This veiled threat leaves the heroes with but two possible options...









- ◆ Remove Waypoint 1 from the Quest.
- ◆ Discard the revealed Event card on top of the Event deck, if any.
- ◆  Take the Event 4 {**Day**} and the Story Event 1 cards {both unrevealed}, shuffle, and place them on top of the Event deck.

### Soul Nature Choice

<b>Neutral</b> 	Attack the manor's gate until it breaks...	Go to §6.4
<b>Neutral</b> 	Find another method of entering the manor...	Go to §6.6



### §6.3 {Story Event 1}

The reinforcements mentioned by the guard enter the fray, while scorching fire-vials rain down from the battlements!

- ◆  Put the   **Blue Black Dwarf** Enemy card on top of the Enemy deck.
- ◆  Put the  **Blue Drahendwarf** Enemy card on top of the Enemy deck.
- ◆ For each area of the **1A** map tile:
  - ❖ Roll 1 **Blue** Die, if : place a **Fire 1** token in that area.
- ◆ Spawn {  -  }-1 Enemies.









### §6.4 {Waypoint 1}

The party resolves to batter down the gates, causing the guards to rain down fire upon them.

- ◆ Place 1  and then 5 **HP** per Hero near the Magic Lock. It represents the Gate, and it can be targeted, attacked, and wounded in the same way as a standard Enemy.
- ◆ If the Magic Lock reaches 0 **HP**: remove it from the Quest and take note of “**Quest VI/Broken Gate**”.
- ◆ Now and at the end of each Time Phase until the Gates are broken:
  - ❖ For each area of the **1A** map tile, roll 1 **Red** Die. If : place a **Fire 1** token in that area.


### §6.5 {Day}

The enchanted tower comes alive as Silune approaches, emitting a magical wave that has a different effect on each creature it touches.

- ◆ Each Hero must roll 1 **Blue** Die and then apply the related effect.
  - ❖ If : gain +1  until the end of his next Turn.
  - ❖ If : shift 1 used  forward 1 .
  - ❖ If : gain +1  until the end of his next Turn.
  - ❖ If : unless **Save**, suffer **Critical**.




### §6.6 {Waypoint 1}

The party avoids the head-on approach and seeks a different way to enter the manor. When asked for options, Silune remembers, “*There were rumors of strange secret passages, built to allow visitors to enter the manor without being seen, but I never spent time thinking about them... I never thought I would need to break into my home!*” She then points out some places to start the search.

- ◆  Take Waypoints 2 and 3 and randomly place them face down over **Locations A and B**.

### §6.7 {Waypoint 2}



The ground here seems to be...different. Perhaps a passage is hidden around here...

- ◆ The active Hero may spend 1  to investigate the area. If so: he must roll 2 **Red** Dice and 1 **Blue** Die.
  - ❖ A  Hero may reroll up to **Soulrank** Dice after the first attempt.
  - ❖ If the Hero obtains at least 3  results: go to §6.9.



## §6.8 {Waypoint 3}

The wall here seems...strange. Perhaps a passage is hidden around here...

- ♦ The active Hero may spend 1  to investigate the area. If so: he must roll 2 **Blue** Dice and 1 **Red** Die.
- ❖ A  Hero may reroll up to **Soulrank** Dice after the first attempt.
- ❖ If the Hero obtains three different results (in terms of Die faces): go to §6.10.

## §6.9 {Waypoint 2}



The search proves fruitful! A narrow tunnel leads to the manor's basement, and through an arrow slit, a hidden room can be seen. Yet the passage is walled up and protected by lethal traps!

- ♦  Take the **19A** map tile and place it as shown.
- ♦  Place the following elements as shown: a Search Area and a Wall token.
- ♦ The active Hero must draw a Trap card. Apply its effects starting from the active Hero's area. If the Trap card drawn is a "**No Trap**": draw another one.
- ♦ Remove Waypoint 2 from the Quest.



## §6.10 {Waypoint 3}

Responding to concurrent pressure applied to several points, a small section of wall slides in, opening on a narrow tunnel! The passage seems to penetrate beyond the manor walls, ending in a closed door.





- ♦  Take the following map tiles and place them as shown: **14A** and **18B**.
- ♦  Place a Door as shown.
- ♦ Remove Waypoint 3 from the Quest.



## §6.11 {Waypoint 4}





The manor is lavishly decorated, with carvings and furniture taking up much of the space in the rooms and even the corridors. A small inner cloister nearby serves as the courtyard for the enchanted tower the party is trying to reach. Amid the din of armed guards, these words are heard: *"Be ready to fight. To die, if necessary. Remember, the worst death you may meet would be nothing in comparison to the wicked tortures our queen Aspides would lay upon you should you flee. Take heart; reinforcements are on their way. We must hold out for their arrival!"* Yet the words of the guard captain are betrayed by the uncertainty in his voice, perhaps because this rich mansion has never been attacked before.

It seems that the threat of the queen's infamously dire punishments worked all too well to preserve her ancient home.

- ◆ Remove Waypoints 4 and 5 from the Quest.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Discard the revealed Event card on top of the Event deck, if any.
- ◆  Take the Story Event 2 card {unrevealed} and shuffle it with the top Event card of the Event deck.
- ◆ Open the  and  **Spawn Gates**.
- ◆ Spawn 2 Enemies. If there are 4+ Heroes: spawn 4 Enemies instead.











## §6.12 {Waypoint 5}

The secret passage leads into the east wing of the manor. Now it will be easy to open the main door, if needed. The manor is lavishly decorated, with carvings and furniture taking up much of the space in the rooms and even the corridors. A small inner cloister nearby serves as the courtyard for the enchanted tower the party is trying to reach. Amid the din of armed guards, these words are heard: *"Be ready to fight. To die, if necessary. Remember, the worst death you may meet would be nothing in comparison to the wicked tortures our queen Aspides would lay upon you should you flee. Take heart; reinforcements are on their way. We must hold out for their arrival!"* Yet the words of the guard captain are betrayed by the uncertainty in his voice, perhaps because this rich mansion has never been attacked before. It seems that the threat of the queen's infamously dire punishments worked all too well to preserve her ancient home.

- ◆ Remove Waypoints 4 and 5 from the Quest.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Remove the Magic Lock from the Closed Door between map tiles 1A and 20A.
- ◆ Open the  and  **Spawn Gates**.
- ◆ Discard the revealed Event card on top of the Event deck, if any.
- ◆  Take the Story Event 2 card {unrevealed} and shuffle it with the top Event card of the Event deck.

## §6.13 {Story Event 2}

The words of dark sorcery resound in the air, opening an invocation portal in the center of the cloister. As beautiful as she is evil, a cursed elf witch enters the fray, escorted by a powerful drakendwarf and more guards!

- ◆ Open the  **Spawn Gate**.
- ◆  Place the  **Blue Elf Witch** in the  **Spawn Gate**.
- ◆  If there are 4+ Heroes: place the   **Blue Drakendwarf** in the  **Spawn Gate**. Otherwise: put its Enemy card on top of the Enemy deck.
- ◆ Spawn {  -  }-1 Enemies.





## §6.14 {Waypoint X}

**Note:** This Waypoint can only be resolved when the **Companion** Lady Silune {represented by the **Red Elf Priestess** figure} moves over it.

