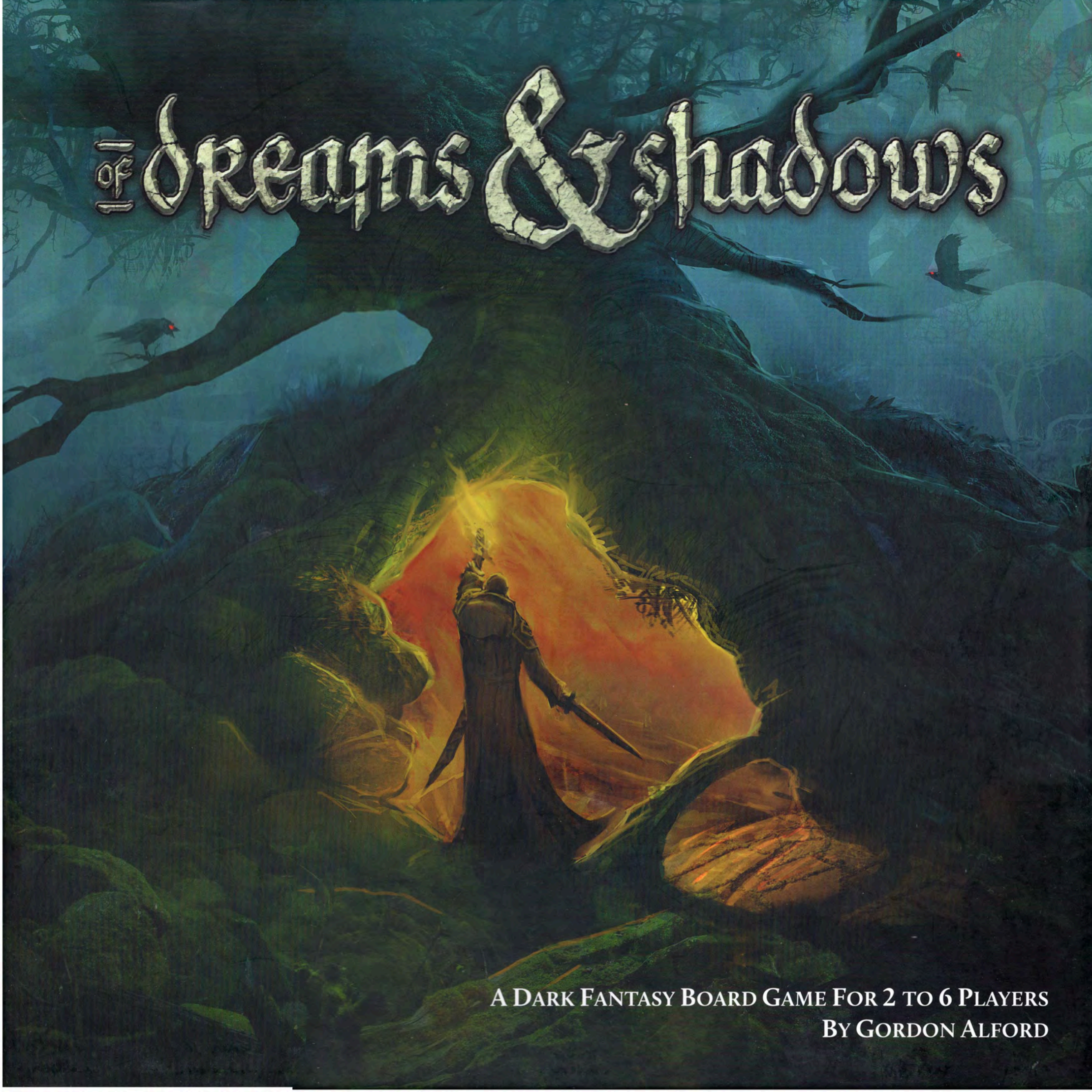
Of Dreams & Shadows



A Dark Fantasy Board Game For 2 to 6 Players

By Gordon Alford

Of Dreams & Shadows

Revised Rule Book



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Credits

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	Zachary Parkes
Co-Publisher	**Greenbrier Games Inc**

www.greenbriergames.com/ods



Game Components

ASSETS
01. d6 Dice (2)
02. Plastic Standee bases (20)
03. Game Board (1)

CARDS (2.5X3.5IN)
04. Afflictions (40)
05. Events (15)
06. Foes-Arawn (7)
07. Foes-Dragon (6)
08. Foes-Epic (10)
09. Foes-Morrigan (7)
10. Resources (48)

CARDS (3.5X4.9IN)
11. World Scenarios-Capital (12)
12. World Scenarios-Hollows (12)
13. World Scenarios-Realm (12)
14. World Scenarios-Wilds (12)

CARDS (4.5X5.95IN)
15. Champions (8)
16. Quest Scenarios-Arawn (12)
17. Quest Scenarios-Dragon (12)
18. Quest Scenarios-Morrigan (12)
19. Story Endings (6)
20. Villians (3)

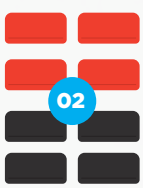
TOKENS (CIRCLE)
21. Boon (12)
22. Champions (16)
23. Fate (1)
24. Foe Health(12)
25. Gold (24)
26. Quest (12)
27. Shadow (18)

TOKENS (STANDEES-CHAMPIONS)
28. Anton (1)
29. Brom (1)
30. Freya (1)
31. Hadrian (1)
32. Nora (1)
33. Natasha (1)
34. Selene (1)
35. Tamlin (1)

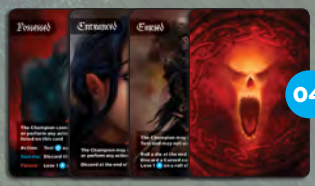
TOKENS (STANDEES-FOES)
36. Balor (1)
37. Bean Sidhe (1)
38. Black Magi (2)
39. Changelings (2)
40. Death Cultists (2)
41. Dire Beast (2)
42. Fallen Knight (2)
43. Fomorian Invaders (5)
44. Herne (1)
45. Katarina (1)
46. Kelpie (2)
47. Koschei (1)
48. Primal Spirits (2)
49. Redcap Assassins (2)
50. Rhaler (1)
51. Satyr Troupe (2)
52. Sidhe Blademaster (2)
53. Sonja (1)
54. The Skin-Walker (1)
55. Tusk (1)
56. Undead Corpse (6)
57. Undead Horde (6)
58. Undead Titan (1)
59. Vampire Maiden (2)
60. Werebears (2)
61. Wereboars (2)
62. Werewolf Pack (2)
63. Witches (2)
64. Wood-Wose (2)
65. Wraiths (2)

TOKENS (STANDEES-VILLIANS)
66. Arawn (1)
67. The Dragon (1)
68. Morrigan (1)









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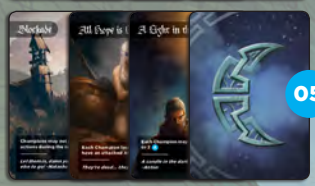

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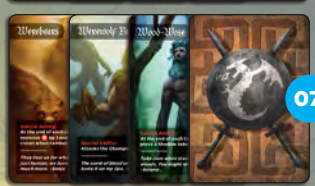

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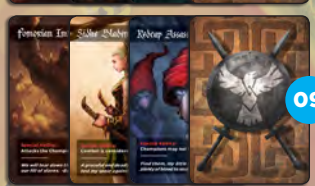

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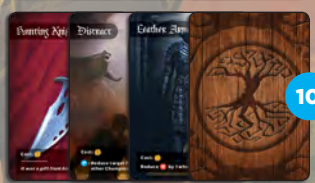

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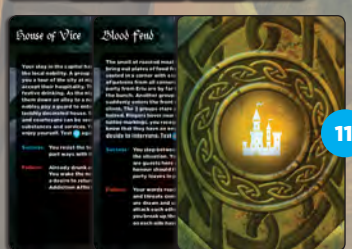

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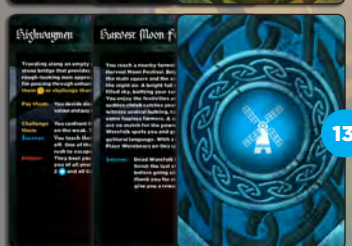

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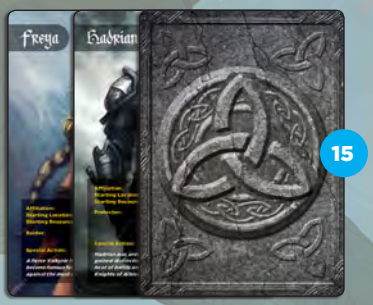

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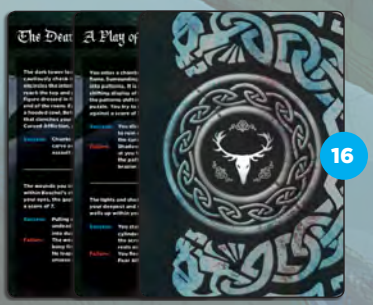

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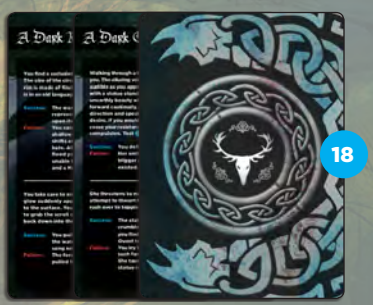

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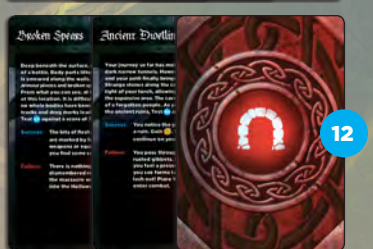

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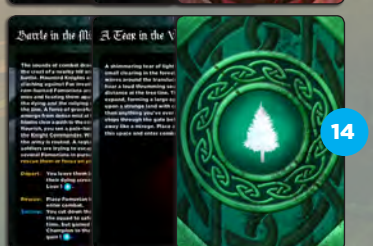

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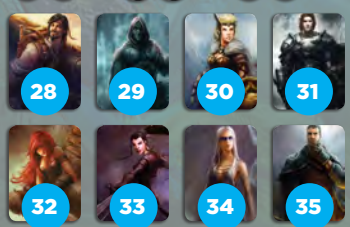
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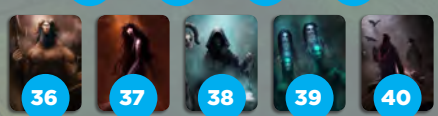
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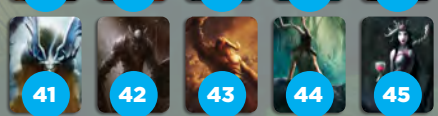
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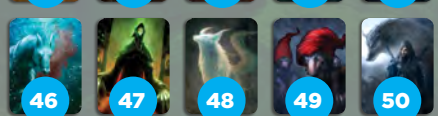
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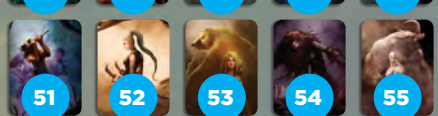
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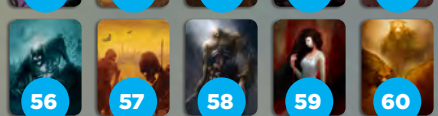
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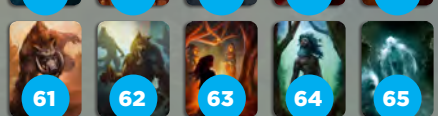
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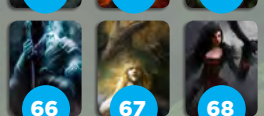
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Game Setup

Follow these steps to prepare for a new game:

I. PREPARE THE MAP, TOKENS & STANDEES

Place the map in the center of the play area. Organize all the tokens and standees in like piles on the left side of the map.

II. SET THE FATE DIAL

Place the Fate token on position #1 of the Fate Dial, which is on the top right corner of the map.

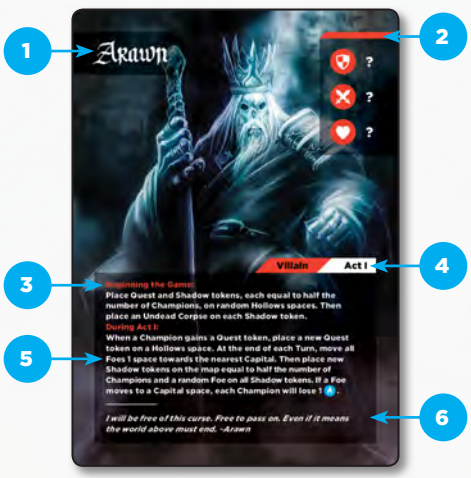


III. CHOOSE YOUR VILLAIN

As a group, choose your Villain and read the Act I side of the Villain card for instructions on placement of the initial Quest tokens, Shadow tokens and Foes on the map.

- **To randomly place a token, pick one from the relevant pile and check the back side for the location type and number. Then place on the matching location of the map. Always round up when directed to place a number of tokens based on half the number of Champions.**
- **Place the Villain Card (Act I side up) next to the map.**

VILLAIN CARD ANATOMY



1. **VILLAIN NAME**
2. **STATS - In Act I, the Villain stats are not relevant. In Act II, the Villain becomes a Foe you must fight.**
3. **SETUP - Information for starting the Act against this particular Villain.**
4. **TYPE & ACT**
5. **ADDITIONAL RULES - Information that changes the game rules for the current Act.**
6. **FLAVOR TEXT - A quote about the Villain**

VILLAIN SET UP

Each Villain's set up consists of:

- **A Villain card (with an Act I and Act II side)**
- **A Quest deck (12 Quest cards per Villain)**
- **Foes (7 Foe cards per Villain, except The Dragon who has 6)**
- **Epic Foes (3 Epic Foe cards per Villain, except The Dragon who has 4)**



- **ARAWN: *Quests (A), Villian (B), Foes (C), Epic Foes (D)***
- **THE DRAGON: *Quests (E), Villian (F), Foes (G), Epic Foes (H)***
- **MORRIGAN: *Quests (I), Villian (J), Foes (K), Epic Foes (L)***

Once you have all the cards of your Villain:

- **Shuffle the Foes aligned with your Villain and place them on the side of the map.**
- **Take your Villain's Epic Foes, and keep them in a separate pile (there is no need to shuffle).**
- **Shuffle your Villain's Quest deck and place it next to the map.**

FOES & QUESTS NOT ALIGNED WITH VILLAIN

- **Regular Foes who are not aligned with the chosen Villain should be kept on hand, and shuffled together. In the event that you run out of Foes aligned to your Villain, randomly draw from the remaining Foes. Scenarios from the World decks may also cause you to search for a specific Foe, who may or may not be aligned to your chosen Villain.**
- **Quests and Epic foes of the other Villains should be returned to the game box - they will not be used.**

IV. PREPARE THE DECKS

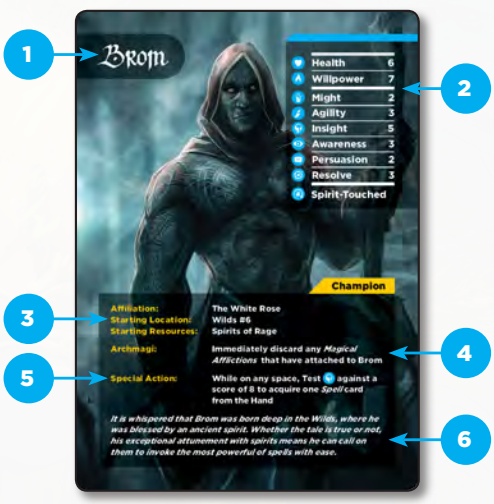
Sort the cards by type and shuffle each deck. Place the decks across the bottom and the right hand side of the map.

V. SELECT YOUR CHAMPIONS

Each player selects a Champion card. Read the Starting Resources section of the card to determine if the Champion begins the game with a Resource card or Gold.

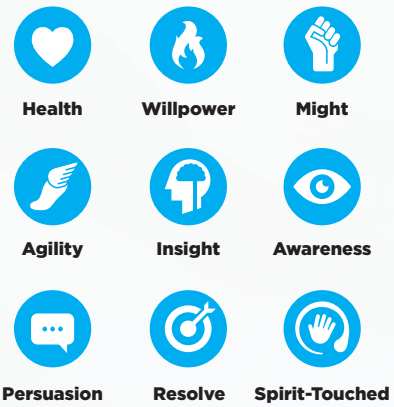
- **Search the Resource deck for the starting Resource card and place it next to the Champion card. Cards that are next to your Champion are considered attached. Champions that start with Gold can place the relevant Gold token on their Champion card.**
- **Place the Champion standee on the map based on what is listed under Starting Location.**
- **Each player marks their Champion's Health and Willpower on the tracks at the bottom of the map with their Champion tokens.**

CHAMPION CARD ANATOMY



1. **CHAMPION'S NAME**
2. **TRAITS -** **A Champion's talents and prowesses. Traits are added to die rolls when completing Tests or while in combat. The Spirit-Touched trait allows your Champion to use Spell cards.** **See "The Action Phase" on pg 10.**
3. **STARTING INFORMATION - A Champion's starting location, resources, and thematic alignment.**
4. **PASSIVE ABILITY - Each Champion has a passive ability that is always in effect.**
5. **SPECIAL ACTION - Once per Turn, during the Action Phase, a player may choose to activate the Special Action unique to their Champion.**
6. **FLAVOR TEXT - A quote about the Champion.**

CHAMPIONS SYMBOLS



VI. CREATE THE HAND

- **Flip the top 5 cards of the Resource deck face-up and place them side-by-side next to the Resource deck.**
- **Unlike a traditional hand of cards, The Hand is not held or owned by an individual player, but is a common pool of Resources players can acquire.**

RESOURCE CARD ANATOMY



1. **RESOURCE'S NAME**
2. **TRAIT MODIFIER - Some Resource cards passively improve your Champion's traits.**
3. **COST - The price of taking this card from The Hand. Typically Gold or a trait challenge that must be passed. Taking cards from The Hand also costs an action during the Action Phase.**
4. **TYPE - Resources can be; Armour, Items, Weapons, Spells, Companions, Combat Feats, or Relics. Spells require the Spirit-touched trait to acquire. Relics can only be acquired as a result of a Scenario, Quest, Event, or Special Action, and cannot be bought by normal means.**
5. **ABILITY - In addition to trait modifiers, most Resources have either a passive or active ability. Abilities with the icon can only be used once per Turn. They should be turned horizontal to signify they've been used, and returned to a vertical position at the start of the next Turn.**

Overview

Each playthrough of Of Dreams & Shadows is a story spanning two Acts. Each Act consists of five Turns. In Act I, there are four Phases per Turn, and the Villain is in the background. Each player takes one Round per Phase. In Act II, the Villain shows his or her face, and the Turn is shortened to only two Phases. Turns are tracked using the Fate Dial.

ACT I - FIVE TURNS

Each Turn consists of four Phases. Each Phase consists of one Round per player. Round order is determined by Iniative.
See "How to Play" on pg 10.

The Phases of a Turn are:

1. **ACTION - Players may take 3 actions per Round. They may repeat the same action multiple times, except the character-specific "Special Action." Actions are:**
   - A. **TRAVEL - Move across a travel path to an adjacent space.**
   - B. **REST - Regain 2 Health.**
   - C. **ACQUIRE A RESOURCE CARD - Pay the cost (and the action) to take a Resource.**
   - D. **INVOKE A SPELL - Use a Spell card attached to your Champion**
   - E. **GIFT/TAKE - Give or receive any number of Resources, Gold, or Boon/Quest Tokens to or from another Champion on the same space.**
   - F. **SPECIAL ACTION - Each Champion has a unique power. Only useable once per Turn.**
   - G. **PURGE SHADOW - Remove a Shadow token from your space.**
2. **COMBAT - All Champions on a space with one or more Foes enter combat. Combat proceeds until either the Champions or Foes are defeated, or Champions retreat.**
3. **SCENARIO - Following turn order, players draw from the World deck corresponding to the space they're on. Players on a space with a Quest Token may choose to draw from the Quest deck instead. Players resolve Scenarios one at a time. Players on the same space each encounter their own Scenario.**
4. **EVENT - Players draw from the Event deck. Resolve the card, then move the Fate Dial and begin a new round.**

At the end of the fifth Turn of Act I, Act II begins. Flip the Villain card over and follow any instructions for setting up Act II. Reset the Fate Dial to the #1 position.

ACT II - FIVE TURNS

At the beginning of Act II, all Champions return to full Willpower!

In Act II, each Turn only has two Phases: Action & Combat. Players skip the Scenario and Event Phases, and should focus solely on defeating the Villain.

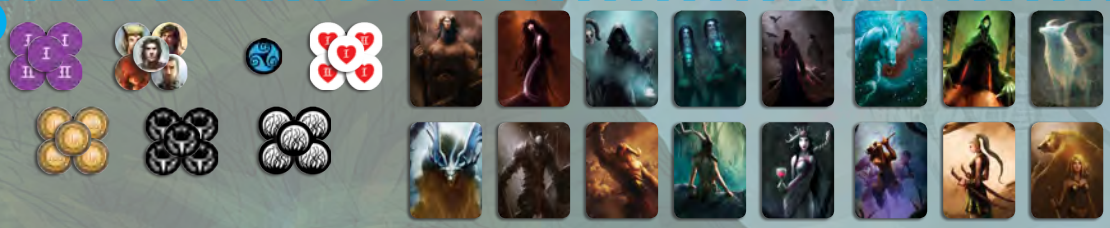
If players have not defeated the Villain by the end of Turn five in Act II, the game is lost. Players should read the "Defeat" card for their chosen Villain. If players defeat the Villain before the end of Act II, they are victorious, and should read the "Victory" card for their chosen Villain.

TABLE SETUP

01. **Tokens & Standees**
02. **Board**
03. **Events**
04. **Villain**
05. **Foes & Epic Foes**
06. **Affliction Cards**
07. **World Scenario Cards (from left to right: Wilds, Hollows, Realm, and Capital)**
08. **Quest Cards (of chosen Villain)**
09. **Resource Cards**
10. **The Hand (5 Resource Cards)**

Place the Resource, Affliction, Scenario and Quest Decks out across the bottom of the map. Place the Event, Villain and Foe decks along the right-hand side of the map.

01



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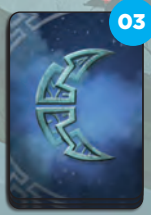

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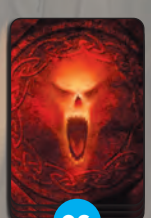

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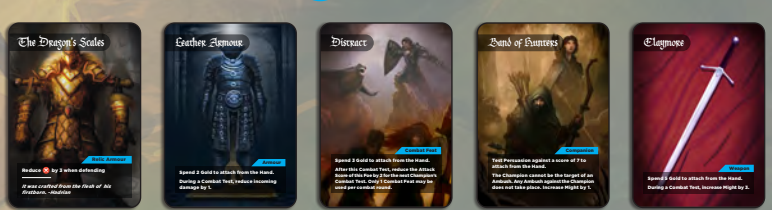


How to Play

DETERMINING INITIATIVE

At the beginning of each Turn, the players compare their Champions' Agility trait. Whoever is highest has Initiative and takes their Round first in each Phase. If there is a tie between Champions, the players can decide between them on who has Initiative. Once Initiative has been determined, sequence of play proceeds clockwise around the table from the player with Initiative.

THE ACTION PHASE

During a player's Round in the Action Phase, that player has up to 3 available actions. Players may opt to use multiple actions of the same type except for Special Actions. A Champion's Special Action may only be used once per Turn. Players can also pass on taking an action. The player with Initiative takes all of his or her actions first. Play then proceeds clockwise to the next player. Once everyone has spent their actions, the Action phase is complete. Players may perform the following types of actions:

1. TRAVEL

Move your Champion to an adjacent space on the map that is directly connected by a travel path.

- **Solid lines are paths above the earth, while dotted lines are underground routes. This distinction will only be relevant in expansions to the core game.**

2. REST

Take a moment for your Champion to mend their wounds. Regain 2 Health. Record this by moving the Champion's token up the associated Health track on the map . You cannot exceed the maximum Health listed on the Champion card.

3. ACQUIRE A RESOURCE CARD

While your Champion is on a Capital or Realm space, select a Resource card in the Hand. Pay the required Gold cost or pass the Persuasion Test to attach the Resource card to your Champion. Attached cards are placed next to the Champion's card. Restock the Hand back to five cards from the top of the Resource deck. Relic cards in The Hand cannot be acquired through normal means - only an event, scenario, or Champion ability will allow you to acquire a Relic

4. INVOKE A SPELL

Select a Spell that has been acquired by your Champion. Spend an action to activate the magical effect listed on the card. Note: Only Champions with the Spirit-Touched trait can use Spells.

5. GIFT/TAKE

Use a Gift action to move any number of Resource cards, Gold, Boon and Quest tokens from your Champion to another Champion that is on the same space. Alternatively, use a Take action to gain Resources and tokens from another Champion on the same space.This requires the owner's consent. Note: Combat Feats, Spells and Companions cannot be part of a Gift/Take action.

6. SPECIAL ACTION

Spend an action to activate a Champion's Special Action. Perform the steps listed on the Champion's Card. A Champion's Special Action can only be used once per Turn.

7. PURGE SHADOWS

A Champion on the same space as a Shadow token can spend an action to remove it from the map. It should be returned to the pile of Shadow tokens.

TESTS

All challenges in the game, from acquiring a Resource card to completing a Scenario, to fighting Foes in combat, involve a Test. Each Test specifies a trait and a difficulty score.

To complete a Test, the player rolls a die and adds the value of the die roll to a specified trait. This number is the test result. If the test result is equal to or higher than the difficulty score, the player has passed the Test successfully. If the test result is below the difficulty score, then the player has failed the Test and may suffer any negative consequences that are listed on the card.

- **For any test (any time players would roll a die and their trait to the result), they may spend Willpower to increase that die roll by 1 per point of Willpower spent, up to a maximum roll of 6. Players then add the value of their specified trait to their roll.**
- **Players may also spend Boon tokens to increase their test result. There is no maximum to the point benefit of Boon tokens, but they are a scare commodity.**

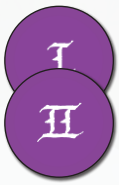
TYPES OF TOKENS

THE FATE TOKEN



The Fate token is used to mark the passage of Turns. The game begins with the Fate token placed on the #1 position of the Fate Dial. At the end of each Turn, the Fate token should be moved one space.

BOON TOKENS



Boon tokens can be used to increase any test result (including Combat, Scenarios, or when acquiring Resouces). There are two types of Boon tokens which give a value of +1 or +2. Unlike Willpower, there is no limit to the benefit gained from Boon tokens.

GOLD TOKENS



Gold is used to purchase Resource cards from the Hand. Players earn Gold by completing certain Scenarios and defeating Foes.

QUEST TOKENS



Quest tokens are marked with the head of a white stag on the front and a location on the back. Quest tokens identify where Quests may take place. When players are directed to randomly place a Quest token, select a token from a face-down pile and flip it over to see the space to place it. When a Quest is successfully completed, move the Quest token to the Champion's card. Quest tokens can also be spent, as specified on a Villain's card, to aid the Champions in Act II.

SHADOW TOKENS



Shadow tokens represent the encroaching darkness spreading across the kingdoms. As with Quest tokens, Shadow tokens also have a location space on the reverse side to determine random placement. Champions should attempt to limit the number of Shadow tokens on the map or risk being overwhelmed in Act II.

CHAMPION TOKENS



There are 2 Champion tokens for each Champion that are placed on the Health and Willpower tracks at the bottom of the map. This helps players keep track of their Champion's well-being.

FOE HEALTH TOKENS



Foe Health tokens can be placed on Foe cards to keep track of a Foe's Health during combat.

RESOURCE CARDS

Resource cards augment and improve the power of the Champions. Obtaining Resource cards is critical to gaining enough strength to defeat the Villain. In the Action Phase of each Turn, players with a Champion on a Capital or Realm space may attempt to acquire Resource cards from the Hand. Certain Scenarios and Events may also instruct players to search the Resource deck or Hand for a specific Resource to equip. There are seven types of Resource cards: Combat Feats, Spells, Companions, Weapons, Armour, Items and Relics.

ACQUIRING RESOURCES

While most Resources can be bought with Gold, Companions must be recruited through a Persuasion Test, and Relics can only be obtained by completing specific Scenarios or through Anton's Special Ability. Also, only Champions that are Spirit-Touched may acquire and use Spells. After obtaining a Resource card, restock The Hand back to five using the top card of the Resource deck.

When a player acquires a Resource card from The Hand, they may also choose to discard a second card from The Hand and restock two cards. Whenever a player discards a Resource, the card is reshuffled back into the Resource Deck.

APPLYING & STACKING BONUSES

A Champion's traits can be modified by the bonuses granted by attached Resource cards, but players may not stack bonuses from the same type of Resource. For the purpose of applying bonuses, Relic cards will have either Weapon, Armour or Item written on the card and counts as that type of Resource. Players ideally benefit from attaching different types of Resource cards to stack bonuses.

When a Champion has multiple of the same type of Resource cards attached, the player may only use one of them for any given test or combat round. For example, a player may have three Weapon cards attached to their Champion, one of which is a Relic. That player may only select one of the three for the purposes of gaining a bonus for both attacking and defending in a combat round. Similar to other Resource card bonuses, Spell bonuses may not be stacked. A Champion does not get multiple Might bonuses from casting Spirits of Rage twice or from having it cast by multiple Champions.

ACTIVATING SPELLS

A Champion with the Spirit-Touched trait can have Spell cards attached. There is no limit to the number of Spells a Spirit-Touched Champion can have attached at any given time. Spells are activated during the Action Phase and require spending an

action. Spells like Warding and Spirits of Rage provide a benefit for the duration of the Turn. The player can then use the Spell again the next Turn by spending another action. Spells such as Heal and Call the Storm have an effect per use and can be cast multiple times.

ACTIVATING COMBAT FEATS

Combat Feats provide tactical bonuses while fighting Foes & Villains. A player must activate the Feat before the die roll in a combat round by turning the card sideways (represented by the symbol). The activated effect lasts for that one combat round and only one Combat Feat can be activated per combat round. A player may straighten the card and reuse the Combat Feat in the next Turn. See "The Combat Phase" on pg 13.



The Combat Phase

Once the Action Phase is complete, each Champion on the same space as a Foe enters combat. Note that even if no Champions actually enter combat with Foes, the Combat Phase still occurs.

Example: The Wood-Wose's ability takes effect even if no Champions fought it this Turn.

FOE CARDS

Each Villain has a host of Foes, charged with carrying out their plans. The Foe deck for a particular game should have all of the general Foes associated with that game's chosen Villain. The general Foes not aligned with the chosen Villain should be kept on hand, in the event that the current Villain's Foes run out, or a player is directed to search for a named Foe that is not associated with their chosen Villain. When a Foe enters play, place their card face-up next to the Villain card and also place the matching standee on the designated location space.

FOR CARD ANATOMY



1. **FOE NAME**
2. **FOE STATS - Three numbers referenced in combat (Defence, Attack, and Health) See Foe Stats below for more details.**
3. **SPECIAL ABILITY - Unique effects that hinder players. The text will explain when and how this effect comes into play. Associated Villain - When setting up the game, Foes belonging to the chosen Villain will be the most prevalent.**
4. **VILLAIN ALIGNMENT**
5. **REWARD - The amount of Gold a Champion receives for defeating the Foe. Gold from a Foe is only given to the Champion that deals the killing blow.**
6. **FLAVOR TEXT - Segments of story with no mechanical relevance.**

FOE STATS

A Foe's stats determine how much damage it can take from and deal to players.

