

# EUTHIA

TORMENT OF RESURRECTION

## SCENARIO BOOK

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# INTRODUCTION

This booklet contains the rules for the different scenarios. Each scenario has a **difficulty level** (normal, hard, or heroic) and **playtime per player** stated in each of the scenario title.

*For Example: The Hunt scenario has a **normal** difficulty level and takes **30 minutes per player**.*



# THE HUNT

NORMAL 30' / 1

*Like a heavy rain, the ferocious monsters flooded the land. Even people living in the previously safe neighborhoods of the Church are scared to death and refuse to go out day and night. It is time to hunt these creatures down!*

**Game length:** 7 game rounds.

**Goal:** Defeat Level 2 Monsters.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. Chapter IV and V Map tiles are not used in this scenario.

Each player begins the game with a Healing Potion.

## SPECIAL RULES

Whenever you defeat a Level 2 Monster, you may take it as a Trophy as normal. If you do, whenever you would discard it (either to use it to fulfill a Quest or just remove it to make space), keep the Monster card face down near your Hero board instead of discarding it. Similarly, if you choose not to take the Monster as a Trophy, you still keep the card face down near your Hero board.

If you have a Level 2 Monster Trophy in your Sack at the end of the game, count it together with other Level 2 Monsters you defeated during the game.

## FINAL SCORING

In addition to normal scoring, each Hero gains 2 Reputation for each Level 2 Monster they defeated during the game.

The Hunt Map Setup

Chapter		I	II	III
	1P	2*	2*	2*
	2-4P	3	3	3
	1-2P	1	1	1
	3-4P	1	1	2
	1P	3	3	2
	2P	4	3	2
	3P	5	4	3
	4P	6	5	4

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.





The first time you heard about the horrifying group of Monsters terrorizing the area around the Church, it sounded like a fairytale. The threat is real though, and you do not have much time to prepare yourself to defend the last places of hope in Euthia.

This is a **semi-cooperative scenario**. In the Final Battle, if all Heroes are killed, all players lose. Otherwise, all players win.

Alternatively, you can play this scenario fully cooperatively using the Cooperative Game rules in the **Rulebook, page 33**.

**Game length:** 8 standard game rounds followed by 1 special Final Battle Round.

**Goal:** Compete with others for respect and Reputation of Euthia citizens, but fight together against a terrifying group of Enemies (Monsters and/or Elite Monsters) at the end of the game.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table.

Choose one of three difficulty levels for this scenario - **Normal, Hard, or Heroic**. The difficulty determines the strength of opponents Heroes will face at the end of the game.

Each player begins the game with a Healing Potion.

## SPECIAL RULES

### DEATH OF HERO

Whenever your Hero dies, whatever the cause, perform all the regular steps of a Hero Death except for the following 2 changes:

1. Lose only 1 Reputation (instead of 2).
2. If killed in Combat, the Monster-player immediately gains 2 Reputation instead of taking the Hero's token.

### FINAL BATTLE ROUND

At the beginning of round 9, perform the following steps:

1. All Heroes are placed in the Church and their Health is restored to Maximum.
2. Ready all exhausted Items and Abilities.
3. Flip all Gems to their active side.
4. Players can change Equipment and use Out-of-Combat Abilities or Items.

**Note:** In this round, players do not perform Actions, Free Actions, or Move. Therefore, Heroes cannot Train since that requires the Trade Action, or buy a Potion from the Church.

Imminent Threat Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-2P	1	1	1	-	-
	3-4P	1	1	2	-	-
	1P	3	2	2	1	-
	2P	4	3	2	1	-
	3P	5	4	3	1	-
	4P	6	5	4	2	-

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

### FINAL BATTLE SETUP

Before the fight begins, follow these steps:

1. Use the **Table 1 (page 4)** to determine how many Enemies (Monsters and Elite Monsters) to use depending on the chosen difficulty and the number of players. Draw the cards from the appropriate decks.
2. Shuffle the drawn cards together and then lay them out in a line face up. The order of the cards from left to right is the order in which the Enemies will attack.

The Final Battle uses the same rules as for the Solo game:

1. Set aside two dice of another Hero. These are the Monster dice.
2. Return the Control cards into the box, they are not used in the Final Battle.
3. Shuffle the deck of Combat cards and place it face down nearby.
4. From the Gold cards, replace all of the Soul Control cards with the ones that depict the one-player icon.
5. Form 2 piles of cards, the Silver cache and the Gold cache according to the **Table 2 (page 4)**.

**Note:** In the Solo Game, add the appropriate number of Silver and Gold cards to the corresponding cache, i.e. the caches contain the cards collected during the game together with the cards added in this step.