The inside of the tower is littered with magical items, ancient tomes, and reagents, yet the gazes of the party are focused on the center, where energy bolts arc between strange crystals. There Silune places herself to begin




the ritual. *“All I ask is that you keep our enemies at bay. This sorcery will require all my attention, and I cannot tell you what will happen — even I do not know the full depth of this spell, yet I know in my soul that it is the only way to destroy Aspides. You must trust me!”* With that, the elven enchantress opens her magical eyes and summons arcane energies from the crystals. Her body now floating in the air, Silune falls into a mystical trance.

**Note:** This Waypoint can only be resolved when the **Companion** Lady Silune {represented by the **Red Elf Priestess** figure} moves over it.

- ◆ Open the **Shrine** in the **3A** map tile.
- ◆  Take the Story Event 3 card and place it {unrevealed} on top of the Event deck.
- ◆ From now until this Quest ends, the Party must follow these rules regarding the **Companion** Lady Silune:
  - ❖ Lady Silune cannot leave the Waypoint X area anymore, for any reason. When activated by Heroes, she can only perform this effect {she continues to defend herself and use her Spirit Protection as usual}:
    - ◇ Discard 1  from Waypoint X to move all Enemies in her area away 1 area.
  - ❖ At the beginning of each Hero Turn, if there are no Enemies in Lady Silune’s area: place 1  token over Waypoint X.
  - ❖ If, at the beginning of any Event Phase, there are 3\*Hero  in the Waypoint X area: **go to §6.16**.
- ◆ Do not resolve this Paragraph anymore during this Quest.

## §6.15 {Story Event 3}

Dark forces, summoned forth by Aspides’ protective spells, now lurk among the shadows of the corridors.

- ◆  Spawn the **Red Elder Spider** Enemy.
- ◆ Spawn {  -  }-1 Enemies.

## §6.16 {Ending}

Silune’s body gathers energy for several minutes; then, in an instant of unnatural silence, everything ends. The elven noble floats to the floor as she returns to awareness. Something in her eyes seems to have changed...

*“Now I know my sister’s secret! I have seen with my own eyes what happened on that fateful day! We must make haste to Aspides’ temple, beyond the city of Mantis. Along the road, I will tell you how to...”*


A thunder of drums silences Silune as a new legion joins the fray, led by Queen Aspides’ most powerful general.

**Rewards:** The Party gains 1  for each unrevealed Event card left in the Event deck.

**Next:** Travel in the **Underreign** map to the **Royal Manor Siege {Quest VII}**.

## §6.17 {Ending}

Overwhelmed by enemies, and with Lady Silune weakened, the party retreats to regroup and try again later, losing more precious time.

**Rewards:** The Party loses half of its , if any.

**Next:** Travel in the **Underreign** map back to the **Royal Manor Assault {Quest VI}**.






## §7.1 {Introduction}

After a brief pause, Silune speaks again: *“His scouts will be here at any moment, and he will follow almost immediately. He is a relentless hunter of men.*

*We cannot escape; we can only stand and fight. The best we can do is to lay plans and discuss a strategy. We could stand our ground and use the defenses this manor offers, or we could make a sortie and surprise the enemy before they are ready. My condition will not allow me to fight in a direct encounter; I will stay hidden and help you with all my remaining powers. It is up to you to define our strategy, however.”*


## Soul Nature Choice

Gain 1  if following the unopposed Soul Nature choice.

<b>Law</b> 	Rest and fortify the position...	<b>Go to §7.3</b>
<b>Chaos</b> 	Make a sortie to catch the enemies off guard...	<b>Go to §7.4</b>





## §7.2 {Waypoint X}

A small staircase leads into the underground armory. Although it's already been mostly stripped by the manor's original defenders, there are still some useful items scattered here and there.

- ◆ Take a **Torch** card from the Emporium deck and place it in the Waypoint X area.
- ◆ Once per Quest, each Hero that moves over this Waypoint can acquire 1 **Emporium** card {excluding any non **“Ancient Chronicles”** card} with a price equal to or lower than 60  for free.
- ◆ Once all Heroes have used this Waypoint, remove it from the Quest.

## §7.3 {Introduction}

The party decides to stand their ground and use the manor's defenses. Once agreed upon the strategy, the heroes set up traps and prepare for the enemy onslaught!

- ◆  Place Waypoint 1 over **Location D**.
- ◆  Place Waypoint 2 over **Location E**.
- ◆  Place Waypoint 3 over **Location F**.
- ◆ Unless **“Quest VI/Broken Gate”** was noted during the previous Quest:  the Party may decide to place a Locked Door on the connecting edge between the **1A** and **20A** map tiles.

## §7.4 {Introduction}

Wary of being trapped behind elven walls, the party decides that a decisive sortie is their best option for the upcoming battle. Growling *“Strike first! Strike hard! No mercy!”* the heroes charge, hoping to surprise their opponents!

- ◆ For this Round only:
  - ❖ Each Hero, at the beginning **or** at the end of his Hero Turn, must be placed {as a Free Action, does not count as movement} over **Location A, B, or C**.

- ❖ Each Revealed and/or Spawned Enemy and Master Enemy {i.e. Minions are not affected} enters play **Stunned** {place a "Stun" Condition token over the Enemy deck as a reminder of this effect}.
- ◆ Until Event 5 {**Night**} is resolved:
  - ❖ The first attack performed by each Hero in each Round inflicts +1 OR **Critical**, chosen by the Hero **before** the attack. {Place a +1 token over the **Day** Event already in play as a reminder of this effect}.

## §7.5 {Waypoint 1}

Thanks to Silune's power, the defensive crystals here may be programmed to attack the enemies; the hero needs just a bit of concentration to activate the enchantment.

- ◆ The active Hero over this Waypoint can spend 1 and flip 1 of his unused to in order to activate the Guard Crystal. **If so:**
  - ❖ Place 3 Charge tokens over this Waypoint.
  - ❖ In each Time Phase, 1 **must** be removed, and all Enemies in line of sight {L.O.S.} and within 1 area of this waypoint suffer 3 **HP**.
- ◆ When all Charge tokens are removed, remove this Waypoint from the Quest.

## §7.6 {Waypoint 2}

By carefully placing some Living Fire vials in this area, it is possible to collapse the passage that leads beyond the walls... a painful surprise for the attackers!

- ◆ The active Hero over this Waypoint can spend 1 and discard 1 **Torch/Worn Torch** from his Inventory to detonate the underground passage. **If so:**
  - ❖ The active Hero must roll 3 **Red** Dice.
  - ❖ Each Character located over the map tiles **14A** and **18B** suffers 1 **HP** for each rolled and then is moved to **Location C** on the **1A** map tile.
  - ❖ **If present**, remove the Locked Door on the connecting edge between the **1A** and **20A** map tiles.
  - ❖ Remove Waypoint 2 from the Quest.
  - ❖ Remove the **14A** and **18B** map tiles from the Quest.




## §7.7 {Waypoint 3}

This emplacement houses a murder hole that can drop several living fire vials on the courtyard below, although the heroes only have enough ammunition for one shot.

- ◆ The active Hero over this Waypoint can spend 1 to activate the murder hole. **If so:**
  - ❖ For each area of the **1A** map tile, roll 1 single **Blue** Die.
    - ◇ **If** : place a **Fire 1** token in that area.
    - ◇ **If** : place a **Fire 2** token in that area.
    - ◇ **If** : place a **Fire 2** token in the Waypoint 3 area.
  - ❖ Then, remove Waypoint 3 from the Quest.