Defense Score



The Defense Score represents a Foe's resistance to damage from a Champion's attack. During combat, it is compared against a Champion's Attack test result to determine if the Foe loses any Health.

Attack Score



The Attack Score is the amount of damage the Foe can potentially inflict and is compared against the Defense test result to determine if the Champion loses Health.

Health



The vitality of a Foe. When a Foe's Health is reduced to zero, the Foe is defeated.

COMBAT ROUNDS

Combat is managed in rounds with both an attack and a defense. Combat rounds continue until each Foe or Champion is defeated.

ATTACKING

Each player selects a Foe to engage during the combat round, they attack that Foe by performing an Attack Test — roll a die and add the result to the Champion's Might trait.

- **Players may have Resource or Affliction cards attached to their Champion that modify Might.**
- **After rolling, a Champion may spend any amount of their remaining Willpower to increase their attack die roll by 1, to a maximum roll of 6.**
- **Once per combat, a Champion may spend 1 Willpower to instead completely reroll an Attack Test.**
- **Champions may spend any number of available Boon tokens to increase their test result (with no maximum bonus).**
- **Compare the test result against the Foe's Defense Score.**
- **The Foe loses Health equal to the difference between the test result and the Foe's Defense Score.**
- **A tie score results in no damage dealt.**
- **Damage dealt to a Foe should be tracked using the Foe health tokens.**

DEFENDING

After attacking, the Champion must defend against the Foe's attack. Even if a Foe has been defeated from a Champion's attack, the Foe always gets a final attack in the round before combat ends. For the Defense

Test — roll a die and add the result to the Champion's Agility trait.

- Players may have Resource or Affliction cards attached to their Champion that modify Agility.
- After rolling, a Champion may spend any amount of their remaining Willpower to increase their defense die roll by 1, to a maximum roll of 6.
- Once per combat, a Champion may spend 1 Willpower to reroll a defense test, if they have not already done so on an Attack Test.
- Champions may spend any number of available Boon tokens to increase their test result (with no maximum bonus).
- Compare the test result against the Foe's Attack Score. If the test result is lower than the Attack Score, the Champion loses Health equal to the difference.
- A tie score results in no damage dealt.
- Players mark this loss of Health by moving the Champion's token down the Health track.

JOINING FORCES

In the situation where multiple Champions and Foes are on the same space, players may have their Champions team up and target the same Foe. Players with Champions in the same combat can decide the order for attacking. Once all Champions have performed an Attack Test, a designated Champion must perform a Defense Test against each Foe (a Foe gets one attack per round). Players can decide which Champions must defend against each Foe, and in what order. However, certain enemy abilities on targeting may overrule the players' choice.

RETREAT

At the end of each combat round, a player may opt to Retreat. Retreat involves moving the Champion back to the previous space they occupied. Champions cannot Retreat to a space that is occupied by another Foe. Also, certain Scenarios, Afflictions and Foes prevent Retreat. A Retreat ends combat for that Champion. If you do retreat from combat, the damage dealt to your Foe will persist to the following Turns (tracked via the Foe health tokens).

AMBUSH

Certain card effects or actions begin an Ambush, which starts combat outside of the normal Combat Phase. One combat round occurs between the Ambushing attacker and the Ambushed defender. If a Champion is the Ambusher, they perform an Attack Test, but no Defense Test. If a Champion is Ambushed, they perform a Defense Test, but no Attack Test. After this combat round is over, the Ambush ends. Depending on the situation of the Ambush, regular combat may then ensue. An Ambush resulting from a Scenario typically starts combat. No combat occurs after an Ambush from an ability or Special Action.

DUEL

Certain Foes and Scenarios will call for a Duel against the Champion. In a Duel, combat takes place the same as in a regular combat round, except the Champion cannot gain any bonuses provided by Companion cards. The Champion may not switch opponents during the Duel. Also, no other Champion may engage in combat with the duelling Foe. The Duel ends when one side is defeated, or the Champion retreats.

TWO OR MORE FOES ON THE SAME SPACE

Often multiple Foes will be on the same space. When players enter combat on a space, they are engaged with all Foes on that space. When a player makes an attack, they must designate which Foe they are attacking. Unless a special ability says otherwise, Foes will only attack the Champion who attacked them. If multiple Champions attack a single Foe, they only have to choose one of them to be attacked by that Foe that round. Players may choose a different Foe to attack on subsequent rounds of combat. Note: If a Foe does not get attacked in a combat round, it will still attack. In this case, players must designate a Champion to defend against that Foe.

EPIC FOES

Epic Foes are the most deadly servants of the Villains and are linked to Quests. They have a white stag depicted on their card back. Epic Foes are not included in the Foe Deck as these types of Foes only appear during specific Quests. They should be placed in a separate deck next to the Villain card until a Quest brings them into play. When this occurs, the Epic Foe card is turned face-up and the matching standee is placed on the map.

VICTORY AND DEFEAT IN COMBAT

A Foe is defeated when its Health is reduced to 0. Defeated Regular Foe standees are removed from the map and the relevant Foe cards are shuffled back into the Foe deck. Defeated Epic Foes are removed from the game. The player who deals the killing blow to a Foe receives the amount of Gold listed in the Foe's reward.

Champions are defeated when their Health is reduced to 0. Remove that Champion's card, standee, and any attached Resources or Afflictions from the game. During Act I, any player whose Champion is defeated may choose another Champion to enter play at the beginning of the next Turn. During Act II, a player whose Champion is defeated has lost the game. There may also be conditions on the Villain card that, if fulfilled, would result in defeat for all Champions.

The Scenario Phase

Once the Combat Phase ends, the Scenario Phase begins. Beginning with the player that has Initiative, each player draws a face-down card from a World or Quest deck and passes the unread card to another player to read out loud.

To determine which deck to draw from, players look at the space that their Champion is on. If there is a Quest token on the current space then the player may choose to draw from the Quest deck. Otherwise, or if the player chooses not to draw from the Quest deck, the player draws from the World deck that matches their current space. Each space on the map belongs to one of four types of locations: Capital, Realm, Wilds, and Hollows. Each location type is associated with one of the World decks.

Scenarios often end with either a Test against a specified trait and/or a choice. The outcome of a Success or Failure should only be read after the Test. In the case where a player is directed to make a choice, the consequences should also only be revealed after the player makes a decision. Certain Scenarios won't have a Failure section, which means there is no specific penalty for failing the test.

Some World cards and nearly all Quest cards have 2 parts. A player must succeed in the first part to continue to the second part. Parts are divided by a white horizontal line.

If the Scenario involves combat against a Foe, proceed under the same rules as the Combat Phase. Other Champions on the same space can also join in the combat, which is crucial when facing Epic Foes in Quests. If the Champion that began a Scenario Retreats from combat, other supporting Champions may continue the fight. In this case, the Champion that deals the killing blow on the last Foe may continue the Scenario and receive any rewards.

COMPLETING THE SCENARIO

After a Scenario is completed, any benefits or penalties are applied to the Champion and the card is placed at the bottom of the deck, face-up. When a deck is completely face-up, no more Scenarios of that type can occur for the rest of the game. Once each Champion has finished a Scenario, the Event Phase begins.

AFFLICTION CARDS

Affliction cards represent debilitating effects that weaken and hinder the Champions. There are three types of Affliction cards: Mental, Physical, and Magical. When a Champion gets an Affliction, the card is attached by placing it next to the Champion card. Affliction penalties stack. If another of the same type of Affliction is attached, the Champion suffers the penalty listed on both cards. Also, the method to remove an Affliction will only apply to one card at a time. If a player completes the requirements to discard an Affliction, the card should be reshuffled back into the Affliction Deck.

ANATOMY OF AN AFFLICTION CARD



1. NAME OF AFFLICTION
2. TRAIT PENALTY - Affliction Champions will often, but not always, suffer trait reduction.
3. TYPE OF AFFLICTION
4. AFFLICTION TEXT - Typically contains both an additional penalty and method of removal.

The Event Phase

At the beginning of the Event Phase, one of the players draws and reads an Event card from the top of the Event deck. The players should follow the instructions on the Event card before placing the card face-down to the bottom of the Event deck.

EVENT CARDS

Events represent a series of incidents that happen during Act I. At the end of each Turn, one of the players draws the top card of the Event deck and reads the instructions to the other players. Once the effect of the card is resolved, it is placed face-down at the bottom of the deck. Some Events are beneficial, but most negatively impact the Champions in some manner.

Note: Players that prefer to have more control over the Event deck should consider choosing Selene as their Champion. She has a Special Ability to see the top two Event cards before returning one at the top and one at the bottom of the deck. This ability can prevent certain disastrous Events from happening at critical moments in the game.

ANATOMY OF AN EVENT CARD



1. NAME OF EVENT
2. CARD TYPE
3. EVENT EFFECT
4. FLAVOR TEXT

PROGRESSING THE STORY

After resolving an Event card, the players must then read the instructions on the Act I side of the Villain card for placing new Foes and/or Shadow tokens. Certain Afflictions may also require rolling a die to resolve the card's effect. Finally, the Fate token on the Fate Dial should move to the next numbered position. The Turn then ends and the next begins.

The 5th position on the Fate Dial is the final Turn in Act I. When it ends, the second Act begins. The players should flip the Villain card over and read the instructions on the card, which are considered to take place at the beginning of the first Turn in Act II.

At the beginning of Act II, all Champions return to full willpower!

Turns then proceed with only the Action and Combat Phases for up to 5 Turns or until the Villain or Champions are defeated.

ENDING THE GAME

Players are Victorious if they defeat the Villain during Act II, before the end of Turn 5. Read the Victory card for your chosen Villain.

Players lose the game and should read the Defeat card for their chosen Villain if:

All players are defeated during Act II.

Turn 5 of Act II ends before the Villain is defeated.

Frequently Asked Questions

GAME SETUP

Q: Where do I learn where to place Shadow and Quest tokens and how do you place random tokens on the map?
A: Reference the Villain card for instructions on placing Shadow and Quest tokens. For random placement of tokens, randomly pick up tokens and look at the back side for the location space and number to place on the map. If there is a location requirement e.g. Hollows, keep drawing random tokens until the Hollows location is shown on the back of the token.

Q: Do you round up or down for number of tokens based on half the number of Champions?
A: Round up. The game is more challenging with an odd number of Champions, but a player can always play two Champions to help with the difficulty.

Q: How much Gold does my Champion start the game with?
A: The amount listed under Starting Resources. If no Gold is listed, the Champion starts with no Gold. You can get more Gold by defeating Foes (deal the killing blow) or through Scenarios that grant Gold.

RESOURCES AND THE HAND

Q: Do I also have to pay the Gold cost to use a Resource card that I've already acquired?
A: No, the Gold cost is only to acquire the card from the Hand.

Q: If my Champion has a Special Ability to acquire a Resource card from the Hand, do I also have to pay the Gold cost?
A: No. If you use your Special Ability and pass the Test, just pick up the relevant Resource card, attach it to your Champion and restock the Hand.

Q: Relic cards have no acquisition cost listed. Do Relic cards just take up space in the Hand until the required Scenario is completed or is there another way to acquire a Relic?
A: Relics can only be acquired through completing certain Scenarios, but if you have Anton, he can use his Special Ability and attempt to acquire it while on a Hollows space.

Q: How do I restock the Hand?
A: Whenever you spend an Action to acquire a Resource card (whether successful or not) from the Hand, you may also discard another card from the Hand. This means if you acquired a Resource card, you restock the Hand with one card from the Resource Deck. You can also choose to discard an additional card from the Hand and restock with another card from the Resource Deck.

USING SPELLS

Q: How does bonuses and stacking work with Spells?
A: If Spirits of Rage and Warding are cast on the same space, all Champions on that space get the benefits of both because they give different bonuses. You cannot stack the benefits from multiple copies of the same spell. I.e. you do not get +2 Might for casting Spirits of Rage twice, even if two different Champions each cast Spirits of Rage and are on the same space. You can only stack bonuses from different Resource types e.g. Spirits of Rage + Weapon + Companion + Combat Feat.

FOE DECK

Q: Do we have to use only Epic and generic Foes in relation with the Villain?
A: The Foes associated with the chosen Villain will be most prevalent in that game. The other Foes will only be used when your Villain's Foes run out, or when directed to place a particular named Foe. The Epic Foes will only be used in relation to the chosen Villain's Quest cards.

Q: Why does the Foe deck have 3 different card backs?
A: Some Quests and Scenarios direct you to draw a random Foe that is aligned to a specific Villain. Having different backs makes it easier to sort them out without having to look at the front.

COMBAT

Q: If I kill a Foe when attacking, do I have to make a defense roll?
A: Yes, you must defend against that Foe's attack. Even though you roll to attack first, attacking and defending is considered to happen at the same time. The defeated Foe is then removed at the end of the round.

Q: If my Champion is alone on a space with multiple Foes in the Combat Phase, how does combat work?

A: If you are alone in combat against multiple Foes, each round you make one attack and then must defend against each Foe on the same space.

Q: Can you give an example of two Champions joining forces in combat?
A: There are two Foes on one space and two Champions on the same space. They all enter combat in the Combat Phase. At the start of each combat round, the Champions can target the same or different Foes. After attacking, they must defend against both Foes, but can normally choose who defends if they attack the same Foe. I.e. one Champion makes the defense rolls against two attacks. If they attack a different Foe, they must then each defend against the Foe that they attacked.

Q: Willpower is used to reroll a die during the Combat Phase, but can we reroll a die during combat in the Scenario Phase?
A: You can use Willpower to reroll in any combat, regardless of phase. While you may spend Willpower to increase a die roll result any time you roll, you can only spend it to reroll once per combat (typically in the event you roll a 1).

Q: Does the passive ability of rolling 2 dice for all Tests (and keeping the highest roll) on a type of location space apply to combat as well?
A: Yes.

Q: If you have a passive ability that allows for rolling 2 dice and choosing the highest result and also have the Lucky Totem attached, can you use it to reroll for 2 dice?
A: No. The Lucky Totem only allows for one die to be rerolled once per Turn.

Q: If a Foe or Villain has a special ability that applies at the end of each combat round, does the ability still apply in the same round they are defeated?
A: No.

Q: Does damage against Foes persist or do they heal at the end of each Turn?
A: The damage persists until the Foe is defeated. Use the Foe Health tokens to keep track.

Q: If a Foe targets a Champion with the lowest Agility and there are two Champions with the same Agility in combat, who does the Foe target?
A: The Foe will target one of them at random. Have a roll off to determine who is targeted.

Q: When do you use a Combat Feat and how long does it last?
A: You must choose to activate a Combat Feat before you roll to attack. The effect lasts for the one combat round. The Combat Feat cannot be used again until the next Turn.

SCENARIOS

Q: If a Champion is in a Scenario that has combat, other Champions join to help and the initiating Champion Retreats, what happens?
A: Whoever gets the killing blow on the final Foe may continue the Scenario and gain the Success portion.

Q: Does Selene's passive ability apply to all Scenarios or just Quest Scenarios?
A: Just Quest Scenarios.
Q: If a Scenario directs me to enter combat against a specific Foe that has been removed from the game what happens?
A: Combat does not occur and the Scenario ends.

ARAWN

Q: If a Foe reaches a Capital in Act 1, what happens next? Do you continually lose Willpower?
A: The Foe would stay there until Act 2. Champions only lose 1 Willpower every time a Foe reaches a Capital. They don't continually lose Willpower for Foes remaining on a Capital.

MORRIGAN

Q: If I use a Quest token to negate Morrigan's ability, does this last the entire combat?
A: No, it only lasts for the combat round. You will have to spend another for the next round to negate her ability for that round.

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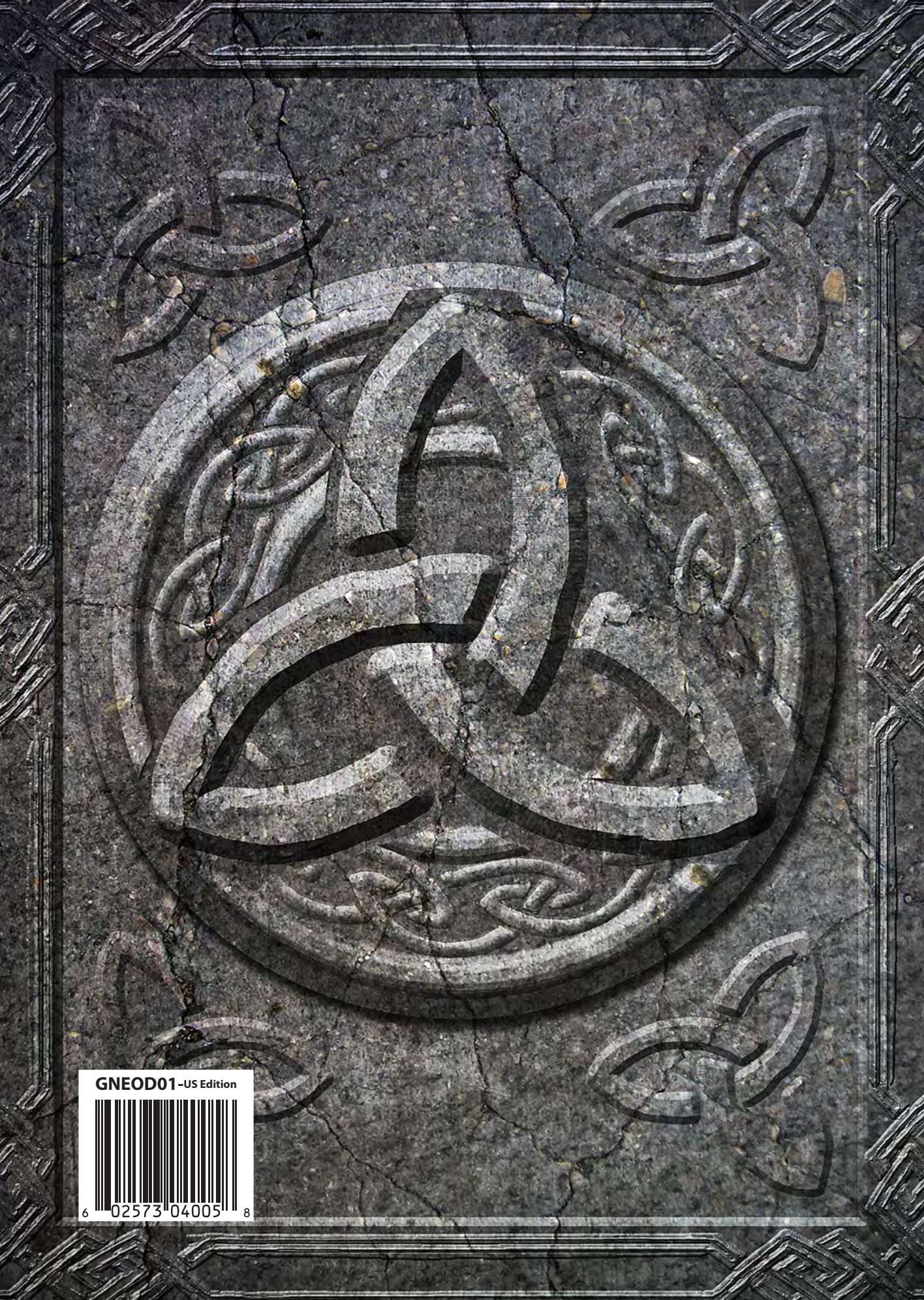

GNEOD01-US Edition

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# of Dreams & Shadows

Game World



Introduction

Of Dreams & Shadows is a cooperative board game for up to 6 players, set in a fantasy world where ominous signs foretell a rising darkness. People have gone missing from their homes and investigators can only find strange stick figures that have been left behind. Rumours of the dead rising are whispered in taverns across the land. Terrifying beasts have been sighted roaming the countryside in the wake of grisly murders and prophetic dreams reveal omens of war. The players take on the role of champions who must embark on a quest to save their realm.

I will always remember that night many years ago. A noise woke me from sleep. Restless and curious, I lit a lantern before leaving my room to investigate. Noises that sounded like scraping and scratching against wood could be heard down the hall. I thought it was my father returned late from the city so I called out to him, but there was no reply. When I opened my parents' bedroom door, I saw it then. Its face looked like my father's, but was contorted and twisted. It held my mom tightly in its arms, as if in an embrace, and I could hear it feeding. Her eyes were staring blankly and her feet were dangling above the floor where a pool of blood welled. I stood there frozen, unable to comprehend what I was witnessing. My eyes slowly tore away and focused across the room to where my little sister was supposed to be sleeping. She lay crumpled and unmoving on her bed, drenched in her own blood.

A sudden cold rage filled me and I threw my lantern at it. The monster howled and lashed out at me as the lantern broke open and bathed it in oil and fire. Out of instinct, I leapt away and slammed the door shut. I ran back to my room and barred the entrance before grabbing my hunting knife. It was a gift from him.

"A pretty girl can never be too careful", he had once said. It was with a gruff and stern voice, ruined by eyes full of fondness and love. I had always kept it by my bedside.

I could hear it right outside screeching and pounding heavily against the door, but the oaken wood held firm. Smoke began to waft in and the smell of burned flesh nearly made me retch. I snatched what possessions I could carry before climbing out the bedside window like I often did as a child.

Once outside I waited with knife in hand, trembling in the dark. The monster never came for me. It seemed to take only a few moments before my home went up in flame. For a long time I just stood there and wept as the whole of it sunk in. Dawn eventually broke sometime later. I searched the ruin of my home and found my mother and sister. I made sure to give them a proper burial and prayed for their souls. There was no sign of the monster that wears my father's face. To believe such a thing was consumed in the fire would be wishful thinking. No, it is still out there somewhere and that knowledge haunts my dreams to this day.

~Nora



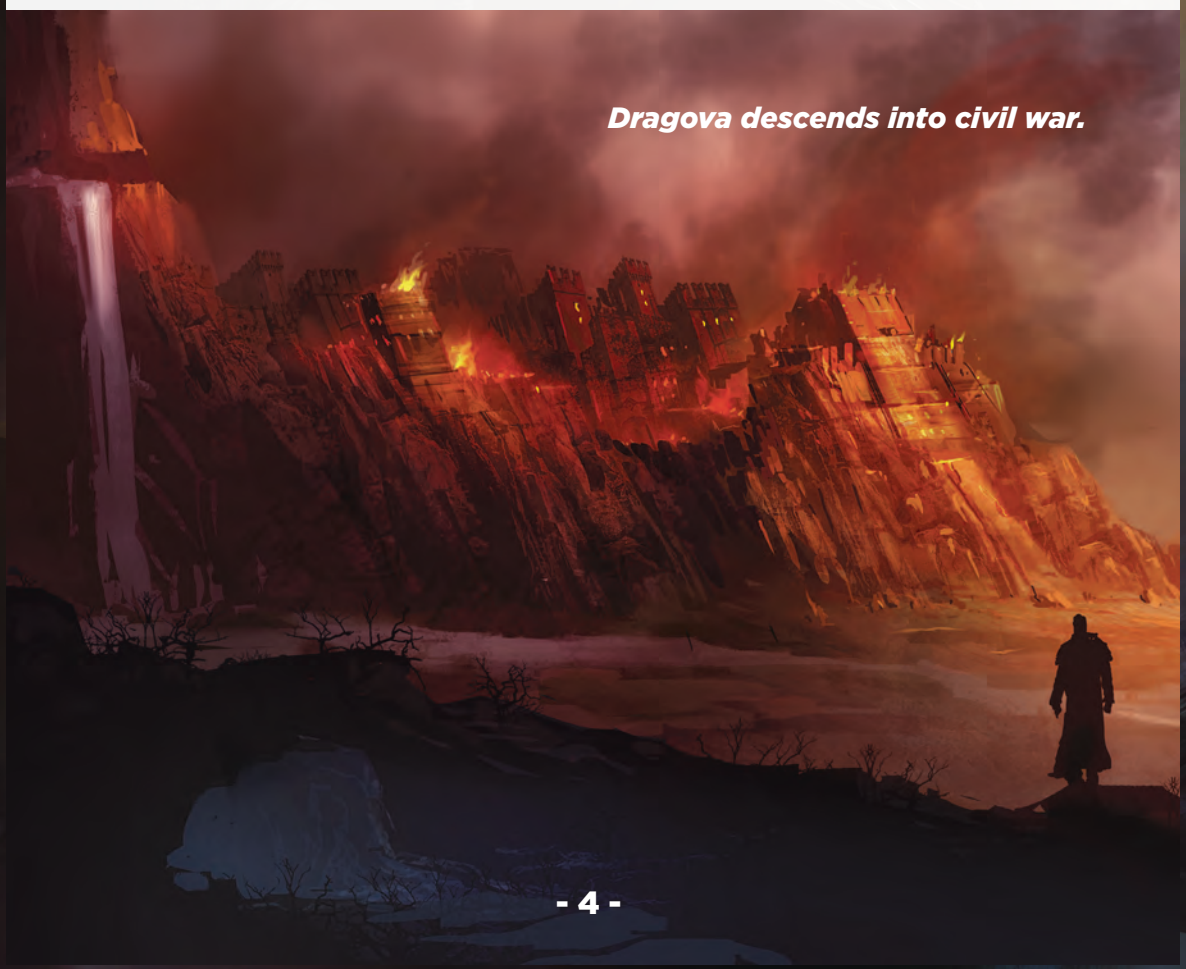
The World

The world of mankind is divided into four kingdoms; Albion, Tyr, Eriu and Dragova.

The kingdom of Albion lies nestled in the south amidst fertile fields and plains. The light-skinned people of Albion are industrious farmers and crafters who have built idyllic towns and cities. The chivalric order of Knights was birthed in this land and a king rules with the support of several noble houses.

Across to the frigid north is the kingdom of Tyr. Led by a queen and her fair-haired Valkyries, those who live at the top of the world are a hardy seafaring people with a reputation for raiding and plundering. They glorify combat and respect is given to those who demonstrate great martial skill. To the east is the kingdom of Eriu, a coastal region filled with dense and lush forests. Eriu is the most fractious kingdom as its woad-painted people are divided into numerous clans, each vying for dominance. They are a prideful folk who value honour above coin and are the most diverse in appearance, ranging from charcoal complexion to ivory skin. The capital of Eriu is actually a neutral city where the clans can meet in peace and host diplomats from the other kingdoms.

The mountainous lands of Dragova stretch across the west and are inhabited by a dark-haired people. Dragova has a strict caste system, where blood line is paramount to determining one's place in the world. The kingdom was once ruled by a single royal family for centuries. However, a dark scandal involving blood



Dragova descends into civil war.



Waves of refugees are fleeing the countryside.

sacrifice led to a coup and their downfall. Dragova is now ruled by the heads of several fiefdoms that watch over the kingdom from their gothic castles.

There is a brittle peace among the kingdoms that has held in recent years, but an old enmity lingers between Albion and Dragova that has lasted from a generation of war. Eriu has always suffered internal conflict among its clans and Tyr gazes at their fractious neighbours with a predatory eye.

Beyond the four kingdoms lie the Wilds. These unsettled lands consist of vast stretches of unexplored wilderness, mountainous peaks, and hidden valleys. Exploring the Wilds can be perilous as strange spirits and terrifying Werefolk inhabit these regions. Also, deep within the Wilds are enchanted forests where the Veil is thin between this world and the realm of the Fae.

Deep beneath the earth lie the Hollows, a maze-like network of ancient underground catacombs and tunnels. This subterranean territory is filled with ruins and the tombs of a long-dead people from another age. The Hollows is named for the entryways at the surface that are formed out of hollowed-out openings of great ancient trees.



Shadows have begun to emerge from the Hollows.

Factions

Across the kingdoms are several organizations with their own agendas and goals. The Watchers is an independent group of agents and detectives that work to investigate strange and horrific crimes. They also act as the "eyes and ears" on external threats to the human realm. The White Rose is another neutral organization dedicated to the pursuit and study of supernatural lore. Its members include gifted scholars and academics along with Spirit-touched magi and seers. Finally, the Coppers is a loose affiliation of thieves and criminals that make an art form out of larceny and mischief. Its members are often made up of the lower social classes who aim to undermine the effete nobility.

The chivalric Knights are elite oath-sworn warriors in service to either Albion or Dragova. Their code: to uphold the values of honour, valour and courtesy. The Knights often roam the countryside and embark on quests for their order and kingdom. The Valkyries are a special cadre of warrior women in service to the queen of Tyr. They are highly trained fighters that are fierce in battle and often raid down Eriu's eastern coast. Finally, the Free Companies are a collection of long established mercenary units formed of adventurers and professional soldiers that hire out their services to the highest bidder. While these sellswords are most often employed by the warring clans of Eriu, they can be found in all kingdoms.



The Knights set an example for others in the hope of a better future.



The Coppers despise the upper castes and dream of revolution.

Spirits and Magic



Spirits are the source of all magic.

The world is filled with incorporeal spirits nearly invisible to the naked eye. Some are the souls of the dead who remain bound to this world. Those who have committed the worst of crimes are sometimes punished this way. Other spirits have never been human at all. They are sentient and tend to have an affinity for elements of nature. The most powerful and ancient of these are the Primordial Spirits who have perhaps existed since the world's beginning.

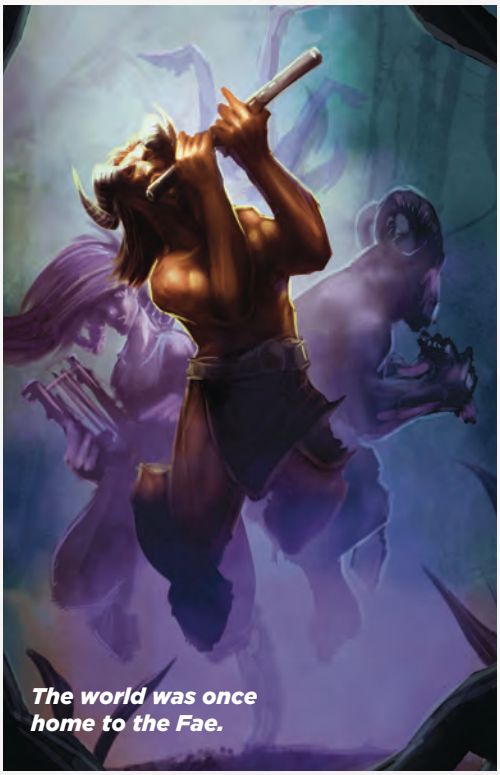
While spirits often mimic wildlife, some have also been known to possess and affect the forms of the living. Dire Beasts are an example of creatures who have been altered by the whims of spirits. Their bodies have been transformed, often taking on aspects of multiple animals. Dire Beasts roam the Wilds and are among the most deadly of predators.

Those who are gifted with the "Spirit-touch" can commune with spirits and tap into a new sense of the surrounding world. With proper study and practice, people possessing this gift can coax and bargain with spirits to perform wondrous magical effects. However, some practices are forbidden as they involve sacrificing life, abusing corpses of the dead or other vile acts. Death cults have always plagued the realm for there have always been those lured by dark power and the promise of eternal life.