### THE FIGHT BEGINS

At the start of the fight, each Hero may perform one First Strike with suitable Items or Abilities to attack any one Enemy (either a Monster or Elite Monster). Players decide the order in which they attack. If an agreement cannot be made, randomly determine the order. An Enemy can be attacked by more than one Hero.



## COMBAT ROUNDS

The Final Battle takes place over a series of Combat Rounds, each consisting of 4 Phases. This continues until all Enemies have been defeated, or all Heroes die trying.

1. Hero Healing Phase
2. Enemy Attack Phase (see below)

Repeat Phases 1&2 until all Enemies have attacked.

3. Hero Healing Phase
4. Heroes Attack Phase (see below)

Combat follows the normal Solo game rules with the exception of the following:

- ◆ The Die of Hope is not used.
- ◆ The effects of Silver and Gold cards are applied only to the Hero who was attacked by the specific Enemy, see below.

In Phase 2, each Enemy attacks one at a time, in the order of the cards in the line created in setup. When an Enemy attacks, players must choose one Hero to be attacked. If players cannot agree, determine randomly. A Hero can be attacked more than once in this Phase.

In Phase 4, each Hero attacks any one Enemy with a non-First Strike Weapon or Combat Ability using any other Items and Abilities as per a normal Hero Attack Phase. Heroes can attack in any order and an Enemy can be attacked more than once in this Phase.

Heroes do not receive any Rewards for defeating Enemies in the Final Battle.

## INTERACTION BETWEEN HEROES

During the Final Battle, Heroes can Heal other Heroes using Water Essences, Healing Potions, or Healing Scrolls. Heroes can use their Gaar tokens in another Hero's attack to adjust the Monster-player's roll (not the Hero roll).

Any other interaction between players is forbidden, e.g. giving a Gaar token or any other Item to another player, using Abilities or Equipment to help other players, etc.

## HERO DEATH IN COMBAT

If your Hero dies during the Final Battle, you do not lose any Reputation but you take no further part in the game.

## SCENARIO RESOLUTION



The scenario can end in one of two ways:

- ◆ If all enemies in the Final Battle are defeated, the Heroes have successfully protected the Church. All Heroes win.
- ◆ If all Heroes die in the Final Battle, they have failed to protect the Church and the people of Euthia. All Heroes lose.

Table 1

Enemies						
NORMAL	1P	1	1	0	0	0
	2P	0	0	1	1	0
	3P	1	0	2	0	0
	4P	0	0	2	0	2
HARD	1P	0	2	0	0	0
	2P	0	0	1	0	1
	3P	0	0	2	0	1
	4P	0	0	3	0	1
HEROIC	1P	0	0	0	1	1
	2P	0	2	1	0	0
	3P	0	0	3	0	0
	4P	0	0	4	0	0

Table 2

Cards			
NORMAL	1P	+3	0
	2P	2	2
	3P	3	3
	4P	0	6
HARD	1P	0	+1
	2P	0	3
	3P	3	4
	4P	0	7
HEROIC	1P	0	+2
	2P	0	4
	3P	0	5
	4P	0	8





# LORD'S REQUEST

NORMAL 60' / 

Even with the Mighty Dragons and fierce Monsters circling around the settlements, ordinary life continues in Euthia. The Lord of the Citadel will reward you for fulfilling his demands.

**Game length:** 10 game rounds.

**Goal:** Fulfill as many Quests from the Lord as possible.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. Chapter V Map tiles are not used in this scenario.

Do not choose Encounter Map tiles randomly, but always use Survivors (Chapter I), Weaponsmith (Chapter II), and Lord (Chapter III). In a game of 3 or 4 players, also use the Thieves (Chapter III).

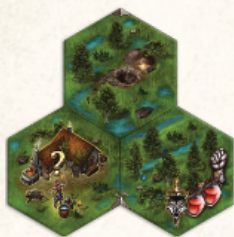
Lord's Request Map Setup

Chapter		I	II	III	IV
	1P	2*	2*	2*	2*
	2-4P	3	3	3	3
	1-2P	!	!	!	-
	3-4P	!	!	!	-
	1P	3	2	2	3
	2P	3	3	3	2
	3P	5	4	3	4
	4P	6	5	6	5

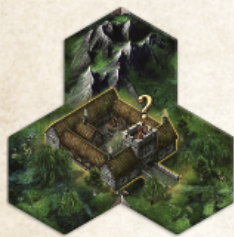
\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.



Survivors



Weaponsmith



Lord



Thieves

Use Level 1 and Level 2 Elite Monsters.

Each player begins the game with a Healing Potion.

## FINAL SCORING

In addition to normal scoring, each Hero gains 2 Reputation for each Lord Quest they fulfilled during the game.





