BEYOND THE DESIGNER'S MIND

As I began my preparations for designing a card game adaptation of Perdition's Mouth: Abyssal Rift, I spent a lot of time thinking about what I thought a Perdition's Mouth card game should look like. The core design tenets I arrived at were *customizable*, *gritty*, and *variable*.

A common criticism of *Perdition's Mouth: Abyssal Rift* (PM:AR) was how there weren't many options for customization and development in-between scenarios. Since **Beyond the Rift** takes place over an extended period of time, I thought adding more ways of playing each hero would be something fans have asked for and would build on the *narrative aiming for realism and plausibility*, used in PM:AR.

A large amount of items and the unlockable second side of each Hero allows heroes to increase in power over the course of the campaign, be played in various ways and take on different roles in a party.

With the wound card system I wanted to attain the gritty and ruthless nature of taking damage in PM:AR while streamlining it to fit the smaller scope of a card game. For this, I removed hit points from the game and focused on the wound cards as the only way of taking damage.

Finally, it was important that the different scenarios and campaigns offer a broad scope of experiences and force players to adjust their playstyle and hero choice depending on the mission. This, while creating a lot of variety, makes it particularly important that players **read the scenario instructions carefully since the win and loss conditions will vary a lot from one scenario to the next.**

I hope you enjoy your stay in the world of Zanziar and happy gaming!

- Nikolas Lundström Patrakka

the designer of Beyond the Rift

CAMPAIGN PLAY AND EQUIPPING ITEMS

Mark the following heroes on the campaign sheet before beginning your first play.

- Bastian "Reluctant Warrior"
- Elisa "Mistress of the Arcane"
- Niffil "Fallen Noble"
- Olazábal "Genius Mechanic"
- Simma "Seer of Truth"
- Tyra "Fury of the North"

These are the heroes available at the beginning of the game. During the campaigns, you may unlock the other side of each Hero Board.

The *"Out Through the Side Entrance"* scenario is recommended for your first game session.

The following Heroes are recommended for your first time playing.

- Player 1: Bastian Reluctant Warrior
- Player 2: Niffil Fallen Noble
- Player 3: Simma Seer of Truth
- Player 4: Elisa Mistress of the Arcane

Once you've won the tutorial mission "Out Through the Side Entrance", it is recommended to continue with the first campaign "Old Friends" playing the heroes recommended above.

When starting a campaign, begin by checking if you fulfill the campaign requirements. If you do, you may perform the Campaign Setup instructions (if any), and choose a scenario from this campaign to play, presuming that you fulfill that scenario's individual requirements.

Players are free to change heroes and hero counts between scenarios as they see fit.

SCENARIOS

In Beyond the Rift, you'll need to select the level of challenge you enjoy in every scenario. In most scenarios you'll see seven different challenge levels in the "Starting Setup" section of scenarios.

Scenarios are all *unique*. Some have a Terrain Deck and others don't. Similarly, other decks or aspects of a typical scenario might not be present in every scenario.

Each Scenario has a number of different difficulty levels, each one detailed in the Scenario Setup information.

The following examples explain the notation:

🧍=🟢: With one Hero this scenario is EASY.

🧍=🟡: With one Hero this scenario is STANDARD difficulty.

🧍=🔴 / 🧍🧍=🟢: = With one Hero this scenario is HARD, while when using two Heroes, it is EASY

OUT THROUGH THE SIDE ENTRANCE

The story of Beyond the Rift begins as the previous one ends in the depths of the Abyssal Rift. The soul-wrenching scream of the demon when Tyra lands the finishing blow still seems to linger in these god-forsaken halls as we ascend the many stairs that have brought us here. The eye of the One True God is almost blind at the bottom of this dark pit and I start to doubt we will ever make it out alive. With the help of Brother Örn we were able to find a hidden passage, not known by many, that led us to a side entrance where some of the Cult of Change's minions still linger.

Campaign requirements

This is a *tutorial scenario* and has no scenario requirements. It is highly recommended to play this scenario first to learn the game.

Scenario-specific rules

The goal of the scenario is to escape the Abyssal Rift. If a **Terrain** is supposed to be **spawned** and there is no card to spawn, the heroes have escaped and won the scenario.

If the **Threat** (💀) is ever **8/7/6/6** or higher, heroes **lose**. The 8/7/6/6 refers to the number of heroes in play. Thus, with 1 Hero in play Threat (💀) of 8 will lead to heroes losing.

If any hero dies, all heroes **lose** as per the standard rules.

Quick symbol reference

- Threat 💀
- Action Points ☀
- Response Card ▤
- Defence 🛡
- Attack ⚔
- Hero 🧍
- Disengage 🔵
- Engage 🟠
- Poison ☣

Starting Setup

Difficulty 1 (🧍=🟢)

Enemy Deck:	1 Acolyte, 1 Boneworm, 2 Guards, 2 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	1 Acolyte and 1 Guard .
	Spawn 1 Terrain in the Quest Area.
💀	0

Difficulty 2 (🧍=🟡)

Enemy Deck:	1 Acolyte, 1 Boneworm, 2 Guards, 2 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	2 Acolytes and 1 Guard
	Spawn 1 Terrain in the Quest Area.
💀	0

Difficulty 3 (🧍=🔴 / 🧍🧍=🟢)

Enemy Deck:	2 Acolytes, 2 Boneworms, 3 Guards, 2 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	2 Acolytes, 1 Boneworm and 1 Guard
	Spawn 1 Terrain in the Quest Area.
💀	1

Difficulty 4 (🧍🧍=🟡 / 🧍🧍🧍=🟢)

Enemy Deck:	2 Acolytes, 2 Boneworms, 1 Chi'leen, 3 Guards and 2 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	2 Acolytes and 2 Guards .
	Spawn 1 Terrain in the Quest Area.
💀	1

