



Storybook

ANCIENT CHRONICLES

My name is Marcus, High Cleric of the Divine Aneres, Prior of the Monastery of Heavenshine, and the last living adept of the master Claudius, the only witness of what happened centuries ago...
And it is I, the Chronicler, who alone can tell thee of this ancient Saga.
Let me tell you of those days of high adventure!

Time flows like a swollen river, unstoppable, careless about its surroundings. This is further remarked by the fact that my life, after more than one hundred years and notwithstanding the power our Mighty Lady Aneres bestowed upon me, is fading away. I have been lucky; I have seen the resurrection of the Heroes of the Talon Coast, living witness to their glorious quest; even taking part of it, in some instances. Their memory, wherever they may be now, has aroused my curiosity and set in motion my investigations about my master, High Priest Claudius, and his knowledge of the resurrection ritual. Nay, even more than that: how did he become so close to that ancestral sorcery that he managed to perfectly control the invocation boundaries...

The time spent in remembrance and among old, crumbling scrolls, ultimately brought me to this secret crypt of the monastery, a place lit for the first time in ages by my small candle, dancing alone in the dark. Answers my age-born wisdom could not provide now lie before me, in the pages of a small worn tome entitled, "Ancient Chronicles of the Northern Lands."

The pages I am about to read seem to represent a never-ending story that repeats itself time and time again. It is a secret myth I am about to bring back to light: a legend that begins with small yet powerful words: "Recorded Memories of a Faithful Cleric of the Three Gods."
And that was how it all began...



1. HAIL, STRANGER

This manual gives detailed instructions on how to set up the Quests of this **Sword & Sorcery** {S&S} game set.

Each Quest can be played as a standalone game by using the starting values or as a part of the entire story in a unique and legendary campaign.

In campaign mode, the suggested mode of play, every achievement modifies the development of future Quests, creating a deeper and more immersive experience in the **Sword & Sorcery** storyline.

1.1 Book of Secrets

The **Book of Secrets** manual {B.o.S.} 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** {§}.

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

Note: To avoid spoiling the mood of the game, we strongly suggest this guideline:

- ♦ The active player should read from the **Book of Secrets** aloud, taking care not to read upcoming **Paragraphs** until they have been triggered.

1.2 Journey Map

The back of this manual illustrates the Underreign realm.



The Party marker can be used to keep track of the current position of the Heroes as they travel along the path arrows.

When the path reaches a Label, this will either indicate a Paragraph {example §0.1}, in which case the Book of Secrets should be read from, or a Quest {example Quest I}, in which case the story is in this Storybook {starting on page 8}. See

section 3, page 10 of the Rulebook.

2. QUEST SETUP

This section explains the structure of a S&S Quest and how to use the information to set up the game.

Each Quest is identified by the **ACT** number, which indicates the era of the Heroes' saga in which it is set, by the Quest number, and by its title.

Note: The ACT number (equal to "1" in this game set) may be used by some game effects.

2.1 Keywords & Icons

The following keywords and icons are commonly used to reference an object (card, figure, or token) during Quests, either during setup or the game:

- ◆ **Discard** means placing the object in the corresponding discard pile; it can be used again during the Quest.
- ◆ **Remove from Quest** means placing the object in the gamebox; it is no longer used during the Quest.
- ◆  and . The  (Out) indicates the corresponding object must be kept aside until brought into play during the Quest due to a Quest effect with the flipped icon  (In). **Keep in mind that  objects are not considered a part of the game at the start of the Quest.**
- ◆ Once recalled by the  icon, these objects become part of the game, so they may be reshuffled into the corresponding pile or deck when needed.

2.2 Introduction

This section describes the initial Quest background and character dialogs. The **bold text** represents the focal points of the Quest or the B.o.S. continuation.

2.3 Enemies

Indicates all starting Enemies involved in the Quest. Some may start in play while some may spawn later. Additional Enemies may join the fight due to an event or special effect. In these cases, the relevant scrolls and cards must be taken from the gamebox.

Note: Since two copies of the same Enemy (by name and color rank) exist, they are uniquely identified by 1 or 2 Wax Sigils near the name. **Each time the game requires setting up the deck using only one copy without specifying which one, choose randomly.**

Enemy scrolls can be placed in the game area accessible to all players, while Enemy cards must be set up according to the following instructions.

2.3.1 Enemy Deck

Take all the Enemy cards indicated and shuffle them face down to create the deck. The corresponding figure for each card comes into play when the appropriate card is drawn. The number of cards for this deck may vary based on the number of Heroes.

2.3.2 Enemies In Play

Indicates which Enemy figures must be placed on the map at the beginning of the Quest. The relevant Enemy cards must be selected from the Enemy deck and then assigned to the players according to the "Enemy Assignment" rules (section 15.6, page 51 of the Rulebook). When finished, shuffle the remaining cards of the Enemy deck.

2.4 Encounter Deck

Unless otherwise specified, all Encounter cards (15 cards, from A to O) are shuffled together to create the deck.

2.5 Event Cards

Event cards are mainly used in 3 ways during a Quest:

- ◆ Shuffled in the Event deck.
- ◆ Active from the beginning (in play).
- ◆ Placed on the map.

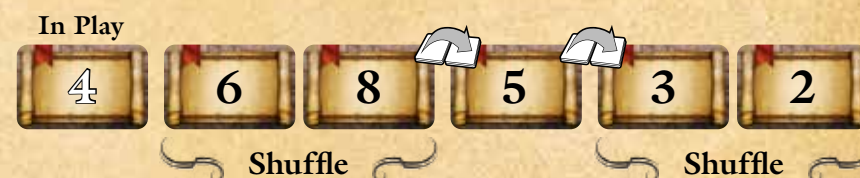
2.5.1 Event Deck

Describes how to create the Event deck. This is done by shuffling and/or adding cards to several separate stacks prior to creating the final deck. Creating the Event deck this way allows a particular Event card to be drawn in the appropriate round.

All Event cards in the deck must be face down.

The  icon indicates the group of cards to the left of the icon must be placed on top of the group of cards to the right.