After a few quiet months, another wave of Faer threatens the land; the Monsters are stronger and more ferocious than ever before! It is hard to maintain faith in times like these, when even the Heroes are unsure they can withstand such beasts.

**Game length:** 10 game rounds.

**Goal:** Defeat Monsters enhanced by more Silver and Gold cards.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table.

Use Level 1 and Level 2 Elite Monsters.

Each player begins the game with 5 Gold and 3 Reputation. Note that Heroes do not start with any of their Hero tiles Unveiled; they must still perform the Trade Action to Unveil them as normal.

## SPECIAL RULES

At the beginning of each of the first 6 rounds, each player draws 1 Silver card. From round 7 on, each player draws 1 Gold card (instead of the Silver card) at the beginning of each round.

Every time you defeat a Monster, take a Hero token of a Hero not used in the game and place it on your Hero board.

**Remember:** In the Solo game, any time you draw a Silver or Gold card, also add 1 card of the matching type to the corresponding cache.

## FINAL SCORING

In addition to normal scoring, each Hero gains 1 Reputation for each Hero token of the Hero not used in the game on their Hero board.

Faer Invocation Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-2P	1	1	1	-	-
	3-4P	1	1	2	-	-
	1P	2	2	2	2	-
	2P	3	3	2	2	-
	3P	4	4	3	2	-
	4P	6	5	4	3	-

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.





A kind but simple-minded Crystal Golem has been controlled by dark magic and is devastating the land. The Golem knows of his behavior; as he frustratingly cannot stop it, he is driven to the brink of insanity. You must work to purify his mind of Faer control. Stop him before he kills more people and causes irreparable damage to the whole countryside.

**Game length:** Up to 11 game rounds.

**Goal:** Free the Crystal Golem from the grip of Faer before the end of round 11.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. Shuffle the Ruins Map tile into Chapter I. Chapter V Map tiles are not used in this scenario.



Ruins

Sort the Level 1 and Level 2 Elite Monster cards. Shuffle each deck separately and place them face down nearby. Place the Level 1 and Level 2 Bounty decks next to them.

**Note:** The setup and rules for Elite Monsters in this scenario are different. See below for details.

Place the Faer Power token on the Reputation track according to the number of players. If over 50, flip the token to the +50 side.

- ◆ 1 player: 30
- ◆ 2 players: 40
- ◆ 3 players: 60
- ◆ 4 players: 80



Faer Power token



For each Hero, place the corresponding Golem tokens on the "o" space of the Reputation track.

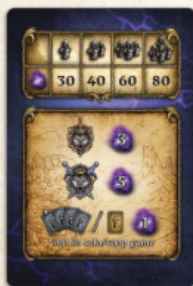
Golem token

Place the Teleport Scrolls and Faer Power card nearby.

Sort the Destruction tokens into 2 stacks based on their type - A and B. Shuffle both types separately and create one stack with the B tiles at the bottom and the A tiles at the top, face down.



Teleport Scrolls



Faer Power card



Destruction tokens

## Walking Destruction Map Setup

Chapter		I	II	III	IV
	1P	2*	2*	2*	2*
	2-4P	3	3	3	3
	1-2P	1	1	1	-
	3-4P	1	1	2	-
	1P	1	4	3	3
	2P	2	5	4	3
	3P	2	5	4	4
	4P	3	6	5	4

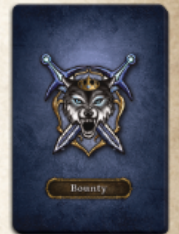
\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook**, page 31.



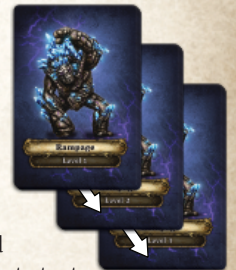
Level 1 Elite Monster and Bounty decks



Level 2 Elite Monster and Bounty decks



Sort the Rampage cards into piles based on their level. Shuffle each pile separately and create one deck with the highest level cards at the bottom and the remaining cards placed on top in descending order of level, face down.



Each player begins the game with 8 Gold and 2 Reputation. Note that Heroes do not start with any of their Hero tiles Unveiled; they must still perform the Trade Action to Unveil them as normal.

## SPECIAL RULES

Once the Ruins Map tile is revealed, place the Golem standee at random on one of the 3 hexes of the tile.

Then, at the beginning of each subsequent round, reveal the top Rampage card. This indicates where the Golem moves to and which locations it destroys.





The Golem's movement direction is determined by the numbered hexes on the Rampage card. The Golem moves (in a straight line) in the numbered direction that it can move the farthest. In case of a tie, choose the direction with the lower number. The value shown in the Move symbol defines the maximum number of hexes the Golem moves in the preferred direction.