Difficulty 5 (🧍🧍🧍=🔴 / 🧍🧍🧍🧍=🟡 / 🧍🧍🧍🧍🧍=🟢)

Enemy Deck:	3 Acolytes, 2 Boneworms, 1 Chi'leen, 3 Guards, 3 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	2 Acolytes, 2 Guards and 1 Rotikka i
	Spawn 1 Terrain in the Quest Area.
💀	1

Difficulty 6 (🧍🧍🧍🧍=🔴 / 🧍🧍🧍🧍🧍=🟡)

Enemy Deck:	4 Acolytes, 2 Boneworms, 3 Guards, 3 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	2 Acolytes, 1 Chi'leen and 2 Guards
	Spawn 1 Terrain in the Quest Area.
💀	1

Difficulty 7 (🧍🧍🧍🧍🧍=🔴)

Enemy Deck:	4 Acolytes, 2 Boneworms, 3 Guards, 3 Rotikkas.
Terrain Deck:	2 Doors, 1 Empty Room, 2 Rubble.
Quest Area:	2 Acolytes, 1 Chi'leen and 3 Guards
	Spawn 1 Terrain in the Quest Area.
💀	1

Terrain Card Effects

Rubble increases the costs of engaging and disengaging enemies by 3 ☀. This counts as a negative terrain effect.

The **Empty Room** does nothing.

Door: 2+ ⚔☀ / 2+ ⚔🛡. Doors can only be removed from the Quest Area by opening them or destroying them (see Doors and Portcullises in the rulebook).

Scenario-specific Hero actions

Make Haste: If there is no Terrain Card in the Quest Area, heroes may pay 8☀ to Spawn 1 Terrain in the Quest Area.

Scenario-specific Enemy actions

Raise the alarm (🔔): If the Acolyte being activated is in the Quest Area, remove it and increase the 💀 by 1. If the 💀 is 8/7/6/6 or higher, heroes **lose**.

Poison (⊙): Check rulebook p. 3

Enemy Phase

⚔	-1/0	+1	+2	+3	+4/+5
Acolyte	🔔/🔵	🔔/🗡	🔔/🔵	🔔/🔵	🗡+⊙
Guard	🔵+🗡	🗡	⊙	🔵/🗡	⭐+⊙
Boneworm	🗡/⭐	⊙/⭐	🗡/🗡	🗡	⭐
Rottika	⭐+🗡	🗡+🗡	🗡/⭐	⊙/⭐	🗡
Chi'leen	⭐+🗡	🗡+🗡	⭐/🗡	🗡	🔵+🗡

Quest Phase

If there is a Door in play, do nothing. If there is no Door use the correct table, on the below and right:

💀	👤
0	Discard all Terrain and spawn 1 Enemy and 1 Terrain in the Quest Area.
1	Discard all Terrain and spawn 2 Enemies and 1 Terrain in the Quest Area.
2	Discard all Terrain and spawn 1 Enemy and 1 Terrain in the Quest Area.
3+	Discard all Terrain and spawn 2 Enemies and 1 Terrain in the Quest Area.

💀	👤👤
1	Discard all Terrain and spawn 3 Enemies and 1 Terrain in the Quest Area.
2	Discard all Terrain and spawn 2 Enemies and 1 Terrain in the Quest Area.
3+	Discard all Terrain and spawn 3 Enemies and 1 Terrain in the Quest Area.

💀	👤👤👤 / 👤👤👤👤
1	Discard all Terrain and spawn 3 Enemies and 1 Terrain in the Quest Area.
2	Discard all Terrain and spawn 4 Enemies and 1 Terrain in the Quest Area.
3+	Discard all Terrain and spawn 3 Enemies and 1 Terrain in the Quest Area.

End Phase

Increase the 💀 by 1. If the is 8/7/6/6 or higher, heroes **lose**.

Aftermath

We have made it out alive. Crawling out into the light, we leave a trail of the demon's blood as it still drips off of our swords and axes. A deer trail leads us to a small road that will bring us back to the nearest village. With little more than a few coppers to our name and little to trade with, it will be a meager living, but we feel determined to spread the word on what has happened as fast as we can. We can only guess what a futile task it might be.

Reward

All heroes *may* remove all 🗡 and all ☘ from their deck.

CAMPAIGN #1: OLD FRIENDS

Campaign requirements

No requirements.

Campaign set up

Prepare the campaign-specific item deck for this campaign:

- Ancestral Bracelet
- Holy Amulet
- Leather Armour
- Spear

AN OATH OF BLOOD

An Oath of Blood is the first part of the Old Friends campaign and it comes with no specific requirements.

There's a foul stench in the air as the last guests stumble upstairs, some still shaking their heads at what they have just heard.

"Fools," Niffil curses as it dawns on him that another attempt at spreading the word of the dangers of the "Cult of Change" has failed.

"These peasants wouldn't believe it if a demon ate their cattle!" Elisa added. Bastian shakes his head, not liking this kind of talk but finding it hard to disagree.

Olazábal waves at Darron for another round. Staggering over, Bastian noticed that the innkeeper is carrying not only a tankard but also a slightly tarnished letter.

"Before I forget again, this came for you Bastian." Darron mumbles,

"I think it's from the East somewhere", he continues, slamming Bastian's foaming tankard on the table beside it.

The wax seal tells Bastian who it's from and a gnawing feeling in his gut warns him what it's about. He doesn't want to get involved, but he has no choice.

Reading the letter didn't take long, neither did the decision making. It was time to go, again.

The raw surface of the parchment still rubs his skin raw as it lies pressed between his chest and his tunic. An old friend from the Gory legions, Rutilus, has requested his help. There have been several assaults on villages in the East by an Orcish tribe and with the Gory bureaucracy being the way it is, reinforcements have been scarce and poorly trained. Every fiber of his being struggles against his decision to come here but he has made an oath and to that, all of us are bound.

