Campaign Log

ARENA THE CONTEST

Last Quest

Last Campaign Card

XP

Hero: Player:

Level Up

Precision	Power	Health	Protection
○○○	○○○	○○○	○○○

Special Attacks

Primary Attacks

Hero: Player:

Level Up

Precision	Power	Health	Protection
○○○	○○○	○○○	○○○

Special Attacks

Primary Attacks

Hero: Player:

Level Up

Precision	Power	Health	Protection
○○○	○○○	○○○	○○○

Special Attacks

Primary Attacks

Hero: Player:

Level Up

Precision	Power	Health	Protection
○○○	○○○	○○○	○○○

Special Attacks

Primary Attacks

Scrolls

	own	used		own	used
Amnesia	○	○	Killer Instinct	○	○
Backfire	○	○	Life Link	○	○
Basic Instinct	○	○	Magic Barrier	○	○
Chaotic Fury	○	○	Mind Reading	○	○
Control Magic	○	○	Mind Twist	○	○
Deep Roots	○	○	Modify Armor	○	○
Dispel	○	○	Planar Dance	○	○
Disrupt Attack	○	○	Powerless	○	○
Distraction	○	○	Reality Revision	○	○
Earthquake	○	○	Restoration	○	○
Fair Combat	○	○	Second Chance	○	○
Fast Runner	○	○	Space Spiral	○	○
Friendship	○	○	Survival	○	○
Haste	○	○	Tactical Mistake	○	○
Hold Person	○	○	Transfer Essence	○	○

Artifacts

	own		own
Amulet of Will	○	Gloves of Accuracy	○
Arcane Cloak	○	Ice Sword	○
Belt of Shadows	○	Lava Axe	○
Boots of Slickness	○	Mask of the Chamaleon	○
Crown of Power	○	Ring of Invulnerability	○
Dragon Armor	○	Spectral Weapon	○
Dragon Shield	○	Sun Orb	○
Dragon Talisman	○	Thunder Staff	○

Achievements

Notes

ARENA THE CONTEST

Campaign Tome

Tanares

Provinces and points of interest

ARENA — THE CONTEST

Kolbjörn
Stravian
Ben'net
Reginheraht
Outumn
Capital
Seashores
Yama
Mystical
Ubel
Tsvetan

Cold Valley's Crater
Sawyer's Village
Septentrional Passing
Nabhendu Monastery
Chowillawu Acchoda
Alkira Mountain
Summer Island
Northarbor Village
Eb'boria Village
Malland City
Moolooite Mines
Kolachi City
Blossom Town
Hajal Village
Mesoriver City
Blake Island
Kolbjörn City
Ironhand Supreme Headquarters
Bak Forest
Bakurve Village
Mirare Town
Reginheraht's Magical Research Tower
Deverell City
Imperial Capital
Skybell City
Hazarmaveth Town
Umay Town
Galley's Town
Ahimoth City
Fisherman's Wharf
Grassroot Island
Ayefall City
Goldraft City
Bluhaven City
Mustardseed Town
Arcana
Yamanoma City
Watchkeeper's Town
Yama Bunkatsu
Astérion City
Ubellian Fire Pits
Feargus City
Desdemona Village
Bauron's Denture
City of Rorth
Eferhild Citadel
Sindile Forest Outskirts
Sindile Forest Dephts

N W E S

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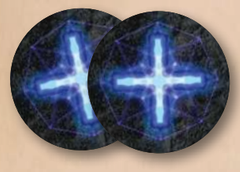
Store

Consumables

Scroll: 1 XP

Special Attack: 2 XP



Improved First Aid

1 Token: 3 XP
2 Tokens: 7 XP

Permanents

Level UP: 4 XP

Same Card to the same hero
2nd Card: 8 XP
3rd Card: 12 XP

Artifact

Level 1: 4 XP
Level 2: 8 XP

Extra Primary Attack: 3 XP

About this book

*Welcome, adventurer! This Tome will guide you through the **Epic Campaign**, a journey in which your decisions write the world's destiny. How will you shape the History of Tanares?*

*You should only use this book if you want to play the Cooperative Mode's Epic Campaign, playing Missions and Boss Fights that follow a sequence, with a background story that requires some reading. If you want to play an isolated quest quickly, choose any scenario on the **Quest Guide,** a booklet containing all the information you need to play cooperative quests.*

The Quest Guide is also needed in the Epic Campaign!

*The first pages of this Tome contain a **World Map**. As you follow the story, you will eventually read the name of some locations; feel free to consult the map whenever you want, as it is an excellent element of immersion.*

*Following this introduction, you will find a brief "**The History of Tanares** thus far." This might be the first time you read the word 'Tanares', so, to get you better acquainted with this rich, vast world, we'll tell you a bit about what happened in Tanares before the events described in this Tome. This will help you acquire essential knowledge that some characters you find in the journey take for granted, such as when they talk to you about the "Malrokian Curse", as if you knew what that was.*

*Before the Campaign starts, you will also find a quick reference to the **prices of cards** (Artifacts, Scrolls, Level UP) you may purchase in-between quests, when the Tome allows.*

*You will start the Campaign when you read **The Introduction** (p. 08), which comes right afterward. Do not worry about getting lost. All you need to know is:*

*1 - **Follow all instructions in bold red italics immediately.***

*2 - As soon as you beat a Quest (accomplishing its Primary Objective), **draw and read the Campaign Card on top of the deck** (it should display the image of the quest you just beat).*

You cannot play the Campaign with any Hero from a "Special" Combat Role.

*Never shuffle or alter the order of the **Campaign deck**. If tragedy strikes, the cards are numbered to allow reconstruction. Try not to read them ahead of time, unless you want spoilers.*

*Each episode on the Tome corresponds to a quest in the Quest Guide. They split into **Prelude** (read before playing the corresponding quest on the board) and **Conclusion** (read afterwards, when prompted by a Campaign Card).*

Not all decisions you make in-between quests are random. This Tome provides several clues, some very subtle, regarding your possible courses of action. This is especially true in Conclusions, which in most cases contain the reward (in information) obtained from beating the corresponding quest.

*On the back of the Tome, a **Campaign Log** allows you to track your party's items, XP and achievements. Whenever your party makes progress, write that down on the log, because it is almost impossible to complete the campaign in a single session and remember everything that goes on. Whenever you read a sentence **in bold green**, that corresponds to an Endgame Achievement with consequences you must read after beating the Final Quest.*

*Sometimes you will find puzzles followed by **QR Codes**. Most of them lead you to a spoiler-free website that says if your answer is wrong. That way, you do not need to read the solution, allowing you to attempt to solve the puzzle again in the future. This is an optional feature, as you can also find the answers on page 47.*

Weigh your options seriously, both in and outside of the board, as no other Campaign in the entire world will be like yours. Good Luck!

The World of Tanares - Notorious Historical Context

Ancient Age → **Malrokian Age**

About 2000 years ago, the *Malrokian Kingdom* became the most prosperous civilization in history. As a self-sustained nation, they embraced peace over war, welcomed people from other kingdoms, and worshipped the Gods.

They didn't make weapons, only defensive walls and spells. That proved a mistake when several envious nations forged an alliance to depose King Malrok. Hundreds of spies slowly infiltrated the main city, and, after months of careful observation and planning, huge armies were sent to destroy the kingdom and kill its people. They succeeded.

Several ancient records tell that, right after King Malrok was killed, a fissure opened in the sky, and two Dragons, allegedly the physical manifestation of the Gods Tamera and Bauron, with loud voices that reached the farthest corners of the world, condemned Tanares for destroying the only kingdom that followed the divine path of peaceful and constant evolution that could ultimately turn all intelligent creatures into divine creators.

They stated that, from that moment on, *massive bloodshed would be punished with natural catastrophes*. That decree became known as the **Malrokian Curse**.

Malrokian Age → **Draconic Age**

As the years passed, the generations that died in fear gave birth to generations that grew in doubt. It became increasingly unclear if the tales of the Malrokian Kingdom were history or myth. As a result, mankind eventually disobeyed the decree and waged war. And, in the middle of every great war, came natural catastrophes that made all involved parties lose.

1032 years after the Draconic Age began, another peaceful kingdom was thriving due to its deep magical knowledge. Foreigners called it the *Mystical Kingdom*.

Desiring the magical secrets held by the Mystical Kingdom, several nearby civilizations forged an alliance against it. History was repeating itself. After months of siege around the kingdom's capital, **Arcana**, war broke loose. The bloodiest in history.

Right in the middle of the fight, a fissure opened in both sky and ground. A colossal canyon instantly swallowed most of Arcana and

the nearby armies. Those who survived now had to fight vicious, never-before-seen beasts that came out of nowhere.

This was different from the other catastrophes. First, because it didn't seem natural. Second, due to its proportion, affecting a region several times larger than the others. Third, and most important, due to its lasting effects: the region is still dangerous and uninhabitable. People call it the **Wasteland**.

Chowillawu Acchoda. This snow mountain erupted into a volcano, and now a tropical island can be seen in the middle of the cold Reginheraht province, as the result of a war between groups that disputed the region centuries ago.

Draconic Age → **Imperial Age**

One powerful man, allegedly the war's sole survivor, made smart alliances with the nobility and the Church to fill the power vacuum arisen from the death of most of the world's armies. He created an *Empire*, to engulf all of Tanares.

Avoiding war is the Empire's main - disclosed - agenda. To prevent the Malrokian Curse from ever being provoked again, the Empire passed a law forbidding the creation of large armed groups besides the Imperial's own army, called *Ironhand*. The Ironhand's primary purpose is to enforce this law, guaranteeing the Empire's monopoly over the right to be violent.

However, conflict is inevitable. Provinces get in the way of others; families dispute the same things. Sometimes, only violence can solve a situation. In this context, to curb people's will to break the law and assemble armed parties, the Empire created the **ARENA**: a place where even the largest of conflicts could be solved with minimal bloodshed.

With the Ironhand enforcing the result of the fights, Arenas quickly became the epicenter of culture, violence, entertainment, and politics in Tanares. Despite many people being discontent with the Empire, it is undeniable that, as long as the Empire exists, there will likely be no more wars.

In the Arena, a single battle is as important as war, deciding the fate of entire nations. A combatant is as important as a whole army, which means only the cream of the crop fights in Arenas: the strongest, the fiercest, the most reliable and well-paid fighters. These fighters, with good reason, are called *Heroes*.

The Empire has recently hired a team with some of the best Heroes in Tanares for a top secret mission: to investigate and fight a mysterious, growing threat, that could mean the end of the world.

Five Main Facts

1. Most Tanarians believe in the **MALROKIAN CURSE**, through which Gods (Bauron and Tamera) will punish massive bloodshed (War) with natural catastrophes.
2. The biggest war in history led to the creation of **WASTELAND**, an expanding territory saturated with toxic gas and dark energy, where vicious aberrations reside.
3. **ARENA** is an institution created by the Empire to avoid the Malrokian Curse, as its combats solve major conflicts with minor bloodshed.
4. The **CHAMPION'S BOON** is a wish granted to any fighter who survives 15 combats in the Arena of Fate, as stimulum for fighters to come forward and represent people's and Nations' interests.
5. The Emperor commands the only Army in the world: **IRONHAND**, made of magically brainwashed men captured at random from places where offenses against the Empire are committed. It's a crime to gather any other large armed group, as that could result in War.

Keep reading to START THE CAMPAIGN, and live the story of this team's journey.

Introduction

Fast Action Mode *(read this if you want to skip the following text. If you want to read it all, skip this box instead)*

- The Wasteland appeared at the end of the last Great War. Today, a terrible mist spreads through a large territory and monsters come out of it to attack nearby villages.
- The Wasteland is growing in size at an accelerating pace, and soon may swallow the Imperial Capital or even the entire world.
- Scholars (specialists on Dragons) may have uncovered important information about the phenomenon
- Orc barbarians from Eferhild (a Citadel in the South), in alliance with the Shadow Wing (a terrorist group that wants the end of the world), captured and imprisoned the scholars before they could share their findings.
- You are hired to rescue these scholars and, immediately thereafter, based on the information they share, initiate an investigation aimed at solving the problem of the Wasteland's expansion.

Select four Heroes from different Combat Roles, then read Lava Citadel - Prelude (p.10)

Select one Hero. Then, read the introduction below.

You rest inside a rented cabin, healing small wounds you've gotten in your last Arena of Fate battle, which was easily won.

A luxurious caravan stops by your front door. An emissary, covered in Imperial badges and pendants, quickly steps out, introduces himself as Swordmaster Islair Oloren, but he needed no introduction. You had seen him already in some Arena fights, swinging his great two-handed sword with a skill that is second to none. He hands you the following letter:

*Respectable **Hero**,*

*Our **Glorious Emperor** has watched all latest Arena fights very closely and was impressed with the degree of skill you've displayed.*

You are invited to a special dinner, to be held tomorrow night, in the noble hall of our Capital's Arena.

Present this letter at the main gates and our soldiers will open them for you.

At the meeting, we will present you with an offer we consider to be irrefutable. We want to hire you to carry out a sensitive mission of great relevance to the future of the world and the Empire.

Further details are classified and will be presented to you at the meeting. Come alone, and tell no one about this.

A large banquet awaited you in the hall of the largest Arena of Fate's stateroom, where, after dining alone, the same emissary appeared and began his speech:

"The Empire wants to hire you for a Mission. We can pay you a vast fortune, enough for you to never have to fight in Arenas again if you so wish."

Seeing that you raise no objection, the emissary continues:

"What do you know about the Wasteland? Around the world, rumors fly, but concrete information crawls... What everybody knows is that it came about 170 years ago, in the last Tanarian Great War, as godly punishment to the spilling of blood around Arcana, the ancient Capital of the Mystical Kingdom."

A great fissure opened in heaven and earth, swallowing up most of the warriors. Those who survived the opening of the crater perished before bestialities and aberrations materialized by the gods.

Today, it is impossible to stay too long in the Region. A terrible mist spreads through almost all the territory we now call 'Mystical Province', causing a series of strange effects to those who come into direct contact with it, such as hallucinations.

What you may not know is that we're receiving growing reports of cities being attacked by freakish monsters coming out of the Wasteland. Some smaller villages are completely destroyed before their people manage to defend themselves. Those who live close to the Wasteland border are not safe.

To make matters worse, our measurements indicate that Wasteland has doubled in size over the past 100 years, and that its expansion is occurring at an accelerating pace. If this continues, we estimate that in a few years the Wasteland will be twice as big as today, meaning it will swallow the Imperial Capital, much of the Central Sea, and everything we call "East".

If nothing is done, the Wasteland could swallow all of Tanares.

The Emperor's representative stands up and motions for you to follow. You enter an adjoining room, where a huge world map was painted over the length of one of the walls.

Pointing to excerpts of the wall-map, the emissary continues the account:

'The Empire had been studying the North face of the Wasteland border for a long time, trying to figure out ways to contain its expansion, but with no success.

Recently, though, we had a breakthrough. An independent group of scholars, specialists on Dragons, traveled to the South face of the Wasteland border, and there they seem to have found an important lead to the solution of the problem.

However, the content and relevance of this lead is unknown to us, for before they could share their findings, the scholars were captured by a group of Orc barbarians from Eferhild Citadel, in alliance with members of the Shadow Wing, a terrorist group that wants the world to suffer, and ultimately end, through the Wasteland's expansion.

Your mission is to travel to Tsvetan Province and sneak into Eferhild Citadel to rescue as many scholars as you can from prison. Then, using their shared knowledge, initiate an investigation aimed at solving the problem of the Wasteland's expansion.

Accomplishing this mission will draw the attention of the Cult of the Shadow Wing, the Orcs' allies, whom we must assume have spies everywhere in the Capital. If I were you, I'd only come back here after reaching a dead end, not to risk the Shadow Wing putting a tail on you. Also try not to tell anyone about your ultimate goal, and never reveal that you are an Imperial contractor.

Unfortunately, that's the same reason why the Empire cannot send the Ironhand for this task. We need specialists, because we do not want to draw the Shadow Wing's attention. If they learn we stand behind an initiative to curb the expansion of Wasteland, they may try to sabotage the investigation.

Furthermore, there is no guarantee that the Orcs would not kill the prisoners as soon as they realized we had sent our army after them. The best way to ensure the survival of the scholars is through infiltration, search, and rescue. Enter the Citadel without being seen, kill the guards you meet, and leave the city as silently as you entered."

The emissary invites you to sit opposite him on a massive oak table. He removes from his desk a parchment and a gold plaque with inscriptions and the imperial symbol, which are given to you.

*"This is an **Imperial Free Transit Plaque**, granted only to the most valuable citizens and merchants with a direct relationship with the Empire. Present it whenever you encounter problems, such as inspectors wanting to take a look at your cargo or collect taxes, guards who do not want to open the a city's gates late at night, or hotel owners who ask too many questions before giving you a room.*

This parchment contains a list of the most impressive Heroes to have recently fought in this Arena, including yourself. Researching their skills and history, we think they would be able to contribute to the success of the mission.

*See if you already know or have fought next to any of them and choose your team. Try to make it as diverse and complete as possible, so **do not choose two heroes that perform the same Combat Role. Including yourself, your team must have a total of FOUR members**: small enough not to call attention, but large enough to overcome the dangers and adversities of your mission."*

Recruit three other Heroes. Then, read Lava Citadel - Prelude (p. 10)

Lava Citadel - Prelude

Complying with your first imperial orders, you head to ***Ventana Village****, many miles northeast of* ***Eferhild Citadel****.*

The village is partially destroyed. It had been attacked by beasts emerging from the Wasteland - you can see its toxic mist on the horizon, to the north. To help with the reconstruction efforts, the Empire built an improvised Ironhand post, where your party meets with *Dawnbreaker*, an Imperial Army Major, for a secret meeting:

"I sent a small troop to the mountains near Eferhild Citadel, to observe the movement within the city. Here are our conclusions!" he says, pointing to a rough map of the city that hangs on the wall.

"Eferhild is an ancient city that belonged to the Mystical Kingdom. Barbarian Orcs (you can never trust them) conquered it after the kingdom's extinction, despite being protected by a surrounding river of lava, extracted from the depths of Tanares by long-lost magic.

The Orcs have apparently learned how to deal with the City's protective spells. The area where they keep the scholars has many perpetually-burning pools and is under the influence of a magical device that periodically strikes every unauthorized intruder.

We have found a way to safely enter the city. You will have to tiptoe your way throughout an extended portion of the Citadel, but we trust your ability to be stealthy.

Infiltrate the City in the gloomy dawn, in the dead of night, to delay the reaction time of the City's inhabitants. All Orcs who live there are excellent fighters. If you take too long and become surrounded, it will be impossible to escape with life.