**Note:** New Map tiles are not revealed when the Golem enters a hex on the edge of the map.

**For example:** The Golem has 3 Move points. Based on the current map, the Golem is only able to move 2 hexes in direction 1. However, the Golem can move 3 hexes in directions 2 and 3. Therefore the Golem takes 3 steps in direction 2 because it is a lower number.



Whenever the Golem enters a hex without a Destruction token (not counting the hexes on the Ruins Map tile which are already destroyed), follow these steps in order:

1. Remove all Hero, Interaction, and Trade tokens from that hex and place them on the Scenario board under the Round track. They will be used during Final Scoring as usual.
2. Take the top Destruction token from the stack and place it face up on the hex. The new token replaces the original hex for the rest of the game.



If the Golem destroys an Encounter hex or all 3 hexes surrounding an Encounter Special tile (e.g. Mercenaries), remove the corresponding Encounter cards from the game by returning them to the box.

If all 3 hexes surrounding the Church are covered by the Destruction tokens, place the Church standee in the center of the Starting Map tile. You may still visit the Church as normal.



If all 3 hexes surrounding the Dragonslayer Towers are destroyed, place the Trade token of the Hero who liberated them in the center of the Special tile. If the Dragonslayer Towers are not liberated, place the Trade token of the Hero not used in the game at the juncture of the 3 Destruction tokens, in the center of the Special tile. You may still enter the Dragonslayer Towers as normal.



If the Golem enters the hex with your Hero on it, your Hero is killed. Follow these steps:

1. Place your Hero in the Church.
2. Restore your Hero to Maximum Health.
3. Lose 1 Reputation.
4. If it is your turn, continue playing, using Action tokens, Items, and Abilities as normal.



During this scenario, whenever your Hero is resurrected (whatever the cause), take a Teleport Scroll only if you do not already have one; you may use it immediately, or store it in a Sack.

## FIGHT THE ELITE MONSTERS

All Destruction tokens contain a Level 1 or Level 2 Elite Monster. Similar to Monsters, you cannot enter a hex containing an undefeated Elite Monster unless you perform a Combat Action immediately after entering. Follow the standard rules for Combat with a Monster.

If you defeat the Elite Monster, follow these steps:

1. Find the appropriate Bounty card, take the Reward depicted on it, then return the card to the box.
2. Either take the Elite Monster card as a Trophy or discard it to the appropriate discard pile.
3. Gain all Loot depicted on the Destruction token.
4. From step 4 onwards, follow the steps described in Death of the Monster (**Rulebook, page 21**).  
**Note:** Always place a Hero token on the Destruction token.

The hex on a Destruction token is then considered to be liberated for the remainder of the game; all Heroes may freely enter the hex.



## DISSOLVING FAER

The Faer Power token tracks the amount of Faer Magic still flowing in the Golem's veins. The Golem tokens track the amount of Faer Magic each Hero has already dissolved.

You may dissolve Faer Magic in different ways, advancing your Golem token on the Reputation track:

- ◆ If you defeat a Level 1 Elite Monster, move your Golem token 3 spaces forward.
- ◆ If you defeat a Level 2 Elite Monster, move your Golem token 5 spaces forward.
- ◆ For every 4 Silver cards used as a Monster-player in a single Combat (both with Elite Monsters and Monsters), move your Golem token 1 space forward.
- ◆ For each Gold card used as a Monster-player in Combat (both with Elite Monsters and Monsters), move your Golem token 1 space forward.

Whenever you move your Golem token on the Reputation track, move the Faer Power token back by the same amount.

**For example:** There is currently 52 Faer Power.



After defeating a Level 1 Elite Monster, move your Golem token 3 spaces forward and the Faer Power token 3 spaces backward, i.e. flip the token to the opposite side and place it on the number 49 on the Reputation track.



**Note:** In the Solo game, you may only move your Golem token by defeating Elite Monsters. However, the Faer Power token is moved even for Silver and Gold cards used during Combat by the Monster, i.e. for every 4 Silver cards or 1 Gold card used, move the Faer Power token 1 space back.

When the Faer Power token reaches “0” on the Reputation track, the Golem is saved, and the game ends at the end of the current round.

Players can still advance their Golem tokens on the Reputation track but the Faer Power token is not moved anymore.

## SCENARIO RESOLUTION

- ◆ If the Faer Power token reaches 0, the Golem is saved. The Heroes successfully protected Euthia from complete destruction. Each hero gains 10 Reputation.
- ◆ If the Golem is not saved by the end of round 11, the Heroes have failed.

Whichever the outcome, each Hero receives Reputation for the Faer Magic they dissolved from the Golem according to the table on the Faer Power card.