It's starting to get dark as Bastian leads us to a small hillock. He shows us an unremarkable looking village in the distance. Some battlements have been established to protect the village. In the vaning light of the day it is clear that a battle is taking place and the Gory's auxiliary legionaries are hardly a match for the onslaught of relentless orcs.

Bastian ponders his options but finally decides to lead us straight into the heart of the battle. He hopes the orcs will soon retreat once they meet more resistance.

Starting Setup

Set 💀 to 1.

There is no Terrain Deck on this scenario.

Select the challenge level of your liking from the seven alternative starting setups below and follow the number of heroes (👤) indicated.

Difficulty 1 (👤=🟢)	
Enemy Deck:	2 Orc Archers, 2 Orc Huntmasters and 2 Orc Skirmishers
Quest Area:	1 Orc Archer and 1 Orc Skirmisher

Difficulty 2 (👤=🟡)	
Enemy Deck:	2 Orc Archers, 1 Orc Huntmaster, 3 Orc Skirmishers
Quest Area:	2 Orc Archers and 1 Orc Skirmisher

Difficulty 3 (👤=🔴 / 👤👤=🟢)

Enemy Deck:	3 Orc Archers, 2 Orc Huntmasters and 3 Orc Skirmishers
Quest Area:	1 Orc Archer and 1 Orc Skirmisher and 1 Orc Huntmaster

Difficulty 4 (👤👤=🟡 / 👤👤👤=🟢)

Enemy Deck:	3 Orc Archers, 2 Orc Huntmasters and 3 Orc Skirmishers
Quest Area:	1 Orc Archer, 2 Orc Skirmishers and 1 Orc Huntmaster

Difficulty 5 (👤👤=🔴 / 👤👤👤=🟡 / 👤👤👤👤=🟢)

Enemy Deck:	3 Orc Archers, 2 Orc Huntmasters and 3 Orc Skirmishers
Quest Area:	2 Orc Archers, 1 Orc Huntmaster, 2 Orc Skirmishers

Difficulty 6 (👤👤👤=🔴 / 👤👤👤👤=🟡)

Enemy Deck:	2 Orc Archers, 2 Orc Huntmasters and 4 Orc Skirmishers
Quest Area:	3 Orc Archers, 2 Orc Skirmishers and 1 Orc Huntmaster

Difficulty 7 (👤👤👤👤=🔴)

Enemy Deck:	3 Orc Archers, 1 Orc Huntmaster and 4 Orc Skirmishers
Quest Area:	2 Orc Archers, 2 Orc Skirmishers and 2 Orc Huntmasters

Scenario-specific Rules

The goal of the scenario is to defend the village long enough for the Orcs to get tired and retreat. If the 💀 is 7/6/5/5 or higher in the **End Phase**, the heroes **win**.

Barrage: When so specified by the 💀 level, there is a Barrage Attack (X 🗡 1🗡) at the end of the Quest Phase. This counts as a normal 🗡 that is not performed by any enemy in any area. This targets *all* heroes *individually* and a new 🟫 is drawn for each 🗡.

Enemy Phase

🟫	-1/0	+1	+2	+3	+4/+5
Orc Skirmisher	🗡+🔵 /🌟	🔵+🌟+🗡	🌟/🗡	🌟+🗡	🌟/🔊1
Orc Huntmaster	🔵/🔊1	**Support** Orc Skirmisher + all Orc Skirmishers 🔵/🗡	**Support** Orc Archers + all Orc Archers 🔵/🔊1	**Support** Orc Archers + all Orc Archers 🔵/🗡	**Support** Orc Skirmisher + all Orc Skirmishers 🗡/🪵2
Orc Archer	🗡	🔵/🗡	🗡	🗡	🔵/🗡

Reminder: Enemy actions are related symbols are all explained in the rulebook p. 12-13.

Attack 🗡

Disengage 🔵

Engage 🌟

Intimidate 🔊

Obstruct 🪵

Quest Phase

Select suitable table for the amount of Heroes and 💀 level from below:

💀	👤
1	Spawn 1 Enemy in the Quest Area.
2	Spawn 1 Enemy in the Quest Area. Barrage 1.
3	Spawn 1 Enemy in the Quest Area.
4	Spawn 1 Enemy in the Quest Area. Barrage 2.
5	Spawn 2 Enemies in the Quest Area.
6	Barrage 3.

💀	👤👤
1	Spawn 2 Enemies in the Quest Area.
2	Spawn 2 Enemies in the Quest Area. Barrage 2.
3	Spawn 2 Enemies in the Quest Area.
4	Spawn 2 Enemies in the Quest Area. Barrage 3.
5	Barrage 4.

💀	👤👤👤
1	Spawn 3 Enemies in the Quest Area.
2	Spawn 2 Enemies in the Quest Area. Barrage 2.
3	Spawn 3 Enemies in the Quest Area.
4	Barrage 4.

💀	👤👤👤👤
1	Spawn 3 Enemies in the Quest Area.
2	Spawn 3 Enemies in the Quest Area. Barrage 2.
3	Spawn 2 Enemies in the Quest Area.
4	Barrage 3.

End Phase

Increase the 💀 by 1. If the 💀 is 7/6/5/5 or higher, heroes **win**.

Aftermath

As the orcs retreat, Bastian finds Rutilus hunched down next to another soldier lying on the ground. A massive, battle battered tower shield has been shoved into the ground. Bastian stops a few steps in front of him, the enormous tower shield in-between Rutilus and himself.