## §7.8 {Story Event 1}

As foreseen by Silune, it takes little time for Commander Rexor to join the fray. Riding on his huge tyrant lizard, the cursed elf seems able to climb any wall on the battlefield. As his gaze falls on the heroes, Rexor laughs with evil pleasure. *"Mwahahahah... so, there you are, the insignificant insects that dared to ruin the games held to honor me in the arena. My beast will feast on your rotting corpses. Make peace with whatever gods you worship, for now you die!"*

- ◆  Place the **Purple Elf Knight** Master Enemy {**Tyrant Mounted** Side} over the  **Spawn Gate**.
- ◆ Assign the **Menace** token {} to the closest Hero in L.O.S.; if there is no one in line of sight **OR** in case of tie, the Party can choose who gets it.
- ◆  Put the two **Blue Tyrant Lizard** Enemy cards on top of the Enemy Deck.
- ◆ Spawn 1 **Blue Tyrant Lizard** Enemy. If there are 4+ Heroes: spawn 2 **Blue Tyrant Lizard** Enemies instead.
- ◆ At the end of next Enemy Turn, if the **Purple Elf Knight** was not activated: activate it.
- ◆ Immediately discard Story Event 1 and then draw and resolve the next Event card.
- ◆ When the **Purple Elf Knight** reaches 0 HP: leave its figure on the map, gain its rewards {Loot and **Soul Points**} and then go to §7.10.












## §7.9 {Night}

As enemies overrun the defenses and pour through breaches in the walls, Silune summons her remaining arcane energy. The sorceress draws power from the manor's tower to amplify her enchantment, hoping that it is enough to aid her chosen champions.

- ◆ Open the three closed **Spawn Gates** in play.





- ◆ Spawn {  -  } +1 Enemies.
- ◆ Each Hero must roll 1 **Blue** Die and then apply the rolled effect.
  - ❖ If  : gain +2  until the end of his next Turn.
  - ❖ If  : shift 1 used  until it reaches the Refresh icon.
  - ❖ If  : gain +2  until the end of his next Turn.
  - ❖ If  : unless **Save**, suffer **Critical**.



## §7.10 {Story Event 1}

Commander Rexor's mighty steed falls to the heroes' blows. But thanks to the agility typical of the cursed elves, the commander jumps away just in time to avoid being crushed by its great bulk and instantly teleports just out of reach. Rexor channels his rage at being so abruptly unhorsed into a magical storm focused on the lizard's slayer! As sorcerous thunder rolls across the battlefield, Rexor summons illusory duplicates of himself and then charges the party, roaring, *"No one has ever dared to insult me thusly! Heathen slugs! I will rip out your eyes so that my fury will be the last thing you'll ever see!"*

- ◆ Open the three closed **Spawn Gates** in play.
- ◆ Flip the Master Enemy Scroll of the **Purple Elf Knight** to the **On Foot** Side. Roll a **Blue** Die and place the Master Enemy, fully healed, removing any **Body Conditions** and Charges, over the rolled **Spawn Gate**, ignoring the closest one with respect to the Master Enemy figure's current position {reroll if needed}.
- ◆ Assign the **Menace** token {II} to the Hero who dealt the mortal blow to the **Purple Elf Knight** {**Tyrant Mounted**}.
- ◆ The **Purple Elf Knight** immediately performs its **Thunder Storm** attack against the Menacing Hero, ignoring any distance and L.O.S.
- ◆ At the end of next Enemy Turn, if the **Purple Elf Knight** was not activated: activate it.
- ◆ Resume play until the **Purple Elf Knight** dies, then go to §7.11.

## §7.11 {Ending}

Rexor shrugs off countless blows, a seemingly unstoppable engine of destruction, meting out death by sword and spell until the weight of the heroes' relentless assault drives him to his knees. Rage and madness swirl in his eyes, and for a moment it seems that he might rise again, but then the defiance fades, his weapon falls to the ground, and his enraged glare gives way to the blank stare of death. Lady Silune picks her way across the blasted battlefield, her eyes aglow with victory. *"Well done, my champions, but this victory is just the first step toward ending Aspidēs' cursed reign. Scour this place for anything of use, then we must make haste to Mantis. There, we will rest and recover before facing my sister in her most sacred abode... the Temple of the Aspidēs!"*

**Rewards:** The Party gains the **Ancient Warscythe Quest** card, then each Hero must roll 3 **Blue** Dice and obtain 10  for each  rolled.

**Next:** Travel in the **Underreign** map to **Mantis Pathway** {§0.71}.

## §7.12 {Ending}

Fate can be fickle and mocking. And so the heroes' victory over the manor's defenders ensures that the building becomes their tomb. The final victory of Commander Rexor quenches the hopes of the Gods.

**Next:** Travel in the **Underreign** map back to **Royal Manor Siege** {**Quest VII**}.

## §8.1 {Waypoint 4}

On the wall, a strange mirror catches the eye of the hero...

- ♦ If the active Hero is not engaged in combat and wants to examine the mirror: **go to §8.4.**


## §8.2 {Story Event 1}

Beyond the door, the hero finds a large hall completely enveloped in unnatural and impenetrable darkness, impossible to walk through because of the dangers it might conceal.

- ♦ If the active Hero holds the **Soul Light Globe** token: **go to §8.13.**
- ♦ **Otherwise:** nothing happens.


## §8.3 {Waypoint 2}

The underground passage brings the hero before a towering statue of a royal cobra, finely carved, down to the smallest detail. Beyond the statue, a staircase sinks into a thick, impassable sea of sand. On the other side of a bottomless chasm, the heroes can spot a room, lit by the warm flame of several braziers.

- ♦ Open the  **Spawn Gate.**
- ♦ If the active Hero is not engaged in combat **AND** wants to examine the cobra statue: **go to §8.5.**
- ♦ If the active Hero is not engaged in combat **AND** wants to study the chasm: **go to §8.7.**


## §8.4 {Waypoint 4}

On careful examination, the hero notices that the carvings of the frame are almost lifelike, and the reflective surface looks like... liquid!

- ♦ If there is another Hero, not engaged in combat, over Location **B** of the **9A** map tile: **go to §8.6.**
- ♦ **Otherwise,** the active Hero can spend 1  to touch the liquid surface. If so: **go to §8.8.**

## §8.5 {Waypoint 2}

The royal cobra has razor-sharp fangs, too sharp for a statue; and, on a second look, their resin-like surface is stained... by blood!


- ♦ The active Hero can spend 1  to voluntarily wound himself with the snake's teeth in one of these two ways:
  - ❖ Gently touch the teeth with one finger; if so: **go to §8.24.**
  - ❖ Strongly press his arm against the teeth; if so: **go to §8.12.**

## §8.6 {Waypoint 4}




The mirror's liquid surface wavers until the reflection of the hero merges with that of the hero standing on the other side of the wall. The mirror's frame flares up with a shifting light that is quickly absorbed by the mirror itself. The reflection of the two heroes fades into a magical glowing orb floating in a nearby room.

- ♦ Place one **Charge** token {Side 2, representing the **Soul Light Globe**} over Location **A** of the **20A** map tile.







- ◆ Any Hero can spend 1  to pick up the **Charge Globe** token from its area. A Hero can drop the carried **Charge Globe** in the Hero's area {without changing the token side} as a Free Action. The **Charge Globe** can only be used to proceed with this Story Event task and cannot be used for other **Powers** or **Items**. If a Hero dies while carrying the **Charge Globe**: move it back to its original Location A.

With this, the mirror appears to lose its enchantment, and the hero has a moment to decide whether to remove it from the wall or leave it there.