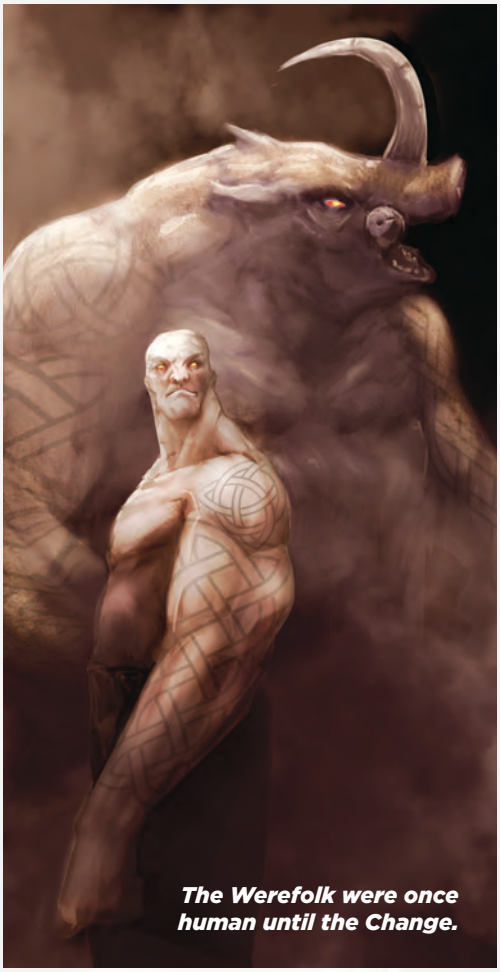
Non Humans

The Fae

In a bygone age, the world was once filled with supernatural beings that inspired fear and awe. The Fae were not one race, but a collection of beings, said to be born from dreams. They were beyond mortal understanding as their very nature defied reality. The Fae bound themselves to strange rules and formed their own societies. The two most prominent factions were the Seelie and Unseelie Courts, which sometimes fought with or against mankind. At some point the powers of the Fae began to wane and they fled to another realm; one of dreams where their powers remained strong. As time passed a barrier called "The Veil" formed between worlds, which prevented any travel. Mankind's encounters with the Fae eventually became myth and legend. In this age, the Fae have begun to reappear in the heart of the Wilds.



The world was once home to the Fae.



The Werefolk were once human until the Change.

The Werefolk

Shape-changers that can take the form of beast-like creatures, the Werefolk are a melding between human and spirit. They live in tribes aligned to the animal whose form they can assume. The Werefolk have claimed vast territories in the Wilds, slaying any that would dare to trespass on their domain. All Werefolk have an ancient enmity against humans for their ancestors were once feared and hunted down without mercy. They see humans as an ever-growing threat to upsetting the balance of nature and wait for a day of reckoning between their races.

Where the Story Begins

The signs have come. Shadows flicker and stir in the Hollows. A chill has settled in those ancient ruins and expedition pack animals refuse to enter the underworld realm. There are new sightings of large beasts roaming the countryside and strange unnatural calls fill the night air. Hunters have gone missing without a trace and it is no longer safe to explore very far into the woods. My sisters wake from the same nightmares. A skeletal hand, pale and white as snow, grasping out from darkness. Thousands of red-eyed crows flying over a field of dead. A bloody maw gaping open with rows of gleaming teeth the size of daggers. I see these images in my own dreams and I fear for what is coming.

~Selene

Arawn

Deep beneath the earth, at the very heart of the Hollows, lie the restless dead. They are ruled by Arawn, one-time king from a previous age. He was a cruel monarch that brought pain and ruin upon his underworld kingdom. Imprisoned and cursed with immortality, Arawn and his wraith host must eternally wait until the end of all human life before they may pass on. At least that is what the myths have said. One day, an expedition of treasure hunters ventured further than any others and unknowingly opened his sealed crypt. Now Arawn plots to free himself of his immortality by bringing all the living from above under the shroud of death.

Arawn's Quest

Arawn has summoned an army of undead and retrieved the eldritch runes that power his curse. He has entrusted some to his most powerful of servants and hidden the rest throughout the Hollows. The Champions must descend into the underworld realm to retrieve them as the runes can be used to render Arawn vulnerable to physical attack.

Morrigan

Within the Wilds, the barrier between this realm and the World of Dreams is much weaker. The Veil separates the reality of the mortal world with the land of the Fae, but recently tears have somehow been opening. Morrigan is a legendary Fae Queen of the Unseelie Court who embodies battle, strife and death. She has taken advantage of the new gateways to invade and conquer the kingdoms.

Morrigan's Quest

The Seelie Court, a rival faction of Fae, has provided a means to undermine Morrigan's invasion. They have scattered enchanted song notes throughout the Wilds in the hope that human Champions can find them. Singing the notes inspires courage and bravery in mortals, allowing them to temporarily resist Morrigan's dark powers. Sensing this ruse, Morrigan has dispatched her own servants to prevent the song notes from falling into the hands of the Champions.

The Dragon

An ancient being slumbers in a state of torpor, undisturbed within his barrow since the last age. His true name lost to time, the Dragon is a being made of human flesh merged with the essence of a Primordial Spirit. His form has taken the aspect of multiple beasts, with the head of a prehistoric reptile that has become his namesake. He is sometimes referred to as "the First" as he is the progenitor of all Werefolk, having sired many children that are the ancestors of today's tribes. Through his dreams, he can also reach out to a chosen few and form a pact that brings about the Change. The reclusive Werefolk tribes, resentful of the ever-expanding human kingdoms, have learned of his impending awakening. They now prepare for the time when the Dragon will rise once again to cull the humans and end an age.

The Dragon's Quest

Scattered throughout the wilderness are totems containing the fragmented essence of a Primordial Spirit. This ancient spirit is linked to the Dragon and the totems can be used to provide temporary protection. The Champions must explore both the Wilds and Hollows for these totems as any that possess a fragment can spend it to limit the Dragon's deadly attacks. Through dreams, the Dragon has warned the Werefolk tribes of the Champions' intentions and has called a hunt on them.


Arawn
Morrigan
The Dragon

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Dragova
Albion
Tyr
Eriu
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
Wilds
Hollows
Realm
Capital



Natasha

Health	7
Willpower	6
Might	3
Agility	4
Insight	2
Awareness	3
Persuasion	3
Resolve	3

Champion

Affiliation: The Coppers
Starting Location: Dragova Capital
Starting Resources: Sidestep

Rogue: May perform a Gift action with *Weapon*, *Armour*, and *Item* cards to another Champion on any space

Special Action: While on a Capital or Realm space, Test Agility against a score of 7 to acquire one *Weapon*, *Armour*, or *Item* card from the Hand

Natasha became a premier duelist before joining a band of revolutionaries. Despite her noble lineage, she has renounced Dragova's caste system and dedicates herself to pilfering ill-gotten riches to give to the needy.



Anton

Health	7
Willpower	6
Might	3
Agility	3
Insight	2
Awareness	3
Persuasion	4
Resolve	3

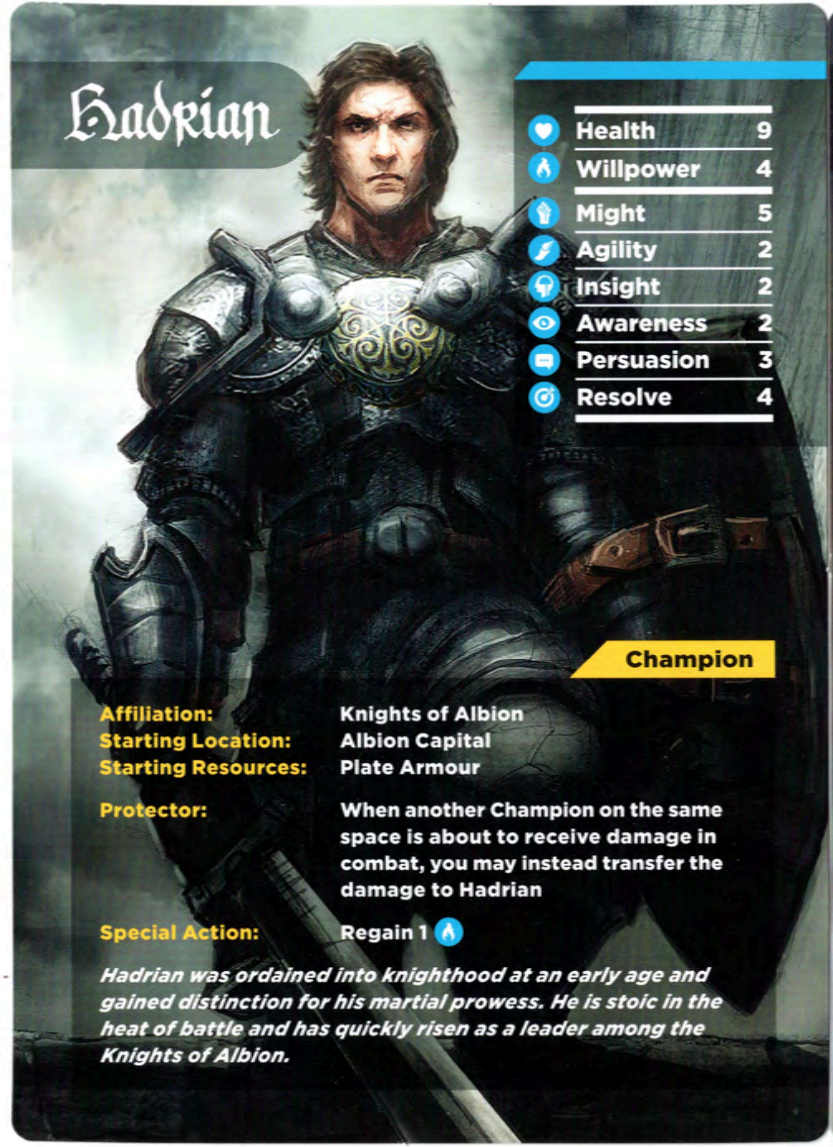
Champion

Affiliation: Explorer's Guild of Dragova
Starting Location: Hollows #2
Starting Resources: 3

Explorer: For all Tests on a Hollows space, roll an extra die and choose the highest result

Special Action: While on a Hollows space, Test Awareness against a score of 7 to acquire one *Relic* card from the Hand

Anton is a remarkable explorer who has plumbed the depths of the Hollows and emerged with many tales of his exploits. He has a charming demeanor that has made him popular among both the commoners and the nobility of Dragova.



Hadrian

Health	9
Willpower	4
Might	5
Agility	2
Insight	2
Awareness	2
Persuasion	3
Resolve	4

Champion

Affiliation: Knights of Albion
Starting Location: Albion Capital
Starting Resources: Plate Armour

Protector: When another Champion on the same space is about to receive damage in combat, you may instead transfer the damage to Hadrian

Special Action: Regain 1

Hadrian was ordained into knighthood at an early age and gained distinction for his martial prowess. He is stoic in the heat of battle and has quickly risen as a leader among the Knights of Albion.



Selene

Health	5
Willpower	8
Might	2
Agility	3
Insight	4
Awareness	3
Persuasion	2
Resolve	4
Spirit-Touched	

Champion

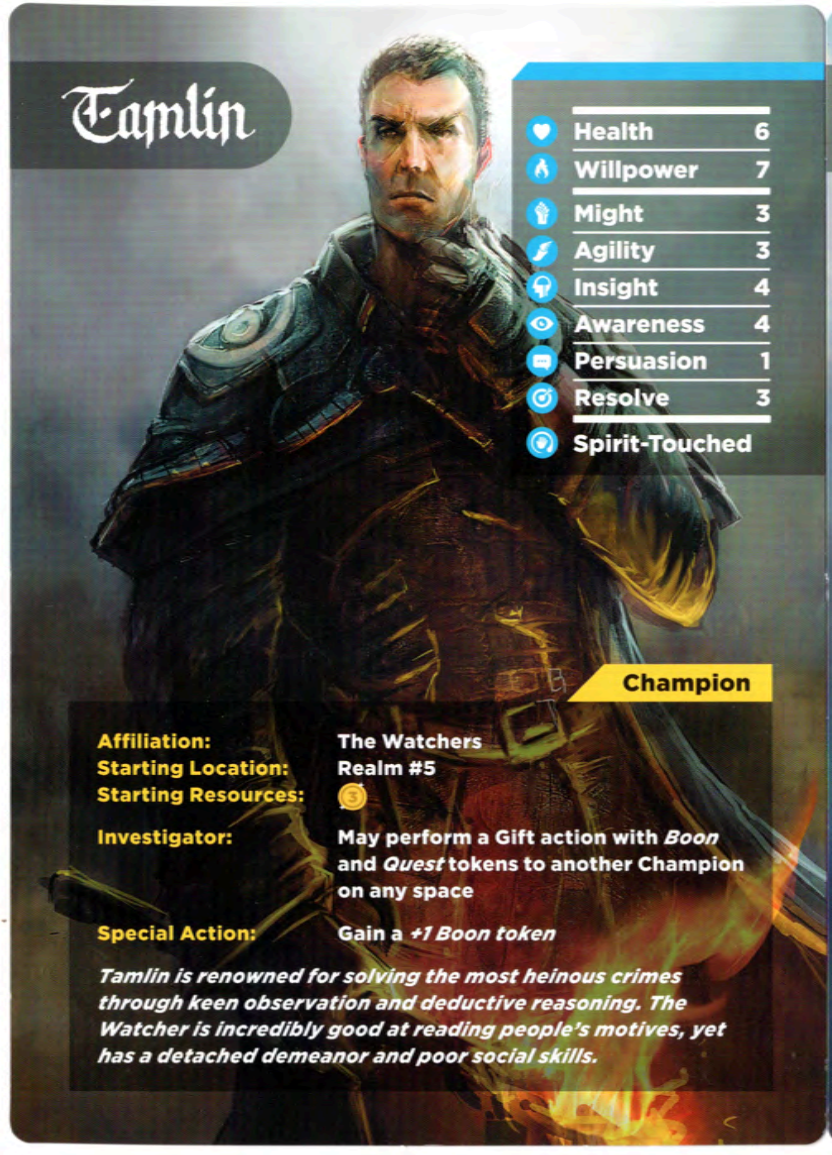
Affiliation: The White Rose
Starting Location: Eriu Capital
Starting Resources: Warding

Seer: For all Tests within a Quest, roll an extra die and choose the highest result

Special Action: Look at the top 2 cards of the Event deck, place one card back to the top of the deck and the other card to the bottom of the deck

The silver-haired native of Eriu is a prodigy among the seers with a powerful gift of foretelling through dreams. Selene is haunted nightly by her visions, but continues dreaming to gain any insight that may be vital for saving the realm.

Tamlin



Health	6
Willpower	7
Might	3
Agility	3
Insight	4
Awareness	4
Persuasion	1
Resolve	3
Spirit-Touched	

Champion

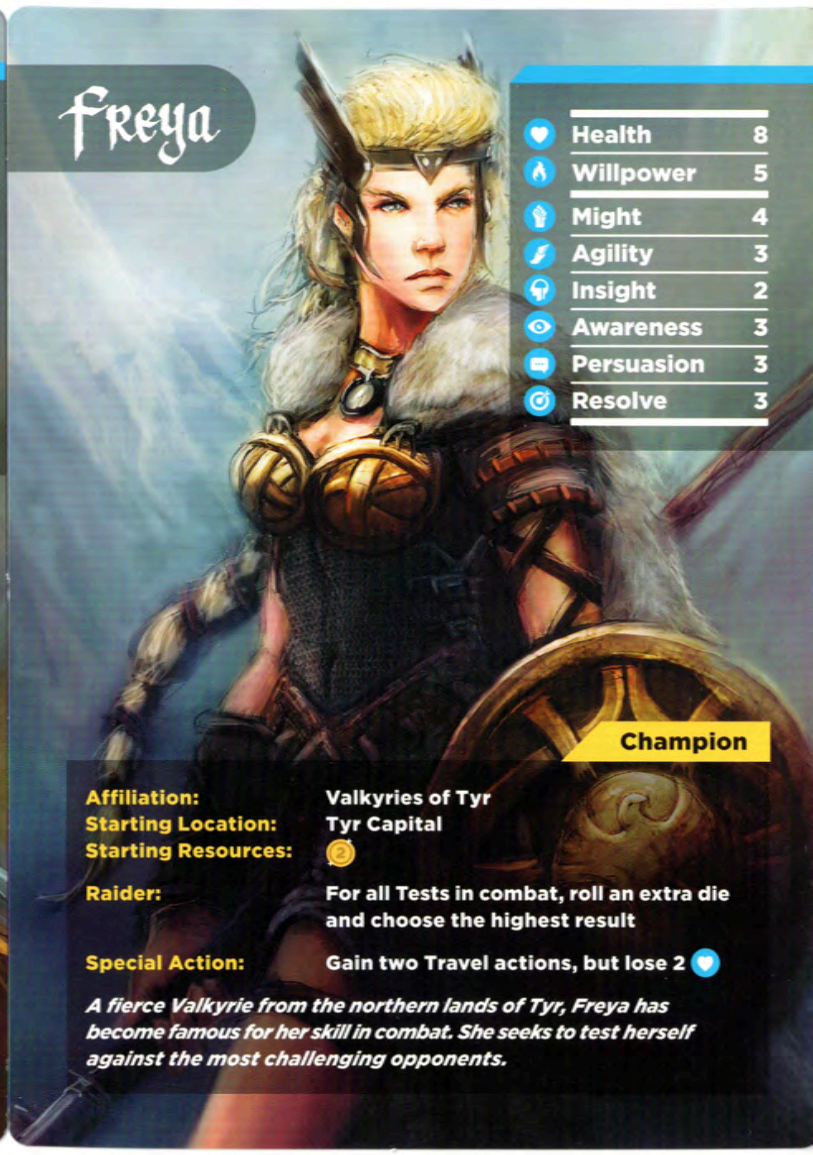
Affiliation: The Watchers
Starting Location: Realm #5
Starting Resources: 5

Investigator: May perform a Gift action with *Boon* and *Quest* tokens to another Champion on any space

Special Action: Gain a *+1 Boon token*

Tamlin is renowned for solving the most heinous crimes through keen observation and deductive reasoning. The Watcher is incredibly good at reading people's motives, yet has a detached demeanor and poor social skills.

Freya



Health	8
Willpower	5
Might	4
Agility	3
Insight	2
Awareness	3
Persuasion	3
Resolve	3

Champion

Affiliation: Valkyries of Tyr
Starting Location: Tyr Capital
Starting Resources: 3

Raider: For all Tests in combat, roll an extra die and choose the highest result

Special Action: Gain two Travel actions, but lose 2

A fierce Valkyrie from the northern lands of Tyr, Freya has become famous for her skill in combat. She seeks to test herself against the most challenging opponents.

Nora



Health	6
Willpower	7
Might	3
Agility	4
Insight	2
Awareness	4
Persuasion	2
Resolve	3

Champion

Affiliation: None
Starting Location: Wilds #5
Starting Resources: Hunting Knife

Survivor: For all Tests on a Wilds space, roll an extra die and choose the highest result

Special Action: Ambush a Foe on the same space

An orphan seeking revenge on the shape-shifter that slew her family, Nora has grown up to become a deadly hunter of monsters. The auburn-haired avenger makes her home in the Wilds and only rarely visits civilized lands.

Brom



Health	6
Willpower	7
Might	2
Agility	3
Insight	5
Awareness	3
Persuasion	2
Resolve	3
Spirit-Touched	

Champion

Affiliation: The White Rose
Starting Location: Wilds #6
Starting Resources: Spirits of Rage

Archmagi: Immediately discard any *Magical Afflictions* that have attached to Brom

Special Action: While on any space, Test Insight against a score of 8 to acquire one *Spell* card from the Hand

It is whispered that Brom was born deep in the Wilds, where he was blessed by an ancient spirit. Whether the tale is true or not, his exceptional attunement with spirits means he can call on them to invoke the most powerful of spells with ease.



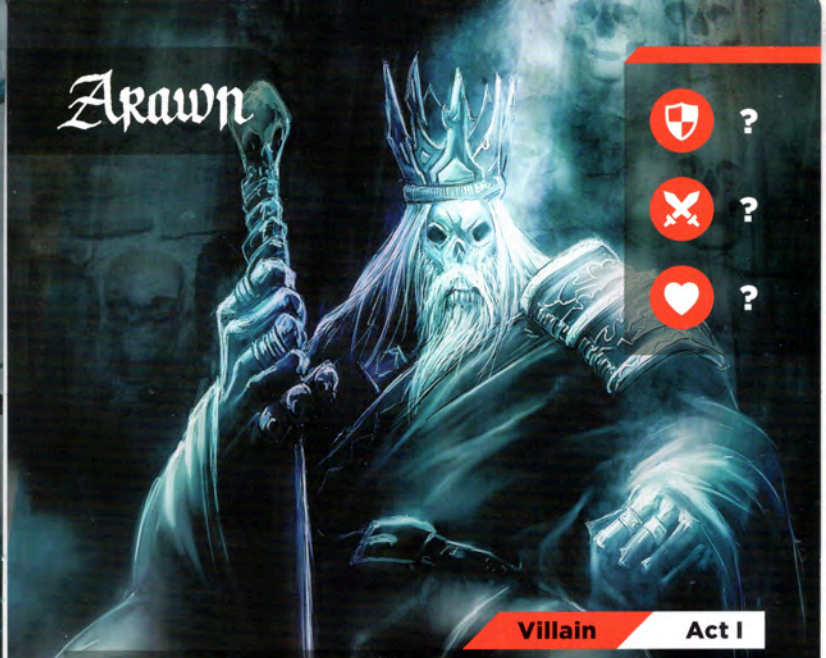
Justice

A mass of shambling corpses pour out from the Hollows like a dark tide. Ghostly wraiths drift among the undead, guiding them on a set path. One wraith among them stands out from the rest. A crown rests upon his ethereal skull and he wordlessly commands the others, directing them toward the nearest capital.

You rally your allies and intercept the undead horde before it can reach the city gates. Carving a path to Arawn, you enter a field of death surrounding the Wraith King. An icy coldness grips your heart as you feel your life slowly being siphoned away. Wielding eldritch runes, you launch a deadly attack and catch the Wraith King off guard. He gasps in surprise as you land several punishing blows. You press the advantage and, with a final strike, Arawn crumples to the ground. He utters a bitter curse at you before going lifelessly still. The wraith host begins to melt away like mist under the morning light. As they disperse, the horde of corpses falter and then collapse like puppets with their strings cut. The field of battle falls eerily quiet, save for the panting breaths of the living.

The Wraith King is bound in enchanted chains. You return him to his tomb deep within the Hollows, where the rest of the runes powering his curse are restored. Arawn is dragged screaming to his sarcophagus. When it is sealed shut, you can hear him laughing or weeping maniacally from within. Signs of warning are engraved across his tomb and the entire cave entrance is collapsed. He will spend the rest of eternity suffering alone in his prison.

Arawn



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Villain **Act I**

Beginning the Game:
Place Quest and Shadow tokens, each equal to half the number of Champions, on random Hollows spaces. Then place an Undead Corpse on each Shadow token.

During Act I:
When a Champion gains a Quest token, place a new Quest token on a Hollows space. At the end of each Turn, move all Foes 1 space towards the nearest Capital. Then place new Shadow tokens on the map equal to half the number of Champions and a random Foe on all Shadow tokens. If a Foe moves to a Capital space, each Champion will lose 1 .

I will be free of this curse. Free to pass on. Even if it means the world above must end. ~Arawn

Oblivion

A mass of shambling corpses pour out from the Hollows like a dark tide. Ghostly wraiths drift among the undead, guiding them on a set path. One wraith among them stands out from the rest. A crown rests upon his ethereal skull and he wordlessly commands the others, directing them toward the nearest capital.

You rally your allies and intercept the undead horde before it can reach the city gates. Carving a path to Arawn, you enter a field of death surrounding the Wraith King. An icy coldness grips your heart as you feel your life slowly being siphoned away. You launch a deadly attack, but only those possessing Arawn's eldritch runes can land a blow. All other attacks simply pass through his form. In the end, it is not enough.

The city's defenders make a desperate last stand, but are quickly overwhelmed by the swarming corpses. Screams echo throughout the night as all are slaughtered without mercy. The dead soon rise again, swelling Arawn's ranks to unstoppable numbers. Legions of undead swarm across the realm to slay all the living until the four kingdoms are but an empty husk. Arawn senses the end of his curse is at hand. As the blood of the last human is drawn, Arawn's form begins to fade. He smiles in relief as the curse is finally lifted, allowing him to pass on.

Arawn

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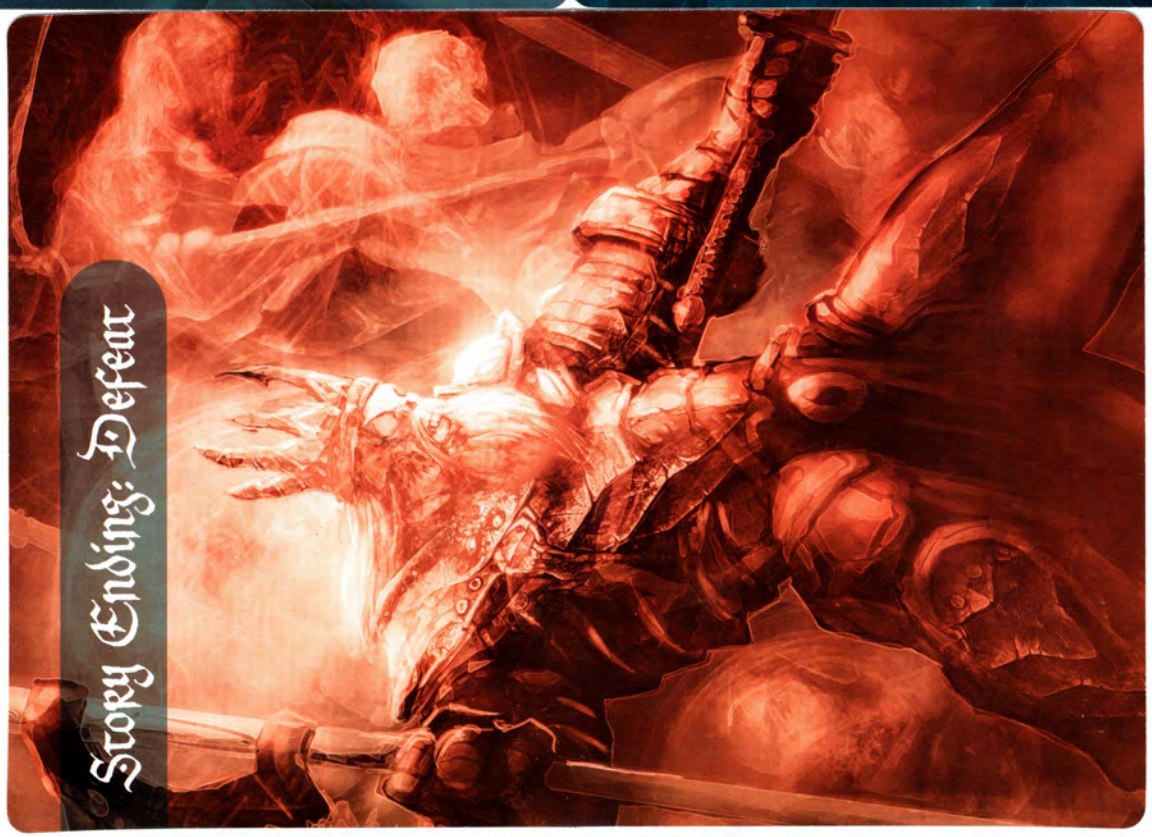
Villain | Act II

Beginning Act II:
Place Arawn on a random Hollows space with Undead Hordes equal to half the number of Champions. Remove all Quest and Shadow tokens.

During Act II:
Arawn can only be attacked by Champions with a Quest token. In combat against Arawn, each Champion will lose 2 at the end of every round. A Quest token can be spent to negate this loss for all Champions in this combat. At the end of each Turn, move Arawn 1 space towards the nearest Capital and all Foes 2 spaces towards Arawn. If Arawn is on a Capital space, the players lose the game.

Story Ending: Victory



Story Ending: Defeat

A New Dawn

Beneath the light of a full moon, you hear howling in the distance. For many days, you have been evading packs of Werefolk as you seek to confront the awakened Dragon. It has been a deadly game of cat and mouse that has taken a weary toll on you. A large shadow suddenly moves and you turn to see a gigantic winged form emerge from the surrounding darkness. The Dragon stares down at you in silence for a moment before lunging with outstretched claws. You frantically defend against his devastating attacks and activate one of the totems that you've acquired. A bright light flashes and a wave of power flows out. The Dragon snarls in anger and takes a step back. Noticing that his strength has diminished, you quickly go on the offensive. You furiously strike against the monster again and again. Beneath a hail of blows the bloodied form of the Dragon finally falters and crashes to the ground.

"You've broken the cycle," he murmurs. "If you only knew what you've done." The Dragon looks at you meaningfully before gasping and coughing up blood. His massive body shudders one last time and then goes still. With a hacking blow, you sever his head and return with it to the nearest capital. The preserved skull is displayed on the castle walls for all to see. A warning to all enemies of the realm.

The Werefolk feel the death of their progenitor and lose their thirst for blood. They travel deeper into the wilderness, becoming ever more reclusive. In their absence, the kingdoms begin to expand outward and settle more lands from the Wilds. The dawn of a new age has arrived.

The Dragon

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Villain **Act I**

Beginning the Game:
Place Quest and Shadow tokens, each equal to the number of Champions, on random map spaces. Place Foes aligned to the Dragon on each Shadow token.

During Act I:
When a Champion gains a Quest token, place a new Quest token on the map. At the end of each Turn, place a Shadow token on the map with a random Foe . Then move all Foes 1 space towards the nearest Champion and Ambush a Champion on the same space with the lowest .

An abomination. A nightmare made flesh. You will know soon enough why I am the monster in the dark. ~The Dragon

Death & Rebirth

Beneath the light of a full moon, you hear howling in the distance. For many days, you have been evading packs of Werefolk as you seek to confront the awakened Dragon. It has been a deadly game of cat and mouse that has taken a weary toll on you. A large shadow suddenly moves and you turn to see a gigantic winged form emerge from the surrounding darkness. The Dragon stares down at you in silence for a moment before lunging with outstretched claws. You frantically defend against his devastating attacks, but cannot match the monster's speed and strength. Blood runs freely from gaping wounds. You sway on unsteady legs and then begin to fall as darkness envelopes you.

The Dragon devours your remains in triumph. He savours his meal before setting off to rally his progeny and prepare for war. Werefolk begin stalking the roads and cutting off any travel between cities. Farmlands are soon overrun, leading to mass starvation.

The Dragon then leads the Werefolk tribes to attack the capitals directly. Weakened by famine, the capitals all fall beneath bloodthirsty fangs and claws. When the Dragon is finished the culling, he takes flight once more to the heart of the Wilds and returns to slumber for another age.

The Dragon

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Villain | Act II

Beginning Act II:
Place the Dragon on a random Wilds space. Replace each Quest token with a Foe aligned to the Dragon.

During Act II:
Champions that move to a space with a Shadow token cannot Travel until the next Turn. In combat, the Dragon gets to make an attack against each Champion in every round. A Quest token can be spent to reduce the Dragon's ⚔ by 3 for one combat round. At the end of each Turn, move the Dragon and all Foes 1 - 3 spaces (equal to half a die roll) towards the nearest Champion and Ambush a Champion on the same space with the lowest ⚡.