Rutilus has removed his helmet to reveal the few strands of white hair that still remain on his scarred head. Bastian's old friend has become ever more battle-worn since they last met. His hands are moving across the body of the soldier on the ground. Bastian initially thought that Rutilus was tending to the soldier's wounds but now realizes that he is merely relieving the corpse of pieces of equipment still needed for the living.

"You came," Rutilus says without looking up, his hands still stripping the corpse.

"Our oath demands it, but I believe this makes us even," Bastian replies.

Rutilus looks up at him with a cold stare.

"I won't let you leave, like last time," he says, standing up slowly, his eyes now burning with anger. In his hand, he is holding the blood-soaked breastplate of their fallen comrade.

Bastian feels like the battered shield is a barrier holding Rutilus back, stopping him from acting on his anger.

"Is it my old one?" Bastian asks, pointing at the shield.

"It is," Rutilus replies.

It's midnight by the time Bastian finds himself sitting down by the fire next to Rutilus.

"They've been coming endlessly for the past few weeks," Rutilus begins.

Bastian is still puzzled at the thought of so many Orcs this far west. What would drive them to such a desperate assault?

As if reading his mind, Rutilus continues.

"No matter their reasons, we need to cut off the head of this horde".

Bastian was afraid that Rutilus would say so, yet deep in his thoughts, he knew it was the only possible thing to ask for. He had left the army to get away from the ruthless efficiency of the Gory army, but turning down a former Brother in Arms was not on the cards.

Niffil emerged silently from the darkness and sat down on the other side of Bastian.

"I've done some prying," he says. "It would seem that the force that attacked us was significantly smaller than the tribe to which it belongs. For whatever reasons, it would seem that many stayed in their old territories while a small force moved this far west separately."

Something doesn't sit quite right here. A tribe would never split up like this without exceptional reasons. Bastian feels compelled to investigate what's happening by traveling Eastward but Rutilus' words still ring in his ears and he knows that killing the Khan would be the safest way to drive them off.

Heroes may now continue the campaign by trying to find out what drove the orcs off their lands in The Ashes of the Past (2A) or by going after the Khan in Fight for the Hill (2B).

Reward

All Heroes may remove up to 3 🗡 and all ☠ from their deck.

Draw 4/3/2/1 items from the campaign-specific item deck and add one of them to the Heroes' Item Pool.

THE ASHES OF THE PAST

The Ashes of the Past (2A) is the second part of the Old Friends campaign.

Requirements

Must have won the scenario *An Oath of Blood* and not have played *Fight for the Hill*.

There is smoke in the distance - it's been there for a while already - as we start to climb the last hill that leads to the small village of Calacta. Bastian had often traveled through these parts while still leading the Legions of Gory, but not much of what he remembers is recognizable as we reach the top. Once a quiet place that would come to life twice a year as Gory legionnaires traveled through on their way to different stations in the East, all that now remains are cooling piles of ash. The Orcish horde has ravaged what is left of this beaten settlement. What little resistance had been mustered by the villagers is now mobilized around the Old Hilltop Inn. By the looks of it, the Inn has just caught fire as we approach to save whoever is still alive in there.

Scenario-specific Rules

The goal of the scenario is to save all of the *Innocents* trapped in the burning inn using the *Clear the Way* action. If there are no Innocents in play or in the terrain deck and no Fire terrain cards in play in the End Phase, the heroes **win**.

Heroes **lose** if any of the following occurs.

- The ☠ is 7/6/5/5 or higher at the end of the End Phase.
- There are ever 3 or more "Fire" terrain cards in the Quest Area.

Rubble increases the costs of engaging and disengaging enemies and of the Inspect and Explore actions by 3❄. This counts as a negative terrain effect.

Fiery Inferno: At the beginning of the Quest Phase, All heroes, allies and enemies receive one ❤ per Fire terrain card in play and one ☠ per Rubble. This counts as a negative terrain effect and not as an 🗡. (Heroes put those cards straight into their hand, and Enemies/Allies attach

them).

Difficulty 1 (🧍=🟢)

Enemy Deck:	2 Orc Archers, 2 Orc Netcasters and 2 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 2 Rubble
Quest Area:	1 Orc Archer, 1 Orc Netcaster
	Spawn 1 Terrain in the Quest Area.
☠	0

Difficulty 2 (🧍=🟡)

Enemy Deck:	2 Orc Archers, 1 Orc Netcaster and 2 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 2 Rubble
Quest Area:	1 Orc Archer, 1 Orc Skirmisher
	Spawn 1 Terrain in the Quest Area.
☠	1

Difficulty 3 (🧍=🔴 / 🧍🧍=🟢)

Enemy Deck:	4 Orc Archers, 2 Orc Netcaster and 4 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 2 Rubble
Quest Area:	1 Orc Archer, 1 Orc Netcaster, 1 Orc Skirmisher
	Spawn 1 Terrain in the Quest Area.
☠	1

Difficulty 4 (🧍🧍=🟡 / 🧍🧍🧍=🟢)

Enemy Deck:	4 Orc Archers, 2 Orc Netcaster and 4 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 3 Rubble
Quest Area:	1 Orc Archer, 1 Orc Netcaster, 1 Orc Skirmisher
	Spawn 1 Terrain in the Quest Area.
☠	1

Starting Setup

Difficulty 5 (🧍🧍=🔴 / 🧍🧍🧍=🟡 / 🧍🧍🧍🧍=🟢)

Enemy Deck:	3 Orc Archers, 2 Orc Netcasters and 5 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 3 Rubble
Quest Area:	2 Orc Archers, 1 Orc Netcaster, 1 Orc skirmisher
	Spawn 1 Terrain in the Quest Area.
☠	1

Difficulty 6 (🧍🧍🧍=🔴 / 🧍🧍🧍🧍=🟡)