Confrontation with guards is almost inevitable, as Orcs continuously patrol the area. You must ***kill the sentinels*** *you encounter, as they may alert others to your presence.*

Escaping the city's perimeter as soon as possible is of utmost importance, as the prisoners are poorly fed and won't be able to run too much. You also can't trust them to be silent, or follow orders.

After rescuing the prisoners, there's a way to get you under the cloak of the night really fast, but you won't like it.

The Orcs used one of the Citadel's outer walls as the back of their leader's quarters when they built his rooms, located dangerously close to the prisoners. You must activate two levers to unlock the door. Then, ***kill Kor'dal****, the legendary Orc leader.*

That shall delay the Orcs' pursuit initiatives and give you enough time to dig a hole on the outer wall, from within Kor'dal's quarters, without alarming anyone. If you are successful, the Orcs will only find out that something is wrong well after the Sun rises.

Sleep well. Eat. Tomorrow will be a moonless night — the perfect opportunity to execute the mission. Good luck."

The following night, you enter the City through a sewer tunnel, but you find a locked grate at its end. It seems like a lever opens the grate. Right next to it, human skulls line up under the city's name, EFERHILD, in alcoves dug on the sewer's stone wall.

You see nine skulls on the ground. It seems like they fell from their alcoves because there are empty spaces below some of the letters.

Draw Campaign Card number 2. Put Card 1 back on the deck.

Lava Citadel - Conclusion

After beating Lava Citadel Mission, draw Card 1. Proceed only after the game tells you to remove Card 3 from the game.

The first scholar you rescued, **Zalir Draconis**, had a silver sphere with him. He asked you to protect it at all costs. Since the object is icy cold and lightweight, you gladly accepted the job, as you had miles of blazing Tsvetan desert to cross. **Mizu, the Healer,** is the second scholar you rescued. The third scholar/prisoner is called **Cecil**.

You have successfully returned to Ventana Village, where you rest and heal your wounds (***You may spend your XP now***). Then, it is time to gather the scholars' information.

- ***If Mizu is alive, add Card 4 to your list of items. If not, remove Card 4 from the game.***
- ***If you rescued Cecil AND he is alive, add Card 5 to your list of items. Cecil survives. If not, remove Card 5 from the game.***
- ***Cards added to your list of items may be consulted at any time. Keep reading.***

SCHOLARS' COMMON KNOWLEDGE / ZALIR'S INFO (Vault Expert)

"The leading theory about the **Malrokian Curse** says it is a divine decree: *'major bloodshed will be punished with natural catastrophes.'* But I think Torygg believed in a different explanation. If the Wasteland were **not** the work of Gods, maybe he could put an end to it, and somehow his answer could lie in this little sphere.

This **sphere** is a magical safe. Legend says whatever is inside has the power to summon Dragons. I found out it had been hiding in Eferhild for over a century, after the Mystical Kingdom's demise. But, before I could spread the news, the orcs captured me and forced me to try to open it.

All over the **vault's surface**, there are large symbols and small letters, from A to Z. When you firmly press a finger against a letter, it moistens, and a scarlet light shines through. I think that's how you spell the password.

The **password** must have five letters. I tried to spell 'DRAGON,' but right after I pressed 'O,' the sphere emitted a defensive pulse that made me pass out, and all the inscriptions vanished for hours. Yes, you could keep trying different passwords, but you might need thousands of years to get it right, given the number of possibilities. And I don't think this pulse is good for you. The Orcs forced me to pass out three times, and each time I felt worse. I think the next one could have killed me. I would only try again if I were sure.

The other two password **attempts** were 'Addin' and 'Zaiba.' That's because the safe was made by Torygg Addin-Zaiba, the most powerful wizard in history. Legend says he escaped Arcana, the Mystical Kingdom's Capital, right before it was swallowed by the Wasteland.

There is only one hope to **discovering** what exactly this vault does, and the password that opens it, but you're not going to like it: there are several indications that Addin-Zaiba had a study partner, a wealthy Count who owned an extensive collection of everything related to Dragons.

Addin-Zaiba wrote a **manuscript** called *'Dragon Summoning,'* which contains the conclusions of his studies. This document is considered lost since Arcana fell, but I think it may be a piece of this Count's collection. If that is true, it may have been sitting for decades in his castle, ***located on Gazini Island, on the extreme northwest of Tanares. You should travel there and try to find it.***

The *good news* is the document could still be there because frightening rumors about the island keep people away since the Count died. The *bad news* is, the few brave ones who *had* the guts to take a boat there, never came back.

That is not all. You must hurry. The Cult of the Shadow Wing and the Orcs are allies. From my cell, I overheard a visiting cultist saying that their project was close to a 'breakthrough.' In a matter of days, they would 'unleash the beast' and rule what is going to be a whole new world..."

With this scarce information, it seems like the only way to move forward in the investigation is to check the draconic collection that allegedly rests in this castle. So, off you go, parting ways with the scholars, who stay behind to recover from their martyrdom.

Go to Page 12 (Tome).

Blood Castle - Prelude

*You travel to **Gazini Island** to find the **Dragon Summoning Manuscript**. With it, you might determine the password that opens a **safe** that was hidden in the orc city of Eferhild. Whatever lies inside could help solve the problems of **Wasteland**, an ever-expanding region of toxic fumes and violent creatures that attack surrounding villages.*

You cross malodorous marshes to reach Northarbor Village, which looks like a ghost town. Signs beside the road warned about a plague that apparently killed most of the Province's inhabitants.

Shadows and shapes pass the corner of your eyes. Wooden windows in shabby huts suddenly close, breaking the silence. It is not possible to determine whether the shadows and noises result from the action of frightened people… or frightening creatures.

In the distance, you see Gazini Island, covered by a haze that probably never lets the sun's rays through. The tips of some of the Castle's towers can be seen through the island's hills and thick, wild vegetation.

There is no wind, but the tide is slightly shaking. Remnants of the eternal western storm that occurs at a distance. Offshore, south-west, almost on the horizon line, gigantic black clouds seem to merge and create menacing blue bolts of lightning, waterspouts, and a storm of epic proportions, which for centuries has prevented navigation far from the coast.

As soon as you step on the island, you feel the dampness of the air - a thick fog that from time to time trespasses your skin and freezes your bones. A strong odor of rust mixed with mildew impregnates the air.

It's nighttime when you reach the hundred-foot-tall main gate. It opens by itself with a resounding creek. At the same time you hear a deep, terrifying voice, so loud it seems to come from within your own mind: *"Welcome. I've been waiting."*

Despite the welcoming salute, the castle's front hall doesn't seem inviting at all; everything is pitch black inside. You were considering finding a side entrance when you suddenly hear scratching and rustling noises. At first, they came from very far away, but the sound is becoming increasingly louder, to a point that it seems like the entire island is swishing and squeaking and rustling its wings.

Laughing even louder, the voice returns: *"You'd better come inside… hot blood is very attractive to my pets… Mhua-Mhauhaaha."* Candles and torches instantly start burning inside the castle. At the same time, you find the origin of those loud, strange noises: millions of tiny black dots - *bats* - concealing the full moon. Night falls even harder, blinding everything under the bats' shadows. The only visible thing is the interior of the castle.

Left with no other reasonable option, you rush inside the Castle. The massive front door closes behind you with a loud bang. *"I'm very interested in the artifact you hold. Come closer. Make yourselves at home. For the complete experience, please uncover your necks."*

Go to page 06 (Quest Guide). Blood Castle Mission starts NOW!

Blood Castle - Conclusion

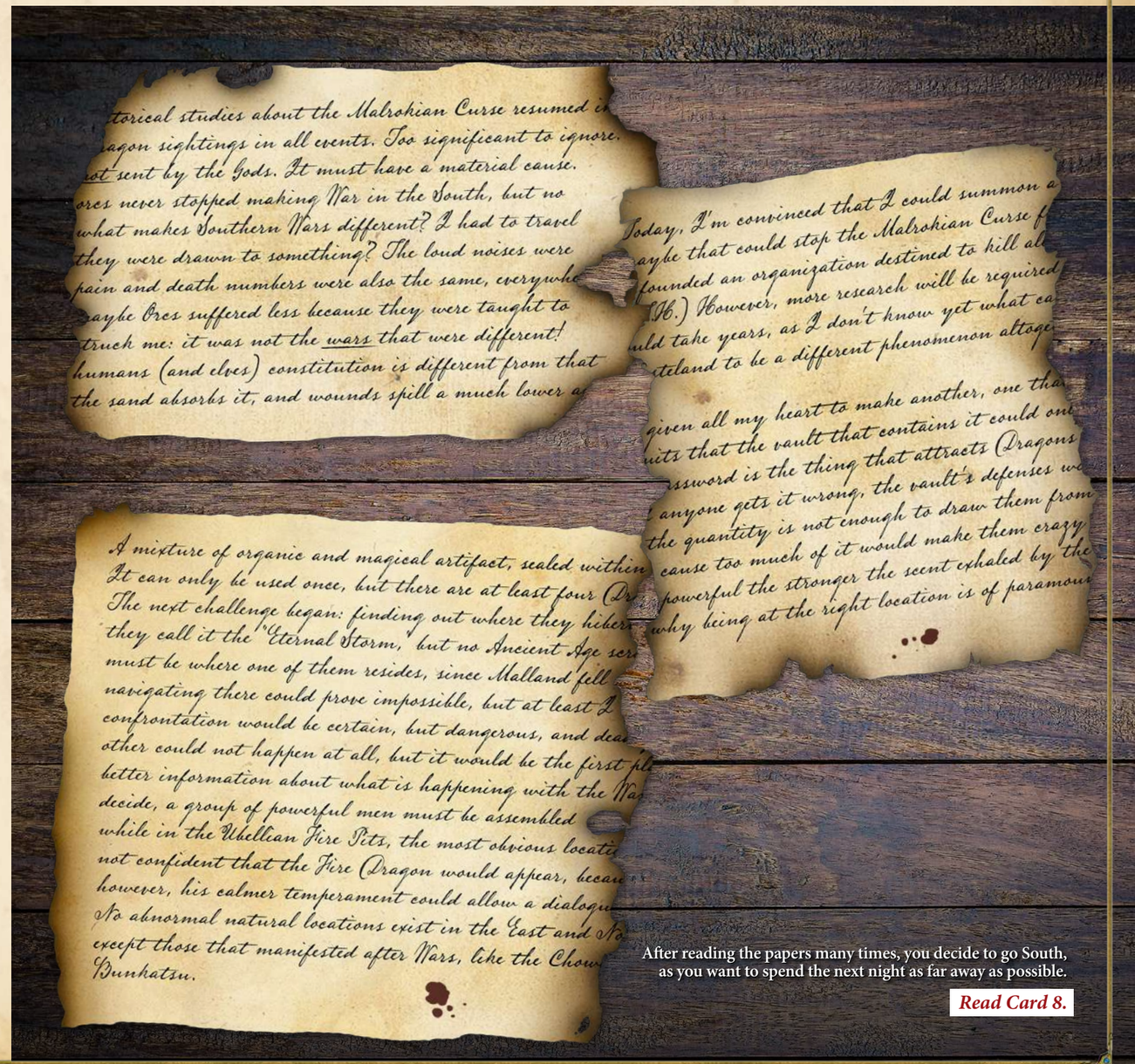
Read below according to your choice on Card 6.

A or took too long to decide) You find out the terrified screams are weaker vampires catching on fire with the sunlight. Since Gazini had thousands of minions in his castle (and extra-large windows), it didn't take long for the fire to spread. You wasted your time, but facing vampires on fire made you learn useful lessons. ***Remove Card 7 from the game. Gain 1 XP. Keep reading, outside of this box.***

B) You get to the room a bit earlier, managing to salvage something extra. ***Add Card 7 to your items. Keep reading.***

The fire found Gazini's "collection room" before you did. His priceless draconic books, scrolls, and artifacts - all burning. Your attention is drawn to a large rug hanging on the back wall, illustrating a white dragon striking a brown dragon that seems about to collapse, fainting, into the dark abyss that was now burning in the lower portion of the fabric.

In front of the rug, on a particularly prominent pedestal, you find a series of heavily burned papers: The *Dragon Summoning Manuscript*. Fighting the fire, you reach the scrolls and escape the castle through a broken window on the first floor. Below, the fragments you were able to salvage after slapping the fire away:



After reading the papers many times, you decide to go South, as you want to spend the next night as far away as possible.

Read Card 8.

Azymor - Prelude

Remove cards from the deck (if any) until Card 9 is on top.

(Read this if you did not hire an expert guide.) *In unfamiliar surroundings, you take the less optimal common road from the Outumn to Ubel Province, which barbarian spotters have been watching closely, waiting to sack unaware travelers. On the last of three separate attacks you suffer, they use poisonous arrows against you. Those are going to take a long time to heal, and you use some desperate measures to recover one of your wounds* ***(All Heroes start the next fight with -1 Max HP, and your team starts the next quest with only one Aid Token)****. Looting the barbarians' outpost, you find an unused Scroll* ***(Gain the 'Chaotic Fury' Scroll. If it has already been acquired, gain a Flask)****.* ***Keep reading, outside this text box.***

Given the probably unhealthy environment you'd face as soon as you enter the Ubellian Fire Pits, with its geysers that spit fire and pools of scalding lava, you decide to make camp and discuss what the 5-letter password could be.

Write down your favorite guess here: ____ ____ ____ ____ ____. Then, keep reading.

You wake up to the sound of manic shouting. As the sun rises above the mountains to the East, you see dozens of shadows on top of dunes to the west, sprinting towards your party. You recognize them as members of the barbarian tribe you faced (and beat) on your way to the Fire Pits. They want revenge.

Caught between the entrance to the Fire Pits and several bloodthirsty savages, you decide to enter the Pits, hoping to lose the barbarians once you get inside.

Unfortunately, the Fire Pits are an open field, where you have no chance of hiding. The good news is that the entrance to the Pits, a narrow corridor between two mountains, forces the barbarians to make a line, allowing you to fight just a few of them at a time. But you won't be able to hold on too long.

Left with no other option, you make a plan. One of you will get away from the party and try to summon the Fire Dragon, hoping that will scare away your enemies. If you interpreted the manuscript fragments correctly, the Fire Dragon could actually be peaceful, but its sight would definitely make the savages fall back. Meanwhile, the other three will hold the entrance to the Fire Pits for as long as possible.

Choose one Hero to fall back and try the password you wrote above. Check if you got it right; then, read Card 9.

Answers on p. 47

Read below after you've read Card 9.

The adrenaline of the fight against the barbarians makes it imperceptible at first, but as the ground gets soaked in blood, you notice it shaking in increasing intensity. All of a sudden, a couple of lava pools *move aside*, and the soil bursts open in an explosion of fire and debris. What comes out of it is something humankind has not seen for hundreds of years: a *Dragon*. And it is *angry*. Huge stones roll from the top of the mountains, closing the entrance to the Fire Pits. Being freed from the savages provides no relief, though, as you now have to fight for your lives against this fire beast.

Remove Card 10 from the game. Go to page 08 (Quest Guide). AZYMOR - BOSS FIGHT - STARTS NOW!

Azymor - Conclusion

Read one of the boxes below after beating Azymor Boss Fight, according to the choice made on Card 11.

A) Fear is the driver of recklessness. With the little strength Azymor had left, he manages to swish his tail at you and jump to the top of a nearby mound, but that doesn't prevent you from striking his open chest in the process. *"DON'T YOU SEE. NO MORE FIGHT. SANITY. DYING. YOUR PURPOSE?"*

Put the Time Token on the HP Track, on the number that equals (5+H)*. Then, read outside the boxes.

B) Azymor also stays on his guard, while the situation is not defined. He finally lets go, seeing that you refuse to continue the fight, and says: *"SANE. DYING. YOUR PURPOSE?"*

Put the Time Token on the HP Track, on the number that equals (7+H)*. Then, read outside the boxes.

C) You quickly realize that "surrender" was not a command, but a request, because Azymor is dying. In response to your weapons being dropped, Azymor says: *"I AM SANE. YOUR PURPOSE?"*

Put the Time Token on the HP Track, on the number that equals (9+H)*. Then, read outside the boxes.

****H = number of Heroes living by the end of the Boss Fight.***

You explain to Azymor that you are there to gather information about Dragons and the Wasteland (if he were willing to give them), and that you only attacked Azymor as a response to his own aggression towards your party. He responds, between labored breaths: *"HIBERNATION. SUMMONED. INSANE. INSTINCT. WANT NO HARM. DYING. ANSWER YOUR QUESTIONS."*

(Azymor is willing to answer your questions, but his time is running out, as the Time Token indicates. Some answers may lead to new questions. The number between brackets indicates the length of the answer, and so, how many slots down you must be able to move the Time Token in order to ask the corresponding question. When the Token reaches "0," ***Azymor dies****, and you can ask no more questions)***

Choose one of the questions below and immediately read its answer, either through the QR Code or on the upside-down text. Keep asking questions until you can no longer "pay their cost" with the Time Token; then, ***read this page's "(After Azymor dies)" section.***

Questions:

A) *What is the vault's password, after all?* [1]

B) *How did we summon you / How can one summon a Dragon?* [2]

C) *What is responsible for the Wasteland?* [3]

Table of answers:

A)

"DON'T KNOW"

B)

SMELL. BLOOD. CRAZY. DESTRUCTIVE. MORE BLOOD, MORE POWERFUL. YOU GOT TOO CLOSE"

Read Card 12.

C)

"ARCANA. WAR. BLOOD. TOO MUCH. TWO DRAGONS, NOSTRILS. CLOSE TO NORTH AND EAST. ALMOST GOT TO ME. FIGHT. WHITE WON. BROWN LOST. CORRUPTED. ENSLAVED. NO REST. PERMANENTLY CRAZY. INFLUENCE ENVIRONMENT. CATACLYSM EXPANDS. I CAN FEEL."

Read Card 13.

G)

"WINNER. A FEELING. UNUSUAL."

H)

"CENTER WASTELAND. ARCANA RUINS. TOXIC FUMES. NO WALK THROUGH. UNDERGROUND? AIR? MAGIC?"

I)

"LOCATION. UNKNOWN. HIBERNATES?"

(After ***Azymor dies****)*: With your newly acquired knowledge, you are finally on what seems to be the right track to solving the problem for which the Empire hired you. You rest and recover your wounds besides Azymor's carcass before trying to find a way out of the Fire Pits, which now feels a bit colder.

If Cards 12 and/or 13 are on the Campaign Deck, remove them from the game. Then, read Card 14.