This example shows how to perform the Event deck setup:



- ◆ Event 4 is in play and is treated as detailed in the next section.
- ◆ Create small stack [A], shuffling events 6 and 8.
- ◆ Create small stack [B], taking event 5.
- ◆ Create small stack [C], shuffling events 3 and 2.
- ◆ Place stack A on top of stack B.
- ◆ Place the new stack [A+B] on top of stack C.
- ◆ The Event deck {A+B+C} is now completed.

2.5.2 Event In Play

Details which event card must be brought in play  during setup. The event "in Play" must be resolved at the beginning of the Quest, before the first Hero starts his turn.

Note: Event 4 {Day} or 5 {Night} must be placed beside the Event deck once revealed. Any other event card must be revealed and placed on top of the Event deck (it will be the first Event card to discard during the first Event Phase).

2.5.3 Events On Map

Indicates which Event cards must become part of the game  and placed on the map during setup. Cards can be placed face down or face up, depending on the Quest. In either case, when a Hero reaches one of these cards, he immediately reveals it as a special activity, interrupting any other activity or game phase. After event resolution, the game resumes from where it was interrupted. If no special instructions are provided, once resolved, discard the Event card on the map.

2.6 Special Quest Rules

This section contains any special rules applying to the current Quest ONLY. These rules supersede normal game rules.

2.7 Elements On Map

This section indicates special areas on the map where Story Event cards, Waypoints, or other tokens must be placed before the Quest begins, in some cases after shuffling them. Unless specified, these elements are placed face down.

2.8 Quest Fail

This section provides the fail condition for the Quest. When this condition is met, the Quest ends immediately as a Fail, and the active player must read the indicated paragraph in the Book of Secrets.

2.9 Map Setup

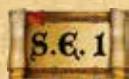
This section contains all visual instructions to build the map using the designated map tiles, walls, and tokens. The following legend details the most common Quest tokens and elements and how to manage them:



Begin

Represents the starting area[s] for the Heroes. In case of multiple areas, the Quest indicates how to manage the Heroes placement.

Note: This is visual information only. No markers physically represent this element; it is used mainly during setup.



Story Event

Story Events are usually major points for the flow of the story. Many Quests require placement of these Event cards {visible or face down, as indicated by the Quest} on the map. Each Story Event is associated with a Paragraph in the Book of Secrets. When any Hero moves over a Story Event or when it is drawn from the Event deck, the active player must immediately pause any game activity and read the indicated \$. Once done, the game is resumed.



Location

Indicates the area to be used for a particular effect or where to place a game card/token during the Quest. Until that moment, the area has no particular effects.

Note: This is visual information only, no markers physically represent this element. This is only used when indicated by the Quest.



Door



Locked Door

Place the matching Door token where indicated.

Green indicates a normal Door.

Blue indicates a Locked Door.



Chest

Take all the available Chest tokens from the box, shuffle them face down, and randomly place one in the indicated area.



Magic Lock



Magic Key

Place the Magic Lock token on the map near the associated Door or Chest. This token prevents the opening of the associated object. It can be removed only by a Hero carrying the Magic Key token or when dictated by the game.



Wall

Once placed, it follows the same rules as standard walls unless otherwise noted.



Search Areas

Take the four Search tokens from the box, shuffle them face down, and randomly place one in the indicated area.



Waypoints

Waypoints are usually minor points for the flow of the story. Many Quests require placement on the map, either face up {number is visible} or face down {number is hidden} to randomize their effect and/or position.

Just like **Story Events**, each **Waypoint** is associated with a Paragraph in the **Book of Secrets**. When any Hero moves over a **Waypoint**, the active player must immediately pause any game activity and read the indicated §. Once finished, the game is resumed. A Hero in the same area as a **Waypoint**, may reread it {if the token is still there} by spending 1 Movement Point.



Shadow

Each Shadow token must be randomly picked from the Shadow Reserve {section 15.4, page 50 of the Rulebook} and placed face down on the map. Numbers 2+ and 4+ indicate the minimum number of Heroes required to place the token. Usually, more Heroes means more Shadows in play. So, if there are just 3 or fewer Heroes, you don't need to place the 4+ tokens.

the token. Usually, more Heroes means more Shadows in play. So, if there are just 3 or fewer Heroes, you don't need to place the 4+ tokens.



Shrine

Shrines can be placed opened {face up}, where Heroes can resurrect, or closed {face down}, meaning inactive until the Quest rules open them.



Spawn Gate

Each **Spawn gate** can be placed opened {face up}, where Enemies can spawn when the die result indicates it, or closed {face down}, meaning inactive until the Quest rules open it.

2.10 Map Tiles

Map tiles are printed on two sides and may be combined in many different ways. Keep the side and the orientation of the tiles as indicated.

Tiles indicated as “Keep aside” will be used later during the Quest. If a scenario shows some map tiles as separate from the others, they represent areas that can only be accessed using the scenario's special rules.

2.11 Shadows Reserve

The reserve is the pool from which shadows are taken for the Quest. It is created by shuffling the indicated number of Shadow tokens for each type. The number of Shadows to build up the reserve depends on the number of Heroes, “2-3” or “4-5”. More Heroes require more Shadows in the reserve.

Note: The reserve may contain more tokens than required for the setup of the Quest.

2.12 Book Of Secrets

This section lists the **Book of Secrets** relative paragraph of each Story Event, **Waypoint**, or any other special occurrence involved in the Quest.

Note: Some **Story Events** and **Waypoints** may not be in play at the beginning of the Quest.

2.12.1 Soul Nature Choice

If a **Book of Secrets** paragraph contains a **Soul Nature Choice**, when resolving it, the Party, by common agreement, must choose a behavior {if the players cannot agree, the active Hero decides} based on the following:

Law - **Neutral** - **Chaos** - **Chaos**

Law and **Chaos** are considered opposite behaviors, while **Neutral** is adjacent to both.

The active Hero {on behalf of the party} can then select any available behavior, regardless of his Soul Nature, but, most of the time, the Soul Nature Choice will indicate the consequences of following a choice considered Natural, Neutral, or Opposite with respect to the Soul Nature of the Hero who made the choice. In any case, the choice must be made based on the text detailed **INSIDE** the table, before continuing to read the relevant paragraph.