Enemy Deck:	3 Orc Archers, 2 Orc Netcasters and 4 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 3 Rubble
Quest Area:	2 Orc Archers, 1 Orc Netcaster, 2 Orc Skirmishers
	Spawn 1 Terrain in the Quest Area.
☠	1

Difficulty 7 (🧍🧍🧍🧍=🔴)

Enemy Deck:	3 Orc Archers, 2 Orc Netcasters and 4 Orc Skirmishers
Terrain Deck:	4 Fire, 4 Innocents, 4 Rubble
Quest Area:	2 Orc Archers, 1 Orc Netcaster, 2 Orc Skirmishers
	Spawn 1 Terrain in the Quest Area.
☠	1

Scenario-specific hero actions

Clear the Way: A hero with no enemy in their Hero Area may discard a card and put one ⚙-card into their hand to remove a terrain card (Innocents, Rubble or Fire) from the Quest Area. Innocents can only be removed if there are no Fire cards in the Quest Area.

Inspect: Spend 2☀ to look at the top card of the Terrain deck.

Explore: Spend 8☀ to Spawn a Terrain card in the Quest Area.

Enemy Phase

	-1/0	+1	+2	+3	+4/+5
Orc Netcaster	⚙/☀+ 🏚2+☁1	⚙/☁2	⚙+✊	⊙	⚙+☁1
Orc Skirmisher	✊/☀	☀+✊	✊/☀+✊	✊+☀/✊	✊/☀
Orc Archer	⚙+✊	⚙+✊	⚙/⚙+✊	⚙/⚙	☀/☀+✊

Quest Phase

Select suitable table for the amount of Heroes and 💀 level, from the below:

💀	👤
1-5	Fiery Inferno. Spawn 1 Enemy and 1 Terrain in the Quest Area.
6	Fiery Inferno.

💀	👤👤
1	Fiery Inferno. Spawn 2 Enemies and 1 Terrain in the Quest Area.
2	Fiery Inferno. Spawn 3 Enemies and 1 Terrain in the Quest Area.
3	Fiery Inferno. Spawn 2 Enemies and 1 Terrain in the Quest Area.
4	Fiery Inferno. Spawn 3 Enemies and 1 Terrain in the Quest Area.
5	Fiery Inferno.

💀	👤👤👤
1	Fiery Inferno. Spawn 3 Enemies and 1 Terrain in the Quest Area.
2	Fiery Inferno. Spawn 2 Enemies and 1 Terrain in the Quest Area.
3	Fiery Inferno. Spawn 3 Enemies and 1 Terrain in the Quest Area.
4	Fiery Inferno.

💀	👤👤👤👤
1-3	Fiery Inferno. Spawn 3 Enemies and 1 Terrain in the Quest Area.
4	Fiery Inferno.

End Phase

If there are **no Innocents** in the Quest Area or the terrain deck and no Fire terrain cards in the Quest Area, the heroes **win**.

Increase the 💀 by 1. If the 💀 is 7/6/5/5, heroes **lose**.

Aftermath

As we pull the last civilian out of the hellish inferno that used to be a quiet Inn, the roof comes crashing down, immolating the orcish warriors still inside. Our arrival ensures that the orcs see a speedy retreat as the best option. In a matter of moments, they soundlessly vanish in the smoke and haze. An experience that Bastian has lived through countless times - but still, it felt eerie.

The Innkeeper approaches, dragging a captured orc whose legs have been crushed by the collapsing roof. Bastian kneels with creaking joints besides the orc, trying hard to hear his faint whispers. Bubbling blood and slurring makes it appear difficult, but it's clear that some message is passed. Niffil looks astonished that Bastian speaks Orcish. Nevertheless, Bastian never reveals what the orc said but just stands up and speaks in his customary laconic tone, "It's influence is spreading like a plague. The Cult is here."

It seems as though killing the Demon had only been the beginning.

Reward

All Heroes may remove up to 4🩸 and all ☠ from their deck. Draw 4/3/2/1 items from the campaign-specific item deck and add one of them to the heroes' Item Pool.

Heroes may now confront the source the Cult's spread in *Heart of Darkness* (3A).

HEART OF DARKNESS

The Heart of Darkness (3A) is the third part of Old Friends campaign.

Requirements

Must have won the scenario The Ashes of the Past.

A trail of crazed orcs and burned homesteads leads us to the Eastern steppes. The steppes that the nobles of Gory vaingloriously draw in their maps as 'part of Gory', but which in reality has always been part of the Orcish lands.

We managed to capture a human traitor whom the orcs had used as a pack mule. Interrogating the poor sod merely clarifies that Bastian was right: An Orcish Shaman has been corrupted by the Cult of Change, and as her influence grows, the Khan is finding his control of the Tribe weakening.

What drove the Khan to move West to pillage rather than confronting the Shaman we will probably never know, but now, it is up to us, once again, to confront the Cult and to stop the spread of its corrupting tendrils.

Starting setup

Difficulty 1 (👤 = 🟢)	
Enemy Deck:	2 Acolytes, 2 Boneworms, 2 Rotikkas.
Quest Area:	1 Acolyte, 1 Orc Netcaster 1 Orc Skirmisher
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	0

Difficulty 2 (👤 = 🟡)	
Enemy Deck:	2 Acolytes, 2 Boneworms and 2 Rotikkas.
Quest Area:	1 Acolyte, 1 Boneworm and 1 Orc Skirmisher
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	1

Difficulty 3 (👤=🔴 / 👤👤=🟢)

Enemy Deck:	2 Acolytes, 3 Boneworms, 2 Rotikkas.
Quest Area:	1 Acolyte, 2 Orc Netcasters and 2 Orc skirmishers
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	1

Difficulty 4 (👤👤=🟡 / 👤👤👤=🟢)