If ***you have entered Astérion)*** Astérion is a vibrant city built where the arid desert sands of the south begin to meet the green, open fields seen throughout most of the Outumn Province. The markets are packed, and you find a small store specialized in crafting draconic artifacts. The owner, a friendly old human by the name of Qi Wan, does not have many items to sell, but offers a hefty discount for draconic pieces if you have any Dragon Scales to trade.

You may spend Dragon Scales alongside XP to purchase the items below, at the following rates: 1 Dragon Scale = 1 XP; 2 Dragon Scales = 3 XP; 3 Dragon Scales = 5 XP.

Dragon Armor

Dragon Talisman

Items not listed may still be acquired with other store owners in Astérion, but they don't value Dragon Scales as much as Qi Wan. You may trade Dragon Scales for other items at the following rate: 1 Dragon Scale = 1 XP; 2 Dragon Scales = 2 XP; 3 Dragon Scales = 3 XP.

After you are done, read Card 16.

Thyra - Prelude

(Read this if you did not take a sturdy ship.) The Eternal Storm of the West is widely known for always wrecking all ships that ventured too far from the coast. It was clear you grossly underestimated it when, all of a sudden, the boat became uncontrollable, at a point of no return where there was still no land in sight.

The inevitable happened: the ship started to sink. Fortunately, the whirling winds took you further down West before it happened, so you started to swim towards a mass on the horizon that looked like land.

In order to save the vault, carrying it with you, you had to make sacrifices. One of your possessions was lost forever with the sunken ship ***(Remove a Scroll in your property from the game. It can't be reacquired. If you have none, lose an Artifact and get back half of its XP value. It can't be reacquired. If you haven't purchased Scrolls/ Artifacts yet, lose 2 XP).*** ***Keep reading.***

Your situation does not look good. Merely surviving the storm seems to require a waste of massive amounts of energy. The small island you've found is sterile, and you have no food on you. You lost your ship.

Your last shred of hope is the possibility that the storm is caused by a Dragon. If you use the vault to summon it, maybe the weather would clear, and ships could come to your rescue.

You make a plan. The Heroes will take turns trying passwords on the sphere. On a failed attempt, you'll wait as little as possible for the hero's recovery, and try again. Time is of the essence.

Write down your sequence of attempts, and favorite password guesses:

Hero 1: _____ / __ __ __ __ __

Hero 2: _____ / __ __ __ __ __

Hero 3: _____ / __ __ __ __ __

Hero 4: _____ / __ __ __ __ __

Check if any of the above is the correct password. Then, remove Card 9 from the game, and read Card 10.

Answers on p. 47

Read below after you've read Card 10.

(For each failed attempt, the Hero who made it will start the next fight with -3 HP. Due to the lack of food, and the intensity of the Storm, if the failing Hero has at least one Level UP Card attached, flip one of them upside down, ignoring its boost (your choice). When the fight ends, flip the level UP Cards back up, regaining their boosts. These modifiers apply whether an upcoming hero guessed the right password or not. If all guesses were wrong, remember to also apply the combat modifier described in Card 10.)

The Eternal Storm ceases for the first time in centuries. Piercing the black clouds above you comes an *angry Storm Dragon*.

Remove cards from the deck until Card 17 is on top. Go to page 10 (Quest Guide). THYRA - BOSS FIGHT - STARTS NOW!

Thyra - Conclusion

Read the following after the events of Card 19. The Eternal Storm ended.

The tides and water currents remain turbulent. At one point, a sailor on top of the mast screams that a massive monster with draconic heads grabbed Thyra's carcass and took it to the bottom of the ocean. The captain does not believe him, but somehow the ship starts to move faster afterward.

With a sigh of relief, everybody returns safe and sound to Fisherman's Wharf, where its inhabitants are talking to each other and watching, in awe, as for the first time in their lives the Sun sets at the western ocean. Before you have the chance to disembark, the captain, a robust red-haired woman by the name of Yume Couch calls you for a quick and important chat.

You are about to have a dialogue. Choose how you will conduct yourselves and then read the continuation box indicated by the [code between brackets]. You may lie or mislead if you think that conduct is appropriate and will bring your party the most benefits.

"You killed a Dragon, and the Eternal Storm ceased. Those two unique events cannot be a coincidence. We must conclude something that, yesterday, was only a suspicion to the Draconic Evolutionist Assembly of Tanarian Helpers: Dragons are responsible for the important environmental phenomenon observed in the world."

"If we keep stretching our deductions, it is reasonable to assume that a Dragon is behind the Wasteland, or at least its expansion. Do you have any idea how to find such Dragon?"

- Tell her you have an idea about how to summon the dragon, but not about the location where it hibernates. [1]
- Tell her you have an idea about where it hibernates, but not about how to summon it. [2]

1) The D.E.A.T.H. captain closes her red eyes and scratches the left one, which is damaged. *"Awesome, because I have an idea about where it hibernates, but not about how to summon it. Is the summoning related to the vault? How does it work? Did you open it?"*

- Tell her all you know about the vault, the Dragon Summoning manuscript, and your theories. [A]
- You don't quite trust the woman yet, especially after she started asking questions without sharing what she knows first. Tell her you know nothing about the vault and that you found Thyra by chance. [B]

2) *"I was hoping it was the other way around, because our highest hopes regarding the summoning of dragons were tied to the manuscript and the vault; if you did not make any progress in that department... it should be almost impossible to summon, from outside the Wasteland, the dragon who probably lives in Arcana… that's why this knowledge is so important. Can I take what you have gathered so far to our headquarters, to see if our scholars find something you didn't?"*

- Of course. [E]
- No way. This information is too valuable, and you can't trust it to anybody else. [F]

A) *"Incredible! You could certainly summon the Wasteland Dragon with it, then! Do you know how to open it?"*

- Tell her you don't. [B]
- Tell her you do, and you still haven't opened it. [C]
- Tell her you do, but it can no longer be used. [D]

B) *"That's too bad. I have a feeling this vault could be a gamechanger in our draconic knowledge. Can I take what you have gathered so far to our headquarters, to see if our scholars find something you didn't?"*

- Of course [E]
- No way. This information is too valuable, and you can't trust it to anybody else [F]

C) The captain's eyes widened, and a drop of sweat slid down her forehead. *"My Gods. I strive, and strive, but I never thought that one day my service for D.E.A.T.H. could actually pay out. We have a chance to make history here, my friends. If you know how to summon the Dragon responsible for the Wasteland, all we need to do is find where he lives. And I think that place could be Arcana, or at least its ruins, which today, according to our calculations, should be pretty close to the center of the Wasteland; it is around Arcana that the world's most important war broke out."* [G]

D) *"That's unfortunate. Well, if you cannot make a dragon come to you, you should go to the dragon. And I think our target lives right in the middle of the Wasteland, in the ruins of the once great Arcana. But I have no idea how you can get there, with so many miles of dangers and threats to life and sanity between Arcana and the Wasteland's border."* [G]

E) ***If you own Cards 4, 5, 7 and/or 10, remove them from the game.*** ***The D.E.A.T.H. has your items.*** *"That's great. We will take good care of these precious items, and report back to you if we find anything."* [G]

F) *"It is unfortunate that you are not willing to trust us even after we showed that we trust you. I do hope you have an idea about how to access the depths of the Wasteland and kill the Dragon that probably lives in Arcana before the Wasteland itself drives you all insane."* [G]

G) One of the lower ranked sailors runs to Yume Couch and whispers something in her ear. They talk for a couple of minutes about something you cannot hear. The sailor leaves, and the captain turns her attention to you.

"I'm sorry, but we will have to cut our conversation short. I just received word about two upsetting events. Our leader, Ismir Night-Owl, D.E.A.T.H.'s most prominent scholar, has been apprehended by the Empire, close to the northern border of the Wasteland. They accused him of treason and illegal activities inside the Wasteland, in conspiracy with the Cult of the Shadow Wing.

Our friends back in Umay Town, where our organization is headquartered, said that, prior to his arrest, he had made significant, terrible discoveries, deep in the Wasteland. Nobody knows the place like him; he probably found something dangerous.

They haven't scheduled his execution yet, but it should happen soon. D.E.A.T.H. is planning to break Ismir out of Ironhand's prison before that happens, and we could certainly use your help. His information could be invaluable, and if we don't hurry, we could lose that forever. And, needless to say, but his arrest was utterly unwarranted. Ismir has worked his entire life to make the world a better place, under the Evolutionist principles.

But that is not all; we also received word that some aberrations appeared incredibly far from the Wasteland, and they are massacring unsuspecting villages in the northwest. It seems like they are coming from the Moolooite Mines, closed by the Empire decades ago after all dwarfs who worked there were mysteriously found dead. The mine's underground tunnels must somehow be connected to the Wasteland, but we have no idea if you will find valuable information there to advance in your investigations." ***Draw Card 20.***

The Ghost Mine - Prelude

You rushed to Moolooite Mines.

You part ways with the Draconic sailors almost at the border between the Outumn and Stravian Provinces; they head East, to their headquarters in *Umay Town*, while your sense of heroism and urge to save as many lives as possible takes you north.

The villages by the mountains are in wild, rough terrain, with almost no roads around, and distant from any sizable civilized city. It is nevertheless easy to find the places you need to go; you just have to travel in the opposite direction of the terrified groups you find fleeing the region, carrying almost nothing with them, with tears of fear in their eyes.

You pick up your pace and reach a chaotic scenario: houses demolished, fires burning in several buildings, a stench of blood and death all around. You slay smaller monsters here and there, but you quickly learn that you cannot save everyone: the three biggest monsters must each be faced by a minimum of two Heroes, and that will still be a tough fight.

Divide your party into two teams of two heroes; then, read the back of Card 20.

Keep reading only after the events of the two cards you chose. (21, 22, and/or 23.)

Shortly after all monsters have been killed, you decide to enter the cave from inside which the aberrations seem to come. You consider resting and healing your wounds, but you conclude that the risk of more beasts appearing is too significant to neglect.

There is rubble all around near the cave entrance, like part of the mountain had exploded from within. You cross a stone arch with inscriptions you don't recognize as you go inside, where the atmosphere is gloomy and somewhat peaceful. You walk a long distance, going always down through large tunnels, until you find the first old dwarven structures. Walls rich in minerals beautifully shine a turquoise tone upon semi-translucent wanderer souls whose sorrow is palpable.

Go to Page 12 (Quest Guide). Ghost Mine Mission starts NOW!

The Ghost Mine - Conclusion

Read one of the boxes below, according to your choice on Card 24.

A or C) Imperial reinforcements have arrived and are preparing to shut down the entrance to the cave with an even stronger seal, making the tunnel collapse for good. You cannot reason with Kyrent Avenderi, their Commander, since he is following a direct command from Dillsgar, the Captain, who ordered that nothing should stop or delay the operation.

Besides, Kyrent informs you that the Captain also ordered that nobody should be allowed to enter the cave after the Ironhand arrived at the site, and anybody who left the cave should be arrested. You show them your *Imperial Free Transit Plaque*, but they say there are no exceptions. Kyrent gives you a choice, though.

What do you do?

1) You are already inside the mountain, so the Ironhand cannot stop you from entering, and you will not be arrested, unless you leave the cave. One of the underground tunnels must lead you to another point in the surface, as there is no other reason for those aberrations to have appeared in that location. Rush back to the cave. ***(If you chose"C" on Card 24, you must follow this option, as you cannot leave your teammates behind.)***

2) Leave the cave, surrendering yourselves to the Ironhand, and lose, for good, the opportunity to investigate what is going on here.

3) You are on a critical mission to save the world, and nothing can stop you. Fight the Ironhand for your freedom!

After choosing, read Card 25.

B) The spirits volitate fast; you need to run at maximum speed to keep up with their pace. They enter the large building and take you through several corridors, some secret passages, and, finally, to a beautiful "backyard" behind the structure, where you find the tiniest of waterfalls dripping on a pond, and many humanoid skeletons with small, thick bones. On the wall next to the waterfall, the dwarfs wrote something. You are trying to translate what was written when a massive rumbling sound and tremors all around announce what you feared: someone has collapsed the tunnel from where you entered the mountain, and you are trapped inside, perhaps for good.

Remove Card 25 from the game; then, read Card 26.

Read below after reading the back of Card 25, or after you've added Card 26 to your inventory.

You fought the ghosts in a large cave with only two tunnels: the first one, from where you came, is collapsed, and the second one, tiny in width and height, is your only hope of getting back to the surface; unfortunately, though, it seems to take you further down underground. To the right of this tunnel, there is a massive wall with inscriptions in your language; to the left, you find a statue with three heads:

You may make offerings to the Gods, writing down a maximum of one item per head on the statue. After you are done, if you decide to offer at least one item before a head, draw Card 27. If you don't, remove Card 27.

(Left head)	(Middle head)	(Right head)

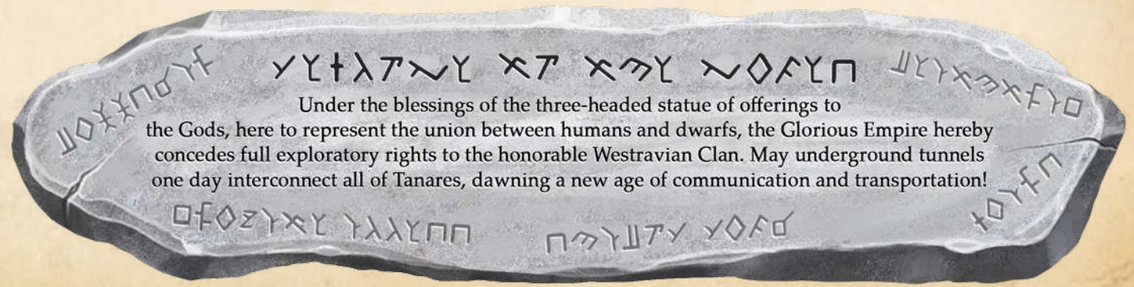
Read the following after removing Card 27 from the game.

You take a look inside the tunnel. It looks like an incredibly slippery slide down. With no other option, you crawl inside, head first. Bad idea, as the tunnel quickly takes a sharp downward angle and you start to slide at high speed and out of control.

You soon feel heavy pressure on your ears; when it feels like they would explode, the tunnel becomes more horizontal than vertical, but you continue to slide at high speed, propelled forward by inertia and a strong water stream that flows in the same direction.

The tunnel becomes very hot and damp; you see some side tunnels opening up to your left and right, but, from the same directions, you can hear horrific, unrecognizable shrieks; since you do not know which way to go, you decide to continue on your current course.

Read Card 28.



Ironhand Fortress - Prelude

Remove cards from the deck until Card 29 is on top.

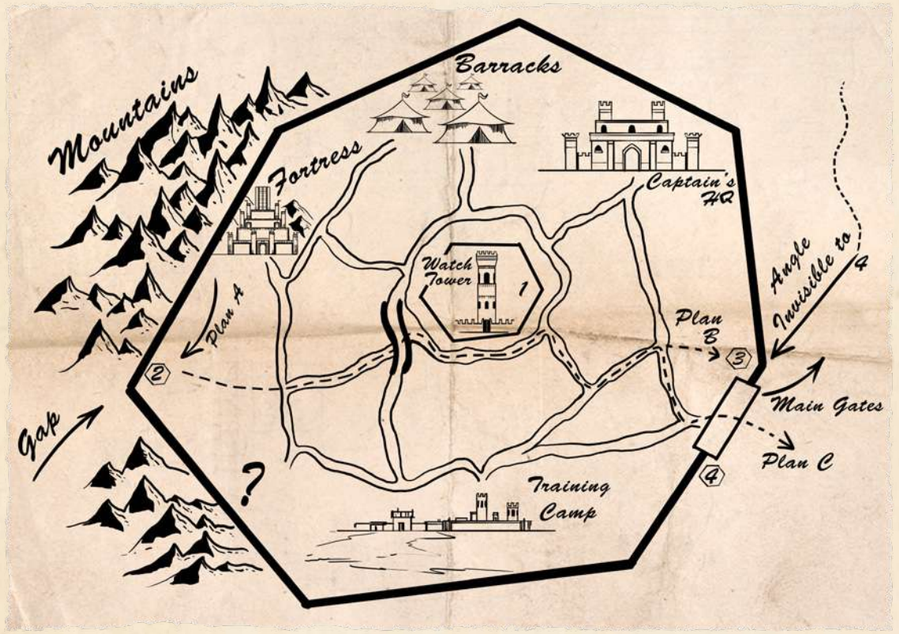
In the headquarters' basement, a D.E.A.T.H. senior, whom they called simply "Hay, the Legend," is giving instructions to other members, and nods, relieved, at your entrance. *"Good. You are here. Without your help, we would certainly fail."*

"Tyshin Lockwell is one of our esteemed members; his older brother inherited an important County in Outumn Province, and, with close ties to the Empire, he managed to secure Tyshin a job in the Ironhand. Nobody knew, however, that Tyshin was sympathetic to our cause, which means we now have someone infiltrated with them; unfortunately, he is still in the low position of Lieutenant.

Tyshin oversees transportation of prisoners from advanced Ironhand outposts to the Ironhand Supreme Headquarters, or ISH. This is our plan: his next job is moving a group of four prisoners from Bakurve's outpost to the ISH. His cart will take a road that goes around Bak Forest, where we'll be waiting to ambush them. Tyshin has a coin of fire he frequently rolls around his fingers. As soon as he takes that coin out and distracts the other guards with it, it is a signal we should strike.

We will subdue the accompanying soldiers. D.E.A.T.H. members will take their clothes. Then, we will release the prisoners, and put ***you*** *—" he points at your party "—in their place. We can't invade the Fortress from outside, which means you will have to break the prison from within. Doing so as fast as possible is of utmost importance, as the Ironhand is known for making their prisoners lose their minds, and if that happens, we lose everything Ismir might have discovered and that the Empire wants to remain a secret."*

Hay, the Legend, turns to one of the raw, poorly drawn sketches. *"Tyshin is rarely allowed inside the ISH, but he has drawn a map of what he has seen, both inside the fortress and inside the compound. The soldiers always take these roads, as the rough terrain makes it incredibly difficult to travel fast outside of them, except at the western portion, between the fortress and this facility, where we believe they perform arcane rituals to turn sane individuals into brainless soldiers.*



Plan A *is simple: The reason why the complex has this odd shape is that the western walls follow a range of steep mountains, and they have a small gap between them, at this corner over here. Accurately recognizing this as a weak spot, the Empire has established a small vigilance tower there.*

While you escape the fortress, we plan to have some D.E.A.T.H. fighters climb a part of these mountains and assault this tower. If everything goes according to plan, we will hang a small red flag on the tower's parapet, which you should be able to spot from afar. This will indicate that this escape route is available to you.

If we are unable to secure this exit, things get more complicated, as soldiers patrol the outside walls. The only viable exit we can conceive is through these towers on the eastern side, but then you will have to cross a few miles with our VIP, and through these roads.