Story Ending: Victory

Story Ending: Defeat

A Song of Hope

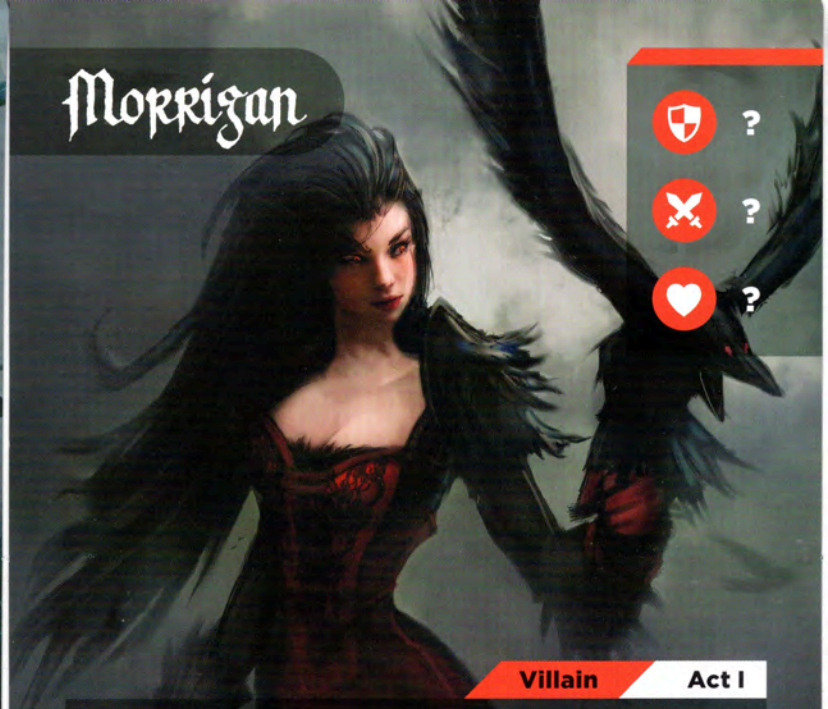
A battle rages between the forces of men and otherworldly Fae. Howls of rage and screams of the dying fill the air as you lead a desperate charge through ranks of Fomorians to reach the Fae Queen. A glimmer of hope soon turns to despair as a shadowy aura radiates from Morrigan, sapping the will of all that approach. You struggle against her power, but begin to falter. All seems lost.

A noise is suddenly heard above the din of battle. A song carries on the wind, sung by heroes with an enchanted scroll. The simple tune pierces through the dark aura, lending courage to all that hear it. Taking advantage of the opening, you lunge and deliver a deadly blow that sends Morrigan to her knees. The Fae sense the fall of their queen and lose heart. Their ranks soon break and they begin to flee. The bloodied Fae Queen gasps in pain, but she is not yet finished. **Choose to slay Morrigan or take her captive.**

Slay Morrigan: Morrigan gives you one last look of defiance as the blade falls and cleaves her body. She slumps to the earth and bursts into motes of light and darkness. The motes slowly float upward and scatter in the wind.

Take Her Captive: The greatest of Magi are quickly summoned before she can recover. They invoke a spell that transforms Morrigan into a crow and place her in an enchanted cage. She is sent to the Tower of the White Rose, where she remains a prisoner.

Morrigan



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Villain **Act I**

Beginning the Game:
Place Quest and Shadow tokens, each equal to half the number of Champions, on random Wilds spaces. Place Foes aligned to Morrigan on each Quest and Shadow token.

During Act I:
When a Champion gains a Quest token, place a new Quest token on a Wilds space. At the end of each Turn, replace each Shadow token with a random Foe. Then place new Shadow tokens on the map equal to half the number of Champions.

A gateway strong enough for my army will soon open. Then, all shall fall within my shadow. ~Morrigan

A World Remade

A battle rages between the forces of men and otherworldly Fae. Howls of rage and screams of the dying fill the air as you lead a desperate charge through ranks of Fomorians to reach the Fae Queen. A glimmer of hope soon turns to despair as a shadowy aura radiates from Morrigan, sapping the will of all that approach.

Her voice calls out to you. Dark and seductive tones reach your ears, dulling your senses and weakening your resolve. You try to block out the entrancing words and struggle forward, but it is as if you are walking underwater. The air gets heavy and you tremble from the pressure. You slowly fall to your knees and succumb to her power. All is lost.

The Fae host swiftly travels across the realm, subjugating all within its path. The mighty Fomorians tear through city gates, while the Fae Queen's eldritch power drains the will of any who resist. One by one, each capital surrenders until the entire realm is finally conquered. Any surviving Champions are taken as Morrigan's slaves and the race of mankind is brought under her shadow. Morrigan reshapes the world to one of fantasy and dreams, where she rules for all time.

Morrigan

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Villain | Act II

Beginning Act II:
Place Morrígan on a random Shadow token with Fomorian Invaders equal to half the number of Champions. Then remove all Quest and Shadow tokens.

During Act II:
Morrigan cannot be attacked until all other Foes on her space are defeated first. In combat against Morrigan, each Champion will lose 2 at the end of every round. A Quest token can be spent to negate this loss for all Champions in this combat. At the end of each Turn, place a Shadow token on any Capital occupied by a Foe or Morrigan. Then move Morrigan and all Foes 2 spaces to the nearest Capital without a Shadow token. If all Capital spaces have Shadow tokens, the players lose the game.

Story Ending: Victory

Story Ending: Defeat

A Play of Light and Shadow

You enter a chamber that is lit by a large brazier with a bright white flame. Surrounding it is a cylindrical metal screen with holes shaped into patterns. It is slowly rotating, which has cast the room in a shifting display of lights and shadows. Before your eyes, you see the patterns shift into different shapes. It seems to be some kind of puzzle. You try to decipher what is being displayed. Test 👎 against a score of 7.

Success: You discover the story of how Arawn led his kingdom to ruin and was cursed. You speak the ancient name of the curse and the scene shifts.

Failure: Shadows take the form of hooked tendrils and lash out at you from the walls! The cylinder stops rotating and the patterns close, preventing you from reaching the brazier. Lose 2 ♥.

The lights and shadows form a new scene. You begin to witness your deepest and most primal of fears. Pure terror suddenly wells up within you! Test 🎯 against a score of 8.

Success: You stand your ground until the play is over. The cylinder stops turning and leaves a wide opening in the screen. The brazier is no longer lit and within it rests an engraved rune stone. Gain 1 Quest token.

Failure: You flee the chamber in a screaming panic. Attach a Fear Affliction and lose 1 🔥.

The Deathless

The dark tower looms before you. Opening the front door, you cautiously check inside to find the place empty. A large staircase encircles the interior of the tower. Climbing the stone steps, you reach the top and peer inside to see a laboratory. A tall emaciated figure dressed in flowing robes is waiting patiently at the other end of the room. Eyes like glowing embers stare at you from within a hooded cowl. Before you can react, the undead Magi utters a word that clenches your heart. A dark shroud settles over you. Attach a Cursed Affliction, place Koschei on this space and enter combat.

Success: Chunks of flesh and black ichor fall to the floor as you carve away at the undead body. Koschei reels from your assault and falls lifelessly onto a nearby desk.

The wounds you inflict reveal a glowing rune embedded deep within Koschei's chest cavity, where the heart should lie. Before your eyes, the gaping holes are slowly mending. Test 🗡 against a score of 7.

Success: Pulling with all of your strength you rip the rune out of the undead Magi. Koschei convulses before disintegrating into dust. You gain 1 Quest token.

Failure: The wounds close over the rune. Koschei snaps his bony fingers and a cloud of smoke engulfs the room. He leaps through a window and is whisked away by unseen spirits. Lose 1 🔥.

Into the Depths

Perched on a stone bridge above an underground pool, you peer down into the clear water. Deep below the surface is a dimly glowing object. It is too far down to dive, but an iron diving bell hangs over the side of the bridge with a pulley system. Test 💪 against a score of 7.

Success: You properly operate the pulley, while inside the bell.

Failure: You fumble and jam the pulley system. While trying to unjam it, the pulley breaks and the bell drops into the water, sinking to the bottom. Lose 1 🔥.

You slowly lower yourself into the water and slip beneath the surface. The bell descends a few dozen paces before reaching the bottom. Taking a deep breath, you swim out from the bell and reach the rune. The water suddenly darkens as streams of black ink swirls around you. Movement within the ink catches your attention and you gaze at a gigantic tentacle probing out from a nearby crevice. You start to panic! Test 🎯 against a score of 8.

Success: Forcing yourself to keep calm, you retrieve the rune. The tentacle flails blindly in your direction, but misses as you swim back to the bell. Gain 1 Quest token.

Failure: You are consumed by terror and lose most of your breath in a gurgling scream. Instinctively, you launch yourself upwards to the surface. The experience rattles your nerves. Lose 1 🔥 and attach a Fear Affliction.

Source of the Plague

The large chamber smells of a foul nauseating odor. Along one of the walls are stacks of cages filled with green-tinged, incessantly squeaking, rats. In the middle of the room is a cauldron filled with a bubbling green liquid. Next to it is a workbench filled with all manner of bizarre instruments and tomes. A rasping voice calls out from across the chamber. "Like my handiwork? They will make excellent carriers." A gaunt man in black robes is standing to the side of a doorway. "You'll also make a fine addition to the rest," he says as a mass of shambling corpses begin to pour in. Place an Undead Horde and Black Magi on this space and enter combat.

Success: The room is littered with broken corpses as you finally clear a path and strike down the Black Magi.

"You're too late," he whispers softly as blood begins to pool around him. His eyes lead you back to the row of cages, now empty. You rush to the workbench and try to dispel the plague that will soon be unleashed. Test against a score of 8.

Success: You decipher the Black Magi's notes and make a reagent. Pouring it in the cauldron, you then apply it to some food and lure the rats. After eating, they no longer have a sickly green hue. A glowing rune can be seen at the bottom of the cauldron. Gain 1 Quest token. Search the Event deck and remove Plague Sickness from the game.

Failure: You cannot decipher the Black Magi's tome. Lose 1 . Search the Event deck for Plague Sickness and place it on the top of the deck.

Stairwell to Oblivion

A narrow set of stairs lead up the side of the cavern wall and continues on beyond your sight. After a long climb, you eventually reach the rocky ceiling and pass through an opening to the outside world. The air is frigid and you stare up at a night sky filled with twinkling stars, placed in unfamiliar patterns. The sky is not yours, but from another realm. Pillars of evenly-paced stone form another stairway to the edge of a steep cliff. As you climb, you begin to realize that what seemed like blinking stars is actually large dark forms flying overhead. The creatures are nearly invisible except for when they cross in front of a star. You think they are circling closer. Test against a score of 7.

Success: You evade the creatures and reach the final pillar where a twinkling rune is placed. Gain a Quest token.

Failure: Talons and fangs rip into you, shredding flesh. You tumble back down through the opening and it closes behind you. Lose 3 and attach a Wounded Affliction.

As you pick up the rune, the stars in the sky begin to fall. You look over the edge and see them swirling down into an abyssal void. Vertigo threatens to overcome you. Test against a score of 8.

Success: You grit your teeth and leap across the pillars. You make it back through the opening before the last star falls. Gain 1 .

Failure: You lose consciousness and slip off the edge into darkness. When you wake up, you find yourself unharmed at the bottom of the first set of stairs. However, the experience has affected your mind. Attach a Madness Affliction.

The Blood Queen

An elegant manor sits atop a plateau before you. Climbing a winding set of stairs, you arrive at the front entrance and find the door ajar. A melodic voice beckons you to enter. Out of compulsion, you comply and find yourself in a lobby. A hauntingly beautiful woman slowly approaches you from across the main hallway. The delicate features of her face are perfectly framed by flowing raven hair. "You've travelled a long way, stranger. My name is Katarina. Why don't you stay and rest?" Her hypnotic silver eyes transfix yours. Test against a score of 8.

Success: You resist her charms and take a defensive stance.

Failure: You spend the night at her mercy. She drinks your blood before discarding you in the morning. Lose 2 , 1 and attach an Addiction Affliction.

She smiles coyly at you and says, "Well done. You are not so weak after all. I am no true friend of Arawn, but can you convince me to part with this gift?" A glittering rune dangles from her necklace. **Choose to sway her with words or take the rune by force.**

Attack: She snarls as you draw your weapon. Place Katarina on this space and enter combat.

Success: You swing your blade in a wide arc and cleave her head cleanly from her shoulders. The severed head stares in shock before disintegrating into dust along with the body. Gain 1 Quest token.

Persuade: Test against a score of 8.

Success: She chuckles in delight and agrees to hand over the necklace. You depart before she changes her mind. Gain 1 Quest token.

Failure: She yawns at your arguments and commands you to leave. Lose 1 .

The Sacrifice

Winding stairs lead you down into the depths of a dungeon. You move along a dark corridor until you reach several prison cells. Dozens of frightened captives are huddled together behind locked bars. They look at you with pleading eyes and beg you to release them. You promise to return and continue to the doorway at the other end of the hall. It opens to a large room where several chanting figures have formed a circle around an altar. Upon it is the lifeless form of a young Valkyrie, her eyes staring blankly at the ceiling. Suddenly she twitches and jerks upright like a puppet under someone else's control. Her gaze turns towards you. Place Death Cultists and an Undead Corpse on this space and enter combat.

Success: You strike down the cultists and the Valkyrie corpse.

You search the bodies and find a large jail key. You also see a twinkling object in a small study beyond the altar. A metal barrier begins to slide down from the top of the entrance to the study. Behind you, frantic screaming can be heard from the cells. **Choose to save the prisoners or enter the study before it is sealed shut.**

Save the Prisoners: You race back to the cells. People are desperately trying to break out as noxious fumes are seeping in through vents. You open the cells and lead them outside. Sickly, but alive, they thank you for saving them. Attach a Poisoned Affliction and gain 2 .

Enter the Study: You dash towards the study and slide under the barrier before it closes. A twinkling rune sits on a desk in the corner. Gain 1 Quest token. You return to the cells and find the captives dead, their skin tinged blue from poison. Lose 1 . Before you depart, you burn the bodies.

The Realm Beyond

You enter a modest building that appears to be a place of worship. Down the main hall and up several steps is an ornate marble altar. You search the surroundings for any clue that may lead to one of Arawn's runes. Test against a score of 7.

Success: You investigate the altar and discover faint inscriptions carved on its surface. They indicate that you should lie upon the altar.

Failure: You discover nothing of import and leave the place in frustration. Lose 1 .

You lie down on the marble surface and stare up at the ceiling. There is a painting, which had been obscured from your initial view. It depicts a realm of death and afterlife, filled with ghost-like wraiths. Your eyes slowly close and, when they open again, the painting has come to life. Shadowy wraiths approach you, whispering in a strange language. Test against a score of 8.

Success: You drive back the wraiths through force of will. The scene in the painting shows the dark fate of mankind should Arawn win. You wake from the dream and find a softly glowing rune resting beside your head. Gain 1 and 1 Quest token.

Failure: The whispering wraiths draw closer from all sides and engulf you. Suddenly you are back on the altar, but it's as if you are seeing through someone else's eyes. A wraith has taken over your body! Attach a Possessed Affliction.

The Revenant

You enter a large throne room decorated by ruined tapestries. Two rows of pillars are evenly spaced on each side of the hall leading up to a dais with an impressive throne. A softly glowing rune has been placed on a table next to it. As you make your way closer, the doors behind you abruptly close. A figure strides forward from behind a nearby pillar and stands before you. It is wearing plate armour that has been scorched black and looks worn from many battles. The visor of the winged helm is down, hiding its visage. Drawing a tarnished steel sword, it silently salutes you and enters a traditional dueling stance. Place the Fallen Knight on this space and enter combat. You may not Retreat.

Success: The Fallen Knight crumples to the floor and the entrance doors reopen.

You make your way over to the glowing rune. As you try to pick it up, you feel an invisible force pushing against you! Test against a score of 8.

Success: You will yourself past the force and grasp the rune. It emits a burst of radiant light before winking out, yet it remains warm to the touch. Gain 1 Quest token.

Failure: The force hurls you through the entrance before shutting again. You suffer no serious injuries except for the sting of defeat. Lose 1 .

The Titan

Your path leads to a coliseum. After entering the main gate, you climb worn steps to the first level of stands surrounding a circular arena. Several unmoving bodies are littered throughout the arena pit below you. At the center of the pit is a podium with a glittering rune. Climbing down into the arena, you approach the dismembered corpses. You see the remains of a grizzled expedition leader. His lifeless eyes seem to be staring at you. As you approach the podium, a metal gate begins to raise from across the arena. A gigantic undead monster lumbers out. It roars at you and charges! **Choose to face the Undead Titan or grab the rune and escape.**

Fight: Place the Undead Titan on this space and enter combat.
Success: A deft strike to the back of the knee sends the Titan crashing down. You move to the side of its skull and deliver the finishing blow. Dark ichor flows out and its enormous body convulses for several moments before going still. Gain 1 Quest token.

Escape: Test against a score of 8.
Success: You nimbly evade the lumbering monster's rushing attack. Retrieving the rune, you climb out of the arena unscathed. Gain 1 Quest token.
Failure: You fumble and lose the rune. The Undead Titan clubs you with a massive limb and sends you flying into the stands. A wave of pain washes over you as you crash in a heap. Lose 3 and attach a Wounded Affliction.

As you stop near the entrance of the coliseum to regain your breath, you notice several ancient trophies within stone cases. Test against a score of 7.

Success: You open a stone case. Gain . If there is a Relic in the Hand, you may equip it.

The Prison

You approach the tomb and notice that the outside is barred with a heavy stone door at the front. Scrawling on the walls has mostly faded to the point of being illegible, but you can make out words of warning to stay away. The front door looks to have been forced open and you decide to investigate deeper within the burial chamber. Test against a score of 7.

Success: You avoid several traps and enter the inner sanctum.
Failure: You trigger a well-placed booby trap that inflicts a poisonous wound. Lose 2 and attach a Poisoned Affliction. The inner sanctum seals shut.

A stone sarcophagus covered in elaborate etchings is in the middle of the circular chamber. You notice that its lid is ajar. As the darkness retreats from the light of your torch you see the mutilated corpses of several people that look to be an expedition crew. They have been affixed upright along the back walls, their faces frozen in a look of horror. You see the terror set in their eyes and the urge to escape nearly overcomes your senses. Test against a score of 8.

Success: Trembling as you approach the sarcophagus, you force the lid completely open and peer within. A shadowy rune is placed inside. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.
Failure: You shiver in fear. It emanates from the sarcophagus in palpable waves. You cannot bring yourself to approach it and leave empty-handed. Attach a Fear Affliction and lose 1 .

Totem of the Dead

You enter a huge library filled with tomes, storing many centuries of knowledge. Your feet echo on the dusty marble floor as you walk down an aisle towards the back of the main room. The bookshelves in the back contain grimoires on spirits and totems. You think you're in the right area for finding one of Arawn's runes. Test or against a score of 7.

Success: Your investigation leads to a bookshelf that seems out of place. You notice faded scuff marks on the floor and move the shelf aside to reveal a secret room.
Failure: You spend countless hours searching, but never find what you seek. Lose 1 .

Inside is another shelf made out of human bones, containing an ancient totem. The ancient item radiates an ominous aura. As you touch the totem, disturbing thoughts enter your mind. You see images of power gained through sacrificial murder and deals brokered with evil spirits. Test against a score of 8.

Success: You withstand the magical assault and remove the totem from the shelf. Embedded within is an engraved rune. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.
Failure: You are overcome by the images and blackout. When you wake up, you feel an otherworldly presence controlling your body. Attach a Possessed Affliction.

Enter the Dragon

You are standing before an old gnarled tree with bone-white bark. Entering the hollow at the tree's base, you lower yourself into a small circular cave. The form of a serpent-like beast has been carved out of the smooth stone walls. The creature's eyes are inlaid with large blood-red gems that catch your gaze. Staring deeply into them, your vision blurs and shifts. When your sight refocuses, you find yourself in the heart of a strange tropical forest. Your body is no longer your own, but that of a fair-haired man in rough-made clothes. You seem to be lost and fleeing through the jungle at night. Terror grips your heart as you hear something chasing behind you. Something big. Test against a score of 8.

Success: You leap to the side and tumble down a steep slope.
Failure: There is a flash of a gaping maw with rows of dagger-sized teeth, then pain and darkness. You wake up in the cave, quivering and drenched in sweat. Attach a Fear Affliction.

Picking yourself up, you continue to flee and reach a clearing. There is a colossal pale tree in front of you with lush blood-red leaves. The tree has a ghostly glow from the light of a full moon and there is a hollow space at the base of its massive trunk. You sense the beast nearby and race for the tree. White light blinds you upon reaching it and the taste of blood fills your mouth. There is another presence. It envelopes you and images of beasts flicker before your eyes. You begin to change. Your form shifts to that of the countless beasts flooding your mind. Test against a score of 8.

Success: You feel yourself merging with the essence of a Primordial Spirit. Your humanity fades, replaced by something different. Something new. You break from the dream and awaken to find a totem carved in the shape of a serpent. Gain 1 Quest token.
Failure: You are overcome by the feeling of being devoured. Everything goes black. You wake up in the cave, disturbed and traumatized by the experience. Lose 1 and attach a random Mental Affliction.

Hunter & Prey

In your search for one of the Dragon's totems, you discover the ruins of a forgotten city. Remnants of dwellings are scattered throughout the area, half buried by earth and moss. The place is slowly being consumed by the surrounding wilderness, the name and location already lost to time. Test against a score of 8.

Success: You hear faint noises and hushed voices. Several hunters are huddled together inside the remains of a nearby building.
Failure: You search the city, but fail to find anything.

The frightened hunters look at you with relief and hope in their eyes. Whispering with shaky voices, they tell you how their band discovered this place a few days ago. Their presence woke something ancient. Something terrifying. It began preying upon the group and has prevented them from escaping. One by one, their numbers have dwindled to just a handful. When you mention the object of your quest, they recall seeing totem-like etchings in a temple at the heart of the city. **Choose whether to help the hunters escape or first find the totem.**

Search for the Totem: They beg you to help them escape first, but you ignore their pleading. You promise to return and see them to safety before heading towards the temple. Inside, you locate an altar with a totem carved in the shape of a cat's head. You return to save the hunters, but only find blood splattered across the walls and pooling on the floor. There is no other sign of the hunters or their fate. Lose 1 and gain 1 Quest totem.

Help the Hunters Escape: As you escort them out of the area, you feel a presence watching you. The hunters are ever grateful for your rescue and reward you with some coin. You try to return to the forgotten city, but somehow can never find it again. Gain 1 and 1.

Blood & Fire

You are standing before a great bonfire. Cultists are howling and dancing wildly all around you, their faces hidden behind various beast masks. They pass around a wooden bowl filled with blood. Each cultist drinks from it in turn until it is placed before you. It had been revealed that imbibing sacrificial blood from this bowl will connect you to the Dragon's dreams. Your thoughts drift back to the days before this night, when you were approached by the Watchers. With your help, they had captured one of the cultists and learned about this event. You reflect on your decision to infiltrate them and learn the whereabouts of one of the Dragon's totems. You wonder if you made the right choice. **Choose to drink the blood from the bowl or decline.**

Decline: You discreetly fake a sip, but your subterfuge is noticed. As you are surrounded, you wonder if this is your end when torches burst to light nearby. Watchers and soldiers converge and capture the cultists in short order. However, you fail to find the totem.

Drink: You force down the blood and suppress the desire to retch. Blurred images flash before you in thrumming waves. You try to make sense of them and are vaguely aware of shouting as Watchers and soldiers arrive to capture the cultists. Test against a score of 8.
Success: Slowly the blurry images come into focus. You see an ancient tree that marks one of the entrances to the Hollows. Its gnarled trunk is contorted into the face of an old man. Inside the mouth is a totem with the head of a ram. Gain 1 Quest totem.
Failure: You pass out from the hallucinations. When you wake, you still see occasional flashes and have developed an intense craving for blood and raw meat. Attach a Madness Affliction and Addiction Affliction.

Mask of the Beast

You enter a dimly lit cave and make your way past scattered bones. As you explore deeper, you see what appears to be a pale garment hanging from a metal hook on the wall. Upon closer inspection, you discover that it is human skin formed from the peeled face of a young man. Past it are several more skinned hides of both animals and people. They are all hanging from hooks on the stone walls. You see the back of someone standing before a bonfire. The figure turns around abruptly as you near. It is wearing the likeness of your face. Test against a score of 8.

Success: You resist the Skin-Walker's attempt to take over your mind.

Failure: Your vision gets hazy and the world seems to fall away. Place the Skin-Walker on this space and attach a Possessed Affliction. If the Champion still has a Possessed Affliction at the end of the next Action Phase, the Skin-Walker will finish the ritual to skin the Champion's flesh. Remove the Champion from the game, discarding all attached cards and tokens.

You shake off the spell and notice the Skin-Walker's face no longer has your appearance. Her visage is contorted in a feral rage with eyes shining against the firelight like that of a beast. The monster emits a low growl and then lunges at you! Place the Skin-Walker on this space and enter combat.

Success: You knock the Skin-Walker into the bonfire. She screeches and thrashes around wildly before collapsing. Her form is consumed by the fire. At the back of the cave you see a totem depicting multiple animal heads. Gain 1 Quest token and 1 . If Nora engaged in this combat, she will gain 2 .

The Aerie

The ascent has been slow and exhausting. You have been climbing along a path that is snaking up the mountainside. Birds of prey can be seen soaring overhead in the clear blue sky. One in particular is the reason for your trek. A rare Dire Eagle had been spotted carrying off livestock from nearby farmlands. Witnesses claim to have seen some kind of charm attached to one of its talons as it flew off towards this peak. Upon reaching the summit, you search for any sign of the rare bird of prey. Test against a score of 7.

Success: Perched atop an ancient tree is a huge nest. It is well hidden amidst the tangle of gnarled branches. A pair of eggs the size of boulders lie within along with the remains of several sheep and goats.

Failure: You search fruitlessly for days until your food reserves run out and you are forced to descend the mountain. Lose 1 .

You find a place to hide and wait for the Dire Eagle to return. Hours later, you hear a deep avian cry as a huge shadow is cast across the nest. The creature is like a powerfully built eagle, but one of enormous size. It slowly descends from the sky in a slow circle. Droplets of blood rain down from the carcass of a calf, clutched firmly in the grip of its talons. You watch the giant avian land and begin to feast on its prize, tearing large strips of flesh with a powerful beak. As the Dire Eagle finishes its meal and settles into the nest, you spy the object wrapped around its left talon. It is a totem carved in the shape of an eagle's head. Carefully, you make your way over and attempt to retrieve it unnoticed. Test against a score of 8.

Success: The Dire Eagle squawks in surprise as you tear the totem free. Before it can react, you climb down the tree and take cover. Gain 1 Quest token and 1 .

Failure: A large avian eye opens and stares down at you. You dodge its deadly talons and tumble down the tree. The eggs fall as well and break upon landing. The Dire Eagle screeches and takes flight, never to return. Lose 1 and 1 .

The Black Wolf

A full moon hangs high above the dense forest canopy. You approach several large rocks that are placed in a rough circle. Wisps of mist blanket the soft ground and the usual nighttime noise is somehow muted in this corner of the woods. Atop one of the stones rests a totem carved into a wolf's head. Test against a score of 8.

Success: You look around warily and search for any signs of a trap. Picking up a broken branch, you test the ground before your steps. You recoil as a hidden trap snaps shut, breaking it in half.

Failure: Pain shoots up your leg as a trap snaps shut on your ankle. Lose 2 and attach a Crippled Affliction. Laughter echoes all around you. Freeing your leg, you look up to see that the totem is gone. Dark shapes emerge from the nearby brush and circle you. Place a Werewolf Pack on the same space and enter combat.

The lean form of a man emerges from behind one of the stones. He stares at you silently with a predatory look before transforming into a gigantic black wolf. Fangs gleam ivory in the night as he emits a low growl. The massive werewolf slowly approaches to within several paces before lunging at you! Place Rhaler on this space and enter combat.

Success: You dodge a vicious bite and plunge your weapon deep into the side of Rhaler's neck. Blood sprays out as he howls in pain. You cleave again and sever the beast's head. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.

The Pale Boar

Multiple hoof tracks are imprinted in the muddy ground. One set is noticeably larger than the others. You have been following the tracks for days and they have finally led you too a small clearing in the woods. Scattered throughout the area are dozens of rotting human heads mounted on stakes. Many are still encased within the helms of Knights and Valkyries. Beyond the gruesome sight, you find an entrance to a burrow that is sealed shut by a heavy stone door. Test (Strength) against a score of 7.

Success: You force open the stone door and enter the burrow.
Failure: You are unable to move the heavy stone. Pain shoots through your side as you are gored from behind. Lose 2 (Health) and attach a Wounded Affliction. Place Wereboars on the same space and enter combat.

Within the dimly lit burrow you see spikes adorning the walls around a totem that is depicting a boar's head. A powerfully built man with ivory skin approaches from the shadows. The albino is bare-chested and covered in woad-painted tattoos. Intense red eyes stare at you filled with hatred. "Your head will soon join the others", he snarls. Before your eyes, he transforms into a hulking pale Wereboar with one large tusk. Place Tusk on this space and enter combat.

Success: You parry a charging attack and thrust your blade deeply between Tusk's ribs. He roars in agony as you push forward and impale him against the spikes on the wall. Tusk shudders for several moments before going still. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.

The Golden Bear

Snow crunches beneath your feet as you continue up the mountain trail. Reaching the summit, you see dozens of brown bears roaming a wooded area that is blanketed in fresh snow. A lodge is nestled among several ancient oak trees. A quiet approach will be needed to reach it undetected. Test (Agility) against a score of 7.

Success: You deftly evade the bears and reach the lodge.
Failure: Your path to the lodge is blocked by a large bear. It takes an aggressive posture and roars at you. Others can be seen bounding over. You retreat before you are overwhelmed by their numbers. Lose 1 (Lore).

You find a golden-haired Valkyrie inside the lodge. She is wearing a simple necklace with a totem carved in the shape of a bear's head. "My name is Sonja and I was once of the Valkyries long before the Change," she says. "I have what you seek, but swore an oath to guard it. The Werefolk tribes of the Bear want nothing to do with the coming war. We want to be left alone. Leave this place in peace and, as their leader, I will ensure none of my kind fights alongside the Dragon. **Choose to challenge Sonja or agree to her terms.**

Challenge Sonja: You refuse her offer and demand the totem. Before your eyes, she transforms into a towering golden bear. Place Sonja on this space and enter combat.
Success: Your strike pierces thick hide and inflicts a mortal wound. The giant bear coughs up blood and crashes to the floor. Sonja shifts back to human form as she dies. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.

Strike a Deal: Sonja looks at you with deep blue eyes as you clasp hands in acceptance of the deal. You leave empty-handed, but hope this agreement will be the first step to peace between Werefolk and humans. Remove Sonja and all Werebears cards from the game and gain 2 (Lore).

The Fulling

In the depths of a hidden barrow, you find a large totem pole. The heads of several different creatures have been carved out of its length. The head of a lizard-like beast is at the top. A bowl of incense is affixed to the base of the sculpture. Sources from the Watchers suggest that the totem pole may provide a link to the Dragon's dreams. You light the incense and lie down. Eventually, you enter a dream-like state in a void of darkness. A bubble of light comes into view and you try to pass through it. Test (Will) against a score of 8.

Success: You slip through the bubble and enter the dream.
Failure: You press against the bubble, but bounce out and immediately awaken with the feeling that you just missed something important. Lose 1 (Lore).