- ◆ Remove Waypoint 4 from the Quest.
- ◆ If the active Hero wants to attempt to collect the mirror from the wall: he must roll 1 **Red** Die + an additional **Red** Die for each unused power  that the Hero decides to immediately flip to 2 .
- ❖ If the hero rolls at least 1 : go to §8.11.
- ❖ **Otherwise**: The mirror becomes a standard mirror and remains fixed to the wall... nothing else happens.

## §8.7 {Waypoint 2}

The hero is convinced that a lever or other hidden contraption will allow him to enter the lit room if only he could find it.

- ◆ The active Hero can spend 1  to search for levers or secret passages in the room; if so: he must roll 2 **Blue** Dice and 1 **Red** Die:
  - ❖ A  Hero may reroll up to **Soulrank/2** Dice after the first attempt.
  - ❖ A  hero may flip the side of up to **Soulrank/2** Dice to the opposite side.
  - ❖ If the Hero obtains three different results {in terms of Die faces}: go to §8.9.
  - ❖ **Otherwise**, if at the end of a roll there are two or more : go to §8.10.
  - ❖ Any other result: nothing happens.


## §8.8 {Waypoint 4}

As the hero's touch breaks the mirror's surface, the reflecting liquid completely envelops him and teleports him to the other side of the wall, leaving him unharmed but dazed!

- ◆ The active Hero immediately moves over Location B.
- ◆ Unless **Save**, the Hero suffers **Slow**.

## §8.9 {Waypoint 2}

Fumbling around beneath the rim of the chasm, the hero finally finds a lever! When it is pulled, a thin catwalk rises from the chasm, allowing the party to reach the room beyond.

- ◆  Take the **15A** map tile and connect it with the **4B** and **14B** map tiles, as shown.
- ◆ This Paragraph cannot be resolved anymore during this Quest.





## §8.10 {Waypoint 2}

Hidden in a crack of the wall, a small scorpion, startled by the hero, stings the searching hand, then scurries away!

- ♦ The active Hero suffers 1 **HP** and then, unless **Save**, **Stun**.

## §8.11 {Waypoint 4}

The mirror comes easily away from the wall, a splendid and powerful artifact!

- ♦  Take the **Mirror of the Soul Quest** card and place it in the active Hero's area.




## §8.12 {Waypoint 2}


The sharp fangs of the cobra statue pierce the arm of the brave hero...

- ♦ If "**Quest VIII/Trial of the Snake**" was noted for the active Hero: go to §8.14.
- ♦ **Otherwise:**  
...and the pain is unbearable! Beyond the physical damage, the resin teeth of the statue secrete a powerful venom that burns in the hero's veins!  
♦ The active Hero suffers 2 **HP**, **Poison II**.

## §8.13 {Story Event 1}

The light orb wielded by the immortal champion annihilates the darkness, igniting two magical braziers and revealing a crystal artifact in the center of the room. But the shadows do not disappear entirely: on the contrary, they coalesce into a gigantic guardian snake!

- ♦  Take the **5B** map tile and place it adjacent to the **10A** map tile as shown:
- ♦  Place the following elements as shown: Waypoint 1, 1 Treasure Chest, the  **Green Serpent** Enemy, and the Shadow token if 4+ Heroes.


**Note:** When the  **Green Serpent** dies, remove it from the Quest.

- ♦ Place the Story Event 1 card {revealed} on top of the Event deck.
- ♦ Remove the **Charge Globe** token from the Quest.



## §8.14 {Waypoint 2}


...and answering this gesture, the sands of the floor flow back and reveal a room protected by a closed door. Although the teeth sank deep into his flesh, the hero is completely unharmed!

- ♦  Take the **17B** map tile and connect it with the **14B** map tile. Place also a Locked Door and Waypoint 3, as shown.
- ♦ **This Paragraph cannot be resolved anymore during this Quest.**




### §8.15 {Waypoint 1, Waypoint 3, Waypoint 5}

The crystal lying before the hero sheds light from within, surely one of the artifacts from Silune's vision. It will only take one blow to destroy it, although the material seems strong.

- ◆ The active Hero may perform an attack with a Weapon, an **Item**, or a Power {spending the required activity} to attempt to destroy the crystal.
  - ❖ If the attack obtains at least a number of  equal to the related Waypoint Number {so, 1, 3, or 5}: go to §8.17.
  - ❖ Otherwise: nothing happens.


### §8.16 {Story Event 2}

Several braziers light this strangely symmetrical room. The hero stands on a raised dais, while beneath him, several snake statues grace the room, items piled near their plinths. But what captures the hero's gaze is the large pit seething with snakes protecting a glorious weapon, and the massive construct towering over it: a slowly awakening golem, rising to meet the threat of the heathen hero!

- ◆ Place the Story Event 2 card {revealed side} on top of the Event deck.
- ◆  Place the **Red Soul Eater** Enemy over the Waypoint X area; it enters play **Stunned**. Remove its **Stun** Condition if **Soul Eater** is attacked **or** at the end of the next Enemy Turn.
- ◆ If the **Red Soul Eater** dies: remove it from the Quest and go to §8.18.

### §8.17 {Waypoint 1, Waypoint 3, Waypoint 5}

The Gods' champion strikes the crystal with such divine might that the shards fly like a swarm of fireflies in the flickering light of the braziers!

- ◆ The Party gains 1 .
- ◆ Take the Waypoint related to the area of the destroyed crystal and place it near the Story Event deck.
  - ❖ If Waypoint 1, Waypoint 3, and Waypoint 5 are all present near the Event deck: go to §8.26.
  - ❖ If Waypoint 1 and Waypoint 3 are both present near the Event deck: go to §8.20.


### §8.18 {Story Event 2}

The heroes' final blow damages the construct beyond repair, and the dark energy from its chest changes in color, becoming an intense red enveloping a small artifact: a precious shard of black marble carved with the countenance of the God Mir. Judging from its shape, this shard might be the right section of the holy symbol of the Three. The divine power of this relic is so great that it can be felt even from this fragment, and the fact that Aspides managed to harness its power is a witness to her command of dark magic!

- ◆ The Party gains the **Mir Shard Quest** card.

### §8.19 {Waypoint X}

In the snake pit rests a whip of untold beauty and unique craftsmanship. A sorcerous barrier prevents all but a naked hand from attempting the recovery of this precious item.

- ◆ The active Hero can spend 1  to attempt to pick up the ancient weapon; if so: go to §8.21.



## §8.20 {Waypoint 1, Waypoint 3, Waypoint 5}

With both artifacts destroyed, the protection glyph over the main hall vanishes, and the heroes may march toward the final confrontation in the temple!

- ◆ Remove the Magic Lock token on the Locked Door located on the edge of the **16B** map tile from the Quest.

## §8.21 {Waypoint X}









It will be hard to collect the magnificent weapon: venomous snakes await, coiled in threat against the unprotected hand!

- ◆ Unless “**Quest VIII/Trial of the Snake**” was noted for the active Hero, he must roll 2 **Red** Dice and 2 **Blue** dice:
  - ❖ He suffers a **Poison II** effect for each **Red** Die not showing a  result.
  - ❖ He suffers a **Poison I** effect for each **Blue** Die not showing a  result.
- ◆ If the active Hero is still alive: take the **Viper's Tongue Quest** card and place it in the active Hero's area.
- ◆ Remove Waypoint X from the Quest.