Enemy Deck:	2 Acolytes, 3 Boneworms and 3 Rotikkas.
Quest Area:	1 Acolyte, 2 Orc Netcasters and 2 Orc Skirmishers
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	1

Difficulty 5 (👤👤=🔴 / 👤👤👤=🟡 / 👤👤👤👤=🟢)

Enemy Deck:	3 Acolytes, 3 Boneworms and 3 Rotikkas.
Quest Area:	2 Acolytes, 2 Orc Netcasters and 2 Orc Skirmishers
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	1

Difficulty 6 (👤👤👤=🔴 / 👤👤👤👤=🟡)

Enemy Deck:	3 Acolytes, 3 Boneworms and 3 Rotikkas.
Quest Area:	3 Acolytes, 2 Orc Netcasters and 2 Orc Skirmishers
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	1

Difficulty 7 (👤👤👤👤=🔴)

Enemy Deck:	3 Acolytes, 3 Boneworms and 3 Rotikkas.
Quest Area:	3 Acolytes, 3 Orc Skirmishers and 2 Orc Netcasters
	Put 1 Corrupted Shaman at the bottom of the Enemy Deck.
💀	1

Scenario-specific Rules

The goal of the scenario is to kill the Corrupted Shaman to put a definitive end to her corrupting influence over the orcs. Heroes win when the Corrupted Shaman is dead.

No enemies can be spawned while a portcullis is in play (See Quest Phase).

A Portcullis can be removed by either attacking it or opening it using (See Doors and Portcullises).

Portcullis: 2+ 🟫🟫☀️ / 2+ 🟫🟫🟫🛡️

Unholy Protection: The Shaman can not be attacked or receive wounds while any 🌸 are in play.

Scenario-specific hero actions

Delve Deeper: If there is no Portcullis in play a hero may pay 5 ☀️ to Spawn 1 Enemy in the Quest Area.

Special enemy actions

Close the Gate: If the acolyte being activated is in the Quest Area, remove it and put a Portcullis in the Quest Area. There can never be more than one portcullis in the quest area at any given time. An acolyte will be removed even if there is a portcullis in play.

Sacrifice: Remove all non-🌸 (Boneworms and Rotikkas are 🌸) in the same area as the Corrupted Shaman. Summon X Rotikkas in that Area, where X is the number of non-🌸 removed.

Enemy Phase

🟫	-1/0	+1	+2	+3	+4/+5
Acolyte	Support Corrupted Shaman / ⚙️	Close the Gate / ⚙️	Close the Gate / ⚙️	Close the Gate / 🟣	⚙️ + Close the Gate
Rotikka	⭐+🩸	⭐+🩸	🟣/⭐	🟣/⭐	⭐+🩸
Orc Netcaster	Support Corrupted Shaman + 🩸	🪤1 + 💀1	Support Corrupted Shaman / ⚙️ + 🪤1 + 📢1	Support Corrupted Shaman + 🩸	🪤1 + 📢1
Boneworm	🟣/⭐	🟣/⭐	🩸/⭐	⭐	🩸/⭐
Orc Skirmisher	Support Corrupted Shaman / 🩸	⚙️+⭐+🩸	Support Corrupted Shaman/ ⚙️+⭐+🩸	Support Corrupted Shaman/ ⭐	⭐+⚙️+🩸
Orc Archer	⚙️+🩸	⚙️+🩸	⚙️/🩸	⚙️/🩸	⭐+⚙️+🩸
Corrupted Shaman	Sacrifice	🟣+⚙️	Sacrifice	Sacrifice	🟣+⚙️

Quest Phase

💀	👤 / 👤👤
1-4	If there is a Portcullis in play, do nothing. Otherwise, Spawn 1 Enemy.
5	Do nothing

💀	👤👤👤 / 👤👤👤👤
1-3	If there is a Portcullis in play, do nothing. Otherwise, Spawn 2 Enemies.
4	Do nothing

End Phase

Increase the 💀 by one. If the 💀 is 6/6/5/5, heroes **lose**.

Aftermath

A chill sweeps over us as we stand in front of the Shaman's lifeless corpse. It's the same unnatural cold we felt in the Abyssal Rift as the demon let out its dying breath. Tyra is busy squashing a few straggling Boneworms that, without the link to their leader, have now simply gone feral and can easily be dealt with. How had the cult's influence found its way this far east? How could it have corrupted the Orcs, a people with such an ingrained hatred of magic?

Many questions remain unanswered as we head back West, but Bastian's oath to Rutilus has been honored. The rest of us don't know what it entailed or even why he had made such an oath. Nonetheless, it is clear that a weight has been lifted off of our friend's shoulders as we leave the remains of the former encampment of the 5th Legion of Gory.

Reward

Heroes have **won** the Old Friends campaign.

All Heroes may remove all 🩸 and all 🗿 from their deck.

Bastian "Sword of the Gory Empire" is now unlocked.

Note on the Campaign Sheet that the Corrupted Shaman is dead.

FIGHT FOR THE HILL

The *Fight for the Hill* (2B) is the second part of the *Old Friends* campaign.

Requirements

Must have won the scenario An Oath of Blood and not played Ashes of the Past.

Rutilus gives no more than a content nod when Bastian offers our assistance to run after the Khan. It looks evident that is just what Bastian expected. No words were needed - and in moments, we were en route.

Things quickly fall into an uncanny rhythm as Bastian and Rutilus start organizing the hunt. There is a quiet understanding of hierarchy in our small posse. Their mutual experiences in the Legions had unmistakably created a ruthlessly efficient but joyless structure, where the two men seem to meld together as one soulless creature intent on killing the Khan, no matter the cost.

We head westward over the steppes and between small corpses, occasionally following trails left by the scared peasants who have left their cattle and grain behind in order to save their lives.

The relatively peaceful and fast movement of the Khans horde suggests they have somewhere to go, a purpose above just plunder and slaughter.