You stand before a once-great city in ruins. Flames engulf surrounding buildings and the streets are littered with dead bodies. An enormous Werefolk creature appears. His head is that of a lizard, framed by a flowing golden mane. A pair of gigantic bat-like wings sprout from his shoulder blades. The terrified screams of fleeing citizens draw his attention and you watch as the monster tears them apart. Similar scenes play out over and over again as you bear witness to the destruction of several more unfamiliar cities and the massacre of countless people. Test (Observation) against a score of 8.

Success: As the last kingdom falls, you watch the Dragon fly off to seclusion and return to his slumber. Your view then shifts to a scant few survivors that start to slowly rebuild. You wake from the dream and find a totem shaped in the head of the Dragon by your side. Gain 1 Quest token and 1 (Lore).
Failure: The scale of such murder is too much for you to bear. You break your connection to the dream and wake in a cold sweat. Lose 1 (Lore) and attach a Fear Affliction.

White Death

By the water's edge, you gaze into the clear blue depths. The secluded lake is known for its pristine water, but also for a darker reputation. Adventurers that visit this beautiful area tend to disappear, never to be found again. Research by the White Rose also mentions of an ancient submerged tree that may have a link to the Dragon. With that in mind, you finish assembling a wooden raft and set out to the rough location provided on a map. You eventually see the dark shapes of branches stretching up like tendrils and ending just several paces beneath the calm surface. You don a totem mask that will allow you to breathe underwater for a short time. Diving into the lake, you reach the top branch and begin to descend further into the depths. Test 👁 against a score of 8.

Success: The ghostly apparition of a giant white shark appears. It swims towards you with a gaping maw, revealing rows of serrated teeth. You see it just in time and bury yourself among the limbs of the tree.

Failure: You feel a tugging sensation and then pain as the jaws of a giant white shark clamps down on you! You struggle until it releases you in a cloud of your own blood. Lose 4 ♥ and attach a Wounded Affliction.

You can sense the shark spirit circling slowly in the distance. Taking care to avoid it, you pull yourself down toward the base of the tree. The clear water turns murky and you feel a pressure begin to build. There is an opening in the trunk, but darkness obscures anything within. Test 🎯 against a score of 7.

Success: You grit your teeth and feel about the inside of the opening. Your hand brushes something and you take hold of an object. Pulling it out, you see a totem carved in the shape of a shark's head. Gain 1 Quest token.

Failure: You hesitate and the breathing air from your mask suddenly dwindles, causing you to panic. You turn back to the surface. Lose 1 🔥.

The Stand

Large wolf tracks have been imprinted in the mud along the river bank. They are visible by the light of a full moon hanging low in the night sky. Up ahead you hear the din of battle. You come upon a band of Valkyries in a vicious fight against a large pack of werewolves. Drawing your weapon, you join the fray. Place a Werewolf Pack on this space and enter combat.

Success: The Werewolves rage and fight in a frenzy until they are all slain.

An imposing Valkyrie with fiery red-hair approaches you. She introduces herself as the captain of this band. "More are coming for us because of our prize. You must take this and leave now," she says grimly. The Valkyrie captain hands you a totem carved in the shape of a stag's head. From up the riverside you hear the furious howls of many more wolves. **Choose to escape with the totem or stay and fight.**

Escape with the Totem: You thank them and head back the way you came. In the distance, you glance back to see the band of Valkyries make their last stand against a much larger pack of werewolves. Gain 1 Quest token.

Stay and Fight: You refuse to leave them to die. The captain frowns at your decision, but has no time to argue as a mass of black shapes race in your direction. Place 2 Werewolf Packs on this space and enter combat.

Success: With a roar, you slay the last werewolf. Weary and out of breath, you spot the Valkyrie captain and a few other survivors. The bodies of the fallen are all around you. She gives you a nod of respect. Gain 1 Quest token and 1 🔥.

The Spirit Within

As you travel deep into the swamplands, a great emerald tree appears out of the fog. Covered in thick sinuous vines, it is resting atop an island in the middle of a bog. You are not the first to arrive as the figure of an elderly man is sitting cross-legged at the base of the tree. The ivory emblem of the White Rose is displayed on his shoulder. The grey-haired Magi is in deep concentration, likely communing with the ancient spirit that is resting within. You reach his side and hear him mumbling something arcane. Test 🧠 against a score of 8. Champions who are 🎯 may add 1 to the Test.

Success: You realize the Magi is struggling against the spirit and needs your help.

Failure: You wait for the Magi to finish. Suddenly, he begins to writhe and scream in agony before going silent. You try to check on him, but are no longer in control of your actions as an otherworldly presence takes over your body. Lose 1 🔥 and attach a Possessed Affliction.

Sitting down next to the Magi, you place a hand on his shoulder and become drawn into his mind's eye. You find yourself in a dream-like state, staring in awe at the ethereal form of a great Primordial Spirit. It is trying to pull the Magi into the tree. Your presence anchors the Magi and he excitedly claims to be harvesting a portion of the spirit's essence. You soon begin to feel your hold slipping and warn the Magi to break his connection. Test 🟦 against a score of 7.

Success: He agrees to break off the connection to the spirit. You find yourself back on the island, sitting next to the Magi. A totem carved in the shape of a tree has been placed between you. Gain 1 Quest token.

Failure: The Magi refuses to break the connection just yet as he seeks more of its essence. Snapping back to the real world, you see the Magi's skin crack, split and harden to bark. Fingers elongate to sharp claws and his eyes glow with a green hue. Place a Wood-Wose on this space and enter combat.

The Bargain

Through the misty forest, you come across several women chanting in front of a tear-like opening in the air. The witches have not yet noticed you. After a few moments, the tear snaps shut and they begin to converse amongst themselves. Listening to them, you discover that the covens have some connection with the tears in the Veil. Before you can decide what to do next, they turn around and notice your presence. A moment of shocked silence passes between you before you demand an explanation. Test against a score of 8.

Success: They confess that they made a deal with Morrígan to help open tears in the Veil in exchange for knowledge. They were deceived and didn't know that the Fae would use the openings to mount an invasion.

Failure: The witches respond with a spell that stuns you, while they flee into the mist. You shake it off, but a deep chill lingers. Attach a Cursed Affliction.

You find out some of the witches deeply regret their actions and claim to be trying to do what they can to close any new gateways. Their leader produces a scroll with radiant song notes and gives it to you in exchange for an oath of silence to keep their secret. Gain 1 Quest token. **After departing, choose to keep your promise or inform the kingdoms.**

Keep your word: You believe their regret is genuine and keep their secret. The witches are grateful and promise to convince the other covens to abandon their pact with Morrígan. Search the Foe deck and remove Witches from the game.

Renege: Upon hearing your discovery, the kingdoms declare a hunt on all the covens. In the days to come, you hear of numerous witches being lynched or burned alive at the stake. Gain 3.

A Dark Reflection

You find a secluded reflecting pool among an outcrop in the forest. The size of the circular pool is about the same as a large table. The rim is made of finely crafted stonework with engraved lettering. It is in an old language from another age. Test against a score of 7.

Success: The words give warning as the pool reflects an image representing the darkest evil of any person that looks upon its surface.

Failure: You cannot translate the wording. You gaze into the shallow waters and see your reflection. The image shifts and contorts, your face becoming twisted with hate. All the most vile thoughts you've ever imagined flood your mind. As much as you want to, you are unable to turn away! Attach an Entranced Affliction and a Madness Affliction.

You take care to avoid looking directly into the pool. A luminescent glow suddenly appears in its center and a sealed scroll case floats to the surface. You cautiously step into the pool and reach down to grab the scroll case, but an opposing force begins to pull it back down into the pool. Test against a score of 8.

Success: You pull with all your strength and lift the case out of the water. You open it and find a scroll with glowing song notes. Gain 1 Quest token.

Failure: The force is too strong for you and the scroll case is pulled from your grip. Lose 1.

A Dark Offer

Walking through a thick mist, you hear a whispering voice call out to you. The alluring voice can barely be heard at first, but becomes more audible as you approach a secluded grove. You find a stone shrine with a statue standing at its center. The statue depicts a woman of unearthly beauty with a raven perched on her shoulder. Stepping forward cautiously, you draw your weapon as the statue turns in your direction and speaks. Seductive tones offer your deepest heart's desire, if you would only bend your knee to the Fae Queen and cease your resistance. You feel yourself being drawn under her compulsion. Test against a score of 8.

Success: You defiantly refuse her offer.

Failure: Her enthralling words shake you to the core and trigger a sense of longing that you never thought existed. You kneel before the statue. Lose 3.

She threatens to make you pay for your insolence and mocks your attempt to thwart her invasion. Fury bubbles up within you. You rush over to topple the statue. Test against a score of 7.

Success: The statue shrieks as it smashes to the ground and crumbles into a thousand pieces. Within its remains, you find a scroll filled with glowing song notes. Gain 1 Quest Token.

Failure: You try to knock over the statue, but it shoves you with such force that you land in a heap across the shrine. She taunts you once more in playful tones, before the statue reverts to a lifeless form. Lose 1.

The Duel

You enter a clearing in the woods. Tall grass brushes against your knees during a strong breeze as sunlight bathes the area with a gentle warmth. You scan the clearing for the object of your quest, but the tall grass obscures anything on the ground. Test against a score of 7.

Success: You realize a better way to search. Using a reflective surface, you catch rays of sunshine and patiently shine a beam of light across the grass until you view something shimmering. You head over to the spot and retrieve a sheet filled with gleaming song notes. Gain 1 Quest token.

Failure: You rummage around for hours, slicing through the grass, but to no avail. Lose 1 .

As you turn to leave, a lithe figure emerges from the shadow of a tree and slowly approaches you. The Fae has ethereal features and long pale hair tied back into a neat ponytail. Slender curved blades are sheathed at her waist. "You have displayed cleverness, but now you must rely on another type of skill." She gracefully slides into a dueling stance with each hand resting on the hilt of a sword. Cold lavender eyes stare at you in readiness. Place the Sidhe Blademaster on this space and enter combat. You may not Retreat.

Success: Metal gleams in the sun as you pass each other. You strike cleanly and blood sprays into the air. The Fae slumps to the soft grass, shudders and then goes still. Gain 1 .

Lost in the Woods

The soft cries of an infant carry to your ears in the middle of the night. Startled by the noise, you leave your encampment to investigate. You reach a small clearing and find the child resting in a basket. The babe is being tended by a young woman and a few others are waiting nervously nearby. You greet them warily and they introduce themselves as a family of refugees that got lost in the woods. They apologize for the infant's crying and mention they will be continuing on their way at dawn. Test against a score of 8.

Success: You grow suspicious of their story as you noticed they were not relieved to see you nor did they ask for any assistance in traversing such a dangerous forest to reach safety.

Failure: You warn them to be careful before heading back to your camp. Later that night, you dream of the crying infant and family, but their faces shift to otherworldly features. You wake and rush back to find the empty basket. Lose 1 .

As you continue to question them, they suddenly draw hidden weapons and attack you! Place Changelings on this space and enter combat.

Success: Blood soaks the soft mossy ground as you fell the last of them. The babe watches you with a quiet innocence as you approach. You make a promise to reunite him with his real family. As you do, you spot a small object bundled in the basket and retrieve it. You unwrap a sheet with glowing song notes. Gain 1 Quest token and 1 .

The Evil Eye

Towering on the hill before you are standing stones, neatly spaced in a circle. A gigantic one-eyed Fomorian is standing by one of the stones and an ornate chest can be seen behind him. The ram-horned giant's blazing eye has not yet spotted you. As you quietly loop around the stones to reach the chest, you keep a careful watch on the Fomorian to see if he detects you. Test against a score of 8.

Success: You notice something suspicious and spot a second eye partially hidden at the back of his head. Discerning the ruse, you step out and face him directly.

Failure: Just as you reach the chest, a beam of light strikes you from the back of the Fomorian's head. You feel as if being pierced by a thousand needles. Screaming in agony, you flee the area. Lose 3 and attach a Wounded Affliction.

The giant rumbles with laughter at you. He readies a large spear and a shield the size of a barn door. Place Balor on this space and enter combat.

Success: With a great leap, you strike out and pierce the Fomorian's blazing eye. Balor roars in agony and flails about blindly before crashing to the ground. You open the chest and find a parchment with song notes. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.

The Invasion Begins

As dawn breaks, the faint sound of drumming can be heard in the distance. Climbing a large tree, you see the glow of campfires on the horizon. You decide to investigate and head towards the encampment, while doing your best to remain unseen. Test ⚡ against a score of 8.

Success: You deftly move through the woods, while keeping to the shadows. Eventually, you reach the encampment to find a large host of Fomorians.

Failure: As you near the drumming, hidden forms suddenly leap at you! Place Fomorian Invaders on this space. They perform an Ambush and then enter combat.

You hide and watch as hundreds of the horned giants mill about a large camp, preparing for battle. The drumming ceases and they begin to move out. With a sinking heart, you realize the Fomorians are heading towards an unsuspecting town just beyond the woods. Glancing back at the camp, you see that it is only sparsely guarded. A tome with gleaming song notes can be seen on an oak table near the middle of the camp. **Choose to warn the town or attack the guards to get the song notes.**

Give Warning: You race through the forest and arrive at the town before the Fomorians. They sound the alarm and evacuate the townsfolk just as the Fomorians approach. Move the Champion's token to the nearest Realm space. Gain 2 🔥 and 2.

Attack: Enter combat with Fomorian Invaders.

Success: You strike down the last guard and snatch the tome. Gain 1 Quest token, but lose 1 🔥.

The Harbinger

A dense fog suddenly appears before you. It quickly flows through the forest brush and envelopes your surroundings. You see the outline of someone slowly approaching. The figure is wearing dark gey robes and has the visage of an old hag with reddened eyes, as if from weeping. Long black hair hangs tangled about her frame. She raises bloody hands just before emitting a keening wail that shakes you to the core. Test 🌀 against a score of 8.

Success: You barely manage to stand your ground and resist the horrifying wail.

Failure: No other sound can match the frightening dirge. You flee from it in terror. Lose 2 🔥 and attach a Fear Affliction.

You draw your weapon with numb and trembling hands. Your teeth are chattering, but you call out a defiant challenge. In response, the Fae ceases her howling wail. Her bloodied fingers elongate into claws as she lunges at you. Place the Bean Sidhe on this space and enter combat.

Success: With a final blow, you sever the head of the Bean Sidhe from her body. She tumbles lifelessly to the ground. Before you depart, you notice something glowing from within her grey robes. You reach into a pocket and retrieve a sheet with glittering song notes. Gain 1 Quest token and 1 🔥.

Nightfall

You are resting at the base of a tree after a long day's journey. The sun has begun to set and dark shadows blanket the forest. The soft chirping of birds suddenly goes quiet. Test 👁 against a score of 8.

Success: You detect a faint presence and instinctively dodge away, narrowly avoiding a jagged blade.

Failure: A dagger with a sticky ointment slices your side. Lose 2 ❤ and attach a Poisoned Affliction. As you take a defensive stance, you see one of the assailants consume a scroll. Place Redcap Assassins on this space and enter combat.

Your blood runs cold as the Redcaps emerge from the shadows. They appear as small, wrinkled old men with over-sized appendages and claw-like hands. Completely black eyes stare at you from hateful faces, adorned with bone and metal piercings. True to their name, they are all wearing blood-soaked hats. The Redcaps surround you with unnatural speed. They grin widely, revealing large sharp teeth. One of them produces a scroll covered with glowing song notes and lifts it over his gaping mouth. Test ⚡ against a score of 8.

Success: With lightning reflexes, you snatch the scroll before the Redcap snaps his jaw shut. Gain 1 Quest token. Place Redcap Assassins on this space and enter combat.

Failure: You are too slow to prevent the scroll from being devoured. Lose 1 ✦. Place Redcap Assassins on this space and enter combat.

The Wild Hunt

In the wake of a passing storm you hear thundering hoof beats and see riders approach. Ethereal huntsmen with horses and hounds appear to be in wild pursuit of some quarry. The hunters ride past you except for one that stops by your side. The bare-chested rider's face is concealed behind a helm adorned with large stag antlers. He introduces himself as Herne, Lord of the Wild Hunt. Herne claims to have an item that would greatly aid your cause, but demands that you prove your worth first. Herne points to a tree in the distance and challenges you to reach it before his pet hounds catch you. Test against a score of 8.

Success: You race like the wind and evade the snapping jaws of the large hounds. Reaching the tree, you win the challenge.

Failure: The hounds pounce and knock you over. They bite and clamp down tightly on your limbs. You've lost the challenge. Lose 1 and 1 .

Herne nods at you in respect and offers a scroll of song notes in exchange for riding with the Wild Hunt for a time. **Choose to accept the offer or challenge him.**

Join the Wild Hunt: You agree to join the Wild Hunt. Attach a Possessed Affliction and gain 1 Quest token.

Challenge Herne: You decline the offer and instead challenge him. Place Herne on this space and enter combat.

Success: As Herne falls, his body vanishes, leaving his possessions behind. Among them is a scroll containing song notes. Gain 1 Quest token. If there is a Relic in the Hand, you may equip it.

The Lost

A cairn has been placed among a copse of willow trees. You examine it and notice a feeling of calm and peacefulness settle over the area. The slender, low-hanging branches and leaves sway gently with a light breeze. A thick covering of moss has grown over the pile of flat stones. Test against a score of 7.

Success: You investigate the cairn and discover faint runes carved on its surface. They reveal its purpose to connect with the dream world of the Fae.

Failure: The cairn's purpose eludes you. Shrugging, you leave and continue on your journey.

You lie down upon the cairn and the soft calls of nearby birds slowly lull you to sleep. A torrent of images flood your mind. Among them, you see a red-eyed crow flying over an army of horned beast-men. Your perspective shifts and you find yourself in a cage with several other captives. You watch in terror as the horned Fae take you and the others from the cage to a painted circle with a stick figure and weird drawings. One by one they slit the throats of the prisoners. Blood sprays the ground, seeping into the symbols. You see a knife hovering above you. Test against a score of 8.

Success: The knife flashes and your view gets hazy before shifting again. You see a glowing form with an outstretched hand. It is holding a parchment filled with sparkling song notes. When you wake, you feel something in the palm of your hand. Gain 1 Quest token.

Failure: You scream and force yourself awake before the scene ends. You have learned the fate of those who were taken, but the experience has left its mark. Attach a Fear Affliction.

The Stick Man

You enter a manse created out of formations of rock, trees and vines. Strange symbols are painted in a dark ichor all over the floor and you see a stick figure placed in the center of the room. A circle is painted around it and lines branch out, connecting with each symbol. You realize there must be a link with this place and the mysterious kidnappings occurring throughout the realm. Test against a score of 8. Champions who are can commune with the local spirits for aid and may add 2 to the Test.

Success: You determine that the placement of the symbols correspond to the sites where people have gone missing. The stick figure relates to the location of the manse.

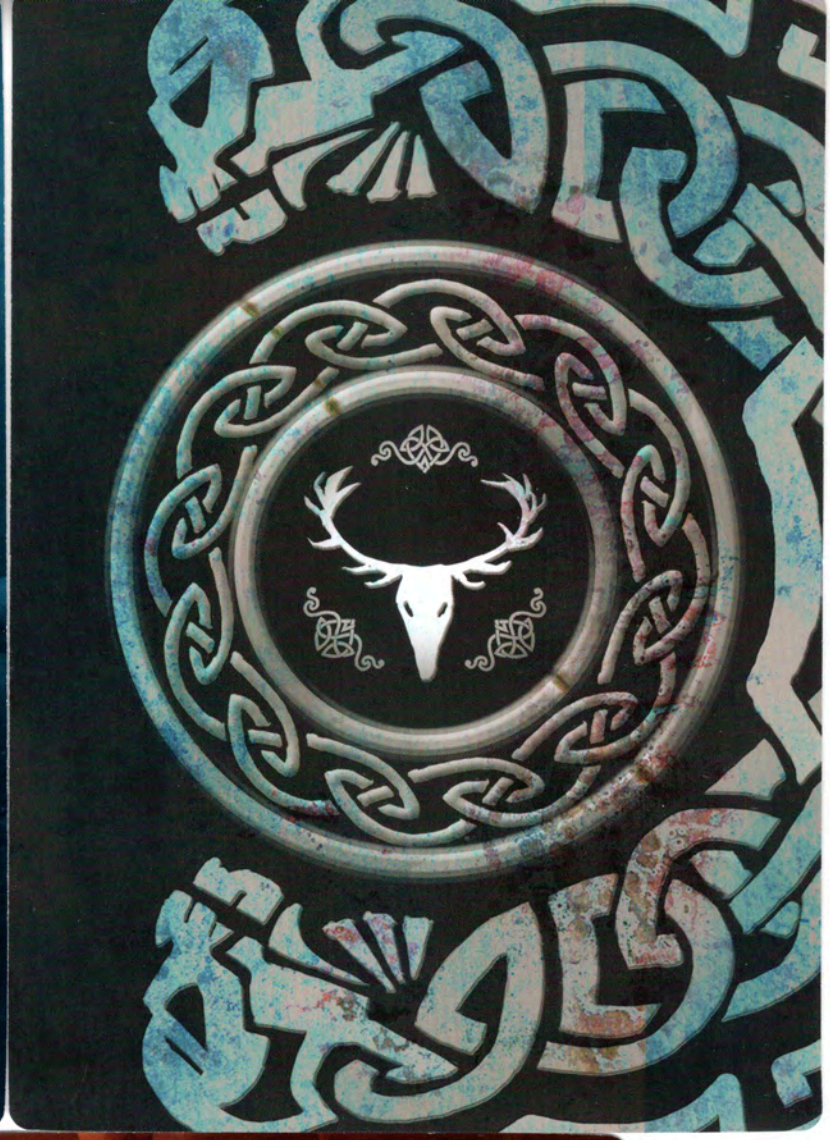
Failure: Struggling to understand the meaning of the symbols, you stare at them until they begin to shift and morph before your eyes. The world blurs and you begin to hallucinate. Attach a Madness Affliction.

You realize the kidnappings are part of a ritual that will open a very large gateway between worlds. As you approach the stick figure, a heavy feeling of despair begins to weigh down upon you. Every step forward becomes more difficult. Test against a score of 8.

Success: You force yourself forward and reach the ominous figure. Picking it up, you notice something lodged within and retrieve a crumpled piece of paper that contains gleaming song notes. Gain 1 Quest token.

Failure: You fall to your knees and can go no further. The stick figure remains forever out of reach. You manage to leave the manse, but the feeling of despair lingers with you. Lose 2 .


Story Ending: Victory




Story Ending: Defeat

Blood Feud

The smell of roasted meat fills the air as bar maids bring out plates of food from the kitchen. You are seated in a corner with a late meal. The tavern is full of patrons from all corners of the realm. A boisterous party from Eriu are by far the loudest and drunkest of the bunch. Another group of woad-painted Eriu suddenly enters the front door and the room goes silent. The 2 groups stare at each other with intense hatred. Fingers hover near sheathed blades. From their tattoo markings, you recognize the two rival clans and know that they have an ongoing blood feud. You decide to intervene. Test against a score of 7.

Success: You step between the two groups to defuse the situation. You remind them that they are guests here and would lose much honour should they draw blood. The second party leaves in peace. Gain 1 .

Failure: Your words reach deaf ears as harsh insults and threats come from both sides. Weapons are drawn and screams fill the tavern as they attack each other! Guards rush in and help you break up the brawl, but not before a few on each side have fallen. Lose 1 .

House of Vice

Your stay in the capital has reached the attention of the local nobility. A group of young peers have offered you a tour of the city at night. You feel obliged to accept their hospitality. The evening is filled with festive drinking. As the night wears on, you follow them down an alley to a nondescript doorway. The nobles pay a guard to enter and you find yourself in an lavishly decorated house. Scantily dressed courtiers and courtesans can be seen offering various illicit substances and services. Your companions tell you to enjoy yourself. Test against a score of 7.

Success: You resist the temptation and graciously part ways with the group.

Failure: Already drunk and bold, you decide to stay. You wake the next day with a hangover and a desire to return to this place. Attach an Addiction Affliction.

Little Thieves

You are walking down the main city street amidst a bustling of people. Merchants hawk their wares from wooden stalls, while warily eyeing lingering beggars. The scene reminds you that times have not been kind to the common folk. A cry from a nearby stall attracts your attention. A portly man is calling out for the guards. He is cursing at a few street urchins who have made off with a large basket of fruit. Instinctively, you chase them into an alleyway. Test against a score of 6.

Success: You manage to corner the thieves at a dead-end.

A young girl among them insists that they need the food as they are starving. She begs you to let them go. **Choose to let the street urchins escape with the food or turn them over to the guards.**

Let Them Escape: Their desperate pleas sway you to let them go. The girl thanks you profusely before departing. Gain 1 .

Turn Them In: Despite their young age, you believe they should be punished for their crime. You march them out and hand them over to the local guards. Gain .

Murder Investigation

You pass by a crowd of onlookers on the street. Guards have cordoned off the area where a bloody trail can be seen leading into an alleyway. The guards prevent you from approaching any further. Turning to leave, a woman's voice suddenly calls out from the alley. She commands the guards to let you pass. You enter the alley and follow the trail of blood. A dark-haired Watcher is standing near the grisly remains of a dead body. She introduces herself and claims to recognize you by reputation. She asks for your opinion of the crime scene. Test either or against a score of 8.

Success: You discover some crucial clues that will help solve the crime. The Watcher thanks you and offers her aid on your quest. Search the Hand or Resource Deck and attach the Watcher.

Failure: You are unable to find any clues. The Watcher shrugs in dissapointment and continues her investigation.

The Dueling Championship

The timing of your stay coincides with the annual Dueling Championship. Veteran and famed fighters from all across the realm have travelled in pursuit of the glory and gold that will be awarded to the winner. A lavish arena has been built for the occassion. **Choose whether pay the entry fee of 1 to join the competition.**

Pass: You decide that your efforts should remain focused on your quest.

Join: Lose 1 and Test or against a score of 7.

Success: You manage to make it to the finals.

Your final opponent is a Knight of great martial skill. He silently salutes you and enters a dueling stance. Test or against a score of 9.

Success: You feint and strike out with your weapon, landing a glancing blow. You win the match and are crowned this year's Dueling Champion! Gain 3 and 1 .

Failure: The Knight knocks your blade aside and strikes your arm. You fought well, but failed to win the championship.

Of Lords and Ladies

You have been invited to a social event among the local nobility. Lords and ladies mingle and gossip about recent happenings across the kingdoms. The topic of conversation shifts to darker events and recent deaths. One young lord scoffs at the notion of an encroaching darkness. He dismisses recent signs as mere superstition. Several others listen to his arguments and nod in agreement. Test against a score of 7.

Success: You make a speech and convince many others of the danger lying ahead. Before you depart, a young lady approaches you. She presses a strange coin in your hand. "Keep it for good luck," she whispers with a smile. Search the Hand or Resource Deck and equip a Lucky Coin.

Failure: You argue against the young noble, but your words fail to sway anyone. They deride your view and you angrily leave in frustration. Lose 1 .

The Heist

The night air is cool as you walk along the streets. The city is still bustling with activity and brightly lit braziers bathe the district in a soft warm glow. You eventually find yourself in an upper-class quarter. Test against a score of 7.

Success: As you pass one of the large manors, some motion catches your eye. You investigate and discover a handful of black-clad thieves in the act of a robbery!

They freeze in surprise before their leader cautiously approaches you. She claims to be a member of the Coppers. They are targeting a corrupt official to give his ill-gotten wealth to the poor. **Choose to assist them or have them arrested.**

Help the Coppers: By the end of the night, large bags of gold are dropped off at the local orphanage. Their leader pledges her aid in the future. Search the Resource Deck or Hand and attach Copper Crew.

Have them Arrested: You call for the guards. The thieves are quickly captured and are brought to a gallows in a public square the next day. Their leader gives you a defiant glare before she is hung with the rest. Gain 2. Remove Copper Crew from the game.

The Gathering

Upon a summons, you arrive at the royal castle and are escorted to a large hall. Representatives from each kingdom are seated at a large circular table. They are in the middle of a fierce debate. Albion is arguing for coordinating their defenses, while the delegate from Eriu wants to negotiate for peace. Tyr is calling for a strike against their enemy by the Valkyries. The ruling council of Dragova isn't convinced the threat is very serious at all. They all look to you for your opinion. **Choose on a course of action that was proposed by one of the kingdoms.**

Albion: They agree to put their armies on alert. The representative of Albion thanks you and offers support for your quest. Attach a random Companion card from the Resource Deck.

Eriu: A diplomatic delegation is sent to negotiate, but are never heard from again. Lose 1 .

Tyr: News is heard by a few survivors that the force of Valkyries fell into a trap and were slaughtered. Lose 1 .

Dragova: The delegates continue to bicker and eventually leave without any agreement or preparation. Advance the Fate Track by 1.

The Swordmaster

You enter the martial weapons school just as a class of students finish their practice session. Approaching the instructor, you request to meet the head of the school. The instructor nods and directs you to a small room off to the side of the main hall. The room is bare except for a simple mat on the floor. An elderly man is sitting, deep in meditation. He opens his eyes as you approach and levels you a considering look. You explain that you have a short time in the city and would like to learn from the renowned swordmaster before embarking on your quest. Test against a score of 6.

Success: The swordmaster agrees to teach you. Search the Resource Deck and attach a random Combat Feat.

Failure: He only agrees to teach you for a fee. You may pay to attach a random Combat Feat from the Resource Deck.

The Tourney

The city is throwing a carnival fair to raise people's spirits and it includes a dueling tourney. An arena with wooden stands has been built and several competitors can be seen practicing nearby. The fighters range from solemn knights to woad-painted barbarian warriors. **Choose to participate for some fame and gold or pass on the event.**

Participate: Test or against a score of 8.

Success: You defeat all challengers and win the tourney. Word spreads of your victory and your confidence grows. Gain and 1 .

Failure: You are matched against a Dragovan duelist who easily disarms you. The loss stings your pride. Lose 1 .

Pass: You decide your skills are better suited elsewhere.

Tower of the White Rose

A spiraling white tower looms before you. Its marble surface is carved with entwining vines and roses. As you enter the tower, you are greeted by a member of the White Rose. The scholar gives you a tour of the main sections of the tower and grants you access to explore the library. You browse the tomes for any knowledge that may aid you on your quest. Test against a score of 7.

Success: You find an old tome with valuable background information on the Villain and the various trials you may encounter. Gain a +2 Boon token.

Failure: You are unable to find any useful information before departing.

The Uprising

You have been called to an urgent meeting of representatives from each kingdom. Word has arrived that Dragova is on the brink of rebellion. Simmering resentment between the Dragovan castes has boiled over. The Coppers are now leading uprisings across the kingdom. Prominent figures argue on whether to help quell the rebellion or encourage a change to the caste system. **Choose to support the Dragovan rulers or the rebels.**

Support the Dragovan Rulers: You believe that a stable kingdom is needed now more than ever. Others nod in agreement. In the coming days, the uprisings are quickly squashed. You later find a note of thanks. Gain . Remove Copper Crew from the game.

Support the Coppers: Your voice bolsters support for the rebellion. Protests and uprisings spread like wildfire across Dragova. The ruling council is eventually forced to end the Dragovan caste system. Gain 2 , but advance the Fate Track by 1.