2.13 Ending A Quest

The Quest objectives are usually driven by **Story Events**, meaning Heroes must discover how to achieve their objective by following the plot of the Quest. **Only the initial fail condition is known.**

A Quest may have multiple victory and fail conditions leading to different Quests and offering different rewards, all of them described in the **Book of Secrets** Paragraphs. When the reward is designated for a particular fighting style, it can be collected only if there is a matching Hero in the party.

2.13.1 Items On Map When Quest Ends

In case of victory, all Loot tokens, Treasures and any other Item card, and Crowns on the ground within the base movement range of each surviving Hero are automatically gained, up to the maximum Item capacity of each Hero. Players must select what is left behind if they lack the capacity to carry all items.



3. PLAYING STANDALONE QUESTS

If you want to play {or replay!} a Quest in Standalone mode, each player selects one or more Heroes and prepares them using the information listed in the Standalone Quest Values section of the Quest's Storybook entry.

For example:

Standalone Quest Values

Soul Points:	Crowns:	Treasures:	Site Sheet:
2	50	1	Nilmeng

- ◆ Soul Points indicates the starting amount of Soul Points per Hero. This amount is shared and can be spent between all Heroes {before the Quest begins, following the standard rules}. **Hero Powers must be chosen according to the acquired Soulrank.**
- ◆ Crowns indicates the starting amount of crowns of the party.
- ◆ Treasures indicates how many Treasure, Quest, and Soul Weapon cards the party must draw before the Quest begins. No power can alter the drawn cards {Soul Weapon cards are not included in this box.}
- ◆ The last value indicates which Site Sheet to use for **Building** services.

Except for Quest I, all Heroes may use each building of the Site Sheet once, ignoring the  and paragraphs indicated by the sheet. They can also use the **Emporium** deck to acquire and exchange items as the last step before the Quest begins, even when the Quest explicitly prohibits it.

Note: It is suggested {but not mandatory} to assign the acquired item cards equally between Heroes.

3.1 Craft Treasure cards

While playing a Standalone Quest, **Craft Treasure cards must be ignored**; if drawn, discard them and draw new cards to replace them.



4. PLAYING S&S CAMPAIGN

Campaign mode in **Sword & Sorcery** allows you to enjoy the full game experience. Players choose their Heroes, specializing as they gain **Soulranks**, and watch them become more powerful, Quest after Quest. Heroes must choose their powers wisely, because once chosen, except in case of death, the only way to change them is with the **Wizardry Tower Building**, and it is present only in the most important cities {Site Sheets} of the realm.

Unlike the previous season of S&S, *Immortal Souls*, the Heroes now need to find and visit the **Emporium** located in the cities in order to use the **Emporium** deck.

Every item, power, characteristic, crown, and soul point in the Heroes' possession at the end of a Quest will be carried on to the next Quest, unless a game effect forces the owner to discard it {for example, a Hero ending the Quest in **Ghost Soul Form**, section 12.1, page 42 of the Rulebook}.

Before the beginning of any Quest, any player may choose a different Hero, if desired. The newly chosen Hero enters the adventure with any card available in the **Stash** and with the **Soulrank** from his last Quest {so, as **Soulrank I** if this is his first Quest}.

Each Hero starts any Quest resurrected {at no cost, if the previous Quest ended with the Hero in **Ghost Soul Form**}, with full **HP** and discarding all **Body Conditions**.

In case of a failed Quest, players can decide between these two options for the next play:

- ◆ All Heroes keep their current **Soulrank**, items, powers, characteristics, crowns, and soul points possessed at the end of a Quest. Anything used, lost, or left on the map is not regained.
- ◆ All Heroes return to the original state exactly as they started the failed Quest for the first time. This means, discard all the **Soulrank**, items, powers, characteristics, crowns, and soul points acquired during the failed Quest.

To keep track of **Soulrank** advancements and acquired items and crowns gained in a campaign, use the printable material downloadable from the **Sword & Sorcery website**:

<https://www.sword-and-sorcery.com>

4.1 Save the game at the end of each Quest

To store the cards of each Hero ready for your next session, organize them by creating a pile of cards for each Hero, with all his Items & Power cards stacked underneath the Hero card. Once done, stack all the Hero piles together and store them with the Crown and the Soul Counter owned.

4.2 Soulrank Rules For Act I

The maximum **Soulrank** limit for ACT I is IV. No Hero can go beyond it. Once all Heroes have reached this limit, additional soul points can be spent in any way that does not increase the Hero's **Soulrank**, or can be carried to the next expansion with a maximum limit of 10 Soul Points per Hero; any additional points must be discarded.

5. LEVEL OF DIFFICULTY

Sword & Sorcery may be played with different “settings”. The desired level of difficulty may be reached by enabling and combining the following optional rules:

To make the game easier:

- ◆ **Sands of Time:** Each Quest completed with no Heroes in **Ghost Soul Form** provides +1 .
- ◆ **Squire:** When a Hero dies, he becomes a **Ghost Soul** as usual, but without losing the current **Soulrank**.
- ◆ **Systematic Chaos:** During the Encounter deck setup, permanently remove Encounter card .
- ◆ **The Heroes ‘R’ Good Enough:** Any Search Area must be removed only when one of its two listed results is rolled during a Search Action; in all other cases, the Search Area remains in play.
- ◆ **Tornado of Souls:** When the Heroes defeat an Enemy, they gain an additional +1 .
- ◆ **Unbreakable:** When a Hero dies, roll a single . If : During the next Time Phase, that Hero will resurrect in his area, without losing a **Soulrank**.

To make the game harder:

- ◆ **Chaos in Motion:** Remove Encounter card .
- ◆ **Colors Move First!:** In each Round, at the beginning of the first Hero Turn, draw and apply an extra Encounter card. {Thanks to Krzysztof Pajszczyk}.
- ◆ **Empowered Enemies:** Each Enemy enters play with an additional  {max 3}.
- ◆ **Fragile:** When a Hero dies, roll a single  for each equipped **Item**; on a  result, discard that **Item**.
- ◆ **Gates of Hell:** When a Hero dies, he is banished forever from the entire Campaign. All his **Items** must be dropped in his area and another Hero, chosen among all other available Heroes not in play {if available}, can resurrect in his place. This new Hero maintains the current **Soulrank** of the just-killed Hero, decreased by 1 due to death as usual, and follows the standard game rules. {Warning, this option may require additional Hero Packs}.
- ◆ **Highlander:** **Ghost Soul** Heroes cannot resurrect using **Shrines**. They can only resurrect at the beginning of each Quest or using Items or Powers.
- ◆ **Legendary:** When building the Shadow Reserve, replace the desired number of standard Enemy Shadows with Champion  Enemy Shadows.
- ◆ **More Enemies, More Trophies:** Each time the game uses the spawn formula, spawn +1 Enemy **OR** if there are 4+ Heroes, spawn +2 Enemies.
- ◆ **Sweet Dreams:** At the end/start of each Quest, each Hero must pay 5  per **ACT** to heal all his **HP** and remove all his **Body Conditions**.