Reward			
10-14	15-19	20-26	27+
5	9	14	20

Then proceed to Final Scoring as normal. Hero, Interaction, and Trade tokens placed on the Scenario board count towards a Hero's final score. Do not score Elite Monsters as they work differently in this scenario.





*Farruga, a force of nature by itself, is raiding important locations of the land. The Heroes must hunt the dragon down, protect the people and their settlements, and defeat the horrific beast.*

**Game length:** 12 standard game rounds followed by 2 special Farruga Attack rounds.

**Goal:** Defeat the Dragon before the end of round 14.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table. Chapter V Map tiles are not used in this scenario.

Place the Farruga standee on space 1 of the Round track instead of the Hero token of the starting player. Place the starting player's Hero token on space 13 of the Round track. Track the number of rounds by moving the Farruga standee instead of the Hero token until round 13 when Farruga will be moved to the map.

Take the Farruga Dragon card corresponding to the number of players and return the others to the box.

Shuffle the Farruga Attack cards and place them face down nearby as the Farruga Attack deck.

Place the Initiative tokens nearby.

Number of players →



Farruga Dragon card



Farruga Attack deck



Initiative tokens

Use Level 1 and Level 2 Elite Monsters.

Each player begins the game with a Healing Potion.

## SPECIAL RULES

After 12 rounds, the game continues with up to 2 Farruga Attack rounds. These rounds are resolved in the following 4 Phases:

1. Attack round setup
2. Determine targets
3. Hero movement
4. Farruga attacks

### Defending the Settlements Map Setup

Chapter		I	II	III	IV
	1P	2*	2*	2*	2*
	2-4P	3	3	3	3
	1-2P	1	1	1	-
	3-4P	1	1	2	-
	1P	3	2	2	3
	2P	4	2	2	1
	3P	6	4	3	3
	4P	7	6	5	5

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

## ATTACK ROUND SETUP

In this Phase, players perform all the usual steps as if it was the beginning of a standard round (see **Rulebook, page 9**).

Then, reveal the top card from the Farruga Attack deck and place it face up on top of the deck.



Example of a Farruga Attack card

## DETERMINE TARGETS

The Compass symbol on the front of the Farruga Attack card indicates the locations that will be attacked by Farruga this round. Place the Initiative tokens on the locations as follows:

- ◆ Initiative token "1" on the location closest to the edge of the Map indicated by the 1<sup>st</sup> direction (with a hex border).
- ◆ Initiative token "2" on the location closest to the edge of the Map indicated by the 2<sup>nd</sup> direction (following the arrow).
- ◆ Initiative token "3" on the location closest to the edge of the Map indicated by the 3<sup>rd</sup> direction (the opposite direction to the 1<sup>st</sup> direction).



Place the Farruga standee on Initiative token "1".



On the Map tiles, the small symbols on the top and bottom of the tiles correspond to North and South.



If there is a tie when determining the target, choose the tied location closest to the edge corresponding to the next direction (if there is a tie for the 3<sup>rd</sup> direction, use the 2<sup>nd</sup> direction as the tiebreaker).

There can only be one Initiative token on each location; ignore locations with Initiative tokens when determining the position of later Initiative tokens.

#### Notes:

It is possible that there are fewer than three locations revealed on the Map corresponding to the type attacked. In this case, just place Initiative tokens in numeric order on the ones to be attacked.

One Farruga Attack card depicts Dragonslayer Towers and the Church and does not have a Compass. Place the "1" Initiative token in the center of the Dragonslayer Towers and the "2" Initiative token on the Church.



**For example:** The Farruga Attack card shows that the Alchemists locations are under attack. There are 3 Alchemists on the Map.

The "1" Initiative token is placed on the Alchemists closest to the North edge of the Map as indicated by the hex border. However, there are two Alchemists that are equally close to the edge. Therefore, the 2<sup>nd</sup> direction (East) is used as a tiebreaker.

The "2" Initiative token is placed on the Alchemists closest to the East edge of the Map. Locations with Initiative tokens are ignored, so the token is placed on the Alchemists second closest to the East edge of the Map.

The "3" Initiative token is placed on the remaining Alchemist.



## HERO MOVEMENT

Beginning with the starting player and going clockwise, each player moves their Hero.

Heroes can move across the map without any restriction; Elemental Powers no longer apply and there are no more Monsters; all hexes are considered to be liberated. Heroes can only Move and visit the Church; no other Actions or Free Actions can be performed.


Heroes can change Equipment and use Abilities or Items that can be used outside of Combat as usual. However, the Trade Action is not possible at this time, therefore Heroes can no longer Train or change Abilities.