Our educated guesses estimate that, if troops ever get alerted about your attempt to escape, they will take these other roads, as they are directly linked to the most 'replete' sections of the Headquarters, such as the Training Camp and Barracks.

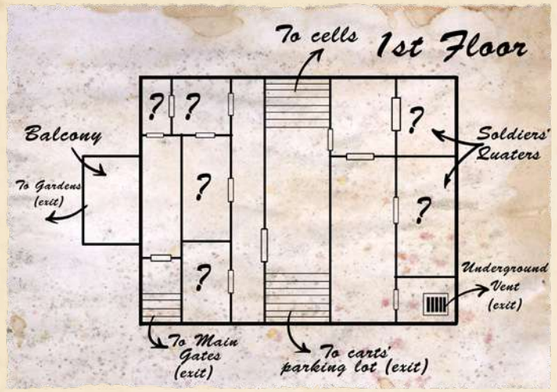
We have traced the path you should take if you ever have to follow Plans B or C. This shade on the southwestern side of the central watchtower is a bridge. Yes, the terrain gets hilly all around these parts, but don't think you can hide for too long, as our trump card, if you are executing Plans B/C, is making them believe you are still close to the fortress, so you have to move fast.

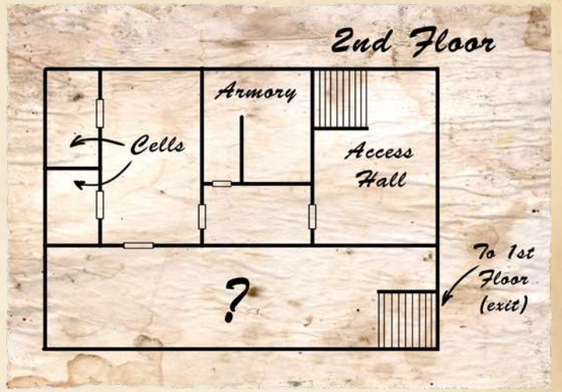
Plan B *is the same as Plan A, but on the eastern tower, close to the main gates. They have designed for a tower to be outside and another to be inside the compound, for extra security, but we think that an attack from this angle should remain unspotted by the outside tower.*

If all else fails, we will try to attack the outside tower and open the gates for you. This is ***Plan C****."*

Ironhand Fortress - Prelude - Page 2

"





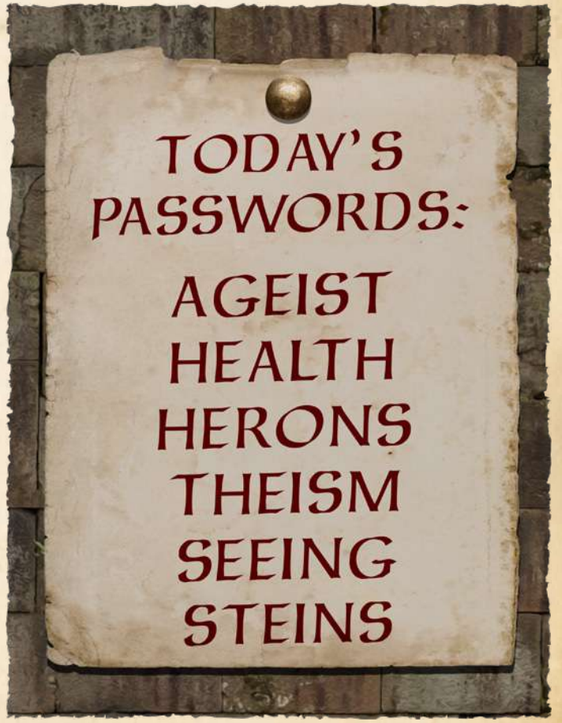
Memorize these maps, as they will check and apprehend all your possessions at the main gates; your weapons and scrolls will be stored in the Armory, while any sketches of the maps you are now seeing will raise severe eyebrows; they might burn the papers and send you somewhere else, call their superiors, or worse..."

Everything goes according to plan. You wait for the imperial cart to approach the trees behind which you lurked. Tyshin grabs a coin from his pocket, sets it on fire, rolls it around his fingers, and pretends to lose control over it, tossing the coin at the guards. At that moment of distraction, you attack them and exchange the grateful prisoners for yourselves. ***Put aside, in a deck, all your Artifacts and Scrolls. Keep reading.***

When you reach the Ironhand Supreme Headquarters' main gates, some Lieutenants transfer you from Tyshin's cart to another, where they put you in a cage with a massive lock. On your way to the Fortress, a Major stops the vehicle, takes the bag with your items, and hands a smallish piece of paper to each of the three Lieutenants: *"Each of you now owns one third of the cage's password. Memorize your part."*

One second later, the Lieutenants swallow the papers, and you continue on your trip. A while later, one of the lieutenants suddenly says: *"Have you seen today's list of passwords?" "Yep,"* the other two answer. *"Well, I already know the entire password."* A few moments later, another lieutenant says: *"I also know what the entire password is."* A few moments later, the third lieutenant says: *"Funny thing. I did not know what the password was, because my part is in more than one word. But now that you both said that, I also know what the password is."*

A while later, the cart stops by a flight of stairs. *"I will go call the Commander. We will be safer moving these prisoners if he is with us. Come with me. You, watch the cart."* Two of the Lieutenants climb the stairs, while the other one stays behind, his back turned to you. On a distant wall, you see a large piece of paper:



Draw and read Card 30. Put Card 29 back on top of the deck.

Ironhand Fortress - Conclusion

Rules

You are trying to escape the compound as fast as possible, and facing as little adversity as possible, in order to keep a weakened Ismir (henceforth called "VIP") alive. Until your party leaves the compound, follow the rules below:

Tokens

- Put a **Time Token** on the HP Track's slot that equals "**4xP**," where "P" is the number of players in the game. This Token represents the passage of time. Whenever the Time Token gets to "0", ***immediately draw Card 38.***
- Put a **First Aid Token** on slot "**5**" of the HP Track. It represents your VIP's health. Whenever the First Aid Token reaches "0" ***the VIP dies. Immediately lose 10 XP and read Milestone III on the next page.*** If this does not happen and you do not read "***The VIP dies***" during your escape, then ***the VIP lives.***

Choice of Path

- You ***cannot*** consult the maps on the Prelude pages.
- Players cannot debate the options the cards present, because time is scarce. Instead, after the card and its options are read, each player must ***put a die on the table (or write down a number on a small piece of paper), and cover it***. The number on the die must correspond to the option that player deems the best.
- After all players have chosen, the party must count to three and ***reveal all numbers at the same time***.
- If the numbers are not unanimous, ***move the Time Token 1 slot down for each different number shown***; players may, then, freely debate which of those options they will collectively choose.
- When reading cards ***(the red-colored instructions in bold italic between parenthesis)*** must be followed only if the party chooses that option, or one of its sub-options.

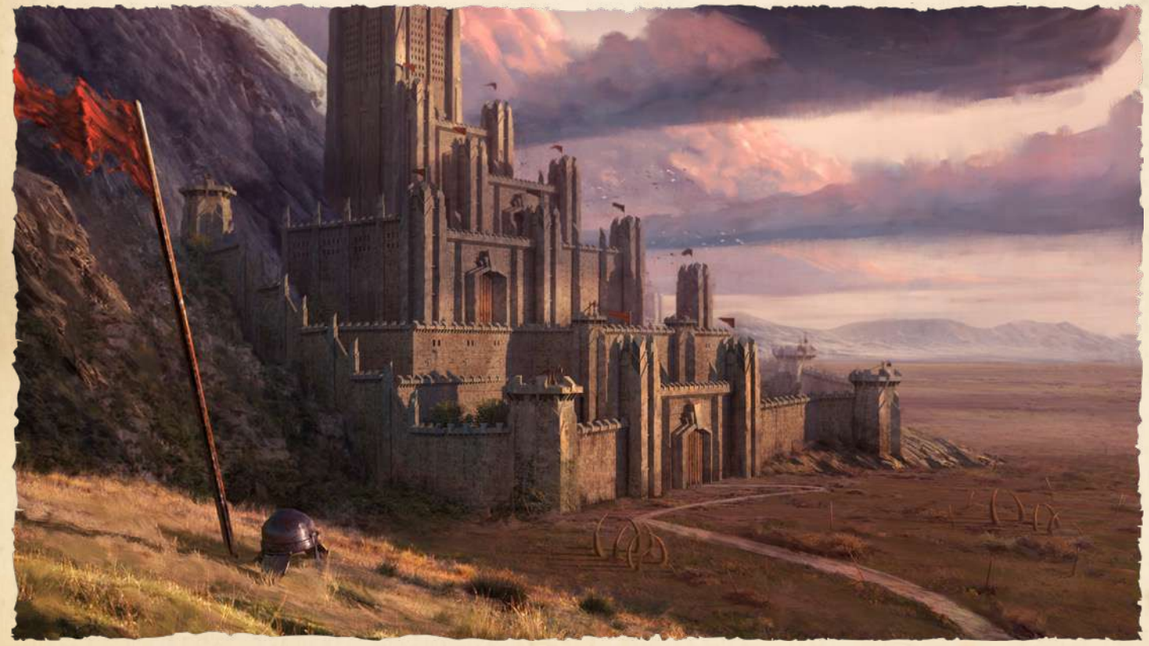
Remembrance

- At any time, your team may pay 2 XP to look at the Prelude pages for 10 seconds.

Milestones; Reading the conclusion of the Tome

- In your epic escape, you may reach some **milestones**, represented by roman numerals (I, II, III). Whenever a card says you did, read the corresponding section in this Tome's conclusion.

You may consult the above rules at any time. ***Return to the back side of Card 29.***



Milestone I

Remove cards from the deck until Card 35 is on top.

You can see a tiny tower far away, just between two massive mountain ranges, but no red flag, movement, or other indications that you should, or should not, follow Plan A.

1) Dangerous and time-consuming events await you if you decide to go to Plan B with no hard evidence that Plan A is aborted. Approach the tower. (***Read Card 35.***)

2) Something smells wrong. No red flag hanging from the Tower, no Plan A. (***Read Card 36.***)

Milestone II

From that point onward, you know that you just have to go East, as much as possible. An emotional moment comes when you see a red flag hanging from Plan B's watchtower. The D.E.A.T.H. people were sad and exhausted. Many have lost good friends and relatives and have made tremendous personal sacrifices to allow you to escape one of the safest structures of the world. ***Gain 3 XP. Read Milestone III.***

Milestone III - *You escaped the Ironhand Supreme Headquarters.*

You may spend your XP now.

Throughout the entire way, while you tried to escort Ismir, the Night-Owl, out of the base, it was palpable that he had been subjected to something that made the man partially insane, perhaps beyond repair. Grumbling nonsense since you opened his cell, you noticed that he sometimes mumbled a group of words from which you could extract some meaning. He progressively revealed more information the longer you stayed by his side. Below, the story he told you:

"Once upon a time, a little red dragon infiltrated the nest of those who had black wings. The dragon painted his own wings, and said precisely what the black wings wanted to hear.

The red dragon believed the black wings had a crazy agenda, crazy crazy crazy. To nurture their blackest wing, to make it rule the world. To make the world end. What he found out, though, was a broad conspiracy that involved the Scepter's right silver hand.

The red dragon was taken close to where the Sun rises. Triplet summits. The tip of the one in the middle casts a shadow into rocks, just when the entire burning star can be seen in the skies.

Rocks. Hatch. A hidden tunnel. To a graveyard. Graveyards are where they keep bodies. The blackest wing's body is there; yet, the blackest wing lives. Secrets live there; secrets about a tale of two opposing dragons of yore.

Before the graveyard begins, five hundred steps west, senior black wings go down a ladder, into the depths of a pit with a cursed swamp. The cavity is a spiritual jail, keeping everything at bay. The blackest wing despises that, and, for that, evil is exhaled.

The graveyard contained the past, and the most profound truth; the swamp contained the present, and the quickest solution. The red dragon wanted to grow up fast, did not respect its age. Down he went. And found a restrained green wing.

Careless, he got caught. No excuses would suffice. The black wings called the Scepter's friend, and with its hand of iron, the little dragon disappeared forever. His mind, gone with the wind. The secret, forever lost."

Ismir's strange tale mentions a graveyard at the end of a tunnel, and a swamp down a ladder, where revealing secrets could hide, alongside instructions on how to reach them. ***Which way would you like to go?***

A) Investigate the graveyard (***go to page 28 - Tome***).

B) Investigate the swamp (***go to page 32 - Tome***).

Zombicity - Prelude

Remove cards from the deck until Card 39 is on top.

Your *Free Transit Plaque* takes you all the way to the Imperial Palace's main gates, where Ironhand sentinels cross their spears. *"The Emperor is available to no one. We do not know who Islair Oloren is,"* they tirelessly repeat, no matter what you say. You peek through the steel bars behind them and see no movement, except for a tiger at a long distance.

You resign and decide to try your luck again the next day. As you walk away, looking for nearby inns, you are pushed by unseen forces into a dark alley, and bags fall over your heads. A familiar voice says: *"This is Oloren. Please, do not resist. I will take you to the Emperor himself."*

On your way to the palace, you chat with Islair, explaining to him that you need to find a shortcut to Arcana, located right in the middle of the Wasteland, to try to find, and kill, the Dragon who is possibly responsible for the entire situation. *"I directly instructed you not to return here,"* Islair responds. *"The Cult of the Shadow Wing has eyes everywhere, especially in the South. Someone could be following you ever since your mission in Eferhild, and we can't risk them knowing you work under an imperial contract."*

Many hours later, when they take the bags off, you find yourselves on your knees, in a long, poorly lit hall, facing a magnificent throne occupied by a magnificent man. The Emperor's manners indicate he is not there to chat with you:

"It has come to my attention that you want to find Arcana." The Emperor speaks slowly, not allowing words to get in the way of proper breathing. *"You want to reach the stomach, and yet, not allow the Wasteland to swallow you whole...*

There are rumors the Cult of the Shadow Wing can come and go at ease. If you could pinpoint a location in the Empire that they frequent, maybe you could reverse their steps and find your way into the Wasteland.

We had no clue where that location could be until recently, when an Ironhand entourage coming from Watchkeeper never arrived at the Capital.

Given the Wasteland's expansion, groups leaving Watchkeeper have been going further north, until the last one got too close to Hazarmaveth Town. It was built in the Malrokian Age, by humans who were later decimated in the war for dominion over the Chowillawu Acchoda. It has been a ghost town ever since.

I sent a second group after the first one. They reported that my missing entourage was found there, rotting, with terrible bite and scratch marks. Then, their dead bodies came to life, and attacked my second group, who barely escaped the encounter.

It is no secret that the Cult has its finger into practically every forbidden known practice; among them, necromancy. I do not know their nefarious purposes, but the strength of the spell seen on Hazarmaveth makes me believe this is the work of a large group, not of a single individual. If there is a place where the Cult could have gathered, that is it. Go, and see if you can find any of their secrets.

My mages have prepared a cleansing ritual to eliminate all the necrotic energy that reanimates the dead in Hazarmaveth. Perform it in the town's central temple; the ritual should be more effective there, and that was the Cult's most likely laboratory." The Emperor leaves his throne before you have the chance to say something. You head to Hazarmaveth Town after Oloren hands you some maps and a scroll with symbols and instructions. He warns you that you will be in trouble if you ever return to the Capital before completing your mission.

Go to Page 16 (Quest Guide). Zombicity Mission starts NOW!

Zombicity - Conclusion

Read below, according to your choice on Card 39:

A) When the fire consumes the last magical word on the scroll, its ink releases smoke that steams directly to a point on the ground. Investigating, you find a small trapdoor and a ladder. It takes down to a secret room where everything burns, including a large piece of outstretched leather hanging on the opposite wall. You cannot look at it for long, as you need to go back up. ***All players must draw Card 40 and collectively look at its back for about ten seconds. Then, remove Cards 40 and 41 from the game, and keep reading, outside of this box.***

B) ***Choose the hero that will try to put the fire out***. The fire burning the scroll is abnormal and burns your hand in such a way that you cannot be healed through conventional methods. You manage to make the scroll stop burning, but the fire in the temple still burns strong, giving you not much time to scan the surroundings and take outside whatever looks informative or valuable. ***Remove Card 40 from the game. The chosen Hero gains Card 41 and cannot carry Artifacts, Scrolls, and Flasks, except Card 41, until such card is used in a quest. Apprentice Necromancer. Keep reading.***

You quickly collect old papers and books and leave the temple before the fire consumes it entirely. On the outside, a massive number of charred bodies, most of them near the temple's entrances.

Nothing looks promising or useful, except for a piece of paper found inside a book: one side with annotations, and the other with some schematics drawn:

Intelligent and dense beings possess a Body, a Spirit, and a Will. The Body contains the Spirit, and the Spirit contains the Will. The natural state of the Will is freedom (some call it 'free will').

A ghost lacks a Body; a brain-dead human lacks Will (hypnosis or mind-control suppresses Will, but it still exists); a dead Body reanimated by a necromancer is given a temporary, borrowed Will, and thus lacks a Spirit.

When someone (a dragon, for example) dies, the Body and Spirit separate. However, the Spirit (which contains the Will) remains attached to the material plane for a period of time (or until the cause of this attachment, like obsession over your killer, disappears). The Spirit is still trapped to its Bodily experience. In time, though, the Will follows its nature and sets itself free. After this, nobody knows what happens to the Spirit.