THE LEGEND BEGINS...



ACT I – Quest I

Anvil of the Gods

Introduction

A bolt of mystical light awakens the ancient heroes from the sweet oblivion of their eternal sleep. All that once was has come to be once again. As they open their eyes, the heroes contemplate an ethereal world, blurred and wrapped in a translucent white mist. A few moments later, the eternal silence of the infinite is broken by a choir: three voices sing together in their minds...

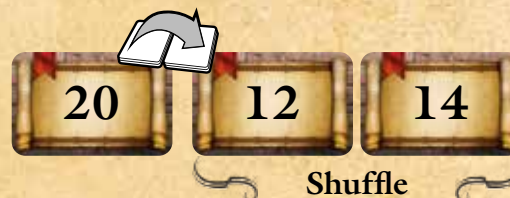
See Starting Conditions in Special Quest Rules and then read Paragraph §1.1 from the Book of Secrets.

Enemy Deck



2

Event Deck



Special Quest Rules

Starting Condition: Regardless of the chosen game mode {Campaign/Standalone}, Heroes start without any Items and in Ghost Soul Form {Hero card flipped}.

Quest Fail: The Quest fails if the last Event card is discarded, see Paragraph §1.12.

Standalone Quest Values

Soul Points:
0

Crowns:
0

Treasures:
0

Site Sheet:
None

Quest I Map Setup

Map Tiles: 4A, 7A, 15A, 17A, 19A, 20B.



Tokens on Map



1x Closed
Spawn Gate



1x Normal
Door



1x Locked
Door



1x Open
Shrine



1x Shadow



1x Shadow



4x Waypoint {1,2,3,X}

Shadows Reserve

H e r o e s		
	Enemy	Champion
2-3	0	1
4-5	1	1

Special Elements on Map

 Place the Story Event 1  and Story Event 2  cards as indicated on the map.

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	1.5	Waypoint 1	1.3
Story Event 2	1.10	Waypoint 2	1.4
		Waypoint 3	1.7
		Waypoint X	1.6

ACT I – Quest II

A Starless Sky

Introduction

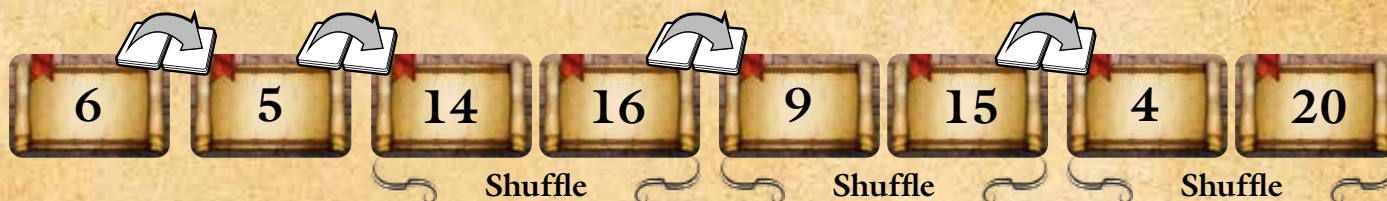
As the heroes leave the stony hearths of Nilmerg behind, a maze of galleries stretches in all directions through these subterranean lands, lands as wild and cruel as the savage predators that prowl every tunnel and crevice. Surrounded by the unknown and startled by the echo of sinister noises, the party has only one choice: they must explore the dark and gloomy caves of this forgotten world with a starless stone ceiling as its sky, seeking the road to the dread metropolis of Mantis.

Enemy Deck



2

Event Deck



Special Quest Rules

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §2.31.

Standalone Quest Values

Soul Points:

1xHero

Crowns:

20

Treasures:

1 OR ~~Aneres Shard~~ Quest card

Site Sheet:

Nilmerg

Quest II Map Setup

Map Tiles: 9B, 13A, 20B.

 Keep aside: 2A, 6A, 10B, 11A, 12A, 14A, 15B, 16A.



Special Elements on Map

 Place the Story Event 1  card as indicated on the map.

Tokens on Map



1x Open
Spawn Gate



1x Nest



1x Difficult
Overlay



1x Shadow



1x Shadow



1x Waypoint {1}

Shadows Reserve

Heroes			
	Enemy	Champion	Quest Enemy
2-3	1	1	1
4-5	2	2	1

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	2.6	Waypoint 1	2.1
Story Event 2	2.11	Waypoint 2	2.15
Story Event 3	2.26	Waypoint 3	2.23
		Waypoint 4	2.24
		Waypoint 5	2.16
		Waypoint 6	2.27
		Waypoint X	2.7

Miscellaneous

Quest Enemy	\$2.12		
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ACT I – Quest III

Blood and Sand

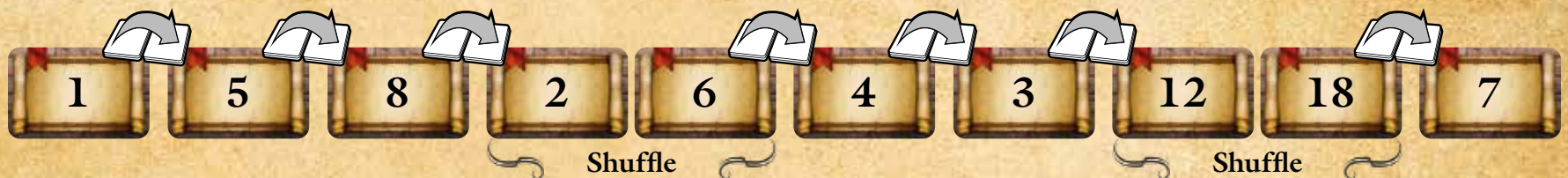
Introduction

As they regain consciousness, the heroes find themselves in a wooden-walled room, sealed by heavy iron gates. Rusty weapons and battered armor line the walls, framing frescoes depicting gladiatorial games. In front of the iron gates, a ruined statue of the Three Gods lies defaced and broken—a warning, perhaps, to leave all hope behind, including divine intervention. The room seems to have no other way out; therefore, beyond looking at the strange coins now hanging from their necks and examining the items scattered around them, the heroes can only wait for the metal gate to open and face their destiny, whatever it may be.