Harvest Moon Festival

You reach a nearby farmer's village in time for the Harvest Moon Festival. Bright orange lanterns decorate the main square and the scent of delicious meals fills the night air. A bright full moon looms in the star-filled sky, bathing your surroundings in a warm glow. You enjoy the festivities and begin to relax when a sudden shriek catches your attention. You turn and witness several hulking, tusk-faced beasts savaging some hapless farmers. A squad of guards rush in, but are no match for the powerful beast-men. One of the Werefolk spots you and grunts to the others in a guttural language. With a roar they all charge you! Place Wereboars on this space and enter combat.

Success: Dead Werefolk litter the streets as you finish the last of them off. It squeals in pain before going silent. The shocked villagers thank you for stopping the rampage and give you a reward. Gain 2.

Highwaymen

Traveling along an empty stretch of road, you reach a stone bridge that provides a path across a river. Several rough-looking men approach you and demand a "toll" for passing through unharmed. **Choose whether to pay them 1 or challenge them.**

Pay them: You decide discretion is the better part of valour and pay the toll. Lose 1.

Challenge them: You confront the bandits that are preying on the weak. Test against a score of 6.

Success: You teach them a lesson and scare them off. One of them drops some coin in his rush to escape. Gain 1.

Failure: They beat you down long enough to rob you of all your coins before fleeing. Lose 2 and all Gold.

Massacre on the Road

As you travel along a secluded road, you come across a grisly scene. The corpses of several travelers sway in the breeze, hung from the branches of a large oak tree. Unsettled by the sight, you decide to cut the corpses down and bury them. Test against a score of 7.

Success: You give them a proper burial. The act gives you some comfort in the face of such tragedy. Gain 1.

Failure: The faces of the murdered innocents are etched in your memory and affect you for many restless nights to come. Lose 1.

Quarantine

You arrive at a quiet little town in the middle of the day to find the streets empty and the place eerily quiet. Walking along the main road, you notice worried eyes peeking down at you from the upper-floor windows of closed shops. As you enter the main town square, you spot a large wagon loaded with corpses. A few bodies are also on the ground, covered in white sheets. A flaxen-haired woman is examining them. Noticing your presence, she introduces herself as a Magi from the White Rose. She is studying a mysterious illness that has claimed over a dozen lives in this town.
Test against a score of 7.

Success: Examining the bodies, you sense something darker at work. You caution the Magi and insist on burning the bodies. When the deed is done, the Magi provides you with some useful knowledge for your quest. Gain a +1 Boon token.

Failure: You leave the Magi to her work and continue on your way. A few days later, you hear about the town's dead rising in the night and butchering everyone. Lose 1 and place 1 Undead Horde on this space.

Refugees

A large group of refugees are trudging down the main road. As they approach, you can see frightened and haunted looks. They are desperately trying to escape whatever nightmare forced them to abandon their homes. One face stands out from the others. A woman armed with an impressive glaive is walking alongside a family. A horse is trailing obediently behind her, carrying two small children. The floral crest of a Knight is proudly displayed on the shoulder of her plate armour. She approaches and politely requests your assistance in escorting the refugees to the nearest capital city.
Choose to delay your quest and aid the Knight or refuse.

Escort the Refugees: Despite the delay, you are happy to be of service in protecting the weak. Gain 1 and move the Champion back to the closest Capital space.

Continue with your Quest: You decline her request, explaining the urgency of your mission. She nods in understanding and wishes you well before turning back to her charges. Days later, word reaches you that the group of refugees were found massacred by the side of the road. Lose 1 .

The Kidnappings

You arrive at a small village to find guards posted along the main road. The guards question you briefly before being cut off by a pair of approaching Watchers. They politely greet you and seem to know who you are. They mention a disturbance that may be related to your quest. The Watchers take you to an empty farmhouse where a couple have gone missing. Strange symbols are painted on the floor and a little stick man is standing in the center of the dining room. Test or against a score of 8.

Success: You carefully investigate the scene and discover a small clue, indicating the handiwork of the Fae. The Watchers thank you and agree to share information to aid your quest. Gain a +2 Boon token.

Failure: You find no clues and leave in frustration. Lose 1 .

The Cottage

While traveling through a forested area, you see a sign at a fork in the road. It directs travelers to a nearby cottage for food and rest. Hungry and tired, you take the side road and arrive at a quaint wooden cabin by a small lake. An elderly man and woman greet you warmly and welcome you in. Sitting you down and pouring some tea, they offer you room and board in exchange for some simple chores. Test against a score of 7.

Success: You notice a slight nervousness about them and refuse to drink.

Failure: Lose 1 and attach a Poisoned Affliction card. Place Death Cultists on this space and enter combat.

They look at you calmly and draw knives as others enter the room from the back. Place Death Cultists on this space and enter combat.

Success: You stand over the final assailant who is bleeding out on the floor. She is the elderly woman that poured you tea. "For Arawn," she murmurs before the light fades from her eyes. You search the rooms and find some coin. Gain 1.

Tavern Rumours

You relax at a roadside tavern after a long day's journey. The place is small, but cozy with a warm fire and remarkably tasty food. Throughout the evening, you overhear chattering and rumours about recent events. The individual stories reveal nothing, but you begin to feel a pattern emerge from the overlapping tales. Test against a score of 7.

Success: Filtering the rumours for more reliable tidbits of information, you gain new knowledge that may be useful on your quest. Gain a +1 Boon token.

Failure: You glean nothing of importance from the various tales.

The Farm

Your travel through this part of the countryside has been largely uneventful. There are few towns or villages for rest and you have lately made camp by the side of the road. You continue moving forward at a steady pace until the late evening. As the sky darkens, a farm comes into view on the horizon. It is dusk by the time you arrive at the entrance. Your hails are answered by a gruff voice demanding your intentions. Test against a score of 6.

Success: The farmer and his family welcome you in and offer you a warm bed to spend the night. The simple act of kindness from strangers lifts your spirits. Gain 1 .

Failure: The farmer demands that you leave before shutting the door and locking it. You spend yet another cold night camped by the road. Lose 1 .

The Mercenary Camp

Hundreds of tents sprawl out before you on a raised plateau. You have come across one of the famous mercenary bands of the Free Companies. Well-armed outriders meet and escort you to one of the largest tents. A dark-haired man with a pair of guards is waiting inside. He is clad in finely crafted armour and a pair of curved blades rest in their scabbards at his waist. He introduces himself as the captain of this mercenary company. You mention your quest and implore him to lend aid. Test against a score of 7.

Success: You sway the mercenary captain to help you for the greater good. Search the Hand or Resource deck and attach Mercenaries.

Failure: He offers assistance, but insists on a price for his support. You may choose to pay 2 to attach Mercenaries from the Hand or Resource deck.

Traveling Menagerie

A cluster of wagons can be seen along the road ahead of you. A crowd is assembling and large tents have been pitched in an open field, just on the outskirts of a nearby town. A banner has been raised between two flagpoles, announcing a traveling circus show. You decide to explore the entertaining and bizarre venues, eventually coming across the more secluded tent of a fortune-teller. A woman wearing the garb of a Seer is seated at a plain wooden table. Her sightless eyes widen slightly as you enter and she offers to delve into future events revolving around you. She asks for 1 as payment for her service. **Choose to pay her to see your future or leave.**

See your future: You may look at the top card of the Event deck and decide whether to return it to the top of the deck or place it at the bottom. Lose 1 .

Decline the offer: You politely refuse the offer and leave the tent.

The War Effort

You are relaxing at an inn of a small village when you hear riders approaching. A band of fair-haired Tyrian warriors arrive with a large wagon and head for a nearby storehouse. They begin loading up the wagon with supplies. Their leader is a Valkyrie who claims the goods for the Tyrian army. **Choose to convince the Tyrians to pay for the supplies or challenge their leader.**

Negotiate: You demand a fair price for the supplies. Test against a score of 7.

Success: You argue for a compromise among allies and the Valkyrie slowly nods her head. They take the supplies, but pay the villagers.

Failure: They laugh at your suggestion to pay and leave with their spoils. Lose 1 .

Challenge: Test or against a score of 8.

Success: You disarm the Valkyrie and call on her to yield. She scowls at you, but relents. The villagers give you a reward. Gain 2 .

Failure: You are caught off-guard and forced to yield. The Valkyrie grins at you in victory before departing with the supplies. Lose 1 and 1 .



A Tear in the Veil

A shimmering tear of light hovers before you across a small clearing in the forest. The air seems to ripple in waves around the translucent object and you begin to hear a loud thrumming sound. You wisely keep your distance at the tree line. The tear slowly begins to expand, forming a large opening. Through it you gaze upon a strange land with colours deeper and brighter than anything you've ever seen before. Something steps through the gate before it suddenly dissolves away like a mirage. Place a Foe aligned to Morrígan on this space and enter combat.

Battle in the Mist

The sounds of combat draws your attention. You reach the crest of a nearby hill and gaze down upon a pitched battle. Mounted Knights and a legion of soldiers are clashing against Fae invaders on a misty field. Giant ram-horned Fomorians are wading into the ranks of men and tearing them apart. You hear the screams of the dying and the rallying cry of Knights trying to hold the line. A force of graceful Sidhe warriors suddenly emerge from dense mist at the rear of the legion. Deadly blades clear a path to the command unit. With a sweeping flourish, you see a pale-haired Blademaster decapitate the Knight Commander. With a heavy heart, you realize the army is routed. A ragtag squad of Knights and soldiers are trying to escape in your direction with several Fomorians in pursuit. **Choose whether to rescue them or focus on your mission.**

Depart: You leave them behind and try to ignore their dying screams as they are cut down. Lose 1 .

Rescue: Place Fomorian Invaders on this space and enter combat.

Success: You cut down the pursuing Fae and escort the squad to safety. You have lost some time, but gained their gratitude. Move the Champion to the nearest Realm space and gain 1 .

Captives

Faint cries draw you to a clearing in the woods where over a score of people are held within wooden cages. The weeping that first attracted your attention is coming from a little girl fearfully clutching her doll. Several ram-horned figures are standing watch nearby, while others are seated by a roaring bonfire. Your presence is not yet detected. **Choose whether to risk your mission with a dangerous fight or leave the prisoners to their fate.**

Leave: Your choice ensures survival, but abandoning the captives haunts your dreams for many nights. Lose 1 .

Rescue: You enter the clearing to face the captors and find yourself surrounded. Place 2 Fomorian Invaders on this space and enter combat. You may not Retreat.

Success: You fell the horned beast-men and release the captives. They praise you for rescuing them! The young girl vows to one day grow up and be a hero like you. Gain 1 .

Castle in the Woods

The ruin of an old castle comes into view and you decide to make camp within. A noise wakes you in the middle of the night. Rising to investigate, you hear it again. It's coming from the cellar. You cautiously make your way down the stone steps with weapon at the ready. Upon reaching the basement, several spectral forms silently appear. They point in unison at a painting that is hanging on the back wall. It is in remarkably good condition and depicts a beautiful noblewoman at the head of a dining table with dismembered bodies sitting across from each other. She is feasting on a bloody heart. You hear them whisper, "Destroy the vessel. Break our curse." **Choose to either help free the wraiths or ignore their request.**

Aid the wraiths: You take pity on the wraiths and set fire to the painting. As it burns, you see them look relieved. Before they disappear, one points to a hidden latch in a corner. Pulling it, you find a secret room with a chest! Gain . If there is a Relic in the Hand, you may equip it.

Don't help them: You figure they may have deserved their curse and decide to leave. As you try to depart, they attack you! Place Wraiths on this space and enter combat.

Prowling Wolves

As dusk approaches, you hear the faint howling of wolves in the distance. You are about to finish making camp when you hear the howls again. This time the calls are much closer. A chill runs down your spine as you realize that you are being hunted. **Choose whether to make a stand or attempt to escape.**

Stand and fight: You quickly prepare yourself for battle. Several pairs of golden eyes stare at you from the surrounding darkness. Feral growls fill the air as the werewolves attack! Place a Werewolf Pack on this space and enter combat.

Escape: You flee into the woods and hope to lose the werewolves hunting you. Test against a score of 7.

Success: You weave through the forest and avoid your pursuers. Eventually, you reach a stream and are able to cover your trail and scent.

Failure: You soon hear the panting of large beasts behind you. As you race past a tree, a shadowy form lunges out at you! Place a Werewolf Pack on this space. They perform an Ambush and then enter combat.

Stalker in the Night

You are traveling by the light of the moon through the forest. The sun has recently set and you finally arrive at a suitable place to make camp. Within a short time, you have lit a small campfire and prepared a place for rest. Weary from the day's travel, you settle yourself in front of the fire to relax. Test against a score of 7.

Success: You notice that all the nighttime sounds have ceased and realize something is watching you from the darkness. What looks to be a wild-haired man emerges from the treeline, but his skin looks as if made of rough bark and his hands end in sharp wooden claws. Emerald eyes affix yours. He smiles at you with a mad look before attacking. Place the Wood-Wose on the same space and enter combat.

Failure: There is a blur of motion. You turn to see wooden claws lashing out and then feel a sharp pain at your side! Lose 2 . Place the Wood-Wose on this space. It performs an Ambush and then enter combat.

The Coven

As you travel deep into a gloomy forest, you begin to hear faint chanting. The sounds draw closer and seem to be coming from all directions. Several women appear out of nowhere and surround you. "You are trespassing," declares one of them. Their chanting gets louder and an icy coldness grips you. **Choose whether to attack them or attempt to parley.**

Attack: Place Witches on this space and enter combat.

Success: You rush the witches in front of you and cut them down. The last one mumbles something about gateways with her dying breath.

Parley: Test against a score of 7.

Success: You convince the witches to let you pass their territory in peace.

Failure: The spell takes hold and you feel a darkness stain your soul. While reeling from the effects, the witches disappear into the woods. Attach a Cursed Affliction.

The Black Stallion

A stone bridge comes into view ahead of you. It is spanning the breadth of a wide river. As you reach it, a black stallion emerges from a patch of reeds by the river bank. The beautiful horse has a long and flowing mane that is dripping water. It hesitantly approaches you and cautiously sniffs the air. For a long moment it stares at you before emitting a soft nicker and lowering its head to get pet. Test against a score of 7.

Success: Something about its eyes disturbs you. You back away from the creature. Its appearance subtly shifts to something more aquatic and monstrous. Place the Kelpie on this space and enter combat.

Failure: The horse seems tame and you softly pat its head. It shifts to the side to let you ride astride its back. You feel odd about it, but suddenly realize that your hand is glued to its body. It bolts towards the river and drags you along with it. As you try to break free, it turns to attack! Lose 1 . Place the Kelpie on this space and enter combat. You may not Retreat.

Creatures of the Wild

Twilight has fallen and you are roasting a late meal of wild game. A rustling noise in a nearby bush catches your attention and the ghostly form of wolves appear. They warily sniff the air and look at you expectantly. You realize they are spirits that have taken on the form of local wildlife. The spirits are attracted by the smell of your meal. **Choose to share some food with them or keep it to yourself.**

Share your dinner: You cut chunks of meat from the spit over the fire and toss it to them. Though they can't truly eat, they chew on the meal before departing. In the morning you find a small item by the campfire. Search the Resource Deck and equip a Spirit Totem.

Ignore the spirits: You ignore them and start eating. Threatening snarls interrupt your dinner as they lunge at you! Place Primal Spirits on this space and enter combat.

Enchanting Pools

Dusk approaches and you search for a safe place to camp for the night. You come across a bubbling river that feeds several clear-blue ponds. Laughing and singing can be heard and you soon find a group of Satyrs frolicking by one of the pools. A picnic is laid out nearby on a blanket of soft green moss. They notice your presence and beckon you to join them, but you feel conflicted. Enemies offering you food and drink is the last thing you expected. **Choose whether to challenge them or accept their offer of hospitality.**

Attack them: Place a Satyr Troupe on this space and enter combat.

Join them: The night becomes one of drunken revelry. You pass out and wake the next day alone. You are well rested, but have an intense craving for more of the Fae wine. You gain 2 . Test against a score of 7.

Failure: The craving gnaws at you and affects your focus. Attach an Addiction Affliction.

Lost in the Woods

Journeying for days in the woods, the trees start to blur together in the dense forest. You come across the same marker you left an hour ago. Realizing that you may have accidently circled back on your own path, you carve another marker in a tree and alter your direction. Hours later you are stunned to find the same location with both markers. Test or against a score of 8. Champions that are may add 1 to the Test Result.

Success: Something is trying to keep you here. You inspect the area closely and discover an ancient stone structure beneath the leaves and earth. After a long time digging, you find an opening and enter it. Inside is a shrine with wondrous artifacts. Gain . If there is a Relic in the Hand, you may equip it.

Failure: Over and over again, you end up in the same spot. Somehow you finally break the cycle after numerous frustrating attempts. Lose 1 .

Fae Rings

You reach a glade in the dense woods. Sunlight shines down on the large clearing and wild flowers cover the area in a mosaic of colours. Tall grass bends softly in a cool breeze and mushrooms can also be seen dotting the area. As you enter the glade, Test against a score of 7.

Success: You discern the Fae Rings formed of mushrooms that are partially hidden by the flora and avoid the traps.

Failure: You accidently step into a Fae Ring and fall into a deep slumber. Attach an Entranced Affliction.

The Den

You come upon several roughly made dwellings in front of a large cave. In the middle of them is a tall wooden totem of a bear. Woad-painted barbarians are conversing and preparing a meal over a large campfire. Your presence does not go unnoticed as a harsh voice warns you to stand still. Camouflaged sentries appear from the forest brush behind you, while the other barbarians from the campfire approach. They demand to know why you have travelled so deep into the Wilds. Test against a score of 8.

Success: You convince them that you are an explorer and researcher of the Wilds. They are convinced enough to grudgingly let you leave in peace. Gain 1 .

Failure: They aren't convinced and begin to transform before your eyes. Dense fur covers flesh and faces shift to that of ursine beasts. Massive bears on hind legs glare down at you. They roar in fury and attack! Place Werebears on this space and enter combat.

The Hunt

Journeying through the woods, you reach a hunter's lodge that is perched on a steep hill. You are greeted by a large band of woodsmen and hunters. Their leader offers you a chance to join them in ridding the forest of a monstrous beast that has been killing local livestock and unwary travelers. He announces that the hunt is about to begin and a reward will be given to the one that slays the monster. You decide to join them. Test against a score of 7.

Success: You find tracks, which lead you to a lair in a hidden cave.

Failure: Your search is fruitless and you return to the lodge empty-handed. The rest of the hunters return, carrying their leader's bloodied and lifeless form. He was ambushed by the beast and it is still out there somewhere. Lose 1 .

You enter the cave and see the antlered form of a bestial monster. It bares sharp fangs and emits a low growl before leaping at you! Place a Dire Beast on this space and enter combat.

Success: The monster shudders violently and then goes still. You sever the head and return to the lodge with your prize. Gain .

The Storm

Dark clouds stretch out along the horizon and a fierce wind whips through the trees. You seek shelter, but can only find a copse of trees to provide cover. Heavy rain and hail begin to fall and you witness a whirlwind form in the distance. It quickly gains strength and proceeds to rip up shrubs and trees. Time passes as the fury of the storm continues throughout the night. A flash of lightning and movement catches your attention. You see an uprooted tree flying right at you! Test against a score of 7.

Success: You roll out of the way right before the tree crashes down. Waiting out the rest of the storm, you awake the next day drenched and cold, but unharmed.

Failure: You are struck in the chest by a thick branch and launched off your feet. Crashing against another tree, you gasp in pain as you land. Lose 3 and attach a Wounded Affliction.

The Slaugh

You rest beneath a star-filled sky and drift off to sleep. Images flicker in your dreams. You find yourself as a bird, flying high among the clouds and gazing down upon a forest canopy. A dark swarm can be seen above the trees in the distance. Flying closer, you see that it is a murder of crows. Hundreds of them are flying in a circle over a manse crafted out of stone. The red-eyed crows caw to each other as you approach the location. When you try to fly into the manse, several of them swoop down and attack you! Test against a score of 8.

Success: You will yourself forward. Diving past the crows, you enter the interior of the manse. Painted runes cover the walls and a large stick figure is standing in a circle on the floor. You mark the location in your mind before waking. Gain a +2 Boon token.

Failure: You can feel them rend your flesh with talons and peck at your eyes. The pain is overwhelming and you awaken with a scream! Your body is in agony as if the wounds were real. Lose 2 and attach a Fear Affliction.

Waterfall

Deep in the Wilds, you feel the quiet isolation of being the only person around for many leagues. Your path along a ravine finally ends when you come upon a waterfall. Fresh water is cascading over a cliff into a rocky pool hundreds of feet below. You carefully descend along the side until you reach the base of the waterfall. Resting a moment, you search the area. Test 👁 against a score of 7.

Success: You notice some faded tracks on the ground near the edge of the pool. They lead to the back of the waterfall. Behind the curtain of water is a small cave where you find some precious coins. Gain 2.

Failure: You find nothing of interest in the area and continue your trek through the wilderness.

The Tree Spirit

A huge ancient tree looms before you, its branches stretching up into the night sky. As you approach, a soft light begins to emanate from within the tree trunk. The light grows and images begin to flood your mind. It is as if the images are layers on top of the world as you would normally see it. You realize the spirit within the tree is trying to communicate with you. Test 🧠 against a score of 8. Champions who are 🔮 may add 2 to the Test.

Success: The spirit greets you warmly. It explains that it knows of your enemy and offers to impart some knowledge to assist you. Gain a +2 Boon token.

Failure: You struggle to understand what the spirit is trying to tell you. Whatever it is, it seems important. After a long time attempting to communicate, the light fades. You still see the hallucinations, but cannot comprehend them. Attach a Madness Affliction.

Treacherous Path

You have been traveling for days along a narrow winding path through mountainous terrain. As you near the summit, the stones beneath your feet suddenly crumble. You begin to fall off the side of the trail! Test ⚡ against a score of 7.

Success: You regain your footing and barely avoid a nasty fall.

Failure: You tumble down the steep rocky surface and crash against a large boulder. A sharp pain runs up your leg as you try to rise. Lose 2 ♥ and attach a Crippled Affliction.

Thorns

Traveling through rough wilderness, you reach an area filled with dense thickets of brambles and thistles. Juicy berries are clustered throughout the area. You spy a few rabbits eyeing you warily from beneath a patch of brambles. As you make your way through the prickly foliage, you try to avoid the sharp thorns. Test ⚡ against a score of 7.

Success: You deftly avoid getting pricked by the thorns and continue on your journey.

Failure: Despite your diligence, you receive some pricks and scratches that turn your flesh red and begin to burn. Attach a Poisoned Affliction.



Ancient Dwellings

Your journey so far has mainly been a descent through dark narrow tunnels. However, the walls begin to widen and your path finally brings you to an immense cavern. Strange stones along the ceiling and walls reflect the light of your torch, allowing you to see across most of the expansive area. The cavern is filled with the dwellings of a forgotten people. As you make your way through the ancient ruins, Test against a score of 7.

Success: You notice the glint of coins in the corner of a ruin. Gain 1. You pocket the coins and continue on your journey.

Failure: You pass through a square with several rusted gibbets. The air suddenly stirs and you feel a presence. Through the dusty air, you see forms take shape. They shriek and lash out! Place Wraiths on this space and enter combat.

Broken Spears

Deep beneath the surface, you arrive at the aftermath of a battle. Body parts litter the floor and dried blood is smeared along the walls. You recognize the battered armour pieces and broken spears that belong to Valkyries. From what you can see, at least a score of them fought at this location. It is difficult to tell if any survived as no whole bodies have been left behind, but there are tracks and drag marks leading away from the scene. Test against a score of 7.

Success: The bits of flesh and limbs left on the ground are marked by human teeth. None of the weapons or equipment are salvageable, but you find some scattered coins. Gain 2.

Failure: There is nothing of value among the dismembered remains. You turn away from the massacre and follow the tracks deeper into the Hollows.

Burial Rites

You are walking through a network of interconnecting corridors. As you make your way through the catacombs, you pass hundreds of caskets that are piled into numerous alcoves. Faded inscriptions can be seen along the walls. Test against a score of 6.

Success: You are able to decipher the inscriptions and find a section of the catacombs where some valuables are stored. Gain 1.

Failure: You turn down a path and find yourself in a dark room filled with piles of bones. As you make your way across, you nearly retch from the sudden smell of death in the air. The noxious fumes burn your insides. Attach a Poisoned Affliction.

Cave-In

You have been traveling down a tunnel for several hours. The floors and walls become rougher and you must step over large stones that have crumbled from the ceiling. Test against a score of 6.

Success: You notice faint dust motes falling around you. Recognizing the warning, you leap out of the way just as several stones crash to the floor.

Failure: You are struck without warning by falling stones and debris. As you fall over, a rock smashes your foot. Lose 1 and attach a Crippled Affliction.

Deep Caves

The cave tunnel leads you deeper beneath the surface. Your torchlight sputters and it gets more difficult to breath. Pushing forward, you can barely see past your hand as you make your way through the darkness. Test or against a score of 7.

Success: You barely avoid walking right into a huge spider web. Cutting away thick strands of sticky webbing, you carve a path forward. As you clear the last web, something shiny clatters to the floor. Gain 1 .

Failure: You become entangled in layers of sticky webbing and you gasp in pain as something pinches your wrist. You see a large spider crawling away to a crevice in the wall. Lose 1 and attach a Poisoned Affliction.

Expedition Crew

An expedition camp lies before you and several people warily observe your approach. Upon identifying yourself, their leader welcomes you to his campfire and offers you a warm meal. You exchange news from the surface and recount recent adventures. The grizzled expedition leader smiles at you with a glint in his eye and brings out an ornate chest from his tent. He reveals that his expedition discovered a powerful relic. You feel that the object within could be the key to defeating the Villain. **Choose to persuade him to give you the Relic or try to take it by force.**

Persuade: Test against a score of 7.
Success: The expedition leader takes one last lingering look at the Relic and hands it over. Randomly gain a Relic from the Hand or Resource Deck.

Use Force: Test against a score of 7.
Success: You strike him with a stunning blow! Taking the Relic, you give his crew a look of warning. They back down and you depart with your prize. Randomly gain a Relic from the Hand or Resource Deck.
Failure: You are driven from the camp and denounced as a traitor! Lose 2 .

Graveyard

You are walking past an old graveyard, where faded stones commemorate fallen friends and family. Hearing voices coming from down a path, you find several people transporting a cart filled with corpses. The dead bodies are stacked like firewood and the decomposing remains fill the air with a fetid stench. The men notice your presence and demand that you state your business. **Choose to tell them who you are or remain guarded.**

Explain your quest: Their eyes widen as you mention who you are and the nature of your quest. Their leader claims they are an excavation crew looking for relics and proposes to help you. He moves closer and then blindsides you! Lose 1 . Place Death Cultists on this space. They perform an Ambush and then enter combat.

Be guarded: You tell them your business is none of their concern and question why they are transporting corpses. "It's for research," responds their leader. He grins at you and nods to the others as they draw blades. Place Death Cultists on this space and enter combat.

Haunted Crypt

Your journey through the dark tunnels of the Hollows has been eerily silent except for the occasional skittering of insects or rats. Finally, you come across the remnants of a metal gate that is circling a mausoleum. The entrance is shut, but oddly shows signs that it was recently disturbed. You feel a nagging compulsion to investigate. Forcing open the door, you slowly descend a circular stairwell. When you reach the bottom, you see a sarcophagus in the center of the room. A musical crooning sound begins to emanate from within. The haunting notes dull your senses as a gaunt figure emerges from the coffin. A pair of glowing eyes stare at you from a woman's face. She grins widely, revealing a pair of sharp fangs. Test against a score of 7.

Success: You break the trance and raise your weapon. Place a Vampire Maiden on this space and enter combat.

Failure: Attach an Entranced Affliction. Lose 1 and 1 as the Vampire Maiden bites your neck and feasts upon your blood. Then place a Vampire Maiden on this space.

Labyrinth

The tunnel you've been traveling along begins to split into multiple paths full of twists and turns. Before long, you find yourself lost in a web of passages that either loop back into each other or lead to a dead end. Test against a score of 7.

Success: You methodically carve markings on the walls to help navigate your way through the maze of tunnels. After eliminating several pathway choices, you find the right one that leads out of the maze. Gain 1 .

Failure: You spend several frustrating hours trying to find your way out. The feeling of being trapped begins to affect you as the passages begin to blur together. After walking around in a daze for ages, you happen upon the exit. Attach a Madness Affliction.

Library of Secrets

A crumbling wall reveals a new passage, unmarked on any Hollows map. You decide to explore the undiscovered area. Dust hangs heavy in the air as the path eventually leads you into a large hall filled with sealed shelves. Books and scrolls have been preserved within. You gain 1 for your find. Test against a score of 8.

Success: You find an ancient text that provides helpful information on your quest. Gain a +1 Boon token.

Failure: You open a tome and begin to read from it. Your stomach churns as the words leave your lips and an icy chill settles upon you. You shut the book and toss it aside, but the chill still lingers. Attach a Cursed Affliction.

The Mural

Entering the remains of a large building, the light of your torch reveals a painting at the far end of the room. You see a mural on the stone wall depicting a ghostly king on a raised throne, surrounded by a throng of emaciated corpses. The dead are a mass of crawling limbs reaching out, grasping and clutching at the ethereal monarch. You blink as the mural suddenly comes to life. The limbs of the restless dead contort as they writhe in silent torment. Test against a score of 8.

Success: You force yourself to look away. When you glance back at the mural, it is returned to its original frozen state.

Failure: You suddenly see yourself amidst the animated dead, desperately trying to reach the king and silently screaming in agony. Lose 1 and attach a Madness Affliction.

Forgotten Tomb

As you travel along the winding dark passageways, the flickering light from your torch plays shadows against the walls of jagged rock and earth. Test against a score of 7.

Success: You notice a hidden crevice. Within is a stone sarcophagus with faded writings on its surface, depicting a hero from a bygone age. You crack open the lid. Gain 1 . If there is a Relic in the Hand, you may equip it.

Failure: You continue your journey downward into the depths of the Hollows.

Risen

You delve deeper into the Hollows and come across an open space, littered with tomb stones. The earth is slightly damp and wet beneath your feet as you cautiously move across to the other side. Just as you are about to exit the place, a hand reaches up through the dark loose soil and grabs your leg! Place an Undead Corpse on this space and enter combat.

The Lair

You turn a corner and find yourself at the entrance of a small cave. There is a rank odour in the air and, peering in, you can see gnawed bones littering the floor. Atop them sits a large feral beast feasting on a human corpse. It has not yet noticed you. **Choose to either sneak your way past the entrance or avenge its victim.**

Avenge: Place a Dire Beast on this space and enter combat.

Success: The monstrous beast howls in agony as you inflict a mortal blow. It collapses to the floor in a bloody heap and gasps one last time before going silent. Gain 1 .

Sneak past: Test against a score of 7.

Success: You slip past the entrance unnoticed.

Failure: Creeping past the cave's entrance, you glance back just as the beast pounces on you! Place a Dire Beast on this space. It performs an Ambush and then enter combat.

The Room

You enter a large room filled with implements of torture placed neatly on a nearby table. Dried blood stains cover its surface. More dark stains are spattered across the walls. Manacled chains hang from the ceiling and a desk filled with notes has been placed in a corner. Someone was tortured and murdered in this room. You examine the scene to see if there are any other clues. Test or against a score of 8.