## FARRUGA ATTACKS

Once all Heroes have moved, those who are at the location with Farruga must attack the dragon. The Hero who used the fewest Move points to arrive at the location attacks first, then the Hero who used the next fewest, and so on. In case of a tie, decide randomly who attacks next.



**Note:** Teleporting does not count as using any Move points.

Combat follows the normal rules with the exception of the following:

- ◆ No Control card is drawn.
- ◆ No Elemental Powers are applied.
- ◆ The Die of Hope is not used when fighting Farruga.
- ◆ Heroes cannot use any Items or Abilities that depict a Dragon icon with a cross. 

Combat is resolved by following these 4 Phases, in order:

1. Hero Healing Phase (as normal)
2. First Strike Phase (as per a normal First Strike)
3. Hero Attack Phase (as normal)
 

**Note:** The total Damage dealt to Farruga is the sum of the attacks from Phases 2 & 3.
4. Resolve Damage Phase
  - a. Place your Hero's Damage tokens on the Farruga card equal to the Damage you dealt (but not above the Health of Farruga – see Final Blow below).
  - b. Your Hero suffers 6 Injuries as stated on the Farruga card. 
  - c. Based on the current Farruga Attack card, your Hero suffers additional Injuries or receives Reputation according to the Damage your Hero just inflicted on Farruga. 



**For example:** Maeldur first uses *Magic Sling* in the *First Strike* Phase and deals 1 Damage. He then uses his *Lightning Combat* Ability in the *Hero Attack* Phase for another 4 Damage; Farruga would be dealt a total of 5 Damage. Maeldur suffers 10 Injuries in return (6 base + 4 from the Attack card).



**Note:** Heroes not at the same location as Farruga are not affected by the Farruga Attack card.

If your Hero dies during Farruga Attack, your Hero is Resurrected in the Church. Follow these steps:

1. Lose any remaining Move points (ones marked by Move tokens).
2. Lose 2 Reputation.
3. Heal back to your Maximum Health.
4. Continue playing during the next Farruga Attack.

#### THE NEXT ATTACK

If Farruga has not been defeated, remove the current Initiative token. If there are now no more Initiative tokens on the map, the round is over. Otherwise, move Farruga to the next Initiative token and return to Phase 3 (Hero Movement). Any Action tokens / Items / Abilities already used this round remain used.

**Note:** It is possible that a Hero chooses to move directly to Initiative token "2", avoiding the first attacked location. In this case, when Farruga attacks the second location, the Hero is already there, and is considered to have used the fewest Move points reaching the location.

#### FINAL BLOW

The attack that puts Damage tokens on Farruga so that the total damage on it would equal or exceed Farruga's Health is called the Final blow.

Farruga's Health



The sum of the Damage tokens on Farruga can never exceed the Health of Farruga. Therefore, the Final blow only places Damage tokens such that the sum is equal to the Health of the dragon. If you deal the Final blow:

- ◆ Gain 2 Reputation.
- ◆ Do not receive Reputation or suffer any Injuries from the Dragon Attack card.
- ◆ Do not suffer 6 Injuries stated on the Farruga card.

**For example:** Farruga has 50 Health. It has currently taken 45 Damage. You attack and deal 8 damage. Only place 5 Damage tokens on Farruga.

**Note:** There is no Final blow in the Solo Game.

## SCENARIO RESOLUTION

- ◆ If Farruga has Damage tokens on it equal to its Health, it is defeated. The Heroes have successfully protected the people of Euthial! Each Hero gains 10 Reputation.
- ◆ If Farruga is not defeated by the end of round 14, the Heroes have failed.

Whichever the outcome, each Hero receives Reputation for the Damage they dealt to the dragon according to the table on the Farruga card.

**For example:** In a 3-player game, if you dealt a total of 22 damage, gain 7 Reputation.




Then proceed to Final Scoring as normal.





# THE THREAT OF MIRREZIL

HEROIC 100' / 

Mirrezil, the dragon of pure emotions, is using its magic to destroy the Church and break the circle of resurrection which revives Heroes. You must invoke defensive magic to protect the last bastion of hope in Euthia.

**Game length:** 15 standard game rounds followed by 1 special Mirrezil Attack Round.

**Goal:** Defeat the Dragon in round 16.

**Setup rules:** The Starting Map tile is the one with the Church and not the Priest. Create the Map tile stack according to the table.

Take the Mirrezil Dragon card corresponding to the number of players and return the others to the box.

Create the Event deck as follows:

- ◆ Separate the Mirrezil Event cards according to their Category (I & II).
- ◆ Shuffle the Category II cards, draw 2 at random, placing them face down in a pile without looking at them.
- ◆ Shuffle the Category I cards, draw 1 at random, placing it face up on the pile of 2 Category II cards.
- ◆ Return any unused Event cards to the box without looking at them.