Enemy Deck



Event Deck



Special Quest Rules

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §3.19.

Standalone Quest Values

Soul Points:

5xHero

Crowns:

70

Treasures:

3 OR 2 + ~~Aneres Shard~~ Quest card

Site Sheet:

Dilmerg

Quest III Map Setup

Map Tiles: 1A, 5A, 9A, 10A, 17A, 18A, 19B, 20A.



Tokens on Map


1x Closed
Spawn Gate


1x Closed
Spawn Gate


1x Closed
Spawn Gate


3x Search
Area


1x Normal
Door


1x Magic
Lock


2x Barrier
Overlay


1x Open
Shrine


3x Shadow


2x Shadow


2x Waypoint {1,2}

Shadows Reserve

H e r o e s				
	Citizen	Enemy	Champion	Quest
2-3	0	1	1	1
4-5	1	2	1	1

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	3.2	Waypoint 1	3.1
Story Event 2	3.9	Waypoint 2	3.4
Story Event 3	3.16	Waypoint 3	3.12
Night	3.6		

Miscellaneous

Quest Shadow	\$3.3		
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ACT I – Quest IV

Unholy Ground

Introduction

Rubble litters this broken road, once known as the Faith Path between Amor and Lluksyarg, that is now nothing more than a nest of depravity for forsaken beings and hungry beasts. Words whispered in Amor tell the tale of Queen Aspides and her orders to ravage these sacred lands to show her immense power. It is said that the queen, tired of listening to her subjects' prayers to the Gods, called forth her arcane might and, with sorcery and spells, plunged most of the holy buildings into the abyss, creating a vast crater. After crossing yet another crevasse, the party reaches the outskirts of a small camp near the largest ruin in the area, little more than a few scattered crates and a guttering campfire. Among the threatening figures around the fire, the most disquieting is a drakendwarf, a weird hybrid between a tyrant lizard and a black dwarf. The creature's bloodshot eyes drink in the party and herald the unavoidable confrontation!

Enemy Deck



1



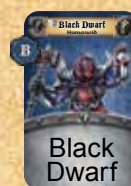
1



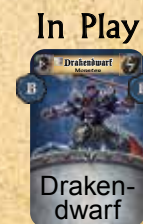
2



1



1



1

In Play

Event Deck



Special Quest Rules

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §4.30.

Standalone Quest Values

Soul Points:
9xHero

Crowns:
150

Treasures:
5 OR 4 + **Aneres Shard Quest** card

Site Sheet:
Amor

Quest IV Map Setup

Map Tiles: 7A, 11A, 13A, 14A.

 Keep aside: 5B, 6B, 9A, 10A, 15B, 16B, 17A, 18B, 20B.



Tokens on Map



1x Difficult
Overlay



1x Locked
Door



1x Search
Area



1x Chest



1x Shadow



2x Shadow



1x Waypoint {1}

Shadows Reserve

Heroes			
	Enemy	2 Enemies	Champion
2-3	1	1	0
4-5	3	2	1

Special Elements on Map

 Place the Story Event 1  card as indicated on the map.

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	4.3	Waypoint 1	4.1
Story Event 2	4.8	Waypoint 2	4.2
Day	4.22	Waypoint 3	4.17
		Waypoint 4	4.18
		Waypoint 5	4.14
		Waypoint X	4.27
Miscellaneous			
Quest Shadow	\$4.5		

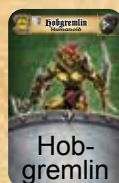
ACT I – Quest V

Corrupted Civilization

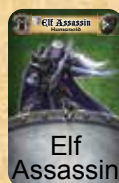
Introduction

Halfway between Amor and Lluksyarg, the party reaches the border between the tolerance of the eternal city and the martial regimen imposed by the evil queen. The border is a heavily guarded zone, patrolled by a full-strength legion and dominated by imposing walls, a watchtower, and several support buildings. Since they cannot bypass the fortifications, the Heroes know that they must keep their wits about them to safely cross the border and pass the checkpoints... hoping their fake safe conduct will be good enough.

Enemy Deck



2



2



2



2

Event Deck



In Play



Shuffle



Shuffle



Shuffle



Event In Play: The Quest begins with Event card 5 {Night} in play.

Special Quest Rules

Safe Conduct Quest card: One of the Hero {chosen by the active Hero} must start the Quest with the **Safe Conduct Quest** card in his Inventory {take it from the deck in case of a Standalone Quest}.

Shadow: To represent the Guard patrols, in each Time Phase {including the beginning of this Quest}, until the end of the Quest, do the following:

- ♦ The active Hero must roll **Red** Dice equal to the number of groups of Shadows in play {consider all Shadows in the same area as one group, so 3 **Red** Dice at the beginning}. If at least 1 is rolled: move **each group** of Shadows up to 3 areas toward the next **Spawn Gate** {losing the remaining movement if the **Spawn Gate** is reached}, following this cyclic order: → → → → → → → → →
- ♦ While one of the Heroes keep the **Safe Conduct Quest** card in his Inventory, the Shadows in play must only be revealed at {0}. This means that from distance {range {1} or more} the patrol will not attack the Party, but if a Guard Patrol shares the same area with any Hero, that group of Shadows will identify the **Safe Conduct** as a fake and a fight will be inevitable.

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §5.31.

Standalone Quest Values

Soul Points:

13xHero

Crowns:

220

Treasures:

6 OR 5 + **Aneres Shard Quest** card

Site Sheet:

Amor

Quest V Map Setup

Map Tiles: 2B, 4B, 8A, 10A, 11A, 12A, 13A, 14B, 15B, 16A, 17B, 18B, 19B, 20B.

 Keep aside: 9B

Wall Tiles: 1x between 16A and 17B.