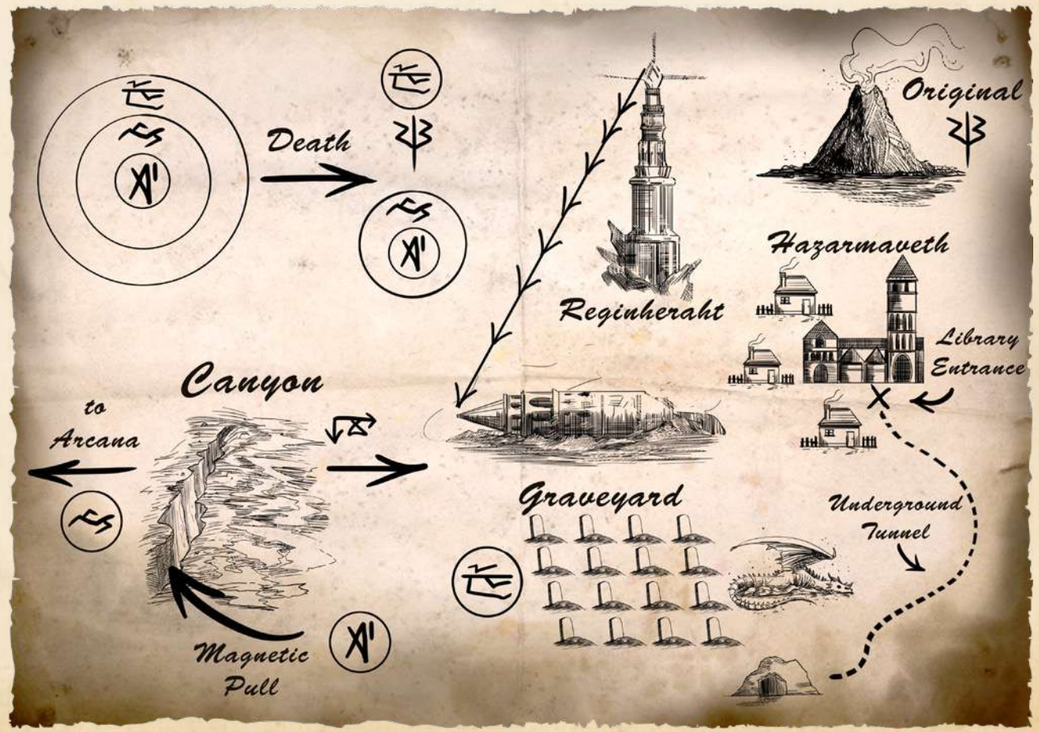
If the Body and Spirit can separate, it is theoretically possible to separate the Will and the Spirit. This is the first part of the Shadow's plan. Afterward, my Boss wants us to develop a 'double necromancy' ritual, in which a Will-less Spirit reunites with its former Body, which we can later control by

The drawing clearly shows a Tower, which could only be the famous Reginheraht Tower of Magical Research, highlighting what would be the tower's top floor, and directions to a specific spot inside the temple, which seems to lead to a site inside the Wasteland, called "Dragon Graveyard." What do you do?

A) Go to the Tower and continue your investigations there.

B) Try to find this underground tunnel's entrance in the temple and go wherever it leads.

If you chose A, read Card 42. If you chose B, remove Cards 42-43 from the game, and read Card 44.



Crystal Tower - Prelude

Remove cards from the deck until Card 50 is on top.

The platform takes you up through a dark tunnel for a long time, until it finally stops in a small circular room, all white, except for a small door with one plaque affixed to it, and another metal plaque right next to it. The smaller plaque simply states:

> *"On this tower's top floor, the humane bodily limitations of movement are shattered. If you are not great enough for the world, the world shall remain too big for you. Beyond this door, your greatness will be tested."*

The more prominent plaque has the strangest of stories:

> *Once upon a time, Tyreen, whose name Mystical bards loved to rhyme with her position, wanted to save Arcana from imminent destruction. For that, she counted on the help of her twin brothers, Torygg and Baleroth, and twin sisters, Sintaya and Sara.*
>
> *The very last time the five of us got together, she said: "We have among us an Oracle, an important Herbalist who left her prominent career as a musician to dedicate herself to healing others, a Wizard of the Pentagram, and..." then, she looked at me, and hesitated: "...and... well... each of us masters one of the five elements: Fire, Earth, Wind, Water, and Light. There is nothing the five of us, together, cannot do. We will save the Mystical Kingdom!"*
>
> *I wholeheartedly disagreed on two points: first, the kingdom was beyond saving. Second, her disdain for my profession was misplaced, as it was while dusting old shelves that I found and read the obscure book that taught me how to absorb my siblings' elemental masteries. All I had to do was kill them, and their knowledge and life force would be mine.*
>
> *When the siege was about to end, Tyreen went first to one of her sisters, for a consultation. In her crystal ball, however, she saw terrifying news: "Oh, no! We are not five siblings anymore!" "Who died?" Tyreen asked. "I cannot see clearly, but neither Fire nor Light has been extinguished in my vision, so it can only be..." Tyreen did not allow her to finish, as she bolted out of the room.*
>
> *Right after this exchange, I entered through the room's opposite door. My sister looked up at me: "You wouldn't believe what just happ—"; but then, I interrupted: "As a musician, Sara Sonata knew the value of silence. You should have learned with her, because your gossips spread like the Wind." Those were the last words my sister heard.*

You can't make the platform move, so you take a deep breath and open the door.

Go to Page 18 (Quest Guide). The Crystal Tower Mission starts NOW.

Crystal Tower - Conclusion

Read the following after reading Card 50.

Spiraling stairs lead up to a strange platform near the very tip of the tower, which you notice is hollow, as you can see the sky, right above the sizable metallic arrow. On the northeastern side of the small round room, you see a table with five goblets. Close to this table, a stone shelf affixed to the wall displays five shiny crystal spheres.

On yet another plaque affixed to the wall, right by the shelf, you read:

> *The penultimate fight was the hardest, as Tyreen had already shared her sister's vision. I lacked the element of surprise and didn't have mastery over Light or Water yet, but I was already much more powerful. I earned the highest number of rewards then: Alongside a new elemental mastery, I ended up stealing my twin's renowned identity and prestige, and I also destroyed Arcana's evacuation plans, which could have changed History.*
>
> *I left Tyreen for last, so she could watch her kingdom's demise. For me to rule a new world for hundreds of years to come, the old world order had to end.*
>
> *To forever remember the sweet story of my ascension, correctly charging the portal requires placing each element on the goblet of its original master, in the exact order in which I acquired such mastery, beginning with my original one. Each goblet represents a person, and each sphere represents an element.*

Write a number, from one to five, in each line, to mark the order in which you will position spheres on goblets.

GOBLETS

SPHERES

When you are done, put the Time Token on the HP Track's slot "0," then check the answer on the following QR Code.

For each correct position AND order, move the Time Token one slot up. You can score a maximum of 5 points.

Answers on p. 47

After placing the last sphere on the goblet, everything shakes, and you hear a loud buzz. The spheres shine brightly, almost blinding you. The diffused light being emitted eventually concentrates on a single beam directed at the tip of the arrow, which in turn shoots the tiniest thread of light through a hole in the wall. Now, the top of the tower is ablaze, inviting you to go up the stairs. You step on the portal and feel your entire bodies disintegrating and being transported through the light to a location unknown.

Apply the following consequences, according to your Time Token's slot:

(Gain back half of the XP cost of items lost, if any.)

Slot 5: Perfect positions/order - ***The portal is perfect.***
Slot 3: Two errors - The portal is strongly charged, but imperfect. ***All Heroes lose 1 Max HP.***
Slot 2: Three errors - The portal is weak. Part of you stays behind after the teleport. ***One hero loses 4 Max HP and one level UP card.***
Slot 1: Four mistakes - The portal is weak, and a good part of your soul is lost after the teleportation. ***All Heroes lose 2 Max HP and one level UP card.***
Slot 0: Five or more mistakes - The portal is barely visible. When you step on the platform, it shoots you away, leaving most of your souls and belongings behind. ***All Heroes lose 4 Max HP and one level UP card.***

If, on Card 50, you chose to point the arrow to the hole on the right, read Card 51. If you chose to point it to the left, read Card 52.

Dragon Graveyard - Prelude

Remove cards from the deck until Card 53 is on top.

After a long journey, the secret underground tunnel, which is full of deviations, secret passages, and dead ends, takes you to a point deep inside the Wasteland: an old cemetery from the Mystical Kingdom that shows many signs of recent activity. It is clear that people have been accessing the site long after the Wasteland had subdued the surroundings with its toxic mist.

At a long distance, you can see the ruins of Arcana, the old Capital of the World. Only a few big walls remain standing; all else is dust, or destroyed and broken, laying on the ground.

Close to the graveyard you see a massive structure also laying on the ground: a gigantic tower, shaped like a cone with a small pyramid on the top floor, broken in half. It looks several hundred feet tall and gives you a glimpse of the incredible civilization that once lived there, over one hundred years ago.

Your contemplation of the surroundings is cut short by some nearby movement. Black shadows slide by some closed sections at a distance. They look like they have an agenda, as they are all moving away from your party towards a specific large section. You run past effigies and tombstones to see what this is all about.

Suddenly, you hear a distant voice shouting orders: *"They are already here! Remove the Protection Stones from the altars and lock them on the Effigy Tombs! Be strong, do not succumb to the Afflictions! In the name of the Shadow Wing, start the ritual to raise Vradok! Upon approach, stop the ritual and run away! Let the Earth Dragon's reanimated body deal with our enemies! Call the Boss, we must rush the ritual, I don't care if we are not yet ready!"*

You don't understand most of what was said, but the Protection Stones must be important, as, suddenly, you feel like a protective force field has been removed. You are crushed by the Wasteland's mighty evil forces, which makes you feel cold, hopeless, insecure. Whatever is happening there feels severe. You hold onto all the strength you can muster and put one foot after the other, to stop your foes' plans.

Go to page 20 (Quest Guide). Dragon Graveyard Mission starts NOW!

Dragon Graveyard - Conclusion

Vradok dies before the ritual is complete. Read one of the text boxes below, according to your choice on Card 53:

A) You run toward the door. The lost cultist escapes your sight. No consequence. ***Keep reading outside of the text boxes.***

B) Right when you are about to reach the cultist, she puts something in her mouth and falls, dead, in front of you. Searching her pockets, you find a small piece of paper. ***Add Card 54 to your items. It represents the piece of paper you found.***

With that, you return to the door. ***Keep reading.***

Here's what you find painted on the locked door:

Below this strange square, you read the following:

"The sum of any ᛝ sequential squares (row, column, corners, corners of smaller squares) must equal our sacred number, ᛋᛝ. You must paint with blood drawn from fingers ᚴ, ᚱ, or ᛋ (thumb, index, or pinky fingers). All ᚴᛈ numbers are unique. Be careful: partial completion of the square will activate our ᛑ traps, one at each corner of the room."

Circling the section, which has the shape of a heptagon, you find no other entrances, and the walls are sturdy enough to resist your blows. You have no choice but to fill the empty squares with your blood. ***Draw on the square above however you want to complete it; then, keep reading.***

Answers on p. 47

The heavy door opens. ***For each square wrongly filled, choose a Hero to permanently lose 1 Max HP, in consequence of activating traps.*** Inside, you see no one. The cultists must have used a secret passage to the outside, one that you cannot find. The room is like a closed section of the graveyard outside. You see many tombstones. They all have something written on them, but they seem out of order:

I - Once, the Earth Dragon hibernated in the East
II - The Body, we deadened; the Spirit, we sickened
III - Kelorth won, and resumed its hibernation
IV - West of Arcana or north of where the snow mountain erupted
V - While the Boss, Captain's Grandpa, began the separation
VI - The end would come killing the corruptor or the corrupted
VII - While the North was the home of the Wind beast
VIII - Through a magnetic orb, the Will was imprisoned
IX - But Zarumag's Will was strong. We had to inhibit
X - When war broke out in the mystical kingdom
XI - The latter breaks the link of the original separation
XII - The smell of blood puts dragons in a frenzy
XIII - The former, stronger, ceases the dark energies' exhalation
XIV - The clash was unavoidable, as both were crazy
XV - Death brought a split between body and spirit
XVI - Both were awakened of their boredom, to freedom

When you are done, read the back side of Card 54.

Imperial Palace - Prelude

Remove Cards from the deck until Card 55 is on top.

The interior of the palace does not seem organized, confusing you. A straight line does not look like the shortest path between two points in here, and you suspect it might be on purpose so that trespassers, or detainees such as yourselves, cannot easily escape. You end up tossed in a cell already occupied by a manic-looking man. Your items are stored in a large chest outside the cell.

"My name is Kane, the Cursed. I don't want to know your names. That would require a question. No matter what you do, just make sure you do not ask any questions... come here, let me tell you a story." Seeing that you were about to ask him a question, he screams: *"DO NOT ASK QUESTIONS!!!"* You see that the man is serious, and so, you approach the man in silence.

"You see, the first door they built in this room — and before you ask, I don't know what that is — was enchanted with the magic of Tamera, the Goddess of Truth; as such, they could never lock it, or set a trap that was in any way associated with it. Stubborn about making this room a cell regardless, the Emperor placed two other doors in it: one infused with the magic of Bauron, the God of Lies, and the third one has the soul of a human, and thus can either lie or tell the truth, at its own random will. They are all unlocked! But opening 'door Bauron' or 'door Human' will set a fatal trap off."

"It gets worse. The doors only answer yes-or-no questions once a year, if explicitly addressed to only one of them. They perfectly understand our language, but they only answer in an ancient language. They only reply 'Dada' or 'Ozob,' but I could never figure out which one means 'yes.'

Back then I had a cellmate, he called himself 'Phenom.' We discussed for hours the best way to discover which door was Tamera's. He was obsessed about the idea that two negatives make a positive, which could trick Bauron into answering a hypothetical question with the same word Tamera would reply. One day, we fought and almost killed each other. We never spoke again, but we agreed to never ask questions to the doors unless we were sure about what we were doing.

Two years later, I woke up to Phenom asking the door in the middle, 'If I asked you whether the door to your left has the soul of a human, would you reply 'Dada?' I heard the answer 'Dada.' This answer could have been truthful, a lie, or worse, this could be a random answer, and I don't even know if the door replied 'yes' or 'no.'

A few minutes later, Phenom asked another question. I was too sleepy, and it was dark, so I could not see to which door that was addressed: 'If I were to ask you if you are Tamera's door, would you reply 'Dada?' Again, I heard the answer 'Dada.' Phenom looked at me, noticed that I was awake, and returned to his bed. I wasn't even mad that he'd wasted that year's questions, for I had given up on these doors long before.

But I woke up the next day and Phenom was gone! He had waited to escape when I was asleep! To make matters worse, after the Empire noticed he had escaped, they came here and put a spell on the room. If any door says anything, the spell will detect the door's magic and kill us, in a way I am not willing to find out.

Read Card 56. Put Card 55 back on the deck.

Imperial Palace - Conclusion

Read the following after Card 55 or 57.

You run as fast as you can through a long hall that ultimately leads to five doors. In the center, an odd-looking person, with colorful vests, looks both peaceful and mysterious. Ignoring this person, as you have better things to do, you rush to the first door, but you cannot open it. The door resists your attacks as if they were nothing.

You notice that the door also has what looks like a small window, which you also cannot open to look beyond. You rush to the second door to see if your luck improves.

"Fernando, the Erudite, considers this pointless." The strange person says. *"Fernando can help his friends understand how these rooms work, if they shall need recovery and protection from wounds."*

It seems like the person has no consideration about your status as allies or enemies of the Empire and seems like a guardian and host of that section. *"The rooms behind these doors provide privacy and healing. Our Emperor is currently recovering from his wounds in one of these, and he has activated the maximum-security protocol."*

"In the maximum-security protocol, you can only open one door, or its window, at a time. Once a window opens, all other doors lock for one hour, and the one from which you opened the window will remain unlocked for five seconds. After these five seconds expire, the window locks with the door. Be careful about opening a door. Once you open a door, all other doors will permanently lock, and you can only open them from inside.

Each room has a secret passage to the room, or rooms, located right next to it. Rooms 1 and 5 are not connected. If you do not know where the secret passage is, finding it should take months. The Emperor will always change his current room through one of these secret passages, and he will do it once per hour, when all doors are locked. For example, if he is in room 1 now, in the next hour he will be in room 2."

"The first hour is over. Do you want to see the Emperor? Let Fernando check one of the windows for you..." Fernando goes to door number 4 and opens its window. The room behind it is empty. Five seconds later, the window closes with violence. *"Oh, too bad. I thought the Emperor had started his recovery in an odd-numbered room. Perhaps he has, but, in any case, he is not in room number four now. In one hour, you may check another room.*

The Emperor will complete his recovery in six hours. Fernando will be happy to wait with you."

It would be better to find the Emperor before he completes his recovery. Write down, below, the order in which you will check rooms, to make sure you do within the next five hours.

1st hour - Room number 4.

2nd hour - Room number _____.

3rd hour - Room number _____.

4th hour - Room number _____.

5th hour - Room number _____.

Final hour - Room number _____.

Before checking if you got the right order, read Card 57.

Answers on p. 47

After you return from reading Card 57, Dillsgar does not want to fight and flees the scene when he sees you are about to strike. You do not want to waste time chasing him, as the sixth hour is about to arrive. ***Check if you got the correct order of checking rooms. If you did, the next Boss starts the fight with -12 HP.*** ***Go to page 40 (Tome).***

Cursed Swamp - Prelude

Remove Cards from the deck until Card 58 is on top.

You feel the heightened pressure of the deep canyon within your bones. You're at the bottom of a profound pit right in the middle of the Wasteland, and that is not an easy feeling to bear. ***Flip your Team Token to "No Special" side. You can only flip it back to "Special Ready" on the next quest's second round.***

To the South, you see dense vegetation; trees and bushes of species never seen. You're surprised that any form of life could grow in this environment. You head north, where the gap between the canyon's walls widens, allowing just a tad more light into the scene. Fortunately, though, it doesn't look like the toxic mist of the surface impregnates your surroundings.

You almost dirty your pants when a man to your left, covered by shadows, shouts to you. He introduces himself as Tyven, a salesman from the Cult of the Shadow Wing. When you get close, you see there is an old blind man under the black hood. *"You're new here, I can tell. Betcha didn't imagine this kind of work when you joined us, right?"* ***You may spend your XP now; then, keep reading.***

The man is happy with your visit to his store and reveals too much. He says he's been working on the site for decades now. His former boss has developed powerful magic he calls "magnetism." With that, the Cult found and materialized the Spirit of an old brown Dragon that had died there, stripping it off its Will, which was stored in an orb they must constantly watch and magically recharge down there.

The dragon's spirit, although paralyzed, is still somewhat linked to its Will, and has been fighting hard to reconnect with it. The Spirit has even summoned *another* dragon to the site, a green one coming possibly from the Tanarian Central Sea, to release the Will. The Cult luckily managed to contain such dragon before it could break the Orb, but that came at a high cost: Tyven was blinded, and the Cult's former Boss died in the event. They now keep this green dragon alive and regularly draw its blood to use as an ingredient in a potion that makes cultists immune to the Wasteland toxins for a period of time, if necessary.

The Cult's current goal is to develop a way to unite the dragon's spirit with its body and use a necromancy spell to provide it with a borrowed will, thus allowing the necromancer to control the revived dragon's actions. With that, the Cult could surely rule the world. Their new Boss (grandson of the former Boss) has a high echelon position in the Empire and is confident he can make a smooth transition to the new government after he develops that magic.

Given the information the Shadow Winger provided, you take some spare black robes and infiltrate the work site. At a distance, you see the tallest ladders in the world, glued to both walls of the canyon. They go all the way up to the surface.