In the vicinity of the Great Forest of Silva Sanguinum in the North East of Gory, we notice that the orcs seem to have been split up into two. Based on the evidence Bastian, Niffil, and Rutilus examine, both hordes have evidently had some skirmishes with some losses.

This seems to have been the destination of the Khan. At the hilltop, an old, long-abandoned legionnaire fortress still stands. To his surprise, Bastian notices that the Khan has chosen to set up his archers on top of the remaining fortifications.

"So this is where he wants to make his last stand," Rutilus mutters laconically.

"I wouldn't have expected an Orc to choose such strategic positioning," he muses as he sets up some maps of the area.

"There is no way to approach his position with those archers up there. You will take the Triarii and your friends and take the north"

I had expected Bastian to object to such a risky plan, but he just nods in agreement and goes out to gather the soldiers.

Starting Setup

Difficulty 1 (🧍=🟢)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 1 Orc Skirmisher.
Quest Area:	2 Orc Archers and 1 Barricade
💀	0

Difficulty 2 (🧍=🟡)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 1 Orc Skirmisher.
Quest Area:	2 Orc Archers and 1 Barricade
💀	1

Difficulty 3 (🧍=🔴 / 🧍🧍=🟢)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 2 Orc Skirmishers.
Quest Area:	3 Orc Archers and 1 Barricade
💀	1

Difficulty 4 (🧍🧍=🟡 / 🧍🧍🧍=🟢)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 3 Orc Skirmishers.
Quest Area:	3 Orc Archers and 1 Barricade
💀	1

Difficulty 5 (🧍🧍=🔴 / 🧍🧍🧍=🟡 / 🧍🧍🧍🧍=🟢)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 3 Orc Skirmishers.
Quest Area:	4 Orc Archers and 1 Barricade
💀	1

Difficulty 6 (🧍🧍🧍=🔴 / 🧍🧍🧍🧍=🟡)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 3 Orc Skirmishers.
Quest Area:	5 Orc Archers and 1 Barricade
💀	1

Difficulty 7 (🧍🧍🧍🧍=🔴)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters and 3 Orc Skirmishers.
Quest Area:	5 Orc Archers, 1 Barricade and Spawn 1 Enemy
💀	1

Scenario-specific Rules

The goal of the scenario is to kill all Archers so that Rutilus' forces can attack the main orc forces. Heroes **win** if there are no Archers in play in the **End Phase**. Once this condition has been met the scenario ends and the current 💀 value should be noted on the campaign sheet. It will be the starting 💀 in the next scenario 3B.

Enemies in the Quest area can not be targeted by any attacks or other effects as long as there is a Barricade there. They can be engaged normally.

Any hero with no enemies in their Hero Area may attack the barricade as if it is within range 1. For every 🗡 caused, attach one 🗡 card to the Barricade face down. Remove it from play whenever there are 3 or more 🗡 attached to the Barricade.

Barricade: ▧ + ▧ 🛡

🗡 do not affect the Barricade's 🛡.

Whenever a hero engages an Orc Archer from the Quest Area, spawn 1 enemy in that Hero Area.

Enemy Phase

▧	-1/0	+1	+2	+3	+4/+5
Orc Netcaster	Support Orc Archer + 🟢 Orc Archer 1 / 📡 1	🛏 4	Support Orc Archer + 🟢 Orc Archer 1	📡/📡 1 + 🛏 1	⭐+📡 1+ 🛏 1
Orc Skirmisher	🗡+📡/⭐	⭐+⭐+ 🗡	📡/⭐	⭐+🗡	Support Orc Archer + 🟢 Orc Archer 2
Orc Huntmaster	📡/🗡	Support Orc Skirmishers + all Orc Skirmishers	Support Orc Archers + all Orc Archers 📡 / 📡 1	🗡	Support Orc Archers and all Orc Archers 📡/📡 1
Orc Archer	📡/🗡	📡/🗡	🗡	📡/🗡	⭐+🗡

Quest Phase

💀	🧍
2+	If there is a Barricade in play, spawn 1 enemy in the Quest Area.

💀	🧍🧍
3+	If there is a Barricade in play, spawn 1 enemy in the Quest Area.

💀	🧍🧍🧍
4+	If there is a Barricade in play, spawn 1 enemy in the Quest Area.

💀	🧍🧍🧍🧍
4+	If there is a Barricade in play, spawn 1 enemy in the Quest Area.

End Phase

Increase the 💀 by 1.

If there are no Orc Archers in play, the heroes have **won** and the 💀 should be recorded for the next scenario.

Aftermath

Rutilus had been right. Once the fortification on the hill fell, the orcs were forced to retreat. Luckily Niffil spotted the Khan retreating towards a cave or he would have escaped. We immediately gave chase, but now realize that there is nowhere for the Khan to run - the cave is a dead end.

Reward

No reward.

Heroes may now continue by attacking the Khan in A Long-awaited Goodbye (3B).

A LONG-AWAITED GOODBYE

A Long-Awaited Goodbye (3B) is the third part of Old Friends campaign.

Requirements

Players most have won the scenario *Fight for the Hill*.

Everybody is standing in a large cavern opening with a cluster of the retreated Orcs. Most of the Orcs are wounded and barely a handful of them can even stand unaided to greet us. In the middle of the hall squats the Khan. He stands up slowly and stares at each of us in turn.

In the Khan's eyes, where there should have been a wounded fury and unsated bloodlust, there is only a deep melancholy.

"She told me it would be you", he says with a low crumbling voice.

Something of a shockwave goes through the room at those words as if he has voiced something unspeakable.

"Just before we rode west, she told me that once more, the Butcher of the 5th would wield the blade. And that blade would send me to the Ancestors", the Khan continues. His voice is laced with resignation.