Special Elements on Map

 Place the Story Event 1  card as indicated on the map.

Tokens on Map



1x Open
Spawn Gate



1x Open
Spawn Gate



1x Open
Spawn Gate



1x Open
Spawn Gate



4x Search
Area



2x Chest



1x Open
Shrine



2x Normal
Door



1x Locked
Door



1x Magic
Lock



2x Difficult
Overlay



6x Shadow



3x Shadow



7x Waypoint {1,2,3,4,5,6,X}

Shadows Reserve

Heroes				
	Citizen	Enemy	2 Enemies	Champion
2-3	2	3	1	1
4-5	2	3	2	3

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	5.1	Waypoint 1	5.3
Story Event 2	5.12	Waypoint 2	5.10
Story Event 3	5.25	Waypoint 3	5.6
		Waypoint 4	5.14
		Waypoint 5	5.2
		Waypoint 6	5.29
		Waypoint X	5.4

ACT I – Quest VI

Viper In One's Bosom

Introduction

Before the doors of the elven manor, Silune speaks to the party: *“My champions, behold my birthplace and home! Your quest is to escort me to the central tower; once there, I will be able to use the tower’s energy to enhance my powers and scry out the secrets of my dear sister, the queen...”* See Paragraph §6.1.

Enemy Deck



1



2

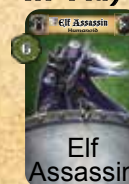


1



1

In Play



1

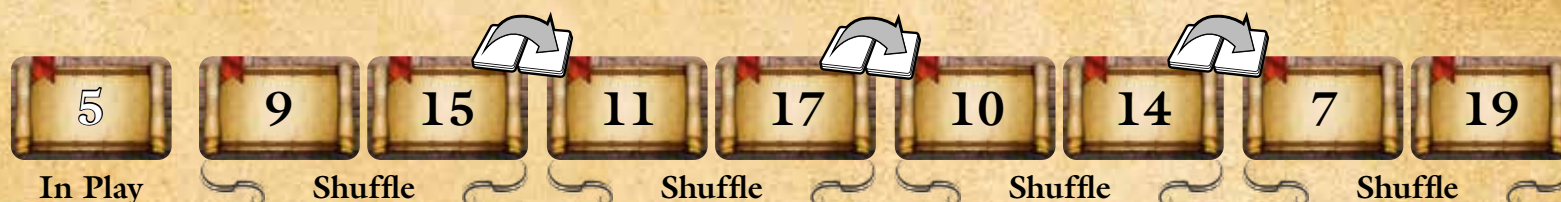
In Play



1*

* Add this Enemy into the Enemy deck **only** if there are more than 3 Heroes.

Event Deck



Event In Play: The Quest begins with Event card 5 {Night} in play.

Special Quest Rules

Waypoints 1 & X: These two Waypoints can be resolved **ONLY** when Lady Silune {represented by the Red Elf Priestess figure} moves over them. The Paragraphs must be resolved as soon as Silune is on the relevant Waypoint. All other Waypoints work normally.

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls OR Lady Silune dies, see Paragraph §6.17.

Standalone Quest Values

Soul Points:

14xHero

Crowns:

300

Treasures:

7 OR 6 + **Aneres Shard Quest** card

Site Sheet:

Lluksyarg

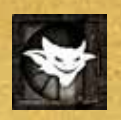
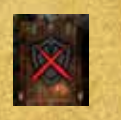
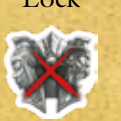
Quest VI Map Setup

Map Tiles: 1A, 3A, 7A, 8A, 9A, 10A, 11A, 12A, 13A, 15B, 16B, 20A.

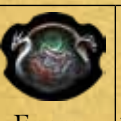
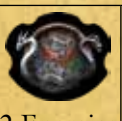
 Keep aside: 14A, 18B, 19A.



Tokens on Map

			
1x Open Spawn Gate	1x Closed Spawn Gate	1x Closed Spawn Gate	1x Closed Spawn Gate
			
1x Nest	1x Nest	3x Search Area	2x Chest
			
1x Normal Door	1x Locked Door	1x Magic Lock	1x Difficult Overlay
			
1x Barrier Overlay	1x Open Shrine	1x Closed Shrine	
			
3x Shadow	2x Shadow	4x Waypoint {1,4,5,X}	

Shadows Reserve

Heroes			
	Enemy	2 Enemies	Champion
	2-3	2	1
	4-5	3	2

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	6.3	Waypoint 1	6.2
Story Event 2	6.13	Waypoint 2	6.7
Story Event 3	6.15	Waypoint 3	6.8
Day	6.5	Waypoint 4	6.11
Special	\$	Waypoint 5	6.12
Lady Silune dies	6.17	Waypoint X	6.14

ACT I – Quest VII

Showdown

Introduction

The party is still in the royal manor when the percussions suddenly stop their rhythm and a heartbreaking melody of cithers rises. A melody recognized by Lady Silune, who almost freezes on the spot. *“My sister has unleashed her most faithful warhound, Commander Rexor. He has no equal in battle and ferocity among the cursed elves.”* See Paragraph §7.1.

Enemy Deck



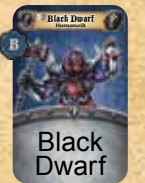
Hob-gremlin

1*



Elf Assassin

1*



Black Dwarf

1*



Drakendwarf

1*

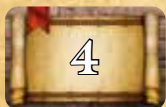


Elf Witch

1*

* Add the second copy of each Enemy if there are more than 3 Heroes.

Event Deck

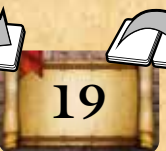


4

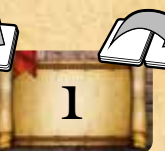
In Play



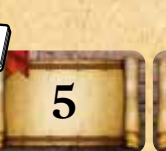
8



19



1



5

Shuffle

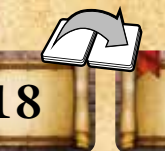


17

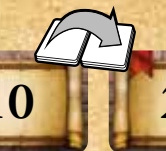


11

Shuffle



18



10



20

Event In Play: The Quest begins with Event card 4 {Day}  in play.

Special Quest Rules

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §7.12.