At the work site, you see a series of orbs around an immobile green dragon. You hear a voice in your mind: *"Release me, and I will help you. Block my way, and get destroyed."* You approach it, trying to figure out what to do, until you are called out. Someone yells. Your disguise has been compromised. Black robes are running all around. Undead creatures rise from the ground. You knock one of the orbs down. The dragon lets out a screech, and everyone runs away. The dragon makes an immense effort to knock down all other orbs around it, then motions towards a more distant Orb.

Go to Page 24 (Quest Guide). Cursed Swamp Mission starts NOW!

Cursed Swamp - Conclusion

Read after card 58. ***Free Will.***

A) You approach the round table, which has seven lit candles organized and numbered clockwise from 1 to 7: *"The door unlocks when all candles are extinguished, or through a sacrifice. When you blow a candle, that candle and the two adjacent candles invert their status, from extinguished to burning, or vice versa. Seven is the maximum number of blows."* ***What do you do?***

A) Write down the order in which you will blow the candles: _____.

B) Give up and go to the other wall.

C) ***Choose any two Level UP Cards in the party to lose***, and open the door.

If you chose A, check the answer below. If you got it wrong, ***you must go back and select B or C.***

Answers on p. 47

If you chose B, ***read text box B.***

If you chose C, ***keep reading this Conclusion.***

B) You approach a round table with two hourglasses that you cannot raise or flip. The first hourglass, taller, has the number "11" carved on it; the smaller one, the number "7." On the table, an inscription: *"You may flip the hourglasses only after lighting the first torch. The second torch must be lit exactly 15 minutes after the first, unlocking the door."*

Write down how you will solve this problem:

_____

_____

_____

Then, read the answer below:

Answers on p. 47

If you got it wrong, you manage to open the door, but it sets a trap. You inhale permanently weakening toxic fumes. Choose any two Level UP Cards in the party to lose.

Keep reading.

The small room is one of the many quarters used by the cultists, containing some secrets of the Shadow Wing. In there, you find Tyven and his brother, Tyrus, who, recognizing your strength, immediately surrender to your party. Tyven even offers you his items. ***You may spend your XP now.***

Tyrus reveals what he knows: *"Dragons' hibernation spots are fairly spread throughout the world. I don't know why; maybe it is by the will of the Gods.*

When the war in Arcana broke out, close to where we are right now, the bloodshed was so immense that it drew the attention of two dragons: the one who lived in the East and the one that hibernated up north. Up to that point, even though dragons had already caused some severe cataclysms in history, they did that by themselves. That was probably the first time two dragons met, and they were frenzied by all that bloody chaos, so they fought each other, and that created the fissure in the skies and the canyon inside which we are.

The Wind/Snow Dragon, Kelorth, won the fight against the Earth Dragon, Zarumag, who died. Death separated Zarumag's body from its spirit.

The story could stop there, and this would be just another scar in the world. Soon another kingdom would rise and fall through war. History could not keep repeating itself, so, the Shadow Wing devised a way to always remind the world about the risks of war. We woke up Zarumag's Spirit, separating it from its Will. With Zarumag's Will contained down here by magnetic orbs, the corrupted Spirit continued to release powerful dark energies that gradually expanded the Wasteland, reminding the world that they should obey the Empire and settle their disputes in Arenas."

Read Card 59.

Vradok - Prelude

All moments preceding the biggest fight of your life matter. Mark your decisions below, then apply their consequences.

1) Vradok seems to have been raised by necromancers not long ago. The mighty dragon of bones is still slow in its steps, giving you a chance to overcome several difficulties around you. ***Write down one or two of the party heroes' Combat Roles next to the difficulties described below. They indicate the heroes that will be assigned to each task:***

A) There are cultists in black robes taking a position to strike you from afar while you fight Vradok. Kill them. _____

B) Some cultists are trying to take down one of the magnetic orbs that surrounds the graveyard's perimeter. The orb keeps the Wasteland's toxic fumes away from the site. Do not allow them to succeed. _____

C) Some large effigies and statues are between your party and the dragon, making it difficult to see and attack Vradok from a distance. Take them down. _____

2) Loud snaps and cracks follow every movement the undead dragon makes. You figure there's a chance you could weaken Vradok if you take advantage of his body-less circumstance, by aiming at some exposed joints that link important bones. ***Write down one or two of the party heroes' Combat Roles next to the joints with locations described below. They indicate the heroes that will be assigned to attack it:***

D) Between the pubis and femur: _____

E) Between the skull and the cervical vertebrae: _____

F) Between the wings and backbones: _____

1A) The fact that they are trying to spread to the perimeter makes the task easier for long distance fighters, especially if they can strike more than one cultist at the same time. ***If you assigned a Shooter and/or Healer, there is no consequence. If only other Combat Roles were assigned, at the start of every turn the heroes assigned lose 1 HP each.***

1B) The fact that many cultists are trying to take the orbs down and none has yet succeeded indicates that the orbs are deeply stuck on the ground. Tactically experienced heroes that can fight multiple enemies at the same time are well-suited for the task. ***If you assigned a Controller, Tactician, or Bruiser, there is no consequence. If only other Combat Roles were assigned, put a Time Token on the HP Track's slot "0" and move it one slot up at the end of every round. When a round starts, freely distribute between the party's heroes an amount of damage equal to the number on the Time Token's slot.***

1C) If Arcana's obliteration was not enough to put some of these large statues and stones down, you need some strong melee heroes to do the job. ***If you assigned a Brute, Tactician, and/or Tank, there is no consequence. If only other Combat Roles were assigned, all heroes' ranged attacks and their residual damage deal -1 damage each.***

2D) These joints are stiff, big, close to the ground, and multiple, since Vradok has four legs. The task is best suited for melee heroes (even better to quick ones). ***Tanks and Brutes assigned deal +1 residual damage; Tacticians assigned deal +3 residual damage. Other Combat Roles assigned deal -1 residual damage.***

2E) Attacks in this challenging area to reach must be either strong or incredibly precise. ***Shooters assigned deal +2 critical hit damage, and since Healers have a good knowledge of anatomy, if assigned they deal +5 critical hit damage. Other roles assigned deal -2 critical hit damage.***

2F) The dragon is constantly flying and turning towards heroes, making it difficult to reach a protected region in the back. The few times you manage to reach it, you must give Vradok a good bruise, or at least be tactically positioned at a distance and try to hit both wings at the same time. ***Controllers and/or Bruisers assigned get a +2 bonus on Special Attack rolls; other Combat Roles assigned take a -1 penalty on Special Attack rolls.***

You may spend your XP one last time (you cannot sell items). Then, go to Page 26 (Quest Guide). Vradok FINAL BOSS Fight starts NOW!

Vradok - Conclusion

Read below after beating Vradok.

Since the Undead Dragon does not own healthy vocal cords, the sound of victory is only the massive crackling and rumbling of mammoth bones, all falling on top of each other.

Almost simultaneously, you hear a distant, terrifying screech. The Wasteland around the graveyard looks more menacing, and it looks like the protecting orbs that surround the area cannot hold much longer. Lightning bolts flash out of nowhere amidst the toxic lilac fumes, which acquire a darker, more threatening tone.

If the Tower's portal sent you southwestbound:

You see two people in black robes running, albeit slowly, far away from where you fought Vradok. You run and catch them. They are two brothers, one of them blind. They ask you to spare them and tell you that the Cult of the Shadow Wing is no more, due to your intervention. It set forth their "Armageddon" plan, through which they would raise Zarumag's Body and release its Will at the same time with the hope that Zarumag's Spirit wouldn't be able to unite with the re-raised Body you destroyed.

If you Freed Will:

You join the cultist brothers who fed you information after you freed Zarumag's Will from the containment Orb. They tell you that you killed Vradok long after the Shadow Wing had taken measures against your investigation. Once you showed up in the Cursed Swamp, most of the cultists fled. Some must have climbed the ladder that led outside the canyon and warned cultists on the surface. Vradok had to be raised so there was no chance Zarumag's Spirit could possess its former decaying body. It is unclear to them what will happen now that the Will has joined a Spirit materially bound to this plane… but with no Body to serve as a material pull.

You do not have time to understand the brothers, as you need to leave the site. You do so through an underground tunnel revealed by the brothers; it looks like their primary way in and out of the Wasteland.

The underground tunnel shows many signs of recent activity; all cultists must have fled the Wasteland in a hurry after the "Armageddon" plan took place. The tracks show that most of them climbed the first ladder to the surface. To avoid exposing yourself in a vulnerable position against a potentially large number of cultists, you decide to continue moving through the tunnel, climbing out of it on the second opportunity,

If the Eternal Storm ended, or if you escaped the Ironhand Supreme Headquarters:

The stairs lead to the interior of a ruined temple at the center of an abandoned town crawling with zombies. You fight your way outside the city. When you are no longer in trouble, you take a moment to contemplate what you have done to the Wasteland.

If you had a Cast Out:

Just as you are climbing the stairs leading to Hazarmaveth's temple, you remember that its ruins could be barring the hatch. You try it in any case, and, to your surprise, it opens. Most of the surroundings are partially clean, most zombie bodies gone, some piled at a distance. You find the hero you once cast out, and he tells you, *"I didn't really have anywhere to go, so I stayed and tried to make myself useful cleaning this place. It could go back to being a normal city, you know. I guess, without me, you failed your mission, huh?"* Then, he points at the Wasteland, to the southwest. ***Skip the next text box, even if you have one of its achievements.***

If you had a Sudden Death or an Inseparable Party:

You cannot open the hatch leading to Hazarmaveth's temple. You remember that its ruins are barring it. The time you spent moving further north in the tunnel, however, made it so that you encounter no cultists as you go back to the first ladder, which leads to rocks in the middle of nowhere. You look at the Wasteland.

You are surprised to see that the Wasteland looks worse than ever, its spiraling, menacing arms stretching in the sky have grown, and you hear reports that the toxic fumes have advanced further. Monster attacks on nearby towns have increased in number. You see flocks of people traveling all around with nothing but the clothes in their bodies, forced to leave their homes behind as the Wasteland advances mercilessly.

The contacts you have acquired during the journey, such as Islair and the Draconic Evolutionists, shed some light on what could have happened. With Zarumag's former Body raised by necromancy and then destroyed by you, Zarumag's Spirit lost all hope of one day uniting with the material plane. His anger and frustration must have been what caused the rapid expansion of the Wasteland, on the opposite direction of what you intended.

The Emperor is mad at you for escalating the situation. There is no point in solving disputes in Arenas if the world seems about to end. People start to rebel, challenging the Ironhand. Some influential people begin assembling armed groups. Death all around, as the Empire thought that violence was the best way to achieve peace.

Two years later, the chaos has reached an all-time high point, with the Wasteland engulfing half of the world. Entire populations fled the eastern world, leading to problems in the western cities to where they migrated. Most Ironhand troops were assigned to defending the city against monsters, which only increased the social problem in the West. One day, the accelerated expansion stopped, giving everyone a sigh of relief. Many witnesses who lived close to the wasteland border reported that the event coincided with a huge black-winged shadow flying toward the old opening in the skies.

You convince yourselves that it was necessary to take five steps back in order to move six steps forward, permanently solving the Wasteland Expansion Problem, although it only happened after a long period of accelerated growth. Should you have rushed a bit more in your journey, done things differently? You cannot help thinking that there was probably a better way to do it, one that required less chaos, fewer steps back.

THE END

Zarumag - Prelude

You slowly tread through a particularly bad area of the Wasteland, where the wind is strong and the atmosphere crushing. You feel like every happy memory you ever had is being permanently ripped out of your mind. Through the dense, toxic mist, you sometimes hear Monstrous screeches and see dark shapes, making you remember that you are invading the habitat of serious aberrations.

Ahead of you, the remains of the biggest palace you have ever seen; even destroyed, its ruins look at least three times bigger than the Imperial Palace seen at the Capital. Just as you cross the gates to the interior of Arcana's palace, the wind stops blowing, and you feel much better, as if you have entered the eye of a massive tornado.

You get distracted and look around, baffled, contemplating the incredible things the Mystical Kingdom had built there, but that doesn't last long, as a deep voice explodes inside your head: "*At last, I am free! You, humans, kept me paralyzed for over a century, but that did not stop my anger from building. I knew someday you would fail, your lifespan is too short. Coming here to stop me from rising again is pointless; you are too late. Prepare to suffer, puny mortals!*"

All moments preceding the biggest fight of your life matter. Make your decision below; then, apply its consequences.

You stand in defensive formation, breathing fast, waiting for Zarumag to come flying at you with all his power, but nothing happens for a long time. You start suspecting that Zarumag could still be gathering his strength, after being paralyzed for so long. You have the chance to prepare for the upcoming fight, or even force Zarumag to come out of hiding. ***Write down one or two of the party heroes' Combat Roles next to the tactical elements described below. They indicate the heroes that will be assigned to each task:***

A) There are stairs ahead of you and a gate to your left. Someone could explore the area and force Zarumag to come out of hiding before he musters his entire strength. _____

B) There's a big chunk of ceiling and a metallic structure hanging from a roof nearby. Get in position to quickly strike it on top of Zarumag when he comes. _____

C) It is not that easy to draw Zarumag to that specific spot. Someone must lure him there. _____

A) ***Zarumag deals -4 damage on the next quest's first Round for each Tactician and/or Brute assigned to the task***, as they can quickly run around and crush any obstacles in the way. Above all, when they find Zarumag on the second floor, they can return safely to the party. ***Other Combat Roles assigned start the fight with -4 HP.***

B) You must be accurate and attack from a distance while supporting melee heroes that would be closer to Zarumag, getting hurt. ***If you assigned a Healer and/or a Shooter, they may choose any starting square on the next fight.***

C) You must strike hard while resisting Zarumag's blows to lure him to a specific spot; another option is to annoy him with debuffing ranged attacks. ***Zarumag starts the next fight with -8 HP for each Bruiser, Tank, and/or Controller assigned. Other Combat Roles assigned start the next fight with -3 HP.***

You may spend your XP one last time (you cannot sell items). Go to Page 28 (Quest Guide). Zarumag FINAL BOSS Fight starts NOW!

Zarumag - Conclusion

Read below after beating Zarumag.

Zarumag falls heavily on the ground in front of you, releasing a blast that sends you flying backward. The wave of impact continues strong after passing through you, "cleansing" the Wasteland as it goes. All the toxic fumes that concealed the remains of history's most beautiful civilization are magically gone.

Zarumag's body, which was black during the entire fight, gradually turns brown, revealing the dragon's original color and shape. It also starts vanishing in front of your eyes. The biomatter, which was super solid (as you felt well during the fight) gradually loses its density until it becomes almost translucent, like a ghost; finally, it disappears before your eyes.

You feel tempted to explore the Wasteland and the legendary Mystical Kingdom that laid hidden in it; after all, not even two hundred years ago, the world waged war against the somewhat peaceful Mystical Kingdom, for the almost exclusive purpose of accessing the Mystical Kingdom's magical secrets, which they refused to share.

Instead, you head West, to the Imperial Capital, as you have business to discuss with the Empire.

The Emperor receives you in person and seems thankful that you solved the problem of the Wasteland, even though you had taken your job a bit too far. You were hired to stop the Wasteland's expansion, but you eliminated it altogether, a solution the Emperor neither expected nor desired because the fear of the Malrokian Curse, of which the Wasteland is its most prominent symbol, is what keeps the Arenas working and Tanares in peace.

The Emperor says that when the war in Arcana broke out, two dragons appeared and fought in the air: a white one and a brown one, which was defeated and fell right there. It seems like the Shadow Wing found a way to materialize Zarumag's Spirit, which was still attached to the material plane, and trap it in the Wasteland before it was gone for good. It was Zarumag who had been releasing the evil energies that expanded the Wasteland all along, and when you defeated it, it all vanished.

If *Vradok died before the ritual was complete*: The Emperor is surprised to learn that the Shadow Wing had been conducting business on the Dragon Graveyard. He visits the site with you after sealing all main access roads into the Mystical Province from the public. Upon learning that the site holds much relevant information, he immediately summons Islair Oloren and privately discusses matters you cannot hear, but you notice an urgent tone in their voices. ***A New Prelude (1/3)***.

If you freed Will: You made the right decision going after Zarumag's Spirit; after all, that is the natural home of the Will. The undead body of a dragon could never be responsible for the release of dark energies that expanded the Wasteland.

If you escaped the Ironhand Supreme Headquarters: The Emperor and Islair Oloren reveal that they suspect Dillsgar, the Ironhand Captain, is the leader of the *Cult of the Shadow Wing*. With that in mind, they ask you if you are the one who recently invaded the Ironhand Supreme Headquarters. You reply honestly, explaining your reasons.

Since you likely know your way around the compound, the Emperor asks you to go on yet another mission, designed to remove Dillsgar from his post. Luckily, Ironhand soldiers will follow the Emperor's commands, as his rank is higher than Dillsgar's, but other so-called "intelligent" ranks could have been occupied by members of the Shadow Wing and might resist an onslaught at the headquarters.

You invade the headquarters in a complicated operation that involves many casualties, but you do a good job moving on ahead of the troops to kill only a few crucial Shadow Wingers; the Emperor feared that more than that could provoke the Malrokian Curse.

If the VIP lives: Before you accepted the imperial mission to depose Dillsgar, you visit Umay, because the D.E.A.T.H. could be even more prepared than you. The Draconic Evolutionists refuse your offer to join the Empire in that mission, because they want a world freed from Dragons, while the Empire wants the exact opposite: to keep ruling the world out of the people's fear of the Malrokian Curse.

Ismir Night-Owl is making steady progress as the D.E.A.T.H. healers try to recover his sanity. They do not recommend you talk to him, as that could trigger the memories of his recent torture to resurface, but he sees you and demonstrates immense joy about your visit. He even helps shed a bit of light over the reasons of his arrest: it becomes clearer that he had infiltrated the Shadow Wing, but then got exposed. Dillsgar had then brought Ismir to the headquarters in order to learn how much he knew and how much he had revealed to others. Then Ismir would be killed. ***A New Prelude (2/3)***.

Islair takes you to his office, where he starts discussing your rewards. One of you takes home a fortune and retires; one becomes a Count and governor of a minor Arena; one of you receives a large piece of imperial land with a castle; one of you becomes the new Captain of the Ironhand.

THE END

Kelorth - Prelude

All moments preceding the biggest fight of your life matter. Mark your decisions below, then apply their consequences.

1) The road northeast reaches a dead-end, miles before the lake that circles the Chowillawu Acchoda's island. The lake is currently frozen, and mirrors the sky above you. You start walking carefully, as you don't know how much weight the ground can resist before collapsing or cracking. Suddenly, mounted Ironhand troops approach your party, led by Dillsgar, their Captain. "*In the name of Tanarian peace, I cannot allow you to proceed. The Emperor asked you to stop the Wasteland's expansion, but you seem to be distancing yourselves from the region. Troops, kill them all.*"

☐ **A)** Make a run for it, towards the island. Crack the ice beneath you as you cross the lake.