## §8.22 {Story Event 3}

As the heroes cross the threshold of the ritual chamber, they face Queen Aspides herself, chanting a ritual from atop the main balcony. *“I must praise your persistence; no one before you dared so much! But now you must pay for your desecration. And after your death, I will display your mutilated bodies to the entire kingdom so that your failure will serve as a warning against further rebellion!”* Almost ready for the fight, Silune psychically contacts the party: *“Take care! My wicked sister is invulnerable thanks to a sorcerous barrier that surrounds her: it is tied to yet another artifact! You must find and destroy it; otherwise, our efforts will have been in vain!”*





With these words in mind, the party rapidly surveys the hall decorated with serpent statues. Judging from the architecture, one corner might hide a small crypt... but there is no obvious way to enter it!

- ◆ Place the Story Event 3 card {revealed side} on top of the Event deck.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Move the  **Spawn Gate** over Location C of the **3B** map tile.
- ◆  Place the  **Green Serpent** Enemy over the  **Spawn Gate**.  
**Note:** When the  **Green Serpent** dies, remove it from the Quest.
- ◆  Place the **Purple Aspides** Master Enemy {**Elven Form**} over the  **Spawn Gate**. Please note that this Enemy uses the **Red Elf Priestess** Figure.
- ◆ Until the Quest indicates otherwise, **Aspides** cannot be killed in any way. She can be wounded and suffer **Conditions** but can't die. In addition, ignore her **Gods' Bane** power, and she always attacks with **Cursed Bolt** instead of the **Royal Whip**.
- ◆ Assign the **Menace** token {I} to the active Hero.



### §8.23 {Waypoint 6}

Besides the countless items in the room, the hero finds that the large serpent statue stands before a window, above a space where the crypt should be! With a good shove, the symbol of this unholy cult itself might become a weapon to destroy it!

- ◆ The active Hero can spend 1  to push the statue through the window; if so: he must roll 3 Red Dice:
- ❖ A  Hero may reroll up to **Soulrank/2** Dice after the first attempt.
- ❖ A  hero may roll 1 additional Red Die during the attempt.
- ❖ If the Hero obtains at least 3  : go to §8.25.


### §8.24 {Waypoint 2}

The hero decides to lightly touch the sharp fangs of the statue. With a shiver, he sees a single drop of blood form, but besides this and a little thrill lasting for an instant, nothing else seems to happen.

- ◆ The active Hero suffers 1 HP.
- ◆ Take note of “**Quest VIII/Trial of the Snake**” for the active Hero only.
- ◆ Go to §8.3.

### §8.25 {Waypoint 6}

The hero shoves the statue, sending it crashing to the floor below, thus revealing a secret crypt!

- ◆ The Party gains 1 .
- ◆ Remove Waypoint 6 and both Wall tokens located in the 3B map tile from the Quest.

### §8.26 {Ending}

With the destruction of the last artifact, Queen Aspides becomes aware of her mortality, and so decides to abandon the confrontation, opening a portal to escape. The dimensional rift begins to close, then halts as Silune appears, using her sorcery to prop it open.

Mastering the magic lightning emanating from the spell, Silune speaks to the heroes: *"She is afraid now! We must annihilate her; heed my will!"*

The echo of these words creates a strange suspense in the temple room...

**Rewards:** The Party gains 3 .

**Next:** Travel in the **Underreign** map to **Serpent Citadel {Quest IX}**.

### §8.27 {Ending}

The spires of the cult of the snake choke the heroes, smothering their lives and the hope of freedom for the people of the Underreign.

**Next:** Travel in the **Underreign** map back to **Aspids' Temple {Quest VIII}**.



# In the Coils of the Serpent



## §9.1 {Introduction}

Lady Silune’s soliloquy betrays her clear lust for power! Who is Lady Silune, a righteous princess concerned only for her people or a nascent tyrant, worse perhaps than her diabolical sister?




## Soul Nature Choice

Lose 3  to follow the opposite behavior **OR** gain 3  to follow the natural behavior.

<b>Law</b> 	Face Silune...	Go to §9.4
<b>Chaos</b> 	Obey Silune...	Go to §9.3

## §9.2 {Night}

If the heroes remain strong, this starless night will bear witness to the will of the Gods, an end to that which should never have been and, perhaps, a new beginning for this shadowy realm.

- ◆ The Party gains 3 .





## §9.3 {Introduction}

Silune’s words paint a clear picture of her craving for power and the terrors she will unleash should she take the throne. However, the party cannot deny that her assistance brought them to the verge of success. With this in mind, the heroes decide to bend to the will of the cursed elf princess and ready themselves to enter the portal, both to accomplish the will of the Gods and to be free at last... after all, the end justifies the means.

- ◆ Take note of “**Quest IX/Queen Silune**”.
- ◆ Go to §9.6.

## §9.4 {Introduction}

The mad craving for power so obvious in Lady Silune's words steels the party's resolve: they must face the mad princess before it is too late. The Gods would scarce approve of replacing one tyrant with another! Silune reads the heroes' thoughts and falls back, covered by her guards: *"You fools! You rebel now that I no longer need your services? Nothing shall part me from the power rightfully mine by birth! You will die!"*

- ◆  Place the  **Blue Elf Witch** Enemy over the  **Spawn Gate**.
- ◆  Place the **Red Elf Priestess** Enemy on the 17B map tile.
- ◆ If there are 4+ Heroes:  place the  **Green Elf Assassin** Enemy over the  **Spawn Gate**.
- ◆ Resume play until the **Red Elf Priestess** dies, then take her rewards {Loot, Treasure, and **Soul Points**} and go to §9.5.

## §9.5 {Introduction}

Silune stands mortally wounded by those she counted on as allies. Though clinging to life she spends the last of her strength to speak to her slayers one last time: *"Your betrayal means nothing to me now as I stand on the edge of the abyss of death, but let me make one last request; please, enter the portal! The spell will fail with my life! Defeat my sister, and let my death not be in vain!"*

Any moral judgement must wait until after the final battle: the heroes steel their resolve and enter the portal.

- ◆ Remove the **Red Elf Priestess** from the Quest.
- ◆ Remove from the Quest and from the Enemy discard pile any **Green Elf Assassin** and **Blue Elf Witch** in play {without gaining their rewards}.
- ◆ Go to §9.6.

## §9.6 {Introduction}








The clash of steel and battle cries herald the arrival of the young cleric Claudius and several allies to the temple hall: *"Gods be praised, you are alive! Your revolt echoes in the capital, and the rebellion grows, although slowly. You truly are the will of the Gods made manifest. You have the power, so please face the evil one and free us!"*

- ◆ If completely achieved: The Party can immediately resolve the **Venture III Quest** card without being at a **Venture Outpost**.
- ◆ The active Hero may acquire 1 **Consumable Item** from the **Emporium** deck for free.
- ◆ Each Hero can purchase up to 2 **Item** cards from the **Emporium** deck by paying their costs.
- ◆ Each Hero can use the **Buildings** of the **Mantis Site Sheet** {except the **Tavern**} by paying the related costs. Each available **Guild Building Quest** card can be used to hire the related **Mercenary** for free.
- ◆ Once Ready, go to §9.7.





## §9.7 {Introduction}

The magic portal teleports the heroes to the tunnels of the Citadel of the Serpent, a deranged, self-celebratory building carved within an Underreign volcano. Though sprawling and labyrinthine, the Citadel is still under construction. The arcane words of a sorcery echo among the lava galleries... a dark omen of something terrible that will come to be should the queen be left unhindered!