His words make Bastian shiver, he has not heard anyone refer to his past in the 5th Legion in a long while. And he had much preferred it that way.

Starting setup

Set the 💀 to the final value from the *Fight for the Hill* scenario.

Difficulty 1 (🧍=🟢)

Enemy Deck:	1 Orc Huntmaster, 2 Orc Netcasters, 2 Orc Shamans and 2 Orc Skirmishers.
Quest Area:	The Orc Khan, 1 Orc Netcaster and 1 Orc Shaman

Difficulty 2 (🧍🧍=🟡)

| Enemy Deck:	2 Orc Netcasters, 2 Orc Shamans and 4 Orc Skirmishers.
Quest Area:	The Orc Khan, 1 Orc Shaman and 1 Orc Skirmisher

Difficulty 3 (🧍🧍=🔴 / 🧍🧍🧍=🟢)

Enemy Deck:	2 Orc Archers, 2 Orc Huntmasters, 2 Orc Shamans and 2 Orc Skirmishers.
Quest Area:	The Orc Khan, 1 Orc Netcaster, 1 Orc Shaman and 1 Orc Skirmisher

Difficulty 4 (🧍🧍🧍=🟡 / 🧍🧍🧍🧍=🟢)

Enemy Deck:	2 Orc Archers, 2 Orc Huntmasters, 2 Orc Shamans and 2 Orc Skirmishers.
Quest Area:	The Orc Khan, 1 Orc Netcasters, 1 Orc Shaman and 2 Orc Skirmishers

Difficulty 5 (🧍🧍🧍=🔴 / 🧍🧍🧍🧍=🟡 / 🧍🧍🧍🧍🧍=🟢)

Enemy Deck:	2 Orc Archers, 2 Orc Huntmasters, 2 Orc Shamans and 3 Orc Skirmishers.
Quest Area:	The Orc Khan, 2 Orc Netcasters, 1 Orc Shaman and 2 Orc Skirmishers

Difficulty 6 (🧍🧍🧍🧍=🔴 / 🧍🧍🧍🧍🧍=🟡)

Enemy Deck:	3 Orc Archers, 2 Orc Huntmasters, 2 Orc Shamans and 3 Orc Skirmishers.
Quest Area:	The Orc Khan, 2 Orc Netcasters, 2 Orc Shamans and 2 Orc Skirmishers

Difficulty 7 (🧍🧍🧍🧍🧍=🔴)

Enemy Deck:	3 Orc Archers, 2 Orc Huntmasters, 2 Orc Shamans and 3 Orc Skirmishers.
Quest Area:	The Orc Khan, 2 Orc Netcasters, 1 Orc Shaman and 3 Orc Skirmishers

Scenario-specific Rules

The goal of the scenario is to kill the Orc Khan. Heroes **win** when the Orc Khan is dead.

The Orc Khan has ⚔ equal to the number of Orcs in play and 🛡 equal to two times the number of Orcs in play.

Enemy Activation

	-1/0	+1	+2	+3	+4/+5
Orc Shaman	Support Orc Khan + Orc Khan 1	Support ❀+ 💚 🌀1	Support ❀ + 💚 🌀1	Support Orc Khan + 💚 Orc Khan 1	🌟+🟣
Orc Netcaster	🪜1+🌀1	🌀/⚔	Support Orc Khan + 💚 Orc Khan 1	Support Orc Khan + 🌀1	🌀/⚔
Orc Skirmisher	🌟+⚔	🌟+⚔	🌟/⚔	🌟/⚔	🌟/⚔ + 🌀/
Orc Archer	🌀/⚔	🌀/⚔	🌀/⚔	🌀/⚔	🌟+⚔ /
Orc Huntmaster	🌀/⚔	Support Orc Skirmisher + all Orc Skirmishers 🌀/⚔	🌀1 + 🪜2 / 🌟	⚔/🌟	Support Orc Shaman + all Orc Shaman ⚔/🌀1 + 🪜2
Orc Khan	🌀/⚔	🌟+⚔	Support ❀ + ⚔	Support ❀ + ⚔	⚔

Quest Phase

💀	🧍
0	All enemies receive one 🩸. Spawn 1 enemy in the Quest Area.
1+	Spawn 2 enemies in the Quest Area.

💀	🧍 🧍
0	All enemies receive one 🩸. Spawn 2 enemies in the Quest Area.
1+	Spawn 2 enemies in the Quest Area.

💀	🧍 🧍 🧍
0	All enemies receive one 🩸. Spawn 2 enemies in the Quest Area.
1+	Spawn 3 enemies in the Quest Area.

💀	🧍 🧍 🧍 🧍
0	All enemies receive one 🩸. Spawn 2 enemies in the Quest Area.
1+	Spawn 3 enemies in the Quest Area.

End Phase

Reduce the 💀 by 1.

Aftermath

The Khan lies dead at Bastian's feet, but there is no sense of joy or relief. He feels a hearty clap on his shoulder and hears satisfaction in Rutilus' voice, "I knew you still had it in you."

He turns his head to see the toothless smile of his old friend.

He has been here before, another life taken, another meaningless sacrifice in the name of the Emperor. Again, the orcs had been driven out of Gory, and whoever survives will retreat towards the East. And next spring or the spring after that, another horde would come, as it had for the last three hundred years. Bastian almost weeps as he confesses to himself that killing the Khan has solved nothing. Time will tell, but I predict we will later find this to be true.

Reward

Heroes have **won** the Old Friends campaign.

All Heroes may remove all 🩸 and all 💀 from their deck.

Draw 4/3/2/1 items from the campaign-specific item deck and add one of them to the heroes' Item Pool. Add Bastian's Gladius to the hero item pool.

Note on the Campaign Sheet that the Khan is dead.