Standalone Quest Values

Soul Points:	Crowns:	Treasures:	Site Sheet:
17xHero	350	8 OR 7 + Aneres Shard Quest card	Luhsgarg

Quest VII Map Setup

Map Tiles: 1A, 3A, 7A, 8A, 9A, 10A, 12A, 14A, 16B, 18B, 19A, 20A.

Wall Tiles: 1x between 1A and 14A, 1x between 1A and 19A.



Tokens on Map



1x Open
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



1x Closed
Spawn Gate



1x Nest



4x Search
Area



2x Chest



1x Locked
Door



1x Barrier
Overlay



1x Open
Shrine



1x Shadow



1x Shadow



1x Waypoint {X}

Shadows Reserve

Heroes	Enemy	2 Enemies	Champion
2-3	0	1	1
4-5	1	1	1

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	7.8	Waypoint 1	7.5
Night	7.9	Waypoint 2	7.6
		Waypoint 3	7.7
		Waypoint X	7.2

ACT I – Quest VIII

Wrath of Gods

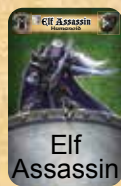
Introduction

Before breaking in, the party consults with Silune in front of the temple doors. The cursed elf lady speaks: “My sister spends today in retreat with her cultists, paying homage to the great cult of the snake. Only those of faith may pass the doors, but there is another way... my eyes can see the two artifacts that project the protection spell on the entrance: one is hidden beneath the earth, the other veiled by a darkness no eye can pierce. Find them and destroy them! Beyond these gates, your most difficult challenge awaits, yet this is also the last sacrifice to assure our victory! I would be a hindrance should I come with you, as my power is naught before Aspides, but I will remain hidden here and guide you with my visions. One last piece of advice: mind not the treasures of the temple, as they might prove fatal to your mission, although your fate, as always, is only yours to choose.”

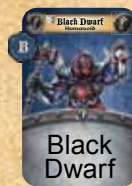
Enemy Deck



1



2

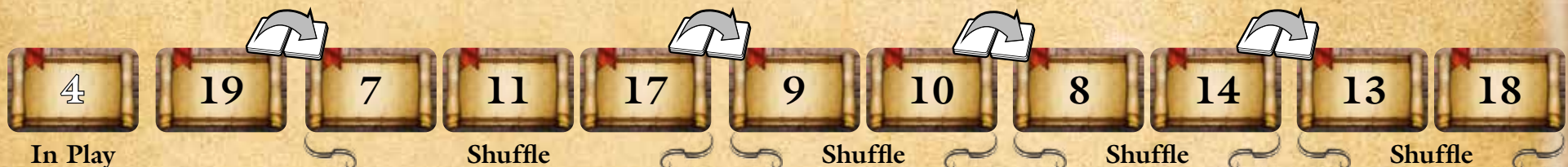


1



2

Event Deck



Event In Play: The Quest begins with Event card 4 {Day} in play.

Special Quest Rules

Story Event 1: Story Event 1 can be resolved as a Free Action by a Hero, not engaged in combat, at , when one Door {in front of him} of the 10A map tile is open, even if there is no map tile behind it.

Story Event 3: Place Story Event 3 across the first two areas of the 3B map tile. It triggers when a Hero enters either one of these two areas.

Spawn Gates: Unless otherwise indicated, each time the Quest requests to spawn Enemies, place the first Enemy over the Spawn Gate closest to the active Hero, and then roll for other Enemies as usual.

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §8.27.

Standalone Quest Values

Soul Points:

20xHero

Crowns:

450

Treasures:

10 OR 9 + **Aneres Shard Quest** card

Site Sheet:

Mantis

Quest VIII Map Setup

Map Tiles: 3B, 4B, 7A, 8A, 9A, 10A, 13B, 14B, 16B, 18B, 19A, 20A.

 Keep aside: 5B, 17B.

Wall Tiles: 1x between 10A and 20A, 2x inside 3B.



Special Elements on Map

 Place the Story Event 1 , Story Event 2 , and Story Event 3  cards as indicated on the map.

Tokens on Map

			
1x Open Spawn Gate	1x Open Spawn Gate	1x Closed Spawn Gate	4x Search Area
			
1x Chest	3x Normal Door	2x Locked Door	1x Magic Lock
			
3x Barrier Overlay	1x Open Shrine		
			
3x Shadow	1x Shadow	5x Waypoint {2,4,5,6,X}	

Shadows Reserve

Heroes			
	Enemy	2 Enemies	Champion
2-3	2	1	1
4-5	2	3	1

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	8.2	Waypoint 1	8.15
Story Event 2	8.16	Waypoint 2	8.3
Story Event 3	8.22	Waypoint 3	8.15
		Waypoint 4	8.1
		Waypoint 5	8.15
		Waypoint 6	8.23
		Waypoint X	8.19

ACT I – Quest IX

In the Coils of the Serpent

Introduction

Eyes sparkling like diamonds due to seething magical energies, Lady Silune breaks the silence: *“I can see her!!! Pride wounded and truly scared, perhaps for the first time in her wicked life! The portal will lead you to her, in the depths of the Mountain of the Serpent. End her vile life, and the people’s suffering will finally end! Instead of that foul serpent, the peoples of the Underreign will have a true queen, stronger than the foundations of the earth! And all will love me and despair!”* See Paragraph §9.1.

Enemy Deck



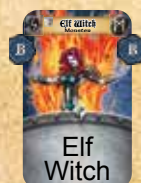
2



2



1



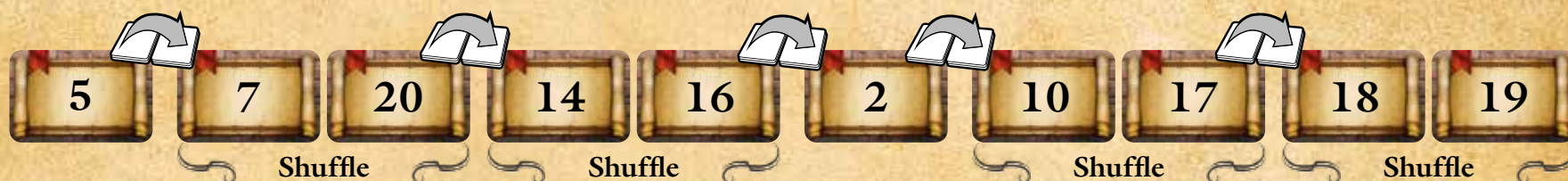
1



1*

* See **Special Quest Rules**.