- ◆ Each Hero refreshes his used Powers and then must roll a **Blue Die**.
  - ❖ If : Place his figure {together with any Companion/Familiar} over Location A in the **13B** map tile.
  - ❖ If : Place his figure {together with any Companion/Familiar} over Location B in the **14B** map tile.
  - ❖ If : The Hero suffers 1 **HP** and must roll the die again.
- ◆ Remove from the Quest the  **Spawn Gate** and the map tiles **3B**, **15A**, and **17B**.
- ◆ If the Party has at least one **Aneres/Enomis/Mir Shard Quest** card: open the **Shrine** over the **13B** map tile. Also open the **Shrine** over the **14B** map tile if the Party has at least 2 **Shard Quest** cards. Each time a Hero resurrects using one of these Shrines, roll a **Red Die**. If at least 1  is rolled: close that **Shrine**.
- ◆ Open the  and  **Spawn Gates**.



## §9.8 {Waypoint 1}

The unfinished evocation device carved from the volcanic rock before the hero is imposing, and yet it appears to have several weak spots that would crumble it to rubble!

- ◆ If this is the first time reading this Paragraph: place +1  token and then 6 **HP** per Hero near this Waypoint. It represents the **Spawn Gate**, and it can be targeted, attacked, and wounded in the same way as a standard Enemy {it ignores **Conditions** and any other combat effects}.
- ◆ If this Waypoint reaches 0 **HP**: remove it and the  **Spawn Gate** from the Quest.


## §9.9 {Waypoint 2}

This unfinished evocation portal, carved from volcanic rock, stands mighty before the hero, yet appears to have several weak points that could be struck to shatter it!

- ◆ If this is the first time reading this Paragraph: place two +1  tokens and then 4 **HP** per Hero near this Waypoint. It represents the **Spawn Gate**, and it can be targeted, attacked, and wounded in the same way as a standard Enemy {it ignores **Conditions** and any other combat effects}.
- ◆ If this Waypoint reaches 0 **HP**: remove it and the  **Spawn Gate** from the Quest.

## §9.10 {Waypoint 3}

The flames burn hotter here, where the magma rises from the heart of the volcano and flows with primal fury, turning the thin layer of soil into a river of lava!

- ◆ As detailed in the **Special Quest Rules**, each time a non-flying Character moves in this area, he must roll a **Red Die**. If at least 1  is rolled: he suffers **Fire II**.

## §9.11 {Story Event 1}





Finally, the search among the tunnels reveals the lair of the tyrant Aspidēs! The fearful elven queen, surrounded by her unholy cultists, floats above a breach, the hellscape beyond which could only be the abyss! Smiling wickedly, Aspidēs dips her whip into the energy of the demonic portal: the weapon's tip sprouts three infernal snakes, ready to deal death!

- ◆ Discard the Story Event 1 card.
- ◆  Take the **6B** map tile and connect it with the **16A** map tile as shown.
- ◆  Place the following elements as shown: Waypoint X, 1 Shadow, 1 Treasure Chest, the  **Blue Black Dwarf** Enemy, and, if there are 4+ Heroes: the  **Blue Black Dwarf**.
- ◆  Place the **Purple Aspidēs** Master Enemy {**Elven Form**}; please note that she uses the **Red Elf Priestess** figure and the 3  **Quest** cards as detailed in her **Gods' Bane** power over Waypoint X. Assign her 1 additional  for each Event in the discard pile; these additional shields must be discarded forever once used.
- ◆ Assign the **Menace** token {1} to the active Hero.
- ◆ At the end of next Enemy Turn, if **Aspidēs** was not activated: activate her.
- ◆ Resume play until **Aspidēs** reaches 0 HP, then gain her rewards {Loot, Treasure, and Soul Points}, leave her figure on the map, and go to §9.13.



## §9.12 {Waypoint X}


The metallic structure surrounding the demonic breach seems to be made to channel the abyssal energies. Beyond the veil of magic, among the green flames, the heroes can see a huge black crystal tower surrounded by several tentacles emerging from a raging sea... another dimension, no doubt, and one blessedly far away from this one!

- ◆ Each Hero over this Waypoint, if not engaged in combat, can spend 1  to imbue his hands with the power of the abyssal rift. If so:
  - ❖ Put a Charge  on the Hero card. In the next Time Phase, flip that **Charge** token to side 1, and then discard it in the subsequent Time Phase. While there is a **Charge** token on the Hero card, each Hero attack obligatorily inflicts +1  **Bash, Bash** {this means that each attack moves the defender 2 areas away}  **Stun**.
- ◆ This action can be repeated by each Hero once his charge is discarded.

### §9.13 {Story Event 1}

The heroes deal several mortal wounds to the queen. But Aspides, seeing her mutilated body, issues forth an evil laugh! *"Mwahahah, you poor fools! My iron will is all that keeps the demon inside me at bay... my demise is your death. Feel the fury of the abyss!"* With a quick motion, the elf's neck breaks, as though by an invisible force that then drags her lifeless body into the breach.

A bone-chilling hiss, then a wave of green flame heralds the invocation of the demon... a gigantic creature, half elf, half serpent, forged in hell, with an aura capable of dimming the very powers of the Gods! Her gaze can petrify, her scales turn aside mortal blows, while her wrists and tails sprout sharp blades. This demon is death encased in foul flesh. Although her words in hellspeech are beyond understanding, she is clearly poised to strike at the heroes!

- ◆ Discard any revealed Event card on top of the Event deck.
- ◆  Take the Event 4 card {face down} and shuffle it with the first unrevealed Event on top of the Event deck.
- ◆ Close all the open **Shrines** on the map.
- ◆ Unless **Save**, each Hero within 3 areas from **Aspides** suffers **Five 1**.
- ◆ Flip the Master Enemy Scroll of the **Purple Aspides** to the **Snake Form Side** {discarding any wounds, tokens, and Conditions}.
- ◆ Replace the **Red Elf Priestess** figure with the **Purple Aspides Snake Form** figure and place it in the Waypoint X area.
- ◆ Assign the **Menace** token {II} to the Hero who dealt the mortal blow to **Aspides**.
- ◆ Each Hero within 1 area from the **Purple Aspides** figure must move 1 area away from her.
- ◆ At the end of next Enemy Turn, if the **Purple Aspides** was not activated: activate her.
- ◆ Resume play until the **Purple Aspides** reaches 0 HP, then, before she dies, go to §9.17.



### §9.14 {Day}

The damage inflicted to the demonic queen marks the dawn of a new hope for the heroes...

- ◆ If the Party has all three **Aneres**, **Enomis**, and **Mir Shard Quest** cards: go to §9.18.
- ◆ Otherwise: go to §9.16.



## §9.15 {Story Event 2}

The volcano hosting the unholy temple erupts with fearsome force, spewing fire and brimstone. The bards will surely sing of when the very forces of nature joined this epic battle!

- ◆ Unless **Save**, each Hero suffers **K.O.**
- ◆ Place a **Fire 2** token in the Waypoint 3 area and also in the four adjacent areas of the **1B** map tile.

## §9.16 {Day}

... yet these very wounds increase Aspides' abyssal power, which, thanks to the peculiar structure of the temple and her proximity to the breach, grows to eclipse the will of the Gods. The deities are forced to almost abandon their immortal champions in this final battle.

- ◆ Remove any **Shrines** from the Quest.
- ◆ From now on, in each Time Phase, any **Ghost Soul** Hero can resurrect in his current area, but spending **twice** the usual **Soul Points** cost (so a **Soulrank III** Hero must spend 6 **Soul Points** to resurrect).

## §9.17 {Story Event 1}

Ignoring the many wounds inflicted by the heroes, the demon keeps fighting! Yet, for but an instant, her face becomes Silune's, to utter these words:

*"The energy from the breach makes her immortal! This body can only be annihilated in the heart of the volcano!"* As Silune's visage fades, the demon returns and resumes her battle, seemingly unaware of what has just happened.