Place the Defense Magic tokens next to the Event decks.

Place the Initiative tokens on spaces 6, 11, and 16 of the Round track with the Dragon symbol face up.

The Threat of Mirrezil Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-2P	1	1	1	-	-
	3-4P	1	1	2	-	-
	1P	2	2	2	3	2
	2P	3	2	3	3	2
	3P	5	3	4	4	2
	4P	7	5	5	5	2

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook, page 31**.

At the beginning of rounds 6 and 11, return the current Event card into the box and reveal the next card from the Event deck. The first two Initiative tokens on the Round track remind you of this.

Heroes can create Defense Magic to protect themselves from the Event and also receive a Reward.

In round 16, Mirrezil attacks. Whether Mirrezil is defeated or not, proceed to Final Scoring; the player with the highest Reputation wins the game.

## INVOKING DEFENSE MAGIC

Each Event card has a negative effect at the top and a Reward at the bottom. If you invoke Defense Magic, you can both ignore the negative effect and gain the Reward.

You can only invoke Defense Magic once per Event, i.e. if you have already invoked Defense Magic during this Event, you cannot do it again.

To invoke Defense Magic, your Hero must be on a hex that contains one of your Hero tokens and does not contain a Defense Magic token (from any player). Perform the following steps:

1. Spend the Invoke cost as depicted on the card, discarding Silver and Gold cards and Essence.
2. Place a Defense Magic token face up under your Hero token at the location your Hero currently is.
3. Receive the Reward at the bottom of the Event card.



Number of players



Mirrezil Dragon card



Event deck



Initiative token



Defense Magic token

Use Level 1 and Level 2 Elite Monsters.

Each player begins the game with 10 Gold.

## SPECIAL RULES

The card currently face up on top of the Event deck has an effect on the game until it is returned to the box.



If there is a face up Defense Magic token below one of your Hero tokens, you ignore the negative effect at the top of the Event card.

**Note:** Defense Magic tokens are also used during Mirrezil's attack, as described in the corresponding section below.

When a new Event is revealed, all Defense Magic tokens are flipped face down. This reminds you that the negative effects on the newly revealed Event card affects you, i.e. to ignore its negative effects, you need to invoke Defense Magic again.



All Event cards are fully described in the Appendix.

## MIRREZIL ATTACK ROUND

After 15 standard rounds of play, Mirrezil attacks with a special Mirrezil Attack Round.

At the beginning of the round 16, perform the following steps:

- ◆ All Heroes are placed on the Church and their Health is restored to maximum.
- ◆ Ready all exhausted Items and Abilities.
- ◆ Flip all Gems to their active side.
- ◆ Players can change Equipment and use Out-of-Combat Abilities or Items.

**Note:** In this round, players do not perform Actions, Free Actions, or Move. Therefore, Heroes cannot Train since that requires the Trade Action, or buy a Potion from the Church.

### THE FIGHT BEGINS

At the start of the fight against Mirrezil, perform the following steps:

1. Each Hero places 3 Damage on the Mirrezil card for each Defense Magic they invoked during the game (Defense Magic tokens underneath their Hero tokens).
2. Each Hero may perform one First Strike with suitable Items or Abilities. See below for the details of Combat Rounds.

### COMBAT ROUNDS

The fight against Mirrezil takes place over a series of Combat Rounds, each consisting of three Phases. This continues until Mirrezil has been defeated, or all Heroes die trying.

1. Hero Healing Phase
2. Heroes Attack Phase (see below)
3. Mirrezil Attack Phase (see below)

If Mirrezil and at least one Hero are still alive, proceed with another Combat Round.

Combat follows the normal rules with the exception of the following:

- ◆ No Control card is drawn.
- ◆ The Die of Hope is not used when fighting Mirrezil.
- ◆ Heroes cannot use any Items and Abilities that depict a Dragon icon with a cross.

In Phase 2, each Hero attacks the dragon with a non-First Strike Weapon or Combat Ability. Randomly determine the order in which the Heroes attack. Place any damage dealt onto the Mirrezil card.

In Phase 3, if Mirrezil is alive, each Hero suffers 13 Injuries as depicted on the Mirrezil card.

### FINAL BLOW

The attack that puts Damage tokens on Mirrezil so that the total damage on it would equal or exceed Mirrezil's Health is called the Final blow. The Hero who dealt that damage gains 2 Reputation.



Mirrezil's Health



Mirrezil cannot take Damage beyond its Health; if the Final blow deals Damage in excess of the Health of Mirrezil, only place Damage tokens up to the Dragon's Health.

**For example:** Mirrezil has 128 Health. It has currently taken 120 Damage. You attack and deal 11 damage. Only place 8 Damage tokens on Mirrezil.