☐ **B)** Stand your ground and fight the Ironhand.

2) You fight your way around the mighty volcano amidst a snowstorm. The constant fire and ashes the volcano expels could be the only reason why you are not yet frozen to your bones. Besides, the sun is setting.

☐ **C)** Keep pushing and reach your destination faster but in the middle of the night.

☐ **D)** Make camp near the volcano and continue your journey in the morning.

3) A large group of inaccessible mountains lies on the other side of the island. Following the instructions you received, you find a dark cave entrance as you cross a valley between two mountains, the probable location of Kelorth's hibernation.

☐ **E)** Explore the cave, slowly and carefully.

☐ **F)** Go ahead full steam in the hopes of catching Kelorth before he is fully awake.

☐ **G)** ***(You may choose this option only if you have Card 9 or 10)***. Try opening the vault while you are outside the cave, drawing Kelorth to the outside.

1A) The troops have arrows, and a poisonous one hits one of your heroes. ***Choose a hero to start the next quest with -2 Max HP***. The volcano keeps the surroundings a bit hot, allowing you to crack the lake's thin layer of ice easily. The heavily-mounted troops fall in the water, and you manage to escape, but one of your items gets lost in the water. ***Make a deck with all your Artifacts and Scrolls. Lose one of them at random***.

1B) The troops outnumber you, and the environmental conditions make the battle tough for everyone, but you end up winning after much suffering. You feel exhausted. Dillsgar escaped just as he saw you were going to win the fight. ***Make a deck with all Heroic Actions and lose four of them at random. You cannot perform these until the end of the campaign. Lose one Aid Token. Make a deck with all Special Attacks the party owns and lose one of them at random***.

2C) It is too cold at night. You cannot make camp there, so you are forced to fight in the dark. ***All ranged attacks take a -1 Range penalty, including Kelorth's. All attacks deal -1 residual damage, including Kelorth's.***

2D) The sunshine turns you into an easy target, especially against the white snowy background. ***Kelorth deals +2 Residual Damage***.

3E) The cave has many tunnels and chambers. After much suffering, you find Kelorth, but your footsteps and torchlights wake him up. His roar makes the cave's ceiling collapse, and he flies outside, with your party at his tail. ***The first time your Team Token should flip, it doesn't. Add two 3x1 Spikes Tiles to the board, between one of the heroes and Kelorth. They cannot overlap other tiles***.

3F) The cave has many chambers and tunnels, so it becomes clear it will take a long time to find Kelorth. Your carelessness and loud noises, however, awaken and infuriate the dragon, who quickly comes flying past you, towards the outside. ***Each hero starts the next quest with -2 HP and off the Stairs tile. Position them in any square adjacent to it***.

3G) ***If you got the wrong password***, apply the consequences of number 3F, above, but ***heroes lose 4 HP each, instead***. ***If you know the correct password***, Kelorth is driven mad by the scent you exhale, and ***his strikes deal -1 damage each***.

You may spend your XP one last time (you cannot sell items). Go to Page 30 (Quest Guide). Kelorth FINAL BOSS Fight starts NOW!

Kelorth - Conclusion

Read below after beating Kelorth.

You killed Kelorth.

Exhausted, you allow yourselves to feel the entire weight of the journey, which has taken its toll on your bodies. You fall heavily on the snowy ground and rest until your injuries are recovered.

Once you wake up, the first thing you notice is that the volcano, which had been burning nonstop since its eruption centuries ago, now looks like a regular mountain: no smoke, no river of lava flowing down.

Days later, as soon as you return to the first signs of civilization, you notice something different in the air. People's faces look more cheerful than usual; the overall mood seems lighter than what you have been accustomed to seeing.

The wind brings whispers and comments about the Wasteland to your ears. Something about a brook over which the Wasteland's fumes would certainly expand today, but did not; in fact, they retracted a bit. Another village further down south reports that monsters have been seen backing down, returning to the Wasteland.

If you gave up chasing the Emperor: You watch some fights at the closest Minor Arena, in celebration for saving the world. You spread out loosely on the seats, as they were not crowded. Your view is suddenly blocked by dozens of soldiers pointing spears at you. An Ironhand Major asks you to follow him to the imperial capital; in peace, as they intend no harm.

Islair Oloren receives you in his office (you never leave the sight of the numerous soldiers), where he debriefs you. You tell him whatever you think is appropriate, as you are not really in the mood to share much with the Empire. Islair says that there is no way the Empire can meet the conditions under which you were initially hired and give you compensation for a job well done because you almost killed the Emperor. However, since you have indeed saved the world, as the Wasteland is giving no signs of expanding, your reward is a pardon for your treasonous acts, if you promise to never return to the Imperial Capital.

You end up slightly modifying the terms of the arrangement to include a small exception: you *can* cross the capital city's gates if you are there to fight in the Arena of Fate.

If Vradok died before the ritual was complete: You return to the Imperial Capital, where the Emperor receives you in person and seems thankful that you solved the problem of the Wasteland. He reveals that the Captain of the Ironhand, Dillsgar, was the leader of the Cult of the Shadow Wing, and had been conspiring against the Empire for a long time.

As the leader of Ironhand troops, the Captain had been put in charge of the earliest investigations about the Wasteland's expansion but hid his knowledge from the Emperor, who was right to reassign the mission to an outside party and keep his efforts hidden from the Ironhand's highest echelons, naming Islair his emissary.

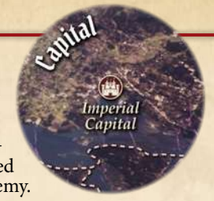
You travel to the Dragon Graveyard with the Emperor to analyze further clues. The Emperor reveals that when the war in Arcana broke out, two dragons appeared and fought in the air: a white one (whom you killed) and a brown one, which was defeated and fell right there. It seems like the Shadow Wing found a way to materialize Zarumag's Spirit, which was still attached to the material plane, and trap it in the Wasteland before it was gone for good. One of the reasons why the Wasteland existed and Zarumag's Spirit wouldn't leave its body behind was Kelorth, who caused both the death and the cataclysm. When you destroyed Zarumag's body and killed Kelorth, the Shadow Wing's plans of controlling Zarumag, or at least continue the Wasteland's expansion due to the entrapment of Zarumag's attached soul, were gone.

It was Zarumag who released the evil energies that expanded the Wasteland. Kelorth was responsible for the original attachment of Zarumag's Spirit to the material plane and the creator of the Wasteland. With Kelorth's death, Zarumag was released from the material plane, and the Wasteland stopped expanding, though it should take a long while for the region to return to being inhabitable. Better for the world, the Emperor says, because the fear of the Malorokian Curse, of which the Wasteland is its most prominent symbol, is what keeps the Arenas working and Tanares in peace.

Islair takes you to his office, where he starts discussing your rewards. One of you takes home a fortune and retires; one becomes a Count and governor of a minor Arena; one of you receives a large piece of imperial land with a castle; one of you becomes the new Captain of the Ironhand.

THE END

Baleroth - Prelude



All moments preceding the biggest fight of your life matter. Mark your decisions below, then apply their consequences.

1) You are in one of the imperial palace's large halls, face-to-face against the Emperor, who wants you dead. To accomplish his goal, the Emperor has started to invoke malignant forces that are turning him into a gigantic demon. It seems like the Emperor needs some time to complete his transformation into the beast. He looks tough, almost invulnerable, while he is charging his energies.

- ☐ **A)** Try to interrupt his charge. That is likely to infuriate and provoke him, but you could weaken the beast within.
- ☐ **B)** Do not interrupt Baleroth's charge. Focus on starting the fight well yourselves.

2) You perceive several tactical elements in the environment around you as Baleroth starts to gather his dark energies. ***Write down one or two of the party heroes' Combat Roles next to the tactical elements described below. They indicate the heroes that will be assigned to each task:***

C) There's a partially broken column next to Baleroth's head. You could try to take it down over him. _____

D) A piece of the roof is about to fall. You could lure Baleroth into it if the timing is precise. _____

E) Many Ironhand troops are behind a locked door. They might consider Baleroth an enemy. Run and open it. _____

3) Baleroth is shaking with the power and adrenaline. He says it has been a long time since he last felt this surge of power. He swings his massive mace and completely obliterates one of the palace's central pillars. The ground shakes, part of the wall behind you gives way, and pieces of the roof start falling.

- ☐ **F)** It is too dangerous to fight in this fragilized environment. Run and take the fight outside the palace.
- ☐ **G)** Innocent people on the outside could get hurt. Face the adversity and fight inside the palace.

1) A) A large amount of energy is released when your interrupting strike meets the power that has been building up. The blast sends one of the heroes flying away, but Baleroth seems weaker. ***Each hero starts the next fight with -2 Max HP. Choose one hero to start the next fight precisely two squares away from a Stairs Tile. Each Baleroth strike deals -1 damage.***

B) Baleroth is completely transformed, but you are able to reposition well and focus on building your own strength. ***Before the next quest starts, you may move the Stairs Tile up to five squares. It can only overlap with other terrain tiles. The first time your Team Token flips to "No Special" side, immediately flip it back to "Special Ready."***

2) C) ***Baleroth loses 3 HP for each Bruiser, Brute, and/or Tank assigned to this task***, as they manage to break the pillar onto the demon's head. ***Each other combat role loses 2 HP***, as they get counterattacked by Baleroth and do not contribute much in taking the pillar down.

D) ***If you assigned a Shooter and/or Controller to this task***, your timing is auspicious. ***Each of these combat roles makes Baleroth have -2 Movement Points to spend on the next quest's first Round and lose 2 HP. Other combat roles assigned cannot perform actions that require flipping the Team Token on the first round of the next quest***.

E) ***If you assigned a Healer and/or Tactician to this task***, you get quickly to the door and even manage to provide healing and tactical assistance to some soldiers who start fighting — and distracting — Baleroth. ***You may choose Baleroth's attack on the next quest's first round (if you assigned one healer or tactician), or first AND second rounds (if you assigned both a healer and a tactician)***. Other combat roles assigned feel less useful. ***Lose 2XP for each other Combat Role assigned, and they can't make Special Attacks on the first round.***

3) F) Indeed, there are innocents on the outside. Many people have gathered to see what is happening in the palace with all that noise and the walls collapsing, but their mere apprehension turns into panic as they see that terrifying Baleroth demon leaving the palace's interior. The outside air, though, seems to dissipate some of Baleroth's energy, which before reverberated in the confined space. ***Lose 2 XP. Baleroth deals -1 Residual damage.***

G) It is harder to evade Baleroth's blows inside the palace, but your bravery is inspiring. ***Gain 2 XP. Place one Ruins Tile adjacent to a small Living Wall before the quest begins. Baleroth deals +1 Residual Damage.***

You may spend your XP one last time (you cannot sell items). Go to Page 32 (Quest Guide). Baleroth FINAL BOSS Fight starts NOW!

Baleroth - Conclusion

Read below after beating Baleroth.

With a final gasp of disbelief, Baleroth kneels and raises his hands in front of his eyes, contemplating the gradual disappearance of his arms' flesh, which vanishes into thin air. You see beams of light leaving his body from holes and cracks in his skin. The demon's body bursts into flames and then freezes, in a clear sign that the elements that make his body are disjointed, disorganized. Finally, the demon's body gives way to the frail body of the Emperor, barely recognizable as a stump of coal.

The Emperor is dead.

Ironhand soldiers arrive at the scene, and they do not really know what to do. They are programmed to follow only their superiors' orders, but, in this case, their ultimate superior, the Emperor, is dead.

As the adrenaline that dominated your bodies during the fight starts to wear off, you sense the popular commotion outside the gates. By now, word has spread, and the entire Capital knows something has gone terribly wrong in the palace. People are gathering at the main gates, trying to get a good view of the gardens.

Then, mounted on a white horse, appears Dillsgar, the Ironhand Captain, first in the military ranks now that the Emperor is gone. He points at you and orders the soldiers to kill you.

Weakened by your fight against Baleroth/Emperor, there is no option but to run away from the troops. The crowd outside allows you to hide and escape to one of the satellite cities near the capital, where the Ironhand presence is less significant.

As the days go by, you start to regret your decision. Yes, the Emperor was an evil man who did all sorts of bad things to the populace, but people all around are apprehensive with what will happen shortly. Some acts of violence start to pop up here and there, and the Ironhand is not fast in settling small disputes. Rumors spread that the Ironhand Captain became the interim governor and temporarily suspended Arena fights.

Above all, ***the Wasteland still exists. The Wasteland is still expanding***.

Soon Dillsgar reveals itself a tough, ruthless commander that applies an obscene amount of violence in the attempt to maintain the former Empire's status quo, but the nobility's dissatisfaction starts to grow. Worried about the world's instability, armed groups begin to secretly gather here and there, challenging a prohibition that has existed since the beginning of the Imperial Age.

Twenty years later, the Wasteland already has engulfed most of the world, changing everything. At one point it had stopped growing, just as Dillsgar started flying all around, mounted on a dreadful black dragon's wings, spitting fire at the opposition. Rumors say that the dragon always lands in the Wasteland. Nobody knows how Dillsgar could infiltrate the Wasteland in the first place, let alone find a dragon and control it, but the Ironhand has started protecting the main roads that lead into the Wasteland.

The world becomes much darker and frightening under the ruthless command of Dillsgar. Arenas still exist, but they only settle small disputes far away from the Capital. Relevant claims simply do not exist, as the Empire owns everything, and if there is anything important to be ruled, Dillsgar does so unilaterally.

As one of the last Heroes to have fought important battles in Arenas, you become Masters of Arms, training young Heroes to die in the Arena. One day, you end up sharing pieces of History to a particularly young and talented group of aspiring Heroes, since the fact that you were in place to avoid the recent historical events never leaves your mind.

THE END...

...Unless you befriended Okkarr or befriended Engelbrekt and took a bullet-tunnel to Reginheraht: A few months later, that group of young Heroes comes to you, saying that they have discovered that there is a secret group called Shadow Wing whose members occupy the highest governing positions in the Empire. One of them had been initiated into the group and found out that Dillsgar had been their Boss before he became the Emperor, and that some senior Shadow Wingers worked deep in the Wasteland, doing Gods-know-what.

These heroes knew no access points to the Wasteland until you had shared your story with them. Inspired by your tales, they recently traveled to some towns by the Mooloite Mines, where some old folks remember your incredible feats of the past and hold you in high regard. In alliance with those community leaders, they secretly dug a new entrance to the Mooloite Mines. Before they delve deeper, though, they want all your expertise to join them. If you find any members of the Shadow Wing on the other end of the underground tunnels, these heroes will distract them, while you try to either join them in fighting the Shadow Wing or dismantle whatever has been set up there.

If you decide to join them, go to page 32 (Quest Guide) and play the Cursed Swamp Mission. Fight with no items or resources obtained in the Epic Campaign, and, since you have grown old, all your sources (E.g., residual damage, strikes, passive power) deal -2 damage. Do not apply the Epic Campaign modifier.

If you won the mission, Zarumag's Will is freed and rejoins its Spirit. The next time Dillsgar comes to mount Zarumag, it bites Dillsgar's head off, ending a dark age of oppression in the world. Zarumag leaves the Wasteland to hibernate elsewhere East, and ***the Wasteland is no more***.

THE END

Achievement Endings

Read, below, the impact of your performance and decisions in the world, according to the achievements registered on your party's Campaign Log.

You killed Snork's mother.

The little Orc grew up with the coldblooded murder of his mother as his first memory. As if that were not enough, the Ironhand took advantage of Eferhild's precarious situation after you killed Kor'dal and launched an offensive that killed the rest of Snork's small family. The Orcs managed to resist the strike thanks to the magical resistances of the citadel, and Snork spent the rest of his life growing his muscles and wanting nothing but revenge. He turned into the biggest Orc the world had ever seen, making him the leader of the southern Orcs. Twenty years after your mission, Snork would invade Sindile Forest and kill the last surviving Elves of the Mystical Kingdom, in what became known as the '*Orcish Onslaughter*.'

Cecil survives.

Working alongside Yume Couch and Hay (the Legend), a new leadership of the Draconic Evolutionist Assembly of Tanarian Helpers is formed, and they grow larger than ever, spreading the truth about the Malrokian Curse. People join D.E.A.T.H.'s ranks and start assembling groups to study the possible locations where surviving dragons could hibernate. Once all of them got killed, the Malrokian Curse could cease to be, and the world would no longer live in fear, dominated by an Empire many deem unfairly oppressive. That could mean the end of the Arenas.

The downside is that the Empire is not happy about the truth they are spreading and have slowly started to discredit them, saying that D.E.A.T.H. spreads "fake news." They want the people to live in fear of the Malrokian Curse, as that makes them more obedient to the decrees the Emperor passes.

Azymor dies.

You return to Ubel Province, where you expect a peaceful site to pay Azymor your respects, but what you see when you get to the Ubellian Fire Pits horrifies you. With Azymor's death, the region's climate turned mild. Pools of lava changed into hot springs that people have started to use for entertainment and relaxation. Astérion and other civilized northern cities pushed civilization further south with this new business opportunity; the dangerous roads of yore have turned into luxurious paved ways frequented by the high society.

Barbarians respect the guards that patrol such roads and prey upon unaware travelers that, not satisfied with the scenic route, take a detour further down south, expecting more historic sites and natural wonders.

The only thing they find is death.

The Eternal Storm ended.

When you disembarked the D.E.A.T.H.'s ship that rescued you on that tiny island where you had faced Thyra, you could already feel the atmosphere changing on Fisherman's Wharf. Its citizens were talking to each other and watching, in awe, and for the first time in their lives, the sun setting at the western ocean. "*It's the end of the world!*" some rushed to proclaim; "*I wonder if there is anything on the other side of this ocean,*" others whispered; "*Time to invest in fishing companies. Maybe tourism?*" a few thought to themselves.

Nevertheless, you sensed that that would become a nice place to live and spend the rest of your days, or, at the very least, a peaceful and beautiful location to where you could travel from time to time and remember the stories of your campaign, while admiring the view of the blue skies and ocean, wondering if there's anything beyond the horizon... ***A New Prelude (3/3)***. ***If you achieved all three parts of "A New Prelude," you may read page 44.***

The D.E.A.T.H. has your items.

With extensive studies performed on your items, and with scholars who lived recent history with you, the D.E.A.T.H. becomes the most knowledgeable organization about Dragons in Tanares. They traced their origins to Torygg Addin-Zaiba, D.E.A.T.H.'s founder, court wizard for the Mystical Kingdom, who was obsessed about finding and killing dragons in order to never risk provoking the Malrokian Curse again (especially since the Mystical Kingdom could probably win any war waged against them, given how advanced they were in all matters magical and technological).