- ◆ The **Purple Aspides** can't die by reaching **0 HP**; she remains alive with **0 HP** and, while in this state, must ignore her **Abyssal Snake** power, can suffer **Stun**, and can be still attacked and wounded {to manage the **Menace** token}, but her **HP** can't go below **0**.
- ◆ Each time the **Purple Aspides** is activated while with **0 HP** left, use the following behavior rules instead of the ones printed on its Enemy Scroll:


**{0}** Attack the engaged Hero with **Wristblades**. → If engaged with **2+** Heroes: use **Stone Gaze**, otherwise: move **1** area toward the Waypoint X area.

**{+}** Move up to **2** areas toward the Waypoint X.

- ◆ If, at the beginning of any of her Activations, she is over Waypoint X: the **Purple Aspides** heals **3 HP** per Hero to self and regains her normal status {using the behavior rules indicated on the Enemy Scroll}. Each time she is brought to **0 HP**, she returns to the behavior described in this Paragraph.
- ◆ Resume play until the **Purple Aspides** {with **0 HP** remaining} moves over the Waypoint 3 area, then go to §9.19.

## §9.18 {Day}

... for as powerful and deep as the darkness of the abyss can be, the strength of the holy fragments reunited in a single, divine relic is without equal! The will of the Gods manifests as a blinding light that wounds and blinds all enemies of the only True Faith!

- ◆ The **Purple Aspides** and any other Enemy suffer **3 HP** and **Blind**.
- ◆ The Party gains 3 .
- ◆ Open all **Shrines** on the map.

### §9.19 {Ending}

The thin layer of rock, weakened by the magma below, gives way beneath the demon queen! The volcano's searing heart does what no mortal blade could and burns away the extraplanar creature: among the eternal fires of the Underreign, the unholy life of Aspides ends once and for all.

◆ If "**Quest IX/Queen Silune**" was noted: go to §9.20.

◆ Otherwise: go to §9.21.

### §9.20 {Ending}

With the demise of Queen Aspides and the destruction of her demonic host, the Strife of the Sisters, as the bards will one day sing it, comes to an end. The deeds of the heroes have deposed Aspides and brought Lady Silune to the throne. Although now there is religious freedom, Silune's thirst for power is unquenchable... as the lady herself admitted before the final battle. Only the Gods know if the choice made by the Heroes is right, or if they have just exchanged one tyrant for another.

◆ Go to §0.93.

### §9.21 {Ending}

This tragic ending closes the chapter of history that will become known as the Strife of the Sisters. No tear will be shed for the demonic Aspides, but her sister Silune leaves grief and lamentations behind. Although reasonable, the killing of the elven lady with moon eyes will never be forgiven by the denizens of the Underreign. Only the Gods know what would have been accomplished by the life the heroes cut short, as in her lived both hunger for power and compassion for her people... and no one can tell which would have prevailed.

◆ Go to §0.93.

### §9.22 {Ending}

*"Good always triumphs over evil"* is just a sentence to sweeten the bitter truth, a truth often made of pain, death, and hopelessness, a truth that allows evil to triumph, obliterating everything under the grim shroud of defeat.



Next: Travel in the **Underreign** map back to **Serpent Citadel {Quest IX}**.



## EIGHT LEGGED FREAKS







### §10.1 {Waypoint 1}

The dusty table bears cracked lamps and a ratty scroll, held open with chunks of unrefined ore. Written on the scroll in a careful hand are the following words: *“These doors are the only thing that stand between you and the vermin-infested mines. Open them at your own risk. Lastly, a dwarven hint: find at least one pickaxe and one torch to bear with you. Never descend into a mine without fire and a pickaxe!”*

- ◆  Place the **Dwarven Pickaxe Quest** card in the Shrine’s area.
- ◆  Search for the **Torch** card in the **Emporium** deck and, if available, place it in the Shrine’s area.
- ◆ Remove Waypoint 1 from the Quest.

### §10.2 {Waypoint X}

A statue of a fierce dwarven miner, armed with a massive maul, towers over a line of waiting minecarts. Beyond the carts, decaying rails disappear into the darkness. A scroll pinned to a support beam by a rusting dagger warns, *“Beware! By now the railway switches are rusty enough to make a troll sneeze. Use the carts at your own risk; once you climb aboard, you are at the mercy of the rails. If you care for your life, don’t use them... otherwise, all aboard and pull the lever!”*

- ◆ Any Hero over this Waypoint can spend 1  to mount a mine cart and activate the lever by rolling 3 **Blue** Dice and choosing the preferred result. If  is rolled, it must be chosen obligatory.
- ❖ If  : go to §10.5.
- ❖ If  : go to §10.6.
- ❖ If  : go to §10.8.
- ❖ If  : go to §10.7.







### §10.3 {Waypoint 5}

A deep pit with a complex system of ropes and tackles...

- ◆ If this is the first time reading this Paragraph: go to §10.15.
- ◆ Otherwise: go to §10.16.

### §10.4 {Waypoint 3}

The room looks like a switch area for the mines; from here the cart can be used again to reach other galleries.


- ◆ Any Hero over this Waypoint can spend 1  to mount the mine cart and activate the lever by rolling 3 **Blue** Dice and choosing the preferred result. If  is rolled, it must be chosen obligatory.
- ❖ If  : reroll the Die until a different result is rolled.
- ❖ If  : go to §10.6.
- ❖ If  : go to §10.8.
- ❖ If  : go to §10.7.




## §10.5 {Waypoint X}

The tracks end at a crossroad between two tunnels. Walking is the only option from here on. Before taking a step, the heroes can't help but marvel at the dwarven craftsmanship that has made the two tunnels so perfectly symmetrical.

- ◆ If this is the first time reading this Paragraph:

- ❖  Take the following map tiles and place them on the table {not connected with any other tile}, as shown: **9B**, **10B**, and **18A**.

- ❖  Place the following elements as shown:  
Shadow tokens, Waypoint 3,  
 **Spawn Gate** {open},  
2 , two Search Areas,  
and two **Nests**.


- ◆ Place the Hero {and his Familiar and Companions} over the  **Spawn Gate** of the **18A** Map tile.






## §10.6 {Waypoint}

After a long ride, the cart stops in a wide chamber with a ceiling held aloft by pillars of unworked stone, and some shallow pits that look difficult to climb barehanded.

- ◆ If this is the first time reading this Paragraph:

- ❖  Take the following map tiles and place them on the table {not connected with any other tile}, as shown: **11A**, **12A**, and **15B**.










- ❖  Place the following elements as shown: Shadow tokens, Normal Door, Waypoint 4,  **Spawn Gate** {open}, 2 , one Chest, and one **Nest**.

- ◆ Place the Hero {and his **Familiar** and **Companions**} over the  **Spawn Gate** of the **12A** Map tile.



## §10.7 {Waypoint}





The lever jams! Dust and debris block the mechanism, and it must be cleaned to make it work again.


- ◆  Place 1  token over this Waypoint. This Waypoint cannot be resolved again until it is fixed!
- ◆ Any Hero over this Waypoint can spend 1  {if  or  } or 1  {if  or  } to fix it by discarding the  token.

## §10.8 {Waypoint}

The cart lurches to a halt in a small cave. Judging by the minerals and ores partially mined from the walls, this is the most recent chamber to be excavated.