Success: You discern valuable information on the motives of your enemies. Gain a +1 Boon token.

Failure: You are unable to gain anything useful, but feel disturbed from the ghastly scene. Lose 1 .

The Solemn Knight

A fresh breeze washes over you as you enter a large open-air cave. Moonlight is shining down through a circular shaft in the ceiling. The dark forms of bats can be seen flying through the mouth of the cave, their screeches echoing in a cacophony of noise. A large stone statue is standing off to one side. It is a depiction of an armoured Knight in solemn repose with both hands clasping a longsword pointed straight down. The Knight's visage is hidden by the closed visor of a winged helm. A plaque has been placed before it, with inscriptions in an unfamiliar language. Test against a score of 7.

Success: You translate the writing and learn the tragic story of a heroic Knight that fell to Arawn's darkness. He was a man of virtue, forced to serve his foul king until the very end. You read further and gain more insight into the curse that ultimately bound the Villain. Gain a +2 Boon token.

Failure: The words blur together and seem to draw you in. You find that you cannot look away. Attach an Entranced Affliction.

Burial Ground

The passageway leads you near the surface, close to one of the many entrances across the realm. Giant tree roots poke through the walls ahead of you, partially barring the path. You slowly make your way forward by ducking beneath large roots that are hanging down through the ceiling and climbing over others near the floor. As you progress, you notice a wetness dripping down on you. Looking up, you see a dead woman's face with eyeless sockets staring down. Her body is half-buried in the roots above you. Your torchlight reveals more human limbs dangling from the ceiling ahead. Test against a score of 7.

Success: You push forward past the dead in your path.

Failure: Though you manage to continue, your nerves are rattled. Attach a Fear Affliction.

Underworld Kingdom

Traveling for days surrounded by inky blackness, you finally reach a gated entryway. You open the gate and find a vast metropolis that stretches out beneath you. The underworld city is illuminated by ghostly lights. The feeling of awe and wonder quickly turns to dread as you realize that the city is inhabited by the restless dead. Hundreds of glassy eyes stare up at you followed by a chorus of inhuman howling. You flee back through the entrance with dozens of undead in pursuit. Test against a score of 7.

Success: Their howls echo throughout the tunnels, but eventually get dimmer. You've managed to evade the swarm of undead.

Failure: A mass of undead catches up to you. You are backed into a corner with no escape. Place an Undead Horde on this space and enter combat. You may not Retreat.

What Lies Beneath

The tunnel leads you to a cavern with an underground pool. Rays of light are piercing through small openings in the ceiling high above and illuminating the calm water with a soft glow. You reach the edge and peer into the depths. Milky eyes stare back at you from beneath the surface. Corpses are transfixed just a few feet under the water, their feet chained to the bottom. Their arms reach up, beckoning you. One of them suddenly blinks and its gaze catches yours. You feel unsteady. Test against a score of 8.

Success: You break the stare and back away from the pool.

Failure: You fall into the water. Spectral arms grasp at you and try to pull you down. You struggle and kick away to the surface. Pulling yourself over the edge, you start to shiver uncontrollably. Attach a Fear Affliction.

Whispers in the Dark

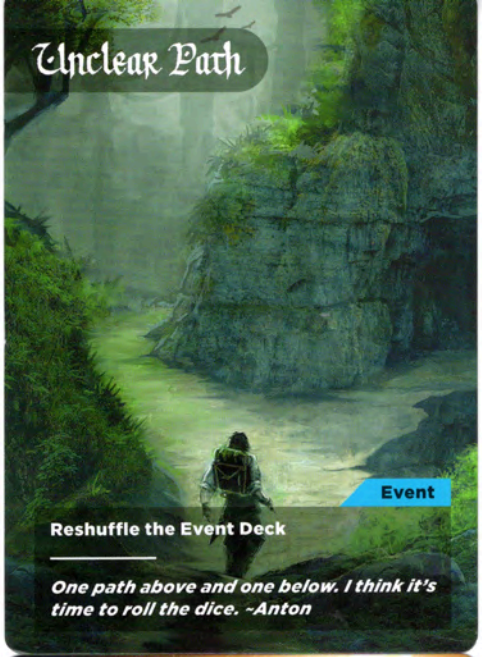
You lose your sense of time as you make your way through the underworld ruins of the Hollows. The light from your torch barely holds back the oppressive darkness surrounding you. After some time, you can make out faint noises ahead. Drawing closer, the noises become entrancing whispers. Test against a score of 7.

Success: You shake off the effects and the whispers cease.

Failure: The whispers follow you wherever you go. You feel them scratching at your mind. Attach a Madness Affliction.



Unclear Path

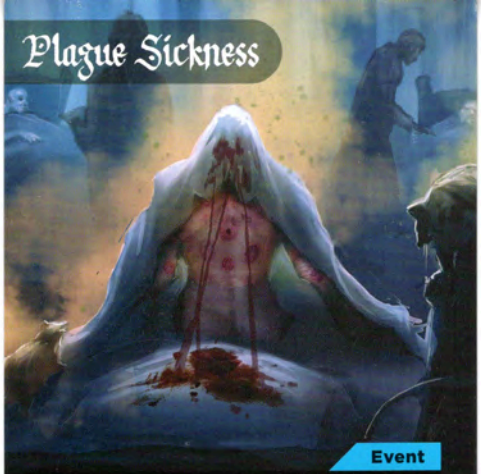


Event

Reshuffle the Event Deck

One path above and one below. I think it's time to roll the dice. ~Anton

Plague Sickness

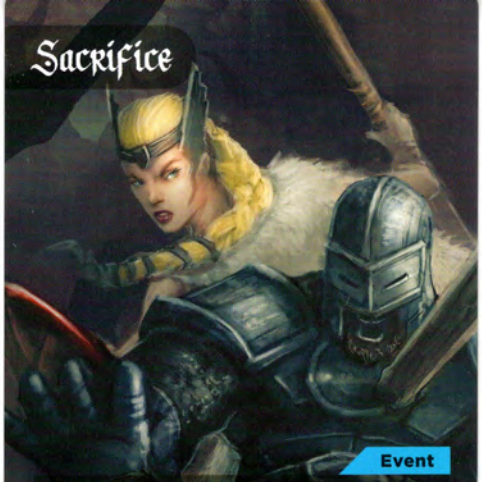


Event

Place 1 Undead Corpse on any Realm space with a Champion(s)

With guidance, the smallest of vermin can topple kingdoms. ~Koschei

Sacrifice



Event

Each Champion must choose to lose a Companion or 2

Surrender now or share the same fate. ~Balor

A Light in the Darkness



Event

Each Champion may choose to regain 4 or 2

A candle in the dark to give us hope. ~Anton

All Hope is Lost

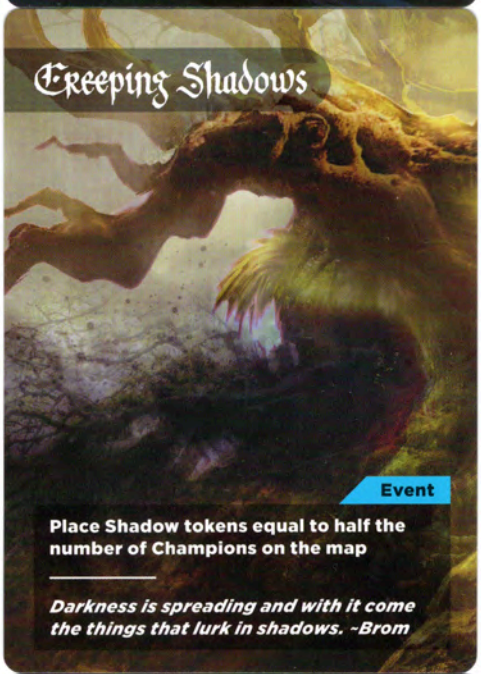


Event

Each Champion loses 1 or 2 if they have an attached Affliction

They're dead... they're all dead. ~Selene

Creeping Shadows

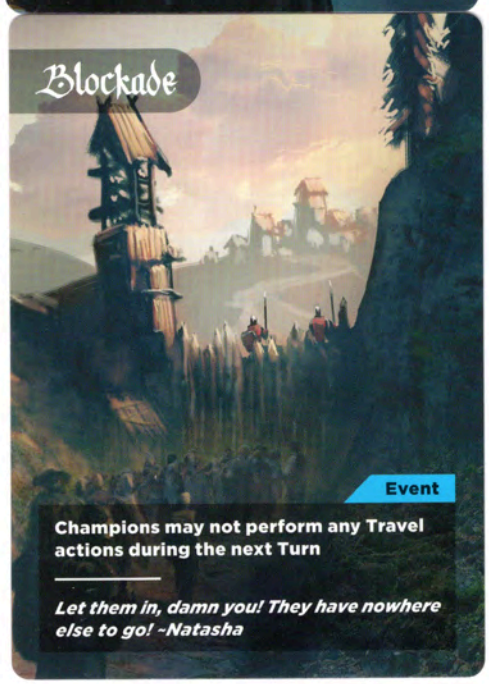


Event

Place Shadow tokens equal to half the number of Champions on the map

Darkness is spreading and with it come the things that lurk in shadows. ~Brom

Blockade

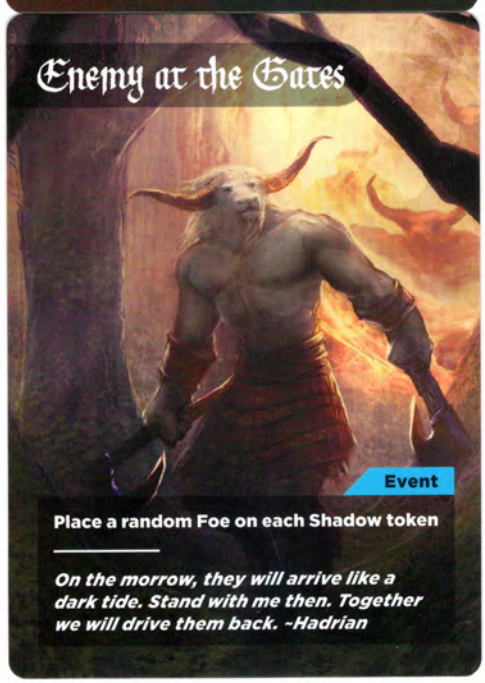


Event

Champions may not perform any Travel actions during the next Turn

Let them in, damn you! They have nowhere else to go! ~Natasha

Enemy at the Gates

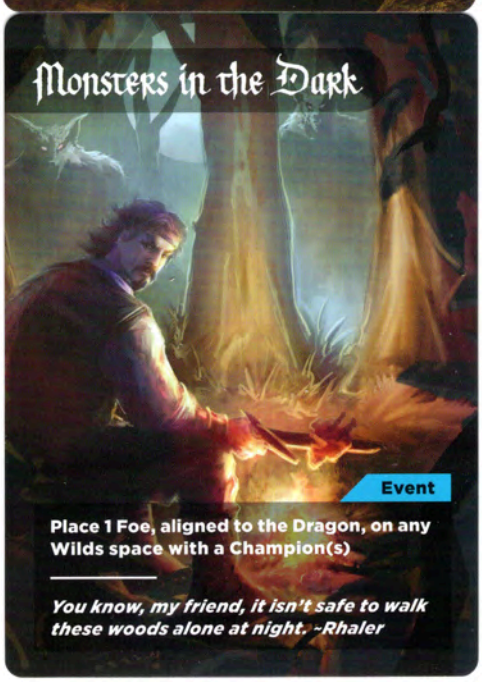


Event

Place a random Foe on each Shadow token

On the morrow, they will arrive like a dark tide. Stand with me then. Together we will drive them back. ~Hadrian

Monsters in the Dark

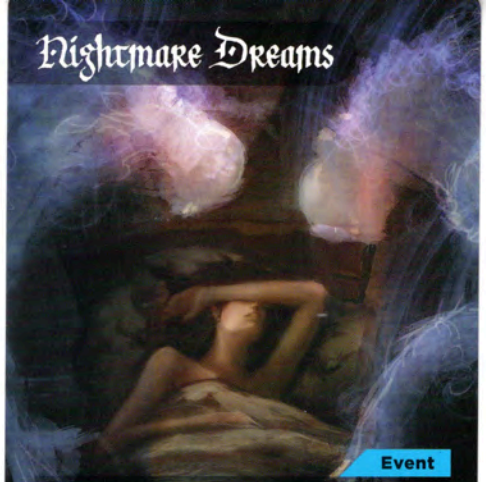


Event

Place 1 Foe, aligned to the Dragon, on any Wilds space with a Champion(s)

You know, my friend, it isn't safe to walk these woods alone at night. ~Rhaler

Nightmare Dreams

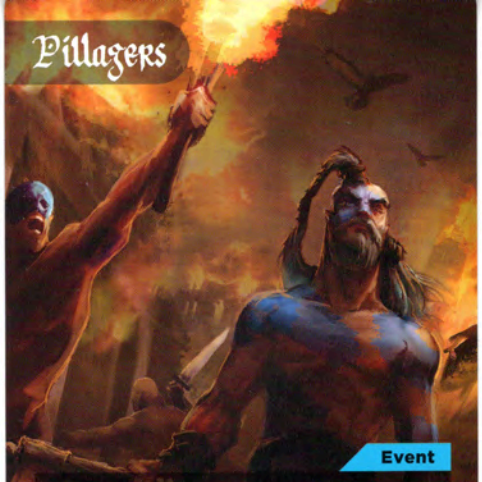


Event

Attach a random Mental Affliction to each Champion

I see their bloodied faces every night, staring at me with empty eyes. ~Nora

Villagers



Event

Champions may not take an action to acquire Resources for the next Turn

Madness has taken them. For all our sakes, put them down. ~Hadrian

Reinforcements Arrive



Event

Each Champion may gain a random Companion from the Resource Deck

Get ready, sisters! We choose the slain this day! ~Freya

Samhain

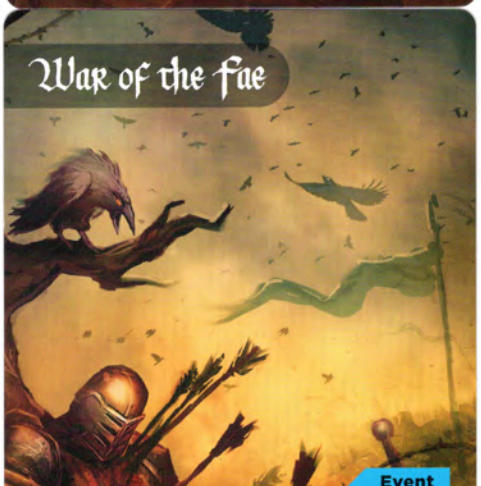


Event

Place 1 Foe, aligned to Arawn, on any Hollows space with a Champion(s)

On this night, I can see my family once more and dream of days long past. ~Katarina

War of the Fae



Event

Place 1 Foe, aligned to Morrigan, on any Wilds space with a Champion(s)

On ebon wings above the dead, a countless swarm, all eyes of red. ~Selene

Dark Omens



Event

Each Champion gains a +1 Boon token

It is a blood ritual, but of a kind I've never seen before. ~Tamlin







Leather Armour



Armour

Cost: 1

Reduce ✕ by 1 when defending

Mail Armour



Armour

Cost: 2

Reduce ✕ by 2 when defending

Plate Armour



Armour

Cost: 3

Reduce ✕ by 2 when defending

Discard: Reduce ✕ by 4 when defending

Copper Crew

+1



Companion

Test ▭ against a score of 6 to acquire

Reduce the cost of Weapons and Armour by 1 to a minimum of 1

Give their ill-gotten wealth to the poor. -Natasha

Magi

+1



Companion

Test ▭ against a score of 7 to acquire

The Champion gains ◉

Heal



Spell

Cost: 2 and requires ◉

Action: A Champion on the same space may regain 4 ♥

Warding



Spell

Cost: 2 and requires ◉

Action: Any Champion on the same space can reduce ✕ by 1 when defending this Turn

Spirit Totem

+1



Item

Cost: 2

The Champion gains ◉

Ancient Tome

+2

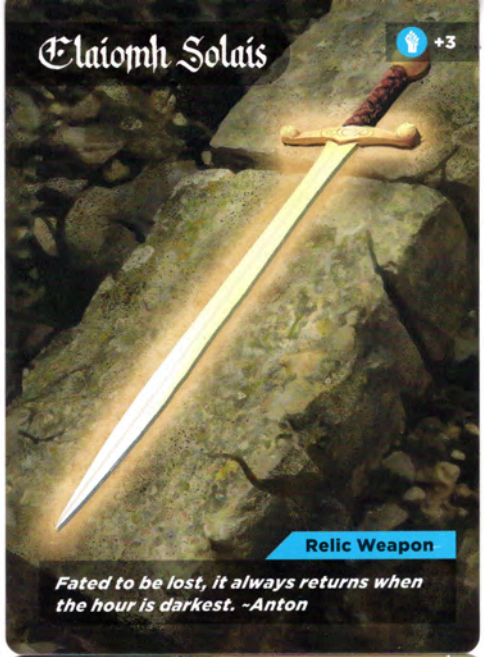


Relic Item

The hands that wrote this book were guided by very ancient spirits. -Brom

Elaiomh Solais

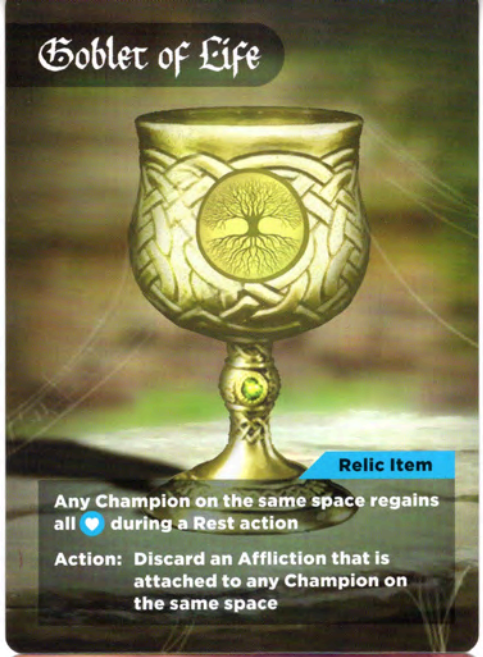
+3



Relic Weapon

Fated to be lost, it always returns when the hour is darkest. ~Anton

Goblet of Life

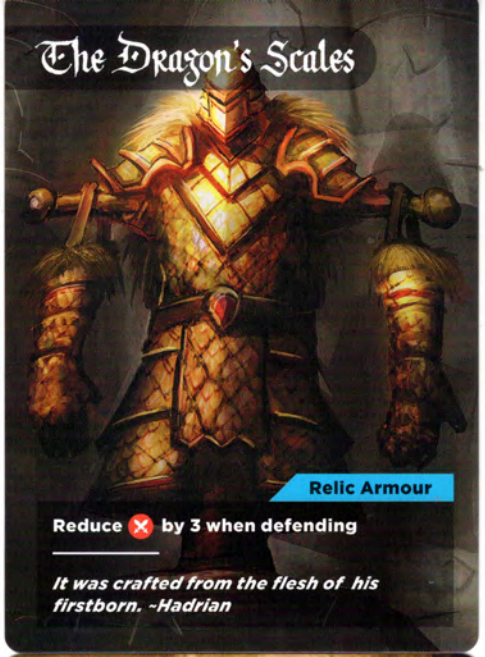


Relic Item

Any Champion on the same space regains all ♥ during a Rest action

Action: Discard an Affliction that is attached to any Champion on the same space

The Dragon's Scales

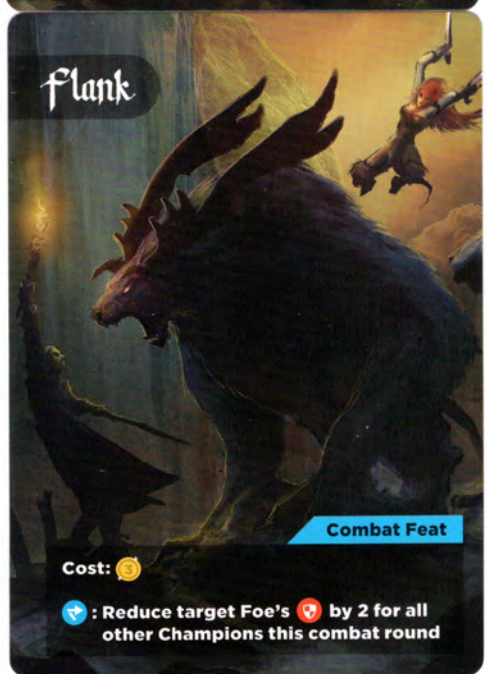


Relic Armour

Reduce ✕ by 3 when defending

It was crafted from the flesh of his firstborn. ~Hadrian

Flank

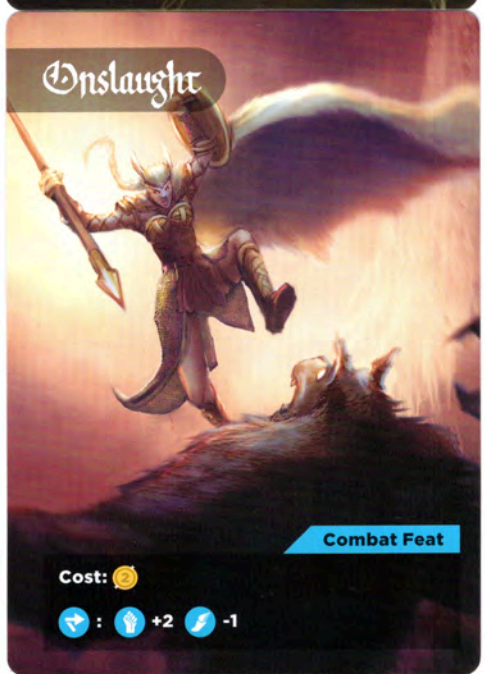


Combat Feat

Cost: 3

: Reduce target Foe's ♥ by 2 for all other Champions this combat round

Onslaught



Combat Feat

Cost: 2

: +2 -1

Hunters

+1

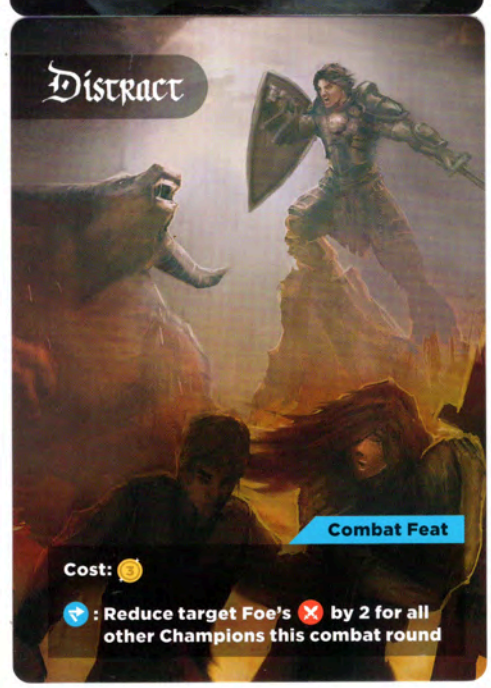


Companion

Test ? against a score of 7 to acquire

The Champion cannot be the target of an Ambulance, while on a Wilds space

Distract



Combat Feat

Cost: 3

: Reduce target Foe's ✕ by 2 for all other Champions this combat round

Sidestep



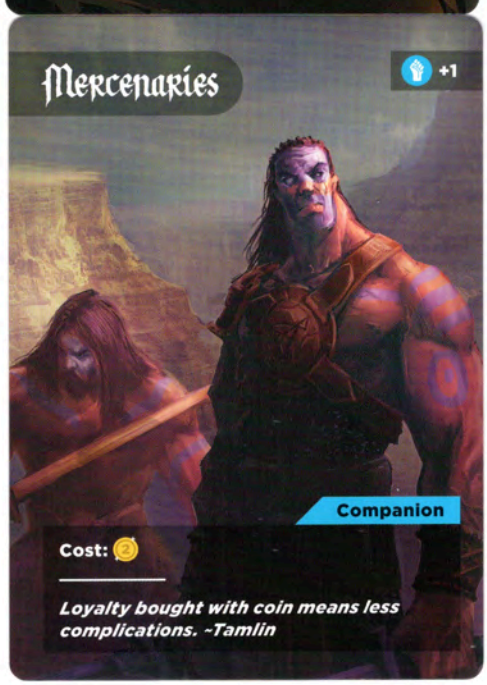
Combat Feat

Cost: 2

: -1 +2

Mercenaries

+1



Companion

Cost: 2

Loyalty bought with coin means less complications. ~Tamlin

Knights



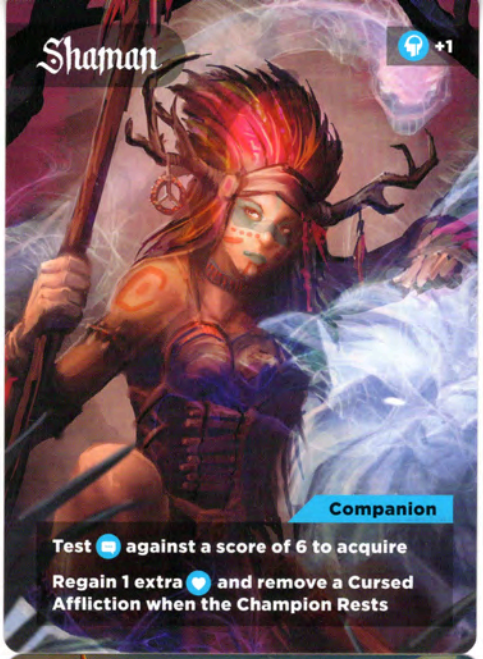
+1
+1

Companion

Test against a score of 7 to acquire

Discard: Reduce by 4 when defending

Shaman



+1

Companion

Test against a score of 6 to acquire

Regain 1 extra and remove a Cursed Affliction when the Champion Rests

Primordial Crown



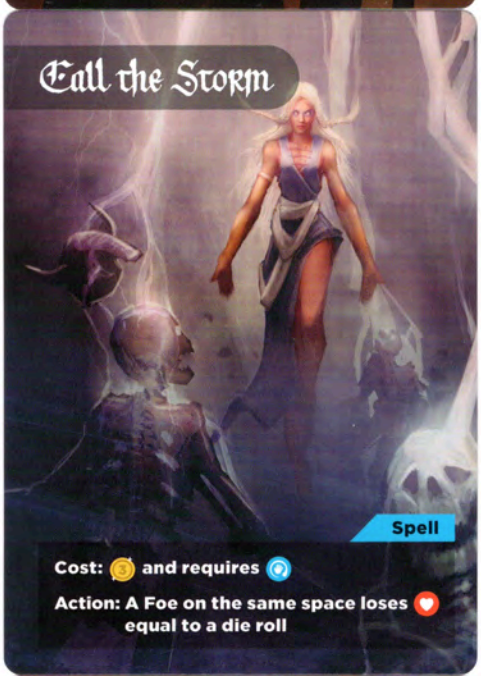
+1
+1

Relic Item

The Champion gains

The essence of a Primordial lies within.
~Selene

Call the Storm



Spell

Cost: and requires

Action: A Foe on the same space loses equal to a die roll

Valkyries



+1
+1

Companion

Test against a score of 7 to acquire

To die in battle. There is no greater end.
~Freya

Watcher



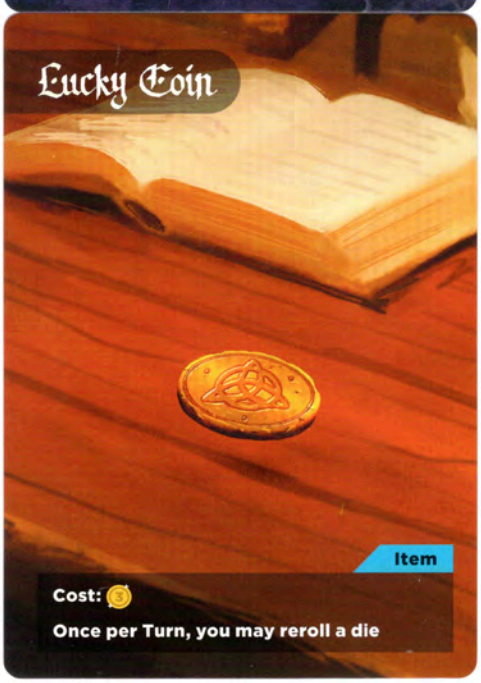
+1

Companion

Test against a score of 6 to acquire

When the Champion spends a Boon token, add an additional +1 to the Test Result

Lucky Coin

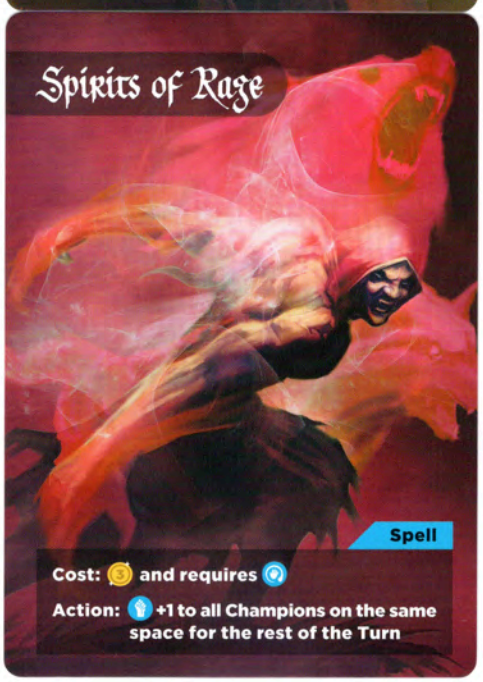


Item

Cost:

Once per Turn, you may reroll a die

Spirits of Rage

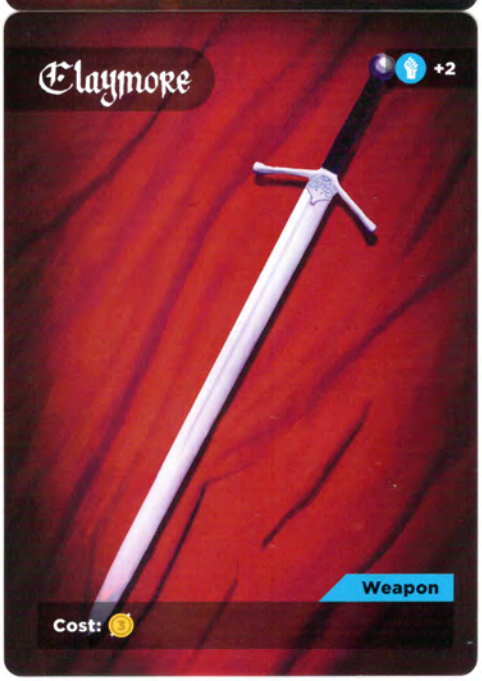


Spell

Cost: and requires

Action: +1 to all Champions on the same space for the rest of the Turn

Claymore



+2

Weapon

Cost:

Cold Iron Glaive

+2



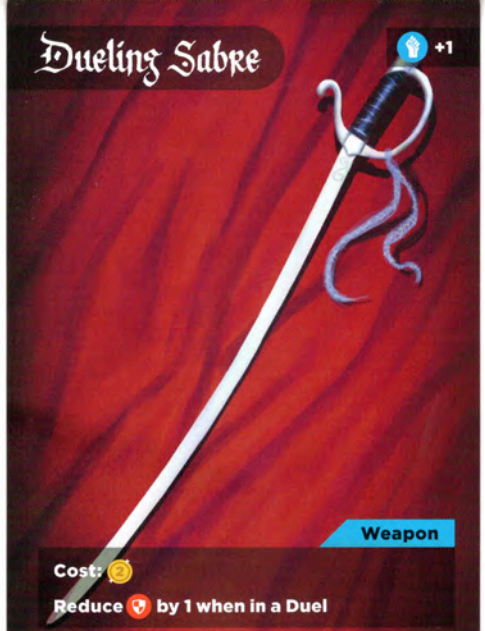
Weapon

Cost: 3

Reduce by 1 when attacking Foes aligned to Morrigan

Dueling Sabre

+1



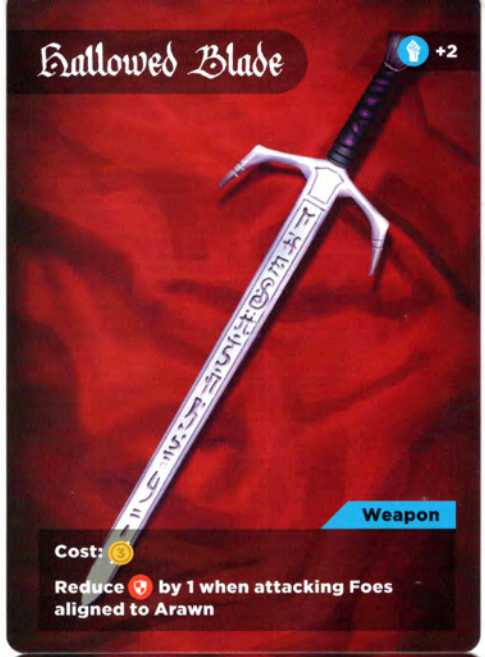
Weapon

Cost: 2

Reduce by 1 when in a Duel

Hallowed Blade

+2



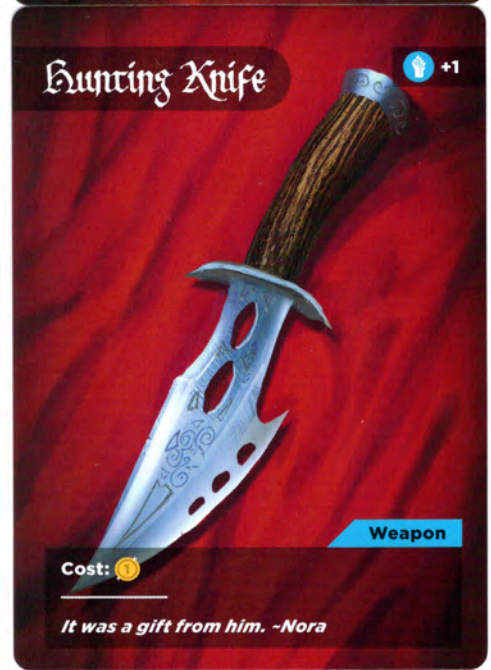
Weapon

Cost: 3

Reduce by 1 when attacking Foes aligned to Arawn

Hunting Knife

+1

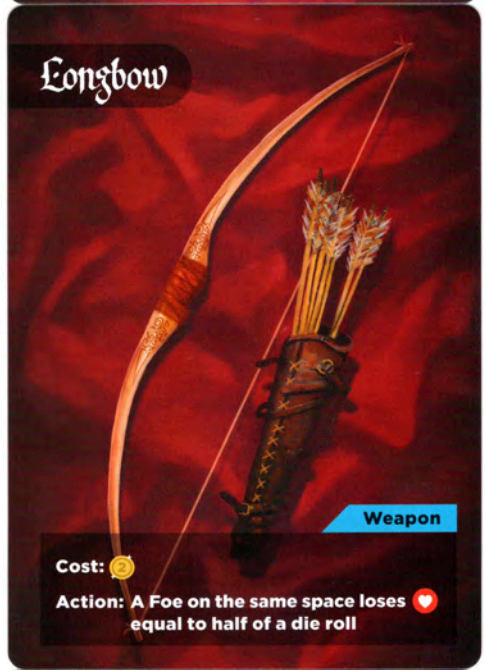


Weapon

Cost: 1

It was a gift from him. ~Nora

Longbow



Weapon

Cost: 2

Action: A Foe on the same space loses equal to half of a die roll

Sword & Shield

+1



Weapon

Cost: 2

Reduce by 1 when defending

Moonsilver Axe

+2



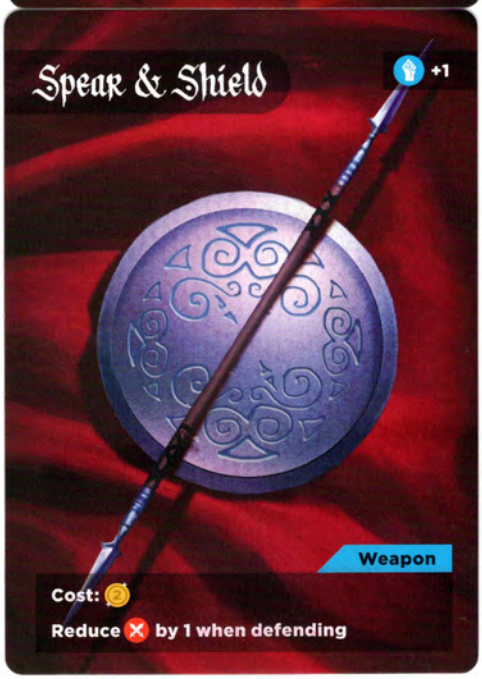
Weapon

Cost: 3

Reduce by 1 when attacking Foes aligned to the Dragon

Spear & Shield

+1



Weapon

Cost: 2

Reduce by 1 when defending



Riding Horse

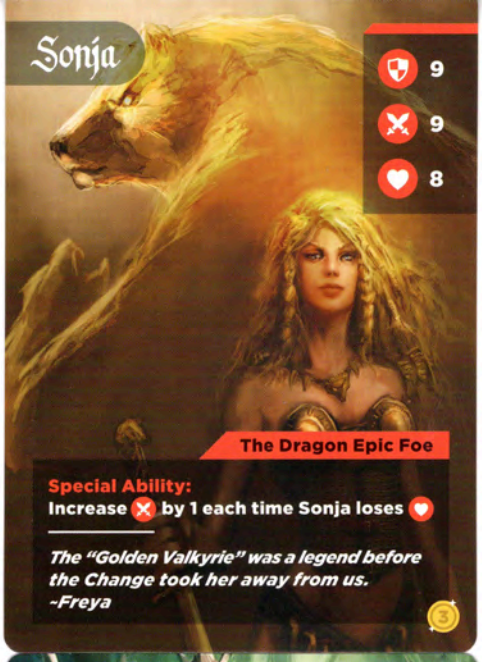


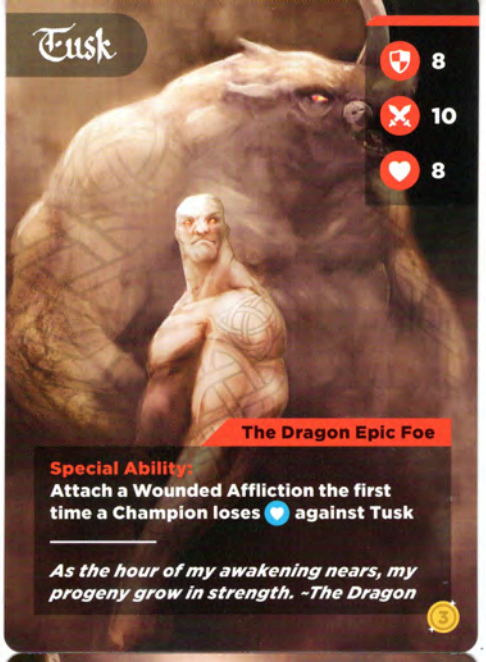
Companion

Cost: 1

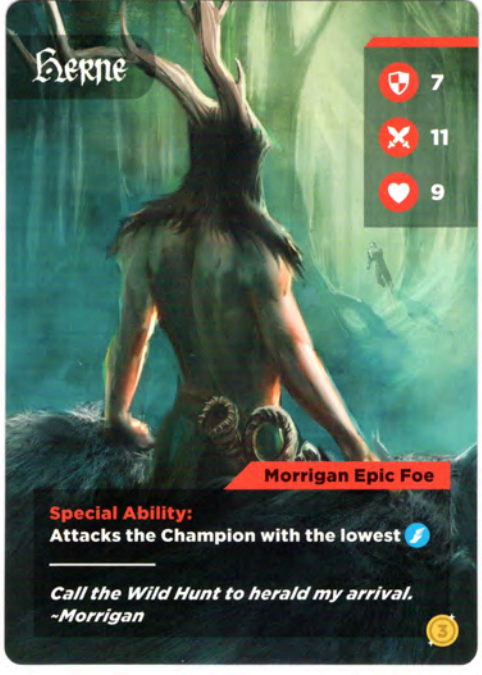
Gain an extra Move action during the Action Phase


The Skin-Walker
8
10
8
The Dragon Epic Foe
Special Ability:
Attacks the Champion with the lowest
There was no sign of the monster that wears my father's face. ~Nora
3

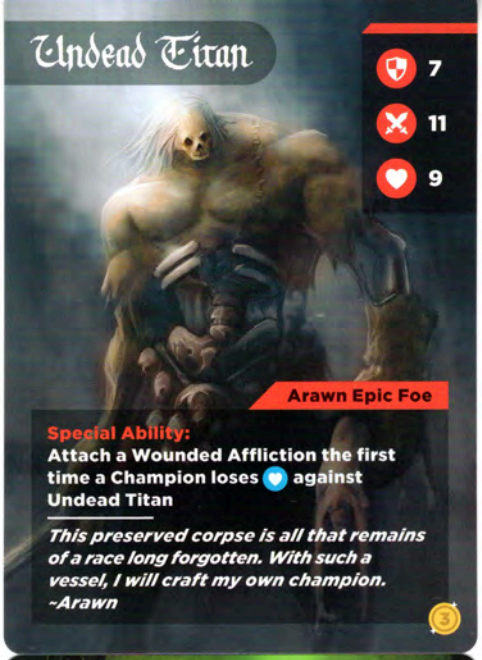

Sonja
9
9
8
The Dragon Epic Foe
Special Ability:
Increase by 1 each time Sonja loses
The "Golden Valkyrie" was a legend before the Change took her away from us.
~Freya
3

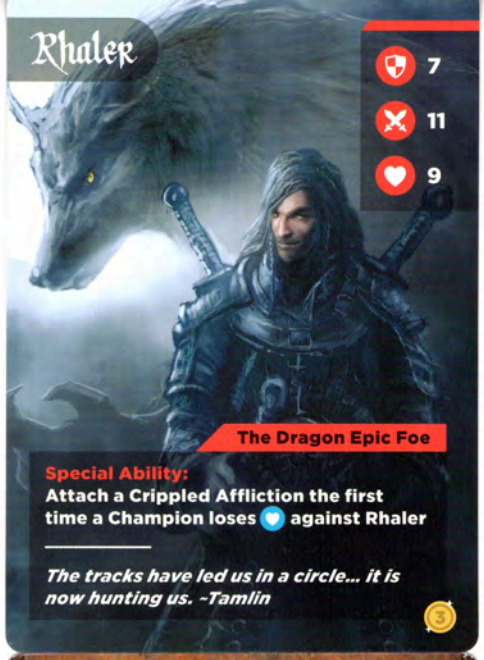

Tusk
8
10
8
The Dragon Epic Foe
Special Ability:
Attach a Wounded Affliction the first time a Champion loses against Tusk
As the hour of my awakening nears, my progeny grow in strength. ~The Dragon
3


Bean Sidhe
8
10
8
Morrigan Epic Foe
Special Ability:
Attach a Fear Affliction the first time a Champion loses against Bean Sidhe
A keening wail that chills the soul. The harbinger of death is coming for us.
-Selene
3


Herne
7
11
9
Morrigan Epic Foe
Special Ability:
Attacks the Champion with the lowest
Call the Wild Hunt to herald my arrival.
~Morrigan
3


Balor
8
10
8
Morrigan Epic Foe
Special Ability:
At the start of the 3rd combat round, attach a Wounded Affliction to each Champion on this space
The Fomorian horde is led by a one-eyed giant. Locate him and I will take care of the rest. ~Hadrian
3


Undead Titan
7
11
9
Arawn Epic Foe
Special Ability:
Attach a Wounded Affliction the first time a Champion loses ♥ against Undead Titan
This preserved corpse is all that remains of a race long forgotten. With such a vessel, I will craft my own champion. ~Arawn
3


Rhaler
7
11
9
The Dragon Epic Foe
Special Ability:
Attach a Crippled Affliction the first time a Champion loses ♥ against Rhaler
The tracks have led us in a circle... it is now hunting us. ~Tamlin
3


Katarina
8
10
8
Arawn Epic Foe
Special Ability:
At the start of the 3rd combat round, attach an Entranced Affliction to each Champion on this space and remove Katarina from the game
Of the old Dragovan royalty, she is the last of that cursed bloodline. Beware her beauty, Anton, or it will be your end. ~Natasha
3


Koschei
8
10
8
Arawn Epic Foe
Special Ability:
At the end of each combat round, Koschei gains 1 ♥ and each Champion on this space loses 1 ♥
The leader of the Black Magi has been gifted with immortality. If he only truly knew the cost. ~Brom
3



Undead Horde



6 8 6

Arawn Foe

Special Ability:
Increase ⚔ by the number of other Foes on the same space

They are animated like puppets by his wraiths. We must find a way to cut the strings. ~Anton

2

Death Eulrists



6 8 4

Arawn Foe

Special Ability:
At the end of each Combat Phase in Act I, place an Undead Corpse on this space

The seductive dream of eternal life will turn them to my cause. ~Arawn

1

Fallen Knight



7 9 6

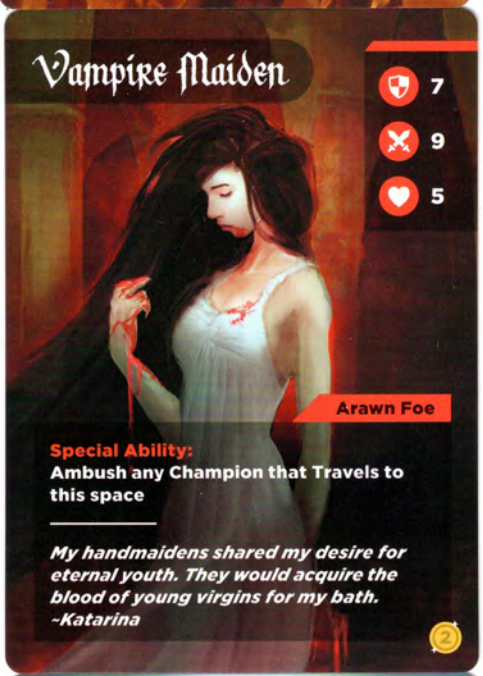
Arawn Foe

Special Ability:
Combat is considered a Duel

Even in death, honour binds him to that foul king. ~Hadrian

2

Vampire Maiden



7 9 5

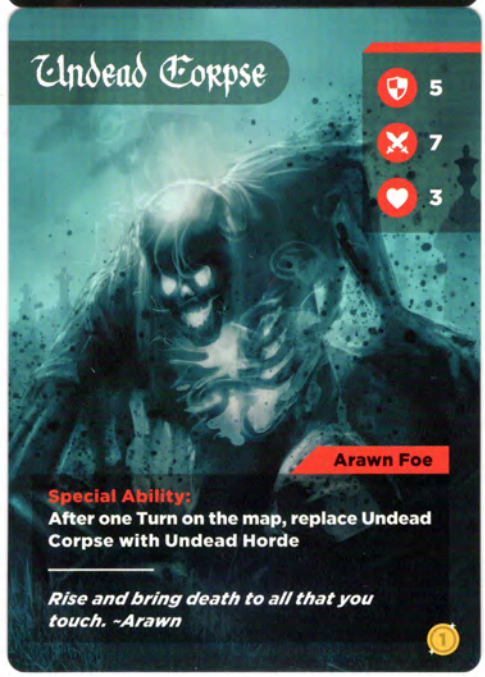
Arawn Foe

Special Ability:
Ambush any Champion that Travels to this space

My handmaidens shared my desire for eternal youth. They would acquire the blood of young virgins for my bath. ~Katarina

2

Undead Corpse



5 7 3

Arawn Foe

Special Ability:
After one Turn on the map, replace Undead Corpse with Undead Horde

Rise and bring death to all that you touch. ~Arawn

1

Wraiths



6 8 5

Arawn Foe

Special Ability:
Attach a Possessed Affliction to a Champion that rolls a 1 when defending, ending combat for that Champion

Tales of such ghostly things would always frighten me as a child... do we really have to go down there? ~Natasha

1

Black Mazi



6 8 5

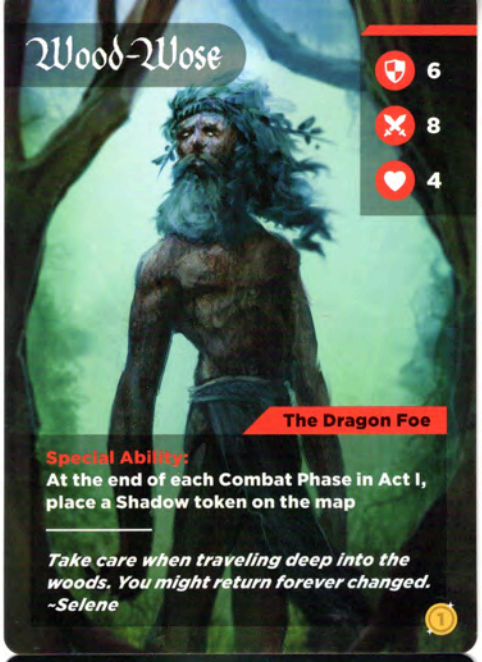
Arawn Foe

Special Ability:
At the end of each Combat Phase, the nearest Champion on the map loses 2 ♥

There is no turning back now. We will usher in a new age and rule as undying gods. ~Koschei

2

Wood-Wose



6
8
4

The Dragon Foe

Special Ability:
At the end of each Combat Phase in Act I, place a Shadow token on the map

Take care when traveling deep into the woods. You might return forever changed. ~Selene

1

Werewolf Pack



7
9
5

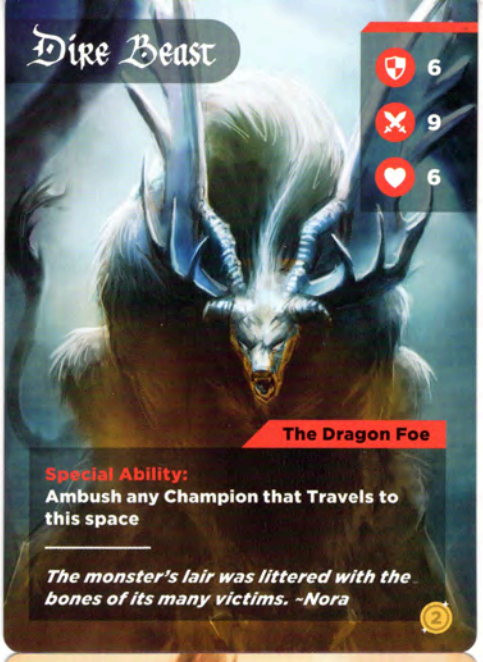
The Dragon Foe

Special Ability:
Attacks the Champion with the lowest

The scent of blood on the wind. I can almost taste it on my lips. ~Rhaler

2

Dire Beast



6
9
6

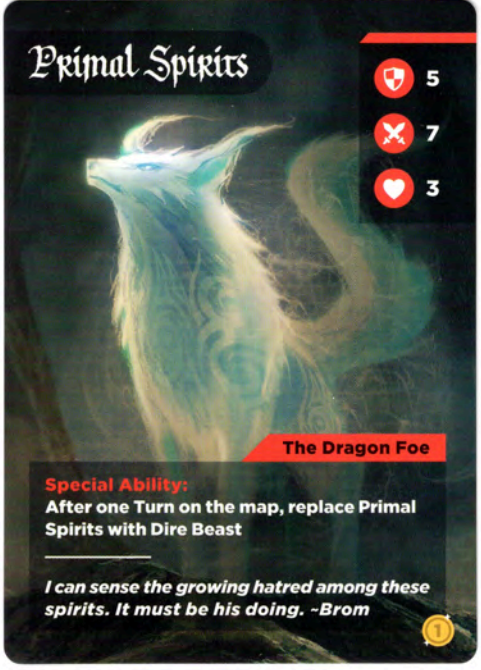
The Dragon Foe

Special Ability:
Ambush any Champion that Travels to this space

The monster's lair was littered with the bones of its many victims. ~Nora

2

Primal Spirits



5
7
3

The Dragon Foe

Special Ability:
After one Turn on the map, replace Primal Spirits with Dire Beast

I can sense the growing hatred among these spirits. It must be his doing. ~Brom

1

Werebears



8
8
6

The Dragon Foe

Special Ability:
At the end of each combat round, increase by 1 and decrease by 1 (reset when combat ends)

They fear us for what we are. No longer just human, we have become something much more. ~Sonja

2

Wereboars



7
9
5

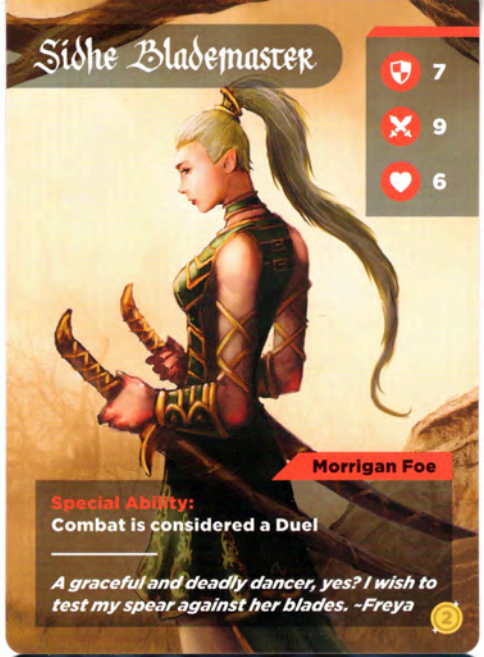
The Dragon Foe

Special Ability:
Attach a Wounded Affliction to a Champion that rolls a 1 when defending

Hunt them down and tear them apart! ~Tusk

2

Sidhe Blademaster



7
9
6

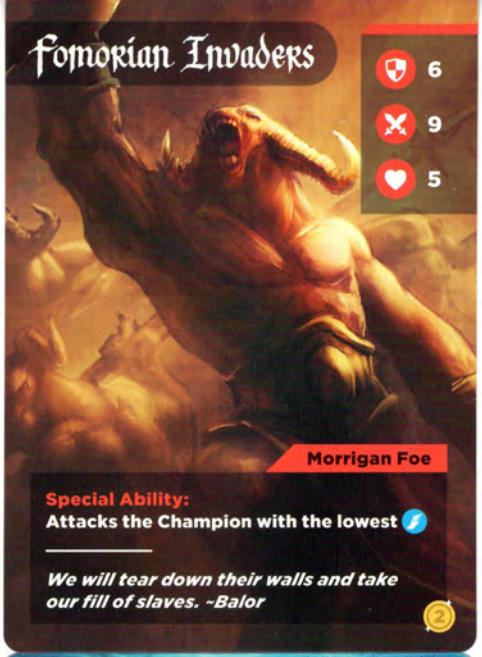
Morrigan Foe

Special Ability:
Combat is considered a Duel

A graceful and deadly dancer, yes? I wish to test my spear against her blades. ~Freya

2

Fomorian Invaders



6
9
5

Morrigan Foe

Special Ability:
Attacks the Champion with the lowest

We will tear down their walls and take our fill of slaves. ~Balor

2

Witches



6
8
4

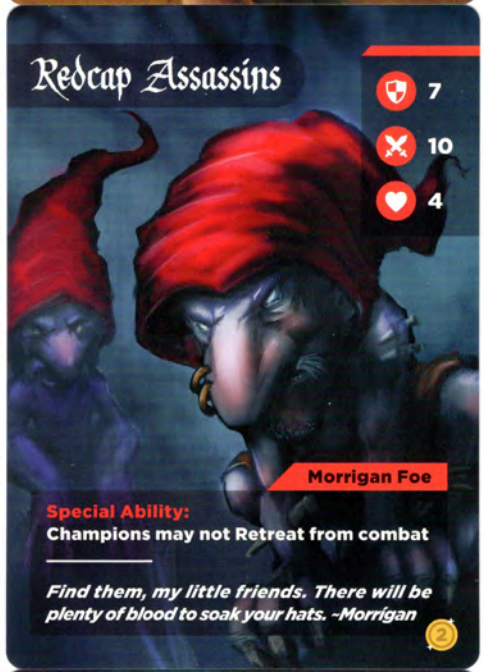
Morrigan Foe

Special Ability:
At the end of each Combat Phase, attach a Cursed Affliction to the nearest Champion on the map

Our sisters invoke dark powers without thought to the consequences. ~Selene

1

Redcap Assassins



7
10
4

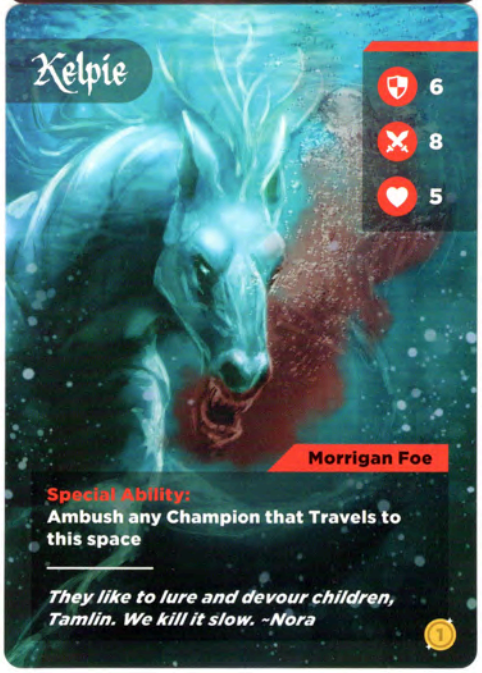
Morrigan Foe

Special Ability:
Champions may not Retreat from combat

Find them, my little friends. There will be plenty of blood to soak your hats. ~Morrigan

2

Kelpie



6
8
5

Morrigan Foe

Special Ability:
Ambush any Champion that Travels to this space

They like to lure and devour children, Tamlin. We kill it slow. ~Nora

1

Satyr Troupe



7
7
4

Morrigan Foe

Special Ability:
At the start of the 3rd combat round, attach an Entranced Affliction to each Champion on this space, ending combat

Some Fae prefer music and dance over violence. Want to join in? ~Anton

1

Changelings



5
8
5

Morrigan Foe

Special Ability:
At the end of each Combat Phase in Act I, place a Shadow token on the map

They have been taken like all the others, but for what purpose? ~Tamlin

1

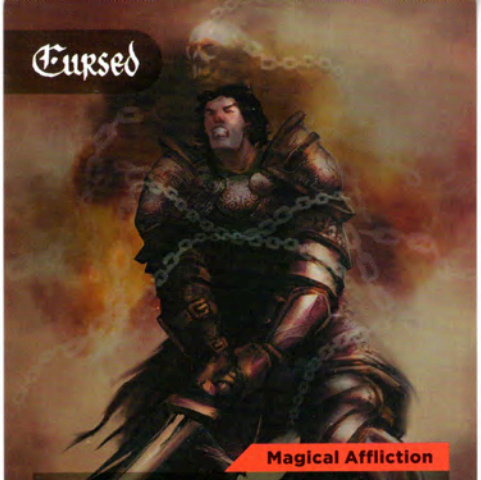








Cursed



Magical Affliction

The Champion may only roll 1 die for any Test and may not use to reroll

Roll a die at the end of every Turn:
Discard a Cursed card on a roll of 5 or 6
Lose 1 on a roll of 1

Entranced



Magical Affliction

The Champion may not engage in combat or perform any actions

Discard at the end of the next Action Phase

Possessed



Magical Affliction

The Champion cannot engage in combat or perform any actions except for the one listed on this card

Action: Test against a score of 7

Success: Discard this card.

Failure: Lose 1 and 1

Addiction

-1

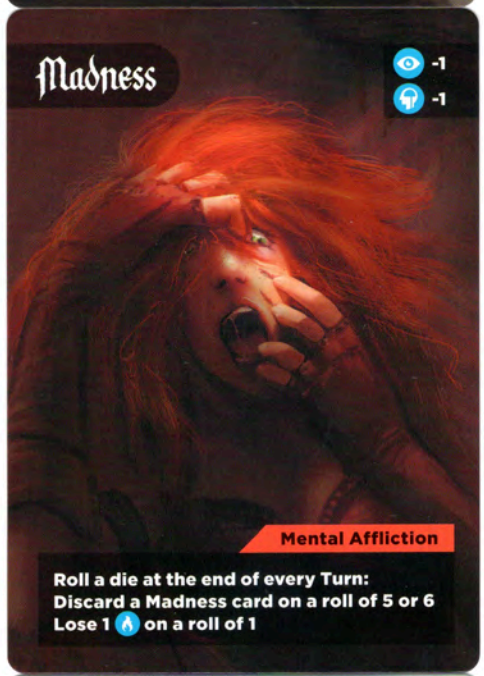


Mental Affliction

Action: Spend 1 to discard this card

Madness

-1
-1



Mental Affliction

Roll a die at the end of every Turn:
Discard a Madness card on a roll of 5 or 6
Lose 1 on a roll of 1

Fear

-1



Mental Affliction

Action: Spend 1 to discard this card

Poisoned



Physical Affliction

The Champion cannot regain and loses 1 at the end of each Turn

Rest to discard a Poisoned card instead of regaining

Crippled

-1



Physical Affliction

The Champion cannot perform any Travel actions or Retreat from combat

Rest to discard a Crippled card instead of regaining

Wounded

-1
-1



Physical Affliction

Rest to discard a Wounded card instead of regaining

of Dreams and Shadows

Card Duplicates:
x5
Cursed
Entranced
Fear
Wounded

x4
Possessed
Addiction
Madness
Poisoned
Crippled

X2
Distract
Flank
Spirits of Rage
Lucky Coin
Spirit Totem
Onslaught
Sidestep
Heal
Warding
Leather Armor
Mail Armor
Plate Armor

Of Dreams & Shadows

An Immersive Story, A Shared Experience

Explore a magical world that will lead players on a journey from the underworld ruins of a long-dead people to the heart of untamed forests where otherworldly creatures dwell. Of Dreams & Shadows is a cooperative board game for up to six players who take on the role of Champions embarking on a quest to save their realm.

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150 minutes

2-6 players

min age 14+

Game Components

1 Game Board • 8 Champion Cards • 3 Villain Cards • 30 Foe Cards • 64 World Scenario Cards
36 Quest Scenario Cards • 6 Story Ending Cards • 48 Resource Cards • 40 Affliction Cards • 15 Event Cards
72 Standees • 1 Fate Token • 12 Quest Tokens • 18 Shadow Tokens • 24 Gold Tokens • 12 Boon Tokens
8 Champion Health Tokens • 8 Champion Willpower Tokens • 12 Foe Health Tokens • 1 Rule Book
1 Game World Book • 2 6-Sided Dice

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