**Note:** There is no Final blow in the Solo Game.

### HERO DEATH IN COMBAT

If your Hero dies during a Mirrezil Attack, you lose 2 Reputation. You then take no further part in the game but still score at the end, and can still win the game, even if you are killed.

### SCENARIO RESOLUTION

- ◆ If Mirrezil has Damage tokens on it equal to its Health, the Heroes have successfully protected the Church and defeated the dragon! Each Hero gains 10 Reputation for defeating Mirrezil.
- ◆ If all Heroes die, they have failed to protect the Church and the people of Euthia.

Whichever the outcome, each Hero receives Reputation for the Damage they dealt to the dragon according to the table on the Mirrezil card.

**For example:** In a 3-player game, if you dealt a total of 30 Damage, gain 11 Reputation.



Then proceed to Final Scoring as normal.



# THE BANISHING OF BRASATH

HEROIC 120' / ♣

*Brasath, the mysterious being formed from the Faer itself. Despite lacking a physical form, you will recognize his presence: The imminence of Death!*

**Game length:** Up to 20 game rounds.

**Goal:** Banish Brasath by fulfilling Legends and bringing a number of Artifacts to the Church.

The number of Artifacts required is as follows:

- ◆ **1 player:** 2 Artifacts
- ◆ **2 players:** 3 Artifacts
- ◆ **3 or 4 players:** 4 Artifacts

As soon as the required number of Artifacts have been brought to the Church, the game ends at the end of the current round.

**Setup rules:** The Starting Map tile is the one with the Church and the Priest. Create the Map tile stack according to the table. The Legend Map tiles are used in this scenario. Legend Map tiles are Special tiles.

According to the number of players, shuffle the Priest Encounter cards face down to create the Encounter deck; place it nearby. Reveal the top card (leave it on top of the deck).

Place the Supplies tiles nearby.



Priest Encounter cards



Supplies tiles

Use all levels of Elite Monsters.

Each player begins the game with 20 Gold and 5 Reputation. Note that Heroes do not start with any of their Hero tiles Unveiled; they must still perform the Trade Action to Unveil them as normal.

## SPECIAL RULES

The hex depicting a Priest is the Encounter hex; follow the normal rules for fulfilling an Encounter Quest. His Quests involve delivering Supplies to another location. See the **Appendix** for full details on the Priest Encounter cards.

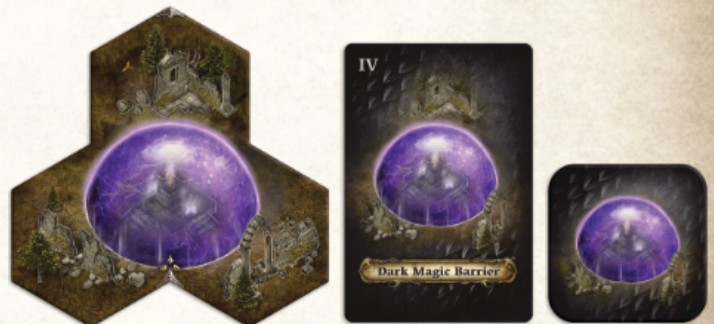
**Legend Map tiles:** When revealed, place the corresponding Legend card and Artifact tile face up nearby.

The first Hero to move onto the center of the Legend tile and meet the initial requirements of the Quest may take the Artifact. These requirements are listed on the Legend card and explained in detail in the **Appendix**.

The Banishing of Brasath Map Setup

Chapter		I	II	III	IV	V
	1P	2*	2*	2*	2*	2*
	2-4P	3	3	3	3	3
	1-2P	-	-	1	1	-
	3-4P	-	-	2	1	-
	1P	-	-	-	1	1
	2P	-	-	-	1	2
	3-4P	-	-	-	2	2
	1P	-	-	3	3	3
	2P	-	-	3	3	4
	3P	1	2	4	4	5
	4P	2	3	5	5	6

\* The specific Fixed Map tiles for the Solo Game can be found in the **Rulebook**, page 31.



Matching Legend Map tile, Legend card, and Artifact tile

The Artifact is an Item and must be stored in your Sack.

If you move onto the Church when carrying the Artifact, then, as a Free Action, you may place the Artifact below the Scenario board and place the fulfilled Legend card beside your Hero board, gaining the Reward on it. The Legend card will count for Final Scoring as any other Quest.



## SCENARIO RESOLUTION

If the Heroes manage to bring enough Artifacts to the Church before the end of round 20, Brasath is successfully banished; all Heroes gain 10 Reputation.

Otherwise, the land is enshrouded in the cloak of terror.

Either way, players proceed to Final Scoring as normal.





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