However, that knowledge and purpose makes them the Empire's next archenemy, the next "Cult" against whom they want to fight. The Empire forced D.E.A.T.H. to abandon their headquarters and hide. That puts you in a delicate position, because you were, for a long while, allies of both the Empire and the D.E.A.T.H. There may come a time, soon enough, when you might have to choose in which direction your allegiance stands...

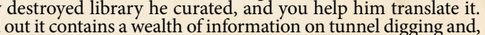
You rushed to Moolooite Mines.

Most of the populace around the Moolooite Mines are simple, but skilled miners, and some display artistic talents with pickaxes, hammers, and other sculpting tools. They will never forget your courage in saving their home and many of the people they loved.

You return to the site a few years later and, with tears in your eyes, you see that the people there have sculpted four gigantic faces that closely resemble your own on the mountain. They call it simply "The Four Heroes."

You befriend Engelbrekt +

Your expedition inside the mines gave you an in-depth knowledge of the ancient Westravian dwarfs' runic alphabet. Engelbrekt explains that the dwarfs' written language ended up incorporating the runes. It was initially a way to carve messages on rocks, but it later found its way into other surfaces, like books. He picks an old book from the partially destroyed library he curated, and you help him translate it. You find out it contains a wealth of information on tunnel digging and, alongside some images and sketches drawn on the book, you were able to understand part of the massive underground structure the dwarfs had initiated on the Moolooite Mines.

You befriend Okkarr + 

Okkar shows you some scrolls his great-grandfathers had left him. He held onto them out of pure sentimental value because he thought the runic language was long gone in time, but you look at it and translate for him. Wide-eyed, Okkarr learns on the scrolls a way to extract a rare property out of Moolooite Ores, multiplying its value tenfold. New life is brought to the region with your discovery, but soon some greedy investors from other regions attempt to take control of some mountains, jeopardizing Okkarr and his friends' work. An Arena fight is called to settle the dispute, and Okkarr begs you to represent his interests in the Arena. Will you accept it and be his hero?

You are buried alive + You took a bullet-tunnel to Reginheraht.

The Emperor always knew the abundance of pathways, underground tunnels, caverns, and entire worlds hidden below the surface, all throughout Tanares. You find out that the Emperor's original plan was to map as much as he could, as well as create new pathways for himself, connecting points of interest, the first one being the Crystal Tower of Magical Research, with a private elevator to the top floor.

You were arrested at the mines.

You find out that the officers who arrested you at the mine's entrance were there not under the command of the Emperor, but of the Ironhand's Captain, Dillsgar, who was worried that someone could find the Cult's original pathway inside the Wasteland. ***Read the ending below, as if you had achieved it.***

You are buried alive + You took a bullet-tunnel to Arcana.

The Emperor always knew the abundance of pathways, underground tunnels, caverns, and entire worlds hidden below the surface, all throughout Tanares. You find out that the Emperor's original plan was to map as much as he could, as well as create new pathways for himself, connecting points of interest.

When the Ironhand Captain, Dillsgar, learned about this plan, he devised a way to use it to his advantage. On an official report for the Empire, he fabricated a poisonous gas leak allegedly initiated by a careless digging expedition that killed all working dwarfs and forced the sealing of the mountain's entrance, to stop it from leaking to the outside world and killing more people.

That all was a lie designed to make the Empire temporarily abandon the project, which allowed the Cult of the Shadow Wing to do some digging themselves. The truth was probably that Dillsgar had sent the Ironhand to kill all miners who worked on the mines. The Wasteland's toxic fumes only affect the surface, not invading that which is under it, nor some taller hills and mountains inside the region. Knowing about it, the Captain and its Cult dug a tunnel southeast, which led to the interior of Wasteland's canyon.

You guessed the correct padlock password.

The Ironhand conducted a lengthy investigation to determine how you initiated the Prison Break. They find that the cart where you were imprisoned had an intact padlock displaying the correct password, but they could not determine how you discovered the password, unless the lieutenants shared their letters with one another and you overheard the conversation, although that would be a stupid thing to do when death penalties are on the table. They ultimately determined that the list of passwords was within your sight and you were lucky enough to guess one of the passwords on the list correctly.

Nevertheless, the Ironhand changed their entire security protocols due to your breach. Since then, personnel on transportation duties do not own the password, only the Warden does, and he is escorted by additional troops upon temporary release of the prisoners from the carts.

You escaped the Ironhand Supreme Headquarters + The VIP lives.

You visit the D.E.A.T.H.'s headquarters in Umay Town, where you see Ismir making steady progress toward sanity. He is happy to see you there, although you bring back some strong, tough memories.

Now that your journey has ended, you understand what happened to him: Ismir had infiltrated the Cult of the Shadow Wing and discovered their operations inside the Wasteland, designed to take control of a dead dragon to rule the world and overthrow the Emperor. He was caught, and under the orders of the Cult's Boss, Dillsgar, the Ironhand Captain, they brought him to the Ironhand Fortress, where he was mentally tortured to reveal to whom (if anyone) he had shared his discoveries. Once the Captain believed that no one else but Ismir had that information, he scheduled his execution to bury the intel with Ismir.

Apprentice Necromancer.

The hero with a burned hand, even after using the salvaged scroll, does not feel like its hand has adequately healed. A few months after your journey ends, it starts waking up soaked in sweat, with a tingling feeling on the burned hand. Soon afterward, terrible and vivid nightmares filled with corpses and fire make it impossible to have a typical night of sleep.

You soon start noticing that the tingling resurfaces every time you come near a corpse, as when you approach dead animals. If you focus hard, it seems like some sort of energy leaves the tip of the fingers of your burned hand, connecting you to the corpse, but it is too painful at first.

Soon enough, you cannot even come close to places like Arenas, cemeteries, or butcher shops. You end up isolating yourself on top of a mountain, far away from all civilization, until a mysterious group of monks approaches you and asks if you are interested in possessing the incredibly rare ability to bend and dislocate the line that separates Life and Death. Do you accept?

Death by Undead and/or Sudden Death.

After your journey's events, you sponsor rebuilding efforts in Hazarmaveth. You recover your teammate's body from the temple, giving it proper funeral rites, and a special place to rest, in a yard east of the temple, where the sun shines brightly in the early morning.

The player(s) who controlled the dead hero(es) may write down what is done with its share of the rewards collected during the journey, like opening a foundation with its name, destined to a good cause, helping its family, etc.:

_____

_____

_____

Inseparable Party.

You are amazed that your entire party could survive, intact, on such a perilous journey full of nearly impossible challenges. You become best friends and continue to travel around the world, knowing that there is probably not a thing in the world that can stop you in your tracks.

Your favorite event, though, is getting together regularly to play a new invention they call "boardgame"; there is even one that simulates Arena fights, of which you are the main characters; you enjoy remembering the best moments of your journey while you play them on the board, although you feel the designers made you a bit less powerful than in reality.

You reached the top of the tower.

You have trouble figuring out the purpose of the portal built on top of the Reginheraht Tower of Magical Research. The Emperor had certainly tweaked and messed with the system, but did he create it? Could that be, instead, an ancient device set in place by the first wizards who built the tower, hundreds of years before the Emperor was even born?

The people who work on the Tower did not seem aware of the tremendous magical potential on the top floor, and you are unlikely to be able to reaccess it, as the Ironhand increased the security all around the Tower.

The top theory is that neither the Empire nor the wizards of the past achieved this feat: it was likely the Mystical Kingdom, whose wizards were led by Torygg Addin-Zaiba. Perhaps this portal was the current Emperor's way of escaping Arcana, while everybody else fell. Could there be other portals around Tanares?

The portal is perfect.

You understood the incredible story behind the tale told by the plaques found on Reginheraht Tower's top floor. Torygg, the Wizard, had evacuation plans that likely involved teleportation, and there was even a chance the Mystical Kingdom could still stand, though you do not know how Tyreen, the Queen, planned to avoid war.

Baleroth destroyed all those hopes and possibilities when he killed all his brothers and sisters, setting the fate of the millions of people whom the Wasteland buried.

Kane, the Cursed, dies.

Your increased access to the Empire and the Ironhand gives you an attempt to try and research who Kane was, to provide his family — if that existed — some information, relief, and compensation for the recklessness which caused his death — possibly the only innocent who died due to your direct actions.

His unfortunate story started when he was walking down the street and saw some kids eating a pie from the parapet of a small hut's window. They ran after seeing Kane, and right afterward a witch appeared at the window. Assuming Kane had eaten the pie, she cast an unlucky Curse on him. Since then, he had been at the wrong place at the wrong time on several occasions, in a succession of incredibly unlucky events that ended up bringing him to that cell by mistake. Your party was just that last link of his cursed chain, and you hope that spell did not transfer to you...

Kane, the Cursed, lives + You killed Baleroth.

Running in another direction after you escaped the imperial cells, Kane was incredibly lucky to take all the right turns on the palace's confusing halls and even managed to distract most of the Ironhand troops away from your party, allowing you to beat the guards and Emperor in the Great Hall.

He eventually exited through a small access door in the palace's backyard, just as birds chirped and the warm sun he had not seen in years shone upon his happy face. Kane took a moment to open his arms and absorb the sunlight, stretching his head back with a broad smile on his face, thanking the Gods for ending that cursed cycle in his life.

Just as he was thinking about calling himself "Kane, the Blessed," part of the ceiling fell onto him, as your fight with Baleroth had started somewhere else.

You were arrested at the ISH + You gave up chasing the Emperor.

After some research, you understand that even though the Emperor is far from being a good, lawful man, killing him would not put you in a better position to save the world from the Wasteland's expansion, and you feel proud that you took the time to recollect yourself after being unjustly arrested by the Ironhand and went after your primary goal.

However, you feel you should have pushed matters further with Dillsgar, instead of quickly accepting the first piece of information he provided, although that seemed accurate, believable, and it indeed resulted in the end of the Wasteland's expansion.

It turns out that Dillsgar wanted the end of the Empire, but that was not the right moment. Moreover, he most definitely did not want the Wasteland to end, so he sent you toward the best alternative: toward Kelorth, co-responsible for the birth of the Wasteland, and, as you departed, he immediately gathered troops to ambush you as you approached the destination.

A New Prelude

Read the following if your party has the three "A New Prelude" achievements (Parts 1/3, 2/3, and 3/3).

Fisherman's Wharf had always been the finest city in all Tanares, for countless reasons. It is comfortably located far from the Capital, a feature most people find relieving (it means they are far away from the Emperor and its Ironhand), and it is far from the Wasteland, which means it was never under the threat of a monster appearing out of nowhere to destroy and kill its citizens. The city ended up growing peacefully; the few Ironhand soldiers posted there had to care only about the potential threat of Ubellian barbarians venturing too far north.

Now that the Eternal Storm has ended (thanks to you, who killed Thyra), what looked good turned even better. Ships have started sailing further westbound, making the economy prosper, and beautiful sunsets replace what for centuries had continuously been dark skies.

But not everything is good news for the "Wharfers." The Empire recently announced the inauguration of a second imperial palace there, under the claim that it could no longer focus mostly on the East now that the Wasteland is gone. To make the people happy, the Empire will celebrate the occasion today, with immense festivities (and free food) in the palace's gardens at night. In the morning, they opened the biggest Arena ever built, and distributed free-entrance tickets to all citizens of Fisherman's Wharf.

For the occasion, four of the strongest Heroes to ever battle in the Arena of Fate will fight monsters captured in the Mystical Province (the former Wasteland) by the Ironhand's "cleaning crew," assembled to explore the region and make it inhabitable again. You were invited, of course, as guests of honor, and enter the "Arena of Future" to greet the hundreds of thousands of people crowding the seats. They cheer, yell, and give you a standing ovation as you enter the field.

However, you note some screams of horror amidst the ovation. People start to point somewhere behind you. It doesn't take long for the celebration to cease, as the crowd starts running all around, out of control.

Strategically located and built on high ground, the Arena's western section has a gorgeous opening that allows people to overlook the neighboring hills and ocean ahead. When you turn around to see what is going on, you see a gigantic beast, taller than any dragon you have faced, emerging from a turbulent sea. It immediately starts smashing houses and people by the beach and heads straight to the Arena, where the deafening noise attracts the beast.

Behind it, though, an even more surprising sight, if that is possible: you see odd-looking ships coming from the West. Dozens of ships headed straight toward you. These are not Tanarian ships. They do not belong to the Empire. There is an unknown civilization beyond the western ocean. ***Brace yourself, take a deep breath, and go to Tanares Adventures.***

This entire Campaign was an experimental Prelude to a much bolder and extensive co-operative campaign coming in the "Tanares Adventures" Expansion, set in a semi-open-world where you constantly have not one or two, but dozens of paths and quests at your disposal, more diverse options to customize and upgrade your heroes, hundreds of hours of cooperative gameplay, and more.

Make sure you do not miss a thing (including giveaways) related to this upcoming release by joining our Facebook group Arena: the Contest - Tanares Adventures.

Tanares Adventures

What you can expect (things new and different) in our Expansion, a massive Kickstarter success that raised more than $2.5 million dollars on 2020!

Hundreds of hours of gameplay

With massive Guides and Journals totaling hundreds of pages, you will find dozens and dozens of Sidequests, PvP matches against the AI, many new dungeons, City Structures, there is no way we can say how many hours you might spend before finishing the main storyline, but it is definitely way beyond a hundred hours of co-operative gameplay.

Off-board Strategy and Tactics

Between one Main Quest and the next, your decisions will not be limited to Campaign Cards. In fact, those are gone. In a semi-open world where many things you do consume resources, you need to be smart in choosing how to spend them and deciding where to go next, based both on your team's needs and on information acquired from a bundle of sources.

Among others, you will be able to purchase a variety of equipments and magic items, like empowered flasks with which you may deck-build in preparation to Quests, new attack cards, and even allies (other Heroes) with whom you may play Sidequests if time is scarce and you see yourself in the need to prioritize (or try out another Hero).

Reworked Progression / Gold

In our new and improved leveling system, you must make tough choices that will put you in one of thousands of different progression paths, each with its drawbacks and benefits.

XP is no longer a universal resource to level your character up both vertically (getting stuff that is more powerful) and horizontally (getting more variety of choices in the same power level).

Your performance in Main Quests will dictate the vertical rewards you obtain, while the gold you may farm through Sidequests and other events may be used for you to customize your character even further.

Reworked Quests and Campaign

Last but not least, you will find improved immersion in quest maps that get revealed as you delve deeper into the dungeon, instead of a map you assemble in its entirety before the game begins.

Replayability receives a major bump up with random situations, encounters, and rewards; besides, your performance and decisions in earlier events generate Facts that modify many aspects of the mission, from parts of the map to its Primary Objective (!).

You will also find shorter/mini quests, solo/doubles quests, puzzle/exploratory quests, sequential quests, wholly original and different structures and objectives, and more.

Progressively discover new regions and dungeons, with NO permanent modification of components!

The Campaign comes with more than 100 Quests that can be played from one to eight players, in two teams that run their own course in cooperation, and finally meet again in the Final Epic Mission.

You can replay an entire campaign and not repeat a single mission or Boss Fight. Can you achieve all the different endings?

Buy the continuation to ***Arena: the Contest***, and more, in dragori.com/order

Answers

We recommend using the QR Codes, as most of them take you to a website where you can input your answer and check if it is wrong without needing to read the correct solution. If you do not want to read the QR Codes, you may check below to see the answers to the puzzles and problems found throughout the Epic Campaign.

Answers are divided by the quest to which they belong (either their Prelude or Conclusion). Some of them are written upside down to make it harder for you to unintentionally peek at the solution to an upcoming puzzle you have not yet attempted.

We did not explain the reasoning behind the answers. Feel free to share and discuss the puzzles online, if you want to learn how to figure out the solution. Do not forget to insert a spoiler alert before you do, though!

Lava Citadel

Eferhild. Skulls and a Lever.

The correct number of skulls below each letter is:

E F E R H I L D

3 3 3 2 4 2 2 0

Thyra / Azymor

The Vault's Password

The five-letter password that opens the vault is blood; no other password is valid.

Ghost Mine

Refer to the conversion chart (below) for each rune. With it, you can translate any text in the Tome:

A - ᚨ
B - ᛒ
C - ᚲ
D - ᛞ
E - ᛖ
F - ᚠ
G - ᚷ
H - ᚺ
I - ᛜ
J - ᛃ
K - ᚴ
L - ᛚ
M - ᛗ
N - ᚾ
O - ᛟ
P - ᛈ
Q - ᛩ
R - ᚱ
S - ᛊ
T - ᛏ
U - ᚢ
V - ᚹ
W - ᚹ
X - ᚺ
Y - ᛇ
Z - ᛉ

Ironhand Fortress

The Padlock's Password

The password that opens the padlock is herons. The first lieutenant to speak got the letters 'ro'; the second lieutenant got the letters 'ns,' and the third one got 'he.'

Crystal Tower

Spheres' order and positioning.

The first element Baleroth mastered was fire, so the red sphere must go on the table with the symbol of a book first.

Second, the green sphere must go on the table with the symbol of a pot.

Third, the white sphere must go on the table with the symbol of a crystal ball.

The fourth sphere, yellow, must go on the pentagram slot.

The last sphere you must place is the blue one, on the remaining slot, with the symbol of a crown.

Dragon Graveyard

Magic Square

First, take a look at the upside-down conversion table for symbols and the numbers they represent:

ᛞ	ᛇ	ᛉ	ᛒ	ᚺ	ᛟ	ᛖ	ᛚ	ᚱ	ᛜ
6	8	7	9	5	4	ε	2	1	0

From top-left to bottom-right, here are the numbers you must put on the magic square. The sequence below includes the numbers whose symbols are already painted on the door:

1 12 7 14
8 13 2 11
10 3 16 5
15 6 9 4

Scrambled tombstone verses

This is the order in which you must read the tombstones:

I, VII, X, XVI, XII, XIV, III, V, XV, IX, VIII, II, VI, IV, XIII, XI

Cursed Swamp

Hourglasses

Light the first torch and flip both hourglasses. When hourglass 7 runs out, flip it. When hourglass 11 runs out, flip hourglass 7. When hourglass 7 runs out, light the second torch.

Candles

You must have blown each candle once, in any order.

Imperial Palace

Five doors

Two correct sequences guarantee you will find the Emperor at least in the sixth hour. Including the first hour, when Fernando, the Erudite, opens door number four, you could either open:

Doors four, three, two, four, three, and then two; or
doors four, three, two, two, three, and then four.

Find the reasoning behind each solution at dragori.com/puzzle-solutions