- ◆ If this is the first time reading this Paragraph:

- ❖  Take the following map tiles and place them on the table {not connected with any other tile}, as shown: **6A**, **16A**.
- ❖  Place the following elements as shown: Shadow tokens, Normal Door, Waypoint 2,  **Spawn Gate** {open}, 1 , one Search Area, and one **Nest**.

- ◆ Place the Hero {and his Familiar and Companions} over the  **Spawn Gate** of the **6A** Map tile.






## §10.9 {Waypoint}

The rope drags the hero upward, depositing him on the lip of the pit in the starting room!

- ◆ Place the active Hero {and his Familiar and Companions} over the Waypoint 5 area in the **5A** map tile.


## §10.10 {Story Event 1}

A devilish ticking echoes through the tunnels... lured by the presence of the heroes, the hungry spiders swarm from their nests, looking for food!

- ◆ Each Hero must roll 4 **Blue** Dice and 4 **Red** Dice. Take note of the number of  results rolled, then spawn one **Green Giant Spider** Enemy over the closest **Spawn Gate** to the Hero who rolled the most  results and the other **Green Giant Spider** over the closest **Spawn Gate** to the Hero who rolled the second most  results. Reroll the Dice in case of tie.
- ❖ If there is no **Spawn Gate** in the map tiles group {a group of map tiles not connected to any other map tiles} of the chosen Hero: spawn the **Green Giant Spider** over the Waypoint 5 area.
- ❖ If one or both **Green Giant Spider** Enemies are already in play: discard all their wounds and **Body Conditions** and move them as detailed above.

## §10.11 {Waypoint 4}

A strong rope tied to a winch hangs in the center of this chamber. The light filtering from the opening shows that the pit may lead to the surface.

- ◆ Any Hero over this Waypoint can spend 1  to activate the winch; if so: go to §10.9.



## §10.12 {Night}

Damage wrought by recent earthquakes combines with poorly maintained copper piping to pepper the chamber with random jets of scalding steam!

- ◆ For each area containing any number of Characters, roll a single **Red Die**.
  - ❖ If at least one ⚡ is rolled: place a **Fire 1** in that area.
  - ❖ If at least one 🌿 is rolled: place a **Fire 2** in that area.

## §10.13 {Waypoint 2}

A strong rope dangles down from above at the end of this narrow corridor. A winch with a rusting lever lies within arms reach of the rope. The light filtering from the opening shows that the pit may lead to the surface.

- ◆ Any Hero over this Waypoint can spend 1 ⚠ to activate the winch; if so: go to §10.9.

## §10.14 {Quest Objective}

As the heroes destroy the last nest, the brood queen skitters into sight! A huge, eight-legged creature that, instead of joining the melee looking for revenge, shoots a strand of sticky web at the closest hero and then flees! Now that the mine doors are open, should the arachnid manage to escape, it would be able to infest the nearby caves with more of its hideous spawn!

- ◆ Skip all remaining Turns of this Round, skip the Event Phase, and proceed with a new Round.
- ◆ 🔄 Place the Story Event 2 card {revealed side; it will be the Event card discarded during the next Event Phase, without additional effects} on top of the Event deck.
- ◆ 🔄 Place the **Red Elder Spider** Enemy in the Waypoint 5 area. Its 🎲 must be a 🛡, so draw and discard Enemy Power cards until a Reaction Power is drawn. If all Heroes are **Soulrank 3+**: assign a second 🎲 to the **Elder Spider**.
- ◆ Unless **Save**: the active Hero and all other Heroes in his area suffer **Slow**.
- ◆ Each time the **Red Elder Spider** is activated, use the following behavior rules instead of the ones printed on its Enemy Scroll:

🎲 Attack with **Claws**. → If engaged with 2+ Heroes and charged: use **Web Spít**.  
→ Move 1 area toward the **Begin** Area.

🎲 Move 1 area toward the **Begin** Area.



- ◆ If, in any of the next Event Phases, the **Red Elder Spider** is over the **Begin** area: go to §10.20.
- ◆ Resume play until the **Red Elder Spider** dies, then go to §10.21.





## §10.15 {Waypoint 5}

### Soul Nature Choice

 <b>Neutral</b>	Try to use the rope and tackle system...	<b>Go to §10.18</b>
 <b>Neutral</b>	Leave the rope and tackle system as it is now...	<b>Go to §10.16</b>

## §10.16 {Waypoint 5}

It is clearly impossible to use without proper instruction.

## §10.17 {Waypoint 5}

Cloaked by the darkness, one of the tackles runs fast and strikes the arm of the hero!

- ◆ The active Hero suffers **Critical**.

## §10.18 {Waypoint 5}

With echoing noises, something stirs in the darkness of the pit...

- ◆ If the active Hero has a **Torch** card in his Inventory: **go to §10.19**.
- ◆ Otherwise: **go to §10.17**.

## §10.19 {Waypoint 5}



Thanks to the light of the torch, the hero dodges a dangerous tackle and manages to pull up something! A dead body hanging from the ropes, perhaps a previous adventurer, with some usable equipment!

- ◆ The active Hero gains 1 .

## §10.20 {Ending}

Despite every effort, the arachnid escapes the mines and hides among the countless stalactites of the Underreign. The mission, however, is completed, and a dwarven messenger from the Mining Council delivers the reward to the heroes, together with these words: *"Today you accomplished a great deed, no matter the reason, but a great service nonetheless to the village of Nilmerg. From now on, our dwarven fellows will proudly call you... Mellon! Please, feel free to take advantage of the discounts offered by our Merchants if you need. Farewell, proud adventurers!"*

- ◆ Discard the **Venture I** card.
- ◆ The Party cannot attempt this Quest again during this campaign.

**Rewards:** The Party gains 1  and 25 . The Party can immediately visit the **Emporium**. The first item purchased will cost half of its price {rounded up}.

**Next:** Travel back to return to the last **Site Sheet** visited.

### §10.21 {Ending}

The arachnid's escape is ended by a mighty blow from the hero!  
The mission accomplished, the party waits for a messenger from the Mining Council. Pleasantly astonished by the sight of the spider queen's huge carcass impaled as a trophy on a pike, the messenger delivers a rich reward to the heroes, together with these words: *"Today you accomplished a great deed, no matter the reason, but a great service nonetheless to the village of Nilmerg. From now on, our dwarven fellows will proudly call you... Mellon! Farewell, proud adventurers!"*

- ◆ Take note of "**Quest X/Heroes of the Mines**" for future reference.
- ◆ Discard the **Venture I** card.
- ◆ The Party cannot attempt this Quest again during this campaign.

**Rewards:** The Party gains 1 , 50  and The **Dwarven Pickaxe Quest** card {if already in use as **Pickaxe**: flip it}.

**Next:** Travel back to return to the last **Site Sheet** visited.

### §10.22 {Ending}

Given the frequent earthquake shocks and made hazardous by the interruptions in routine maintenance of the dwarves, it is not safe to stay longer in this mine...

- ◆ If all **Quests** have been defeated: go to §10.20.
- ◆ Otherwise: go to §10.23.

### §10.23 {Ending}

Disheartened by the sight of yet another group of adventurers failing the quest, the dwarves abandon their mine, at least for some time... until then, there will be no more rewards or quests!

- ◆ Discard the **Venture I** card.
- ◆ The Party cannot attempt this Quest again during this campaign.

**Next:** Travel back to return to the last **Site Sheet** visited {the Party may apply one of the two available options in case of a failed quest as usual; see Section 4, page 6 of the Storybook}.



**The Saga Continues...**  
**Join the legend and**  
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