Event Deck



Special Quest Rules

Standalone Quest only: Take the **Aneres**, **Enomis**, and **Mir Shard Quest** cards and roll 3 Blue Dice. For each rolled, the Party randomly gains 1 of those cards. Discard the remaining cards at the end of the roll.

Red Elder Spider: If “Quest X/ Heroes of the Mines” is noted: remove it from the Quest. **Otherwise:** shuffle it into the Enemy deck.

Waypoint 3: Each time a non-flying Character moves in the Waypoint 3 area he must roll a Red Die. If : he suffers **Fire II**. This Waypoint is considered a **Hindrance** for Enemy movement.

Quest Fail: The Quest fails if the last Event card is discarded OR all Heroes are Ghost Souls, see Paragraph §9.22.

Standalone Quest Values

Soul Points:
29xHero

Crowns:
500

Treasures:
11 + See **Special Quest Rules**

Site Sheet:
Mantis

Quest IX Map Setup

Map Tiles: 1B, 3B, 9B, 10B, 13B, 14B, 15A, 16A, 17B, 18A, 19B.

 Keep aside: 6B.



Special Elements on Map

 Take the Event 6, Event 9, and  cards, shuffle them, and randomly place one face down over each of the following Locations: C, D, and E. Discard these Event cards once resolved.

Tokens on Map


1x Open Spawn Gate


1x Closed Spawn Gate


1x Closed Spawn Gate


2x Search Area


2x Barrier Overlay


1x Difficult Overlay


2x Closed Shrine


3x Shadow


2x Shadow


3x Waypoint {1,2,3}

Shadows Reserve

Heroes			
	Enemy	2 Enemies	Champion
2-3	2	1	1
4-5	3	1	2

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	9.11	Waypoint 1	9.8
Story Event 2	9.15	Waypoint 2	9.9
Day	9.14	Waypoint 3	9.10
Night	9.2	Waypoint X	9.12

ACT I – Quest X

Eight-Legged Freaks

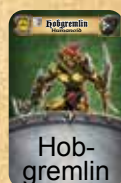
Introduction

Determined to gain the reward promised by the dwarven bounty, the heroes stand before the abandoned mine, steeling themselves to destroy the creatures that lurk within! Just outside the mine gate, a wooden sign dangles from rotting fastenings, bearing the following ominous words: *“To receive the reward, hunt down and destroy each bloody nest that dwells within. P.S., the Nilmerg Dwarven Mining Community assumes no responsibility for wounds, maiming, or deaths suffered upon entrance to this mine. May the fates shine upon you”.* {See Quest Objective in **Special Quest Rules**}.

Enemy Deck



2



2



1



1*



2



2*

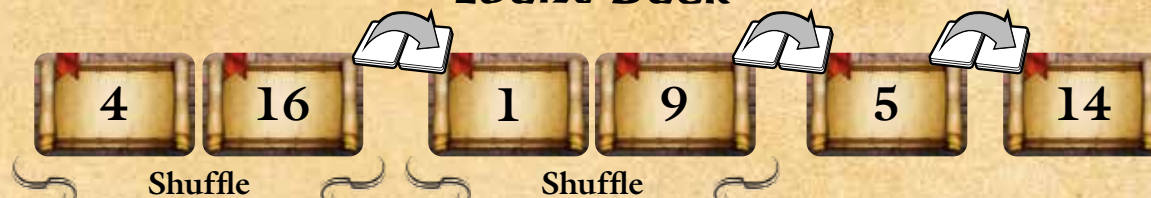


2**

* Add these Enemies into the Enemy deck **only** if all Heroes are **Soulrank 3+**.

** Add these Enemies into the Enemy deck **only** if at least half of the Heroes are **Soulrank 4+**.

Event Deck



Special Quest Rules

Event cards: Ignore Enemy spawn from all Events except Story Events.

Shadows: If there are **4+** Heroes **AND** at least 1 Hero is **Soulrank 3+**: spawn an additional Enemy each time a "4+" Shadow is revealed.

If there is at least a Hero with **Soulrank 4+**: spawn an additional Enemy each time a "2+" Shadow is revealed.

Quest Objective: Defeat 4 **Nests**. Once all 4 Nests have been defeated, go to §10.14.

Quest Fail: The Quest fails if the last Event card is discarded {see Paragraph §10.22} OR all Heroes are Ghost Souls {see Paragraph §10.23}.

Standalone Quest Values

Soul Points:

6xHero

Crowns:

75

Treasures:

5 OR 4 + **Aneres Shard Quest** card

Site Sheet:

Nilmerg

Quest X Map Setup

Map Tiles: 5A, 13A.

 Keep aside: 6A, 9B, 10B, 11A, 12A, 15B, 16A, 18B.



Tokens on Map


2x Locked Door


1x Open Shrine


0x Shadow


0x Shadow


3x Waypoint {1,5,X}

Shadows Reserve

Heroes			
	Enemy	2 Enemies	Champion
2-3	1	1	1
4-5	3	1	2

Book of Secrets References

Events	\$	Waypoints	\$
Story Event 1	10.10	Waypoint 1	10.1
Night	10.12	Waypoint 2	10.13
		Waypoint 3	10.4
		Waypoint 4	10.11
		Waypoint 5	10.3
		Waypoint X	10.2
Miscellaneous			
All 4 Nests defeated	10.14		



Underreign



Aspid's Temple

Quest VIII

Serpent Citadel

Quest IX

Mantis Capital

\$0.75

Mouth of Doom

\$0.99

Mantis Pathway

\$0.71

Royal Manor Siege

Quest VII

Royal Manor Assault

Quest VI

Coliseum

Quest III

Coliseum Dungeon

\$0.19

Underground Caves

Quest II

Amor Town

\$0.35

Cursed Elf Outpost

Quest V

Elahsyara City

\$0.55

Abolig Ground

Quest IV

Dilmern Village

\$0.6

Abandoned Mines

Quest X

Temple Pathway

\$0.1

Gods Temple

Quest I

Begin